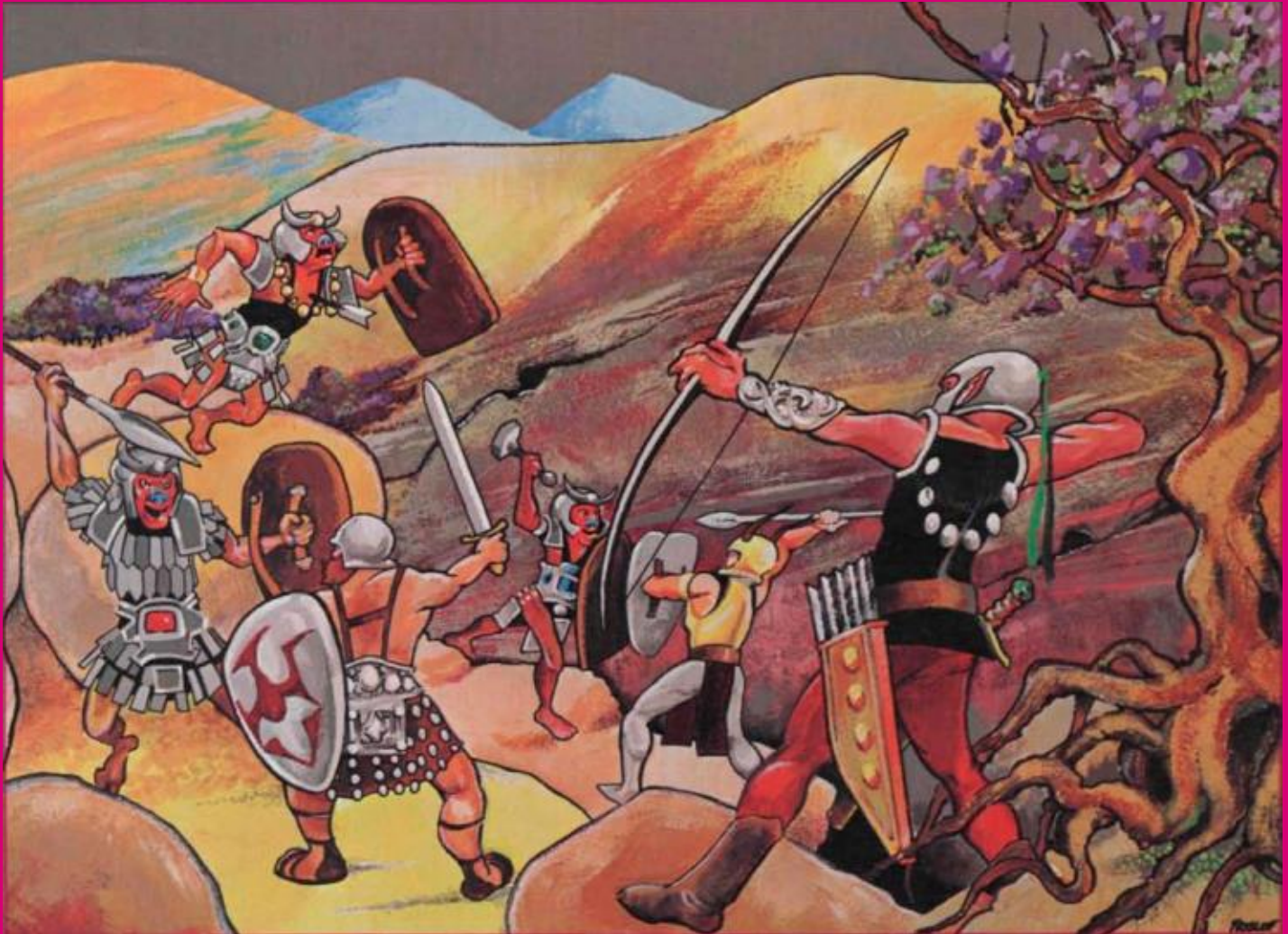


Dungeon Module B2

The Keep on the Borderlands

By Gary Gygax

INTRODUCTORY MODULE FOR CHARACTER LEVELS 1-3



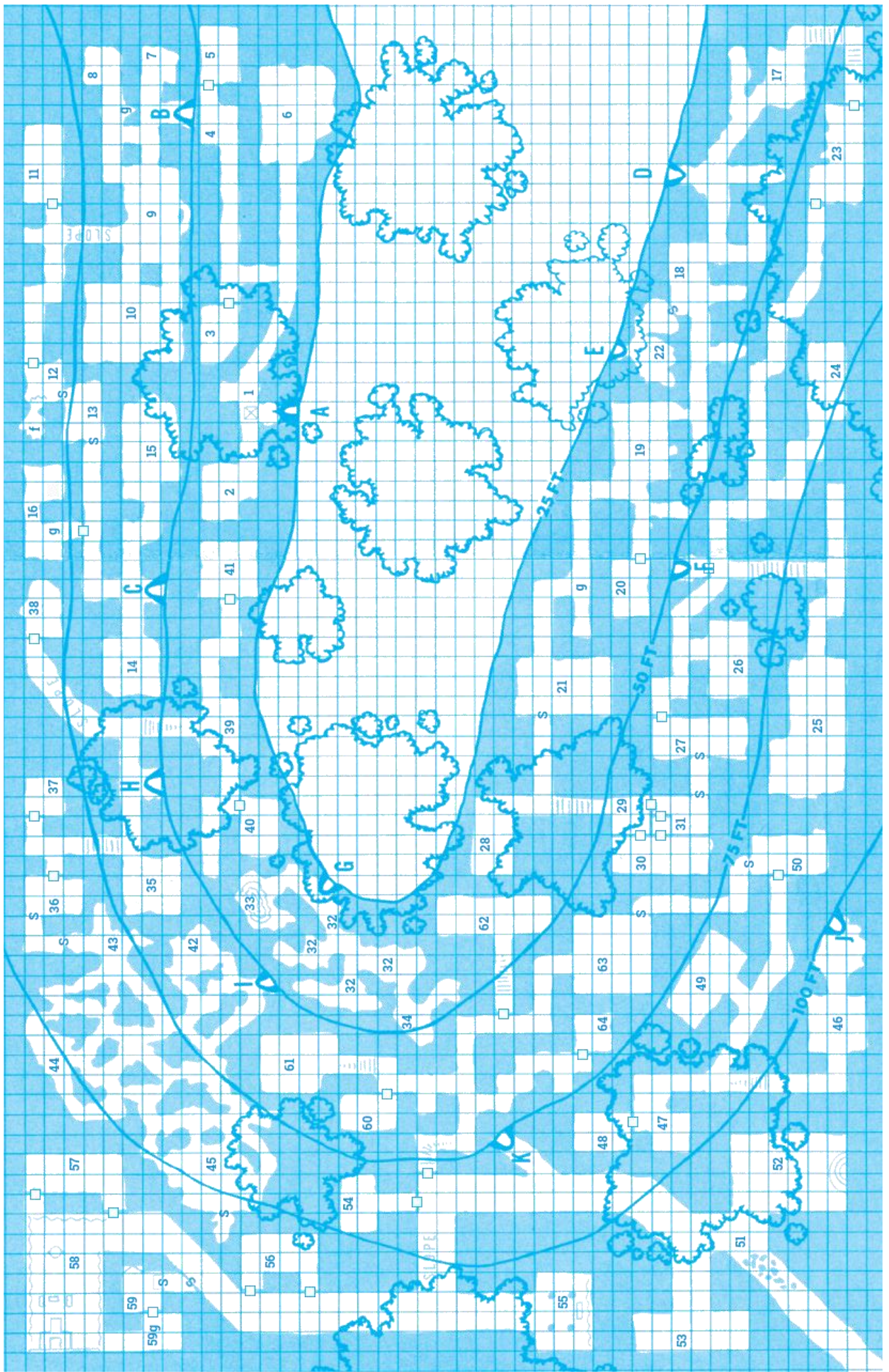
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Within are many features to aid novice players and Dungeon Masters: legends and background information, a list of adventuring characters, tips on how to be an effective Dungeon Master, plus an interesting area for characters to base themselves (the Keep) before setting out to explore the Caves of Chaos!

If you enjoy this module, look for more releases in the **D&D®** family from **TSR, The Game Wizards**.

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Dungeons & Dragons®

Dungeon Module #B2

The Keep on the Borderlands

Introduction: Welcome to the land of imagination. You are about to begin a journey into worlds where magic and monsters are the order of the day, where law and chaos are forever at odds, where adventure and heroism are the meat and drink of all who would seek their fortunes in uncommon pursuits. This is the realm of Dungeons & Dragons®.

If you plan to play in this module and participate in the fun of adventuring, stop reading now. The information in the rest of the module is for your Dungeon Master or DM, so that he or she may guide you and other players through a thrilling adventure. Knowing too much about the contents of this module will spoil the surprises and excitement of the game.

DMs, if any copies of this module are available to the players, you may wish to alter sections of the Keep and the Caves of Chaos. If you do this, you will be sure to have new surprises for players who might be familiar with some of the contents of the module. You are not entering this world in the usual manner, for you are setting forth to be a DM. Certainly, there are stout fighters, mighty magic-users, wily thieves, and courageous clerics who will make their mark in the magical lands of D&D®. However, you are above even the greatest of these, for as DM you are to become the Shaper of the Cosmos. It is you who will give form and content to all the Universe. You will breathe life into the stillness, giving meaning and purpose to all the actions which are to follow. The others in your group will assume the roles of individuals and play their parts, but each can only perform within the bounds you will set. It is now up to you to create a magical realm filled with danger, mystery, and excitement, complete with countless challenges. Though your role is the greatest, it is also the most difficult. You must now prepare to become all things to all people.

NOTES FOR THE DUNGEON MASTER

The basic instruction book for D&D® has given you the information necessary to understand this game and start play. This module is another tool. It is a scenario or setting which will help you to understand the fine art of being a DM as you introduce your group of players to your own fantasy world, and your interpretation of the many worlds of D&D®. The Keep on The Borderlands is simply offered for your use as a way to move smoothly and rapidly into your own special continuing adventures or campaigns. Read the module thoroughly. You will notice that the details are left in your hands. This allows you to personalize the scenario, and suit it to what you and your players will find most enjoyable.

NOTE: Several words in the following text will be followed by an asterisk (*). This means that the word will be explained in the Glossary at the end of this module.

This module has been designed to allow **6 to 9 player characters** of **1st level** to play out many adventures, gradually working up to second or third level of experience in the process. The group is assumed to have **at least 1 magic-user** and **1 cleric**. If you have fewer than 6 players, be sure to arrange for them to get both advice and help in the Keep. For example, they should have advice from a friendly individual to “stay near the beginning of the ravine area, and enter the lower caves first”, to avoid getting into immediate trouble with higher level monsters. Likewise, the services of several men-at-arms* must be available to smaller parties. If only 2 or 3 player characters are to adventure, be sure to have 1 or 2 non-player characters go along, as well as a few men-at-arms. In addition, give the player characters a **magic dagger** or some **magic arrows** and **at least 1 potion of healing** – family bequests to aid them in finding their fame and fortune when they go against Chaos.

The DM should be careful to give the player characters a reasonable chance to survive. If your players tend to be rash and unthinking, it might be better to allow them to have a few men-at-arms accompany them even if the party is large, and they don't attempt to hire such mercenaries*. Hopefully, they will quickly learn that the monsters here will work together and attack intelligently, if able. If this lesson is not learned, all that can be done is to allow the chips to fall where they may. Dead characters cannot be brought back to life here!

Using the Keep as “home base”, your players should be able to have quite a number of adventures (playing sessions) before they have exhausted all the possibilities of the Caves of Chaos map. Assuming that they have played well, their player characters will certainly have advanced a level or two in experience when the last minion of darkness falls before their might. While your players will have advanced in their understanding and ability, you will likewise have increased your skills as DM. In fact, before they have finished all the adventure areas of this module, it is likely that you will have begun to add your own separate maps to the setting. The Keep is only a small section of the world. You must build the towns and terrain which surround it. You must shape the societies, create the kingdoms, and populate the countryside with men and monsters.

The Keep is a microcosm, a world in miniature. Within its walls your players will find what is basically a small village with a social order, and will meet opponents of a sort. Outside lies the way to the Caves of Chaos where monsters abound. As you build the campaign setting, you can use this module as a guide. Humankind and its allies have established strongholds – whether fortresses or organized countries – where the players' characters will base

themselves, interact with the society, and occasionally encounter foes of one sort or another. Surrounding these strongholds are lands which may be hostile to the bold adventurers. Perhaps there are areas of wilderness filled with dangerous creatures, or maybe the neighbouring area is a land where chaos and evil rule (for wilderness adventures, see the Dungeons & Dragons® Expert Set rulebook). There are natural obstacles to consider, such as mountains, marshes, deserts, and seas. There can also be magical barriers, protections, and portals. Anything you can imagine could be part of your world if you so desire. The challenge to your imagination is to make a world which will bring the ultimate in fabulous and fantastic adventure to your players. A world in which they may believe.

NOTE: For your convenience, whenever a monster or non-player character (NPC*) is described in the text, the details will be listed in the following order:

Name(Armour Class, Class/Level or Hit Dice, hit points, Number of Attacks per round, Damage per attack, Movement (per round), Save As class and level, Morale)

Armour Class = AC; Class: Cleric = C, Fighter = F, Magic-User = M, Thief = T, Dwarf = D, Elf = E, Halfling = H, Normal Man = NM; Level = #, Hit Dice = HD; hit points = hp; Number of Attacks = #AT; Damage = D; Movement = MV; Save As = Save; Morale = ML

Class/level is only used for non-player characters (NPCs), while Hit Dice is used for all monsters. Movement in a game turn is three times the movement given for one combat round. NPCs save at the same level as their class level of experience.

Examples: Taverner (AC 9; NM; hp 6; #AT 1; D 1-6; ML 8)
Guard (AC 4; F1; hp 7; #AT 1; D 1-6; ML 10)
Kobold (AC 7; HD ½; hp 3; #AT 1; D 1-4; MV 40', Save NM; ML 6)

#AT ½ indicates that the player may only attack once every 2 rounds.

* An asterisk after Hit Dice indicates an experience point bonus.

** Two asterisks after Hit Dice indicate double the normal experience point bonus.

DETERMINING ARMOUR CLASS

Armour Class	Type of Armour
9	None
8	Shield only
7	Leather
6	Leather & Shield
5	Chainmail
4	Chainmail & Shield
3	Plate Mail
2	Plate Mail & Shield
1	Plate Mail & magic Shield +1

Note that an Armour Class (AC) of less than 2 is possible for characters wearing magic armour, carrying a magic shield, having a higher than normal Dexterity score, and/or wearing a ring of protection. Players using these items will subtract bonuses from the AC. For example, a fighter using both Plate Mail +1 and Shield +1 would have AC 0.

USING THE COMBAT TABLES

To find the die roll needed to hit any Armour Class, look at the How to Attack section in the D&D® Basic Set rulebook. Compare the Level (if a character) or Hit Dice (if a monster) with the AC of the target to find the number needed 'to hit'. For Armour Classes lower than 2, adjust the number upwards; a character needing a roll of 17 to hit AC 2 would need an 18 to hit AC 1, 19 to hit AC 0, and so forth. Unless magic or silver weapons are needed to cause damage (and not available), a roll of 20 will always hit, and a roll of 1 will always miss!

A bonus of +1 should be added to the "to hit" die roll of high level characters, for they have more training and experience in fighting. This bonus will apply to Fighters of 4th level or above, to Clerics and Thieves of 5th level or above, and to Magic-Users of 6th level or above.

MOVEMENT IN COMBAT

Combat movement is usually very short and quick. In a combat situation, only short charges or retreats are allowed. After combat is resolved, movement rates return to normal. The movement speed for characters is:

Unarmoured, unencumbered man:	40 feet per melee round
Metal armoured or encumbered man:	20 feet per melee round
Metal armoured, encumbered man:	10 feet per melee round

To determine a monster's movement speed in combat, divide its base movement by 3.

Note: Movement speed may be different if the optional encumbrance rule is used.

When dice are used to randomly determine a number, the type of dice used are abbreviated '#d#' ('1d4' means a four-sided die, '1d6' a six-sided, and so forth). If more than one is rolled, the number required is placed before the 'd' ('2d6' means two six-sided dice). If any number is to be added to the total of the dice, it is indicated afterward ('1d4 + 2' means to roll a four-sided die and add 2 to the total: '2d8 + 1' will thus give a number from 3 to 17). You will quickly get to know all of these abbreviations, and may use them when you design your own dungeon.

Become familiar with this module, then make whatever additions or changes you feel are necessary for your campaign. Once you are satisfied, gather the players together and have them create their characters. This will take some time, so at first don't plan on getting much

playing done unless there is a lot of time available. After each person has rolled the numbers for his or her characteristics (Strength, Intelligence, etc.), selected a class, and found how much money he or she has to begin, you should introduce them to the setting by reading the **BACKGROUND** section to them. If you wish, feel free to limit the classes your players may choose as suits your setting. You might not wish to have elves or halflings in the Keep, or you might not want any thieves as beginning characters. It is all up to you as DM to decide the shape of the campaign. Likewise, you can opt to give the player characters a special item of equipment to begin with – possibly mules, a weapon, some trade goods, or virtually anything of small value (within reason).

After you have explained the background, allow your players to begin interacting with their characters. Give them time to wander around the Keep, learning who are the “inhabitants” of the place. They may quickly establish their base in the Traveller’s Inn, purchase their equipment, and then visit the tavern, where they may gather bits of information for their coming adventures. All of this play, as well as what will come afterwards, requires that the players play the personae (personalities) of the characters that they will have throughout the length of the campaign, much like an actor plays a role in a play. However, you have a far greater challenge and obligation! You not only must order and create the world; you must also play the part of each and every creature that the player characters encounter. You must be gate guard and merchant, innkeeper and orc, oracle and madman as the situation dictates. The role of DM is all-powerful, but it also makes many demands. It is difficult to properly play the village idiot at one moment and the wise man the next, the noble clergyman on one hand and the vile monster on the other. In one role you must be cooperative, in the next uncaring and non-committal, then foolish, then clever, and so on. Be prepared!

Whether the first time you play or the next, the players will set forth to find and explore the many Caves of Chaos. You must describe the journey to the place and what the characters see, and allow them to choose how they will go about their adventuring. In such situations, the DM must be a truly disinterested party, giving information as required by questioning and proper action, but neither helping nor hindering otherwise. When the players experience their first encounter with a monster, you must be ready to play the part fully. If the monster is basically unintelligent, you must have it act accordingly. Make the encounter exciting with the proper dramatics of the animal sort – including noises! If the encounter is with an intelligent monster, it is up to the DM not only to provide an exciting description but also to act the part of the monster correctly. Rats, for instance, will swarm chattering from their burrows – a wave of lice-ridden hunger seeking to overrun the adventurers with sheer numbers, but easily driven off squealing with blows and fire.

Goblins, on the other hand, will skulk and hide in order to ambush and trap the party – fleeing from more powerful foes, but always ready to set a new snare for the unwary character.

If all of this seems too difficult, never fear! Just as your players are learning and gaining experience at D&D® play, so too will you be improving your ability as a DM. The work necessary to become a master of the art is great, far greater than that necessary to be a top player, but the rewards are even greater. You will bring untold enjoyment to many players in your role as DM, and all the while you will have the opportunity to exercise your imagination and creative ability to the fullest. May each of your dungeon adventure episodes always be a wondrous experience!

HOW TO BE AN EFFECTIVE DUNGEON MASTER

As DM, the beginner is faced with a difficult problem. The DM is the most important person in the D&D® game. He or she sets up and controls all situations, makes decisions, and acts as the link between the players and the world he or she has created. Perhaps the most common question asked by a beginning DM is, “What do I do to run a game?” It is possible to read through the rules and become slightly lost by all the things that must be prepared or known before mastering a game.

Unlike most boardgames, D&D® play relies on information, both from the players and the DM. In boardgames, the way the game is played is obvious. First one person moves, and then another. Actions are limited and choices are few. In this game, the action is only limited by the abilities of the character, the imagination of the player, and the decisions of the DM. The play will often go in unexpected directions and the DM will sometimes be required to decide on situations not covered in the rules. The DM is the judge.

As a judge, moderator, or referee, the DM must constantly deal with the players. Just as the referee of a sporting event, the DM must be fair. He or she cannot be “out to get” the players, nor should he or she be on their side all the time. The DM must be neutral. If a party has played well and succeeded, the DM should not punish the party by sending more and more monsters at them or thwart their plans. On the other hand, if the players have acted foolishly, they should get their “just rewards”. In combat, the DM should play a monsters to the best of that monster’s ability. If the creature is stupid, it may be easily tricked or may not always do the smartest thing. If the monster is clever or intelligent, it will fight to its best advantage. The DM must be fair, but the players must play wisely.

The DM is also the designer of the situations and must bear in mind the abilities of his or her players. It is the job of the DM to see that the situations and characters balance. If things are too difficult, the players will become discouraged; too easy and they will become bored. Is it possible for a good player to win, yet still be a challenge and a risk in doing so? Is the amount of treasure gained

equal to the danger of trying to get it? As DM, much satisfaction comes from watching players overcome a difficult situation. But they should do it on their own!

To defeat monsters and overcome problems, the DM must be a dispenser of information. Again, he or she must be fair – telling the party what it can see, but not what it can't. Questions will be asked by players, either of the DM or of some character the party has encountered, and the DM must decide what to say. Information should never be given away that the characters have not found out, eg. secret doors may be missed, treasure or magic items overlooked, or the wrong question asked of a townspeople. The players must be allowed to make their own choices. Therefore, it is important that the DM give accurate information, but the choice of action is the players' decision.

Throughout all of this – making decisions, playing roles, handling monsters – the DM must remember that he or she is in control. The DM is the judge, and it is his or her game. The DM should listen to the players and weigh their arguments fairly when disagreements arise, but the final decision belongs to the DM. The DM's word is law!

TIME

The DM is responsible for keeping a track of game time. Inside the dungeon, a normal turn is ten minutes long (adventure time). A normal turn is determined by the distance the slowest party member can travel, using the Character Movement Table in the D&D® Basic Set rulebook. For example, a party whose slowest member moves at 120 feet per turn would travel 120 feet in a turn. When the party has mapped 120 feet of dungeon, one turn has passed.

If fighting should occur, the time reference shifts to melee rounds of 10 seconds each. Melee rounds are used to simulate the quick exchange of blows in combat. For convenience, a DM should consider one entire melee* to last as long as one normal turn (that is, 10 minutes), no matter how many melee rounds the combat actually took. The extra time is spent recovering one's breath, bandaging wounds, resharpening blunted weapons, etc.

The actual (clock-time) length of a turn varies. A turn might take longer than ten actual minutes, especially if a long combat has taken place. On the other hand, a turn may be quite short in actual time, if the party is heading back through a familiar area.

In general, a party should rest and sleep eight hours every 24. Cautious player characters will sleep in shifts, with a guard always awake.

Remember that player characters heal 1-3 points naturally every 24 hours of full rest.

DIVIDING TREASURE AND COMPUTING EXPERIENCE

After the party leaves the dungeon safely, all surviving player characters should divide the treasure and be awarded their experience points. Division of treasure is the players' responsibility. Awarding experience points is the DM's responsibility.

Ideally, treasure should be divided equally among surviving player characters, with retainers' usually receiving a share (minus any advance payment already given them). Players may decide to only give magical items to character classes that could use them. For example, a fighter should take a magical sword as part of his or her share in preference to a scroll.

Non-magical treasure is usually divided first, since it is easier to divide equally. It is seldom possible to divide magic items equally. A suggested solution to division of magic items is to have each character roll percentile dice and let the highest score have first pick, second highest score second pick, and so on until there are no more magical items. Retainers may, or may not, be given an equal chance for a magic item. If they are excluded, a DM should note the fact and take it into account when it next comes time to test the retainers' loyalty.

For example, a party consisting of a fighter, a magic-user, and a retainer (all first level) returns safely to the Keep. Their recovered treasure equals 520 gold pieces, 1,000 silver pieces, a necklace worth 400 gold pieces, a sword +1 and a ring of water walking. The total value of all non-magical treasure is 1,020 gold pieces. Without selling the necklace, it would be impossible for the party to split the treasure equally. The two player characters compromise by giving the necklace to their retainer, to insure his loyalty with a greater share of treasure. They each take only 310 gold pieces, but the magic-user keeps the ring and the fighter keeps the sword.

Experience points are awarded by the DM to player characters on the basis of non-magical treasure recovered and monsters killed or overcome. Experience points for non-magical treasure recovered are calculated at one experience point for every gold piece worth of non-magical treasure. Experience points for monsters overcome or killed is calculated using the Experience Points for Monsters chart in the D&D® Basic Set rulebook.

Unless a player character has earned extra treasure through the use of his or her class abilities (for example, a thief who steals treasure which he did not report to the party), the DM should divide the experience points earned through treasure recovery equally among all surviving party members. Since, in the above example, the entire party recovered 1,020 gold pieces worth of non-magical treasure, the fighter and the magic-user each receive 340 (1,020 ÷ 3) experience points for the treasure recovered. The retainer receives ½ normal experience, since he was only following orders, and not doing his own thinking. The

retainer thus receives 170 ($1,020 \div 3 \times \frac{1}{2}$) experience points for recovered treasure.

To recover the treasure, it was necessary for the party members to kill 19 orcs, 7 skeletons, and an ogre. The party should receive 10 points of experience for each orc killed, as orcs have 1 hit die. The party should receive 5 experience points for each skeleton defeated. For killing the ogre, they should receive 125 experience points, since it has 4+1 hit dice. The total experience points for defeating monsters would be 350. When this is divided, the magic-user and fighter each receive 117 ($350 \div 3$) additional experience points. The retainer receives only one-half, 59 ($350 \div 3 \times \frac{1}{2}$) additional experience points. The total experience for each player character is 457 ($340 + 117$) experience points apiece. The retainer receives 229 experience points.

When enough experience points are accumulated, a player character rises to the next higher level, and gains the benefits of that level (an additional hit die, a new spell, etc.). Wealth can be used to buy new equipment, to pay for everyday expenses, and to hire retainers.

PREPARATION FOR THE USE OF THE MODULE

Using this module requires the DM to be familiar with its contents. The first step is to read through the module completely, referring to the maps provided to learn the locations of the various features. A second (and third) reading will be helpful in learning the nature of the monsters, their methods of attack and defence, and the treasures guarded.

Certain buildings of the Keep will be frequented by the adventurers (such as the Travellers' Inn, Tavern, and Provisioner). Floor plans are very useful for visualizing these areas. For information on their preparation, see the discussion at the end of the module.



Once you are familiar with the areas described in the module and have drawn whatever additional plans you wish, assist the players in preparing their characters by reading them the section entitled **BACKGROUND**. This will set the stage for the game.

After the background is given, the players may prepare their characters. Full details are given in the D&D® Basic Set rulebook. A written record of each character should be kept by the players.

As an alternative to rolling up new characters, the players may (at the DM's option) select characters from the NPC* list in this module. Note that the personalities given are for the DM's use with NPCs only, and are not to be used by the players.

Before the players enter the Keep, the DM may privately give each player one rumour about the Caves of Chaos. This information may be shared or kept secret, as the players wish. The DM should avoid interfering with their choices whatever the result. Additional information may be gathered in the Keep itself; use the **RUMOURS TABLE** in the "DM Notes About the Keep" for this purpose, or create your own based on the Caves.

To start an adventure outside the Keep, the players must decide on an order of march - who will be in the first rank, middle, and at the rear of the party. This should be drawn on a sheet of paper and given to the DM for his or her reference. Any changes in the order (due to injuries, special procedures, etc.) should be noted on the sheet as they occur. In a standard 10' wide corridor, the most common arrangement is two adventurers, side by side, in each rank; however, three characters could occupy a single rank if all of their weapons were small (such as daggers and hand axes).

One player in the group should be selected as leader and "caller" for the party; another one or two should take care of any necessary mapping. Individual players may decide on their own actions, but it is the caller who gives the DM the details on the party's course of action (such as "We'll head down the eastern corridor"). The caller should discuss the party's actions with the players, and inform the DM of the decisions of the group. When a player speaks and indicates that an action is being taken, it has begun - even if the player changes his mind. Use your discretion in these cases, and remember that the DM has the final say in all matters.

The players should use graph paper to map the areas being explored. Have them indicate which direction is north, and use compass directions to describe details and direction of travel ("We'll go west and turn north at the next intersection"). Use the same method to describe areas to them ("You see a corridor which goes about 30' south and then turns west"). Make sure your descriptions are accurate, although you may say such things as "about

forty feet" – especially in open areas or when describing irregular surfaces. Players will often show you their map and ask "is this right?" Do not correct their mistakes unless the error would be obvious in the eyes of the adventurers, and remember, that in most cases, maps do not have to be exact. Encourage good mapping skills and an attention to detail, and avoid falling into a rut of continually answering map questions.

Exploration of the Caves of Chaos will take more than one game session. When the players want to stop play, they must find an exit and (preferably) return to the Keep. You may divide treasure and award experience when this occurs. Remember to make adjustments to the areas they visited, as the monsters may build new defences, reoccupy areas that were cleaned out, and so forth.

If the adventurers wish to stop exploring for a while and take a rest period (for example, the customary 8 hours rest each night), they should tell the DM exactly where they plan to stay and who is standing guard. Just as with marching order, it is important that the guard and sleeping positions be noted on paper, since this may be crucial if and when a monster approaches.

During play, make careful notes on the monsters killed, the amount of treasure taken, experience gained, and any other details of interest. It is then a simple matter to compute the totals at the end of a play session. See the section of this module entitled **DIVIDING TREASURE AND COMPUTING EXPERIENCE** for more information.

BACKGROUND

The Realm of mankind is narrow and constricted. Always, the forces of Chaos press upon its borders, seeking to enslave its populace, rape its riches, and steal its treasures. If it were not for a stout few, many in the Realm would indeed fall prey to the evil which surrounds them. Yet, there are always certain exceptional and brave members of humanity, as well as similar individuals among its allies – dwarves, elves, and halflings – who rise above the common level and join battle to stave off the darkness which would otherwise overwhelm the land. Bold adventurers from the Realm set off for the Borderlands to seek their fortune. It is these adventurers who, provided they survive the challenge, carry the battle to the enemy. Such adventurers meet the forces of Chaos in a testing ground where only the fittest will return to relate the tale. Here, these individuals will become skilled in their profession, be it fighter or magic-user, cleric or thief. They will be tried in the fire of combat. Those who return will be hardened and more fit. It is true that some few who do survive the process will turn from law and good and serve the masters of chaos, but most will remain faithful and ready to fight chaos wherever it threatens to infect the Realm.

You are, indeed, members of that exceptional class: adventurers who have journeyed to the Keep on The

Borderlands in search of fame and fortune. Of course, you are inexperienced, but you have your skills and a heart that cries out for adventure. You have it in you to become great, but you must gain experience and knowledge and greater skill. There is much to learn, and you are willing and eager to be about it! Each of you has come with everything which could possibly be given to help you. Now, you must fend for yourselves. Your fate is in your hands, for better or worse.

START

Ahead, up the winding road, atop a sheer-walled mount of stone, looms the great Keep. Here, at one of civilization's strongholds between good lands and bad, you will base yourselves and equip for forays against the wicked monsters who lurk in the wilds. Somewhere nearby, amidst the dark forests and tangled fens, are the Caves of Chaos where foul creatures lie in wait. All this you know, but before you dare adventure into such regions you must become acquainted with the other members of your group, for each life will depend upon the ability of the others to cooperate against the common foe. Now, before you enter the grim fortress, is the time for introductions and an exchange of information, for fate seems to have decreed that you are to become an adventurous band who must pass through many harrowing experiences together on the path which leads towards greatness.

You have travelled for many days, and have entered into the wild areas of The Borderlands. Farms and towns have become less frequent and travellers few. The road has climbed higher as you enter the forested and mountainous country.

You now move up a narrow, rocky track. A sheer wall of natural stone is on your left, the path falling away to a steep cliff on the right. There is a small widening ahead, leading to the main gate of the Keep. The blue-clad men-at-arms* who guard the entrance shout at you to give your names and state your business. All along the wall you see curious faces peering down at you – eager to welcome new champions of Law, but ready with crossbow and pole-arm* to give another sort of welcome to enemies.

DM Note: Have each player identify their character's name, profession, and why they seek entrance. If the answer sounds unnatural, assume the role of the Corporal of The Watch, and cross-examine the speaker. Now is the time to make the players realize that whatever they say – as speech or relating their actions – will be noted by you, and acted upon in whatever role is appropriate to the situation. A courteous and full reply may win a friend amongst the soldiers who might be of aid sometime. Rudeness and discourtesy may bring suspicion and trouble within the otherwise safe base area. When you are satisfied that the scene is played out, have the group enter.

DM NOTES ABOUT THE KEEP

- I. This whole place is well-organized for security and for defence. In time of need, many civilians will arm and help man the walls, while non-combatants bring ammunition, food and water to the walls and help the wounded. Sentries are alert. A party of guards patrols the walls irregularly, and a commander checks every half hour to hour. It is very unlikely that persons can enter or leave without being seen unless magic is used. (You can have magical traps placed in key areas to shout "ALARM" whenever an invisible creature passes within 10' or so!)

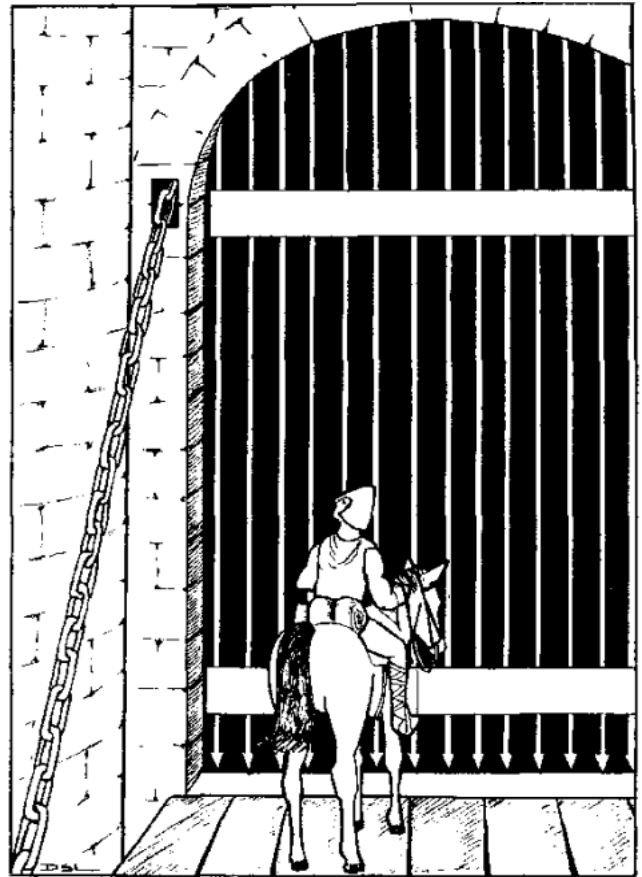
Within the Keep, the townspeople are generally law-abiding and honest. Boorishness and ill manners will be frowned upon. If any member of a party should be caught in a criminal act, the alarm will be sounded instantly. Citizens will try to prevent the escape of any lawbreakers (without sacrificing their lives) until the guard arrive in 1-2 turns. If met with resistance, the guard will not hesitate to use force, even killing if they must. Those offenders taken prisoner will be locked in the dungeons under the Keep (see area **24** below) and punished for their crimes.

- +-- indicates a ballista, a huge, heavy crossbow manned by two men. It fires like a crossbow, but has a range of 480 feet, hits as if it were fired by a fighter of 1st-3rd level, and does 2 six-sided dice of damage plus two points (4-14 points of damage per hit).

Each ballista has 12 missiles. They may only be fired once every four rounds (requiring 3 rounds to load and 1 to fire).

- o-- Indicates a light catapult with a range of 241 to 480 feet which fires half as often as a ballista (once per 8 rounds). Each requires two crewmen to operate, hits as if fired by a normal man, but can hit 1-6 targets in any close group (or one large target) for 1 six-sided die of damage each (6 dice if one large target). There is ammunition for six catapult shots per machine.

- II. Floor plans might be useful. Note that most areas have two or more stories, and there is furniture in the rooms not shown. Also left out are details of heating, light, and descriptive touches such as colour, rafters, decoration, etc. If you have time, floor plans and detailing of each area might be very helpful, exceptionally so in places frequented by the adventurers. See the appendix covering this near the end of the module.
- III. Information from inhabitants of the Keep might be gained by player characters. You may give one rumour (at random, using 1d20) to each player as starting information. Other rumours may be keyed to other



persons in the Keep. For example: "Talking with the Taverner (**15**) might reveal either rumour #18 or #19, he will give the true rumour if his reaction is good."

Do not give out all of the rumours. You may add whatever false rumours you wish, but adding to the amount of true information is not recommended.

The false rumours are noted by an 'F' after the number.

RUMOUR TABLE

1. A merchant, imprisoned in caves, will reward his rescuers.
- 2.F A powerful magic-user will destroy all cave invaders.
3. Tribes of different creatures live in different caves.
4. An ogre sometimes helps the cave dwellers.
5. A magic wand was lost in the caves' area.
- 6.F All of the cave entrances are trapped.
7. If you get lost, beware the eater of men!
8. Altars are very dangerous.
- 9.F A fair maiden is imprisoned within the caves.
- 10.F "Bree-yark" is goblin-language for "we surrender!"
11. Beware of treachery from within the party.
12. The big dog-men live very high in the caves.
13. There are hordes of tiny dog-men in the lower caves.

- 14.F Piles of magic armour are hoarded in the southern caves.
- 15.F The bugbears in the caves are afraid of dwarves.
- 16. Lizard-men live in the marshes.
- 17. An elf one disappeared across the marshes.
- 18. Beware the mad hermit of the north lands.
- 19.F Nobody has ever returned from an expedition to the caves.
- 20. There is more than one tribe of orcs within the caves.

IV. Entrance to the Inner Bailey (area **21** below) can be gained if the adventurers perform a heroic act on behalf of the Keep, if they bring back an exceptional trophy or valuable prisoners, or if they contribute a valuable magic item or 1,000 or more gold pieces to the place. They will be invited to a feast and revel, and then closely watched and carefully questioned. If the Castellan* likes the look of the group, and his assistants agree, he will ask them to perform a special mission (suitable to their ability, but difficult – use the area map or the Caves of Chaos to find a suitable goal). On the other hand, if they are rude or behave badly, he will simply retire early, ending the revel, and they will never be aided or invited back. If they try to steal or are threatening, the group will be attacked and killed immediately (if this can be managed, of course).

Groups sent on a mission will be **blessed** and given up to 100gp each for any needed supplies. If they succeed, they will be given passes to the Inner Bailey and can ask the Castellan for aid if there is a major foe to overcome (in the Caves' area). He will send a minimum of 1 corporal and 3 archers in plate, or a maximum of the sergeant, 1 corporal, and 12 men-at-arms.

V. After the normal possibilities of this module are exhausted, you might wish to continue to centre the action of the campaign around the Keep by making it the base for further adventures which you may devise. Examples include:

1. Assuming the group has performed good service for the Castellan, have a large force of bandits move into the area, and then appoint the group to command an expedition of Keep troops, mercenaries, and so on to drive them away.
2. The party might become "traders" operating out of the Keep, hoping to find adventures as they travel in the surrounding area (for wilderness adventures see the D&D® Expert Set rulebook).
3. Have the party be the 'escort' of the Jewel Merchant and his wife (**7a**) in a caravan to a town

where another module starts:

Specularum (B6 The Veiled Society)
 Kelvin (B10 Night's Dark Terror)
 Stallanford (B11 King's Festival)

THE KEEP ON THE BORDERLANDS

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, F1, hp 5, #AT 1, D 1-6, ML 10) will approach when the drawbridge is lowered and the portcullis is raised. Each is clad in plate mail and carries a pole-arm*. They require that persons entering the Keep put their weapons away. Then, they will escort the party through the short tunnel into the Entry Yard (area **3** below).

2. FLANKING TOWERS: Atop each tower are **4 crossbow men** (AC 5 or 4, F1, hp 4, #AT 1 or ½ with crossbow, D by weapon, ML 10) with crossbows cocked and ready to fire. Each is clad in chain mail (AC 5), wears a short sword and dagger, and has a shield nearby (AC 4 when picked up). Inside each tower are another **12 men-at-arms** (AC 5 or 4, F1, hp 4, #AT 1, D by weapon, ML 10). Four are "on-duty" and armoured 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 long bows. 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 has 1d6 copper pieces and 1d4 silver pieces on him.

3. ENTRY YARD: After being escorted through the Main Gate passage by the two men-at-arms from **1** above, and coming through the large gates, the PCs will be greeted by the **Corporal of The Watch** (AC 2, F2, hp 15, #AT 1, D by weapon, ML 11). Dressed in plate mail armour with shield, and carrying a **short sword +1** and dagger around his waist, he will request any mounted PCs to dismount. Accompanying him is a man dressed in robes (the **Scribe**) carrying a quill pen and a large leather-bound ledger. The Corporal will ask each PC to repeat their name and their business to the Scribe, who

will record these details in the ledger. He will then inform the PCs that their mounts (if any) and mules are to be stabled (area **4** below), upon which two lackeys* will come from the stable to take these animals. Then, the Corporal will inform the PCs that any goods not going to be carried by them will be stored in the warehouse (area **5** below). He will also require that any goods forming part of a trade are to be declared at the Guild House and any Dues paid there. Finally, the Corporal will instruct another lackey to show the PCs to the Travellers' Inn where they can seek any needed accommodation.

- 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 defence of the Main Gate. The gate-side wall is pierced for archery. There are always 5-8 (1d4+4) lackeys inside tending to the horses and their tack. Each is unarmoured (AC 9) 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, HD 2, hp 8 each, #AT 2 D 1-4/1-4, ML 7) and draft horses (AC 7, HD 2+1, hp 9 each, #AT 0) stabled here (2-8 of each), as well as 1-4 mules.
- 5. COMMON WAREHOUSE:** Visiting merchants and other travellers who have quantities of goods are required to keep their materials here until they are either sold to 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. The average value is 100gp per wagon-load.
- 6. BAILIFF'S TOWER:** The lower floor of this tower is an office shared by the Scribe (see **3** above) and the superintendent of the Outer Bailey: the **Bailiff** (AC 1, F3, hp 22, #AT 1, D by weapon, ML 12). The Scribe is out on business (at **3**), but the Bailiff is in. He is wearing **plate mail +1**, and carries a **short sword +1** on his belt. Also on his belt is a purse containing 3d6 gold pieces. He is sitting behind his desk going over some paperwork, with his shield leaning against the side. The ink pot on the desk is the Scribe's. It is worth 100gp, but it is covered with ink which makes it look dirty and worthless.

The **Bailiff** lives on the second floor of the tower. His quarters have the usual furnishings (bed, chest, armoire*, table, chairs, rug, etc.), but there is also a longbow and quiver (with 20 **arrows +1**) hanging on the wall. There are 50gp hidden in the Bailiff's old boots in the armoire*.

The third floor is a storage area. The fourth floor are quarters for **12 men-at-arms** (F1, hp 4, #AT 1, D by

weapon, ML 10). Six are in leather armour and with shield (AC 6), pole-arm and hand axe. The other six wear chain mail (AC 5), and carry crossbows and short swords. These 12 serve as the Bailiff's escort from time to time. Each carries 2d6 copper pieces and 1d6 silver pieces. Their room contains pallets, cloaks and other clothing hung on pegs, 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 of the Keep are occupied by families of persons dwelling within the Outer Bailey. The two large ones (indicated by **7a** and **7b**) currently house a Jewel Merchant and a Priest:

a. Jewel Merchant: This normal man and his wife have **2 Bodyguards** (AC 4, F2, hp 17, 12, #AT 1, D by weapon, ML 8) in chainmail with shield, short sword and dagger. 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 bodyguard commands a huge **dog** (AC 6, HD 3, hp 12, 11, #AT 1, D 1-6, MV 60', Save F2, ML 9) that is trained to kill. Under his bed, the Merchant keeps a locked iron box containing 200pp and 100gp. Secreted in his belt on his person are 10 gems of 100gp value each. He will buy gems at 60% to 90% (50% + 1d4 x 10%) of their value. He sells them at 110% to 140% (100% + 1d4 x 10%) of value. His Wife wears a jewelled bracelet, necklace, and earrings (value 600gp, 1,200gp, and 300gp, respectively), which are available for sale as are the gems in his belt. The Merchant and his Wife are waiting for a caravan back to "more civilized lands". All persons in this apartment carry 3d6 silver pieces on them. The apartment is well-furnished, but there is nothing of particular interest or value except for the coins, gems, and jewellery.

b. Priest: The western portion of this apartment houses the jovial **Priest** (AC -1, C3, hp 18, #AT 1, D 2-7, ML 8, Spells: **cause light wounds** and **light**), 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 his **2 Acolytes** (AC 4, C1, hp 7 each #AT 1, D 1-6, ML 7) 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 cosy 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 wears **plate mail +1** and a **mace +1** hung on his belt. He keeps his **shield +1** close to hand at all times. He has a Dexterity score of 15 (thus the low AC). He also has a scroll with the spells **hold person** and **silence, 15' radius**. His Acolytes wear chain mail, carry shields and have maces.

DM Note: All 3 are chaotic and evil, and 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 cause light wounds (does 2-7 points of damage to the creature touched, a normal "to hit" roll must be made to touch the victim) or use his light spell to hinder or harm adventurers. Betrayal will always occur during a crucial encounter with monsters in the Caves. Each of the 3 clerics carries 4d6 silver pieces, and each wears a gold chain worth 100gp (the Priest's has a bloodstone gem worth an additional 500gp). A small sack hidden in the Priest's chair contains 30 each of platinum, gold, electrum, silver, and copper pieces, plus one jewelled clasp worth 300gp. These are to be used as bribes, or to gain freedom if necessary.

8. BLACKSMITH AND ARMOURER: This building is about 20' high with the usual 5' parapet above and walls pierced for defence. The lower floor is occupied by a forge, bellows, anvil, and other ironmongery. Here, horses and mules are shod, weapons are made, armour is repaired, and other ironwork is done. The **Blacksmith** (AC 7, F1, hp 11, #AT 1, D 1-6, ML 8) is also an armourer, and has **2 Assistants** (AC 8, NM, hp 5 each, #AT 1, D 1-6, ML 8). There are 2 short swords, 1 mace, a suit of man-sized chain mail, and 11 finished spears available for purchase at normal prices. On the second storey are the rooms where the Blacksmith, his family, and his assistants live. These rooms have normal furnishings, but a jar hidden in the Blacksmith's bedroom holds 27ep. The Blacksmith carries 1d4 gold pieces on him, and each Assistant has 2d6 silver pieces.

9. PROVISIONER: This low-rise building houses a shop where all of the equipment needed for dungeon adventurers (as listed in the D&D® Basic Set rulebook) are sold. The **Provisioner** (AC 9, NM, hp 3, #AT 1, D 1-6, ML 7) does not sell weapons other than spears, daggers, arrows and bolts. He has a few (7) shields, but does not sell armour or mounts. He will direct any persons interested in such items to the Trader next door. Prices are as shown in the rulebook. He will buy equipment from adventurers at 50% of its listed price. The Provisioner is a normal man. In time of need he has leather armour and shield (AC 6) and will man the walls or otherwise fight with a spear. The Provisioner, his wife, and two children live in a small apartment in the building. He carries 1d6 gold pieces, and keeps a strong box with 100gp, 16ep, and 30cp in the apartment.

10. TRADER: This place deals in all armour, weapons, and large quantities of goods such as salt, spices, cloth, rare woods, etc. The **Trader** (AC 9, NM, hp 2, #AT 1, D 1-6, ML 7) 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 brought by him at whatever their stated value is if the seller demands. The Trader has **2 sons** (AC 9, NM, hp 3 each, #AT 1, D 1-6, ML 7). All have access to leather armour and shields (AC 6), as well as pole-arms and short swords when necessary. Hidden under the floorboards of their small apartment are 500gp and 1,110sp. Each carries 2d6 gold pieces in his purse.

11. LOAN BANK: Here, anyone can change money or gems for a 10% fee. The **Banker** (AC 9, F3, hp 12, #AT 1, D 1-6, ML 9) will also store a person's wealth safely in the strong room of the cellar, 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 5gp with no security deposit; over 5gp 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** (AC 9, NM, hp 2, #AT 1, D 1-6, ML 7) in chain mail with long bow and short sword watching the place from tower **12**. The Banker is a retired 3rd level fighter, and always has a short sword ready to hand. He has plate mail and a shield (AC 2) stored in his apartment above the shop. He carries 6pp and 12gp with him. In addition to the Banker, there is a scrawny old **Clerk** (AC 9, M2, hp 5, #AT 1, D 1-4, ML 8, Spells: **sleep** and **ventriloquism**) in the shop, who typically handles transactions. A hired **Mercenary** (AC 3, F1, hp 7, #AT 1 or ½ with crossbow, D by weapon, ML 8) in plate mail with battle axe and crossbow is on guard inside the door. Displayed for sale are the following items:

1 carved ivory tusk	50gp
1 silver cup	20gp
1 silver-collared wineskin†	45gp
1 jade ring	250gp (worth 400)
1 dagger & jewelled scabbard	600gp
1 fur-trimmed cape	75gp
3 blank vellum* books	20gp each
1 gold & silver bell	90gp
1 set of thief's tools	100gp (worth 35)
1 iron box with secret lock	50gp

†Unbeknown to all, this wineskin is magical. Any liquid (water, wine, poison, urine, etc.) poured into it will automatically become a **potion of healing**. It can be used three times a day, and has 9 charges left.

There is a strong room in the cellar where the Banker stores deposits and loan collateral. It is protected by a locked iron door (no traps). Opening the door leads to

a small vault with twelve compartments each protected by locks with hidden poison needles (save versus Poison at +1 or die). These compartments hold the following items:

- #1 empty.
- #2 277gp and 1 gem (value 500gp).
- #3 a gold altar service set (value 6,000gp).
- #4 empty.
- #5 **trapped** with sleeping gas: sleep for 3 turns, characters above 4th level have a saving throw vs. Poison to avoid the effect.
- #6 1,000 each of platinum, gold, electrum, silver and copper pieces.
- #7 **four pit vipers** (AC 6, HD 1*, hp 5 each, #AT 1, D 1-4 + poison, MV 120' (30'), Save F1, ML 7).
- #8 58 gems with a total value of 7,530gp (3 x 1,000gp, 4 x 500gp, 11 x 100gp, 25 x 50gp, and 18 x 10gp).
- #9 an **arrow trap** which will always hit anyone in front of its door: 4 arrows each doing 1-6 points of damage (divide arrows amongst persons in front).
- #10 an alabaster and gold statue worth 3,000gp in a rare wood and silk case worth 600gp.
- #11 empty.
- #12 a sack with 58pp and 91ep.

Empty compartments indicate funds out on loan. **Bold faced** numbers are those belonging to the Banker.

12.WATCH TOWER: This 45' tall tower has all of the usual defensive devices. It houses **6 men-at-arms** (AC 5, F1, hp 4 each, #AT 1, D 1-6, ML 10) in chain mail with bows and short swords, **another 6 men-at-arms** (AC 6, F1, hp 4 each, #AT 1, D 1-6, ML 10) in leather and carrying shields and pole-arms, and the **Captain of The Watch** (AC 2, F3, hp 20, #AT 1, D 2-5 with **dagger +1**, or 3-8 with **short sword +2**, ML 11). The Captain lives on the first floor (with the usual furnishings, but he has a silver flagon and tankard worth 750gp). He is known to carry quite a bit of money with him (20pp, 11gp, and 8sp), although the soldiers have only small coins (2d6 silver pieces each). The second and third floors are barracks for the men-at-arms. The upper storey 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 centre of the square. On holidays, local farmers and tradesmen set up small booths to sell their goods in this place.

14.TRAVELLERS' 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 stable, at **4**). Private rooms cost 1gp per night, but sleeping in the common room is only 1sp per night. The

Innkeeper and his family live in a small loft above the Inn. They are normal persons of no fighting ability. This building is 18' high.

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

ALE	1ep	SOUP	1sp
SMALL BEER	1sp	STEW	1ep
WINE	1ep	ROAST FOWL	1gp
HONEY MEAD	1gp	ROAST JOINT	2gp
BARK TEA	1sp	HOT PIE	1ep
BREAD	1cp/slice	CHEESE	1sp/wedge
PUDDING	1sp/bowl	FRUIT	1sp

The barkeep, 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 (1d4+1) of the patrons will be **mercenary men-at-arms** (AC 6, F1, hp 5 each, #AT 1, D 1-6, ML 7) looking for work. Each will be wearing leather armour and carry shield, 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 1sp per day of service. If no gear is purchased, the cost rises to 1gp per day (note that a mere spear or minor equipment is not considered as 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 OF THE WATCH (see **3** above)

CAPTAIN OF THE WATCH (see **12** above)

BAILIFF (see **6** above)

PRIEST (see **7b** above)

2-4 WATCHMEN (see **12** above)

SERGEANT OF THE GUARD (see **18** below)

WANDERER (a 2nd or 3rd level fighter, dwarf, elf, or halfling as the DM decides, with complete equipment for adventuring; such a wanderer is 75% likely to join an expedition if offered 25% of the treasure gained, but 1 in 6 will be of chaotic alignment.)

The **Taverner** (AC 9, NM, hp 6, #AT 1, D 1-6, ML 7) is a normal man, as are his **son, and the pot boy*** (AC 9, NM, hp 5, 2, #AT 1, D 1-6, ML 7), but in time of need they will don leather armour, carry shields (AC 6), and bear arms against attackers. The place is also served by his wife, daughter, a serving wench, and a scullion*. The Taverner and his son each have 2d6 gold pieces in their purses, the wife 1d6, and all others have 2d6 copper

pieces. The cellar is where drink and food are stored and prepared, and where the servants sleep. The family sleeps in the small loft above the Travellers' Inn. Hidden in an old crock under empty flour bags in the back room are 82cp, 29sp, 40ep, and 17gp.

16. GUILD HOUSE: When members of any guild (merchants, craft, artisans, etc.) travel to this area, they are offered the hospitality of this two-storey building. This is a fee collection and administrative post, and the staff are careful to observe what traffic passes through the Keep. As mentioned by the Corporal of The Watch at the Entry Yard (**3** above), any trader who passes through must pay Guild Dues. Dues are set at 5% of the value of the merchandise, but the member 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 gold pieces either way (depending on the value of their trade). The lower floor of this building contains the quarters of the **Guild Master** and his **2 Clerks** (AC 9, NM, hp 4 each, #AT 1, D 1-6, ML 7), as well as an office. All are sparsely furnished, but the Guild Master has a gold ring worth 50gp, and 2d6 gold pieces in his purse. Each Clerk has 1d4 each of gold, silver, and copper pieces. A strongbox under the Guild Master's bed holds 712gp. All three are normal men, and have access to chain mail (AC5), 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 Guild Master is very influential, and his favour or dislike will be reflected in the treatment of persons by fortress personnel. On duty at all times are **4 men-at-arms** (AC 6, F1, hp 6 each, #AT 1, D 1-6, ML 8) each in leather armour with shield, spear and short sword: two on the first floor, two above. They are fanatical Guildsmen who will obey any order from the Guild Master. Guests of the Guild eat here. Drinking is frowned upon.

17. CHAPEL: The spiritual centre 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 coloured glass window (worth 350gp 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 1-100cp and 1-100sp at any time of the day. It is emptied each evening by the **Curate** (AC 8 or 0, C5, hp 24, #AT 1, D see below, ML 10, Spells: **cure light wounds, detect magic, bless, and hold person**), 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.

The Curate is the most influential person in the Keep except for the Castellan (**26** below). The Curate has **plate mail +1**, a normal shield, and a **ring of protection +1**. He has +1 'to hit', due to his high level. He will wield either a **mace +1** (D 2-7) or a snake staff. The **snake staff** adds +1 to "to hit" rolls and does 2-7 (1d6+1) points of damage. On command, the staff turns into a snake and coils around the person hit. The victim is held helpless until the Curate recalls the staff (or for 1d4 turns maximum). The snake staff crawls back to the cleric on command. He rarely wears his armour (unless the Keep is threatened), but is never without his ring and staff. His **3 Acolytes** (AC 9 or 2, C1, hp 6, 5, 5, #AT 1, D 1-6, ML 7) have plate mail and shield (AC 2) and mace. They are normally clothed in robes (AC 9) but will arm for battle on command of the Curate.

The Curate will only use his cure light wounds on a member of his congregation, such as an officer of the Guard or a shopkeeper.

All of the clerics' armour and weapons are stored in the Curate's locked room in the Chapel cellar, which has normal but sparse furnishings. The Chapel also has many magic potions (**3 potions of healing, 1 potion of ESP, and 1 potion of gaseous form**) and a magic scroll with one **cure disease** (a higher level spell which will cure any one normal disease), one **hold person**, and **3x cure light wounds** spells on it. All of 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, the Curate might (50% at the time) reveal his distrust of the Priest (**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 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 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 six guards on duty at all times (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 gatehouse is the main armoury. There are dozens of shields and each sort of weapon. Two small rooms are quarters for the **Sergeant** and

Captain of The Guard (furnishings are sparse). The second storey on the north houses the Guardsmen stationed here.

Captain of The Guard (AC 0 due to **plate mail +1** and **shield +1**, F3, hp 24, #AT 1, D by weapon, ML 11). He has a **short sword +2** and a **spear +1**. This man is very kind, friendly and an excellent leader. He will sometimes move about in the Outer Bailey disguised as a mercenary. He carries 15gp, and has a 150gp gem in the pommel* of his dagger.

Sergeant of The Guard (AC 2 due to chain mail, **shield +1** and a **ring of protection +1**, F2, hp 16, #AT 1, D by weapon, ML 11). This very strong fellow (strength 17) is a hard fighter and loves to drink and brawl. He wields a **short sword +1** and a **dagger +1**. He carries 1d6 each of gold, electrum, and silver pieces. There is a **potion of healing** in a chest in his room under a spare cape.

Guardsmen: There are **24 Guardsmen** (AC 4 or 5 when not using shield, F1, hp 5 each, #AT 1 or ½ for crossbow, D by weapon, ML 10) quartered here. Each has chain mail and shield, short sword, dagger, and hand axe. Eight are crossbowmen, eight are long bowmen, and eight have pole-arms. Two from each group are on duty at any given time (see above); the rest take a full turn to armour and arm and turn out. Each has 2d6 silver pieces.

19. SMALL TOWER: This typical tower houses **8 Guards** (AC 5 or 4, F1, hp 5 each, #AT 1 or ½ for crossbows, D 1-6, ML 10) who are all armoured in chain mail (AC 5) and carry crossbows and short swords. Shields are stored below, so in hand-to-hand combat they are AC 4. 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** (AC 0, F1, hp 9, #AT 1, D by weapon, ML 11). He is armed with a short sword and a **dagger +1**. 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 **30 War Horses** (AC 7, HD 3, hp 11 each, #AT 2, D 1-6/1-6, ML 8) and **1-4 Riding Horses** (AC 7, HD 2, hp 8 each, #AT 2, D 1-4/1-4, ML 7) kept within. They are tended by **2 lackeys*** (AC 9, NM, hp 2 each #AT 1, D 1-6, ML 7) and guarded by **2 men-**

at-arms (AC 4, F1, hp 4, #AT 1, D 1-6, ML 8).

23. GREAT TOWER: This 60' high structure houses 24 guardsmen, one-third with crossbows, one-third with bows, one-third 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 is a great hall, an armoury for the cavalry, and several side chambers for small dinners or meetings. The cellars below have vast stores of provisions, quarters for a score of servants, a cistern*, and a dungeon area with four stout cells.

The **Castellan*** 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** (AC 3, F1, hp 5 each, #AT 1 or ½ with crossbows, D by weapon, ML 8) in plate (AC 3) with crossbows and short swords on duty on the wall, and **8 guardsmen** (AC 2, F1, hp 5 each, #AT 1, D 1-6, ML 8) with plate mail, shield and short sword stationed inside. The whole place is well decorated, and the furniture is heavy and upholstered.

Second Floor: There are rooms here for up to 36 cavalymen, plus two chambers for special guests. There are **12 heavy cavalymen** (AC 2, F1, hp 8 each, #AT 1, D by weapon, ML 10) with plate mail, shield, short sword and dagger. There are also **18 medium cavalymen** (AC 5, F1, hp 6 each, #AT 1 or ½ for crossbows, D by weapon, ML 10) in chain mail, each with crossbow and axe, quartered here. Their rooms are sparsely furnished with only a cot, chair, and armoire* for each. **Two men-at-arms** (AC 7, F1, hp 3, #AT 1, D 1-6, ML 8) with leather armour and short swords, are currently quartered in one side chamber.

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 in their roof. Their two upper stories each house **12 men-at-arms** (AC 3 or 2, F1, hp 5, #AT 1 or ½ for crossbows, D by weapon, ML 10); 6 in plate (AC 3) with crossbow and short sword, 6 in plate and shield (AC 2) with short sword 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:

Scribe: This individual (AC 2, C2, hp 11, #AT 1, D 1-6, ML 8, Spells: **light**) is armoured in plate & shield, and wields a mace. He has a **hold person** spell on a scroll he carries; he may cast his own spell (**light**) on an opponent's eyes to blind them. The Scribe's chamber is austere, and there is nothing of value within except a gold holy symbol worth 150gp. He has 48gp in his purse.

Advisor: The Castellan's Advisor is an Elf (AC 0, E3, hp 18, #AT 1, D 1-6, ML 12, Spells: **charm person**, **read magic**, and **web**) who wears **plate mail +1**, a **ring of fire resistance**, and carries a short bow (which he uses at +2 "to hit" due to high Dexterity) with 10 **arrows +1**. Tapestries and carpets are all about the room (one tapestry is worth 500gp); he has very nice furniture. He wears a jewelled pendant worth 1,000gp and carries 6pp and 10gp 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 300gp) on the wall, a malachite bowl (worth 750gp) on a table, and a fox robe (worth 1,200gp) in his armoire*. He has a small silver case (worth 450gp) which contains 40pp and 12 gems worth 100gp each. There is a **spear +1** on the wall by the door.

Castellan: The Castellan (AC -3, F6, hp 48, #AT 1, D by weapon, ML 12) wears **plate mail +1**, carries a **shield +1**, and has a **ring of protection +1**. He has a Dexterity score of 16, and fights with a **normal sword +2** and **dagger +1**. He wears **elven cloak and boots**, and he also carries a **potion of levitation** and a **potion of healing** with him at all times. His chain of office is silver with gems (worth 1,800gp), and he carries 10 each of platinum, gold, and electrum pieces, plus a gem worth 500gp. 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.

WILDERNESS ADVENTURES OUTSIDE OF 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 exploring on their own (or both). Naturally, they will be trying to find the **CAVES OF CHAOS**, but this will take some travelling, 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 road branches, one

path to the Keep, the other leads off past the Caves of Chaos and into the wilderness. Closer inspection show that there are five special areas. Numbers 1-4 indicate outside encounters and are detailed below. The **Cave 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.

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.

(Wilderness adventures are more completely explained in the D&D® Expert Set rulebook).

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 that is within the six square range, there is a 1 in 6 chance that the monsters there will seek them. Therefore, 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 (ie. automatic encounter). Treat otherwise as a normal encounter.

Organised 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 around 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 male Lizard Men** (AC 5, HD 2+1, hp 12, 10, 9, 8, 7, 5, #AT 1, D 2-7, MV 20', Save F2, ML 12) who will attack. If all 6 males are killed, the remainder of the tribe will hide in the lair. Each male has only crude weapons; the largest wears a necklace worth 1,100gp.

In the lair is **another male** (AC 5, HD 2+1, hp 11, #AT 1, D 2-7, Save F2, ML 12), **3 females** (who are equal to males, but attack as 1+1 hit dice monsters, and have 8, 6 and 6 hit points respectively), 8 young (with 1 hit point each but do not attack), and 6 eggs. Hidden under the nest with the eggs are 112cp, 186sp, a gold ingot worth 90gp, a **potion of healing** and a **potion of poison**. 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. SPIDERS' LAIR: Two black widow spiders (AC 6, HD 3*, hp 11, 10, #AT 1, D 2-12 + poison, MV 20', 40' in web, Save F2, ML 8) have spun their webs amongst the trees 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** magical status).

3. RAIDER CAMP: A party of 12 chaotic fighters has camped here – close enough to be able to spy on the Keep, but far enough away that their discovery by patrol from the Keep is unlikely. The members of this group are:

Leader: AC 5 (chain mail), F2, hp 12, #AT 1, D 1-6, ML 10, bow and spear.

Lieutenant: AC 6 (leather and shield), F1, hp 7, #AT 1, D 1-6, ML 9, spear and short sword

2 Bowmen: AC 7 (leather armour), F1, hp 4 each, #AT 1, D 1-6, ML 8, bows and daggers

8 Spearmen: AC 6 (leather and shield), F1, hp 5 each, #AT 1, D 1-6, ML 8, spears and daggers

Each has 3d6 silver pieces. The Lieutenant has an additional 1d6 gold pieces, and the Leader has an additional 2d6 gold pieces. They each have a bed roll and the bowmen have an extra quiver of 20 arrows. 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 which is concealed by a thick bush. Inside is a mound of leaves and a couple of pieces of crude furniture. 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 it are 31 gold pieces, 164 silver pieces, 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, and is ready to spring upon any unwary intruder. This creature will always get first attack.

Mad Hermit: (3rd level thief, AC 4 due to leather armour, **ring of protection +1** and Dexterity 17, hp 15, #AT 1 at +2, D 3-8, ML 10.) The hermit has a 30% chance to **move silently** and a 20% chance to **hide in shadows**. His madness gives him a +2 bonus to hit and +2 bonus on damage (thus the bonus for backstabbing is +6 to hit, and double normal damage + 2 points). He carries no treasure (other than the ring he wears!).

Mountain Lion: AC 6, HD 3+2, hp 15, #AT 3, D 1-3/1-3/1-6, MV 50', Save F2, ML 8. 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. However, if it is not engaged in combat during any round, 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 – perhaps he actually believes that at times. However, he will suddenly turn on the group when the opportunity presents itself, striking from behind (backstab), and calling his ferocious “pet” to his aid.

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.

START

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 dark streaked rock walls rise rather steeply to a height of about 100'. 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 (actually 440') 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 rise 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 now realise you have discovered the Caves of Chaos.

NOTES FOR THE DM ON THE CAVES OF CHAOS

CAVE AREA MAP: There are wooden 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 copse are thick growths, tangled and forbidding. You may, at your option, have characters encounter occasional monsters herein eg. stirges, humanoids (kobolds, orcs, etc.) from the caves nearby, etc. Movement through these wooded areas is slow and difficult. Characters must move in single file. Even though it is 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 footed by at least 5' of solid rock.

INTERIORS: Except where noted otherwise, all underground areas are natural or cut from living rock. All surfaces are rough, and easy for a thief to climb, with small ledges, minor cracks, small holds, etc.

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 – 10 to 100 gold pieces (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 2-12 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 1-4 weeks; the increase in numbers is permanent.

TRIBAL ALLIANCES AND WARFARE: You might allow player characters to become aware somehow that there is 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 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. This method of handling monsters is basic to becoming a good DM. 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. However, if no further intrusion is made into the area, the surviving former inhabitants will return or else some other monster will move in. For instance, a thoul might move into the minotaur's cave complex (!), bringing with him whatever treasure he has.

Encounter Areas:

A. KOBOLD LAIR

As the group enters the cave-like tunnel, there is a 2 in 6 chance that **8 Kobolds** (AC 7, HD ½, hp 3 each, #AT 1, D 1-4, MV 40', Save NM, ML 6) will come out from hiding in the trees above and attack. Each carries 1d8 silver pieces.

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.

- 1. GUARD ROOM:** In here, **6 Kobolds** (AC 7, HD ½, hp 3 each, #AT 1, D 1-4, Save NM, ML 6) are guarding the entrance to the lair. They will be alerted by light (from the cave entrance), or loud noise (the pit trap). One will run to warn those in areas **4** and **6**. The others will throw their spears in the first round if they have initiative. Each carries 1d6 silver pieces.
- 2. GIANT RATS:** Amid the garbage and waste in this room are **18 Giant Rats** (AC 7, HD ½, hp 2 each, #AT 1, D 1-3 + disease, MV 40', Save F1, ML 8). Each time a character is bitten, there is a 1 in 20 chance of getting a disease unless a save vs. Poison is made. If the saving throw failed, there is a 25% chance the character will die in 1-6 days. Otherwise, the character will be too sick to adventure for one game month. These monsters are the pets of the Kobolds, and live off 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

(AC 5 due to speed and cunning, HD 1-1, hp 4, #AT 2, D 2-4/2-4, MV 40', Save F1, ML 8), a huge fellow, will be at the back of the pack wearing a thin silver chain set with 5 small gems (value 400gp). The weight of a few rats will not trigger the pit trap.

- 3. FOOD STORAGE ROOM:** The door to this room 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 tastes of vinegar.
- 4. GUARD ROOM:** In here are **3 Kobolds** (AC 5, HD 1+1, hp 5 each, #AT 1, D 1-6, MV 40', Save NM, ML 6) wearing chain mail and carrying short bows to fire down the passage at attackers. These guards will hide behind the corner for cover, so all missiles fired at them will carry a -2 penalty "to hit". Each guard carries a hand axe in his belt and has 2d6 gold pieces.
- 5. KOBOLD CHIEFTAIN'S ROOM:** The **Kobold Chieftain** (AC 5, HD 2, hp 8, #AT 1, D 2-8, MV 40', Save F1, ML 8) 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 1,200gp). Also in the room are **5 female Kobolds** (AC 7, HD ½, hp 2 each, #AT 1, D 1-3, Save NM, ML 8 due to the chief). There are heaps of cloth and bits of battered furniture in the place. Hidden in an old blanket hanging on the wall are 50gp (sewn into the hem). Each female has 1d6 gold pieces. A locked chest holds 203 copper, 61 silver and 22 electrum pieces.
- 6. COMMON CHAMBER:** The rest of the Kobold tribe lives here. There are **17 male Kobolds** (AC 7, HD ½, hp 3 each, #AT 1, D 1-4, MV 40', Save NM, ML 6), **23 female Kobolds** (AC 7, HD ½, hp 2 each, #AT 1, D 1-3, Save NM, ML 6), and 8 young (which do not attack). If their caves are invaded, those able will help in its defence. Males have 1d6 silver pieces each, females 1d4 silver pieces each, but the young have nothing. Amidst the litter of cloth and bits and scraps of odds-and-ends there is a piece of silk worth 150gp. (If the party does not search, it will not be located.)

DM Note: Kobold losses will not be replaced, and injured Kobolds will heal. If the attackers hurl oil at the Kobolds, they will retreat if possible, rather than suffer damage. Should they have the opportunity to find any flasks of oil, the Kobolds will use them against attacking characters!

B. ORC LAIR

Upon entering, the party will see that the wall 30' to the north is decorated with heads and skulls (human, elven, dwarven) in various stages of decay. These cheerful greetings are placed in niches which 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.

Area g: This narrowing area is a guard post. **The Watcher** - an Orc (AC 7, HD 1, hp 5, #AT 1, D 1-6, MV 40', Save F1, ML 8) - has a small, window-like opening from which he can observe the entrance to the lair. A piece of grey canvas behind gives the impression that the guard's head is another of the ghastly trophies which decorate the wall. If adventurers enter, he will quickly duck down, slipping a goblin head into the place where his own was. He will then alert the Orcs at **7**.

7. GUARD ROOM: In this room, **4 Orcs** (AC 7, HD 1, hp 5 each, #AT 1 D 1-6, MV 40', Save F1, ML 8) armed with spears guard the entrance to the lair. Each Orc carries one spear for hurling and one spear with which to melee. They have 1d8 electrum pieces each. When alerted (eg. by The Watcher), they will rush to engage intruders, raising the alarm when they see them. There is nothing of value in their chamber; there are only pallets and shabby clothing hanging on pegs.

8. The Watcher (**g**) will alert the 4 guards here (exactly as in **7** above), who will rush west and then south to flank or surround intruders threatening areas **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, HD 1, hp 4 each, #AT 1, D 1-6, Save F1, ML 8) and 18 females and 9 young (who do not fight). The males have 2d6 silver pieces 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 crossbow and 60 bolts. There is nothing else of value in the place.

12. ORC LEADER'S ROOM: The **Orc Leader** (AC 3, HD 4, hp 15, #AT 1, D by weapon + 2, Save F1, ML 10) is clad in chain mail, has a **shield +1**, and carries a mace. He fights as a 4 hit dice monster, has 15 hit points, 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 31gp, and wears a ring set with a gem (value 700gp).

The room is carpeted, has tapestries upon the walls

(one of these covers the entrance to the small cave to the west), and battered but still serviceable furniture and a cot. His two mates sleep on cushions at the foot of his resting place. The **2 female Orcs** (AC 7, HD 1, hp 3 each, #AT 1, D 1-6, Save F1, ML 8) fight as males, and each has 2d6 gold pieces on her person. The chests and other furniture have nothing of value.

If hard pressed, the leader will wiggle behind the tapestries on the south wall and attempt to work the catch on the secret door to the south and go to the rival tribe for help, but his very life must be in great peril before he will do so. (Adventurers can only spring this catch by rolling a 1 (on a d6) twice in a row, or having two characters do so simultaneously.)

Area f: 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), 4 normal swords, and a locked iron chest which holds 205 copper, 286 silver, 81 gold, and 13 platinum pieces. 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 **fire ball** spell on it.

DM Note: Orc loses 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 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 cave **B** will thereafter be deserted.

C. ORC LAIR

Similar to the Orcs in area **B**, these monsters inhabit cave areas **14-16**. However, these Orcs 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 thickly tarred ropes, and will entrap the victim for 1-4 rounds. Meanwhile, Orcs from area **14** will be there in 1 round...

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 co-operative ventures or discuss tribal problems, for although the separate tribes are not exactly friendly, both leaders are aware of the fact that 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

bow, a quiver of 20 arrows, 2 normal 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 gem of 50gp value, 10gp, and 20sp. Nesting under these small pouches are **2 Giant Centipedes**: (AC 9, HD ½, hp 2 each, #AT 1, D Illness, MV 20', Save NM, ML 7).

14. COMMON CHAMBER: In here are **9 male Orcs** (AC 6, HD 1, hp 3 each, #AT 1, D by weapon, MV 40', Save F1, ML 8) with shields and normal swords, 8 females and 3 young who do not fight. The males have 1d20 silver pieces each, the females have 1d4 copper pieces, but the young have nothing. The place is a mess, and there is nothing of value in it. 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 male Orcs** (AC 7, HD 1, hp 3 each, #AT ½, D 1-6, Save F1, ML 8) armed with crossbows only, and 4 females (non-combatant), dwelling in the western forepart. Each has treasure on their person equal to **14**, above. 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: At **g**, an **Orc** (AC 5, HD 1+1, hp 6, #AT 1, D 1-6, Save F1, ML 8) with a short sword is always posted just inside the door, and he cannot be surprised. He carries 2d6 silver and 1d4 gold pieces. He immediately shouts an alarm if any intruders attempt to enter. Behind him are stacks of barrels and boxes and sacks - extra supplies for the tribe. (One small wine barrel, 400 coins in weight, contains a good quality wine worth 55gp.) None of the other items here has value, and the foodstuffs are not up to human standards.

The area to the east houses the **Orc Leader** (AC 2, HD 3, hp 16, #AT 1, D 1-6, Save F3, ML 10). He is a very large Orc, who wears plate mail and carries a shield. He uses a short sword and attacks as a 3 hit die monster. At his belt is a **hand axe + 1** which he will hurl at an opponent, and he can do so and still attack normally in the same round of combat. His belt is made of silver, with a gold buckle (total value 160gp), and his sword has a 100gp gem set in its pommel*. In his purse are 8gp, 17ep, and 5sp. **His mate** (AC 7, HD 1, hp 5, #AT 1, D 1-6, Save F1, ML 10) is equal to a male orc in combat, and she has a bracelet of ivory which is worth 100gp. The area is well furnished with a small chest of drawers containing a sack with 50pp, and 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 10sp, rather than the actual 50gp, unless it is inspected closely.

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

D. GOBLIN LAIR

This natural cave quickly turns into worked stone tunnels. The passageways here are very busy, and for every 10' distance covered by the party there is a 1 in 6 chance they will encounter a group of goblins (details below). The DM should make this check every time the party travels 30' (ie. a 3 in 6 chance) until wandering goblins are encountered, then check no further. When an encounter does occur, the entire group of goblins will attack and cry out the alarm "Bree-Yark!". Wandering goblins are in addition to those found in numbered areas.

Wandering Goblins: The group will comprise **6 male Goblins** (AC 6, HD 1-1, hp 3 each, #AT 1, D 1-6, MV 20', Save NM, ML 7). Each will have 1d6 silver pieces. They will be patrolling the tunnels and carrying messages back and forth. They will be carrying several bags (1d6) of fairly good foodstuffs - not worth much, but quite suitable for human fare.

17. GUARD CHAMBER: Alertly watching both passages here for intruders of any sort (including hobgoblins from the south) are **6 Goblins** (AC 6, HD 1-1, hp 3 each, #AT 1, D 1-6, Save NM, ML 7) armed with several spears each. They each have 1d4 x 10 copper and 1d4 silver pieces. The chamber has a barrel with 60 spears, a small table, two benches and a keg of water.

18. GUARD CHAMBER: This is the same as **17**, except the goblins watch mainly to the east. If there is a cry of "BREE-YARK" (similar to "Hey Rubel!"), two of these guards will rush to the secret door, toss a sack with 250gp in it to the Ogre in **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. The sack of gold coins is hidden in a water barrel in the corner by the secret door.

19. COMMON ROOM: Dwelling here are **10 male Goblins** (AC 6, HD 1-1, hp 3 each, #AT 1, D 1-6, Save NM, ML 7) and 14 females and 6 young (who do not fight). Food is prepared and eaten here, and general meetings are held. There are heaps of bedding, tables, stools, benches, etc. all around, making it very cluttered. Each male has 1d6 silver pieces, each female has 2d6 copper pieces. If the wandering goblins (see above) have not been encountered, be certain to have those 6 additional males in this chamber.

20. CHIEFTAIN'S ROOM: The **Goblin Leader** (AC 4 due to chain mail and shield, HD 3, hp 11, #AT 1, D 2-7 due to Strength and skill, Save F2, ML 9), **3 male Goblins** (AC 6, HD 1+1, hp 7, #AT 1, D 1-6, Save NM, ML 9 due to presence of chief), and several females are quartered here. The chief has a purse with 18gp and 2pp in it. Each of his guards has 8ep and 1d6 silver pieces. There is a silver cup (value 90gp) 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 female Goblins** (AC 7, HD 1-1, hp 2 each, #AT 1, D 1-6, MV 20', Save NM, ML 9 due to the presence of the Chief) can fight as well as males, and will do so. 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 which is worth 900gp. Nearby is a stand with a pewter bowl which holds 273sp and 321cp.

21. STORAGE CHAMBER: Note that at position **g** there are **4 male Goblins** (AC7, HD 1-1, hp 4 each, #AT 1, D by weapon, Save NM, ML 7) on guard duty, and armed with ready crossbows and short 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** (AC 6, HD 1+1, hp 6 each, #AT 1, D 1-8, MV 30', Save F1, ML 9) will come through the secret door. Each carries 1d4 gold pieces.

DM Note: Goblin losses cannot be replaced. If they are being soundly defeated by intruders, 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.

E. OGRE CAVE

PCs entering this place will notice a strong odour and 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 which the Ogre killed to use as a bed, making it more comfortable by heaping leaves underneath. The Ogre sits in the eastern portion of his lair, and noise will certainly bring him ready to do battle. This huge Ogre has AC 4 due to his thick hide and another thick bearskin he wears for protection. Because of his high strength, he hits opponents for 3-12 (1d10+2) points of

damage. 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 – one which he can actually see and feel – it is 90% likely that he will simply take it (and the Goblins' money too!), and return to his lair.

22. Sitting on top of a great leather bag in the eastern portion of this cave is an **Ogre** (AC 4, HD 4+1, hp 25, D 3-12, MV 30', Save F4, ML 10). In the bag are seven large sacks containing:

- #1: 287 silver pieces,
- #2: a hard cheese,
- #3: 182cp and 91ep;
- #4: 28gp;
- #5: a keg of brandy (value 80gp);
- #6: 303cp;
- #7: 241gp (actually lead coins with a wash of gold, so value of each is only 1 copper!)

If intruders offer him a bribe of 20 or more gold piece value, the Ogre will be 90% likely to allow them to leave unmolested. But if he catches them again, he will attempt to kill them whatever the offers. Hidden under a heap of old bones in the southern portion of his cave are **6 arrows +1**, a **potion of invisibility**, and a scroll with 2 cleric spells – **cure light wounds** and **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 oak door to highlight a warning written in common runes: "Come in – we'd like to have you for dinner!" (Which could be misinterpreted as a cordial invitation to dine...) Careful inspection of the barred door has a 1 in 6 chance per person examining it, of detecting a secret mechanism which 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 d6) 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 come.

23. COMMON ROOM: This place quarters **5 male Hobgoblins** (AC 6, HD 1+1, hp 5 each, #AT 1, D 1-8, MV 30', Save F2, ML 8) with 1d4 x 10 silver pieces each; **8 female Hobgoblins** (AC 7, HD 1, hp 4 each, #AT 1, D 1-6, Save F1, ML 7) with 2d6 silver pieces 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 are 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:

In here are **2 Hobgoblins** (AC 5, HD 2+1, hp 10 and 8, #AT 1, D by weapon, ML 10) wearing chain mail. Both are very large and ugly. Both have normal swords, and one has a whip that can strike at opponents up to 15' distant. If a hit is scored by the whip, it will jerk the victim off his or her feet and stun (paralyze) him or her for 1-2 rounds. However, once closely engaged, the Hobgoblin cannot make use of his whip, so he will cast it aside. Each of these monsters has a purse with 1d6 each of copper, silver, and electrum pieces. The larger also has a silver armlet worth 135gp. 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 prisoner's chains are hanging on the wall in the southwest corner. The prisoners are:

- #1 A plump, half-dead merchant, scheduled to be eaten tonight in a special banquet. If he is rescued and returned to the Keep, the Guild will pay a 100gp reward, grant the rescuers honorary Guild status, and exempt them for one year from any fees, dues, taxes, and the like which the Guild would normally collect.
- #2 An Orc (AC 7, HD 1, hp 4, ML 8) 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 what he can with him, and informing his fellows at **B** (above) of what happened.
- #3 A man-at-arms (AC 9 due to no armour, F1, hp 5, ML 7) 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 armour and weapons.
- #4 The merchant's wife, who is also slated for the big feast. She will personally reward her rescuers by giving them a **dagger +3** she has in her room back at the Keep.
- #5 A crazy Gnoll (AC 9 due to no armour, HD 2, hp 9, #AT 1, D 1-6, Save F2, ML 8) who will snatch up a weapon and attack his rescuers if he is freed. He will cause only 1-6 points of damage due to his weakened condition.
- #6 Another man-at-arms (as #3), who will behave the same way his companion.

25. COMMON CHAMBER: This large place is used for meals, meetings, and general revels of the Hobgoblin tribe. Many tables and benches have been set for the coming feast. Working here are **4 male Hobgoblins** (AC 6, HD 1+1, hp 5 each, #AT 1, D 1-8, MV 30', Save F1, ML 8), **5 female Hobgoblins** (AC 7, HD 1, hp 4 each, #AT 1, D 1-6, Save F1, ML 7), and 9 young (who will not fight). Males have 1d4 gold pieces each; females have 2d6 silver pieces. At the head of the table is a set of pewter dishes (value is 25gp).

26. GUARD ROOM: In this room are **6 Hobgoblins** (AC 7 or 6, HD 1+1, hp 6 each, #AT 1 or ½ for crossbows, D by weapon, Save F1, ML 8). All have maces, and three have crossbows - which they'll fire once before dropping and taking their maces for close combat. Each carries 1d4 of gold, silver, and copper pieces. If they hear the door being battered, or the bar falling, all but one will rush to the entry. It takes two rounds for them to reach the entry. The remaining Hobgoblin will alert area **27**, and then join his fellows on round four.

27. ARMOURY: On guard duty in this room are **3 Hobgoblins** (AC 5, HD 1+1, hp 6 each, #AT 1, D 1-8, Save F1, ML 8) wearing chain mail. If warning comes, two will move to the door to wait in ambush, and the other one will pass through the secret entrance (to area **31**) to alert the Hobgoblin Chief. Each guard has 2d4 each of silver and electrum pieces. In the chamber are the following:

- 1 suit of man-sized plate mail
- 1 suit of dwarf-sized plate mail
- 3 suits of man-sized chain mail
- 2 suits of elf-sized chain mail
- 7 suits of man-sized leather armour
- 11 shields
- 6 daggers
- 1 battle axe
- 4 maces
- 3 swords
- 2 bows (short)
- 1 longbow
- 13 crossbows
- 11 score* arrows (14 arrows have silver heads)
- 9 score* bolts
- 51 spears
- 19 pole-arms
- 42 helmets of various sizes

Armour-type items are standing or hung from racks. Weapons are in chests, or on pegs or racks.

28. STOREROOM: Goods stolen from the stupid Goblins are kept here until needed. There will be **1 Hobgoblin** (AC 6, HD 1+1, hp 5, #AT 1, D 1-8, Save F1, ML 8) on guard duty here at all times. He has 2d8 electrum pieces. If the looting party does not encounter

adventurers in area **21**, they will also be here: **4 Hobgoblins** (AC 6, HD 1+1, hp 6 each, #AT 1, D 1-8, Save F1, ML 8). Each of the four carries 1d4 gold pieces.

29. GUARD ROOM: Standing in this room are **2 male Hobgoblins** (AC 7, HD 1+1, hp 5 each, #AT 1 or ½ for crossbows, D 1-6, Save F1, ML 8) keeping guard with crossbows and swords. With them are **2 female Hobgoblins** (AC 7, HD 1, hp 4 each, #AT 1, D 1-6, Save F1, ML 7) who will fight. Males have 2d6 silver and copper pieces each; females have no treasure. There are two cots, a bench, a stool, and 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: This great, ugly creature is the **Hobgoblin Chief** (AC 2 due to his plate mail and shield, HD 5, hp 22, #AT 1, D 3-10 due to Strength and skill, MV 30', Save F5, ML 10) has 5 platinum and 31 gold pieces in his purse. He wears a silver and gem studded belt (value 600 gold pieces). With him are **4 Hobgoblins** (AC 6, HD 1+1, hp 6 each, #AT 1, D 1-8, Save F1, ML 10 due to the chief). All four are female, but each is equal to a male, and each has 2d6 gold pieces. The room is crowded with furniture and junk – all 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 platinum, 200 gold, 115 electrum, and 400 silver pieces plus a 100 gold piece gem and **potion of poison**. Amidst a heap of kindling wood near the fireplace (southeast corner) there is concealed a **wand of paralysis**, with 7 charges left.

31. GUARD ROOM: In this room are **4 Hobgoblins** (AC 5 due to chain mail, HD 1+1, hp 5 each, #AT 1, D 1-8, Save F1, ML 8), each with 2d6 electrum, silver, and copper pieces. 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 rather bare, having only 2 pallets, a stool, and a large water barrel.

DM Note: As usual, Hobgoblin losses cannot be replaced during the course of normal play, which is a period of only several days or weeks of action. The Hobgoblins are fairly 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...

G. SHUNNED CAVERN

Even the normal inhabitants of this area, including the Ogre, stay away from here for the creatures who 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 anyone enters the cavern area.

32. EMPTY GALLERIES: The odour 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 copper piece, 3-4 = 1 silver piece, 5-6 = 1 electrum piece. The sound of such searching might bring visitors! Roll on the table below for an encounter:

1. **Owl Bear** from **34** below
 2. **2-12 Giant Rats** (AC 7, HD ½, hp 2 each, #AT 1, D 1-3 plus disease, MV 40', Save F1, ML8)
 3. **Grey 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 of the walls and the floor have a sheen from the dampness. There is a large pool of shallow water (as shown), and a few white, blind fish are swimming therein. There is a jewel-encrusted goblet worth 1,300 gold pieces in the water. There are **3 Grey Ooze** (AC 8, HD 3*, hp 15 each, #AT 1, D 1-8 first round, then 2-16 destroys armour, MV 3', Save F2, ML 12.) monsters in this place (only 2 if 1 has already been encountered in a **32** area). Each causes 1-8 hit points of 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 2-16 points of damage, as do attacks from above. There is always one Grey Ooze at the southern edge of the pool, and one on the ceiling in the southwest area of the cavern. PCs have only a 1 in 20 chance of noticing either unless a pole or some other device is used to prod the area before the pool, or two or more torches are held aloft so as to fully light the ceiling. The third grey ooze will be on the ceiling to the left of the entrance, if present (see **32**).

34. OWL BEAR'S DEN: The **Owl Bear** (AC 5, HD 5, hp 30, #AT 3, D 1-8/1-8/1-8, MV 40', Save F3, ML 9) sleeps in the most southerly part of its den, digesting a meal of Gnoll it caught at dawn. If aroused, the beast will roar and rush out, striking with its two great paws and toothy beak for 1-8 points of damage per hit, with three such attacks per round, ie. a claw, another claw, and then a snap of its beak. 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 with 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."

35. GUARD ROOM: Living here are **3 male Bugbears** (AC 5, HD 3+1, hp 11 each, #AT 1, D 2-8, MV 30, Save F3, ML 9) with 2d10 gold pieces each. These creatures lounge on stools near a smoking brazier which has skewers of meat roasting 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 -- and suddenly use them as swords to strike a 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: The **Bugbear Chieftain** (AC 5, HD 4+1, hp 18, #AT 1, D 3-12 (1d10 + 2), Save F4, ML 9) is a tough old Bugbear and equal to an Ogre. He has a pouch containing a key (to **37**), 29pp, and three 50gp gems. With him is **1 female Bugbear** (AC 5, HD 3+1, hp 12, #AT 1, D 2-8, Save F3, ML 9), who fights like a male. She has gold earrings worth 100gp. The furnishings of the room are battered and crude, but several pieces of silk are mixed with the bedding (in all 6 may be found). The party will be able to sell them for 20gp each. There is a grey chest stuck up on a ledge near the ceiling, which will only be spotted if the room is carefully searched. It contains 1,462sp, a 30 pound statue of alabaster and ivory (worth 200gp), 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 is his escape route in desperate situations.

37. SPOILS ROOM: The heavy door is locked, and the key is in the pouch of the chieftain (**36** above). Inside are a **shield +1**, being used as a tray to hold a heap of dried herbs (catnip, something these particular 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 400gp. Breaking the lock or smashing the door will bring the guards from **35** and the Chieftain and his Mate from **36**.

38. COMMON ROOM: In this room are **3 male Bugbears** (AC 5, HD 3+1, hp 12 each, #AT 1, D 2-8, MV 30', Save F3, ML 9) with 2d6 each of gold and silver pieces, **7 female Bugbears** (AC 6, HD 2, hp 8 each, #AT 1, D 1-8, Save F2, ML 8), and **3 young Bugbears** (AC7, HD 1, hp 3 each, #AT 1, D 1-4, Save F1, ML 7). There are piles of bedding and old garments here and there. Blackened by soot, there is a silver urn worth 175gp near the fireplace, but only close examination will reveal its true value.

39. GUARD ROOM: Watching here are **2 male Bugbears** (AC 5, HD 3+1, hp 10 each, #AT 1, D 2-8, Save F3, ML 9) with 2d8 gold pieces each, and **3 female Bugbears** (AC 6, HD 2, hp 7 each, #AT 1, D 1-8, Save F2, ML 8), each with 1d10 gold pieces. Each has a spear in addition to normal weapons, so that they 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, 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: **3 Kobolds** (AC 9, HD ½, hp 2 each, MV 40', Save NM, ML 6), **1 Goblin** (AC 9, HD 1-1, hp 3, MV 20', Save NM, ML 7), **4 Orcs** (AC 9, HD 1, hp 5 each, MV 40', Save F1, ML 8), and **2 Humans** (AC 9, F1, hp 4 each, MV 40', ML 7) -- optionally add 1 Dwarf (AC 9, D2, hp 12, MV 40', ML 8) and 2 Elves (AC 9, E1, hp 7 each, MV 40', ML 8) in place of 2 of the Kobolds and 1 of the Orcs. 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 9 unless protection is provided.) The humans will serve as those noted in **24** above. The dwarf and elves, if used by the DM, may agree to help the adventurers as long as 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 slaves: **3 Hobgoblins** (AC 8, HD 1+1, hp 6 each, MV 30', Save F1, ML 8), **2 Gnolls** (AC 8, HD 2+1, hp 9 each, MV 30', Save F2, ML 8), **1 (rebel) Bugbear** (AC 7, HD 3+1, hp 14, MV 30', Save F3, ML 9) and **1 Human** (AC 9 due to no armour, F4, hp 24, #AT 1, D 4-9, ML 10) -- a huge, human wild-man, with mighty muscles, shaggy hair and beard, and staring eyes. His 18 Strength and +1 for his level give him a total of +4 "to hit" bonus and +3 to damage. 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 Human is an evil person. Once he is armed, and after battle madness leaves him, he will either kill the adventurers who freed him, so as 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.

DM Note: There are 2 Bugbears out hunting, and they will return with a human corpse and 83gp 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 **45**.

I. CAVES OF THE MINOTAUR

This labyrinth* houses a number of nasty things, but the worst is a fiendishly clever Minotaur (at **45**) who abides herein. Immediately upon entering the place, adventurers will feel slightly dizzy - the effects of a powerful spell which will cause them to lose all sense of direction.

The Minotaur will agree to help the Bugbears against invaders at the cost of one human slave every three days of service. Of course, the slave 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 armour at the entrance. After 30' past the cave mouth, a **spell of direction confusion** (a special spell) will begin to function, so start to misdirect them by naming incorrect directions, eg. southeast instead of northeast, east instead of west, 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 on them. 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: In here are **13 Stirges** (AC 7, HD 1, hp 3 each, #AT 1 at +2 to hit, D 1-3 first round plus 1-4 per additional round, MV 60', Save F1, ML 9). If an opponent is hit, a Stirge will automatically suck blood each round thereafter, doing 1-4 hit points of damage due to blood drain until the victim is dead or the 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: Dwelling in this area are **3 Fire Beetles** (AC 4, HD 1+2, hp 7 each, #AT 1, D 2-8 (2d4), MV 40', Save F1, ML 7). 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 Fire Beetle is killed.

44. FIRE BEETLES: In here are **2 Fire Beetles** that are, in all respects, like those in **43** above.

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, HD 6, hp 35, #AT 1 or 2, D 4-9 or 1-6/1-6, MV 40', Save F6, ML 12) will rush forward and stab with his spear for 4-9 (d6 + 3) points of damage, due to his strength. The next round, he will gore and bite doing 1-6 points of damage with each successful attack. The Minotaur may only use his spear, or his horns and bite.

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 cave in which the Minotaur dwells has skulls and bones arrayed in decorative patterns. The secret door is actually 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 of the Minotaur's treasure is behind this slab of rock. It hides:

A locked chest (trapped with a poison needle) containing 930gp, 310ep, and 3 pieces of jewellery worth 1,600gp, 900gp, and 1,500gp respectively.

1 **staff of healing**,

1 suit of **plate mail +1**,

3 potion bottles: **gaseous form, healing**, and **growth**.

J. GNOLL LAIR

The entry into 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.

46. GUARD ROOM: There are always **4 male Gnolls** (AC 5, HD 2, hp 9 each, #AT 1, D 2-8, MV 30', Save F2, ML 8) on duty here. Two have bows, and will shoot at intruders until melee takes place. They will then run for help while the other two fight. Each Gnoll has 1d8 of electrum, silver and copper pieces.

47. GUARD ROOM: Quartered here are **3 male Gnolls** (AC 5, HD 2, hp 8 each, #AT 1, D 2-8, Save F2, ML 8) and **5 female Gnolls** (AC 6, HD 1+1, hp 5 each, #AT 1, D 1-8, Save F1, ML 8). They will be ready to fight immediately. The males have 1d6 gold pieces each. The females have 1d4. 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 450gp), and a barrel of water in the southwest corner of the room.

48. LOCKED ROOM: This chamber is a store room and armoury. Besides the usual provisions, there are 7 shields, a suit of dwarf-sized chain mail, 12 hand axes, 3 long-bows, 5 quivers of arrows (20 in each), and a **sword -1 (cursed)**. One barrel of exceptionally fine ale is leaking, and the odour 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 1-4 turns drinking. If this occurs, be sure that you have the appropriate characters sing, make noise, and act foolishly. Any of their attacks will be at -2 to hit. This will continue for as many turns as they spent drinking, ie. 1-4.

49. COMMON ROOM: This place quarters the Gnoll tribe: **6 male Gnolls** (AC 5, HD 2, hp 8 each, #AT 1, D 2-8, Save F2, ML 8), **11 female Gnolls** (AC 6, HD 1+1, hp 5 each, #AT 1, D 1-8, Save F1, ML 8), and 18 young who do not fight. Males have 1d6 each of electrum and silver pieces. Females have 1d10 silver pieces each. There is the usual clutter of worthless furniture in the room.

50. GNOLL CHIEFTAIN'S QUARTERS: The **Gnoll Chieftain** (AC 3 due to pieces of plate mail worn, HD 3, hp 17, #AT 1, D 4-10 (2d4+2) due to his strength, Save F3, ML 10), his **2 sons** (AC 4, HD 2+1, hp 10 each, #AT 1, D 3-9 (2d4+1), Save F2, ML 10) and **4 female Gnolls** (AC 6, HD 1+1, hp 5 each, #AT 1, D 1-8, Save F1, ML 9) are waiting in this room. The Chieftain has a pair of silver armbands worth 50gp each, and there are 39gp in his belt pouch. His sons have 1d10 each of gold, electrum and silver pieces. Each female wears a silver neck chain worth 30gp and has 2d6 electrum pieces in addition. The furnishings of the place are crude and battered. A large metal pot beneath a flagstone in the fireplace alcove hides 200 copper, 157 silver, 76 electrum, and 139 gold pieces.

The secret door and passage to area **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 armour and corroded weapons are valueless, but the purse at his belt holds 12 gems of 50gp base value each, and the **elven boots** upon his bony feet are still pristine.

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 be able to escape enemies by climbing up the chimney of the fireplace in his area.

K. SHRINE OF EVIL CHAOS

A faint, foul draft issues from the 20' wide cave entrance. The worn path through a copse of obscenely twisted and oddly bloated trees give those approaching along its length an eerie sense of unease, and as soon as they enter the cave mouth a dim awareness of lurking evil will pervade their senses. Red strata intertwines with bulging black veins running through the hewn rock walls beyond the entrance. The wide corridors and chambers are deathly still. A faint groaning sound, and a shrill piping may be heard occasionally. It is barely perceptible even if the party is absolutely silent and listening.

The floors have been smoothed by the tread of countless feet of the worshipers at this grim place. The foot-steps 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 hope of remaining undetected until the moment of their choosing. Continual noise will bring a group of **8 Zombies** (AC 8, HD 2, hp 8 each, #AT 1, D 1-8, MV 40', Save F1, ML 12) to investigate. These ghastly monsters are clad in filthy red and black striped uniforms. Each carries a cleaver-like battle axe and wears an **amulet* of protection from turning**, so attempts by a cleric to turn them are made as if they were Ghouls rather than Zombies.

- 51. BOULDER FILLED PASSAGE:** Large rocks and boulders 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. As DM, you have the option of allowing this passage to lead to the outside, to somewhere southwest of the Caves of Chaos, or you may choose to have it go all the way to the Cave of the Unknown. If you opt for the latter case, you must, of course, prepare an appropriate under-ground area map and stock it with monsters and treasures.
- 52. HALL OF SKELETONS:** This unusual audience chamber has a dais and throne-like chair set with 4 large red gems (500gp each) at the south end. It is otherwise empty except for **12 Skeletons**, clad in rags of chain mail and bearing battered shields and rusty scimitars (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. Each has an **amulet of protection from turning**, so they are turned by a Cleric as if they were Zombies (AC 7, HD 1, hp 3 each, #AT 1, D 1-6, Save F1, ML 12). They have no treasure. Once the Skeletons are disposed of, it is an easy matter to pry the garnets (gems) from the back of the chair.
- 53. GUARD ROOM:** Silently hulking here are **8 Zombies** (AC 8, HD 2, hp 8 each, #AT 1, D 1-8, Save F1, ML 12), turned as if they were Ghouls due to an **amulet of protection from turning**. There will be 4 at either end of the room. Anyone entering will be attacked unless they are robed in temple garb (see **54** below) and have an amulet identical to the ones which the undead guard groups or priests wear. There is no treasure here.
- 54. ACOLYTES' CHAMBER:** There are **4 Acolytes** (AC 5, C1, hp 4 each, #AT 1, D 1-6, ML 8) all dressed in rusty-red robes, with black cowls*. Under these robes each wears chain mail, a mace, and carries 10gp in a purse. The leader also wears an **amulet of protection from good**. This amulet circles the wearer with a magic barrier. The amulet serves as some protection from good attacks (attacks by monster of some alignment other than the wearer's alignment) by adding 1 to the wearer's saving throws, and subtracting 1 from the "to hit" die roll of these opponents. The amulet will also keep out attacks from enchanted monsters (such as gargoyles), but not missile fire attacks from these creatures. The 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.
- 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 grey 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 four ancient bronze vessels – a shallow bowl, a pair of goblets, and an ewer (a vase-shaped jug). They are also bloodstained, but they are obviously worth a great deal of money. The value is 1,000gp for each cup, and 2,000gp for each of the other items. But these are relics of evil, and any character possessing them will not part with them, nor sell them, nor allow others to hand them. For each character who picks up one of these objects, the DM should have the character roll a saving throw vs. Magic 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** below) will sound and the Shrine's residents will come running in 3 rounds. If **detect evil** 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. ADEPT'S CHAMBER:** In this room are **4 Adepts** (AC3, C2, hp 8 each, #AT 1, D 1-6, ML 8) clad in black robes with maroon coloured cowls. They have plate mail beneath their garments and each bears a mace. Their waists are circled with copper chains (worth 40gp each) with skull-shaped clasps fashioned of bone. Each carries a purse with 20 gold and 5 platinum pieces, and each wears an **amulet of protection from good** (see **54**), which makes their effective armour class 2 vs. good creatures. The first and second have **cause light wounds** spells (does 2-7 points of damage to creature touched; normal "to hit" roll must be made to touch victim), the third a **light** spell, the fourth a **cause fear** spell (those who fail to save vs. Spells must flee in terror for 1 turn; a normal "to hit" roll must be

made to touch victim). 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 – nothing of value. However, on the table are copper dishes and vessels of exceptional craftsmanship which are worth 175gp (total weight 300 coins). If the party opts to destroy the evil writings, they should receive an additional 600 experience points 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 (see **58** below).

57. HALL OF UNDEAD WARRIORS: There are four files of the undead here:

2 x 10 Skeletons (AC 5 due to chain mail rags and shields, HD 1, hp 3 each, #AT 1, D 1-6 Save F1, ML 12, turned as if they were zombies),

2 x 10 Zombies (AC 5 due to chain mail, HD 2, hp 8 each, #AT 1, D 1-8, Save F1, ML 12, turned as ghouls)

The former face south, the latter north.

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 some 30' or more in height. The floor is of polished black stone which has swirling patterns of red veins through it. The walls behind the draperies, and the ceiling 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 is pure black, the middle one is streaked red and black, and the last is 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 throne is ivory, set with gold, and adorned with gems of red and black (10 black stones each worth 100gp, 10 red stones each worth 500gp, and one large red stone worth 1,000gp). 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, gold and black threads. As soon as the party enters the temple, black candles in eight great candelabras on either side of the room 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 vs. 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, 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. THE CHAMBERS OF THE EVIL PRIEST: Location **g** is the anteroom where special visitors are entertained by the Head Cleric. There are lavish furnishings here, although none is of particular value except for a golden flagon and cups (flagon worth 500gp, each of the nine cups 100gp). On guard are **3 Zombies** (AC 2 due to plate mail and shield, HD 2, hp 13 each, #AT 1, D 1-8, Save F1, ML 12). They stand unmovingly unless they are: summoned by a chant from the temple area, someone enters their area, or they are commanded by the Evil Priest.

Location 59 is the private chamber of the **Evil Priest** (AC -1, C3, hp 14, #AT 1, D 2-7 (staff) or 1-6 (mace), ML 10). He wears **plate mail +1**, has a **shield +1**, and wears an **amulet of protection from good**, which adds a further +1 to his armour class when attacked by "good" creatures. He attacks with a **snake staff**, which is +1 to hit. On command, the staff will turn into a snake and coil around the person hit. The person is held helpless for 1d4 turns, or until the Cleric recalls the staff. The staff then crawls back to the Cleric on command. He also has a normal mace hanging from his belt. He has a gold ring with a black gem (value 1,400gp) and a purse with 51pp in it. He wears a black cape and cowl, with red robes beneath. His spells are: **cause light wounds** and **cause fear**. The Priest must touch someone (strike to hit) for the spells to take effect. He also has a scroll with three cleric spells on it: **detect magic**, **hold person**, and **silence 15' radius**. He has a **potion of gaseous form** which he will use to escape through the boulder-filled corridor **51** when all else fails.

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 2-12 points of damage. It has two gem eyes (100gp value 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, 500gp and 50 gems of 10gp value each will spill from the wardrobe into the room to cause pursuers to stop for the loot. Meanwhile, the Priest will either try to rally his forces, or 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 and chairs, etc. There is nothing of value, 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 placed to allow visitors a view of the proceedings. The **Torturer** (AC 5, F3, hp 19, #AT 1, D 3-8, ML 8) lives in the forepart of the place, and he will attack unauthorized persons who enter. He wears chain mail under his black leather garments. His weapon is a huge battle axe. Hidden in his mattress are 135gp and a bracelet.

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, HD 3*, hp 13, #AT 1, D drain one level, MV 30', Save F2, ML 12). There is no treasure buried with any of the remains, but there is a secret compartment in the Wight's tomb. This contains a **sword +2**, a scroll of **protection from undead**, a **helm of alignment change**, and a silver dagger with gems set into its pommel* (worth 800gp).

63. STORAGE CHAMBER: There are many boxes, crates, barrels, sacks, and so forth here – the supplies of the Temple. There is nothing of value, and if the party stays within the place for longer than 3 rounds, a **Gelatinous Cube** (AC 8, HD 4*, hp 22, #AT 1, D 2-8 plus paralysis, MV 20', Save F2, ML 12.) will move down the corridor into the place and block it. Inside the creature are 1d12 each of copper, silver, electrum, gold and platinum pieces, as well as several bones – evidently parts of a victim not yet wholly digested. One of the "bones" is actually a **wand of enemy detection** with 9 charges left. If it is not retrieved from the monster within 1 turn, it will be ruined by digestive juices. 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 actually a **Medusa** (AC 8, HD 4**, hp 20, #AT 1, D 1-6 plus poison, MV 30', Save F4, ML 8) recently taken by the Evil Priest's Zombie guards. Any opponent hit by the Medusa's attack has been bitten by the asp-hair and must save vs. Poison or die. Persons looking at the creature – including those fighting her from the front – must save vs. Turn to Stone or be turned to stone.

Not being above such things, the Evil Priest had plans for removing its snakes, blinding it, and then eventually sacrificing it at 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 into flesh again, if they will free her from her chains. She does, in fact, have a special elixir*, a **potion of stone to flesh** in a small vial, enough liquid to turn six persons, who have been turned to stone, back to normal, but she does not intend to give it away. If freed, she will attempt to "stone" her rescuers!

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NON-PLAYER CHARACTERS (NPCs)

Whenever the players encounter a person, it is helpful to have the characteristics of that person at the ready. Before play, roll the Strength, Intelligence, etc. for each NPC, make the adjustments as permitted in the D&D® Basic Set, select a personality, and equip the character (if details are not already given).

The tables below will help get you started. You may select from the list of personalities or roll (1d20) at random, giving one or two types to each NPC. Use common sense – a character can't be rude and courteous, for example. Feel free to add to this list; it gives a few examples with which you may begin:

PERSONALITIES

- | | |
|--------------|----------------|
| 1. Brave | 11. Kind |
| 2. Careless | 12. Lazy |
| 3. Cautious | 13. Modest |
| 4. Cheerful | 14. Nosy |
| 5. Courteous | 15. Prankish |
| 6. Dishonest | 16. Rude |
| 7. Forgiving | 17. Suspicious |
| 8. Friendly | 18. Talkative |
| 9. Helpful | 19. Trusting |
| 10. Honest | 20. Wasteful |

For your convenience, you may key the characteristics listed below to the persons mentioned in the module. For instance, a note after the Taverner "c#4" would indicate that when the players meet him, the DM is to use the characteristics of #4 (below). Remember to make as many listings as you need! The class designations (Ftr, etc.) do not apply to normal men, of course, and may be ignored when used to represent normal men.

HUMANS

Class	Str	Int	Wis	Dex	Con	Cha	Personality
1. Ftr	14	13	7	11	12	14	Cheerful, honest
2. Ftr	16	10	9	9	11	15	Talkative, careless
3. Ftr	17	8	13	10	15	12	Brave, forgiving
4. Ftr	15	8	11	14	16	6	Honest, wasteful
5. Ftr	18	10	7	11	13	9	Kind, trusting
6. Ftr	14	8	10	13	17	11	Helpful, forgiving
7. Ftr	13	10	6	10	14	17	Kind, dishonest
8. Thf	11	12	8	14	11	7	Prankish, rude
9. Thf	14	6	11	16	12	10	Nosy, suspicious
10. Thf	8	9	11	17	8	16	Modest, careless
11. Cl	11	10	14	8	13	9	Lazy, trusting
12. Cl	13	7	15	11	10	10	Friendly, wasteful
13. Cl	7	11	17	9	16	8	Courteous, helpful
14. M-U	10	17	12	6	9	11	Cautious, modest

DEMI-HUMANS

15. Elf	16	14	7	9	13	10	Suspicious, dishonest
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16. Elf	14	15	10	17	14	5	Cautious, rude
17. Hflg	17	12	8	14	10	9	Courteous, nosy
18. Hflg	15	10	11	11	11	7	Prankish, friendly
19. Dwarf	18	8	9	12	9	13	Brave, talkative
20. Dwarf	16	9	15	8	17	11	Cheerful, lazy

DESIGNING FLOOR PLANS

Once you have become familiar with the Keep – whom its residents are, where the main buildings are located, and so forth – it will be helpful to have details about the layout and contents of certain places. Players can easily 'see' an area they are visiting if you have prepared a floor plan. The Guild House (#16) will be used as an example of this procedure.

On the map of the Keep, the Guild House is shown to be an 'L' shape about 40' long. Draw a large version of it on a piece of graph paper (the kind with ¼" squares usually works best). Leave room for a **key** (noting what symbols are being used) and index the sheet for easy reference.

The outer walls should have the same dimensions as the building's outline. Note the **scale** (what map length represents what real length) at the bottom of the key. In the example given, ¼" equals two feet of 'real' length. Since the walls in a normal building are from six inches to one foot thick, they may be represented by single lines; an outer wall should be indicated by thicker lines.

Now look closely at the description of the building in the text. The lower floor contains the Guild Master's quarters, two clerks' quarters, and an office. Give equal spaces to the clerks, more to the Guild Master, and the most to the office (as it represents the main purpose of the building). The rooms may be in whatever order you like; just remember that the outer door shown on the map probably opens into the office, not into a private bedroom. Most doors are 3 to 5 feet wide. Be sure to include steps down to the cellar and up to the rooms on the second floor. Add some windows to help provide light.

Try and think of what items would be in a sparsely furnished office in the Keep (probably chairs, tables, desks, a lockbox or chest, and a cabinet or two). Consider how necessities would be provided; heat (fireplaces), water (barrels), and food (a kitchen in the cellar). The fireplaces should be located first – chimneys go straight up, and must be placed in the same area on each floor. Most buildings have one or two chimneys. Remember to heat each room, if possible! Add other furnishings wherever you wish, including any information provided in the text.

The completed office in this example has the Master's desk along the west wall under a window, flanked by records cabinets. The clerks' desks and collection table are just inside a railing, which keep visitors from wandering into the work area. Waiting chairs are placed for the Guild members' convenience. A secret door in the fireplace leads to the Master's bedroom – a quick escape route in case of trouble. The locked chest is for money received in Guild dues, but is usually empty due to a clever 'drop' system. It is triggered by a lever under the Master's desk, which dumps the chest's contents down a short chute into a cellar storage room! (You may add whatever tricks and traps you wish.)

Arrange the bedroom furnishings (table, chairs, bed, armoire, etc.) in a similar manner. On the second floor (divided into private bedrooms and dormitory, according to the text) build the rooms off the stairs, hallways, and fireplaces. It's easy!

Now you design the cellar, remembering a few key facts:

1. The stairs and the chimneys must connect properly to the first floor.
2. Two servants live in the cellar, but not as richly as the clerks or the Guild Master.
3. A heavily barred, locked room must be under the office to receive the Guild fees from the chute.
4. A kitchen must be located by one of the fireplaces.

You won't have to worry about windows or outside doors - but you might wish to include a secret entrance to a long-forgotten dungeon (which, of course, you must design and stock with monsters and treasure)!

Adding the details to a house, church, or other structure can take a lot of time, but it's not as hard as you might think. Before playing the module, lay out as many buildings of the Keep as you can. The most commonly used buildings will be the Travellers' Inn (14), the Tavern (15), the Guild House (16), and the Chapel (17). You may add just a few simple furnishings to each if you wish, leaving the many smaller details for later. By designing floor plans, you can experiment with many of your own ideas before starting a major project – like the Cave of the Unknown.

TIPS TO THE PLAYERS

It often helps for beginning players to have advice on how to play D&D®. Many points are overlooked by novices in their eagerness to get on with the adventure. The following points are given to help these players.

Most importantly, players should be organized and cooperative. Each player should have complete information on his or her character easily on hand and should supply the DM with this information quickly and accurately if asked. As parties will usually involve a variety of alignments and classes, players should work together to

use their abilities effectively. Arguing among players will cause delays, attract monsters, and often result in the death of some or all of the members.

Cooperation should also be given to the DM. He or she is the judge of the game and his or her decisions are final. If a player disagrees, he or she should calmly state why, and accept whatever the DM decides. Shouting, crying, pouting, or refusing to accept decisions only angers the other players. The game should be fun for all involved. Not everything will go the way players want it.

Planning is another important part of play. Players should be well equipped, comparing each member's list and balancing the items on each. No character should be over-burdened nor under-equipped. This may mean sharing the costs of extra items. Rope, oil, torches, spikes, and other useful items should always be carried. Plans should be considered for encountering monsters and casting spells.

Caution is also necessary, and it is a part of planning. A party that charges forward without preparation is almost certainly doomed. Danger should be expected at any moment and from any direction, possibly even from one's own party. Lying and trickery are not unknown. Cautious play will help avoid many (but not all) tricks and traps and may save a life. However, too much caution is as dangerous as too little. Many instances will require bold and quick actions on the part of the players, before all is lost.

Above all a player must think. The game is designed to challenge the minds and imaginations of the players.

Those who tackle problems and use their abilities, wits, and new ideas will succeed more often than fail. The challenge of thinking is a great deal of the fun of the game.

GLOSSARY

amulet – A charm inscribed with a magic symbol.

armoire – A large trunk or closet where clothes are kept.

bailey – The outer wall of a castle, or an area within such a wall

battlement – A parapet with open spaces atop a wall, used for defence or decoration

brazier – A pan for holding hot coals, usually on a tripod.

Castellan – A governor or warden of a castle or fort.

cistern – A reservoir for storing liquids, especially water.

contour line – A line connecting points having the same elevation on a map.

cowl – The hood on a cloak.

decanter – A vessel used to pour or store liquids; usually used for wines and other liquids containing sediment.

elixir – A sweet liquid, or a cure-all.

fen – Low land, which is covered, wholly or partially, by water; a swamp.

flagon – A large vessel or bottle of metal or porcelain, usually with a lid.

hilt – The handle of a sword or dagger.

labyrinth – A confusing maze, usually of tunnels underground.

lackey – A servant, usually very low in class.

man-at-arms – A soldier of the most common type.

melee – Hand-to-hand combat between groups of characters and monsters.

mercenary – A soldier who fights for wages rather than sworn loyalty.

murder holes – Slits cut into a ceiling so that victims passing below may be attacked from above.

NPC – A non-playing character, controlled by the DM rather than one of the players.

pallet – A straw-filled mattress or small, hard bed.

parapet – A wall or elevation of earth or stone to protect soldiers.

pole arm – A large, heavy weapon on a long pole. There are many types, all of which are considered equal for D&D® Basic Set combat.

pommel – The knob on the hilt of a sword or dagger.

pot boy – A young servant or slave who works in a tavern or inn.

retainer – Special NPC followers of player characters, who travel on adventures for a share of any treasure found.

sarcophagus – A stone coffin (Plural – sarcophagi.)

scenario – An outline of a possible course of events.

score – 20 items.

scullion – A kitchen helper, usually very low in class.

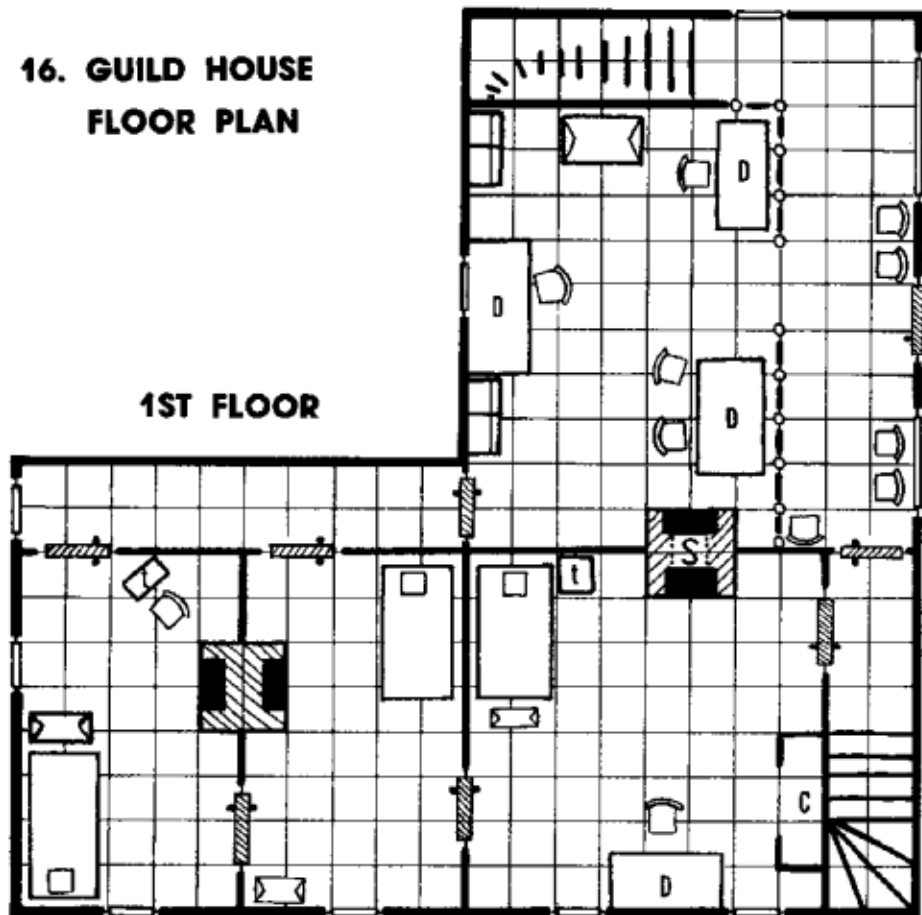
sigil – An inscribed or painted symbol considered to have magical power.

tun – A measure of wine: 252 gallons, or 8 barrels.

vellum – A very strong cream-coloured paper.

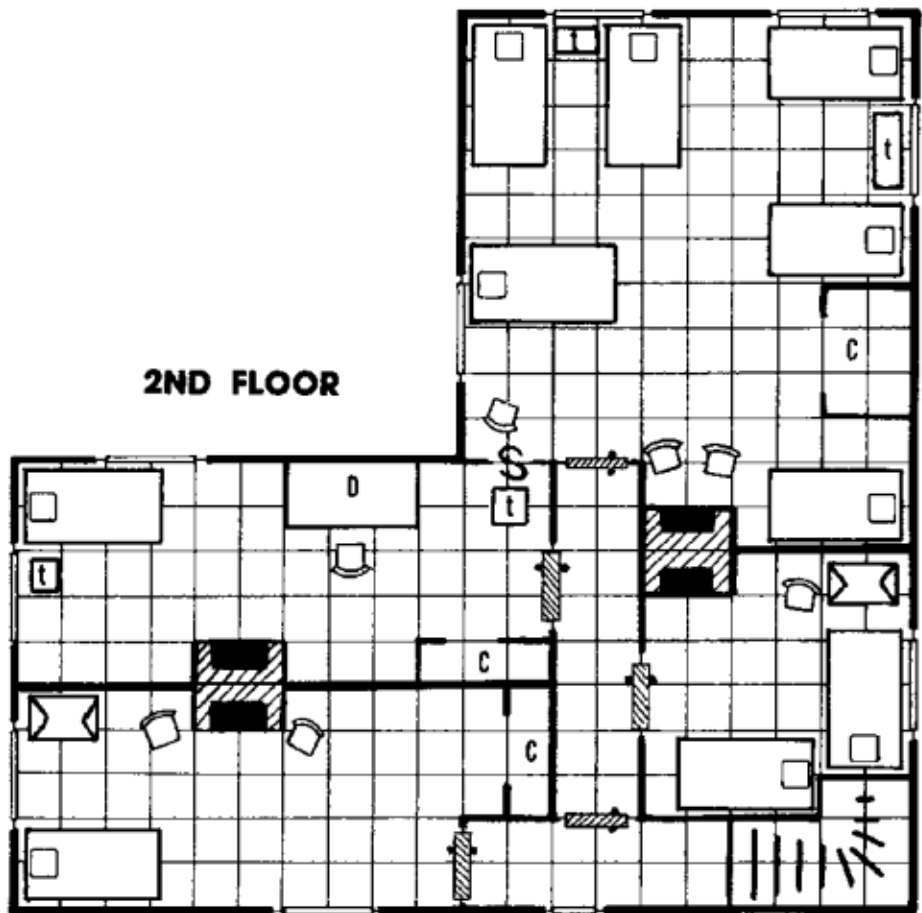
**16. GUILD HOUSE
FLOOR PLAN**

1ST FLOOR

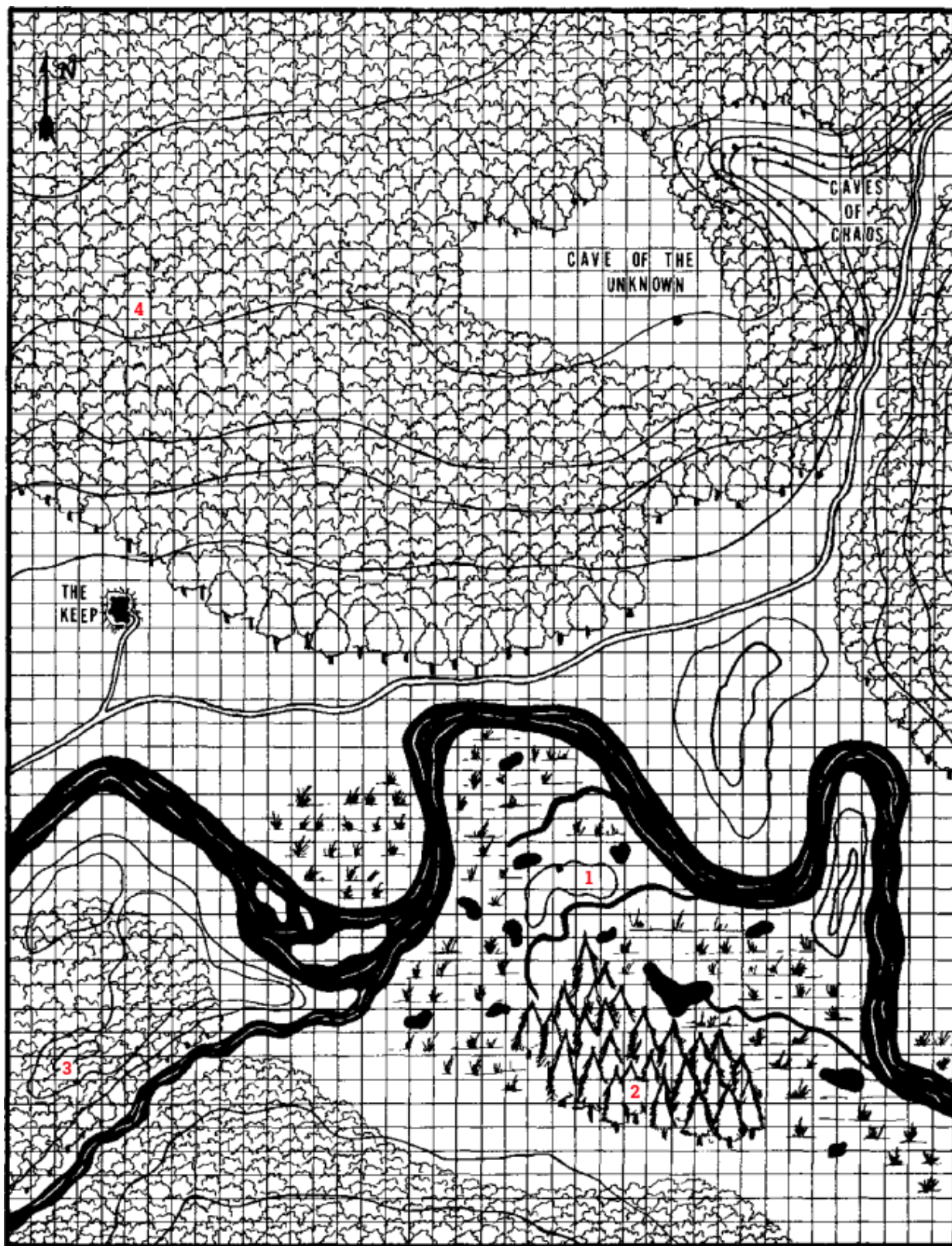


SCALE: ONE SQUARE EQUALS 2 FEET

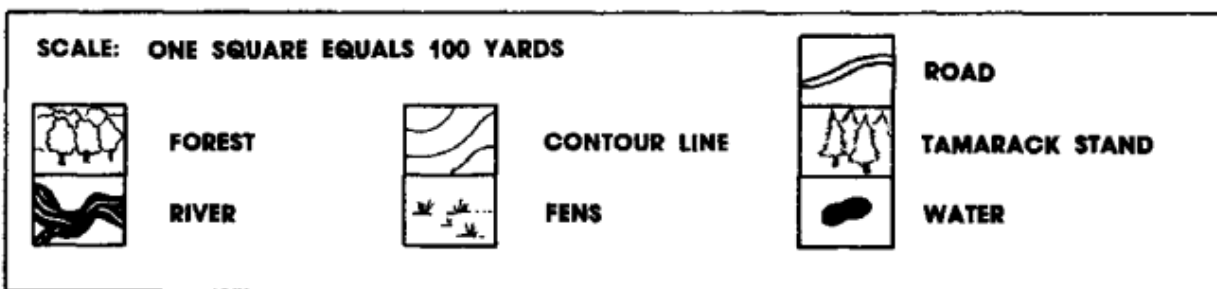
2ND FLOOR

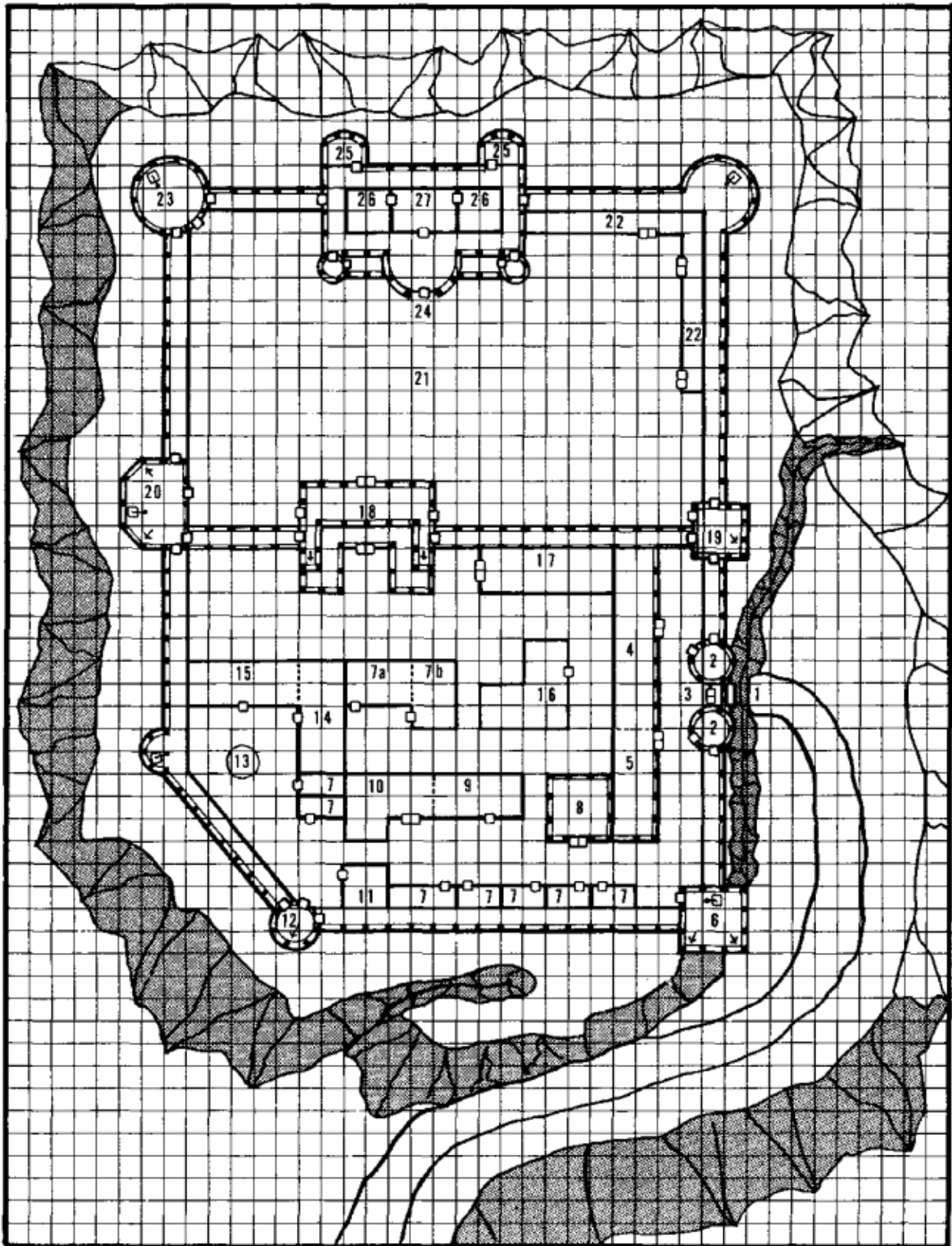


	DOOR
	WINDOW
	STAIRS UP
	STAIRS DOWN
	RAILING
	FIREPLACE
	CHAIR
	BED
	FILES
	CHEST
	SECRET DOOR
	DESK
	CLOSET
	TABLE



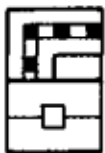
WILDERNESS MAP





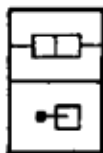
MAP OF THE KEEP

SCALE: ONE SQUARE EQUALS 10 FEET



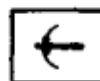
BATTEMENTS

DOOR



DOUBLE DOOR

CATAPULT



BALLISTA



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