

## AREAS OF THE KEEP

1. **MAIN GATE:** Two towers 30' high with battlements flank a gatehouse 20' high. All have holes for bow and crossbow fire. A deep crevice in front of the place is spanned by a drawbridge (usually up). There is a portcullis at the entry and large gates at the far end of the passage. The passage is about 10' wide and high, the ceiling above pierced with murder holes, and walls to either side slitted for archery. It is obvious that the building is constructed of great blocks of the hardest granite, undoubtedly common throughout the entire fortress. Two **men-at-arms** (AC 3 [plate]; MV 6"; Ftr 1; hp 6 each; #AT 1; Dmg 1d6 [partisan]; Int Very; AL NG; SZ M; THAC0 20; XPV 32 each) will approach when the drawbridge is lowered and the portcullis raised. Each is clad in plate mail and carries a pole arm. **They require that persons entering the KEEP put their weapons away, and then will escort them through the short tunnel into area 3.**
2. **FLANKING TOWERS:** Atop each tower are four **crossbowmen** with crossbows cocked and ready to fire. Each is clad in chain mail (AC 5), wearing a sword and dagger, and has a shield (AC 4 when picked up) nearby (AC 5/4 [chain, shield]; MV 9"; Ftr 1; hp 6 each; #AT 1 or 1/2; Dmg 1d6 [short sword] or 1d4 [dagger] or d4+1 [heavy crossbow, 20 bolts]; XPV 40 each). Inside each tower are 12 other **men-at-arms**, four being "on-duty" and armored and armed as the men-at-arms on the tower tops. The other eight in the tower are resting, and it will take one full turn for these men to ready themselves for battle. They are exactly like the others, except instead of crossbows, they carry longbows (AC 5/4 [chain, shield]; Ftr 1; hp 6 each; #AT 1 or 2; Dmg 1d6 [short sword] or 1d4 [dagger] or 1d6 [longbow, 12 arrows]; XPV 40 each). The three floors of these towers will contain supplies of bolts and arrows, spears, rocks, and several barrels of oil (all for hurling down on attackers). There will also be pallets for sleeping, pegs with clothing belonging to the soldiers, and some small tables, stools, and benches. Each man-at-arms will have (d6) cp and (d4) sp on his person.
3. **ENTRY YARD:** This narrow place is paved. All entrants, save those of the garrison, will be required to dismount and stable their animals (area 4., below). The **Corporal Farlack** of the watch is here. He is dressed in plate mail and carries a shield, with sword and dagger at his waist (AC 3/2 [plate, shield]; MV 6"; Ftr 2; hp 15; #AT 1; Dmg 1d6+1 [short sword +1] or 1d4 [dagger]; Int Very; AL NG; SZ M; THAC0 19 or 20; XPV 95). **The corporal is rather grouchy, with a low Charisma, but he admires outspoken, brave fighters and is easily taken in by a pretty girl. Beside him is a man in robes (a scribe) who records the name of each person who enters or leaves, and flanking each man is another man-at-arms in plate with pole arms as noted in 1., above** (AC 3 [plate]; Ftr 1; hp 6 each; #AT 1; Dmg 1d6 [partisan]; XPV 32 each). When dismounted, lackeys will come from area 4. (the stable) to take the mounts or mules. **Any goods that are not carried by the adventurers will be stored in area 5** (the Warehouse). Another lackey will then show travelers to the Traveler's Inn.
4. **COMMON STABLE:** This long building is about 15' high, with a 3' parapet atop its flat roof, so that it can be used in defense of the gate. The gate side wall is pierced for archery. There are always 5-8 (d4 + 4) lackeys inside tending to horses and gear. Each is unarmored (AC 10) but can fight with various available weapons (pitch forks and the like -treat as pole arms) and each has 1-4 hit points. There will be various **light horses** (AC 7; MV 24"; HD 2; hp 8 each; #AT 2; Dmg 1d4/1d4; Int Ani; AL N; SZ L; THAC0 16; XPV 36 each) and **draft horses** (AC 7; MV 12"; HD 3; hp 9 each; #AT 1; Dmg d3; XPV 62 each) here, 2-8 of each, as well as 1-4 **mules** (AC 7; MV 12"; HD 3; hp 15 each; #AT 1 or 2; Dmg d2/d6; Int Semi; AL N; SZ L; THAC0 16; XPV 80 each).
5. **COMMON WAREHOUSE:** Visiting merchants and other travelers who have quantities of goods are **required to keep their materials here until they are either sold to the persons at the KEEP or taken elsewhere.** The building is the same as the stable (4., above) with respect to height, parapet, etc. Its double doors are chained and padlocked, and the corporal of the watch must be called to gain entry, as he has the keys. Inside are two wagons, a cart, many boxes, barrels, and bales -- various food items, cloth, arrows, bolts, salt, and two tuns of wine. (Average value is 100 gp per wagonload).
6. **BAILIFF'S TOWER:** The bailiff (superintendent) of the outer bailey of the fortress, **Harailt**, lives here (AC 2/1 [plate +1, shield]; MV 12"; Ftr 3; hp 22; #AT 1 or 2; Dmg 1d6+1 [short sword +1] or 1d6 [longbow, 17 arrows] or 1d6+1 [longbow, 3 arrows +1]; Int Very; AL NG; SZ M; THAC0 17 or 18; XPV 173). He is wearing magic plate mail + 1 and wields a short sword +1, and is also able to use a longbow which is hanging on the wall. He and the scribe share offices on the lower floor. Their quarters are on the second story. (Usual furnishings of bed, chest, armoire, table, chairs, rug, etc.) (The bailiff has 3d6 gp with him always; the scribe has 2d6 sp and 1d4 gp in his purse. There are 50 gp hidden in the bailiff's old boots in the armoire, and hanging on his wall is a quiver with 20 arrows, 3 of which are magic arrows +1. The scribe has a jeweled ink pot worth 100 gp, but it is dirty and ink covered, looks worthless, and is on his table in plain sight.) The third floor is a storage area, and the fourth story quarters twelve **men-at-arms**. Six are armored in studded leather and buckler, with pole arm and hand axe (AC 7/6 [studded leather, buckler]; MV 9"; Ftr 1; hp 6 each; #AT 1; Dmg 1d6 [partisan] or 1d6 [hand axe]; XPV 40 each); the other six have chain mail, crossbow, and sword and serve as the escort of the bailiff from time to time (AC 5 [chain]; Ftr 1; hp 6

each; #AT 1; Dmg 1d4 [light crossbow, 20 bolts] or 1d6 [short sword]; XPV 40 each). Each carry 2d6 cp and 1d6 sp. Their room contains pallets, pegs with cloaks and other clothing, two long tables with benches, a supply of 180 bolts, and several dozen large rocks. The whole tower is 40' high, with a 5' tall battlement atop it. All walls are pierced for archery.

7. **PRIVATE APARTMENTS:** Special quarters are available for well-to-do families, rich merchants, guild masters, and the like. The five small apartments along the south wall are occupied by families of persons dwelling within the Outer Bailey of the KEEP. The two large ones (indicated by 7a. and 7b.) currently house a jewel merchant and a priest:

- a. **Jewel Merchant:** This normal man (**Alasdair**) and his wife (**Caitlin**) are guarded by a pair of 2nd level **fighters** in chain mail and shield with sword and dagger (AC 5/4 [chain, shield]; MV 9"; Ftr 2; hp 17, 12; #AT 1; Dmg 1d6 [short sword] or 1d4 [dagger]; Int Very; AL LN; SZ M; THAC0 20; XPV 101, 86). The four are lodged in the eastern portion of the building, the merchant and his wife being on the upper floor most of the time. Each guard commands a **huge dog** trained to kill (AC 6; MV 12"; HD 2+2; hp 12, 11; #AT 1; Dmg 2d4; Int Semi; AL N; SZ M; THAC0 16; XPV 71, 68). The merchant has a locked iron box with 200 pp and 100 gp inside. Secreted in his belt are 10 gems of 100 gp value each. **He will buy gems at 60% to 90% (d4 x 10 + 50%) of value. He sells at 110% to 140% (d4 x 10 + 100%) of value.** His wife wears a jeweled bracelet, necklace, and earrings (600, 1,200, and 300 gp value respectively), also available for sale as per gems. They are awaiting a caravan back to more civilized lands. All persons here have 3d6 sp each upon their person. The apartment is well furnished, but there is nothing of particular interest or value, except for the coins, gems, and jewelry noted.
- b. **Priest:** The western portion houses the jovial **Torcall**, priest of Hiisi, who is taking advantage of his stopover at the KEEP to discuss theology with learned folk and to convert others. Everyone speaks well of him, although the two acolytes with him are avoided, as they never speak - the priest says they must follow vows of silence until they attain priestly standing. His well-appointed chambers are comfortably furnished, and guests are always welcomed with a cozy fire and plenty of ale or wine. The priest is a very fine companion and an excellent listener. He does not press his religious beliefs upon any unwilling person. He is outspoken in his hatred of evil, and **if approached by a party of adventurers seeking the Caves of Chaos, he will certainly accompany them.** He has plate

mail +1 and a shield +1 (AC -1) and a mace +1 and has a Dexterity of 15 (thus the low AC). He also has a magic cleric scroll with a *hold person* and a *silence, 15' radius* spell on it. He appears very robust (AC 1/-1 [plate +1, shield +1]; MV 12"; Clr 3; hp 18; #AT 1; Dmg 1d6+2 [footman's mace +1]; SA scroll; Int Very; AL CE; SZ M; THAC0 19; XPV 297; Spells: *cause light wounds, light, withdraw*), as do his assistants, **Goiridh** and **Tomag**. The latter wear chain mail, carry shields and have maces (AC 5/4 [chain, shield]; MV 9"; Clr 1; hp 7 each; #AT 1; Dmg 1d6 [horseman's mace]; Int Very; AL CE; SZ M; THAC0 20; XPV 50 each; Spells: command, magic stone). (Note: **All are chaotic and evil**, being in the KEEP to spy and defeat those seeking to gain experience by challenging the monsters in the Caves of Chaos. Once in the caves the priest will use a *cause light wounds* (does 1-8 points of damage to the creature touched, a normal "to hit" roll must be made to touch the victim) or a light spell as needed to hinder and harm adventurers. **Betrayal will always occur during a crucial encounter with monsters.**) Each cleric carries 4d6 sp, and each wears a gold chain worth 100 gp (the priest's chain has a bloodstone gem worth 500 gp in addition). A small sack hidden in the priest's chair contains 30 each of pp, gp, ep, sp, and cp, plus one jeweled clasp worth 300 gp. These are for bribes for sub-version or to use to gain freedom if necessary.

8. **SMITHY AND ARMORER:** This building is about 20' high, with the usual 5' parapet above and walls pierced for defense. A forge, bellows, and other items occupy the lower floor. Here horses and mules are shod, weapons made, armor repaired, and similar work done. The smith, **Eumann**, is also an armorer (AC 7 [leather]; MV 12"; Ftr 1; hp 11; #AT 1; Dmg d4+1 [hammer]; Int Very; AL LG; SZ M; THAC0 20; XPV 50). He has two assistants, **Peadrus** and **Simon** (AC 10; MV 12"; HD 0; hp 5 each; #AT 1; Dmg by weapon; Int Very; AL LN; SZ M; THAC0 20(2); XPV 10 each). There are 1 long sword, 1 broadsword, 1 footman's mace, a suit of man-sized chain mail, and 11 finished spears in the shop. In the second story are rooms where the smith, his family, and his assistants live. (The rooms have normal furnishings, but a jar hidden in the smith's bedroom holds 27 ep.) The smith carries 1d4 gp, and each assistant has 2d6 sp.
9. **PROVISIONER:** This low building houses a shop where all the equipment needed for dungeon adventurers (as listed in the rulebook) is sold. **He does not sell weapons other than spears, daggers, arrows and bolts. He has a few (7) shields but does not sell armor or mounts. He will direct any persons interested in such items to the trader next door. Prices are as shown in the rules. He will buy equipment from**

- adventurers at 50% of listed price. The **provisioner** is a normal man; in time of need he has leather armor and shield (AC 7) and will man the walls or otherwise fight with a spear. (In the shop he is AC 10; MV 12"; HD 0; hp 3; #AT 1; Dmg 1d6 [spear]; Int Very; AL LN; SZ M; THAC0 20(2); XPV 10.) His wife and two children live in a small apartment in the place. He carries 1d6 gp. He has a strong box with 100 gp, 16 ep, and 30 cp.
10. **TRADER:** This place deals in all armor, weapons, and large quantities of goods such as salt, spices, cloth, rare woods, etc. The trader, **Una**, is very interested in obtaining furs. (Prices are as per the rulebook; purchases from adventurers are at 50% of listed cost, except for furs, which will be bought by him at whatever their stated value is if the seller demands.) She's a normal human (AC 10; MV 12"; HD 0; hp 2; #AT 1; Dmg by weapon; Int Very; AL LN; SZ M; THAC0 20(2); XPV 7), as are her two sons, **Uilleam** and **Marr**, and (AC 10; HD 0; hp 3 each; #AT 1; Dmg by weapon; XPV 8 each). All have leather armor and shields (AC 7) and fauchards and short swords for use when necessary. (Hidden under the floorboards of their small apartment are 500 gp and 1,110 sp. Each carry 2d6 gp in his or her purse.)
11. **LOAN BANK:** Here anyone can **change money or gems for a 10% fee**. The banker, **Manus**, will also **keep a person's wealth** stored safely at no charge if it is left for at least one month; otherwise, there is a **10% fee**. Loans at an interest rate of 10% per month can be obtained for up to 5 gp with no security deposit; over 5 gp requires some item of at least twice the value of the loan. A sign on the shop states clearly that **this place is under direct protection of the KEEP**, and there is always a **man-at-arms** watching the place from tower 12 (AC 5 [chain]; MV 9"; Ftr 1; hp 4; #AT 2 or 1; Dmg 1d6 [longbow, 12 arrows] or 1d6 [short sword]; XPV 36). (**Manus** is a retired 3rd level fighter (AC 10; MV 12"; Ftr 3; hp 12; #AT 1; Dmg 1d6 [short sword]; Int Very; AL LN; SZ M; THAC0 18; XPV 108) with a short sword handy, and plate and shield (AC 2) stored in his apartment above. He carries 6 pp and 12 gp with him.) There is a scrawny old clerk, **Fearchar**, in the place as well (AC 10; MV 12"; MU 2; hp 5; #AT 1; Dmg spells only; Int High; AL LN; SZ M; THAC0 20(2); XPV 80; Spells: *sleep, ventriloquism*) who typically handles transactions. A hired mercenary fighter, **Eachann**, (AC 3 [plate]; MV 6"; Ftr 1; hp 7; #AT 1; Dmg 1d4 [light crossbow, 20 bolts] or 1d8 [battle axe]; Int Very; AL NG; SZ M; THAC0 20; XPV 42) in plate mail and armed with battle-axe and crossbow is on guard inside the door. Displayed for sale are the following items:
- Carved ivory tusk, 50 gp
  - Silver cup, 20 gp
  - Crystal decanter, 45 gp (actual worth 10 gp)
  - Jade ring, 250 gp (actual worth 400 gp)
  - Dagger with jeweled scabbard, 600 gp
  - Fur-trimmed cape, 75 gp
  - 3 blank vellum books, 20 gp each
  - Gold & silver belt, 90 gp
- Set of thief's tools, 100 gp (actual worth 30 gp)
  - Iron box with secret lock, 50 gp
- The strong room of the place is in the cellar. It is protected by a locked iron door which leads to a small vault with 12 compartments each protected by locks with hidden poison needles (save versus Poison at +1 or die). These compartments hold the following items:
- empty
  - 277 gp; large, black pearl, 500 gp
  - gold altar service set, 6,000 gp
  - empty
  - trapped with sleep gas; characters > 4th level may save v. poison to negate effect
  - 1,000 each of pp, gp, ep, sp, and cp (belong to banker)
  - four pit vipers (AC 6; MV 15"; HD 2+1; hp 5 each; #AT 1; Dmg 1; SA poison [save at +3 or sick 2d4 days]; Int Anil; AL N; SZ S; XPV 270 each)
  - 3 gems, 1,000 gp each; 4 gems, 500 gp each; 11 gems, 100 gp each; 25 gems, 50 gp each; and 18 gems, 10 gp each (belong to banker)
  - Arrow trap which always hits anyone in front of its door; 4 arrows do 1d6 damage
  - Alabaster and gold statue, 3,000 gp, in a wood and silk case, 600 gp
  - Empty
  - Sack with 58 pp and 91 ep
12. **WATCH TOWER:** This 45' tall tower has all of the usual defensive devices. It houses six **men-at-arms** in chain mail (AC 5) with longbows and short swords, 6 others in studded leather and carrying bucklers (AC 6) and glaives (MV 9"; Ftr 1; hp 6 each; #AT 2 or 1; Dmg d6; XPV 40 or 32 each), and the captain of the watch (AC 3/2 [plate, shield]; MV 6"; Ftr 3; hp 20; #AT 1; Dmg 1d6+2 [short sword +2] or d4+1 [dagger +1]; THAC0 16 or 17; XPV 165). **Captain Jamys** lives on the first floor (with the usual furnishings, but he has a silver flagon and tankard worth 750 gp). He is known to carry quite a bit of money with him (20 pp, 11 gp, 8 sp), although the soldiers have only small coins (2d6 sp each). The second and third floors are barracks for the **men-at-arms**. The upper story holds a supply of 200 arrows, many rocks, 2 barrels of oil, and 24 spears.
13. **FOUNTAIN SQUARE:** There is a large, gushing fountain in the center of the square. On holidays, local farmers and tradesmen set up small booths to sell their goods in this place.
14. **TRAVELERS INN:** This long, low structure has five small private rooms and a large common sleeping room for a full dozen. (Servants and the like always sleep in the stables, 4., of course.) Private rooms cost 1 gp per night, but sleeping in the common room is only 1 sp per night. The innkeeper and his family live in a small loft above



the inn. They are obviously normal persons of no fighting ability. This building is some 18' high.

15. **TAVERN:** This place is the favorite of visitors and inhabitants of the KEEP alike. The food is excellent, the drinks generous and good. The place is always active, with 4-16 (4d4) patrons at any time of day or night. The bill of fare reads:

Ale	1 ep	Soup	1 sp
Small beer	1 sp	Stew	1 ep
Wine	1 ep	Roast fowl	1 gp
Honey mead	1 gp	Roast joint	2 gp
Bark tea	1 sp	Hot pie	1 ep
Bread	1 cp/slice	Cheese	1 sp/wedge
Pudding	1 sp/bowl	Fruit	1 sp

The barkeep, **Gak**, if talking with a good customer and drinking to his health, will sometimes talk about the lands around the keep (1 drink per story, half of which may be true). He is known to hate small beer and love honey mead. **There is a 50% chance that 2-5 (d4 + 1) of the patrons will be mercenary men-at-arms looking for work** (AC 8/7 [leather, shield]; MV 12"; Ftr 1; hp 6 each; #AT 1; Dmg 1d6 [short sword] or 1d4 [dagger]; Int Very; AL N; SZ M; XPV 40 each). Each will have leather armor & shield, and sword and dagger; all other desired equipment must be purchased by the employer, including missile weapons, and dungeon gear. **Wages for duty include all gear purchased, room and board, and 1 sp per day of service. If no gear is purchased, the cost rises to 1 gp per day.** (Note that a mere spear or minor equipment is considered as no gear.) It is always necessary to buy mercenaries a drink before discussing terms of employment. There is a **10% chance that each of the following persons will be in the tavern at any given time:**

- Corporal Farlack
- Captain Jamys
- Baliff Harailt (see 6, above)
- Torcall (Priest; see 7b, above)
- 2-4 Watchmen (see 12., above)
- Sergeant Parlan (see 18, below)
- Kurjun, 3rd level mountain dwarf thief (AC 6 [leather]; MV 6"; Thf 3; hp 10; #AT 1; Dmg 1d8 [long sword] or d4+2 [dagger +2] or 1d4 [garrote]; Int Avg; AL N; SZ S; THAC0 20(2) or 20(3)/20(2) or 20(2); XPV 200; S 14, I 8, W 15, D 16, C 14, Ch 11 [12], Cm 14 [15]; PP 40%, OL 48 %, F/RT 45%, MS 27%, HS 20%, HN 15%, CW 77%, RL 0%, Backstab x2); 75% likely to join an expedition if offered 25% of the treasure gained.

The taverner, **Martainn**, is a normal man (AC 10; HD 0; hp 5; #AT 1; Dmg by weapon; XPV 10), as are his son, **Donaidh**, and the pot boy, **Rothach** (AC 10; HD 0; hp 5,2; #AT 1; Dmg by weapon; XPV 10, 7), but in time of need they will don leather armor, carry shields (AC 7), and bear arms against attackers. His wife (**Sile**),

daughter (**Dior**), a serving wench (**Sionag**), and a scullion (**Caitriona**) also serve the place. (The owner and his son each have 2d6 gp in their purses, the wife 1d6; all others have 2d6 coppers.) The cellar is where drink and food are stored and prepared, and where the servants sleep. The family sleeps in the small loft. (Hidden in an old crock under empty flour bags in the back room are 82 cp, 29 sp, 40 ep, and 17 gp.)

16. **GUILD HOUSE:** When members of any guild (merchants, craft, artisans, etc.) travel to this area, they are offered the hospitality of this two-story building. This is a fee collection and administrative post, and the staff is careful to observe what traffic passes through the KEEP. **Any trader who passes through must pay guild dues of 5% of the value of his merchandise, but he then gains the protection of the Guild House, assuming he is not a regular member. Craftsmen and artisans must gain Guild permission to enter or leave the land, paying a fee of 2d6 gp either way (depending on the value of their trade).** The lower floor contains the quarters of Guild Master **Conall** and his two clerks, **Bearnard** (m) and **Baraball** (f), and an office (all sparsely furnished, but the Master, **Conall**, has a gold ring worth 50 gp, and 2d6 gp in his purse; each clerk has 1d4 each of gp, sp, and cp. A strongbox under the **Conall's** bed holds 712 gp.) They are normal men (AC 10; HD 0; hp 4 each; #AT 1; Dmg by weapon; XPV 9 each), with chain mall (AC 5), light crossbows, and short swords kept in a closet for quick use. There are two servants who will not fight and who have quarters in the cellar. The upper floor is divided into two private rooms and a dormitory for guests. The Master is very influential, and fortress personnel will reflect his favor or dislike in the treatment of persons. Four **men-at-arms** are always on duty, two on the first floor, two above (AC 8/7 [leather, shield]; MV 12"; Ftr 1; hp 6 each; #AT 1; Dmg 1d6 [spear] or 1d6 [short sword]; XPV 40 each). They are fanatical Guildsmen who will obey any order from the Master. Guests of the Guild eat here. Drinking is frowned upon.
17. **CHAPEL:** The spiritual center of the Keep is opposite the Guild House. This building has a peaked roof two stories tall; the interior is one large room. The altar is located at the eastern end, with a colored glass window (worth 350 gp intact) above it; the window is 20' tall and 8' wide. An offering box is fastened securely atop a heavy pedestal in the southeast corner; it contains 1-100 cp and 1-100 sp at any time of the day. It is emptied each evening by the Curate (5th level cleric of Isis), who deposits the coins with the Banker (11., above). A small stairway in the northwest corner, behind the bare wooden pews, leads to the cellar, where the Curate and his three assistants have their quarters. Curate **Baltair** is the most influential person in the Keep except for the Castellan (26., below) (AC 1/0 [field plate {12}, shield, ring +1]; MV 6"; Clr 5; hp 24; #AT 1; Dmg 1d6+1 [horseman's mace +1]; Int Very; AL NG; SZ M; THAC0 17; XPV 719; Spells: *bless*, *cure light wounds*, *detect magic*; *enthrall*, *hold person*;

*know alignment; continual light*). He rarely wears his armor (unless the Keep is threatened), but he is never without his ring and mace. His three **Acolytes** (AC 10 or 3/2 [plate, shield]; MV 12" or 6"; Clr 1; hp 6, 5 [x2]; #AT 1; Dmg 1d6 [horseman's mace]; THAC0 20; XPV 48, 46 [x2]; Spells: *bless*, *ceremony* {coming of age}, *cure light wounds*) have plate mail and shield (AC 3/2) and mace. They are normally clothed in robes (AC 10) but will arm for battle on command of the Curate.

**Baltair** will use the cure only on a member of his congregation, such as an officer of the Guard or a shopkeeper. All the clerics' armor and weapons are stored in the **Baltair's** locked room in the Chapel cellar, which has normal but sparse furnishings. The Chapel also owns many magic potions (3 of healing, 1 of ESP, 1 of gaseous form) and a magic scroll with one cure disease, one hold person, and three cure light wounds spells on it. All these magic items are hidden in a secret compartment underneath the offering box pedestal. The door of the compartment cannot be found unless the pedestal is moved. The door has two locks in it; the Curate and the Castellan have the only sets of keys. If questioned closely by a friend, **Baltair**, might (50% of the time) reveal his distrust of the priest, **Torcall** (7b, above) who visits the Keep regularly. The Acolytes, however, think very highly of the Priest, and will say so to any who ask about him.

18. **INNER GATEHOUSE:** This stone structure is itself like a small fort. The southern portion is only about 15' high, plus battlement; the rear part is some 30' tall, plus battlement. There are arrow slits in the southern section of course, and along the walls of the 20' wide, 10' high passage through to the north. This passage slopes upwards towards the inner courtyard. The heavy gates are double bound with iron and spiked. There are always six guards on duty (two inside the gateway, two on the lower battlement, two on the upper), plus one officer on call (see below). No visitor is allowed beyond this point except by invitation or unless he or she has special permits. The first floor of the place is the main armory. There are dozens of shields and of each sort of weapon. Two small rooms are quarters for the Sergeant and Captain of the Guard (furnishings are sparse). The second story on the north houses the Guardsmen stationed here.

**Maol-Iosa, Captain of the Guard:** (AC 2/0 [plate +1, shield +1]; MV 12"; Ftr 3; hp 24; #AT 1; Dmg 1d6+1 [spear +1] or 1d6+2 [short sword +2] or 1d4 [dagger]; Int Very; AL NG; SZ M; THAC0 17 or 16 or 18; XPV 206). This man is very kind, friendly and an excellent leader. (He will sometimes move about in the Outer Bailey disguised as a mercenary.) He has 15 gp and a 150 gp aquamarine in the pommel of his dagger.

**Parlan, Sergeant of the Guard:** (AC 3/2 [bronze plate, shield, ring +1]; MV 6"; Ftr 2; hp 16; #AT 1; Dmg 1d6+2 [short sword +1] or 1d4+2 / 1d4+1 [dagger +1]; Int Very; AL NG; SZ M; THAC0 18/19; XPV 98). This very strong fellow (strength 17) is a hard fighter and loves to drink and brawl. He carries 1d6 each of

gp, ep, and sp. (There's a potion of healing in a chest in his room under a spare cape.)

**Guardsmen:** There are 24 quartered here. Each has chain mail and shield, short sword, dagger, and hand axe. Eight are heavy crossbowmen, eight are longbow men, and eight have partisans (AC 5/4 [chain, shield]; MV 9"; Ftr 1; hp 6 each; #AT varies; Dmg by weapon; THAC0 20; XPV 40 each). Two from each group are on duty at any given time; the rest take a full turn to armor and arm and turn out. (Each has 2d6 sp.)

19. **SMALL TOWER:** This typical tower houses eight guardsmen who are all armored in chain mail (AC 5) and carry heavy crossbows and short swords. Shields are stored below, so in hand-to-hand combat they are AC 4 (AC 5/4 [chain, shield]; MV 9"; Ftr 1; hp 6 each; #AT 1/2 or 1; Dmg 1d4+1 [heavy crossbow, 20 bolts] or 1d6 [short sword]; THAC0 20; XPV 40 each). Two are on duty atop the tower at all times. The other six are in the chamber below. The base of the tower is solid except for the small stair up.
20. **GUARD TOWER:** This 50' high structure houses 24 guardsmen (as in 18., above). Their commander is the Corporal of the Guard, **Iwan** (AC 1/0 [full plate {26}, shield]; MV 6"; Ftr 1; hp 9; #AT 1; Dmg 1d6 [short sword] or 1d4+1 [dagger +1]; THAC0 20 or 19; XPV 54). There are supplies of food, weapons, and oil on the upper floor. The rest of the building is barracks and a room for the leader.
21. **INNER BAILEY:** This entire area is grass-covered. The troops drill here, and there are practice and jousting areas. During the daylight hours there will always be a dozen or more soldiers engaged in weapons practice.
22. **CAVALRY STABLES:** There are 12 heavy warhorses (AC 7; HD 3+3; hp 19 each; #AT 3; Dmg 1d8/1d8/1d3; THAC0 16; XPV 136 each) and 18 medium warhorses (AC 7; MV 18"; HD 2+2; hp 11 each; #AT 3; Dmg 1d6/1d6/1d3; THAC0 16; XPV 68 each) and 1-4 riding horses (AC 7; MV 24"; HD 2; hp 8 each; #AT 1; Dmg d3; THAC0 16; XPV 36 each) kept within. They are tended by two lackeys (AC 10; MV 12"; HD 0; hp 2 each; #AT 1; Dmg by weapon; THAC0 20 (2); XPV 7 each) and guarded by two men-at-arms (AC 5/4 [chain, shield]; MV 9"; Ftr 1; hp 6 each; #AT 1; Dmg 1d6 [spear]; THAC0 20; XPV 40 each).
23. **GREAT TOWER:** This 60' high structure houses 24 guardsmen, 8 with crossbows, 8 with bows, and 8 with pole arms, and another corporal as per 20., above. (See 18. for tower details and so on.)
24. **THE KEEP FORTRESS:** This place has many tiers and is solidly built to withstand attack. The lowest level consists of a 15' high front section. The round flanking towers are 60' high, while the main building is 30' high. All sections have battlements. The door is solid iron. Inside are a great hall, an armory for the cavalry, and several side chambers for small dinners or meetings. The cellars below have vast stores or provisions, quarters for a score of servants, a cistern, and a dungeon area with four stout cells.

The Castellan, **Gethin**, lives in area 27 (see below), but he and his assistants will be in the lower part of the building during the day, tending to business and holding audience. There will always be 8 **guardsmen** in plate (AC 3) with crossbows and swords on duty on the wall, and the same number with plate & shield (AC 3/2) and swords stationed inside (AC 3/2 [plate, shield]; MV 6"; Ftr 1; hp 6 each; #AT 1 or 1/2; Dmg 1d6 [short sword] or d4+1 [heavy crossbow, 20 bolts]; THACO 20; XPV 40 each, 32 each). The whole place is well decorated, and the furniture is heavy and upholstered.

**Second Floor:** There are rooms here for up to 36 **cavalrymen**, plus two chambers for special guests. There are 12 **heavy cavalrymen** with plate & shield and sword and dagger (AC 3/2 [plate, shield]; MV 6"; Ftr 1; hp 8 each; #AT 1; Dmg 1d6 [short sword] or 1d4 [dagger]; THACO 20; XPV 44 each). There are also 18 **medium cavalrymen** in chain, each with crossbow and axe, quartered here (AC 5 [chain]; MV 9"; Ftr 1; hp 6 each; #AT 1; Dmg 1d4 [light crossbow, 20 bolts] or 1d6 [hand axe]; THACO 20; XPV 40 each). Their rooms are sparsely furnished with only a cot, chair, and armoire for each. Two **couriers**, men-at-arms with leather armor and swords, are currently quartered in one side chamber (AC 8 [leather]; MV 12"; Ftr 1; hp 6 each; #AT 1; Dmg 1d6 [short sword]; THACO 20; XPV 32 each).

25. **TOWER:** Each is 40' high, with battlements, and pierced with arrow slits to protect the east and west corners of the building. The fortress men-at-arms are housed in these structures and in the towers indicated by 26.

26. **CENTRAL TOWERS:** These structures rise 20' above the roof of the fortress, with a 5' battlement on their roof. Their upper stories house 12 men-at-arms each; 6 in plate (AC 3) with crossbow and sword, 6 in plate and shield (AC 2) with sword (AC 3/2 [plate, shield]; MV 6"; Ftr 1; hp 6 each; #AT 1/2 or 1; Dmg 1d4+1 [heavy crossbow, 20 bolts] or 1d6 [short sword]; THACO 20; XPV 40 each, 32 each) who are off duty. It will take one turn for them to get ready for battle. In the two lower floors are the **Castellan's** assistants.

**Eurwen:** This scribe is a 2nd level cleric of Isis, armored in plate & shield, with a mace (AC 3/2 [plate, shield]; MV 6"; Clr 2; hp 11; #AT 1; Dmg 1d6 [horseman's mace]; Int Very; AL NG; SZ M' THACO 20; XPV 118; Spells: *light*, *protection from evil*). She has a *hold person* spell on a scroll she carries. The scribe's chamber is austere, and there is nothing of value within except a gold holy symbol worth 150 gp. She has 48 gp in her purse.

**Theodas:** The advisor is a third level high elfin fighter/MU (AC 0 [plate mail +1]; MV 12"; Ftr/MU 3/3; hp 18; #AT 2; Dmg 1d6+2 [short bow, 10 arrows +1]; SA +1 with bow or sword; SD sleep/charm resistance,

ring of fire resistance; Int High; AL NG; SZ M; THACO 15; XPV 372; Spells: *charm person*, *read magic*; *web*). Tapestries and carpets are all about the room (one tapestry is worth 500 gp); he has very nice furniture. He wears a jeweled pendant worth 1,000 gp and carries 6 pp and 10 gp in his purse.

27. **CASTELLAN'S CHAMBER:** This portion of the fortress is 10' above the main roof and has battlements. Inside is the private room of the commander of the whole Keep. It is lavishly furnished, with a silver mirror (worth 300 gp) on the wall, a malachite bowl (worth 750 gp) on a table, and a fox robe (worth 1,200 gp) in his armoire. He has a small silver case (worth 450 gp) that contains 40 pp and 12 gems worth 100 gp each. There is a spear +1 on the wall by the door.

**Gethin:** 6th level fighter (AC -2/-3 [full plate {26}, shield, ring of protection +1]; MV 6"; Ftr 6; hp 48; #AT 1; Dmg 1d6+2 [short sword +2] or d4+1 [dagger +1]; SD cloak and boots of elfinkind; Int Very; AL LN; SZ M; THACO 14 or 15; XPV 984). (He always carries a potion of *levitation* and a potion of *healing* with him.) His chain of office is silver with gems (worth 1,800 gp), and he carries 10 each of pp, gp, and ep, plus a peridot worth 500 gp. He is a very clever fellow, but at times he can be too hasty in his decisions. His bravery and honesty are absolute. If a guest asks him any question, he will do his best to answer, providing that it does not compromise the security of the KEEP.

## ADVENTURES OUTSIDE THE KEEP

After the group establishes itself and obtains equipment, they will either follow clues gained in conversation with residents of the KEEP or set out on their own (or both). Naturally, they will be trying to find the Caves of Chaos, but this will take some traveling, and in the meantime, they might well run into more than they can handle. Thus, there are two maps -- an AREA MAP for use when the party searches for the caves, and the CAVES OF CHAOS MAP, which is a dungeon level map. First, take a look at the AREA MAP.

The "Realm" is to the west, off the map. The road branches, one path to the KEEP ON THE BORDERLANDS, the other leading off into the forsaken wilderness beyond the ken of Law. Note that most features are unnamed, so you can name them as suits your campaign. Inspection of the map will also show that there are five special areas. Numbers 1-4 indicate outside encounters and are detailed below. The Caves of the Unknown area is left for you to use as a place to devise your own cavern complex or dungeon maze. You may also wish to expand on the other encounter areas, designing camps, lairs or lost ruins to permit more adventuring. If you do not wish to undertake this at first, simply DO NOT ALLOW YOUR PLAYERS TO LOCATE IT EVEN IF THEY THOROUGHLY SEARCH THE VERY SPACE

IT IS IN. (It was hidden by a magical illusion so as to be undetectable . . .)

The normal movement rate is 1 square per hour searching, 3 walking. Walking in the fens is at the rate of 1 square per hour. Walking is done in the forest at 2 squares per hour.

**Camping Outdoors Overnight:** Nothing will bother the party when camped outdoors, unless they are within six squares of a numbered encounter area. For each square they are within the six square range there is a 1 in 6 chance that the monsters there will seek them; so, at 6 squares there is a 1 in 6 chance, at 5 there is a 2 in 6, at 4 there is a 3 in 6, at 3 there is a 4 in 6, at 2 there is a 5 in 6 and at 1 square a 6 in 6 -- automatic encounter. Treat otherwise as a normal encounter.

Organized parties should post at least one guard in shifts throughout the night. However, if the party posts no guards, the monsters will surprise automatically as the party was sleeping and unaware. If the party has a fire lit, the monsters will never be surprised, even though the party may be.

Also take note of what provisions are brought with the party. They are adventuring, not hunting, and so they should not expect to find food. They should bring enough food and water with them. If not, when the party eats all the food, they will either have to try their luck at hunting (1 chance in 6 to catch food for one day for 1d6 men) or return to the Keep to restock their supplies. Stress to them in some manner that they will probably prefer to return to the Keep, knowing that they will fare better there, and not risk encountering monsters while hunting.

If the party attempts to move off the map, have a sign, a wandering stranger, a friendly talking magpie, or some other "helper" tell them that they are moving in the wrong direction.

## Area Map Encounter Areas:

1. **MOUND OF THE LIZARD MEN:** The streams and pools of the fens are the home of a tribe of exceptionally evil lizard men. Being nocturnal, this group is unknown to the residents of the KEEP, and they will not bother individuals moving about in daylight unless they set foot on the mound, under which the muddy burrows and dens of the tribe are found. One by one, males will come out of the marked opening and attack the party. There are 6 males total (AC 5; MV 6"/12"; HD 2+1; hp 12, 10, 9, 8, 7, 5; #AT 3; Dmg 1d2/1d2/1d8; Int Low; AL NE; SZ M; THACO 16; XPV 71, 65, 62, 59, 56, 50) who will attack. If all these males are killed, the remainder of the tribe will hide in the lair. The largest has a necklace worth 1,100 gp.

In the lair is another male (AC 5; HD 2+1; hp 11; #AT

3; Dmg d2/d2/d8; THACO 16; XPV 68), 3 females (AC 5; HD 1+1; hp 8, 6 [x2]; #AT 3; Dmg d2/d2/d8; THACO 18; XPV 36, 32 [x2]), 8 young (with 1 hit point each and who do not attack), and 6 eggs. Hidden under the nest with the eggs are 112 cp, 186 sp, a gold ingot worth 90 gp, a healing potion and a poison potion. The first person crawling into the lair will always lose the initiative to the remaining lizard man and the largest female, unless the person thrusts a torch well ahead of his or her body.

2. **PEDIPALP LAIR:** Two huge pedipalps (AC 4; MV 9"; HD 2+2; hp 9 each; #AT 3; Dmg 1d6/1d6/1d8; SA grip on any hit for auto damage 2d6/round (open door check to break hold); Int non; AL N; SZ S; THACO 16; XPV 77 each) have established a lair here. Under a pile of leaves nearby is the skeleton of a victim, a hapless elf. Everything he bore has turned to rot and ruin, save a filthy shield, which appears quite worthless (but cleaning and oiling will return it to +1 magic status).
3. **RAIDER CAMP:** A party of a dozen chaotic evil fighters has camped here, close enough to be able to spy on the KEEP, but far enough away to be unlikely to be discovered by patrols. The members of this group are:

Leader: AC 5 [chain]; MV 9"; Ftr 2; hp 12; #AT 2 or 1; Dmg 1d6 [short bow, 12 arrows] or 1d6 [spear]; Int Very; AL CN; SZ M; THACO 20; XPV 86

Lieutenant: AC 8/7 [leather, shield]; MV 12"; Ftr 1; hp 7; #AT 1; Dmg 1d6 [spear] or 1d6 [short sword]; THACO 20; XPV 42

2 Bowmen: AC 8 [leather]; Ftr 1; hp 6 each; #AT 2 or 1; Dmg 1d6 [short bow, 40 arrows] or 1d4 [dagger]; THACO 20; XPV 40 each

8 Spearmen: AC 8/7 [leather, shield]; Ftr 1; hp 6 each; #AT 1; Dmg 1d6 [spear] or 1d4 [dagger]; THACO 20; XPV 40 each

Each has 3d6 sp, the lieutenant has an additional 1d6 gp, and the leader has an additional 2d6 gp. They each have a bedroll. There is a cask of good wine on a tree stump in the camp. Several game animals are hung from branches and can be eaten or taken along as they are cleaned.

4. **THE MAD HERMIT:** For many years a solitary hermit has haunted this area of the forest, becoming progressively wilder and crazier and more dangerous. His home is in a huge hollow oak, the entrance to the hollow concealed by a thick bush. Inside is a mound of leaves and a couple of pieces of crude furniture. Even his cup and plate are handmade of wood and are of no value. (There is a small chest buried under a few inches of dirt under the leaves of the Mad Hermit's "bed". In this container are 31 gp, 164 sp, a potion of invisibility, and a dagger +1.) The hermit also has a "pet", a mountain lion, which lurks on a limb of the oak, ready to spring upon any unwary intruder. (This

creature will always get the first attack.)

**Uther**, the Mad Hermit: (AC 4 [leather, ring of protection +1]; MV 12"; Thf 3; hp 15; #AT 1; Dmg 1d6+3 [club]; SD move silently 32%, hide in shadows 25%; Int Low; AL N; SZ M; THAC0 19; XPV 170). His mania gives him an 18/75 strength (thus the bonus for striking from behind is +6 to hit, and double normal damage +3 points). He carries no treasure other than the ring.

**Uther** (Druid): AC 6 [leather, shield, ring of protection +1]; MV 12"; Drd 3; hp 15; #AT 1; Dmg 1d6 [club]; SA entangle, faerie fire, cause light wounds, pyrotechnics; SD: +2 on saves v. fire and lightning; Int Very; AL N; SZ M; THAC0 19; XPV 170)

**Mountain Lion**: (AC 6; MV 15"; HD 3+1; hp 15; #AT 3; Dmg 1d3/1d3/1d6; SA rear claws [1d4/1d4]; SD surprised on a 1 only; Int Semi; AL N; SZ M; THAC0 16; XPV 170.) This creature will always attack first in each round. If it leaps down upon an opponent, it gains +2 to hit on each of its attacks that combat round. Usually, it will first attack by jumping, and then it will stay on the ground and fight normally. If it is not engaged in combat during any round, however, it will take the opportunity to leap into a tree and then spring down on the next round.

(The DM may choose to have the **Mad Hermit** approach the group on friendly terms, claiming to be a holy man seeking goodness in nature, which he may believe that at times. He will suddenly turn on the group when the opportunity presents itself, striking from behind, and calling the mountain lion to his aid.)

## The Caves of Chaos

**(DM Note:** When the players discover the ravine area, read the following paragraph to them. Add whatever you feel is appropriate to the description of what they see but be careful not to give anything away or mislead them. Information on how you should handle the whole area is given before the encounter area descriptions.)

*The forest you have been passing through has been getting more dense, tangled, and gloomier than before. The thick, twisted tree trunks, unnaturally misshapen limbs, writhing roots, clutching and grasping thorns and briars all seem to warn and ward you off, but you have forced and hacked your way through regardless. Now the strange growth has suddenly ended -- you have stepped out of the thicket into a ravine-like area. The walls rise rather steeply to either side to a height of about 100' or so -- dark, streaked rock mingled with earth. Clumps of trees grow here and there, both on the floor of the ravine and up the sloping walls of the canyon. The opening you stand in is about 200' wide. The ravine runs at least 400' west to*

*where the western end rises in a steep slope. Here and there, at varying heights on all sides of the ravine, you can see the black mouths of cave-like openings in the rock walls. The sunlight is dim, the air dank, there is an oppressive feeling here -- as if something evil is watching and waiting to pounce upon you. There are bare, dead trees here and there, and upon one a vulture perches and gazes hungrily at you. A flock of ravens rises croaking from the ground, the beat of their wings and their cries magnified by the terrain to sound loud and horrible. Amongst the litter of rubble, boulders, and dead wood scattered about on the ravine floor, you can see bits of gleaming ivory and white -- closer inspection reveals that these are bones and skulls of men, animals, and other things.*

*You know that you have certainly discovered the Caves of Chaos.*

### Notes for the DM

**CAVE AREA MAP:** There are woods overlays and rough contour lines shown on the map. These are only for surface movement references, and once your players are underground you should ignore these markings.

**WOODS:** The small groves and copses are thick growths, tangled and forbidding. You may, at your option, have characters encounter occasional monsters herein (see *Wandering Monsters*) from the caves nearby, or the like. Movement through these wooded areas is slow and difficult. Characters must move in single file. Even though not shown, there are single trees, shrubs, and bushes elsewhere.

**UNDERGROUND:** The caves, passages, and rooms of the complex are on different levels. Passages slope upwards and downwards between the contours, even where stairways are not shown. Areas are roofed by at least 5' of solid rock.

**INTERIORS:** Except where noted, all underground areas are natural or cut from living rock. All surfaces are rough and easy for a thief to climb.

**RANSOMING PRISONERS:** Organized tribes can optionally be allowed to take player characters prisoner, freeing one to return to the KEEP in order to bring a ransom back to free the captives. Set the sums low, from 10 to 100 gp (or a magic item which the ransoming monsters would find useful) per prisoner. If the ransom is paid, allow the characters to go free. Then, without telling the players, assume that this success brought fame to the capturing monsters, so their numbers will be increased by 2d6 additional members, and the tribe will also be very careful to watch for a return of the adventurers seeking revenge for their humiliating captivity. The period of extra alertness will last for 1d4 weeks; the increase in numbers is permanent.



**TRIBAL ALLIANCES AND WARFARE:** You might allow player characters to somehow become aware that there is a constant fighting going on between the goblins and hobgoblins on one side and the orcs, sometimes with gnoll allies, on the other, with the kobolds hoping to be forgotten by all, and the bugbears picking off any stragglers who happen by. With this knowledge, they might be able to set tribes to fighting one another, and then the adventurers can take advantage of the weakened state of the feuding humanoids. Be careful to handle this whole thing properly; it is a device you may use to aid players who are few in number but with a high level of playing skill. It will make it too easy if there are many players, or if players do not actually use wits instead of force when the opportunity presents itself.

**MONSTERS LEARNING FROM EXPERIENCE:** Allow intelligent monsters (even those with only low intelligence) to learn from experience. If player characters use flaming oil against them, allow the monsters to use oil as soon as they can find some. If adventurers are always sneaking up on them, have the monsters set warning devices to alert them of intruders. If characters run from overwhelming numbers, have the monsters set up a ruse by causing a few to shout and make noise as if there were many coming, thus hopefully frightening off the intruders. Apply the principle wherever and whenever you have reason.

**EMPTIED AREAS:** When monsters are cleared out of an area, the place will be deserted for 1-4 weeks. If no further intrusion is made into the area, however, the surviving former inhabitants will return or else some other monster will move in. For instance, a troll might move into the minotaur's cave complex (I.), bringing with him whatever treasure he has.

**WANDERING MONSTERS** (1d6/3 turns; encounter on a 1)

#### Ravine

1d2 al-mi-raj: AC 6; MV 18"; HD 1; hp 4 each; #AT 1; Dmg 1d3; Int Ani; AL N; SZ S; THACO 19; XPV 14 each

1d4+2 jaculi: AC 6; MV 9"; HD 1; hp 4 each; THACO 19; #AT 1; Dmg 1d6 [ram]; SA surprise on 1-3 on 1d4; Int Ani; AL N; SZ L; XPV 14 each

1d4+1 needlemen: AC 6; MV 9"; HD 3+4; HP 22; THACO 16; #AT 1d6 [20']; DMG 1d2; SA: surprise 75% SD: magic attacks inflict 3x damage, immune to spells as plant; XPV 151

1d4+1 stirges: AC 8; MV 3"/18"; HD 1+1; hp 8 each; THACO 18; #AT 1; Dmg 1d3; SA attack as 4HD monster, drain blood [d4]; Int Ani; AL N; SZ S; XPV 52 each

#### Area A

3d4 kobolds: AC 8/7 [leather, small wooden shield]; MV 6"; HD 1/2; hp 3 each; # AT 1; Dmg 1d6 [hand axe]; Int Avg; AL LE; SZ S; THACO 20 [2]; XPV 10 each)

1d6 high elves: AC 6/5 [scale, shield]; MV 6"; Ftr 1; hp 8 each; #AT 1; Dmg 1d6 [short sword]; SD resistance to sleep and charm; Int High; AL CG; SZ M; THACO 20; XPV 52 each)

1d4+1 bandits: (AC 8/7 [leather, shield]; MV 12"; hp 4 each; # AT 1; Dmg 1d6+1 [falchion]; Int Very; AL N; SZ M; THACO 20 [2]; XPV 9 each

1d4 berserkers: AC 10; MV 12"; hp 4 each; # AT 1 or 2; Dmg 1d8 [long sword]; Int Very; AL N; SZ M; THACO 19 or 20 [2]; XPV 9 each

1d4+1 hill dwarves: AC 5/4 [chain, shield]; MV 6"; Ftr 1; hp 6 each; #AT 1; Dmg 1d6 [hand axe] or 1d4+1 [hammer]; SA +1 vs. orcs, goblins, and hobgoblins; SD save at 4 levels higher vs. magic and poison, -4 AC vs. ogres, trolls, and giants; Int Very; AL LG; SZ S; THACO 20; XPV 64 each

#### Areas B, C, & F

1 gelatinous cube: AC 8; MV 6"; HD 4; hp 21; #AT 1; Dmg 2d4; SA paralysis, surprise on 1-3; SD on successful save v. cold, takes only 1d4 dmg and slowed 50%; immune to lightning, fear, holds, paralysis, polymorph, and sleep; Int Non; AL N; SZ L; THACO 15; XPV 234

1d6 high elves: AC 6/5 [scale, shield]; MV 6"; Ftr 1; hp 7 each; # AT 1; Dmg 1d6 [spear]; SA +1 with bow or sword; SD resistance to charm and sleep; Int High; AL CG; SZ M; THACO 20; XPV 50 each

1d4+1 hill dwarves: AC 5/4 [chain, shield]; MV 6"; Ftr 1; hp 7 each; #AT 1; Dmg 1d6 [hand axe] or 1d4+1 [hammer]; SA +1 vs. orcs, goblins, and hobgoblins; SD save at 4 levels higher vs. magic and poison, -4 AC vs. ogres, trolls, and giants; Int Very; AL LG; SZ S; THACO 20; XPV 66 each

1d4 berserkers: AC 10; MV 12"; hp 6 each; # AT 1 or 2; Dmg 1d6 [hand axe]; Int Very; AL N; SZ M; THACO 19 or 20 [2]; XPV 11 each

1d4+1 orcs: AC 7 [studded leather]; MV 9"; HD 1; hp 4 each; #AT 1; Dmg 1d8 [military fork]; Int Avg; AL LE; SZ M; THACO 19; XPV 14 each

1d4+1 orcs: AC 7 [studded leather]; MV 9"; HD 1; hp 3 each; #AT 1; Dmg 1d4 [light crossbow, 20 bolts] or 1d6 [hand axe]; Int Avg; AL LE; SZ M; THACO 19; XPV 17 each

#### Area H

1 gelatinous cube: AC 8; MV 6"; HD 4; hp 20; #AT 1; Dmg 2d4; SA paralysis, surprise on 1-3; SD on successful save v.

cold, takes only 1d4 dmg and slowed 50%; immune to lightning, fear, holds, paralysis, polymorph, and sleep; Int Non; AL N; SZ L; THACO 15; XPV 230

1d6 high elves: AC 6/5 [scale, shield]; MV 6"; Ftr 1; hp 8 each; # AT 1; Dmg 1d6 [spear]; SD resistance to charm and sleep; Int High; AL CG; SZ M; THACO 20; XPV 50 each

1d4 berserkers: AC 10; MV 12"; hp 4 each; # AT 1 or 2; Dmg 1d4+1 [hammer]; Int Very; AL N; SZ M; THACO 19 or 20 [2]; XPV 9 each

1d4+1 bandits: (AC 8/7 [leather, shield]; MV 12"; hp 3 each; # AT 1; Dmg 1d6 [spear]; Int Very; AL N; SZ M; THACO 20 [2]; XPV 10 each

1d4+1 hill dwarves: AC 5/4 [chain, shield]; MV 6"; Ftr 1; hp 7 each; #AT 1; Dmg 1d6+1 [footman's military pick] or 1d4+1 [hammer]; SA +1 vs. orcs, goblins, and hobgoblins; SD save at 4 levels higher vs. magic and poison, -4 AC vs. ogres, trolls, and giants; Int Very; AL LG; SZ S; THACO 20; XPV 66 each

### Area I

1 gelatinous cube: AC 8; MV 6"; HD 4; hp 17; #AT 1; Dmg 2d4; SA paralysis, surprise on 1-3; SD on successful save v. cold, takes only 1d4 dmg and slowed 50%; immune to lightning, fear, holds, paralysis, polymorph, and sleep; Int Non; AL N; SZ L; THACO 15; XPV 218

1d6 high elves: AC 6/5 [scale, shield]; MV 6"; Ftr 1; hp 7 each; # AT 1; Dmg 1d6 [spear] or 1d8 [long sword]; SA +1 with bow or sword; SD resistance to charm and sleep; Int High; AL CG; SZ M; THACO 20; XPV 50 each

1d4+1 orcs: AC 7/6 [studded leather, shield]; MV 9"; HD 1; hp 5 each; #AT 1; 1 Dmg 1d6 [spear]; Int Avg; AL LE; SZ M; THACO 19; XPV 19 each

1d4 orcs: AC 6/5 [scale, shield]; MV 9"; HD 1; hp 2 each; #AT 1; 1 Dmg 1d4 [hook fauchard]; SA: topple opponent 20%; Int Avg; AL LE; SZ M; THACO 19; XPV 16 each

### **Encounter Areas:**

**A. KOBOLD LAIR:** There is a 2 in 6 chance that as the group enters the cave-like tunnel, 8 kobolds will come out from hiding in the trees above and attack. Kobolds: AC 7/6 [studded leather, small wooden shield]; MV 6"; HD 1/2; hp 3 each; #AT 1; Dmg 2d4 [spiked club]; Int Avg; AL LE; SZ S; THACO 20(2); XPV 8 each. Each carries 1d8 sp.

**NOTE:** 30' inside the entrance is a pit (☒). There is a 3 in 6 chance that each person in the front rank will fall in unless they are probing ahead. There is a 1 in 6 chance that individuals in the second rank will also fall in, but only if they are close to the first rank and the character ahead has fallen in. The pit is 10' deep, and those falling in will take 1-

6 points of damage. The pit lid will close, and persons within cannot escape without aid from the outside. The noise will attract creatures from areas 1 and 2. Planks for crossing the pit are stored at #1., beyond.

**DM NOTE:** Kobold losses will not be replaced, though injured kobolds will heal. If the attackers hurl oil at the kobolds, they will retreat rather than suffer damage. Should they find any flasks of oil, the kobolds will use them against attacking characters!

- 1. GUARD ROOM:** 6 kobold guards (hp 3 each; #AT 1; Dmg 1d6 [spear] or 1d6 [short sword]; XPV 10 each). They will throw their spears the first round if they have initiative. Each carries 1d6 sp. One will run to warn areas 4. and 6. Loud noises or lights will alert the guards.
- 2. GIANT RATS** (amidst garbage and waste): There are 18 giant rats (AC 7; MV 12"/6"; HD 1/2; hp 2 each; #AT 1; Dmg 1d3; SA disease; Int Semi; AL N[E]; SZ S; THACO 20(2); XPV 9 each). Each time a character is bitten there is a 5% chance of getting a disease, unless a save vs. Poison is made. These monsters are the pets of the kobolds, living of the garbage and waste of their hosts. They will rush to the sound of the trap door closing or of battle. They have nothing of value in their lair or on their bodies, but their leader (rat #18) who will be at the back of the pack, a huge fellow (hp 4; XPV 11) wears a thin silver chain set with 5 small gems (jewelry value 400 gp, chain value 50 gp, each gem worth 50 gp). The weight of a few rats will not trigger the pit trap.
- 3. FOOD STORAGE ROOM:** The door is locked. This place contains various sorts of dried and salted meat, grain, and vegetables in sacks, boxes, barrels, and piles. There are also bits and pieces of past human victims. There is nothing of value here; even the wine in a large cask is thin and vinegary.
- 4. GUARD ROOM:** There are 3 large kobold guards with chain mail and bows to fire down the passage at attackers (AC 5 [chain]; MV 6"; HD 1/2; hp 4 each; #AT 2 or 1; Dmg 1d6 [short bow, 12 arrows] or 1d6 [hand axe]; Int Avg; AL LE; SZ S; THACO 20 [2]; XPV 11 each). The guards will hide behind the corner for cover, so all missiles fired at them will be at -2 "to hit." Each carries a hand axe in his belt and a purse with 2d6 gp.
- 5. CHIEFTAIN'S ROOM:** This huge kobold chieftain (AC 5 [chain]; MV 6"; HD 1/2; hp 4; #AT 1; Dmg 1d8 [battle axe]; Int Avg; AL LE; SZ S; THACO 20 [2]; XPV 9) is so powerful that he fights with a battle-axe. He has the key to the storage room (#3.) and a large gem on a great golden chain about his neck (value 1,200 gp). Five female kobolds (AC 7 [studded leather]; hp 2 each; #AT 1; Dmg 1d3 [knife]; XPV 9 each) are also in the room. There are heaps of cloth and bits of battered

furniture in the place. Hidden in an old blanket hanging on the wall are 50 gp (sewn into the hem). Each female has 1d6 gp. A locked chest holds 203 cp, 61 sp, and 22 ep.

6. **COMMON CHAMBER:** The rest of the kobold tribe lives here. There are 17 **males** (hp 3 each; #AT 1; Dmg 2d4 [spiked club]; XPV 8 each), 23 **females** (hp 2 each; #AT 1; Dmg 1d3 [knife]; XPV 9 each), and 8 **young** (which do not attack). If their caves are invaded, those able will help in its defense. Males have 1d6 sp each, females 1d4 sp each; the young have nothing. Amidst the litter of cloth and bits and scraps of odds-and-ends there is a piece of silk worth 150 gp. (If the party does not search it will not be located.)

**B. ORC LAIR #1:** Upon entering, the party will see that the wall 30' to the north is decorated with heads and skulls (human, elfin, dwarven) in various stages of decay. These cheerful greetings are placed in niches that checker about 100 square feet of the surface of the wall. Close inspection will show that one is orcish (see g. below). Sounds of activity can be heard from the west, but all is quiet to the east.

**DM NOTE:** Orc losses cannot be replaced, but after an initial attack by adventurers, the males at location 10. will move four of their number into area 9., arm these orcs with heavy crossbows, and lay an ambush for intruders. If the leader is slain, all surviving orcs from this locale will seek refuge with the tribe at C. (see below), taking everything of value (and even of no value) with them, and B. will thereafter be deserted.

**AREA G:** This narrowing area is a guard post, the **Orc Watcher** (AC 7/6 [studded leather, shield]; MV 9"; HD 1; hp 5; #AT 1; Dmg 1d6 [spear] or 1d6 [short sword]; Int Avg; AL LE; SZ M; THAC0 19; XPV 19) having a small, window-like opening from which he can observe the entrance to the lair. A piece of gray canvas behind gives the impression that the guard's head is another of the ghastly trophies that decorate the wall. If adventurers enter, he will quickly duck down, slipping a goblin head into the place his own was, and alert the orcs at 7.

7. **GUARD ROOM:** 4 orcs (AC 7/6 [studded leather, shield]; MV 9"; HD 1; hp 5 each; #AT 1; Dmg 1d6 [2 spears]; Int Avg; AL LE; SZ M; THAC0 19; XPV 19 each). These guards are armed with spears. Each carry one for hurling and one to melee with. They have 1d8 ep each. When alerted, they will rush to engage intruders, raising the alarm when they see them. There is nothing of value in their chamber, there being only pallets and shabby clothing hanging on pegs.
8. **MORE GUARDS:** The Orc Watcher from Area G will alert the 4 guards here (AC 7/6 [studded leather, shield]; MV 9"; HD 1; hp 5 each; #AT 1; Dmg 1d6 [2 spears]; Int Avg; AL LE; SZ M; THAC0

19; XPV 19 each) who will rush west and then south to flank or surround intruders threatening area 7. or 9. or approaching their own quarters.

9. **BANQUET AREA:** There is a great fireplace on the south wall and many tables and benches in this 30' x 50' chamber. The table at the north end has a large chair at its head where the orc leader usually holds court. The place is empty of orcs although there is a small fire of charcoal burning in the fireplace.
10. **COMMON ROOM:** Here are quartered 12 **male orcs** (AC 7/6 [studded leather, shield]; MV 9"; HD 1; hp 4 each; #AT 1; Dmg 1d6 [hand axe]; Int Avg; AL LE; SZ M; THAC0 19; XPV 18 each) and 18 **females** and 9 **young** (who do not fight). The males have 2d6 sp each; the others have nothing of worth. The few furnishings in the room are likewise of no value.
11. **STORAGE CHAMBER:** The door is locked. Amidst the stacks and heaps of supplies here (see 3., above), there are 3 shields, 17 spears, and 2 battle-axes in excellent condition. A small crate in the far northeast corner contains a long-forgotten light crossbow and 60 bolts. There is nothing else of value in the place.
12. **ORC LEADER'S ROOM:** This creature is clad in chain mail, has a shield +1, and carries a mace. He fights as a 3 HD monster, has 15 hps, and adds +2 to damage he causes when successfully striking an opponent (thus, 3-8 points of damage). This is due to his strength and skill. He carries 31 gp, and wears a ring set with a gem (total value 700 gp) (AC 5/3 [chain, shield +1]; HD 3; hp 15; #AT 1; Dmg 1d6+2 [horseman's mace]; Int Avg; AL LE; SZ M; THAC0 16; XPV 50).

**AREA T:** This alcove is used by the orc leader to store arms and treasure. There are two complete suits of chain mail here (man-sized and dwarf-sized), 2 long swords, 1 broadsword, 1 bastard sword, and a locked iron chest which holds 205 cp, 286 sp, 81 gp, and 13 pp. A small niche in the back wall, with a boulder in front covering it, hides a potion of healing and a scroll with a 6-die *fireball* spell on it.

**C. ORC LAIR #2:** Like the orcs at Orc Lair #1., these monsters inhabit cave areas 14-16. However, they do not rely upon a continual watch being kept; instead, they have a series of nearly invisible strings running across the entry passage, about 11' from the entrance. When any of these strings is tripped, a heavy, weighted net suspended from the ceiling will drop upon intruders, and metal pieces tied to it will create an alarm sound. The trip strings will be spotted only if careful observation is asked for, each observer having a 1 in 6 chance of seeing the devices. The camouflaged net is 10' wide and 18' long, made of thick, tarred ropes, and will entrap the victim for 1-4 rounds. Meanwhile, orcs from area 14. will be there in 1 round.

**DM NOTE:** Orc losses cannot be replaced. If this tribe is attacked, they will have the males at area 15 watching the entrance, ready for a second try by the adventurers. If the leader is slain, the survivors will seek safety in area B, if possible; otherwise, they will flee the place entirely, carrying their goods away.

13. **FORGOTTEN ROOM:** Only the two orc leaders (from this area and from B.) know of this place. They secretly meet here on occasion to plan cooperative ventures or discuss tribal problems, for although separate tribes are not exactly friendly, both leaders know there is strength in numbers. A small table and two chairs are in the middle of the room. There is a wooden chest to one side, which holds a short bow, a quiver of 20 arrows, 2 long swords, and 2 daggers. Two shields are hung on the south wall. There are only odds and ends otherwise, except that in the southeast corner, hidden beneath an old bucket (which is filled with black, stagnant water) are two small pouches, each holding 1 chrysoprase of 50 gp value, 10 gp, and 20 sp. Nesting under these small pouches are 2 **giant centipedes** (AC 9; MV 15"; HD 1 1/4; hp 2 each; #AT 1; Dmg nil; SA poison; Int Non; AL N; SZ S; THAC0 20(2); XPV 32 each).
14. **COMMON CHAMBER:** Here there are quartered 9 **male orcs** with shields and swords (AC 7/6 [studded leather, shield]; MV 9"; HD 1; hp 3 each; #AT 1; Dmg 1d6 [short sword]; Int Avg; AL LE; SZ M; THAC0 19; XPV 13 each) and 8 **females** and 3 **young** who do not fight. The males have 1d20 sp each, the females 1d4 cp, and the young have nothing. The place is a mess with nothing of value. The males will go the entrance if they hear the net falling, **arriving in 1 round**.
15. **COMMON HALL:** General meetings are held here, and food is likewise cooked and eaten here. There are 6 **males** here, 2 with heavy crossbows (AC 7 [studded leather]; MV 9"; HD 1; hp 3 each; #AT 1 1/2 or 1; Dmg 1d4+1 [heavy crossbow, 20 bolts] or 1d6 [hand axe]; AL LE; SZ M; XPV 17 each) and 4 non-combatant **females**, dwelling in the western forepart. The males have 1d20 sp each, and the females have 1d4 cp. The males here will also go to the entrance if they hear the noise of the net falling, **arriving in 3 rounds**.
16. **LEADER'S ROOM:** An **Ogrillon** (AC 6; MV 12"; HD 2; hp 12; THAC0 16; #AT 2; Dmg 1d6+1/1d6+1 [horny fists]; AL LE; SZ M; XPV 42; carries 2d4 gp) is always posted just inside the door (g.), and he **cannot be surprised**. He immediately shouts an alarm if any intruders attempt to enter. Behind him are stacks of barrels and boxes and sacks serving as extra supplies for the tribe. (One small, 40 lb wine barrel, contains a good quality wine worth 55 gp.) None of the other items here have value, and the foodstuffs are not up to human standards.

The area to the east houses the **leader** (AC 3/2 [plate, shield]; MV 6"; HD 3; hp 16; #AT 1; Dmg 1d6+1 [hand axe +1] or 1d6 [short sword]; THAC0 16; XPV 52). He is a very large orc who wears plate mail and carries a shield. He uses a sword and attacks as a 3 HD monster. At his belt is a magic hand axe +1, which **he will hurl at an opponent**. His belt is made of silver, with a gold buckle (total value 160 gp), and his sword has a 100 gp amethyst set in its pommel. In his purse are 8 gp, 17 ep, and 5 sp. His **mate** is equal to a male orc in combat (hp 5; #AT 1; Dmg 1d6 [spear]; XPV 19), and she has a bracelet of ivory that is worth 100 gp. The area is well furnished, and a small chest of drawers contains a sack with 50 pp tied shut with a rope of climbing. There is also a copper bowl, finely wrought and chased with silver, on a small table near the bed. However, it is filled with garbage and very tarnished, so it looks as if it were worth 10 sp, rather than the actual 50 gp, unless it is closely inspected.

**D. GOBLIN LAIR:** The natural cave quickly turns into the worked stone tunnels typical of this whole complex. The passageways here are very busy, and for every 10' distance covered by the party there is a 1 in 6 chance that they will encounter a group of goblins (see below). Check each time the party travels 30' (a 3 in 6 chance) until wandering goblins are encountered, then check no further. When an encounter occurs, the entire bunch of goblins will attack and cry out an alarm (Bree-Yark!) at the same time. Wandering goblins are in addition to those found in numbered areas.

**WANDERING GOBLINS:** 6 males (AC 7/6 [studded leather, shield]; MV 6"; HD 1-1; hp 3 each; #AT 1; Dmg 1d6 [spear]; Int Avg; AL LE; SZ S; THAC0 20; XPV 17 each). Each will have 1d6 sp. (They are patrolling and carrying messages back and forth. The group will also be carrying several bags (1d6) of decent foodstuffs - not worth much, but quite suitable for human fare.

**DM NOTE:** Goblin losses cannot be replaced. If intruders are soundly defeating them, the goblins will attempt to hide or flee east. Those who do so will go from area 17. to area 23., inform the hobgoblins, and join forces with them, so adjust encounters appropriately.

17. **GUARD CHAMBER:** 6 **goblin guards** with several spears each (AC 7/6 [studded leather, shield]; MV 6"; HD 1-1; hp 3 each; #AT 1; Dmg 1d6 [spear]; Int Avg; AL LE; SZ S; THAC0 20; XPV 17 each) are alertly watching both passages here for intruders of any sort, including hobgoblins from the south. They each have 1d4 x 10 cp and 1d4 sp. The chamber has a barrel with 60 spears, a small table, 2 benches and a keg of water.



18. **GUARD CHAMBER:** This is the same as 17., above, except the goblins watch mainly to the east. If there is a cry of "BREE-YARK" (similar to "Hey Rube!"), 2 of these **guards** will rush to the secret door, toss a sack with 250 gp in it to the ogre (E., 22., below) and ask him to help them. The **ogre** will accept the payment and will enter the goblins' lair and move to attack intruders immediately, if possible. The sack of gold coins is hidden in a water barrel in the corner by the secret door. **REPLACEMENT:** Necrophidius (AC 2; MV 9"; HD 2; hp 16; #AT 1; Dmg 1d8 (bite); SA bite paralyzes 1d4 turns (save v. magic negates), surprise 1-3 on a d6, dance hypnotizes all that view it (save v. magic negates); SD immune to poison; Int Avg; AL N; SZ L; THACO 16; XPV 150 each)
19. **COMMON ROOM:** There are 10 **males** (AC 7/6 [studded leather, shield]; MV 6"; HD 1-1; hp 3 each; #AT 1; Dmg 1d6 [spear] or 1d6 [short sword]; Int Avg; AL LE; SZ S; THACO 20; XPV 17 each) and 14 **females** and 6 **young** (who do not fight) dwelling here. Food is prepared and eaten here, and general meetings are likewise held here. There are heaps of bedding, tables, stools, benches, etc. all around the whole place, making it very cluttered. Each male has 1d6 sp; each female has 2d6 cp. If the wandering group of goblins has not been encountered when the adventurers enter this area, be certain to have those 6 additional males in this chamber.
20. **CHIEFTAIN'S ROOM:** The **goblin leader** (AC 5/4 [chain, shield]; MV 6"; HD 2; hp 11; #AT 2 or 1; Dmg 1d6 [short bow, 12 arrows] or 1d6+1 [spear]; AL LE; SZ S; THACO 16; XPV 50), 3 **guards** (HD 1+1; hp 8 each; #AT 2 or 1; Dmg 1d6 [short bow, 12 arrows] or 1d6 [spear]; THACO 18; XPV 22 each), and several females are quartered here. The chief has a purse with 18 gp and 2 pp in it; each of his guards has 8 ep and 1d6 sp. There is a silver cup (value 90 gp) under his bed. He and the guards have bows hung on the wall, and if there is time they will take them down and use them. If hard-pressed, 2 of the **female goblins** can fight as well as males, and will do so (AC 10; MV 6"; hp 2 each; #AT 1; Dmg 1d6 [short sword]; Int Avg; AL LE; SZ S; THACO 20; XPV 12 each); the other females do not fight.

This place has quite a bit of good furniture in it, all scaled to goblin-size, of course. A low bench near the bed has a secret drawer under the seat, and inside is stored the treasure of the goblins: a tapestry with silver and gold threads that is worth 900 gp. Nearby is a stand with a pewter bowl, which holds 273 sp and 321 cp.

21. **STORAGE CHAMBER:** Note that at position g. there are 4 goblin guards on duty (AC 7 [studded leather]; MV 6"; HD 1; hp 4 each; #AT 1; Dmg 1d4 [light crossbow, 20 bolts] or 1d6 [short sword];

AL LE; SZ S; THACO 16; XPV 18 each), armed with ready crossbows and swords. Many bales, boxes, crates, barrels, and sacks are stacked and heaped in the large chamber. They contain cloth, food, beer, and wine, all of no special worth. The hard-working but not-too-bright goblins continually bring supplies of stolen and looted goods to this place. They do not realize that their large cousins, the hobgoblins at area F., below, use a secret door known only to them to steal the best of the foodstuffs and drink. **If the adventurers stay in this chamber for more than 1 turn, a party of 4 hobgoblins will come through the secret door** (AC 6 [scale]; MV 6"; HD 1+1; hp 6 each; #AT 1; Dmg 1d8 [fauchard-fork]; Int Avg; AL LE; SZ M; THACO 18; XPV 32 each). Each carry 1d4 gp.

**E. OGRE CAVE:** Persons entering this place will notice a strong, sour odor and then notice what appears to be a huge bear sprawled asleep in the southwestern part of the cave. This is nothing more than the skin of a huge bear that the ogre killed and uses as a bed, making it more comfortable by heaping leaves underneath. The **ogre** (AC 4; MV 9"; HD 4+1; hp 25; #AT 1; Dmg 1d10+2 [two-handed sword]; Int Low; AL CE; SZ L; THACO 15; XPV 215) sits in the eastern portion of his lair, and noise will certainly bring him ready to do battle. The ogre has grown wealthy by serving as a mercenary -- generally on the side of the goblins (and their occasional allies, the hobgoblins), although he has been bought off by the orcs and gnolls from time to time. He will rush to aid the goblins when they toss him the sack of coins (see 18., above). If anyone offers him a greater fee that he can actually see and feel, it is 90% likely that he will simply take it as well and return to his lair, taking no sides until the next meeting.

22. **OGRE LAIR:** The ogre sits here on top of a great leather bag. In this bag are seven large sacks, which contain: #1: 287 sp; #2: a hard cheese; #3: 182 cp and 91 ep; #4: 289 gp; #5: a keg of brandy (value 80 gp); #6: 303 cp; #7: 241 gp (actually lead coins with a wash of gold, so value of each is only 1 copper). Hidden under a heap of old bones in the southern portion of his cave are 6 magic arrows +1, a potion of invisibility, and a magic scroll with 2 cleric spells -- cure light wounds, hold person.

**F. HOBGOBLIN LAIR:** Seldom are these fierce creatures troubled by marauders, for the entrance to their lair is guarded by a stout, barred door at the back of the entry cave. Skulls are lined along the walls, and several are affixed to the oaken door to highlight a warning written in common runes: "Come in! We'd like to have you for dinner!" Careful inspection of the barred door has a 1 in 6 chance per person examining it of detecting a secret mechanism that allows a person outside to slide the bar back so the portal can be entered. If it is forced open, it will require three 1s (on a 1d6) to indicate the bar has been

broken, and the noise will alert area 26.. If a knock spell is used to open the door, the noise of the falling bar will be heard, but guards will not have time to react, so the intruders will have two rounds of time before the guards will come.

**DM NOTE:** Hobgoblin losses cannot be replaced during normal play, which is a period of only several days or weeks of action. The hobgoblins are smart, well organized, and alert. If their chief is killed, they will typically seek to escape alive, unless their opponents are obviously weak and inferior. Survivors will reinforce the goblins at D, above, unless their attackers are very dangerous, and the hobgoblins can see that the whole Caves' area is in trouble.

23. **COMMON ROOM:** This place quarters 5 males (AC 5 [chain]; MV 9"; HD 1+1; hp 5 each; #AT 1; Dmg 1d8 [military fork]; Int Avg; AL LE; SZ M; THACO 18; XPV 30 each) with 1d4 x 10 sp each; 8 females (AC 10; MV 9"; HD 1; hp 4 each; #AT 1; Dmg 1d6 [spear]; Int Avg; AL LE; SZ M; THACO 19; XPV 18 each) with 2d6 sp each, and 3 young which do not fight and have no treasure. There are heaps of cloth and skins for beds, some odds and ends of furniture, and a small barrel of beer, buckets, etc. in the place, all worthless. The males are watching the east door, which communicates with the goblin lair (D., above), and are battle-ready.
24. **TORTURE CHAMBER/PLAYROOM/FOOD STORAGE:** There are 2 hobgoblin jailors here (AC 5 [chain]; MV 9"; HD 3; hp 10, 8; #AT 1; Dmg 1d8+2 [long sword] or d2 [whip]; Int Avg; AL LE; SZ M; THACO 16; XPV 80, 74). Once closely engaged, the hobgoblins cannot make use of their whips, so they will cast them aside. Each of these monsters has a purse with 1d6 each cp, sp, and ep. The larger also has a silver armlet worth 135 gp. They guard 6 prisoners who are chained to the walls. There are two chairs, a small table, a central fire pit, and various implements of torture in the chamber. The keys to the prisoners' chains are hanging on the wall in the southwest corner. The prisoners are:
- A plump, half-dead, human merchant, **Dolen** (m), scheduled to be eaten tonight in a banquet. If rescued and returned to the KEEP, the Guild will pay a 100 gp reward, grant the rescuers honorary Guild status, and exempt them for one year from any fees, dues, taxes, and the like the Guild normally collects.
  - An **orc** (AC 10; MV 9"; HD 1; hp 4; #AT 1; Dmg by weapon; AL CE; SZ M; THACO 20; XPV 14) who will fight goblins and hobgoblins gladly, if handed a weapon (of course, he will seek to escape from the adventurers at first chance, taking whatever he can with him, and informing his fellows at B, of what happened).
  - Dermot** (man-at-arms; AC 10; MV 12"; Ftr 1; hp 5 [of 6]; #AT 1; Dmg by weapon; Int Very;

AL N; SZ M; THACO 20; XPV 32) who formerly served as a guard for the merchant. He will take service with rescuers for 1 year if an offer is made, for room and board only, if given armor and weapons.

- The merchant's wife, **Ranhilda**, who is also slated for the banquet. She will personally reward her rescuers by giving them a dagger +1 she has in her room back at the KEEP.
  - A crazy **gnoll** (AC 10; MV 9"; HD 2; hp 9; #AT 1; Dmg by weapon +1; Int Low; AL CE; SZ L; THACO 16; XPV 46) who will snatch up a weapon and attack his rescuers if he is freed.
  - Colum** (man-at-arms; AC 10; MV 12"; Ftr 1; hp 5 [of 6]; #AT 1; Dmg by weapon; Int Very; AL N; SZ M; THACO 20; XPV 32) who formerly served as a guard for the merchant. He will take service with rescuers for 1 year if an offer is made, for room and board only, if given armor and weapons.
25. **COMMON CHAMBER:** This large place is used for meals, meetings, and general revels of the hobgoblin tribe. There are many tables and benches set out now, as the place is being readied for the coming feast. 4 **males** (AC 6 [scale]; MV 6"; HD 1+1; hp 5 each; #AT 1; Dmg 1d8 [military fork]; Int Avg; AL LE; SZ M; THACO 16; XPV 30 each), 5 **females** (AC 7 [studded leather]; MV 9"; HD 1; hp 4 each; #AT 1; Dmg 1d6 [partisan]; Int Avg; AL LE; SZ M; THACO 19; XPV 14 each), and 9 young (who will not fight) are working here. Males have 1d4 gp each, females 2d6 sp. The head table has a set of pewter dishes on it, and their value is 25 gp for the set.
26. **GUARD ROOM:** 6 **hobgoblins** (AC 6/5 [scale, shield]; MV 6"; HD 1+1; hp 6 each; #AT 1/2 or 1; Dmg d4+1 [heavy crossbow, 20 bolts] or 1d6 [horseman's mace]; Int Avg; AL LE; SZ M; THACO 18; XPV 40 [x3], 32 [x3]), 3 with crossbows which they'll fire once before dropping and taking their maces for close combat. Each carry 1d4 each cp, sp, and gp. If they hear the door being battered, or the bar falling, all but one will immediately rush to the entry, while the other will alert area 27, and then join his fellows. It takes two rounds for them to reach the entry, and the sixth will join the other guards on round four.
27. **ARMORY:** 3 **hobgoblin guards** (AC 5 [chain]; MV 9"; HD 1+1; hp 6 each; #AT 1; Dmg 1d8 [military fork]; Int Avg; AL LE; SZ M; THACO 18; XPV 32 each) are always on duty here. If warning comes, two will move to the door to wait in ambush, and the other will pass through the secret entrance (to area 31) to alert the chief. Each guard has 2d4 each of ep and sp. In the chamber are the following (armor-type items standing or hung from racks; weapons in chests or on pegs or in racks):
- 1 suit of man-sized plate mail

- b. 1 suit of dwarf-sized plate mail
- c. 3 suits of man-sized chain mail
- d. 2 suits of elf-sized chain mail
- e. 7 suits of man-sized leather armor
- f. 11 shields
- g. 6 daggers
- h. 1 battle-axe
- i. 4 horseman's maces
- j. 3 long swords
- k. 2 short bows
- l. 1 longbow
- m. 13 light crossbows
- n. 11 score arrows (14 have silver heads)
- o. 9 score light crossbow bolts
- p. 51 spears
- q. 4 bardiches
- r. 3 halberds
- s. 2 bill-gisarmes
- t. 2 gisarmes
- u. 1 fauchard-fork
- v. 1 glaive
- w. 1 glaive-gisarme
- x. 1 gisarme-voulge
- y. 1 Lucerne hammer
- z. 1 military fork
- aa. 1 ranseur
- bb. 1 spetum
- cc. 42 helmets

28. **STOREROOM:** Goods stolen from the stupid goblins are kept here until needed above. There will be a single **hobgoblin guard** (AC 6 [scale]; MV 6"; HD 1+1; hp 5; #AT 1; Dmg 1d8 [bec de corbin]; Int Very; AL N; SZ M; THAC0 18; XPV 30) always on duty here with 2d8 ep. **If the looting party does not encounter adventurers in area 21, they will also be here: 4 hobgoblins** (AC 6 [scale]; MV 6"; HD 1+1; hp 6 each; #AT 1; Dmg 1d8 [fauchard-fork]; Int Very; AL N; SZ M; THAC0 18; XPV 32 each). Each of the four carries 1d4 gp.
29. **GUARD ROOM:** 2 **hobgoblin guards** with crossbows and swords stand here (AC 6 [scale]; MV 6"; HD 1+1; hp 5 each; #AT 1/2 or 1; Dmg d4+1 [heavy crossbow, 20 bolts] or 1d6 [short sword]; Int Very; AL N; SZ M; THAC0 18; XPV 38 each). With them are 2 **females** who will fight (AC 7 [studded leather]; MV 9"; HD 1; hp 4 each; #AT 1; Dmg 1d6 [spear]; Int Very; AL N; SZ M; THAC0 19; XPV 18 each). Males have 2d6 each cp and sp; females have no treasure. There are two cots, a bench, a stool, and a large box (filled with soiled clothing) in the room. If attackers are seen, **one female will alert area 30, the other area 31; then both will fight.**
30. **HOBGOBLIN CHIEF'S QUARTERS:** The **hobgoblin chief** (AC 3/2 [plate, buckler]; MV 6"; HD 4; hp 22; #AT 2 or 1; Dmg 1d6+1 [composite longbow {16}, 12 arrows] or 1d10+1 [two-handed sword]; Int Very; AL N; SZ M; THAC0 15; XPV 173)

has 5 pp and 31 gp in his purse. He wears a silver and gem studded belt (value 600 gp). With him are 4 **female hobgoblins**, each equal to a male (AC 6 [scale]; MV 6"; HD 1+1; hp 6 each; #AT 2 or 1; Dmg 1d6 [composite longbow, 12 arrows] or 1d8 [long sword]; Int Very; AL N; SZ M; THAC0 18; XPV 40 each), and each has 2d6 gp. The room is crowded with furniture and junk of no real worth, except that there is a false bottom in a huge iron box filled with mangy animal skins. The secret portion of the iron box holds 25 pp, 200 gp, 115 ep, and 400 sp, plus a 100 gp jade and a potion of poison. Amidst a heap of kindling wood near the fireplace (southeast corner) there is concealed a wand of paralysis, but it has only 7 charges left in it.

31. **GUARD ROOM:** 4 hobgoblins (AC 5 [chain]; MV 9"; HD 1+1; hp 5 each; #AT 1; Dmg 1d8 [fauchard-fork]; Int Very; AL N; SZ M; THAC0 18; XPV 30 each), each with 2d6 ep, sp, and cp. They are alert for danger, and when notified, they will pass the word to areas 29, 30, and/or 27, as required. The room is bare, having only 2 pallets, a stool, and a large water barrel.

**G. SHUNNED CAVERN:** Even the normal inhabitants of this area, including the ogre, stay away from here, for the creatures that dwell herein are exceptionally dangerous. Any creature foolish enough to venture out at night becomes fair game. A horrible stench is noticed as soon as creatures enter the cavern area.

32. **EMPTY GALLERY:** The odor of these places is awful. Bones and rotting corpses are spread here and there amidst a litter of dead leaves and old branches. If a careful search is made, adventurers will find a coin every round: 1-2 = 1 cp, 3-4 = 1 sp, or 5-6 = 1 ep. The sound of such searching might bring visitors. Roll 1d6 per round:

- 1 Owlbear from 34 below.
- 2 2d6 giant rats (AC 7; MV 12"/6"; AC 7; HD 1/2; hp 2 each; #AT 1; Dmg 1d3; SA disease; Int Semi; AL N[E]; SZ S; THAC0 20(2); XPV 9 each).
- 3 Gray ooze from 33 below.
- 4-6 Nothing is attracted to the noise.

33. **SHALLOW POOL:** This portion of the cavern is very wet, and all the walls and the floor have sheen from the dampness. There is a large pool of shallow water (as shown), and a few white, blindfish are swimming therein. There is a jewel-encrusted goblet worth 1,300 gp in the water. There are 3 **gray oozes** in this place (only 2 if 1 has already been encountered in a 32. area). Each cause 1d8 hps damage on the first round, unless attacking from above, because half of their damage will be taken up in destroying the foot and leg protection of the victim. Thereafter, attacks cause 2d8

points of damage, as do attacks from above (AC 8; MV 1"; HD 3+3; hp 15 each; #AT 1; Dmg 2d8; SA metal [not stone or wood] is corroded by touch [item save v. acid {7} negates]; SD immune to cold, heat, and non-lightning spells; Int Ani; AL N; SZ M; THACO 16; XPV 275 each). The pair always in the place is the one at the south edge of the pool and the one on the ceiling in the southwestern portion of the area. There is only a 1 in 20 chance of noticing either unless a pole device is used to prod the area before the pool or unless two or more torches are held aloft to fully light the ceiling area. The third gray ooze will be on the ceiling to the left of the entrance, if present.

34. **OWLBEAR'S DEN:** The owlbear (AC 5; MV 12"; HD 5+2; hp 30; #AT 3; Dmg 1d6/1d6/2d6; SA hug [2d8] with paw hit of 18; Int Low; AL N; SZ L; THACO 15; XPV 465) sleeps in the most southerly part of its den, digesting a meal of gnoll it just caught at dawn. If aroused, the beast will roar and rush out, striking with its two great paws and toothy beak per round. It has no treasure, but amidst the many sticks and bones it sleeps on is a bone tube (1 in 6 chance of noticing it for each person searching the heap, with a check for each once per round) with a protection from undead scroll within it.

**H. BUGBEAR LAIR:** The group of bugbears is not numerous, but what it lacks in numbers, it makes up for in strength and cunning. There are signs beside the entrance cave in kobold, orcish, goblin, etc. Each says: "Safety, security, and repose for all humanoids who enter -- WELCOME! (Come in and report to the first guard on the left for a hot meal and bed assignment.)"

**DM NOTE:** There are 2 bugbears out hunting that will return with a human corpse and 83 gp the day after adventurers first enter the bugbear lair. They will be placed on guard duty at 35, if appropriate, and their statistics are the same as the guards there. Bugbears will stay in the place until all are dead, save the chieftain, who will seek help from the minotaur at I, 45.

35. **GUARD ROOM:** 3 bugbears (AC 5; MV 9"; HD 3+1; hp 11 each; #AT 1; Dmg 1d6+1 [skewer] or 1d6+2 [footman's mace]; SA surprise on a 1-3; Int Low; AL CE; SZ L; THACO 16; XPV 204 each) with 2d10 gp each. These creatures lounge on stools near a smoking brazier, which has skewers of meat toasting over the coals. Each will ignore his great mace when intruders enter, reaching instead for the food. Though they do not speak Common, they will grab and eat a chunk, then offer the skewers to the adventurers, then suddenly use them as swords to strike first blow (at +2 bonus to hit due to surprise) unless the victims are very alert. There are two cots in the place and a large gong. If the battle goes badly, one will smite the gong to warn the others in the complex.
36. **CHIEFTAIN'S ROOM:** **Gnaank**, the chief bugbear, is equal to an ogre (AC 3; HD 4; hp 28; #AT 1; Dmg

1d10+2 [two-handed sword]; SA surprise on a 1-3; Int Avg; AL CE; SZ L; THACO 15; XPV 272). He has a pouch with a key, 29 pp, and 3 50-gp gems in it. With him is a **female bugbear** equal to a male (AC 5; MV 9"; HD 3+1; hp 12; #AT 1; Dmg 2d4+1 [bastard sword]; SA surprise on a 1-3; Int Low; AL CE; SZ L; THACO 16; XPV 183). She has gold earrings worth 100 gp. The furnishings of the room are battered and crude, but several pieces of silk are mixed up with the bedding. In all 6 may be found; the party will be able to sell them for 20 gp each. There is a **gray chest** stuck up on a ledge near the ceiling, which will only be **spotted if the room is carefully searched**. It contains 1,462 sp, a 30-pound statue of alabaster and ivory (worth 200 gp), and 2 potions of healing (which will break if the chest is roughly handled). It **will take three or four strong characters to bring this down safely**. There is a **hand axe +1 on the wall**, and if the chieftain has the chance, he will take it down and hurl it first, then close for full melee. He knows of the **secret door; it's his escape route**.

37. **SPOILS ROOM:** The heavy door is locked, and the key is in the pouch of the chieftain (36). Inside are a shield +1, being used as a tray to hold a heap of dried herbs (catnip, something these bugbears relish), various boxes and crates of high quality dried or salted foodstuffs, leather hides in a stack, 3 barrels of ale, a tun of wine, and a small keg of oil (20 flask capacity). (If all but the shield and oil are sold at the KEEP, the value will be 400 gp.) **Breaking the lock or smashing the door will bring the guards from 35 and the chieftain and his mate from 36.**
38. **COMMON ROOM:** 3 **males** (AC 5; MV 9"; HD 3+1; hp 12 each; #AT 1; Dmg 1d8+1 [long sword]; SA surprise on a 1-3; Int Low; AL CE; SZ L; THACO 16; XPV 183 each) with 2d6 each of gp and sp, 7 **females** (AC 10; HD 1+1; hp 8 each; #AT 1; Dmg by weapon; SA surprise on a 1-3; Int Low; AL CE; SZ M; THACO 18; XPV 36 each), and 3 **young bugbears** (AC 10; HD 1/2; hp 3 each; #AT 1; Dmg by weapon; SA surprise on a 1-3; Int Low; AL CE; SZ S; THACO 20(2); XPV 8 each) live here. There are piles of bedding and old garments here and there. Blackened by soot, there is a silver urn worth 175 gp near the fireplace, but **only close examination will reveal its true value**.
39. **GUARD ROOM:** Watching here are 2 **males** (AC 5; MV 9"; HD 3+1; hp 10 each; #AT 1; Dmg 1d6 [spear] or 1d8+1 [long sword]; SA surprise on a 1-3; Int Low; AL CE; SZ L; THACO 16; XPV 200 each) with 2d8 gp each, and 3 **females** (AC 10; HD 1+1; hp 7 each; #AT 1; Dmg by weapon; SZ M; THACO 18; XPV 34 each), each with 1d10 gp. Each male has a spear in addition to his sword, so that he can **hurl this missile and then close to fight hand-to-hand**. These bugbears tend to the slaves as well as help to guard the entrance to their lair. There are bedrolls, a bench, a long table, a water pail, and sacks of meal scattered here and there in the chamber. Keys to the doors to 40 and 41 are on the wall opposite the stairs. Both corridors to the slave



pens have meal sacks and small boxes and barrels of provisions and watered wine along their length.

40. **SLAVE PEN:** The iron door is secured by a bar, chain, and heavy padlock. Inside is a litter of straw, a bucket, and the following **slaves**: 1 **kobold** (AC 10; MV 6"; HD 1/2; hp 2; #AT 1; Dmg by weapon; Int Avg; AL LE; SZ S; THACO 20(2); XPV 7), **Blag** (goblin; AC 10; MV 6"; HD 1-1; hp 3; #AT 1; Dmg by weapon; Int Avg; AL LE; SZ S; THACO 20; XPV 13), 3 **orcs** (AC 10; MV 9"; HD 1; hp 5 each; #AT 1; Dmg by weapon; Int Avg; AL LE; SZ M; THACO 19; XPV 15 each), 2 humans, **Pertti** (m) and **Leena** (f) (AC 10; MV 12"; Ftr 1; hp 4 [of 6] each; #AT 1; Dmg by weapon; Int Very; AL N; SZ M; THACO 20; XPV 32 each), **Dhothous** (hill dwarf; AC 10; MV 6"; Ftr 2; hp 12; #AT 1; Dmg by weapon; Int Very; AL LG; SZ S; THACO 20; XPV 71), and 2 high elf females, **Jhanandra** and **Zestari** (AC 10; MV 12"; Ftr 1; hp 7 each; #AT 1; Dmg by weapon; Int High; AL CG; SZ M; THACO 20; XPV 34 each). They are **chained to the wall with a common chain and a heavy padlock. All will fight against the bugbears if given weapons.** (Treat as AC 10 unless protection is provided.) The **humans will serve as those noted in F, 24, above. The dwarf and elves may agree to help the adventurers if they stay in the Caves' area continuously and fight.** The other creatures will desert at first opportunity.
41. **SLAVE PEN:** Another barred, chained, and padlocked iron door keeps safe the following slave: 3 **hobgoblins** (AC 10; MV 9"; HD 1+1; hp 6 each; #AT 1; Dmg by weapon; Int Avg; AL LE; SZ M; THACO 18; XPV 32 each), 2 **gnolls** (AC 10; MV 9"; HD 2; hp 9 each; #AT 1; Dmg by weapon + 1; Int Low; AL CE; SZ L; THACO 16; XPV 46 each), **Frort** (rebel bugbear; AC 10; hp 14; #AT 1; Dmg by weapon +1; AL N; XPV 191) and **Durr**, a seeming wild human male with mighty muscles, shaggy hair and beard, and staring eyes. He's a 4th level fighter. His strength gives him +2 "to hit" and +3 to damage (AC 10; MV 12"; Ftr 4; hp 24; #AT 1 [at +2]; Dmg by weapon +3; SA 18/58 strength; Int Avg; AL NE; SZ M; THACO 18 [16]; XPV 250). (He is prone to fits of berserk fury due to his enslavement, and if armed and in combat it is **50% likely per round that he will strike a friend instead of a foe** in his lust to slay). If freed, these **slaves will attempt to flee, although they will attack bugbears who are in the way of their escape.** There are **two exceptions: the rebel bugbear** hates his fellows and will take arms and fight against them or any of the other inhabitants of the whole area; he will continue to do so for as long as the party stays there. The **fighter is an evil person**; once he is armed, and after battle madness leaves him, he will either kill the adventurers who freed him, to have all their treasure for himself, or else he will steal whatever is most valuable and then sneak off -- but only if he knows the party is too strong for him.

**I. CAVES OF THE MINOTAUR:** This labyrinth houses several nasty things, but the worst is a fiendishly clever minotaur who abides herein. The minotaur will agree to

help the bugbears against invaders at the cost of one human slave every three days of service, which is eaten in that period. The minotaur keeps only the choicest of treasures, tossing unwanted loot to whomever happens to find it at the mouth of the labyrinth.

**DM NOTES:** You may allow players to find a few low-value coins, normal equipment, weapons, or armor at the entrance. After 30' past the cave mouth, a spell of *direction confusion* will begin to function, so start to misdirect them by naming incorrect directions, i.e. left instead of right, back instead of straight, etc. Don't worry about calling the same passage as a different direction should they travel over the same route twice; that's the effect of the magic. You may wish to allow the mapping character a secret saving throw every couple of turns, a 19 or 20 indicating that the effect has been thrown off.

42. **STIRGE CAVE:** There are 13 stirges here (AC 8; MV 3"/18"; HD 1+1; hp 3 each; #AT 1; Dmg 1d3; SA attack as 4 HD monster, drain blood [1d4/round]; Int Ani; AL N; SZ S; THACO 15; XPV 42 each). If an opponent is hit, the stirge will automatically suck blood each round thereafter, doing 1-4 hit points of damage due to blood drain until victim is dead or 12 hit points value in blood has been drained (or stirge is killed). The minotaur loves to catch and eat these creatures, so they avoid him, and they are quite hungry. In fact, this hunger makes it 90%likely that they will be squeaking and hooting to one another, so the party won't be surprised. They have no treasure.
43. **FIRE BEETLES:** Three dwell in this area (AC 4; MV 12"; HD 1+2; hp 7 each; #AT 1; Dmg 2d4; Int Non; AL N; SZ S; THACO 18; XPV 34 each). They too are **hungry and will hasten to attack any persons entering** their area. They have no treasure, but 2 glands above their eyes and one in their abdomen will glow with a red light, 10' radius, for 1-6 days after the beetle is killed.
44. **FIRE BEETLES:** Two dwell in this area (AC 4; MV 12"; HD 1+2; hp 7 each; #AT 1; Dmg 2d4; Int Non; AL N; SZ S; THACO 18; XPV 34 each). They too are **hungry and will hasten to attack any persons entering** their area. They have no treasure, but 2 glands above their eyes and one in their abdomen will glow with a red light, 10' radius, for 1-6 days after the beetle is killed.
45. **THE MINOTAUR:** This huge monster has AC 4 due to a great chain mail coat he wears and carries a spear +1. When he first attacks, the minotaur (AC 4 [chain]; MV 9"; HD 6+3; hp 35; #AT 2; Dmg 2d4 [gore] or 1d4 [bite], and 1d6+3 [spear +1]; SD surprised on a 1 only; Int Low; AL CE; SZ L; THACO 13[12]; XPV 680) **will rush forward and stab with his spear. The next round he will gore or bite as well,** doing 2d4 or 1d4 points of damage with each successful attack.

When intruders enter the area, the minotaur **immediately moves to attack.** He knows this area so well that the **only way for victims to escape is to go through the secret door into area 36, or else to run out**

of the place and climb a large tree.

The minotaur's cave has skulls and bones arrayed in decorative patterns. The **secret door** is a slab of stone which **takes not less than 3 humans to move**. (It will be noticed by careful checking of the walls, but how it is moved requires a roll of a 1 on a six-sided die to indicate the searcher has found where it can be grasped. All the minotaur's treasure is behind this slab of rock. It hides:

- Locked chest (with poison needle in lock) containing 930 gp and 310 ep
- Suit of man-sized plate mail +1
- Locked coffer containing 3 potion bottles (*gaseous form, cure light wounds, growth*)
- Locked chest containing a gold chain (1,600 gp), bracelet (900 gp), and ring (600 gp)

**J. GNOLL LAIR:** The entry to this place is a small cave, and only at the end will worked stone be visible. If the adventurers have a light or make much noise, the guards (46) will certainly be alerted and ready.

**DM NOTE:** **Losses by the gnolls cannot be replaced.** They are in a loose alliance with the orcs, so if there are **surviving gnolls, they will move to the orc areas and vice versa.** If you wish, allow the **chieftain to escape enemies by climbing up the chimney** of the fireplace in his area.

46. **GUARD ROOM:** There are always 4 **gnolls** on duty here. **Two** (AC 6 [scale]; MV 6"; HD 2; hp 9 each; #AT 2 or 1; Dmg 1d6 [longbow, 12 arrows] or 1d8+1 [long sword]; Int Low; AL CE; SZ L; THAC0 16; XPV 54 each) have **bows, and will shoot at intruders until melee takes place; they will then run for help while the other two fight** (AC 6/5 [scale, shield]; MV 6"; HD 2; hp 9 each; #AT 1; Dmg 2d4+1 [morning star] or 2d4+1 [broadsword]; AL CE; SZ L; THAC0 16; XPV 46 each). Each gnoll has 1d8 each of ep, sp, and cp.

47. **GUARD ROOM:** 2 **flinds** (AC 5 [splint]; MV 12"; HD 2+3; hp 10 each; #AT 2 [at +1 to hit]; Dmg 1d4/1d4 [flind bar]; Int: Avg; AL: LE; SZ: M; THAC0 16; XPV 65 each) and 5 **female gnolls** (AC 6 [scale]; HD 1+1; hp 5 each; #AT 1; Dmg 1d8 [bec de corbin] or 1d8 [long sword]; AL CE; SZ L; THAC0 18; XPV 30 each) are quartered here. They will be **ready to fight immediately**. The males have 1d6 gp each; the females have 1d4 gp each. There is a scattering of crude furniture in the place, heaps of bedding on the floor, several hides and pelts on the walls (one is a valuable sable cloak worth 450 gp), and a barrel of water in the southwest corner of the room.

48. **LOCKED ROOM:** This chamber is a storeroom and armory. Besides the usual provisions, there are 7 shields, a suit of dwarf-sized chain mail, 12 hand axes, 3 longbows, 5 quivers of arrows (20 in each), and a long sword +1, cursed (Int 14; Ego 4; AL N; speaks Common; detects precious metals 2" radius; detects

gems 1/2" radius). One barrel of exceptionally fine ale is leaking, and the odor will tempt adventurers to taste it. It is so good, in fact, that **there is a 5 in 6 chance per taste that he or she will draw a healthy draught and then spend the next 1d4 turns drinking**. If this occurs, appropriate characters will sing, make noise, and act foolishly. Apply **modifiers for "moderate" intoxication:** -3 INT, -4 WIS, -2 DEX, -1 CHA, -1 "to hit", and +1 HP. After 1d3+1 hours, this will decrease to **"slight" intoxication:** -1 INT, -1. After 1d2 hours more, all symptoms will have passed.

49. **COMMON ROOM:** This place quarters the gnoll tribe: 6 **males** (AC 6 [scale]; MV 12"; HD 2+3; hp 8 each; #AT 1; Dmg 2d4+1 [ransur] or 2d4+1 [broadsword]; AL CE; SZ L; THAC0 18; XPV 44 each), 11 **females** (HD 1+1; hp 5 each; #AT 1; Dmg 1d8 [fauchard-fork] or 1d8 [long sword]; AL CE; SZ M; THAC0 18; XPV 30 each) and 18 young who do not fight. Males have 1d6 each of ep and sp, females 1d10 sp each. There is the usual clutter of worthless furniture in the room.

50. **GNOLL CHIEFTAIN'S QUARTERS:** The **gnoll leader** (AC 3 [plate]; HD 4; hp 22; #AT 1; Dmg 2d4+2 [morning star] or 2d4+2 [bastard sword]; Int Avg; AL CE; SZ L; THAC0 15; XPV 148), his **two sons** (AC 4 [banded]; MV 9"; HD 3; hp 20 each; #AT 1; Dmg 2d4+1 [Lucerne hammer] or 2d4+1 [bastard sword]; Int Avg; AL CE; SZ L; THAC0 16; XPV 95 each) and four **female gnolls** (AC 6 [scale]; HD 1+1; hp 5 each; #AT 1; Dmg 2d4 [morning star] or 1d8 [long sword]; AL CE; SZ L; THAC0 18; XPV 30 each) are waiting in this room. The chieftain has a pair of silver armbands worth 50 gp each, and there are 39 gp in his belt pouch. His sons have 1d10 each of gp, ep, and sp. Each female wears a silver neck chain worth 30 gp and has 2d6 ep. The furnishings of the place are crude and battered. A large metal pot beneath a flagstone in the fireplace alcove hides 200 cp, 157 sp, 76 ep, and 139 gp.

The secret door and passage to area K 63 is unknown to all. Just inside the entrance is the skeleton of a human thief. His leg is broken and he must have died here trying to escape through the secret door. The rotten leather armor and corroded weapons are valueless, but the purse at his belt holds 12 gems of 50 gp base value each, and the boots of elfkind upon his bony feet are still in usable shape.

#### K. SHRINE OF EVIL CHAOS:

*The worn path through the copse of obscenely twisted and oddly bloated trees gives you an eerie sense of unease. A faint, foul draft issues from the 10' wide cave mouth.*

Once the PCs enter:

*As soon as you enter, a dim awareness of lurking evil pervades your senses. Red strata intertwine with bulging black veins running through the hewn rock walls beyond.*

*The wide corridors and chambers are deathly still. A faint groaning sound, and an occasional, shrill piping is heard, barely perceptible even when silent and listening. The floors are smooth and worn.*

The floors are smooth and worn by the tread of countless feet of the worshipers at this grim place. The footsteps of intruders will echo alarmingly in these vaulted halls (+2 chance of being surprised), and extreme care must be taken to muffle such sounds if the party has any hopes of remaining undetected until the moment of their choosing. Continual noise will bring a group of zombie guards to investigate: 8 **zombies** (AC 8; MV 6"; HD 2; hp 8 each; #AT 1; Dmg 1d8; SD immune to sleep, charm, hold, and cold spells, turned as ghouls due to evil area, suffer 2d4 damage from holy water; Int Non; AL N; SZ M; THAC0 16; XPV 44 each). These ghastly monsters are clad in filthy red and black striped uniforms.

51. **BOULDER FILLED PASSAGE:** Large rocks and boulders have been placed here to seal off this tunnel. It will take 100 man-turns to open a way large enough for a human to pass through into the area beyond. If the PCs inspect the area at all, they're attacked by 3 **Bowlers** (AC 4; MV 6" [+1"/round up to 15"]; HD 1/2+1; hp 4 each; #At 1; Dmg 4; Int Semi; AL N; SZ M; THAC0 20[2]; XPV 9 each). They have no treasure, but at their core is a gem worth 10 gp. (**DM NOTE:** You have the option of allowing this passage to lead to the southwest of the Caves of Chaos, or you may choose to have it go all the way to the Cave of the Unknown requiring, of course, preparation of an appropriate underground area map with monsters and treasures.)
52. **HALL OF SKELETONS:** This unusual audience chamber has a dais and throne-like chair set with 4 large red garnets (500 gp each) at the south end. It is otherwise empty except for a dozen **skeletons** (AC 7/6 [chain rags, shield]; MV 9"; HD 1; hp 3 each; #AT 1; Dmg 1d6 [short sword]; SD sharp weapons score half damage only, turned as zombies due to evil area; Int Non; AL N; SZ M; THAC0 19; XPV 21 each), clad in rags of chain mail and bearing battered shields and rusty swords, propped against the walls. These bony guards do not move, and any attempt to turn them immediately upon entering the chamber will have no effect, as they are obviously not animated. However, as soon as intruders touch the dais or throne chair, these monsters will spring to life from their positions on either wall of the chamber. They have no treasure. Once the skeletons are disposed of, it is an easy matter to pry the 4 garnets from the back of the chair.
53. **GUARD ROOM:** There will always be 8 **zombies** (AC 8; MV 6"; HD 2; hp 8 each; #AT 1; Dmg 1d8 [slam]; SD immune to sleep, charm, hold, and cold spells, turned as ghouls due to evil area, suffer 2d4 damage from holy water; Int Non; AL N; SZ M; THAC0 16; XPV 44 each) hulking silently here, 4 at either end of the hall. Anyone entering will be attacked unless they are robed in temple garb (see area 54) and have an amulet

identical to the ones that the undead guard groups or priests wear. There is no treasure here.

54. **ACOLYTES' CHAMBER:** There are 4 **acolytes** (1st level clerics of Hiisi) here (AC 5 [chain]; MV 9"; Clr 1; hp 5 each; #AT 1; Dmg 1d6 [horseman's mace]; SD leader has *Horn of Goodness/Evil*; Int Very; AL CE; SZ M; THAC0 20; XPV 54, 46 [x3]; Spells: *darkness, fear, penetrate disguise, remove curse*), all dressed in rusty-red robes, with black cowls. Under these robes each wears chain mail and a mace at his belt. Each carry 10 gp in a purse, and the leader wears a *Horn of Goodness/Evil*. Their room contains four hard pallets, a brazier, a table, four stools, a cabinet for clothing, a water pail, a waste bucket, and a flagon of wine and four cups. There is nothing of value amongst these items.  
  
*Horn of Goodness/Evil:* Depending on the owner's alignment, blowing this brass horn will produce either a *Protection from Evil, 10 Ft. Radius* for good-aligned users or *Protection from Good, 10 Ft. Radius* for evil-aligned users. In either case, the duration of the spell-like effect is 1 hour. A neutral individual gains no benefit from sounding the horn.
55. **CHAPEL OF EVIL CHAOS:** This place is of red stone, the floor being a mosaic checkerboard of black and red. The south wall is covered by a huge tapestry, which depicts a black landscape, barren trees, and unidentifiable but horrible black shapes in silhouette - possibly demons of some sort -- holding aloft a struggling human. A gray sky is torn by wisps of purple clouds, and a bloody moon with a skull-like face on it leers down upon the scene. Four black pillars support the domed ceiling some 25' overhead. Between these columns, just in front of the tapestry, is a stone altar of red veined black rock, rough-hewn and stained brown with dried blood. Upon it are 4 ancient bronze vessels: a shallow bowl, a pair of goblets, and an ewer, a vase-shaped pitcher. They are also bloodstained but obviously worth a great deal of money. (The value is 1,000 gp for each cup, and 2,000 gp for each of the other items, but these are relics of evil, and any character possessing them will not part with them or sell them nor allow others to handle them.) For each character that picks up one of these objects, the DM should have the character roll a *saving throw vs. spell* at -2. Any who save successfully will get a "feeling of great evil" about the object, and he or she may voluntarily put it down. If the save fails, the character will rapidly fall under the influence of a demonic spell and within 6 days become a servant of chaos and evil, returning to this chapel to replace the relics, and then staying as a guard forever after. If someone attempts to destroy these relics the great bell (see 58) will sound, and the Shrine's residents will come running in 3 rounds. If a *detect evil* spell is cast upon these items, they will glow an ugly purple, and all good characters will feel instant loathing for them. If



the character who has taken them has a *dispel magic* and then a *bless* spell cast upon him or her, there is a 60% chance of removing the evil on the first day, 50% on the 2nd, 40% on the 3rd, 30% on the 4th, 20% on the 5th, and 10% on the 6th. Otherwise, nothing will be able to save the character.)

56. **ADEPTS' CHAMBER:** There are 4 **adepts** (2nd level clerics of Hiisi) here, each clad in a black robe with a maroon colored cowl (AC 3 [plate]; MV 6"; Clr 2; hp 8 each; #AT 1; Dmg d6 [horseman's mace]; SD *Horn of Goodness/Evil*; Int Very; AL CE; SZ M; THAC0 20; XPV 104 each; Spells: *Cause Light Wounds*, *Command*; *Cause Light Wounds*, *Detect Good*; *Darkness*, *Light*; *Darkness*, *Fear*). They have plate mail beneath their garments, and each bears a mace. Their waists are circled with copper chains (worth 40 gp each) with skull-shaped clasps fashioned of bone. Each carries a purse with 20 gp and 5 pp, and each wears a *Horn of Goodness/Evil*. They will use their spells first, if possible, before engaging in combat with weapons. In the room are four beds, four small stands, a table, four chairs, four chests for clothing, and various books and scrolls of evil nature, none of value. However, on the table are copper dishes and vessels (total weight 30 pounds) of exceptional craftsmanship that are worth 175 gp. (If the party opts to destroy the evil writings, they should receive an additional 600 XP for the act, unless they are themselves evil, in which case they should receive points for keeping and reading these works.) If hard pressed, these evil clerics will attempt to flee and warn their master by striking the great bell (58).

57. **HALL OF UNDEAD WARRIORS:** There are four files of undead here, two of 10 **skeletons** each, two of 10 **zombies** each. The former face south, the latter north. 20 **skeletons** (AC 7/6 [chain rags, shield]; MV 9"; HD 1; hp 3 each; #AT 1; Dmg 1d6 [club]; SD sharp weapons score half damage only, turned as zombies due to evil area; Int Non; AL N; SZ M; THAC0 19; XPV 21 each) 20 **zombies** (AC 5 [chain]; MV 6"; HD 2; hp 8 each; #AT 1; Dmg 1d8 [slam]; SD immune to sleep, charm, hold, and cold spells, turned as ghouls due to evil area, suffer 2d4 damage from holy water; Int Non; AL N; SZ M; THAC0 16; XPV 44 each) Upon striking of the great iron bell at 58, below, the skeletons will issue forth from the south door of the place and march into the temple (58) to line the south wall, while the zombies plod out the north exit to line the north wall of the temple. If intruders enter room 57, are in the passage to the temple, or are within the temple itself, these undead warriors will attack. Proper garments and amulets will prevent attack unless the head cleric commands the undead to do so. They have no treasure.

58. **TEMPLE OF EVIL CHAOS:** This huge area has an arched ceiling 30' high or more. The floor is of polished black stone, which has swirling patterns of red veins through it. The walls behind the draperies, and the ceiling as well, are of dull black rock, while the west wall is of translucent red stone, which is

seemingly one piece, polished to mirror-like smoothness. A great bell of black iron stands near the entrance point, with a pair of mallets beside its supports. To the south are several long benches or pews. There are three stone altars to the west -- the northernmost of pure black, the middle one of streaked red and black, the last of red with black flecks. At the western end of the temple area is a dais of black stone, with four lesser chairs on its lower tier and a great throne above. The chairs are of bone; the ivory throne is set with gold and adorned with gems of red and black (10 black jets each worth 100 gp, 10 red spinels each worth 500 gp, and one large star ruby worth 1,000 gp). The signs and sigils upon these seats are of pure chaos and evil. The other walls are covered by draperies of deep purple with embroidered symbols and evil sayings, done in scarlet and gold and black thread. As soon as the party enters the place, black candles in eight great candelabras on either side of the place will come alight magically, shooting forth a disgusting red radiance. Shapeless forms of purple, yellow, and green will dance and sway on the western wall, and if anyone looks at them for more than a moment, they must save versus spells or be mesmerized into chanting a hymn to chaotic evil. Should three or more voices be so raised, the iron bell will sound automatically by magic, but even one such chant will alert the guards of the head cleric (see below). **Zombie guards** will enter here in 3 rounds after entry, even if the party is quiet.

59. **CHAMBERS OF THE EVIL PRIEST:** Location 59g is the anteroom where special visitors are entertained by the chief cleric. There are lavish furnishings here, although none are of value except for a golden flagon and cups (flagon worth 500 gp, each of the nine cups has 100 gp value). Three zombies are on guard here (AC 3 [plate]; MV 6"; HD 2; hp 8 each; #AT 1; Dmg 1d8 [slam]; SD immune to sleep, charm, hold, and cold spells, turned as ghouls due to evil area, suffer 2d4 damage from holy water; Int Non; AL N; SZ M; THAC0 16; XPV 54 each). They stand unmoving unless they are summoned by a chant from the temple area, someone enters their area, or the evil priest commands them.

Location 59. is the private chamber of the **evil priest of Hiisi** (AC 2/0 [plate +1, shield +1]; MV 12"; Clr 3; hp 14; # AT 1; Dmg 1d6 [horseman's mace]; SA scroll [*detect magic*, *hold person*, *silence*, 15' radius]; SD horn of evil, potion of gaseous form; Int Very; AL CE; SZ M; THAC0 20; XPV 306; Spells: *cause fear*, *cure light wounds*; *aid*). He has a gold ring with a black pearl (value 1,400 gp) and a purse with 51 pp in it. He wears a black cape and cowl, with red robes beneath. He will use his potion of gaseous form to escape through the boulder-filled corridor, 51, when all else fails.

*Horn of Goodness/Evil:* Depending on the owner's alignment, blowing this brass horn will produce either a *Protection from Evil*, 10 Ft. Radius for good-aligned



users or *Protection from Good, 10 Ft. Radius* for evil-aligned users. In either case, the duration of the spell-like effect is 1 hour. A neutral individual gains no benefit from sounding the horn.

His room is **furnished lavishly**, with a red carpet, furniture of black wood with velvet upholstery of scarlet, and a large bed covered with silken covers of black and red cushions and pillows. A **demon idol** leers from the wall to the north, directly over the bed. If anyone other than the priest touches it, it **will topple over** upon the person, causing 2d6 hps of damage. It has two aquamarine eyes (100 gp each). The evil priest will dart behind a screen in the southeast corner, enter a wardrobe there, slip through a secret door in its back, and then down a short passage and out into the corridor through another secret door, should his life be in danger. When the secret door in the back of the wardrobe is opened by the party, 500 gp and 50 gems of 10 gp value will **spill from the wardrobe** into the room to hopefully cause pursuers to stop for the loot. The **priest will meanwhile either try to rally his forces**, or else escape (assuming that most of his fellows have been eliminated already).

60. GUEST CHAMBER: This lower room is for important guests of the place. It contains a large bed, table, chair, etc. There is nothing of value within, although the tapestries adorning the walls (things picturing evil cruelties and obscene rites) appear expensive. Beneath a velvet cloth on the table is a polished mirror.

61. TORTURE CHAMBER: There are various implements of torture here, both large and small -- a rack, iron maiden, tongs, pincers, whips, etc. Comfortable chairs are scattered along the walls, evidently so placed to allow visitors an enjoyable view of the proceedings. **Bohdan**, the torturer (AC 5 [chain]; MV 9"; Ftr 3; hp 19; #AT 1; Dmg 1d8+3 [battle-axe]; Int Very; AL CN; SZ M; THAC0 17; XPV 136) lives in the forepart of the place, and he will attack unauthorized persons who enter. Hidden in his mattress are 135 gp and an ivory bracelet worth 700 gp.

62. THE CRYPT: The door to this room is bolted shut. This long hall is of roughly hewn stone, with a low ceiling. In it are many coffins and large sarcophagi with the remains of servants of the Temple of Chaos. The sixth tomb opened will contain a **wight** (AC 5; MV 12"; HD 4+3; hp 13; #AT 1; Dmg 1d4; SA a successful hits drains 2500 XP, creature killed becomes a 1/2 strength wight under this wight's control; SD hit only by silver/magic weapons, immune to sleep, charm, hold, cold, poison, and paralysis; hold water causes 2d4 damage, *raise dead* kills instantly; Int Avg; AL LE; SZ M; THAC0 15; XPV 605). There is no treasure buried with any of the remains, but there is a secret compartment in the wight's tomb; this contains a long sword +2, scroll of *protection from undead*, a helm of opposite alignment, and a silver dagger worth 800 gp because of the topazes set into its pommel.

63. STORAGE CHAMBER: There are many piles of boxes, crates, barrels, sacks, and so forth here. There is nothing of value, and **if the party stays for longer than 3 rounds**, a **gelatinous cube** (AC 8; MV 6"; HD 4; hp 21; #AT 1; Dmg 2d4; SA paralysis, surprise on 1-3; SD on successful save v. cold, takes only 1d4 dmg and slowed 50%; immune to lightning, fear, holds, paralysis, polymorph, and sleep; Int Non; AL N; SZ L; THAC0 15; XPV 238) will move down the corridor into the place and block it. Inside the creature are 1d12 each of cp, sp, ep, gp, and pp, as well as several bones - - evidently parts of a victim not yet wholly digested. (One of the "bones" is in fact a wand of enemy detection with 9 charges left. **If it is not gotten out of the monster within 1 turn**, digestive juices will ruin it.) The secret door in the room leads to the **gnoll chieftain's** cave (50., above).

64. CELL: The door is of iron, locked and barred, but a window is set in the door. This is the place where prisoners are kept until tortured to death or sacrificed in the area above. There are several skeletons still chained to the wall, and one scantily clad female -- a fair maiden obviously in need of rescuing! As she is partly around a corner, at first only her shapely legs and body up to the shoulders can be seen. Those who enter and approach closer are in for a rude shock! This is **Xisper**, a medusa (AC 5; MV 9"; HD 6; hp 20; #AT 1; Dmg 1d4 [hair of asps, range 1 ft]; SA gaze petrifies within 3" [save v. petrification negates], hair of asps poison [save v. poison or die]; SD: can see astral and ethereal creatures; Int Very; AL LE; SZ M; THAC0 13; XPV 845) recently taken by the evil priest's zombie guards.

**From Monster Manual II, page 55:** The chances of meeting the gaze of the medusa is:

#### Character is

Completely surprised:	10 in 10
Surprised:	8 in 10
Viewing her:	6 in 10
Attacking normally:	4 in 10
Avoiding gaze:	2 in 10

**Alternate rule:** The first failed save against medusa's gaze halves the speed of the target for 5 turns, the second failed save immobilizes the target (i.e., speed of 0"), and the third failed save petrifies the target.

The cleric had plans to sacrifice her in a special rite to a demon. The medusa will spare one or two of the adventurers from her gaze, promising them she has magic which will turn their companions back to flesh if they will free her from her chains. She does, in fact, have a magic scroll of stone to flesh [x5], but she does not intend to give it away. If freed she will attempt to petrify her rescuers.