



PREY OF DARKNESS

Judges Guild

by EDWARD R. G. MORTIMER

BRIGANDS ARE TERRORIZING THE
ELEPHAND LANDS. DARE YOU
ENTER THEIR HAUNTED STRONG-
HOLD TO BRING THEM TO JUSTICE?
OR, ARE YOU 'BAD' ENOUGH TO
JOIN THEM? THE DECISION IS
YOURS!



A Judges Guild
UNIVERSAL
FANTASY SUPPLEMENT

TABLE OF CONTENTS

List of Abbreviations	3
Introduction.	3
Players' Notes.	3
Judge's Notes	4
Notes Concerning the Brigands.	4
Other Bounty Hunters	6
Wandering Encounter Tables	7
Brigand Table	9
Advisor, Follower, and Slave Table	11
Animal and Creature Tables.	13
Outside the Cave	14
The Upper Levels	14
Outdoor Map	15
Level B Map	16
The Lower Levels	19
Level C Map	20
Level D Map.	23
The "Uninhabited" Levels.	25
Level E Map	26
Level F Map	29
The Dangerous Levels.	30
Level G Map.	31
Final Notes and the Black Axe Tavern.	33
The Monsters	38
Underground Stream Tunnel	46

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Probability Comparison Chart

1D6	1	1	1	1	1	2	2	3	4	5	5	6	6	6	6	6
2D6	2	2	3	3	4	5	6	7	7	8	9	10	11	11	12	12
3D6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1D20	1	1	1	2	3	4-5	6-7	8-10	11-13	14-15	16-17	18	19	20	20	20
%D	1	2	3-5	6-10	11-17	18-27	28-38	39-50	51-62	63-73	74-83	84-90	91-95	96-98	99	100

This product is a **Judges Guild Universal Role Playing Adventure** designed for utilization with all gaming systems. The categories of statistics given were carefully selected to be applicable to all the rule systems. The statistics listed here should not be considered the only statistics open for use. If a game system requires the use of a term or statistic not found in this format, the Judge is encouraged to add it to the list. Simply omit all unused statistics. The values of the statistics given were generated with 3D6. A conversion chart is provided to permit the Judge to convert these values into 2D6 and D100 ranges of values. Interpolation may be necessary with some figures, but the Judge should keep in mind that these are suggested values only and may be modified to best suit the tone of the campaign he or she is moderating.

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List of Abbreviations

INT	Intelligence	CC	Copper Coin
WIS	Wisdom	SC	Silver Coin
CHA	Charisma	EC	Electrum Coin
LED	Leadership	GC	Gold Coin
LCK	Luck	PC	Platinum Coin
GAM	Gaming Skill (Gambling)	HTK	Hits to Kill
HD	Hit Dice (d10)	LVL	Level of Proficiency
d	Die, used in conjunction with numbers, e.g. 2d6 = 2 six-sided dice	STR	Strength
FTR	Fighter	POW	Power
THF	Thief	END	Endurance
HRI	Hour	STA	Stamina
MAG	Magic User	CON	Constitution
ASN	Assassin	AGL	Agility
		DEX	Dexterity
		SPD	Speed

Introduction

This adventure scenario is designed for beginning characters but not necessarily for beginning players although it is a good adventure for mature beginners. Ideally, seven first-level characters should enter this scenario, and most should be proficient (as well as they can be at first level, anyway) in physical combat of one sort or another. The explanation of the Encounter Tables contains information on how to adjust the scenario to accommodate up to three sixth level characters, but it is recommended that they have little offensive or defensive magic in order for this to be a challenge to them.

The adventure is keyed to the **Judges Guild Campaign Maps** but can be situated within an individual Judge's campaign universe with a minimum of difficulty. Feel free to change, add, or delete any information contained within in order to smoothly integrate this adventure into your campaign.

The brigands' hideout can be found on **Judges Guild Campaign Map 9**, Hex 4417.

Players' Notes

This information is to be given to the players.

Quarterly, gules and sable is an heraldic term which means that the coat of arms is divided into four equal parts (quarterly), and these parts are colored red (gules) on the top left, black (sable) on the top right, black on the bottom left, and red on the bottom right. This scenario takes its name from the coat of arms of the brigand leaders. It is an unofficial coat of arms, which is against the law, and it is one of the reasons these brigands are wanted (the others include such crimes as thievery, highway robbery, caravan raiding, village looting, kidnapping, rape, and murder).

All the brigands have a price on their heads. These prices, along with other rewards, are detailed below.

100 gold coins for Red Honohon's head; 200 gold coins if brought back alive.

75 gold coins for Black McDabb's head; 150 gold coins if brought back alive.

50 gold coins for Ulric the Cruel's head; 100 gold coins if brought back alive.

40 gold coins for Vondemore's head; 80 gold coins if brought back alive.

30 gold coins each for the heads of Butcher Molligan, Jake the Backstabber, Masterson, and Crusher (a hobgoblin); 50 gold coins each if brought back alive.

20 gold coins each for the heads of Cat McDabb and Ivy Molligan; 35 gold coins each if brought back alive.

10 gold coins for each kidnapped person rescued alive.

5 gold coins each for the heads of any other member of the brigand gang; 7 gold coins for each one brought back alive.

10% of the value of all merchandise returned will be paid to the characters by the Merchant's Guild, or they can take it out in trade.

Collection of the rewards must be made from the local sheriff, constable, or police-type organization in the towns of Honeywax (Hex 4819), Kailasa (Hex 3817), or Havamal (Hex 4315).

The brigands are known to be stationed in an abandoned Orc lair some thirty to thirty-five miles west of Kailasa (Judge's Note: If necessary, change this to fit into your campaign world). It is rumored that the headless ghosts of the Orc shamans haunt the secret passages within the complex, forever searching for their heads. It is common knowledge that the Orc tribe that once inhabited this lair was wiped out by a rival Orc tribe (which has since been wiped out by a group of Elves). It is also common knowledge that the Orc tribe which defeated the original Orcish inhabitants of the lair always decapitated those they defeated and sacrificed the heads to their god, Gore.

Good luck on your adventures, and have fun playing your characters in this scenario.

Judge's Notes

The brigands' hideout is located near an old trail within Hex 4417 on the Judges Guild Campaign Map 9, *The Elephant Lands*.

The rumor of the headless Orc shaman ghosts is slightly exaggerated; there is only one headless Orc shaman ghost rather than many as implied by the rumor. The ghost was an Orc shaman, Grunzttag the Sneaky, who was in the secret shaman tunnels when the rival tribe attacked. He was there spying on some members of his own tribe (he was a bit of a "Peeping Tom") just to see if he could discover something to use against them and cause trouble between them and the rest of the tribe when the rival Orcs burst in and began killing off Grunzttag's tribe. The attacking tribe had completely surprised Grunzttag's tribe, and the alarm was never sounded. Grunzttag hid within the secret tunnels, waiting for a chance to escape. He made no attempt to rescue his fellow Orcs from their enemies.

His chance never came. After three days, the secret tunnels were discovered by the victorious rival Orc tribe. They searched the tunnels and flushed out Grunzttag. Although he ran as fast and as far as he could, he was eventually cornered and killed. He was promptly decapitated by his foes. Because Grunzttag never made it out of the secret tunnels in which he had so often lurked to the detriment of his fellows, his ghost is "chained" to the tunnels and can never leave them until reunited with his head. His head, instead of being sacrificed to the god, Gore, was dropped into the mud puddle south of area F6 when the victors were unexpectedly engaged in melee with a Cave Troll that lived on Level G and had come up to satiate an attack of the "munchies."

I hope you have fun playing the headless ghost as well as the rest of the scenario.

Notes Concerning the Brigands

The brigands in this scenario are led by Red Honohon and Black McDabb and advised by Ulric the Cruel and Vondemore. This leadership has brought forth clever plans and easy pickings. Everyone concerned is relatively well-off considering they still live in a subterranean setting instead of an above-ground fortification. Red and Black are planning just such a fortification, however.

Because of the relative ease they have enjoyed of garnering ill-gotten gains, nearly everyone has become lax and overconfident of his or her abilities. They believe they are safe, so they are not ready for an attack of any sort.

Red and Black have become quite hedonistic in their spare time, and their spare time has grown to encompass all their time between raids! This does not serve to inspire combat-readiness in their underlings and has caused them to grow lazy and become avid pleasure-seekers in emulation of their leaders.

Even though they have become lazy, they have not forgotten how to work as a team, so, if they have ample warning, they will be ready to repel an attack. After all, even lazy people don't want to die at the end of a sword!

Anyone captured will plead for lenience and freedom, agreeing to any arrangements the player-characters might care to name, but only Red Honohon, Black McDabb, Cat McDabb, Ivy Molligan, and Mole Molligan will honor any agreements made; the rest will back out at the first available opportunity. So, you see, these two guys (Red and Black) are not really very evil!??!

Likewise, if a player-character is captured by the brigands, and he or she shows exceptional skill and/or bravery, Red and Black will offer that character a job instead of making a slave of him or her. Even then, only very troublesome slaves are ever killed; after all, slaves are valuable in the right market. Keep this in mind when judging this scenario; the brigands will aim to capture, if possible, and won't let an individual bleed to death or otherwise expire slowly. They will always bandage and care for any captives, to a degree.

Individually, Red Honohon is stereotypical of the whiskey drinking, lusty "hero" of ages past. He is fearless and clever, loyal, but not so nice. He is 6' 2" tall, weighs 203 pounds, is left-handed, and has shoulder-length red hair, a bushy red beard, and a ruddy complexion. Red is 33 years old.

Black McDabb's personality is akin to Red Honohon's; that is one reason they are the best of friends. Black is just a bit wiser, and he doesn't drink as much because he realizes that his fighting skills suffer for it. Black is 6' 3" tall, weighs 201 pounds, is ambidextrous, has long, black, kinky hair and a short black beard. His skin is dark brown (he is a mulatto). Black is 30 years old.

Ulric the Cruel is the stereotype of the cruel, sadistic Wizard, but his power in arcane sciences is limited. He delights in torture and in bringing despair to those unfortunate enough to fall into his clutches. His evil nature is tempered, somewhat, by the persuasive realism of Red and Black. He is 5'9" tall, weighs 160 pounds, is right-handed, and has medium-length black hair and a close-cropped black goatee. His skin is milky-white. He is 42 years old.

Vondemore is basically a coward. He wants treasure, but he doesn't want to risk injury to get it. Even though he is only an advisor (the lesser one, at that), he still thinks there is too much danger around for him to relax. Vondemore can't wait to move into a castle and get out from under the earth. He is 5' 5" tall, weighs 147 pounds, is right-handed and has short, sandy-brown hair and a wild beard. His skin is of a flushed pink color, and he is 35 years old.

Cat McDabb is a sleek, graceful, cat-like person, sly, independent, and deadly. She knows what she wants, and she takes it. Cat will survive where others will not. She is knowledgeable, quick, lucky, and beautiful; she knows what it takes to live, and she will do it regardless of the consequences to others. She has all the ingredients of a winner - and she is one. Cat is 5' 8" tall, weighs 125 pounds, is ambidextrous, has a large, black "afro" and a medium-brown skin tone. She is the sister of Black McDabb. Cat McDabb owns many cats - all black - and she will exact her revenge against anyone who dares to injure one of her cats. She is smart, however, and will wait until a propitious moment to do so. Cat is 21 years old.

Ivy Molligan is not what one might expect the daughter of Butcher Molligan, a ruthless killer, to be. She has a soft spot in her heart for plants. (Ivy is not her given name; her given name is Slasher). She is also fond of small, furry animals. This does not infer that she is not tough; she can take care of herself very well, and she is not afraid to kill when the occasion arises. But, to give Ivy a flower is to endear you to her forever. She is 5' 5" tall, weighs 110 pounds, has very long, auburn hair, and is of a light-tan skin tone. Ivy is 18 years old.

Mole Molligan is the typical brat of a kid. He is such a brat only because he is mistreated by everyone here except for Cat and Ivy. Mole's father is Butcher Molligan, and his mother is Brunhilda Brownwell. (The mother of Ivy, who is Mole's half-sister, died when she was 7 years old.) Mole can be likeable but only if he is well-treated. He is 3' 4" tall, weighs 45 pounds, has straggly, long, red hair and a lot of freckles. His skin is a milky-white. Mole is 9 years old. He has a very special friend, a Rock Gnome named Stony. Stony will protect Mole from any danger and will do only what Mole tells him to do.

Choke is one Hobgoblin who loves to fight (and drink, and drink, and drink, etc.). His colorful nickname stems from one infamous night when no less than three different opponents went down in his death-grip. If the situation presents itself, Choke will go hand-to-hand with an adversary, but only if he is extremely confident of victory. Choke is 5' 10" tall, weighs 195 pounds, is right-handed and bald, and is 42 years old.

No-Neck is a drinking buddy of Jako the Backstabber. They have been pals from way back. Serving more as a sidekick to Jako than anything else, No-Neck has risen to a relatively high position within the gang. No-Neck is not especially battle hungry; he is haunted by the memory of a time when a close friend was torn apart by a hungry Werewolf. No-Neck is 5' 9" tall, weighs 205 pounds, is right-handed and has short, black hair. He is 29 years old.

Jako the Backstabber is a ruthless killer; his name is significant of his method. Being quite adept at silent stalking, he has sneaked up behind many an unsuspecting victim. Jako has secret plans to do away with both Red and Black, but he is waiting for the right time and the right partner to complete his plans. Jako is 5' 11" tall, weighs 186 pounds, is right-handed, and has long, brown, straight hair.

Grahim Ashley distrusts everybody, but he is especially wary of Choke and No-Neck because they are of the non-human variety of peoples. Not long ago, Grahim was beaten by Choke in a barroom brawl, and he hasn't forgotten it. Given half the chance, Grahim will exact his revenge straight from Choke's hide. He stands 6' 0" tall, weighs 190 pounds, is right-handed, and has short-cropped, black hair tinged with gray from his 52 years.

Borlo Brownwell has been very proud of himself ever since he joined this gang of Thieves. Although he is only a first level Fighter, he fancies himself a very formidable opponent. However, if the going gets too tough, Borlo will beat a hasty retreat. Borlo tends to get very loud and boisterous when relating his old experiences, which he does constantly. However, since he is only 23 years old, his experiences are few, and they have a tendency to be repeated with boring regularity. Borlo is 5' 8" tall, weighs 165 pounds, and is right-handed. He has curly brown hair.

Butcher Molligan is a mean and evil person. He doesn't care about anyone but himself. He is a sadist and will torture and kill people just for the fun of it. He takes great pleasure in this, and, because it is one of his favorite pastimes, his daughter, Ivy, has disowned him and will not acknowledge that he is her father. He ignores his son, Mole, as if the boy didn't exist. He is 6'2" tall, weighs 211 pounds, is left-handed, has short, red hair and a red moustache, and is fair-complected. Butcher is 44 years old.

Masterson is a psychotic killer; he satisfies his strong compulsion to kill by slitting throats, preferably those of beautiful women from a nearby town which he haunts about twice a week. His problem stems from the fact that he is in love with Cat McDabb, but, unfortunately for the town, she will have nothing to do with him. Masterson is 5' 9" tall, weighs 163 pounds, is left-handed, and has long, wavy brown hair. He has a long scar down his left cheek, a relic of an encounter with a young lady whom he did not catch unawares and who made her getaway with the aid of her trusty Dagger. Masterson is 25 years old.

Crusher, the Hobgoblin, hangs out with these people for amusement. He likes to think of life as a big game, his for the taking. Crusher got his name because, when he fights, he always attempts to crush the skull of his opponent. He loves the sound of bones splintering asunder under his assault. Crusher is 4' 11" tall, weighs 147 pounds, is right-handed, and has scraggly, black hair and beard and rotted yellow teeth and fangs. Crusher is 53 years old.

Other Bounty Hunters

This section deals with two groups of characters that are also hunting the brigands for the rewards. These characters can be played by the Judge if the players already have characters, or the players can use them if they do not have characters of their own. The first two characters operate as a pair, and the second four characters are a separate group.

The first two characters, Meadow Hawk and Flying Eagle, are professional bounty-hunters. They know what they are doing and are not about to risk their necks unnecessarily. The second four characters are bounty-hunting simply for something to do. They see this hunt as an easy way to make several gold coins. They will probably take great risks to procure gold due to their inexperience in this field.

These two groups appear on the Encounter Tables, so, if they are all played by your players, ignore the result and reroll.

If the player-characters have decided to join the brigands, these two groups can be used together by the Judge against the brigands and against the player-characters.

Meadow Hawk: 3rd Level FTR, 22 HTK, STR: 17, POW: 16, END: 12, STA: 13, CON: 15, AGL: 14, DEX: 12, SPD: 13, INT: 11, WIS: 10, CHA: 16, LED: 16, LCK: 10, GAM: 9. Pouch with 7 GC, 4 SC, 11 CC, backpack with 1 week's supply of food, 2 flasks of oil, 2 torches, and a waterskin. Rapier, Longbow, 20 Arrows, 2 Dirks, and Leather armor.

Meadow Hawk is a courageous woman. She takes pleasure in the simple things in life and believes in everything good. This belief has led her to the type of work she now does. She likes to see evil brought to justice, and she will not kill unless forced to do so. She would rather capture and deliver brigands to jail than to slay indiscriminately. Meadow Hawk is 5' 5" tall, weighs 125 pounds, is right-handed, has very long, straight black hair, and is copper-complected. She is 22 years old. She travels with her husband, Flying Eagle.

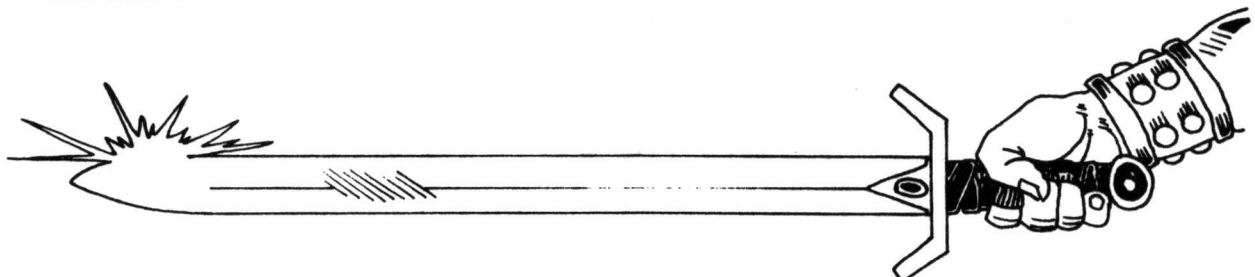
Flying Eagle: 3rd Level FTR, 23 HTK, STR: 18, POW: 17, END: 13, STA: 14, CON: 16, AGL: 14, DEX: 13, SPD: 13, INT: 12, WIS: 11, CHA: 14, LED: 14, LCK: 12, GAM: 11. Pouch with 9 GC, 7 SC, 7 CC, backpack with 1 week's supply of food, a sprig of wolfsbane, a waterskin, and a wineskin. Longsword, Battle Axe, 1 Dirk, and Leather armor. Flying Eagle was the one who first introduced his wife to bounty hunting. His father and his father's father had been hunters, and Flying Eagle followed in their footsteps. He enjoys his work immensely and has been doing it for about eight years. Unlike his wife, Flying Eagle is more apt to kill than to capture. He is 6' 0" tall, weighs 172 pounds, is ambidextrous, and has long, straight, black hair which he usually wears in a braid. He has a copper complexion. Flying Eagle is 24 years old.

Both Meadow Hawk and Flying Eagle have a riding horse. Flying Eagle's horse is named Quickflight (HTK: 15), and Meadow Hawk's horse is called Longstride (HTK: 14). The horses are each equipped with a riding blanket, 4 waterskins, 6 sets of iron ankle and wrist manacles, 2 30-foot lengths of rope, one thick and one thin, 2 small sacks of 100 hard biscuits each, 2 small sacks with bread, hard cheese, salted meat, and fruit in them, 2 extra Dirks, 1 Hatchet and 1 Skinning Knife, 2 torches, a tinderbox, a bedroll, and extra clothing.

Group B

Argo the Axeman: 2nd level FTR, 15 HTK, STR: 15, POW: 16, END: 15, STA: 13, CON: 14, AGL: 12, DEX: 10, SPD: 9, INT: 9, WIS: 7, CHA: 9, LED: 12, LCK: 11, GAM: 12. Pouch with 31 SC, backpack with 1 week's supply of food, a Hatchet, a blanket, a tinderbox, and two whiskey skins. Great Axe and Hand Axe, no armor.

Argo is the "leader" of this small group of bounty hunters. All have been friends for years, so a real leader is not necessary; the title is meaningless. Argo is a tough, foul-mouthed ruffian who loves to fight - as long as he remains unwounded. When wounded, Argo begins to select opponents more carefully, looking for the weaker or wounded opponents to fight. Argo will not, however, desert any of his friends. His friends are important to him because they are probably the only people in the world who like him. Argo has a way of getting on people's nerves by pointing out their weaknesses or inefficiencies even if he could do no better or has the same weakness.



Valara the Shield Maiden: 2nd level FTR, 15 HTK, STR: 15, POW: 14, END: 16, STA: 15, CON: 15, AGL: 14, DEX: 14, SPD: 11, INT: 11, WIS: 9, CHA: 15, LED: 12, LCK: 13, GAM: 10. Pouch with 11 GC and 3 SC, backpack with 1 week's supply of food, a Hatchet, a Skinning Knife, a tinderbox, a wineskin, and one flask of oil. Broadsword and Shortsword, +2 Tower Shield.

Valara is a very competent Fighter and is not afraid of any male opponent. She does, however, have a subconscious fear of female opponents, so she will tend to fight only males, given the choice. Against females, she suffers a -1 to hit because of her subconscious fear. Valara follows Argo simply because she does not want to be the leader, but she will voice her opinions quite strongly whenever the situation warrants. In the past, she has had many arguments with Argo, but none have threatened their friendship.

Garton Graveside: 1st level ASN, 7 HTK, STR: 13, POW: 13, END: 15, STA: 15, CON: 16, AGL: 14, DEX: 13, SPD: 10, INT: 13, WIS: 9, CHA: 7, LED: 4, LCK: 8, GAM: 9. Pouch with 11 GC and 12 SC, backpack with 30 feet of sturdy rope, 6 sets of wrist manacles, a Garrote, and a wineskin. Broadsword and Light Crossbow with 12 bolts. No armor.

Garton is a sullen individual. He does not take pleasure in the frivolous pastimes most other people enjoy. He likes drinking wine and listening to or relating horror stories. The more blood and gore in the story, the better he likes it. Garton only laughs when someone is distressed by one of his stories or the sight of blood and guts all over the floor. Garton's surname comes from the fact that his cabin is next to a small, peasants' graveyard.

Avaron: 1st level FTR, 6 HTK, STR: 12, POW: 11, END: 14, STA: 10, CON: 11, AGL: 15, DEX: 14, SPD: 14, INT: 8, WIS: 7, CHA: 13, LED: 7, LCK: 5, GAM: 6. Pouch with 7 GC and 15 CC, backpack with 1 week's supply of food, waterskin, 10 feet of rope, a Throwing Knife, 2 flasks of oil, 1 torch, a tinderbox, and a small Axe. His weapons include a silver-coated Longsword, a Longbow, and a quiver of 20 Arrows. He has Leather armor and a Shield.

Avaron is a shy, self-conscious sort. He wants to speak his mind, but he never seems to muster enough courage to do so. He is afraid that, if he voices his opinions, the others in the group will get angry. Therefore, Avaron just follows along like a puppy dog (you might say). Although Avaron is a coward when it comes to speaking, he is certainly not a coward when it comes to fighting. He will fight to the death and will not be afraid even if it is his death that seems imminent.

Wandering Encounter Table

This adventure is designed for low-level characters but can be played by higher levels if the Encounter Table is changed. For every level above 7 total for the party (0 Levels count as a ½ level for this determination), add 1 to the Encounter Table die roll. If the party has over 14 levels, this adventure is too weak for them. Similarly, no character over 4th Level should be allowed to join unless the total levels of that party do not exceed 7. Note that the DANGEROUS LEVELS, below Level F, are designed for the low-level characters who clean out the upper levels and have risen a level or two. Consequently, higher levels (up to 6th level individually and up to 18th level total for the party) can be sent through the upper levels to get to the DANGEROUS LEVELS for adventure.

Roll for encounters once every fifteen minutes.

LEVEL A

Base Encounter Chance: 25% as below (roll 1d20)

- | | |
|-----------|---------------------------------------------------------------------|
| 1 | Other bounty hunters, Group A: 50%, Group B: 50% |
| 2 - 16 | Nothing |
| 17 | Animal Table |
| 18 | Advisor, Follower and Slave Table |
| 19 | Brigand Tables |
| 20 | Twice from Advisor, Follower and Slave Table |
| 21 | Twice from Brigand Tables |
| 22 | Once each from Advisor, Follower and Slave Table and Brigand Tables |
| 23 | Double amount from Animal Table |
| 24 | Thrice from Advisor, Follower and Slave Table |
| 25 | Thrice from Brigand Tables |
| 26 | Triple amount from Animal Table |
| 27 and Up | Quadruple amount from Animal Table |

LEVEL B

Base Encounter Chance: 20% as below (roll 1d20)

- | | |
|-----------|---------------------------------------------------------------------|
| 1 | Advisor, Follower and Slave Table |
| 2 - 17 | Nothing |
| 18 | Advisor, Follower and Slave Table |
| 19 | Brigand Tables |
| 20 | Other bounty hunters, Group A: 50%, Group B: 50% |
| 21 | Once each from Advisor, Follower and Slave Table and Brigand Tables |
| 22 | Twice from Brigand Tables |
| 23 and Up | Thrice from Brigand Tables |

LEVEL C

Base Encounter Chance: 20% as below (roll 1d20)

- 1 Other bounty hunters, Group A: 50%, Group B: 50%
- 2 - 17 Nothing
- 18 **Advisor, Follower and Slave Table**
- 19 **Brigand Tables**
- 20 Once each from **Advisor, Follower and Slave Table** and **Brigand Tables**
- 21 Twice from **Advisor, Follower and Slave Table**
- 22 Twice from **Brigand Tables**
- 23 Thrice from **Advisor, Follower and Slave Table**
- 24 Thrice from **Brigand Tables**
- 25 and Up Four times from **Brigand Tables**

LEVEL D

Base Encounter Chance: 25% as below (roll 1d20)

- 1 Other bounty hunters, Group A: 50%, Group B: 50%
- 2 - 16 Nothing
- 17 **Advisor, Follower and Slave Tables**
- 18 **Brigand Tables**
- 19 Once each from **Advisor, Follower and Slave Table** and **Brigand Tables**
- 20 Twice from **Advisor, Follower and Slave Table**
- 21 Twice from **Brigand Tables**
- 22 Thrice from **Advisor, Follower and Slave Table**
- 23 Thrice from **Brigand Tables**
- 24 Twice each from **Advisor, Follower and Slave Table** and **Brigand Tables**
- 25 Four times from **Advisor, Follower and Slave Table**
- 26 Four times from **Brigand Tables**
- 27 and Up **Creature Table**

LEVEL E

Base Encounter Chance: 30% as below (roll 1d20)

- 1 Other bounty hunters, Group A: 50%, Group B: 50%
- 2 - 15 Nothing
- 16 **Advisor, Follower and Slave Table**
- 17 **Creature Table**
- 18 **Brigand Tables**
- 19 Twice from **Brigand Tables**
- 20 Twice from **Advisor, Follower and Slave Table**
- 21 Double amount from **Creature Table A**
- 22 Triple amount from **Creature Table A**
- 23 Quadruple amount from **Creature Table A**
- 24 and Up Quintuple amount from **Creature Table A**

LEVEL F

Base Encounter Chance: 25% as below (roll 1d20)

- 1 **Creature Tables**
- 2 - 16 Nothing
- 17 **Creature Tables**
- 18 **Brigand Tables**
- 19 **Advisor, Follower and Slave Table**
- 20 Twice from **Creature Tables**
- 21 Twice from **Brigand Tables**
- 22 Double amount from **Creature Table A**
- 23 Triple amount from **Creature Table A**
- 24 Twice from **Brigand Tables** and once from **Advisor, Follower and Slave Table**
- 25 Thrice from **Brigand Tables**
- 26 Thrice from **Creature Tables**
- 27 and Up Quadruple amount from **Creature Table A**

THE SECRET ORC SHAMAN PASSAGES

Base Encounter Chance: 25% as below (roll 1d20)

- 1 The Headless Orc Shaman Ghost
- 2 - 16 Nothing
- 17 and Up The Headless Orc Shaman Ghost

THE SECRET ORC SHAMAN PASSAGES

Base Encounter Chance: 25% as below (roll 1d20)

- 1 The Headless Orc Shaman Ghost
- 2 - 16 Nothing
- 17 and Up The Headless Orc Shaman Ghost

THE SECRET ORC SHAMAN PASSAGES

Base Encounter Chance: 25% as below (roll 1d20)

- 1 The Headless Orc Shaman Ghost
- 2 - 16 Nothing
- 17 and Up The Headless Orc Shaman Ghost

THE SECRET ORC SHAMAN PASSAGES

Base Encounter Chance: 25% as below (roll 1d20)

- 1 The Headless Orc Shaman Ghost
- 2 - 16 Nothing
- 17 and Up The Headless Orc Shaman Ghost



Brigand Table

70% from Table A, 30% from Table B; if the die roll indicates a Table that has been used up (all the Brigands are dead), then nobody is encountered at that time. When a Brigand appears as a result of this Table, he or she probably won't appear in the area in which he or she is written up as being, but that all depends on how the Encounter goes; the Judge must make the decision about where one will go after surviving an Encounter. The Brigands will probably go to Red Honohon, their leader, unless the adventurers get something that the brigands were supposed to guard with their lives. In the latter case, because Red would be furious, they will probably attempt to hide somewhere and lick their wounds. Note that those who leave their posts (as a result of the Wandering Encounter Table) will leave the post locked, if possible, or the items being guarded will be well hidden or concealed upon their persons, if the items are small enough. If the post is left locked, the key will be found upon the person of the brigand who is supposed to be guarding it. Those names preceded by an * are slightly inebriated, and a ** means moderately inebriated. See the text for explanation of the effect of inebriation on these statistics.

Table A

- 1 Calvin: 1st Level FTR, 7 HTK, STR: 13, POW: 12, END: 9, STA: 9, CON: 14, AGL: 13, DEX: 12, SPD: 13, INT: 9, WIS: 10, CHA: 9, LED: 9, LCK: 7, GAM: 8, Ring Mail and Buckler, Broadsword and Hammer, Pouch with 6 CC, 13 SC, 18 EC, and 9 GC, Pouch w/3 FS&T.
- * 2 Wyott: 1st Level FTR, 6 HTK, STR: 14, POW: 15, END: 13, STA: 11, CON: 12, AGL: 12, DEX: 8, SPD: 9, INT: 9, WIS: 7, CHA: 8, LED: 12, LCK: 7, GAM: 11, Leather Armor, Military Fork and Club, Pouch with 7 CC, 16 SC, 1 EC, and 1 GC, Shoulder Sack w/½ bottle of beer.
- 3 Warnor: 1st Level FTR, 6 HTK, STR: 11, POW: 9, END: 8, STA: 9, CON: 10, AGL: 10, DEX: 11, SPD: 12, INT: 8, WIS: 8, CHA: 6, LED: 9, LCK: 12, GAM: 13, Leather Armor, Voulge and Club, Pouch with 15 CC, 14, SC, 8 EC, and 4 GC, Shoulder Sack w/wood bowl, spoon and mug.
- 4 Loston: 1st Level FTR, 5 HTK, STR: 11, POW: 8, END: 11, STA: 12, CON: 10, AGL: 11, DEX: 16, SPD: 15, INT: 10, WIS: 8, CHA: 11, LED: 11, LCK: 9, GAM: 14, Leather Armor, Short Bow (12 Arrows) and Hand Axe, Pouch with 16 CC, 2 SC, 9 EC, and 7 GC, Waterskin.
- ** 5 Lan: 1st Level ASN, 4 HTK, STR: 11, POW: 13, END: 12, STA: 10, CON: 10, AGL: 10, DEX: 12, SPD: 10, INT: 11, WIS: 11, CHA: 11, LED: 7, LCK: 4, GAM: 12, Light Crossbow (15 Quarrels) and Shortsword, Pouch with 11 CC, 4 SC, 11 ED, and 7 GC, Pouch w/1 FS&T.
- * 6 Dorloa: FEM, 1st Level FTR, 5 HTK, STR: 11, POW: 11, END: 13, STA: 10, CON: 10, AGL: 15, DEX: 17, SPD: 14, INT: 8, WIS: 12, CHA: 11, LED: 8, LCK: 4, GAM: 15, Leather Armor, Short Bow (12 Arrows) and Hand Axe, Pouch with 15 CC, 1 SC, 5 EC, and 6 GC, Pouch w/3 FS&T.
- ** 7 Lefty: FEM, 1st Level ASN, 5 HTK, STR: 12, POW: 13, END: 14, STA: 12, CON: 11, AGL: 17, DEX: 16, SPD: 17, INT: 11, WIS: 8, CHA: 14, LED: 13, LCK: 3, GAM: 16, Light Crossbow (15 Quarrels) and Sword Cane, Pouch with 13 CC, 3 SC, 3 EC, and 8 GC, Small Sack w/3 Torches.
- 8 Toss: FEM, 1st Level FTR, 8 HTK, STR: 13, POW: 11, END: 10, STA: 13, CON: 13, AGL: 10, DEX: 9, SPD: 12, INT: 13, WIS: 7, CHA: 13, LED: 11, LCK: 8, GAM: 15, Leather Armor, Glaive-Guisarme and Dirk, Pouch with 2 CC, 4 SC, and 10 EC, Small Sack w/2 apples and 2 pears.
- ** 9 Snot: ORC, 1 HD, 4 HTK, STR: 9, POW: 8, END: 10, STA: 8, CON: 13, AGL: 11, DEX: 11, SPD: 9, INT: 8, WIS: 7, CHA: 6, LED: 3, LCK: 7, GAM: 8, Ringmail and Buckler, Spear and Broadsword, Pouch with 20 CC, 10 SC, 4 EC, and 3 GC, Waterskin.
- * 10 Vulture: ORC, 1 HD, 7 HTK, STR: 12, POW: 11, END: 10, STA: 12, CON: 14, AGL: 10, DEX: 12, SPD: 13, INT: 5, WIS: 9, CHA: 7, LED: 7, LCK: 3, GAM: 15, Ringmail and Buckler, Spear and Club, Pouch with 12 CC, 17 SC, 9 EC, and 7 GC, Pouch w/Vial of Unholy Water.
- 11 Rotten: GOBLIN, 1 HD, 5 HTK, STR: 10, POW: 12, END: 9, STA: 12, CON: 14, AGL: 7, DEX: 9, SPD: 8, INT: 6, WIS: 3, CHA: 6, LED: 5, LCK: 10, GAM: 9, Studded Leather and Shield, Morning Star and Dagger, Pouch with 10 CC, 10 SC, 1 EC, and 5 GC.

- * 12 Stinko: GOBLIN, 1 HD, 5 HTK, STR: 12, POW: 10, END: 11, STA: 11, CON: 13, AGL: 14, DEX: 16, SPD: 13, INT: 6, WIS: 6, CHA: 6, LED: 4, LCK: 11, GAM: 13, Studded Leather and Shield, Rapier and Sling (10 stones), Pouch with 9 CC, 8 SC, 4 EC, and 2 GC, Shoulder Sack w/30' rope, mining hammer and 8 iron spikes.
- 13 Arno: 1st Level ASN, 4 HTK, STR: 12, POW: 9, END: 10, STA: 11, CON: 10, AGL: 12, DEX: 10, SPD: 9, INT: 10, WIS: 8, CHA: 7, LED: 10, LCK: 11, GAM: 10, Leather Armor, Light Crossbow (15 Quarrels) and Hammer, Pouch with 17 CC, 10 SC, 2 EC, and 1 GC, Waterskin.
- * 14 Bockly: 1st Level FTR, 6 HTK, STR: 14, POW: 12, END: 9, STA: 12, CON: 13, AGL: 8, DEX: 10, SPD: 7, INT: 11, WIS: 13, CHA: 8, LED: 9, LCK: 12, GAM: 15, Padded Armor, Fauchard-Fork and Dirk, Pouch with 9 CC, 8 SC, 3 EC, and 5 GC, Lantern and Small Sack w/1 oil and FS&T.
- 15 Barf: GOBLIN, ½ HD, 3 HTK, STR: 10, POW: 8, END: 9, STA: 8, CON: 10, AGL: 10, DEX: 12, SPD: 11, INT: 8, WIS: 4, CHA: 6, LED: 3, LCK: 3, GAM: 7, Studded Leather and Shield, Spear and Short Sabre, Pouch with 17 CC, 13 SC, and 9 EC.
- 16 Moynord: 1st Level FTR: 4 HTK, STR: 10, POW: 11, END: 10, STA: 8, CON: 11, AGL: 9, DEX: 8, SPD: 9, INT: 9, WIS: 8, CHA: 7, LED: 6, LCK: 12, GAM: 7, Leather Armor, Spear and Hand Axe, Pouch with 10 CC, 18 SC, 6 EC, and 1 GC, Shoulder Sack w/6 torches and FS&T.
- ** 17 Half-Breed: HALF ORC/HALF GOBLIN: 1 HD, 7 HTK, STR: 11, POW: 13, END: 12, STA: 13, CON: 13, AGL: 11, DEX: 8, SPD: 12, INT: 7, WIS: 8, CHA: 6, LED: 7, LCK: 3, GAM: 6, Padded Armor and Shield, Morning Star, Pouch with 13 CC, 5 SC, 5 EC, and 2 GC, Shoulder Sack w/½ bottle of whiskey and 1 pound of beef jerky.
- * 18 Kenrey: 1st Level FTR: 4 HTK, STR: 14, POW: 13, END: 11, STA: 9, CON: 10, AGL: 9, DEX: 13, SPD: 8, INT: 10, WIS: 6, CHA: 8, LED: 5, LCK: 8, GAM: 8, Ringmail Armor, Spetum and Gladius, Pouch with 5 CC, 5 SC, 4 EC, and 7 GC, Shoulder Sack w/6 torches and FS&T.
- 19 Barly: 1st Level FTR: 5 HTK, STR: 10, POW: 11, END: 8, STA: 9, CON: 11, AGL: 14, DEX: 16, SPD: 12, INT: 9, WIS: 11, CHA: 6, LED: 6, LCK: 3, GAM: 17, Padded Armor, Short Bow (12 Arrows) and Short-sword, Pouch with 11 CC, 4 SC, 10 EC, and 2 GC, Waterskin.
- * 20 Killer: 1st Level FTR: 3 HTK, STR: 9, POW: 7, END: 6, STA: 7, CON: 9, AGL: 16, DEX: 17, SPD: 18, INT: 11, WIS: 7, CHA: 7, LED: 3, LCK: 13, GAM: 16, Padded Armor, Short Bow (12 Arrows) and 3 Stilettos, Pouch with 17 CC, 5 SC, 6 EC, and 7 GC, Shoulder Sack w/3 sprigs of Balladonna, 9 sprigs of Wolfbane, 9 buds of Garlic, and a full Wineskin.

Table B

- 1 Black McDabb: 5th Level FTR, 38 HTK, STR: 16, POW: 17, END: 17, STA: 18, CON: 14, AGL: 15, DEX: 14, SPD: 15, INT: 12, WIS: 11, CHA: 10, LED: 15, LCK: 16, GAM: 15, Chainmail Armor, Military Fork and +1 Broadsword, Pouch with 6 SC, 5 EC, 12 GC, and 6 PC, Shoulder Sack with Waterskin, ½ bottle of Whiskey, 2 rags, and 2 Potions (Flight and Levitation). On belt is a keyring with 20 keys.
- * 2 Choke: HOBGOBLIN, 2 HD, 14 HTK, STR: 15, POW: 16, END: 15, STA: 17, CON: 15, AGL: 9, DEX: 10, SPD: 9, INT: 9, WIS: 10, CHA: 7, LED: 13, LCK: 9, GAM: 10, Scale Mail and Shield, Glaive and Hammer, Pouch with 18 CC, 2 SC, 19 EC, 7 GC, Shoulder Sack with 9 bandages and bottle of Whiskey.
- * 3 No-Neck: HALF-ORC/HOBGOBLIN: 1½ HD, 6 HTK, STR: 15, POW: 16, END: 14, STA: 16, CON: 14, AGL: 7, DEX: 8, SPD: 9, INT: 8, WIS: 9, CHA: 6, LED: 11, LCK: 10, GAM: 12, Padded Armor and Shield, Morning Star and Club, Pouch with 1 CC, 10 SC, 7, EC, and 4 GC, Backpack w/50' rope, 3 torches, FS&T, 3 sprigs of Wolfbane, 5 bandages, package of 5 sausages, ½-pound of hard cheese, ½-bottle of Whiskey.

- 4 Jako the Backstabber: 3rd Level THF: 12 HTK, STR: 8, POW: 11, END: 12, STA: 10, CON: 11, AGL: 15, DEX: 15, SPD: 16, INT: 13, WIS: 8, CHA: 12, LED: 13, LCK: 8, GAM: 6, Leather Jacket (AT=9), Broadsword and Sling (9 Bullets and 6 Stones), Pouch with 20 CC, 15 SC, 11 EC, and 4 GC, Shoulder Sack w/30' rope, Hacksaw, 2 apples, grappling hook, straight-razor, and set of lock picks.
- 5 Grahim Ashly: 2nd Level FTR: 15 HTK, STR: 15, POW: 12, END: 9, STA: 10, CON: 13, AGL: 9, DEX: 13, SPD: 10, INT: 9, WIS: 9, CHA: 9, LED: 10, LCK: 12, GAM: 9, Ringmail Armor, Short Bow (2 Arrows +1 and 10 Arrows) and Hand Axe, Pouch with 19 CC, 18 SC, 2 ED, and 9 GC. Shoulder Sack with Lantern, 2 FS&T, 1 flask of oil, 3 Torches, 10' rope and 6 bandages.
- 6 Borlo Brownwell: 1st Level FTR, 10 HTK, STR: 13, POW: 10, END: 10, STA: 11, CON: 13, AGL: 8, DEX: 14, SPD: 9, INT: 10, WIS: 9, CHA: 10, LED: 9, LCK: 8, GAM: 16, Leather Armor, Light Crossbow and Shortsword, Pouch with 3 CC, 1 SC, 15 EC, and 4 GC, Backpack w/50' rope, 6 Torches, 3 FS&T, Waterskin, ½-bottle of Rum, 3 Bandages, and a Reward Poster of himself.
- 7 Butcher Molligan: 3rd Level FTR: 21 HTK: STR: 15, POW: 16, END: 14, STA: 15, CON: 15, AGL: 9, DEX: 11, SPD: 8, INT: 9, WIS: 8, CHA: 8, LED: 7, LCK: 8, GAM: 15, Ringmail Armor, Fauchard-Fork and Hand Axe, Pouch with 3 CC, 15 SC, 20 EC, and 5 GC, Backpack w/1 pound bag of salt, Waterskin, an Awl, fishing line, 3 fish hooks, 4 wax candles, 2 Torches, 3 FS&T, 1 flask of oil, pair of manacles and a loaf of bread.
- 8 Masterson: 3rd Level FTR, 24 HTK, STR: 14, POW: 13, END: 15, STA: 14, CON: 14, AGL: 12, DEX: 13, SPD: 13, INT: 12, WIS: 11, CHA: 9, LED: 13, LCK: 10, GAM: 10, Ringmail Armor, Heavy Crossbow (15 Quarrels) and Longsword, Pouch with 1 CC, 6 SC, 6 EC, and 9 GC, Waterskin.
- 9 Crusher: HOBGOBLIN, 3 HD, 22 HTK, STR: 15, POW: 17, END: 14, STA: 13, CON: 15, AGL: 10, DEX: 14, SPD: 7, INT: 9, WIS: 7, CHA: 6, LED: 9, LCK: 10, GAM: 16, Scale Mail Armor, Long Composite Bow (12 Arrows) and +1 Footman's Flail, Pouch with 10 CC, 6 SC, 2 EC, and 12 GC, Shoulder Sack with small sack of 5 lbs. of salted meat, 2 bandages, pair of manacles, and 3 Fox pelts.
- 10 Red Honohon: 6th Level FTR, 41 HTK: STR: 16, POW: 16, END: 17, STA: 16, CON: 14, AGL: 12, DEX: 11, SPD: 13, INT: 13, WIS: 10, CHA: 10, LED: 14, LCK: 12, Chainmail and +1 Tower Shield, Broadsword and Hammer, Pouch with 9 SC, 18 EC, 13 GC, and 10 PC, Shoulder Sack w/3 bottles of beer, 2 Torches, 4 FS&T, 4 rags, knucklebones and 6 pieces of parchment and 2 quills in a leather scroll case, ½-bottle of ink, and 7 Bandages of Healing (heals 4 - 16 points of damage, usable only once). On belt is a keyring with 22 keys.

Advisor, Follower, and Slave Table

When an Advisor, Follower, or Slave appears as a Wandering Encounter due to this table, he or she probably won't appear in the assigned area, dependent on the outcome of the Encounter. An Advisor will attempt to flee any battles, and, if he or she survives, will "beat feet" back to Red Honohon or Black McDabb, whichever is closer. A Follower will beg for mercy and, if set free, will hastily alert the Brigands (any of them); use normal Morale Check to see if a Follower will initially flee or confront. A Slave will cower and beg to be spared. Slaves are easy to spot because they wear tattered, dirty clothing, no shoes, and manacles with 1' of chain between the wrists, and they are afflicted with a parasitic infection which is not immediately apparent (see below). If set free, Slaves will either ask to help rout the Brigands (50%), or they will flee the area (but, if seen by any Brigands, Followers, or Advisors, they will immediately surrender to them and spill the proverbial beans) (50%).

When met as a Wandering Encounter, an Advisor, Follower, or Slave will be doing a mundane chore (70%) such as cleaning the area, bringing cooked food, or engaging in some form of personal hygiene, or they will be going to Black McDabb or Red Honohon with some sort of message (30%).

- 1 Ulric the Cruel: 4th Level MAG, 13 HTK, STR: 9, POW: 11, END: 8, STA: 7, CON: 9, AGL: 13, DEX: 11, SPD: 14, INT: 15, WIS: 7, CHA: 8, LED: 7, LCK: 5, GAM: 12, Stiletto, Pouch with 14 SC, 14 EC, 10 GC, and 7 PC, Shoulder Sack w/Wineskin, 5 wax candles, 3 FS&T, 2 Torches, 3 Bandages of Healing (heals 4 - 16 points of damage), various spell materials (for use in casting spells, usable only once). On belt is a keyring of 19 keys.

- 2 Vondemore: 2nd Level MAG (Advisor), 5 HTK, STR: 7, POW: 6, END: 5, STA: 5, CON: 8, AGL: 12, DEX: 9, SPD: 16, INT: 13, WIS: 8, CHA: 9, LED: 8, LCK: 11, GAM: 3, 6 Darts, Pouch with 2 SC, 2 EC, 7 GC, and 1 PC, Shoulder Sack w/Wineskin, 10' rope, 8 wax candles, small sack with 1 pound of nuts and berries, 1 flask of Unholy Water, 1 Bandage of Healing (heals 4 - 16 points of damage, usable only once), various spell materials for use in casting spells, and 5 FS&T. Wears a Silver and Copper ring with a Troll Head symbol which is worth 20 GC.
- 3 Rolph Dirk: 1st Level FTR (Follower), 3 HTK, STR: 9, POW: 8, END: 9, STA: 9, CON: 8, AGL: 11, DEX: 11, SPD: 9, INT: 7, WIS: 9, CHA: 8, LED: 3, LCK: 10, GAM: 17, Shield, Dirk, Pouch with 5 CC and 9 SC, Shoulder Sack with 6 Torches, 2 FS&T, 50' rope, bottle of beer and a straight razor.
- 4 Sozy Dirk: 1st Level THF (Follower), 5 HTK, STR: 7, POW: 9, END: 8, STA: 10, CON: 9, AGL: 15, DEX: 13, SPD: 9, INT: 8, WIS: 7, CHA: 8, LED: 4, LCK: 7, GAM: 12, Dirk, Pouch with 1 CC and 15 SC, Shoulder Sack w/Lantern, 2 flasks of oil, 3 FS&T, skirt, blouse, and a pair of socks.
- ** 5 Lorotta Yorik: 1st Level THF (Follower), 3 HTK, STR: 9, POW: 12, END: 12, STA: 11, CON: 8, AGL: 10, DEX: 7, SPD: 6, INT: 10, WIS: 7, CHA: 11, LED: 3, LCK: 9, GAM: 11, Dagger, Pouch with 14 CC, 15 SC, 4 EC, Shoulder Sack w/Lantern, 1 flask of oil, 1 FS&T, 2 Torches, blanket, skirt, blouse, and a pair of socks.
- 6 Mana Ashly: 1st Level THF (Follower), 2 HTK, STR: 6, POW: 5, END: 7, STA: 5, CON: 6, AGL: 12, DEX: 11, SPD: 10, INT: 7, WIS: 7, CHA: 7, LED: 3, LCK: 6, GAM: 10, Dirk, Pouch with 19 CC, 1 SC, and 2 EC, Shoulder Sack w/Lantern, 1 flask of oil, 1 FS&T, 3 bottles of beer, skirt, blouse, and a pair of socks.
- * 7 Bertha Brownwell: 1st Level THF (Follower), 4 HTK, STR: 8, POW: 10, END: 11, STA: 10, CON: 10, AGL: 7, DEX: 11, SPD: 12, INT: 8, WIS: 8, CHA: 8, LED: 6, LCK: 10, GAM: 5, Club, Pouch with 5 CC, 6 SC, and 1 EC, Shoulder Sack w/Lantern, 1/2-flask of oil, 1 FS&T, 7 wax candles, 1/2-bottle of Whiskey, skirt, blouse, and a pair of socks.
- * 8 Brunhilda Brownwell: 1st Level THF (Follower), 5 HTK, STR: 8, POW: 11, END: 10, STA: 9, CON: 12, AGL: 10, DEX: 10, SPD: 11, INT: 9, WIS: 7, CHA: 9, LED: 7, LCK: 7, GAM: 7, Club, Pouch with 2 CC, 2 SC, and 1 EC, Shoulder Sack w/Lantern, 1/2-flask of oil, 1 FS&T, 1 Torch, Waterskin, skirt, blouse and a pair of socks.
- * 9 Ivy Molligan: 1st Level HRI/1st Level THF (Follower), 6 HTK, STR: 7, POW: 9, END: 12, STA: 14, CON: 13, AGL: 14, DEX: 12, SPD: 11, INT: 11, WIS: 7, CHA: 15, LED: 12, LCK: 15, GAM: 12, Stiletto, Pouch with 7 CC, 2 SC, and 7 EC, Shoulder Sack w/Lantern, 1 flask of oil, 1 FS&T, 2 Torches, 2 bottles of beer, set of lock picks, skirt, blouse and a pair of socks.
- 10 Cat McDabb: 3rd Level HRI/3rd Level THF (Follower), 16 HTK, STR: 12, POW: 14, END: 16, STA: 15, CON: 15, AGL: 17, DEX: 18, SPD: 18, INT: 15, WIS: 12, CHA: 17, LED: 15, LCK: 17, GAM: 15, +2 Silver Earring of Defense, +1 Stiletto, Pouch with 19 SC, 16 GC, and 14 PC, Shoulder Sack w/Lantern, 1/2-flask of oil, 3 FS&T, 2 wax candles, 1/2-bottle of Royal Gnome Champagne, skirt, blouse, and a pair of socks.
- 11 Rat Brownwell: 0 Level (Follower) (11 yrs. old), 3 HTK, STR: 6, POW: 5, END: 7, STA: 7, CON: 10, AGL: 13, DEX: 17, SPD: 15, INT: 9, WIS: 8, CHA: 7, LED: 3, LCK: 15, GAM: 9, 8 Rocks (0 - 2 Damage), Bearskin, Shoulder Sack with 2 Torches and 1 FS&T.
- 12 Mole Molligan: 0 Level (Follower) (9 yrs. old), 3 HTK, STR: 8, POW: 10, END: 14, STA: 12, CON: 13, AGL: 10, DEX: 11, SPD: 9, INT: 8, WIS: 7, CHA: 9, LED: 4, LCK: 16, GAM: 8, Shovel (1 - 2 Damage), Shoulder Sack with 1 Mining Hammer, 3 iron spikes, 3 wax candles, 1 FS&T, and a Waterskin.
- 13 Mean Joett: 0 Level (Follower) (4 yrs. old) 1 HTK, Ability scores are meaningless at this age, Waterskin. Likes to bite fingers and ankles for 0 - 2 points of damage.
- 14 Jin Farmer: 1st Level FTR (Slave): 5 HTK, STR: 13, POW: 12, END: 15, STA: 16, CON: 12, AGL: 9, DEX: 10, SPD: 9, INT: 9, WIS: 10, CHA: 11, LED: 8, LCK: 4, GAM: 7.
- 15 Fom Tailorsson: 1st Level FTR (Slave), 3 HTK, STR: 8, POW: 6, END: 7, STA: 5, CON: 8, AGL: 12, DEX: 13, SPD: 13, INT: 10, WIS: 9, CHA: 10, LED: 6, LCK: 3, GAM: 9.
- 16 Morolee: FEM, 1st Level SPY (Slave), 4 HTK, STR: 9, POW: 8, END: 11, STA: 13, CON: 14, AGL: 10, DEX: 7, SPD: 9, INT: 9, WIS: 9, CHA: 15, LED: 7, LCK: 6, GAM: 3.

- 17 Jone: FEM, 2nd Level HRI (Slave), 6 HTK, STR: 8, POW: 7, END: 10, STA: 9, CON: 11, AGL: 16, DEX: 15, SPD: 16, INT: 11, WIS: 10, CHA: 16, LED: 7, LCK: 8, GAM: 11.
- 18 Tara: FEM, 1st Level SPY/1st Level HRI (Slave), 3 HTK, STR: 8, POW: 9, END: 12, STA: 14, CON: 15, AGL: 13, DEX: 12, SPD: 14, INT: 9, WIS: 10, CHA: 14, LED: 9, LCK: 5, GAM: 18.
- 19 Lon Archersson: 1st Level FTR (Slave), 6 HTK, STR: 12, POW: 11, END: 13, STA: 14, CON: 11, AGL: 17, DEX: 16, SPD: 14, INT: 10, WIS: 9, CHA: 11, LED: 12, LCK: 7, GAM: 15.
- 20 Loronna: FEM, 2nd Level HRI (Slave), 6 HTK, STR: 9, POW: 10, END: 12, STA: 15, CON: 14, AGL: 11, DEX: 9, SPD: 11, INT: 8, WIS: 10, CHA: 16, LED: 8, LCK: 9, GAM: 13.

As previously mentioned, the Slaves here have parasitic infestations. These parasites are fleas (90%) and ticks (10%). If a character catches fleas (base chance of 4% every 10 rounds spent with carrier, non-cumulative), he or she will suffer a loss of DEX, AGL, and SPD: mild infestation (75%) = -1 DEX, AGL, and SPD; severe infestation (15%) = -2 DEX, AGL, and SPD. A character infested with ticks suffers a loss of Hits to Kill: mild infestation (85%) = -1 HTK; severe infestation (15%) = -2 HTK and may possibly contract a disease of some sort (base chance of 6% per infestation, 2% when outside of "dungeon"). Use whatever system for diseases that you like, or ignore the chance for disease (after all, it is only a small percentage). A good bath will get rid of the fleas, but the ticks must be picked off one by one [90% chance of needing somebody's help in getting some (1 - 4) of them].

Animal Table (Roll 1d10)

The Animal Table includes harmless animals, not-so-harmless animals, and monsters that are wandering the countryside.

1	1 Wulfwere	6	3 - 10 Goats
2	1 Badger	7	2 - 5 Wolves
3	2 - 12 Ducks	8	2 - 5 Wild Dogs
4	2 - 5 Goblins: 1 HD, AT: Leather Armor, WPN: Shortbow and Hand Axe (50%), Shortbow and Club (50%)	9	1 Black Bear
5	1 Mountain Lion	10	1 Ogre: AT: Normal, WPN: Spear and Club (50%), Club (50%)

Note: Full descriptions are given in the back of this booklet.

Creature Table

When the Creature Table is indicated on the Encounter Tables, roll on these tables to determine what is encountered. There is a 75% chance for a Creature from Table A and a 25% chance for a Creature from Table B. Table A Creatures are unlimited in number (for purposes of this game), and Table B Creatures are singular in number. Note that Table B Creatures will definitely flee any encounter in which they receive 40% or more damage. They will go to their lairs using the most direct passages, but they will take a few side passages if the players are following them in an attempt to lose and confuse the players. Note also that Table A Creatures will also tend to flee, but you, as Judge, do not have to keep track of them unless you desire to do so. If you are keeping track of them, previously wounded Table A Creatures have a 50% chance of being encountered again if that type of creature is indicated by the die roll.

All creature descriptions are located in the back of this booklet.

TABLE A

1	1 - 4 Giant Red Centipedes
2	1 - 6 Giant Black Centipedes
3	1 - 3 Giant Red Worker Ants
4	1 Giant Red Warrior Ant and 1 - 3 Giant Red Worker Ants
5	1 - 2 Wild Dogs (wandered in from outside)
6	2 - 16 Rats
7	1 Goat (wandered away from the Brigands' kitchen)
8	1 - 3 Cats (belong to Cat McDabb)
9	1 - 3 Giant Earthworms
10	Roll two groups of creatures; they will appear 1 - 3 minutes apart and come from different directions (if possible).

TABLE B

1	Rat Brownwell (Advisor, Follower, and Slave Table No. 11) and Mean Joett (Advisor, Follower, and Slave Table No. 13)
2	The Jack-O-Lantern from area F5
3	The Badger from area F7
4	The Red Bloodsucker from area G
5	The Boggart from area E2
6	The Rock Gnome and Mole Molligan (Advisor, Follower, and Slave Table No. 12)

Outside the Cave

The entrance to the Brigands' lair is a cave at the bottom of the cul-de-sac (on the Terrain Map). A path winds its way down from the southern end and, on careful observation, a knotted rope can be seen hanging down the steep cliffside at the northern end. The rope is tied to a very stout tree branch at the edge of the cul-de-sac and hangs down in front of the cave opening.

A quick search of the immediate area at the southern end (which is the end at which the characters will arrive) will reveal a footpath behind some bushes which appears to lead around the cul-de-sac to the hill at the northern end. The footpath does lead to the back way up the hill, but its main purpose is that it leads to the creek, the source of water for the Brigands' camp. If the party sneaks up the footpath, they will surprise the guards at A1 on a die roll of 1 - 3 on 1d6; if they proceed down the winding path from the southern end, they will only surprise the guards on a die roll of 1 on 1d6. (If the guards are surprised, there will be no encounter with them because they are not paying attention to their watch when the party descends into the cul-de-sac.)

A1 Guard Post: Atop this hill on the northern end of the cul-de-sac is a fairly comfortable Watch-Post. The entire area can be observed, if one stands up and walks around, from a campsite furnished with logs upon which to sit, a stone fire pit for warmth and light, 9 cases of beer in quart bottles to drink, fresh meat to eat (goat, opossum, and squirrel), and a roof to keep out the weather. The roof consists of a 20' square, heavy-duty canvas suspended from four 10' tall poles and held up in the middle by a 15' tall pole. Standing (or, rather, sitting) guard here are Lan (**Brigand Table A, No. 5**) and Lefty (**Brigand Table A, No. 7**). If surprised, they will be locked in a lustful embrace, but, in any case, they have been doing some serious drinking (moderately inebriated: +33% to Morale, -2 to INT, -5 to WIS, -3 to DEX, SPD, and AGL, -1 to CHA, -2 to LED, -1 to Hit, and +10% to Hits to Kill). If either are encountered via the Wandering Encounter Table (provided they are still alive and are wandering about), they will still be in this condition.

A2 Cave Entrance: At the bottom of the cul-de-sac, in the north cliffside, is a cave opening which was obviously enlarged many years ago. The ground in the area is well-worn and firmly packed, yielding footprints only when muddy. When it is muddy, it is very slippery: -1 to hit in melee combat; a natural 1 indicates a slip and fall. Littered about the entrance are empty quart bottles of whiskey, wine, and beer, tattered odd bits of clothing, a couple of old apple and pear cores, some goat droppings, and some burned-out torch stubs. It is obvious that this entrance receives a lot of traffic; in fact, there should be a Wandering Encounter Check at this point: 50% chance of someone from the **Advisor, Follower, and Slave Table** stretching his or her legs, going to the creek, or bringing the guards at A1 something. At the same time, there should be a 15% chance that a Brigand will also be coming out (70% Table A, 30% Table B on **Brigand Table**).

There is nothing else extra-ordinary about this cave except that it ends at a heavy oak and iron-reinforced door (5 Structural Points) which will be un-barred and will open very easily (1 - 6 out of 6 for normal STR). If the guards at A1 were attacked and one or both managed to climb down the knotted rope and flee here, he or she will most certainly bar the door from the inside, and then it will have to be broken down or magicked open. Note that the door swings inward, and, therefore, the hinges are on the inside. On the door is painted the Quarterly, Gules, and Sable of Red Honohon and Black McDabb.

A3 Secret Orc Escape Route: Within this clump of bushes is a very old, very wide (6') tree stump. The stump is actually hollow and is one end of a long shaft descending into the hill. This is part of the secret tunnel network of which the Brigands are unaware. Actually, anybody looking at the stump has a 35% chance to notice something wrong about it (Elves, Druids, and Rangers: 65%, Half-Elves, Halflings: 50%, Gnomes, Hunters, and Trappers: 40%), and, under close inspection, the above percentages are doubled and used when the characters attempt to find the secret trapdoor in the top.

Note that the reason it is so easy to spot this exit/entrance is because of the age of the construction (over 250 years old) and the materials used. The only reason the Brigands haven't spotted it is that they haven't been in the bushes, mainly because they are prickly bushes (1 point DAM if one dives or runs into them).

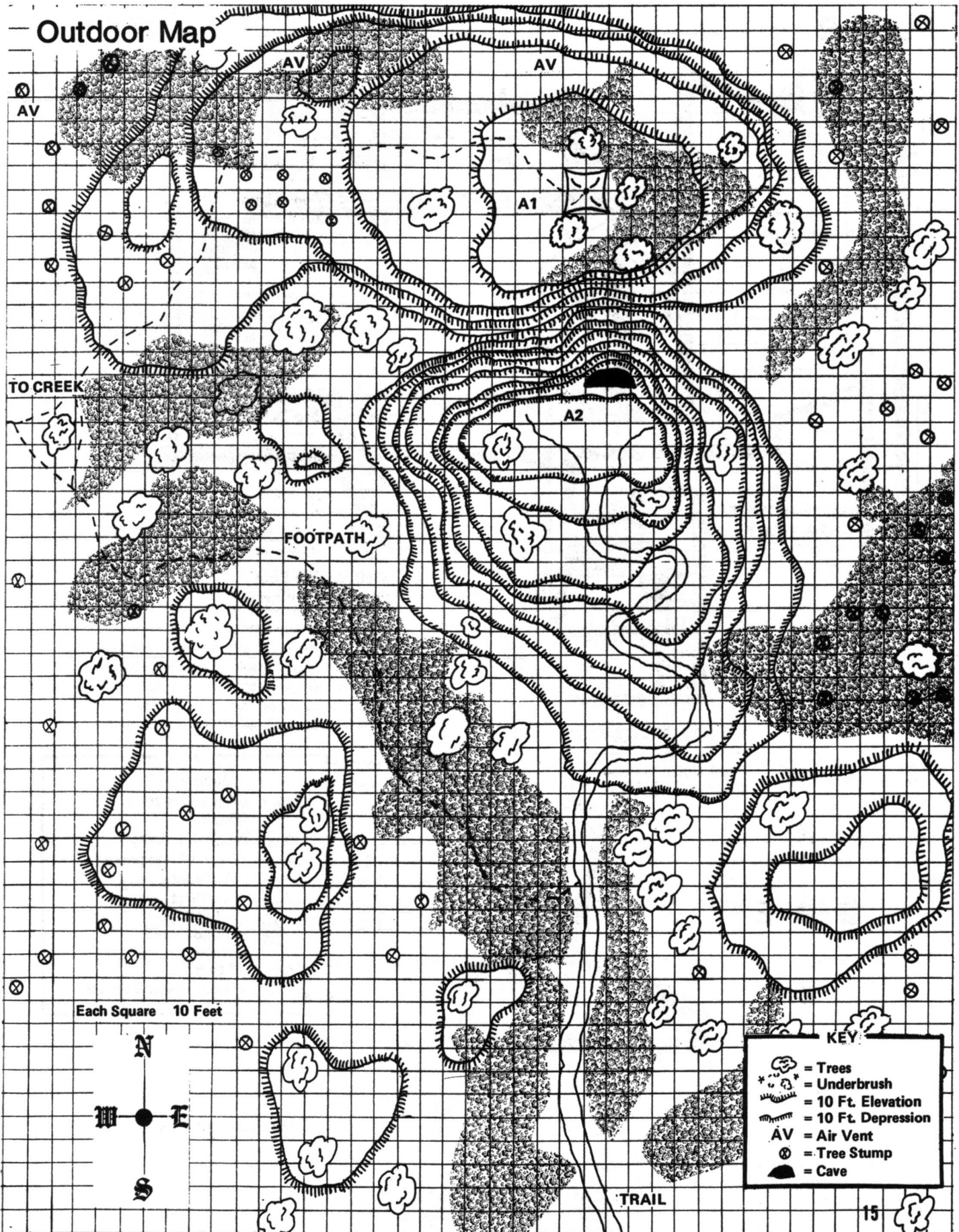
The Upper Levels

All of the upper levels are roughly chiseled out of solid rock. There are niches in the walls every sixty feet, newly constructed by the Brigands, which each hold a brass (70%) or iron (30%) oil lamp and 1 - 3 pint flasks of oil. (If the party starts tossing oil around, the standard procedure for the Brigands and Followers is to also toss flaming oil.) Long before the Brigands moved in here, the Orcs who constructed this tunnel system used this upper level as a temple area; sacrifices were made on the raised portion of what is now the Brigands' Meeting Hall (B4). The rest of the upper level was for the private use of the Orc Shamans. Note that, past the down-sloping passages, it is no longer solid rock but a mixture of rock (70%) and earth (30%).

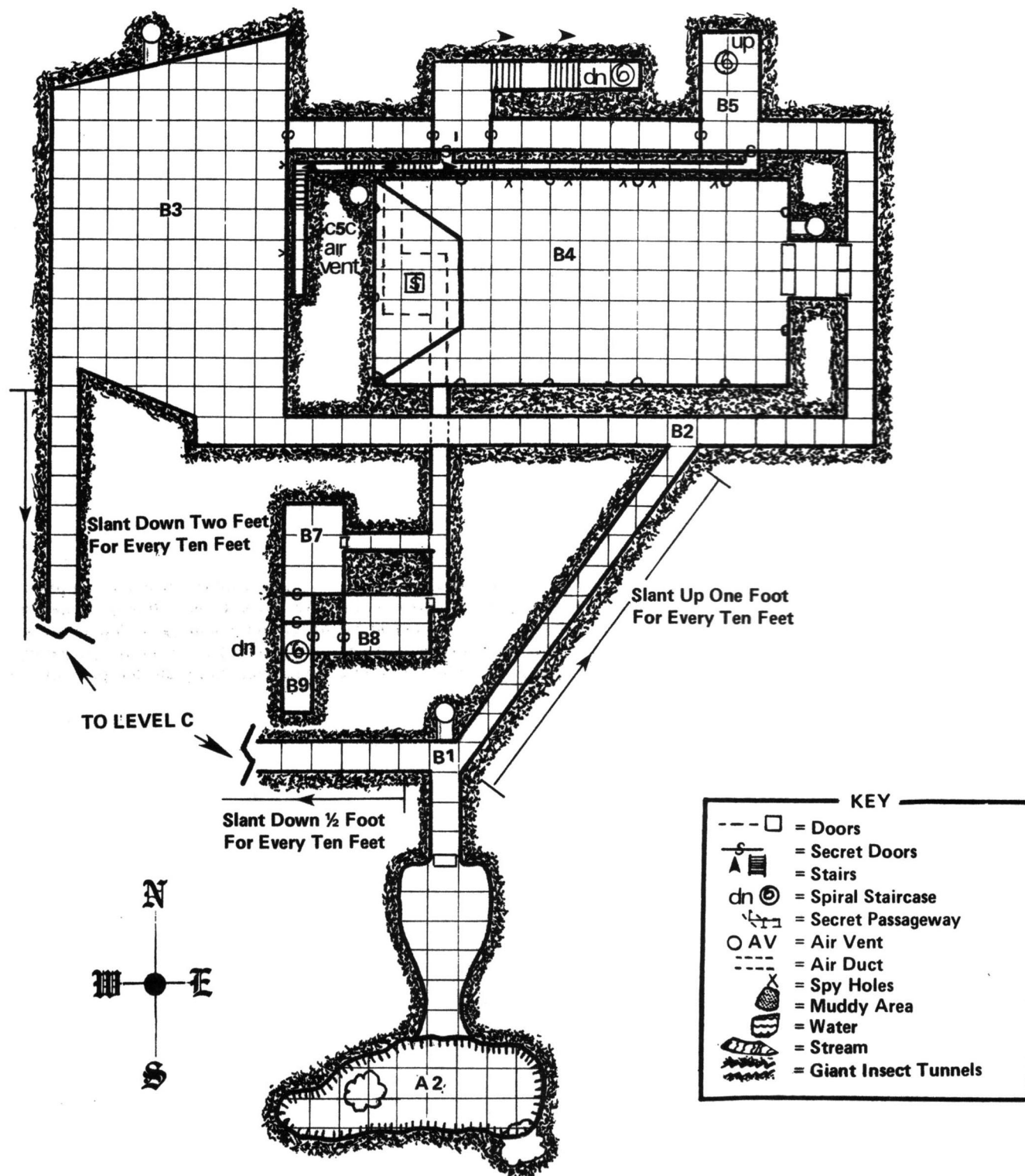
B1 Sloping Passages: At this point, the northeast passage can be seen to slope upwards, and the west passage seems to continue along this level. It actually slopes downward, but this is not normally noticeable.

B2 Intersection: At this point, make a Wandering Encounter Check at 33%. If positive, then it will be somebody from either B3 or B4 (50% each) coming from the one place and going to the other. This is in addition to any normal check

Outdoor Map



Level B



that might come up at this time.

Note that any melee that lasts longer than 2 minutes will have a cumulative chance of 30% per minute (starting on the third) of bringing whomever is in B3 running to see what is going on.

- B3** The Brigands' Kitchen: This large room now holds most of the Brigands' food supplies and cooking utensils. At one time, it was an Orc Orgy Room, as can be deduced by the wall carvings. (Note that one carved figure is actually a secret door, and two more have removable eyes for spying. These 2 are 10' high on the wall, and the eyes remove from the other side.) The Brigands are aware of the secret door but not of the spy-holes. Within the room, cooking and arranging the supplies are Sozy Dirk (**Advisor, Follower, and Slave Table, No. 4**), Jin Farmer (**Advisor, Follower, and Slave Table No. 14**, and Barly (**Brigand Table A, No. 19**).

The ceiling in this room is 20 feet high, and in the northern wall, at the top, is an air vent approximately 5 feet wide that leads directly to the top of the hill. There is a very rusted grate at this end which can be removed very easily (10% chance per point of STR).

- B4** Brigand Meeting Hall: Here, where the Orcs once made religious sacrifices, the Brigands hold important meetings such as strategy sessions for the next raid. If the Brigands realize that a group of Bounty Hunters (the player-characters) have infiltrated their cave system, they will immediately get everybody together here for a body count and then send out hunting parties to capture the invaders, planning to hold them for ransom. Red Honohon, or whoever is in charge at the time, will split the personnel into 4 groups, keeping Black McDabb, Ulric the Cruel, Vondemore, and the slaves in this "Headquarters." Thereafter, Wandering Encounter Checks will be made at 20% every 20 minutes for an hour, when the parties will return for reports and more orders. The orders will be the same for two more times with a 20-minute rest between searches, then, if the Bounty Hunters have not been found, life will return to normal at the Brigands' camp. Note that Wandering Encounter Checks, if any, will still take place during this time.

The Hall itself has a ceiling 25 feet high with torches in niches on the walls every 30 feet at the 5 foot high level. Between 10 and 20 feet up on the walls, there are wall carvings depicting Orcish religious ceremonies. 4 of the carved figures have removable eyes (from the other side) for spying, but the Brigands are not aware of these spy holes. Arranged around the room are a myriad of different types of chairs, all taken in raids, four of which are atop the 3-foot high raised portion of the room. The Brigands have also hung a few tapestries here and there, but they are all worthless because of tears and watermarks. They have affixed a large (10' x 6') "flag," made of 4 cloaks and bearing their colors - Quarterly, Gules and Sable - to the west wall.

At the moment, there are only 5 torches lit in the room; 2 are on the east wall, and 3 are on the west wall. There are also 2 people in here, Cat McDabb (**Advisor, Follower, and Slave Table, No. 10**) and Jako the Backstabber (**Brigand Table B, No. 4**). Both are sitting in the same overstuffed chair (at the point marked "X"), quietly drinking champagne and exploring their relationship together. They are hidden by the darkness and make no discernable noise. They will only be surprised on a 1 on 1d6, and they will surprise the party on a 1 - 4 on 1d6. If Cat and Jako should be surprised, it will only be because they are so deeply involved in their pursuit that they are oblivious to extraneous noise. There are three black cats (HTK: 6, 5, and 5) within the room (see also **A List of Creatures**), that belong to Cat McDabb.

Finally, there is a secret trapdoor on the raised portion of the room of which the Brigands are unaware. It is extremely hard to open, once it has been found, because it has not been opened for a very long time. Subtract 2 from the chance of opening the door.

- B5** Caved-in Stairway: This spiral stairway used to lead up to the surface, but it has been caved in since before the Brigands moved in here. One can go as far as 30 feet, the last 10 feet on hands and knees, before coming to the dead end. A Badger has taken up residence in the earth about 21 feet up the stairway and will come out to attack any intruders who linger here for longer than 2 minutes. The Badger has 9 HTK, and the Brigands leave him here as a guard, although he is just as likely to attack them as anyone.

- B6** Secret Stairway: This spiral stairway, hidden behind 3 secret doors, leads down to Level D. The Brigands are aware only of the east and west doors. The stairway descends 153 feet. It is used fairly frequently, so an extra Wandering Encounter Check should be made here.



- B7 Secret Orc Shaman Room:** This room was once used by the Head Shaman of the Orc tribe, the Iron Spear tribe, which formerly dwelled here. The Brigands are not aware of its presence or of the entire secret tunnel system used by the Orc Shamans to keep an eye on things. The room contains a heavy layer of dust over the furniture, which consists of 4 chairs, 3 wooden chests (no locks, 3' cubes), a bed, and an Elf Skull rack with 13 skulls. In the chests are:

Chest 1: 9 dark red robes, 11 dark red cloaks, 5 pairs of dark red pants, 9 dark red shirts (all have old dirt and blood stains on them but are only slightly tattered and are Orc sized).

Chest 2: 1 set of black Plate Armor (Orc size) and War Helm with painted and engraved symbol of a four-headed Orc.

Chest 3: 21 long-lasting, over-sized torches (1½ hours of burning time each).

There is a secret door in the south wall which opens to the Shaman's treasure chamber. It contains two locked chests in which are:

Chest 1: Small sack containing 100 SC, small sack containing 31 SC, small sack containing 100 EC, small sack containing 16 EC, and leather pouch containing 26 SC.

Chest 2: Small sack containing 5 leather pouches; 4 are empty, and 1 contains 3 uncut, red Garnets, each worth 100 GC; small, locked wooden chest (1 foot cube) containing several rags for padding, 6 potion flasks (3 contain fluids and are sealed with wax, and 3 contain powders and are not sealed with wax). The potions are:



Fluids: 1) Neutralize Poisons: This potion will negate the effects of any poison consumed before the potion was consumed (only if the character is still alive). Further, it will neutralize any poison ingested, in-

sinuated, or contacted for one hour after the potion is consumed.

2) Treebark: This potion will transform the character's skin and hair into a close approximation of tree bark. This, aside from looking a bit peculiar, will raise the character's armor protection. It will absorb 1 point of damage per round. This potion will last one hour after consumption.

3) Disguise: This potion allows the imbiber to disguise his or her true appearance. For example, an Orc could will himself to appear as a Human or vice versa. This potion does not alter size or weight, nor does it bestow any special powers; it only allows the outward appearance to be changed at will. The potion will last for one hour.

Powders: (Need Wine, then Fine)

1) Lost in the Ozone: This potion will cause the imbiber to be transported instantly. (he or she will disappear in a "poof" of smoke) to an inter-dimensional place from which there is no return (until the potion wears off). There is no way to locate the person before the potion loses effect because the inter-dimension is, in itself, infinite (which means there is a whole lot of area to search). The potion will last for one hour.

2) Two-Dimensions: This potion will cause the imbiber to lose his or her dimension of thickness. In effect, the person will appear to be as thin as parchment, but, actually, he or she is only one molecule thick. This condition allows one to slip through cracks without any hindrance. There are no other effects, and the potion lasts for one hour.

3) Revealing: This potion will enable the imbiber to see any object which is hidden by any type of magic. It does not allow one to see things that are hidden by objects placed in the line of vision. This potion lasts for one hour.



- B8 Secret Orc Shaman Room:** This room was once used by the Chief Assistant Shaman and is almost identical to B7. The main differences are the Elf Skull rack which holds only 8 skulls and the 4 large, wooden chests, which contain:

Chest 1: 8 robes, 9 cloaks, 4 pairs of pants, 5 shirts and 1 floppy hat, all dark red with old dirt and blood stains, slightly tattered, and Orc sized.

Chest 2: Buckler with painted and engraved symbol of a four-headed Orc.

Chest 3: 3 bullseye lanterns, 6 flasks of oil, 6 wooden stakes and a mallet, 3 empty waterskins, and 11 large sacks.

Chest 4: 352 Elf teeth.

There is a secret door in the west wall which opens to the Chief Assistant Shaman's treasure chamber. The chamber contains, in a locked chest which is a 3' cube, the following:

Chest 1: Small sack containing 100 SC, small sack containing 83 SC, small sack containing 53 EC, leather pouch containing 6 uncut Banded Agates, each worth 10 GC, small wooden chest (1' cube), unlocked and containing 3 potion flasks filled with powder (add wine). The potions are:



1) Detect Magic Auras: This potion allows the imbiber to actually see the magic aura surrounding a magicked item. From this aura, one can tell the relative power of the magic held within the item ("a lot," "a little," or any range in between). It also allows one to see the magic auras of spell magic, whether it is just being cast, is just taking effect, or has been placed on a being. Magic auras have all the colors of the spectrum in them, including ultra-violet and infra-red but are normally invisible to unaided sight. The potion lasts for one hour.

2) Comradery: This potion gives the imbiber a chance to make friends with any being he or she encounters while under the effect of the potion. Any being encountered must make a Saving Roll of Leadership or Charisma or less on 4d6. Beings without Leadership or Charisma ratings must make a roll of 8 or less. Any being not making his, her, or its Saving Roll will treat the imbiber of the potion (only) as a good friend for the length of the potion duration. Note that, if circumstances warrant it, the being may still be friendly after the potion wears off. The potion lasts for one hour.

3) Blurriness: This potion will cause the imbiber to appear very blurry in the eyes of others. Opponents trying to hit the imbiber take a -2 penalty. This potion lasts for one hour.

B9 Secret Orc Shaman Stairway: This room, accessible through the secret doors off the two Shaman treasure chambers, is part of the Orc Shamans' secret spy tunnels and contains a spiral stairway leading down to Level C. The stairway descends 15 feet.

The Lower Levels

C1 Guard Station: This room at the end of the hallway has always been used (by Orcs as well as Brigands) as a guard station. There is a spiral stairway in the west corner which descends 135 feet to Level E. The guards have a secret tunnel in the south corner which can be used to get behind anyone coming from the east.

At the station is a table with 4 chairs, and a banner (Quarterly, Gules and Sable) hangs on the east wall. Sitting at the table, watching both the east and north tunnels, as well as the stairway, are Warnor (**Brigand Table A**, No. 3), Arno (**Brigand Table A**, No. 130) and Barf (**Brigand Table A**, No. 15). They will attack anyone they don't know, and they won't wait until they see the whites of their eyes before letting loose. Normal procedure would be for Arno to get 50% cover and shoot his Crossbow while Warnor and Barf attempt to surprise from behind by using the secret tunnels (the only ones of which the Brigands are aware, the one which the guards use in the south corner and the one connecting the tunnel directly north of this area with the tunnel from B3, the kitchen).

C2 Spy-Eyes in the Wall: This is the tunnel north of C1. The secret Shaman Spy tunnels run past here, and there is a set of spy-holes in the west wall. The Brigands are unaware of this. As with the other spy-holes mentioned, these are plugged and can only be removed from the secret passage side.

C3 Spiral Stairway: This descends 85 feet to Level D. In the southwest corner is a large wood chest (3' cube) (no lock) containing 16 Torches.

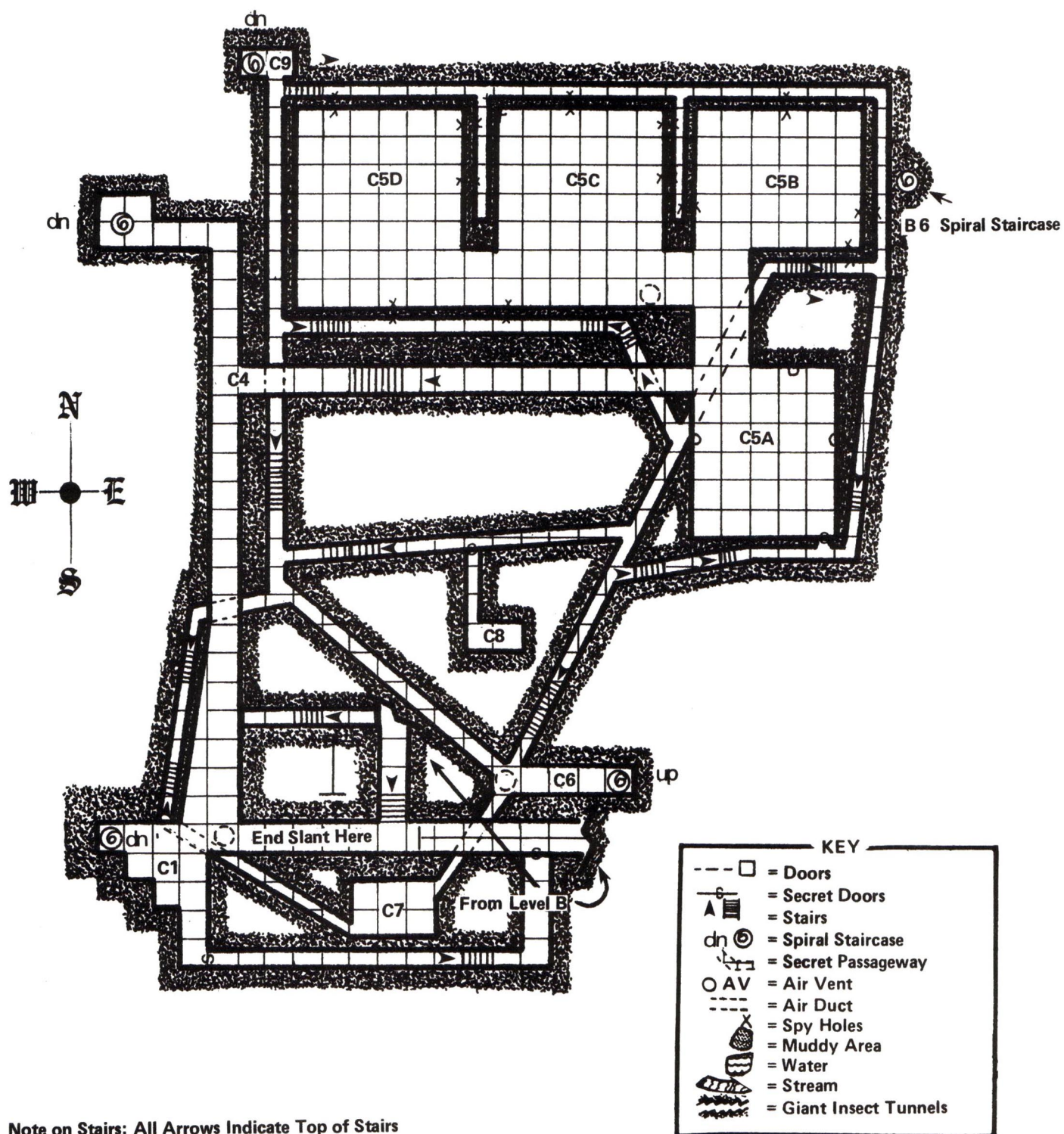
C4 Tall Passage : The ceiling of this passage (running east from here) is 15 feet high. The reason for this is that, at one time, Ogres used to be quartered at the end of this passage when the Orcs controlled this cave system.

C5a-C5d Followers Quarters: Within these 4 rooms dwell some of the Followers, where at one time dwelt Ogres. The ceilings here are 20 feet high, and there are wall carvings above 6' on all the walls. The carvings depict Ogres in battle with Orcs against Elves, Pixies, and Sprites. Many of the carvings have plugged-up spy-eyes (as previously described) of which the Humans are unaware, as were the Ogres before them. Note that one wall carving (between the 7' and 13' mark) in C5a is actually a secret door leading into the Secret Shaman Spy network.

Living in C5a and currently asleep in a heap of pelts (beaver, muskrat and fox) is Mana Ashly (**Advisor, Follower, and Slave Table**, No. 6). She is snoring loudly and can be heard throughout the room (she is against the middle of the east wall, hidden by the pelts). She is a heavy sleeper and will not awaken unless physically moved or shaken.

Level C

1 Square 10 Feet



The rest of the room contains a table and 6 chairs in the center, 8 empty crates and a rusted Broadsword in the southwest corner, and over 7 dozen broken beer bottles in the southeast corner. Otherwise, there are a few very worn throw rugs here and there and torch stubs set into the walls at irregular intervals (though none are lit).

Living in C5b is Lorotta Yorik (**Advisor, Follower, and Slave Table, No. 5**), who is currently within the room drinking whiskey with Half-Breed (**Brigand Table A, No. 17**) and Snot (**Brigand Table A, No. 9**). They are all moderately inebriated (+33% Morale; -2 INT; -5 WIS; -3 DEX; -1 CHA; -2 LED; -1 to Hit; +10% Hits to Kill), but not otherwise preoccupied at this time. They are at the center of the room, sitting at a table. The rest of the room is identical to C5a except that the bedding is made up of wool blankets, and the broken bottles in the southeast corner are Whiskey bottles.

No one lives in C5c, and it is used as a giant waste basket; the floor is covered by broken bottles of all descriptions, broken Polearm shafts, burned-out torch stubs, smashed oil flasks (no oil to speak of), some Human, Orc, and Goblin dung, old clothes, and worthless armor pieces.

Living in C5d is Rolph Dirk, but he is elsewhere at the moment. This room contains a cot and large wooden chest against the west wall. The chest contains six 50' ropes and 8 pairs of human-sized manacles. There is a crude flag on the east wall (Quarterly, Gules and Sable); there are broken beer bottles in the northeast corner, and a steel mirror (2' square) and 2¼ cases of full beer bottles in the northwest corner.

- C6 **Secret Orc Shaman Stairway:** This spiral stairway ascends 15 feet to Level B. This room connects the secret Shaman Spy tunnels on this Level with those on Level B. It also provides most of the air circulation for this and the lower tunnels via the air vent in the ceiling. The air vent is immediately noticeable because of the whistling of the wind as it is drawn in and out from the outside every 4 - 9 minutes. The air vent is simply an open (at this end) 6' diameter pipe-way leading straight up to the surface.

There is a lot of dust covering the stairway and the east half of the room, but very little dust under the air vent and about 30 feet down each tunnel. After that, the heavy covering of dust on the floor is again evident.

- C7 **Secret Orc Shaman Room:** This room was once used by a lesser Orc Shaman. It contains a cot, a table and 3 chairs, 2 crossed spears hung on the north wall over the bed, and 3 large, wooden chest (3' cubes) containing:

Chest 1: 3 robes, 4 cloaks, 2 pants, 2 shirts (all Orc-sized with old dirt and bloodstains and slightly tattered)
Chest 2: Small sack with 69 SC, small sack with 64 EC, small sack with 2 Potion flasks filled with powder (need wine). These potions are:

- 1) Cure Diseases: This potion will cure any disease, virus, etc. that is afflicting the imbiber. The effects are "permanent," and the potion will negate any disease, virus, etc. contracted during the potion duration of one hour.
- 2) Diseases: This potion will cause the imbiber to contract 2 - 5 diseases immediately upon consuming the potion. If only a taste is taken, 1 disease will afflict the taster. These diseases will stay with the imbiber/taster until cured in some manner, so there is no potion duration listed.

Chest 3: 7 torches, 2 lanterns, 6 wooden stakes, and a mallet.

- C8 **Secret Orc Shaman Meditation Room:** Here, the Orc Shamans used to come to meditate in the dark, upon a cold, stone floor. The room is bare except for a cold iron Flail and a torch leaning against the east wall where there is a painted and chiseled symbol of a four-headed Orc. There is also a set of 9 Bloodstone inlaid tokens made from the antler of a Stag and worked into a variety of shapes, such as Crow, Fish, Dog, Goat, Lightning Bolt, Net, Hook, Book, etc. lying on the floor in the middle of the room. They are of Orcish make and are worth 25 GC each.

This room is exactly as the Head Orc Shaman left it, over 80 years ago. The material components for his next *Minor Prophecy* spell lie, unused, on the floor.

- C9 **Secret Orc Shaman Stairway:** This spiral stairway descends 60 feet to Level D. This room connects the secret Shaman spy tunnels on this level with those on Level D. Stacked against the east wall are 35 skulls (11 Gnomish, 7 Dwarven, 6 Halfling, 4 Human, 4 Bigfoot, and 3 Goblin). Under the skulls is a silver Dirk with a studded silver scabbard worth 35 GC total.

- D1 **Spiral Stairway:** This stairway ascends 85 feet to Level C. By the south wall is a large, wooden chest which contains 2 lanterns, 12 flasks of oil, and 5 FS&T.

- D2 **Storage Room:** The Brigands use this room for storage, but, at one time, it was an Orc Common Room. The wall carvings depict a giant, four-headed Orc (the old Orc god, Blood) with a huge, black Flail, leading an enormous Orc army across a flaming, volcanic terrain to do battle with another, equally huge Orc army led by a giant Orc with four arms and a black Mace in each hand (the old Orc god, Gore). Four of the figures, including Blood and Gore, have removable eyes (from the other side), so the Orc Shamans could spy into this room. The Brigands are unaware of the spyholes.

Stored within the room are many boxes, all 2' deep. They are 2' x 4', 3' x 9', or 4' x 4' in dimension, unopened, and mostly unmarked (75%). There are also many barrels of 40 gallon capacity, and they are all marked in the language common to the area. Use the tables below to find out what is in any given box or barrel (205 boxes, 90 barrels; roll in groups of 5).

Boxes

(For the sake of simplicity, assume each box is big enough to hold 20 of the specified item determined)

3	Cloth (brow, grey, red, green, blue, black, yellow, and white)	20	One-man Canvas Tents
4	Canvas	21	Muskrat Pelts
5	50' ropes	22	Tin cooking utensils
6	Jo Sticks	23	Wooden bowls, platters, dishes, and cups
7	Spears	24	Large and small sacks
8	Mining Picks	25	Torches
9	Shovels	26	Pottery
10	Quarrels	27	Arrows
11	Halberds	28	Ranseurs
12	Rolls of Leather	29	Chisels
13	Miscellaneous Hand Tools	30	Oak 4" x 8" x 8' beams
14	Broadswords	31	Daggers
15	Broadswords Scabbards	32	Dagger Scabbards
16	Wood Axes	33	Hatchets
17	Mining Hammers	34	Staves
18	Small Wooden Chests (1' cubes)	35	Wax Candles
19	Waterskins	36	Nails

Barrels

(Each barrel contains 40 gallons or 100 pounds, depending on whether it contains fluids or solids)

1	Ale	11	Oil
2	Beer	12	Wheat Flour
3	Mead	13	Rye Flour
4	Whiskey	14	Beans
5	Salt	15	Peas
6	Dried Mushrooms	16	Dried Fruits
7	Garlic	17	Wolfsbane
8	Salt Pork	18	Belladonna
9	Grain, horse meal	19	Red, Yellow, or Blue Sand
10	Vegetable seeds	20	Honey

Looking through the room, searching for a barrel of beer, are 2 Brigands, Choke (**Brigand Table B**, No. 2) and Graham Ashly (**Brigand Table B**, No. 5). Note that, if possible, Graham will use his magic Arrows (ceiling here is 20' high). Both Choke and Graham are slightly inebriated (+17% to Morale; -1 to INT; -2 to WIS, -1 to DEX and AGL, -1 to LED, and +5% to Hits to Kill).

D3 Spiral Stairway: This spiral stairway descends 20 feet to Level E. Stationed here are 3 Brigands, and one Slave bringing food is also here at the time. The Brigands are Masterson (**Brigand Table B**, No. 8), Calvon (**Brigand Table A**, No. 1), and Rotten (**Brigand Table A**, No. 11). The Slave is Tara (**Advisor, Follower, and Slave Table**, No. 18).

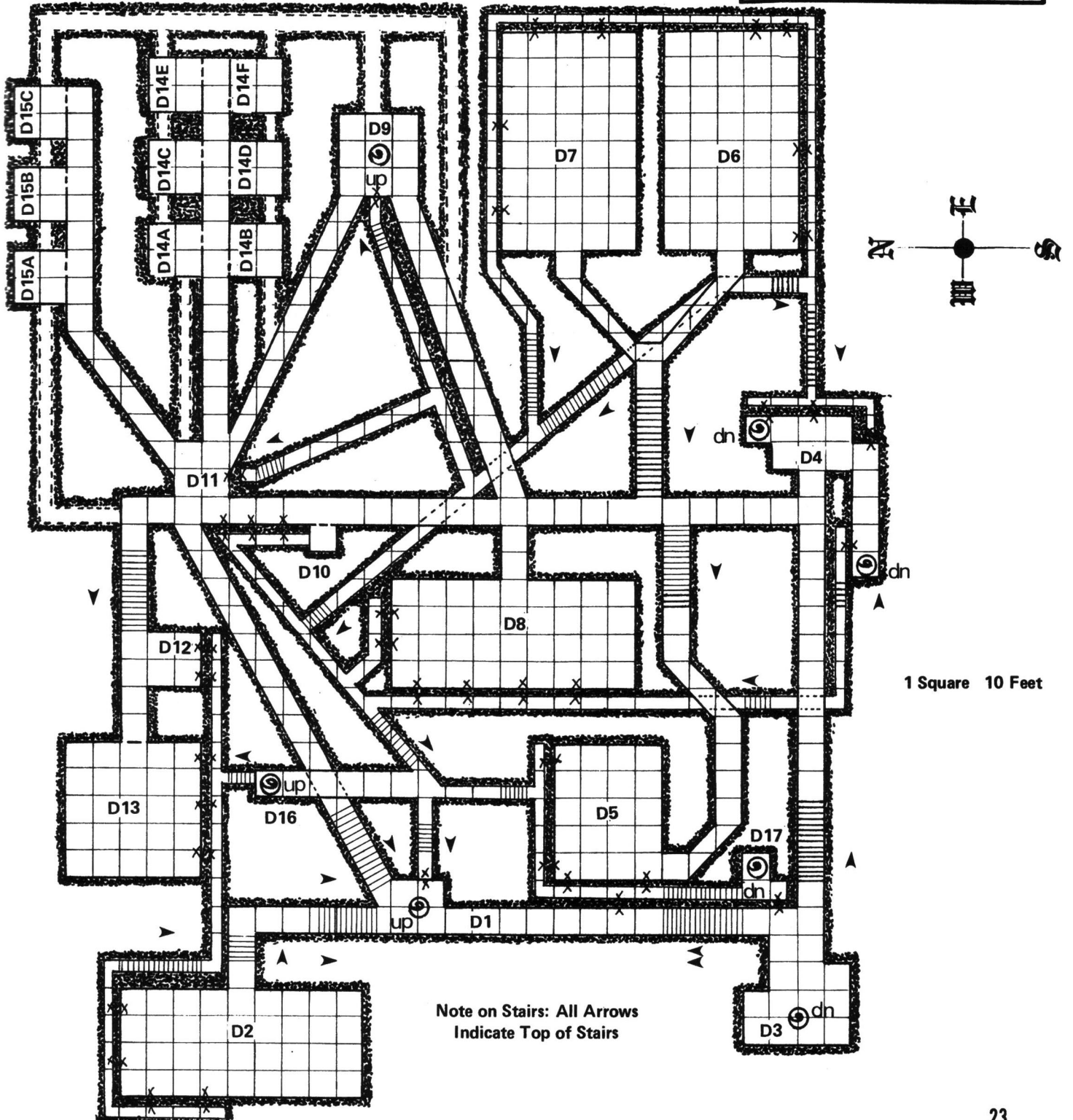
D4 Two Spiral Stairways: This odd-shaped room contains 2 stairways, both descending 50 feet to Level E. Standing guard here are two Brigands who have been joined by 3 Followers for a game of Poker. The Brigands are No -Neck (**Brigand Table B**, No. 3), and Stinko (**Brigand Table A**, No. 12), and the Followers are Bertha Brownwell (**Advisor, Follower, and Slave Table**, No. 7), Brunhilda Brownwell (**Advisor, Follower, and Slave Table**, No. 8), and Ivy Molligan (**Advisor, Follower, and Slave Table**, No. 9).

There are 2 half-full bottles of Rum on the table, as well as 6 wax candles and 24 CC, 28 SC, 20 EC, and 6 GC. Everyone in the room is slightly inebriated (+17% to Morale; -1 to INT; -2 to WIS; -1 to DEX and AGL, -1 to LED, and +5% to Hits to Kill).

D5 Empty Room: The Brigands don't use this room very much. There is nothing here but some junk which litters the floor (broken Stiletto hilt, rotted wood fragments, torn clothing, broken bottles). Wandering Encounter Checks will only be made every hour for as long as the party remains in this room. There are wall carvings here which depict Orcs driving off Dwarves and Gnomes. Four of the figures have the removable spy-eyes.

Level D

KEY	
---	= Doors
—S—	= Secret Doors
▲	= Stairs
dn	= Spiral Staircase
—X—	= Secret Passageway
○ AV	= Air Vent
---	= Air Duct
●	= Spy Holes
■	= Muddy Area
■	= Water
■	= Stream
■	= Giant Insect Tunnels



- D6 **Slave Quarters:** Here, the Brigands let their Slaves sleep upon canvas bedding. They must stay here unless told to do otherwise. Currently, Fom Tailorsson (**Advisor, Follower, and Slave Table, No. 15**), Morolee (**Advisor, Follower, and Slave Table, No. 16**), and Lon Archersson (**Advisor, Follower, and Slave Table, No. 19**) are sleeping here. They will begin to awaken the minute after someone enters the room (sooner if the situation warrants it). There are more wall carvings in this room; they depict Orcs enslaving all kinds of beings. Four of the figures have the removable spy-eyes.
- D7 **Empty Room:** This room is identical to D6 except it is not used by the Brigands. There is nothing in here except broken bottles.
- D8 **Laboratory:** This room has been equipped with alchemical and magical supplies so that Ulric the Cruel could carry out his "experiments." Ulric (**Advisor, Follower, and Slave Table, No. 1**) is the chief advisor to Red Honohon and Black McDabb. At present, he is in here whipping up a batch of Chocolate Chip-Charm Cookies (ingesting one or more cookies charms the consumer to view the one from whom the consumer got the cookies as a close and dear friend; the ingestor will do whatever the giver of the cookie says for 20 minutes per cookie consumed).
The room is full of tables; most are empty, but some are crammed with glassware and chemicals. On 1 table, all by itself, is Ulric's Spell Book which is double-locked (the keys are on a chain around his neck) and contains the following charms: *Fiery Fingers, Magic Bolt, Scribe Magik, Whisper, Lock, Invisible Porter, Frighten, Fireworks, Smoke Cloud, Open, and Multiple Images*. Ulric is in the far northwest corner of the room, bending over a bowl of cooky-dough which is bubbling merrily away although no fire is beneath it and it is not hot. The cooky dough smells like something delightfully edible, but the mix is nearly done, so a taste will cause the taster to react the same as any consumer of the finished product but only for 12 minutes.
Wall carvings in this room depict Orc orgies.
- D9 **Spiral Stairway:** This stairway ascends 153 feet to Level B. As mentioned in B6, this stairway is used frequently, so make an additional Wandering Encounter Check at this time.



- D10 **Closet:** This room is used to store torches, ropes, and capes (Quarterly, Gules and Sable type). There is a secret door in the north wall which leads into the secret Orc Shaman spy tunnels.
- D11 **6-way Intersection:** This intersection is "decorated" with wall carvings of what seem to be important Orcs. Some have the removable spy-eyes.
- D12 **Guard Room:** Standing guard here are Barlo Brownwell (**Brigand Table B, No. 6**) and Butcher Molligan (**Brigand Table B, No. 7**). They guard the treasure room down the hall. Butcher has hidden the key to the treasure room door behind a loose rock in the west wall.
- D13 **Brigand Treasure Room:** Behind this locked, iron door, the Brigands keep most of their monetary treasures. There are 6 large, locked wooden chests in the room. They contain:
- Chest 1: 858 CC
 - Chest 2: 285 SC
 - Chest 3: 833 EC
 - Chest 4: 571 GC
 - Chest 5: 57 PC
 - Chest 6: 12 Red Fox pelts (worth 9 GC each), 26 Beaver pelts (worth 3 GC each) and 33 Muskrat pelts (worth 4 SC each)

D14a - D14f Private Rooms: These six rooms accommodate Red Honohon, Black McDabb, and Ulric the Cruel.

Rooms D14a and D14b house Ulric, who is at the Laboratory at the moment. Room D14a is a small reading room containing 34 scrolls on such topics as torture, alchemy, and Orc history. Room D14b is a plush bedroom with red velvet blankets and rich tapestries. The 4 tapestries are each 1 yard square and worth 20 GC apiece. The other items of value in this room are the two blankets. They are magical Blankets of Warmth which will keep the user warm even in temperatures to -50 degrees Fahrenheit. Cold attacks do only ¼ damage to anyone or anything wrapped in one of these blankets.

Rooms D14c and D14d house Black McDabb (**Brigand Table B, No. 1**). He is presently in Room D14c, his bedroom, with the Slave girl, Jone (**Advisor, Follower, and Slave Table, No. 17**). If encountered here, Black McDabb will not be wearing his armor; in fact, he will be wearing precious little, but his Military Fork is leaning against the wall next to the bed upon which he and Jone recline. The bed is in the southeast corner. Other furniture in the room include a Broadsword rack (8 Swords, all non-magical, but one is silver-coated), a Whiskey bottle rack containing 19 full and 8 empty bottles, 3 clothing chests, a stuffed Mountain Lion, a Black Bearskin rug, and a large, iron tub full of warm, perfumed water. D14d contains only 27 Sable pelts valued at 25 GC each.

Rooms D14e and D14f house the Brigand leader, Red Honohon (**Brigand Table B, No. 10**). Red is in the same general state as Black is in; his companion is the Slave girl, Loronna (**Advisor, Follower, and Slave Table, No. 20**). Red also has his weapon, a Broadsword, close at hand, as well as his Shield. In addition to the bed, Red's bedroom contains a large, iron tub full of steaming water, a desk containing nothing of any importance, a Whiskey bottle rack holding 22 full and 5 empty bottles, a Brown Bearskin rug, and a Ram's head trophy. D14f contains only 6 Beaver pelts valued at 5 GC each and 19 Red Fox pelts valued at 15 GC each. Red, Black, Jone, and Loronna are all moderately inebriated (+33% to Morale; -2 to INT; -5 to WIS; -3 to DEX, SPD, and AGL; -1 to CHA; -2 to LED; -1 to Hit; and +10% to Hits to Kill)

D15a - D15c Nearly Empty Rooms: Living in Room D15c is Vondemore (**Advisor, Follower, and Slave Table, No. 2**), the lesser Advisor to Red Honohon and Black McDabb. He is preparing for a walk around, so he has everything he needs with him. The room contains a bed, an empty desk (he is not very studious), and 3 clothes chests. In a false bottom of one of the chests is his double-locked spellbook which contains the following spells: *Lively Lights*, *Leap*, *Hear*, *Shove*, *The Hercules Ensorcellment*, and *Magic Bolt*. Vondemore will not fight unless he has no choice.

Rooms D15a and D15b are completely empty.

D16 Secret Orc Shaman Stairway: This spiral stairway ascends 60 feet to Level C.

D17 Secret Orc Shaman Stairway: This spiral stairway descends 20 feet to Level E.

The "Uninhabited" Levels

These "last" 3 Levels are just barely inhabited by the Brigands; they are mainly inhabited by "monsters." There are not many light sources down here, so light will be needed by the party. Level E consists of a 50-50 mixture of rock and earth, and there are puddles here and there. Level F is much muddier but of the same consistency; slow MVE by ¼ and subtract 1 to hit in melee. A natural 1 indicates a fall and a dropped weapon. Level G consists of a 70-30 mixture of rock and earth but has harmless slimes and molds nearly everywhere. They are not shown, but there is an 85% chance of them being in any given spot; slow MVE by ½ or have 5% chance to fall per point of MVE. Here and there the party will encounter Giant Insect tunnels, but none of them are large enough for a Human to traverse.

E1 Spiral Stairway: This stairway ascends 20 feet to Level D. In the northeast corner is a large, broken chest containing 3 torches.

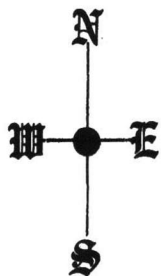
E2 Trash Room: This room is used as a garbage room and is littered with junk. At the moment, a Giant Red Worker Ant (6 HP) can be seen sifting through the garbage looking for edible tidbits. Not seen because he is invisible is the Boggart who lives in these caves and is here resting up from a hard day of messing things up. He has 5 HTK, and his name is Loggarty. He will not attack, but he will follow one of the player-characters home (choose player randomly), remaining invisible all the while, and will decide to stay with the player-character. Loggarty will do what Boggarts do best: mess things up and "lose" things; usually, whatever the character needs will be very hard to find. Loggarty will stay with the character even if he or she moves away several times.

E3 Spiral Stairway: This stairway ascends 50 feet to Level D.

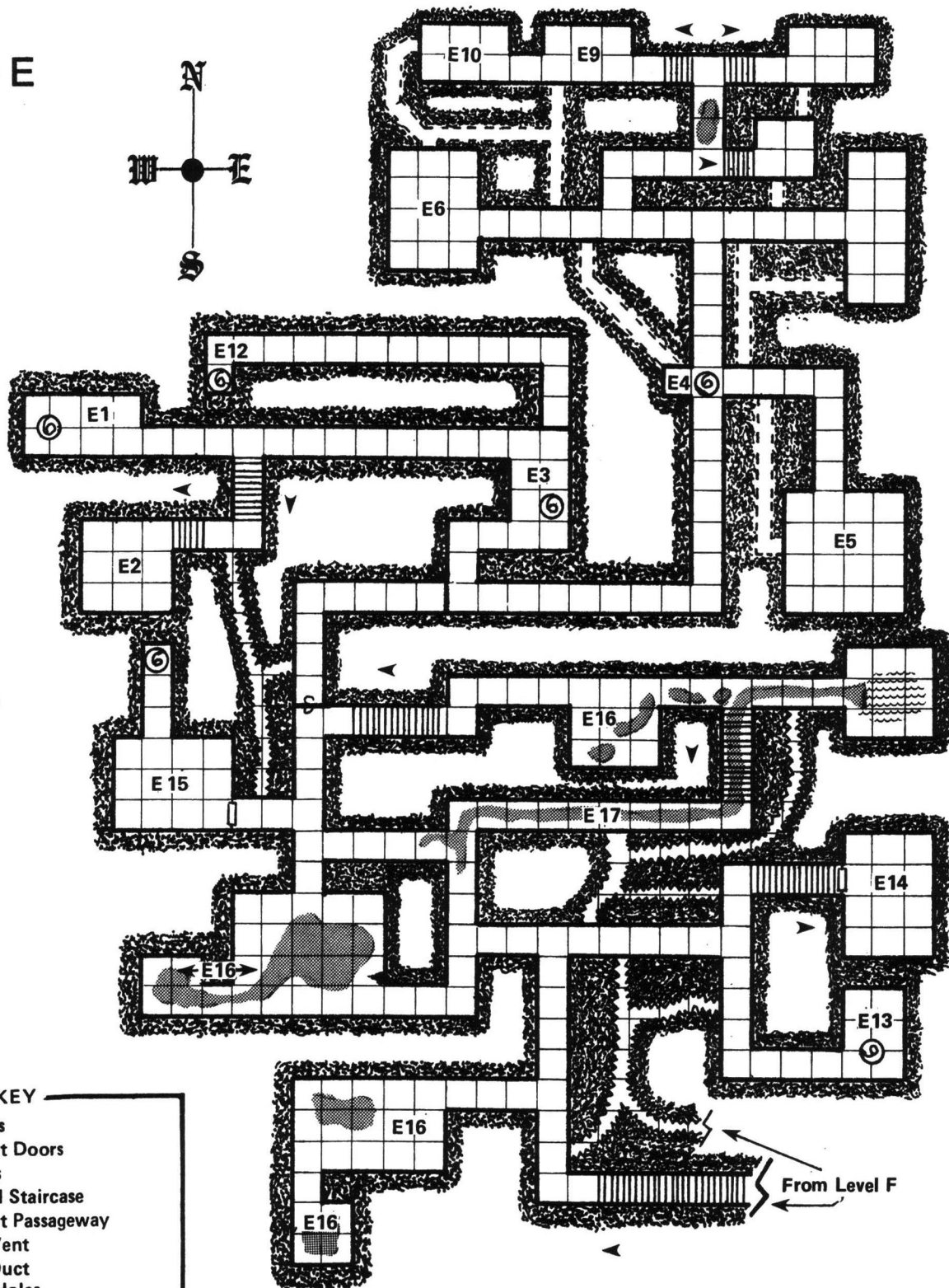
E4 Spiral Stairway: This stairway ascends 50 feet to Level D.

E5 Brigand's Quarters: Living here is 1 Brigand, and he is sleeping quietly in the coffin, atop a layer of dirt within, which is located by the south wall. (His sense of humor is a bit warped, but there really isn't any evidence that he is not a Vampire, so play it up big.) The coffin is closed, and the Brigand is a very light sleeper and easily awakened. The Brigand is Moynord (**Brigand Table A, No. 16**). Other stuff in the room includes a set of Leather Armor on the table in the center of the room, a Spear next to it, a Hand Axe which is with Moynord in the coffin, a jug of wine, and his

Level E



1 Square 10 Feet



KEY	
--- □	= Doors
— ▤ —	= Secret Doors
▲ ▤	= Stairs
dn ⊙	= Spiral Staircase
— ▤ —	= Secret Passageway
○ AV	= Air Vent
---	= Air Duct
⦿	= Spy Holes
⦿	= Muddy Area
⦿	= Water
⦿	= Stream
⦿	= Giant Insect Tunnels

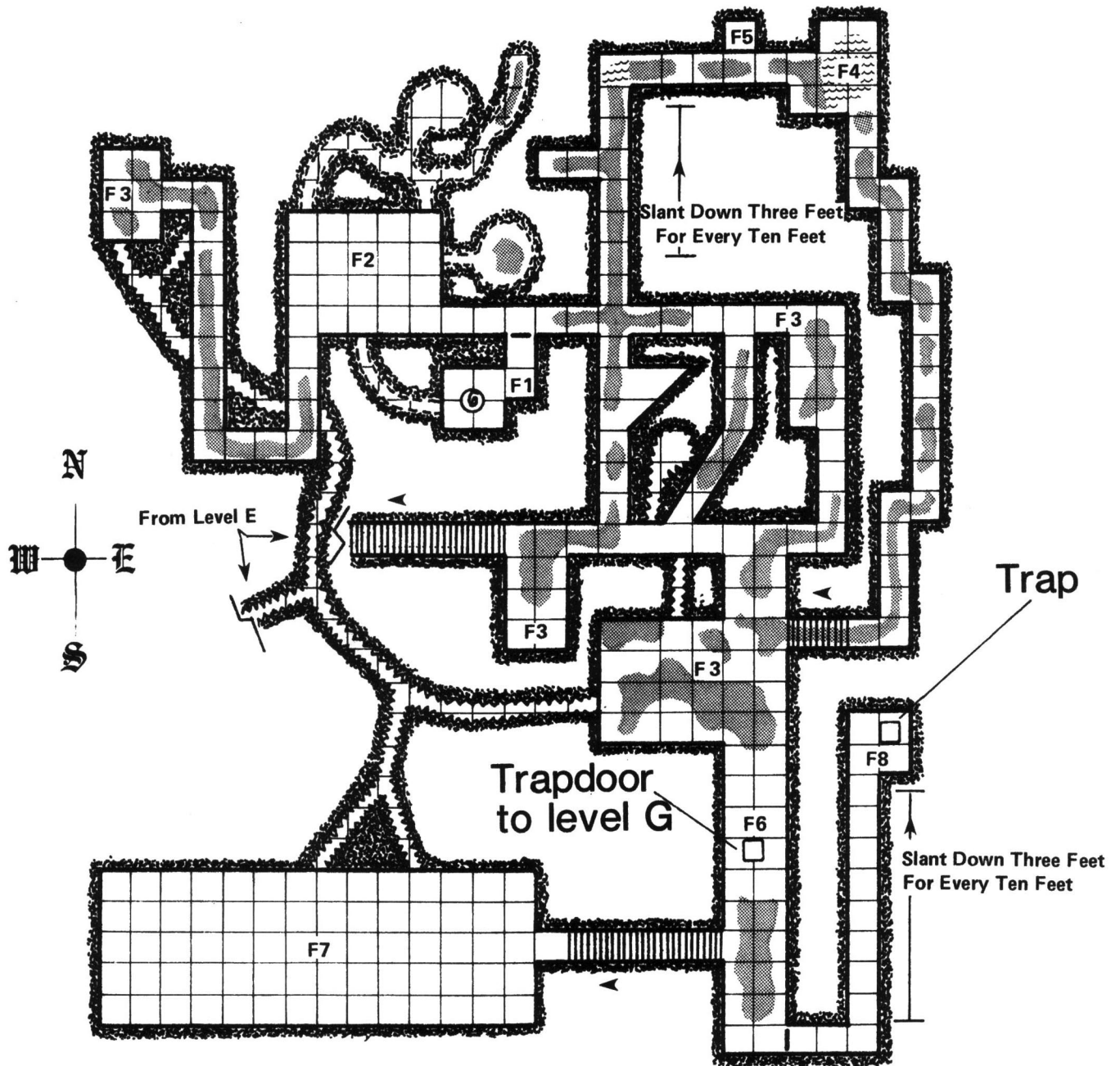
Note on Stairs: All Arrows Indicate Top of Stairs

shoulder sack containing 6 torches and 1 FS&T. There is a large, closed chest next to the coffin where Moynord keeps his clothing.

- E6 **Poker Room:** Several Brigands are playing poker here at an old, large (10' x 20') table. There are several bottles of Beer and Whiskey on the table as well as some empties on the floor, and all here are slightly inebriated (+17% to Morale; -1 to INT; -2 to WIS; -1 to DEX and AGL; -1 to LED; and +5 to Hits to Kill). The Brigands are Wyott (**Brigand Table A, No. 2**), Dorloa (**Brigand Table A, No. 6**), Bockly (**Brigand Table A, No. 14**), and Kenrey (**Brigand Table A, No. 18**). There is a lantern and a flask of oil on the table, and there are 12 more flasks in the northwest corner although 7 of them are empty. Dorloa, who is sitting facing the doorway with Wyott, will definitely hurl a few flasks of oil and the lantern if it seems expedient.
- E7 **Brigand's Quarters:** Dorloa lives here, but she is playing poker down the hall. There is a bed, an overstuffed chair, and two clothes chests here. Stashed in one of the chests is an extra Hand Axe and a silver Arrow. There is a lantern and 4 flasks of oil by the doorway.
- E8 **Brigand's Quarters:** Here lives Bockly, but he is also playing poker. In here are a bed, a table, and 2 chairs. A square piece of wood hangs on the wall with 3 Stilettos stuck in it, and a lantern and 2 flasks of oil are under the bed next to the clothes chest.
- E9 **Brigand's Quarters:** This is Wyott's room, but he is playing poker with the others from this area. In this room are 3 chairs, a cot, a clothes chest, and a case of beer.
- E10 **Brigand's Quarters:** Here lives Kenrey who is also playing poker. In here are 3 lanterns and 7 flasks of oil, a cot, a table, 2 chairs, and a Spetum.
- E11 **Brigand's Quarters:** A Brigand who is not playing poker at E6 lives here. She is just getting ready to join the poker players after having a good 10 hours of sleep. She is eating an apple and polishing her Glaive-Guisarme. She is Toss (**Brigand Table A, No. 8**). She has just finished an energetic session with Rolph Dirk (**Advisor, Follower and Slave Table, No. 3**) who is still in the room with her, also polishing his weapon. Within the room are 2 other Glaive-Guisarmes, a bed, a table, 3 chairs, a barrel of Wine, a large sack full of apples and pears, and a clothes chest. Hidden under the clothing is a Mink pelt worth 30 GC. There is a lit lantern on the table with 2 flasks of oil beside it.
- E12 **Secret Orc Shaman Stairway:** This spiral stairway ascends 20 feet to Level D. This Level marks the end of the secret tunnels made and used by the Orc Shamans.
- E13 **Spiral Stairway:** This stairway descends 100 feet to Level F. Standing guard here are two Brigands, Vulture (**Brigand Table A, No. 10**) and Killer (**Brigand Table A, No. 20**). Both are slightly inebriated (+17% to Morale; -1 to INT; -2 to WIS; -1 to DEX and AGL; -1 to LED; and +5% to Hits to Kill) because they are drinking Wine and Ale from 2 barrels against the north wall. There are 2 lanterns lit in this area; one is by the doorway, and one is about 10' down the stairway.
- E14 **Brigand's Quarters:** Both Vulture and Killer share this room; they are presently guarding the stairway to Level F. There are 2 cots, a table, 4 chairs, 3 cases of beer (2 are empty), a barrel of wine (½-full), 2 clothes chests, 2 lanterns and 2 flasks of oil in this room.
- E15 **Spiral Stairway:** This stairway ascends 135 feet to Level C. Living in the area south of the stairway is Loster (**Brigand Table A, No. 4**). Loster is just preparing for bed; he has his armor off but is not yet in the bed. Within the room are 2 quivers of 12 Arrows each (as well as his other quiver), a bed, a chair, a clothes chest, and a barrel of water that is half-full.
- E16 **Empty, Muddy Rooms:** All the rooms marked E16 are not in use and have muddy floors (-1 to Hit in melee and slow MVE by ¼). Make an extra Wandering Encounter Check when these rooms are entered, and, if positive, there will be either a Giant Red Worker Ant (50%) or a Giant Earthworm (50%). If the party remains in these rooms, double the encounter chance, but, half of the time, the encounter will be with Giant Ants or Earthworms (as above).
- E17 **Muddy Passage and Stairway:** Treat the passage as if it were an E16 area, but treat the stairway as follows:
- 1) Roll Dexterity or Agility or under on 4d6 for those trying to traverse the stairs, adding 2 to the roll for each armor type above Studded Leather (e.g. AT of Ringmail or Chainmail, add 2 or 4, etc.) and subtracting 1 for each ¼ of MVE slower than normal. If the roll is over DEX, player falls to the bottom but only sustains 1 - 3 points of damage (sliding on mud, not actually falling).

- 2) If combat should occur on the stairs, subtract 2 from the chances of hitting, and, if a miss is indicated, the character will fall down the stairs as mentioned above; if the character falls into other characters, they will also fall, but the one who fell initially has a chance to stop falling equal to his Dexterity or under on 3d6. A character who is hit by a weapon will also fall in the above manner.
 - 3) As the characters are ½ of the way up or down, a Brigand will arrive at the top of the stairway and immediately fire his Arrows (and, hopefully, everybody except the Brigand falls all the way down). The Brigand is Crusher (**Brigand Table B**, No. 9). After the initial attack, Crusher will stage an ambush at the top of the dry stairway to the west if he is able.
- E18 **Watery Room:** This room has a lot of water in it because the middle of the room is 3 feet lower than the hallway and filled with stagnant, slimy water. Anyone wading into it deserves to fall; roll DEX or AGL or less on 5d6 to keep from falling). There is nothing at all here except a few miscellaneous bone pieces at the bottom of the "puddle."
- F1 **Spiral Stairway:** This stairway ascends 100 feet to Level E. There is a broken box in the northwest corner which holds 11 torches. There is also a small (4' high and roughly 3' wide) tunnel in the west wall and mounds of dirt elsewhere in the room.
- F2 **Mole Molligan's Room:** Here lives one of the little kids belonging to the Brigands upstairs. Actually, all the kids live upstairs, but they spend most of their time down here. The kid that claimed this room and dug the tunnels in this area is Mole Molligan (**Advisor, Follower, and Slave Table**, No. 12). He is in the north room which he has dug out. There is a lighted lantern, 7 flasks of oil, a keg of beer (½-full), and a mining pick in the tunnel room. There are nothing but mounds of dirt in the "normal" room.
- Playing with Mole Molligan is a Rock Gnome named Stony (the name was given to him by Mole). Stony is Mole's best friend, and he will protect Mole even to the death. Stony would rather not fight and will say so in his deep, gravelly voice if given a chance. Mole is usually mistreated by his parents and the other Brigands (except for Cat McDabb, whom he loves deeply), so he will help the player-characters if treated well.
- F3 **Empty, Muddy Rooms:** All the rooms marked F3 have very muddy floors (-2 to hit in melee and slow MVE by one-third).
- F4 **Watery Room:** This room is exactly the same as room E18.
- F5 **Jack-O-Lantern Treasure Room:** The Jack-O-Lantern that inhabits this and the lower Levels stores its treasure here. Under **no** circumstances should you let the players find the secret door to this room unless they first kill the Jack-O-Lantern. The secret door is concealed by phosphorescent red lichen growing on the entire north wall.
- When the characters reach this point, the Jack-O-Lantern will try to get the players to follow it down to Level G using all its deception spells to the utmost of its ability. He will be far enough away that the characters will not get a clear look at him. (Judge's Note: If they ask, just say that there seem to be a couple of figures, but it's too dark to be sure.) He will **not** attack unless wounded. He will continue to lead the characters around for as long as he can, stealing their souls/spirits as the players die (after he leads them into a trap). The Jack-O-Lantern has 10 HTK.
- In the secret treasure room, heaped in a pile in the center, are the following: 2,463 CC, 3,561 SC, 1,009 EC, 738 GC, 87 PC, 4 uncut Bloodstones (each worth 50 GC), 11 large Blue Quartz (each worth 50 GC), 2 uncut Amethysts (each worth 100 GC), a silver Wolf-head medallion on a silver chain (worth 100 GC), a silver and gold Bear-head medallion on a gold chain (worth 200 GC), a Jade Pixie statuette 10 inches tall (worth 500 GC), a copper armband with Bloodstone flame symbol (Armband of Warmth, operates like the Blankets of Warmth in Room D14b, apparent worth is 200 GC), and a silver Flint Box (Flint Box of Lively Lights, causes 1 - 6 torch-like lights to appear and move at caster's command for ½ hour, 96 charges remain, apparent value is 100 GC).
- F6 **Trapdoor to Lower Level:** This trapdoor (unlocked and unbarred) in the middle of the passage leads down to Level G. There is a ladder in the shaft beneath the trapdoor, descending the entire 40 feet to Level G. The ladder is rusty iron but is still able to hold up to 210 pounds without breaking; make a Saving Roll of DEX or AGL or less on 4d6 or fall all the way down, sustaining 4 - 16 points of damage. If Saving Throw is made, the character was able to grasp another rung before falling more than 1 - 8 feet. If the weight limitation is still exceeded, repeat the process until the weight limitation is no longer exceeded.
- F7 **Orc Burial Chamber:** In this large, earth room, the Orcs used to bury their dead. There is nothing to indicate this unless the characters do some digging; then they will find all kinds of Orc bones.
- In the southwest corner, a Badger has made a den. He will definitely attack anything that enters this room. The Badger has 12 Hits to Kill.
- F8 **Trap Room:** This room at the top of the steeply-sloped passage has a booby-trap in the northeast section. Any weight of 100 pounds or more will cause the floor to open (on hinges at the north). There is then a nearly-vertical shaft which

Level F



Note on Stairs: All Arrows Indicate Top of Stairs

1 Square 10 Feet

KEY	
---	Doors
---	Secret Doors
▲	Stairs
dn ⊙	Spiral Staircase
---	Secret Passageway
○ AV	Air Vent
---	Air Duct
---	Spy Holes
---	Muddy Area
---	Water
---	Stream
---	Giant Insect Tunnels

quickly gets very muddy, past the 20-foot mark, and descends a total of 54 feet to end 10' above the floor of Level G in area G1. The drop, then, is a total of 64 feet (6d4 x 1/2 for damage) into a 4-foot deep puddle at the bottom.

The Dangerous Levels

These two levels are only to be used by characters who have cleaned out the upper levels or by characters that are too powerful for the upper levels to be a challenge to them. One level has been designed for you, and provisions have been made for you to design the other one to suit the characters in your campaign. You may create that level, or you can decide that it doesn't exist. Therefore, when the references to Level H are encountered, remember that they refer to the level that you must create, and leave them out if you have decided to ignore it.

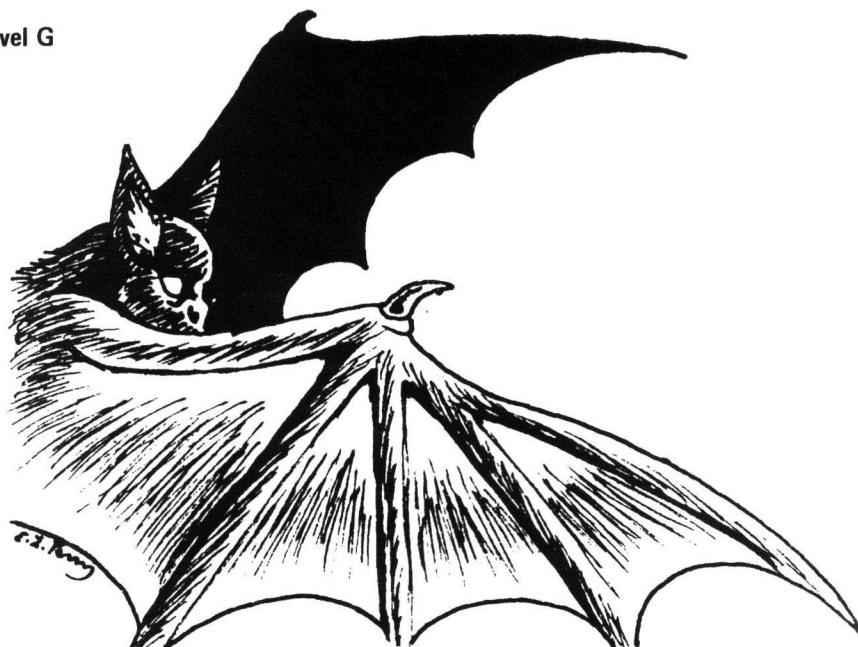
The creatures of these levels are not shut in as one might think (because of the chained and locked trapdoor down to these levels from F6); there is a subterranean passage (the stream tunnel) which exits on a hillside one mile north of these maps. Sample tunnel sections are given for you to use when encounters occur in this passage. Note that some sections of this tunnel are entirely covered by water, usually 1/2 to 3 feet deep along the tunnel sides and 1 - 6 feet deep elsewhere. The current is strong enough to sweep small objects downstream faster than the characters can run through the water but not faster than flying or water-walking characters can go. The current is not strong enough to up-end the characters or otherwise provide difficulties, so negotiating the passage will not prove unusually treacherous in that respect.

This level has also been designed so that the creatures will probably be met as they prowl about in search of food. Any prowling creature which is wounded by 30% or more will seek to flee back to its lair. If a creature is encountered in its lair, it will fight to the death unless the characters themselves back off; then the creature will let them go if it has sustained wounds equal to or greater than 40%.

Level G

Base Encounter Chance: 50% as below (roll 1d20)

1 - 3	Dangerous Creature Table
4 - 13	Nothing
14 - 16	Dangerous Creature Table
17 - 18	Twice from Dangerous Creature Table , coming from opposite directions
19	Double amount from Dangerous Creature Table
20	Twice from Dangerous Creature Table ; double the amount of the second roll; the two groups (rolls) come from opposite directions.



Note: Do not adjust the die roll as you have been doing for the upper levels. Levels G and H are dangerous to all characters up to sixth level.

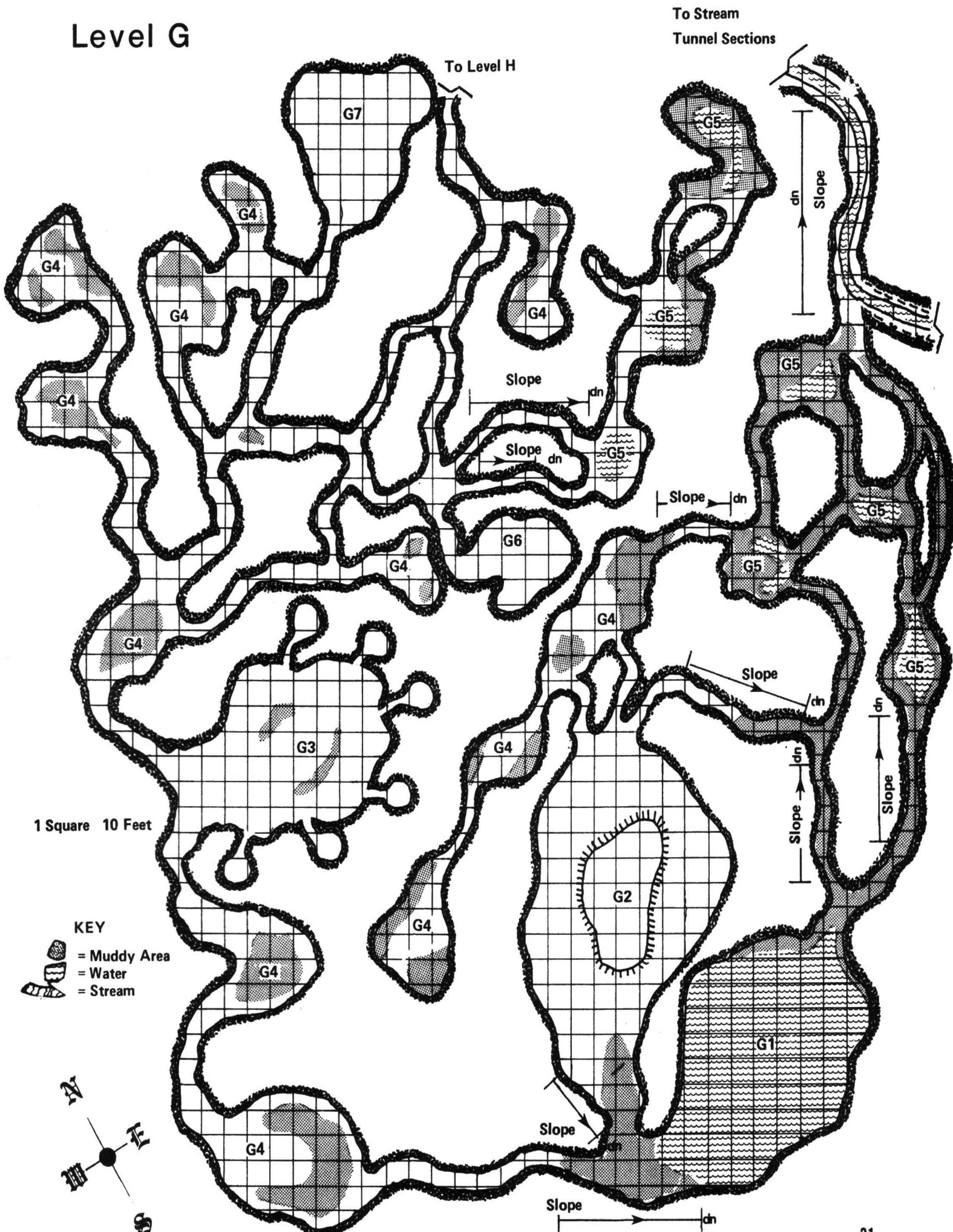
G1 Watery Cavern: This large cavern is covered by one to six feet of muddy water. The chute trap of area F8 exits into this room. Living in this cavern is an octopoid that is amphibious. It is a species of Cave Octopus. These octopi are blind, and they are albino. They have a highly sensitive skin that can determine size, shape, speed, and distance from disturbances in the water. Because of this ability, it is not considered blind when combating opponents that are in the same body of water in which the Cave Octopus is.

The Cave Octopus will attack with two tentacles at first and add 0 - 3 tentacles each combat phase after the first until are all involved. This Cave Octopus has 31 HTK and 5 HD; each tentacle can withstand 4 HTK before being severed or otherwise rendered useless. This Octopus has tentacles that can extend a maximum of ten feet.

Within the muddy (and probably, by now, bloody) waters are numerous bones of past victims, scraps of armor and broken weapons, and, if the characters search for at least a half-hour, they might find the platinum medallion with nearly-unreadable mystic runes upon it that has lain here for years. The medallion can conjure forth any type of non-magical, non-mythical animal to serve the wearer of the medallion. These conjured animals will obey the wearer 67% of the time; the remainder of the time, they will attack the wearer. Conjured animals stay for one hour before vanishing.

G2 Cavern of the Mound: This cavern contains a mound in the center. The chained and locked trapdoor at F6 exits into this cavern. Digging into the mound for 10 to 15 minutes will reveal seven giant eggs. They are oblong and approximately 2 feet by 1 foot. Three of the eggs have collapsed and are rotting. The eggs are of the Cave Dragon variety, and this is the lair of a female Cave Dragon. When the players first arrive in this cavern, the Cave Dragon will not be here, but, on subsequent trips to this area, it will be. The Cave Dragon has 38 HTK.

Level G



- G3 Cavern of the Caves: Within this cavern are six small caves (entrance: 3' diameter, cave: 10' diameter and 5' high). Within these caves live six Cave Lizards. Each one has a 50% chance of being here, either in its cave (40%) or in the larger cavern (40%). The Cave Lizards have 15, 21, 13, 18, 19, and 12 HTK.

If the area is thoroughly searched, three rusty Stiletos will be found as well as a shiny Broadsword (Hmm! Must be magical, and it is! Will wonders never cease?! The Sword bestows a bonus of +2 to hit and +2 to damage). The Sword's hilt is silver, and it is in the shape of a Wolf's head and neck.

- G4 Muddy Areas: These areas are very muddy, causing a -1 to hit in melee combat with a natural 1 roll meaning that the character has slipped and fallen. His or her opponent then gets an uncontested blow at +2 to hit.

- G5 Watery Areas: These areas are very watery, causing a -2 to hit in melee combat and a natural 1 or 2 roll indicating that the character has slipped and fallen. His or her opponent then gets an uncontested strike at +2 to hit. The character must roll his or her DEX or AGL or less on 3d6 in order to stand up; only one attempt is allowed per combat phase. Every combat phase spent "wallowing" in the water gives the opponent an uncontested swing at +2 to hit.



- G6 Cavern of the Grave: Within this room resides a Red Bloodsucker. He has a grave buried under a few inches of dirt in the center of the cave. Simply walking over it will give the person a 67% chance of noticing it due to a hollow sound as the foot comes down on it. The Red Bloodsucker will be within in his grave on a roll of 1 or 2 on 1d6; otherwise, he is wandering and will enter on a separate roll of 1 or 2 on 1d6. Scattered in the dirt of the coffin are 137 GC, 154 SC, 56 CC, 3 Amethysts valued at 75 GC each, and a silver armband valued at 30 GC. The Red Bloodsucker also owns, and wears, a golden medallion (apparent value of 100 GC) with a lightning bolt symbol engraved upon it. This medallion allows the wearer to discharge a bolt of lightning from any of his or her fingertips at the expense of one point of STR, POW, END, STA, or CON (player's choice) per six-sided die of damage expended (this is also the player's choice). This lightning bolt will hit its target unless the target makes his or her Saving Roll of Luck or lower on 4d6. The range of the lightning bolt is the distance to that specific target - as long as the target is in clear sight range; otherwise, it is 100 yards. Note that this power can only be called forth from the medallion once every twelve hours and, if any ability score should drop below zero, the character dies. A character at 0 is unconscious. Lost ability points are regained at a rate of one per hour in any ability selected by the player, and no ability score can be raised higher than it originally was at the time of casting the bolt. A second bolt cannot be cast until all ability points are raised to normal.

The Red Bloodsucker will cast a 5d6 strength bolt at any attacker (choose the one closest to him), and he will subtract points equally from STR, POW, END, STA, and CON (i.e. one from each). If all those stat scores are not used, subtract as evenly as possible from those available.

G7 **Lair of the Fiends:** This cavern is the home for three Cave Fiends, one male and two females. They each have only a 20% chance to be here; if they are not here, they are wandering. These Cave Fiends will attack any party immediately, as is usual for Cave Fiends. They will fight viciously until they have sustained 90% damage; then, they will flee back to the lair. If they are already in their lair, they will fight to the death.

Among the scattered bones, scraps of clothing, armor, and equipment are a few items of interest. The following list is in the order in which they will be found. The chance of finding something starts at 30% per five minutes of searching, and 3% is subtracted from that chance per each item found. Thus, each searcher gets a chance of finding something every five minutes, and the percentage chance is adjusted immediately after an object is found, so the next searcher on that or the next turn gets a lower percentage chance of finding something than did the last person to find an object. The list of interesting items is as follows:

- 1 A rotted sack of 269 GC under a heap of thigh-bones and mud.
- 2 A rotted sack of 134 GC and 116 SC under a loose mound of miscellaneous bones, rocks, and mud.
- 3 A leather pouch, still tied to a leather belt (with a silver buckle worth 5 GC) which contains 8 PC, 12 GC, 3 SC, and a water and ink-smeared piece of parchment. The belt and the pouch are stuffed inside a human skull.
- 4 A rotted sack of 11 SC, 9 stained and water-logged bandages, a torn and muddy tunic, and a well-sealed Wine-skin full of very fine Wine. This sack is half in and half out of a puddle and is covered with mud.
- 5 A Manopie which is still shiny under its coating of mud! The Manopie is magical (+2 to hit and damage and +1 to defense - treat it as a Shield) and was hidden under a pile of useless scraps of armor, clothing, sacks, and mud.
- 6 A gold medallion and gold chain which are lying on top of a pile of rocks. Apparently, the Cave Fiends had been admiring it. The medallion has an heraldic lion in the rampant position on one side and mystic runes on the other side. The medallion will, upon command, change the wearer into a maned (African) lion. The change bestows all the powers and abilities of the maned lion to the character except that there is no adjustment of HTK and the mentality, intellect, and personality of the character is not changed. These are the only two exceptions. The medallion can be used only once a week, but the character can choose to stay in lion's shape for any length of time up to and including 168 hours (1 week).
- 7 A pouch containing four silver medallions, each with a silver chain, and six sets of earrings. The chains have tangled everything together and will have to be snapped (no problem) to salvage the medallions and earrings. All are non-magical but are worth 10 GC per medallion (each with mythological beasts portrayed) and 20 GC per set of earrings (each portraying winged mythological beasts). The pouch is half-buried in the mud.
- 8 A set of Tiger Claws (the weapon) tied together with twine and nearly buried in the mud. The Tiger Claws are still shiny and are magical (+2 to hit and damage).
- 9 A gold engraved, silver scroll case sealed with wax and containing a scroll of magick. The gold engraving depicts an Unicorn in a wooded background. Upon the scroll are instructions on how to forge a magic weapon utilizing a Dwarven weapons-maker and many minor ensorcellments along with the purest metals (mainly iron and silver). The process should take one week per plus of enchantment and cost 2,000 GC per plus. Note that a +1 to hit and damage equals **two** pluses for purposes of this determination. The scroll case is worth 500 GC, and it is hidden by the newly-dumped remains of a human (?) victim.
- 10 A set of miniature Jade figurines lying in the mud. Each figurine represents a separate individual, and they are:
a) a Knight in Plate astride a barded horse; b) a Dwarven smith with anvil and hammer; c) an Elven hunter with bow; d) an Amazon Warrior with a Leopard; e) an Unicorn; f) a Pegasus. Each miniature is 80mm high and worth 100 GC.

Final Notes and The Black Axe Tavern

This scenario can also be used by "evil" player-characters who wish to join or lead a group of Brigands. If the player-characters want to join the band, friendly contact must be made with at least one of the members. Exactly what member, Follower, or Advisor of the Brigands the player-character should meet is best left up to the Judge. The meeting can happen in a roadside tavern outside of town; the Brigands visit a few of these in the area. One of these is The Black Axe Tavern. The Black Axe is located just 5 miles east of the Brigands' hideout (adjust to fit your campaign), and it is a hangout for the undesirable element.

Situated 5 miles down a side trail which leads nowhere, the Black Axe Tavern is not a well-known place, and that's the way everyone connected with the Black Axe wants to keep it. It is a haven for those who have run afoul of the law and must keep a low profile. The tavern is owned and operated by a thoroughly mean midget who answers to the name of Badger.

Badger stands only 3' 0" tall even though he was born of normal-sized parents. Ostracized by all the "normal" people of the village of Haghill (Judges Guild Campaign Map 1, Hex No. 2321), where he was born, Badger ran away as soon as he was able to take care of himself. He wandered for many years, keeping company with Buffoons, Thieves, Assassins, Brigands, Beggars, and other such shady characters. He learned much from his companions as well as from his enemies. Not much of what he learned included the philosophies of good and niceness. For instance, Badger is loyal only to people who can be of use to him. Whether this would be immediately or in the long run is of no consequence to him, but, once a person loses his or her quality of usefulness to Badger, Badger will do nothing to protect or help that individual.



Badger weighs 44 pounds and is bald, but he has a coal-black handlebar mustache (about which he is very proud - don't make fun of it!). He has ice-blue eyes, a crooked, flat nose (from being broken many times), and a chronic cough from years of constant pipe-smoking. He is 49 years old and is ambidextrous. Badger is proficient in the following skills: Buffoon (3rd Level), Thief (5th Level), Assassin (3rd Level), and Beggar (2nd Level). He is fond of using a short Rapier (5th Level of proficiency) and Tiger Claws (3rd Level of proficiency).

He was born on the coldest night of the year, a night of no moons. This is a fact of which he is proud, and he feels that it is of special importance. He likes to talk about rumors but only when he is not addressing a group. When more than a handful of people are listening to him, he will discuss the merits of different brands of pipeweed, Whiskey, Rum, Ale, Beer, etc. Badger knows many rumors and is a good source of information for the player-characters, but the player-characters must prove useful to Badger before he will entrust them with information. This brings us back (rather neatly, I think) to how the player-characters can come in friendly contact with the Brigands.

Let's say the player-characters are running away from the law in a particular region (a predicament that the Judge must engineer if the player-characters haven't already got themselves into trouble). Just before leaving whatever town in which they have made themselves unwelcomed, they run into a shady character who calls himself Slim. Slim is 5' 6" tall, weighs 120 pounds, has lanky, jet-black hair, a sparse, black mustache and beard, eerie emerald-green eyes, and copper skin tone. His nose is a classical Roman Nose. He is 35 years old and is left-handed. Altogether, he is a rather strange-looking fellow. His ancestry definitely includes recent Altanian and probably includes traces of every sub-race of humankind in addition to some Orcish and Elvish. His family have always been nomadic.

Slim has a quick, glib tongue. He is never at a loss for the right words to get him out of a tight spot. Indeed, if it weren't for this talent, he would never have survived this long in his profession. He can carry on a conversation concerning most subjects that might pop up in his line of work, and he does know a goodly amount of rumor. He seems to talk freely with those he meets, but he also asks questions freely. He likes to increase his knowledge and never passes up an opportunity to find out more. He will sometimes sell bits of information that he deems worthy of a price (Judge's ingenuity required here). Slim is proficient as a 6th Level Thief and as a 6th Level Spy. He uses a Cane Sword at 4th Level of proficiency and Stiletos at 3rd Level of proficiency.

Slim does a lot of wandering and can appear just about anywhere within 100 miles or so from Sotur (Judges Guild Campaign Map 5, Hex 0814), and, sometimes, he ventures to the **City State of the Invincible Overlord** (Judges Guild Campaign Map 1, Hex 2623) or the **City State of the World Emperor** (Judges Guild Campaign Map 6, Hex 3328). Exactly where he encounters the player-characters depends entirely on where the player-characters are located. Wherever they are, he, too, will be there for some reason or another. Slim confidentially acknowledges that he has heard, through the underground grapevine, that the player-characters are being hunted by the local law-and-order force. He explains, "We take care of our own kind in my territory," and assures them that he knows of a safe hideout.

The hideout is, of course, the Black Axe Tavern. Slim will introduce the player-characters to Badger and the "regulars" at the tavern. The last step toward meeting the Brigands is now close at hand.

The Tavern itself is located on an isolated side trail within Hex 4518 of the Judges Guild Campaign Map 9. It stands in a grove of pines which hide it from the sight of anyone passing on the road. Only the smoke from the chimney will indicate its presence to passers-by. The building is constructed of rough-hewn stone blocks, red bricks, and oak timbers. It is sturdily built, despite its slightly shabby appearance. There is a small stable set behind the Tavern which can accommodate up to six horses and their gear comfortably. A well is situated just twenty feet from the front door of the Tavern. There is a hanging sign above the door. It bears a small, cast iron, two-bladed, black Battle Axe (half-sized) strapped to the sign by strips of leather.

The person that always seems to be at the Black Axe Tavern (95% chance), besides Badger, is "Old Man Loon," also known as just plain "Old Man." Old Man appears to be a crazy old man with a high-pitched, cackling laugh, shaggy white hair, long beard, and many, many wrinkles. Everyone thinks he is senile (except for a few who know better) because he tends to act a bit irrational, absent-minded, partially incoherent, and, overall, just not right in the head. However, he is harmless, and, most of the time, he is even funny. Some nights, on the other hand, he just sits in the corner ("Old Man's Corner") sipping Wine and acting as if no one else is in the room. Even if spoken to, he will not respond. If shaken or otherwise contacted physically, he will return to his "crazy" self.

Actually, Old Man is not nearly as crazy as he seems. He is the Tavern's "ace-in-the-hole." Because everyone is convinced that he is hopelessly insane and that he can't understand much of anything, they sometimes forget that he is even there and talk of things they wouldn't want someone else to hear. This sort of secret whispering happens quite often when criminal types hang around in a safe haven, a place where they feel protected and can drop their guard just a little bit. Then, tongues wag, ears listen, and minds formulate plans of blackmail, deception, and personal revenge.

Old Man is proficient in Spying (6th Level) and Thievery (3rd Level) and also knows a few Charm spells. He does not use a weapon. Old Man gathers many secrets for his boss, Badger. Badger uses them in any way he can to obtain leverage over others. The leverage which Badger may construct need not be made apparent to the characters in question until the prime moment, the moment which Badger deems most appropriate to finagle as much as possible out of his victims. Many times, Badger will send someone to kidnap a child from wealthy parents. Badger allows his "victim" to share in the ransom, but the person must take all the risks. If that person should be caught and should try to implicate Badger or the Black Axe Tavern in any way, Badger will have the person assassinated by one of his many contacts throughout the land. He will, of course, warn his intended "victim" of this before setting the terms. Badger is a very powerful individual in his own circle.

Another regular at the Black Axe Tavern is the bouncer, Big Mack. Big Mack is a giant of a man who stands 7 feet tall and weighs 300 pounds. His imposing figure can end a fight just by casting a shadow upon the combatants (if they know who it is). If that fails, he has been known to calmly reach into the tussle and start tossing bodies out the door. Throughout all occurrences, Big Mack never utters a sound; indeed, he has never been known to make any vocal sounds whatsoever. This, combined with his perpetual frown and hulking appearance, make Big Mack a feared individual. Those who have seen him in action never want to be at the receiving end of his quiet fury.

Unknown to almost everyone, Big Mack was born without vocal cords. However, he was born with the power of telepathy. This is a fact that he keeps hidden from the population at large. He only "confers" with Badger, Old Man, Cook, Urchin, Slim, Red Honohon, Black McDabb, and Cat McDabb. Because of a personal dislike, he will not confer with Ulric the Cruel or even reveal to him that he has this power.

Big Mack carries a Bullwhip, which he uses at 9th Level of proficiency, curled at his belt, and he wears a heavily-studded (silver coated), padded leather Gauntlet (9th Level of proficiency). The Gauntlet enables him to deliver triple the damage he would normally inflict with his punch. It also enables him to stun a person with one punch 20% of the time and knock out his victim 10% of the time (roll each separately with each successful strike). Big Mack enjoys using his Gauntlet and will use it in preference to his Bullwhip.



Big Mack will occasionally quaff a brew or two but never enough to affect his abilities.

Cook is the old man who prepares all the meals in the Black Axe Tavern. Cook is fat and short, weighing 180 pounds and standing 4' 11" tall. He has wisps of black and grey hairs floating above his shiny, tattooed head. Except for his face, Cook's head, neck, and shoulders are covered by a mural of tattoos. From the fire-breathing Dragon atop his head to the Amazons embracing his elbows and the Djinni issuing from between his shoulderblades, Cook is a spectacle of fantastic and exotic images. During the summer, he doesn't wear a shirt, and, then, he reveals his Horn of Cornucopia tattooed upon his bulging belly. Ordinarily, he wears sleeveless clothing such as vests and sleeveless shirts to show off his body art.

Cook is a jovial man, always willing to talk but rarely saying anything of importance. If questioned about his tattoos, he will relate a long story about his travels through wet, humid, snake-infested, bug-infested jungles in Altania (Judges Guild Campaign Map 2, Eyestones Jungle). He will detail the encounters with the jungle clan of the nomadic Altanian peoples, how his party dwindled in number every day due to one unexpected onslaught or another, and how he reached safety as the only survivor of a party numbering 20 men. The safety was the hut of a magical, blue-skinned Enchantress with deep blue hair and violet, cat-like eyes. The mystical maiden did place upon Cook the tattoos that now adorn his body. Cook will tell people that they are, collectively, a good luck charm which allowed him to make his way back from the heart of the jungle. In actuality, the tattoos operate a little bit differently than he will explain to anyone.

The tattoos can be made by Cook to "come alive," and they will obey his every command. They are a most powerful weapon, and they are detailed here:

Fire Breathing Dragon: Location: Top of head; Description: A reddish-gold, Serpentine lizard with magnificent golden wings. It can bite for 3d4 damage vs 1 opponent, claw for 3d4 (2 attacks) damage (1 opponent each), strike with its wings for 2d4 (2 attacks) damage (up to 3 opponents each), or batter with its tail for 1d10 damage (up to 6 opponents). It can also breathe fire for 5d4 damage vs 1 opponent once every 15 minutes. The Dragon has 50 HTK and is considered to be 10 HD. Its scales are as tough as Chainmail.

Sylphs: Location: About the sides of the head; Description: Numerous Sylphs with fragile butterfly wings which sparkle with translucent brilliance. There are 16 total, and they are able to use all spells related to Air Magic and Avians at the 5th Level of proficiency. They do not physically attack, wear no armor, have 10 HTK, and are considered to be 2 HD.

Constrictor: Location: Entwined about the neck; Description: A rich, mahogany brown with golden and emerald triangles and pentagrams. An entirely magical Snake which can inflict 1d8 crushing damage by entwining its victim. Its magical nature enables it to become large enough for its current opponent. The snake has 35 HTK and is considered to be 6 HD. It can bite but inflicts only 1d4 damage. Its scales are as tough as leather.

Cobras: Location: Along the shoulder; Description: Two emerald green Cobras with gold highlights and fiery eyes. Each Cobra can strike up to 3 times per combat phase (roll 1d6; 1 - 3: one strike; 4 - 5: two strikes; 6: three strikes), and each strike inflicts 1d4 damage plus poison. Poison will cause 1d4 damage per minute for 5 minutes after an initial delay of 3 minutes. Each Cobra has 11 HTK and is considered to be 3 HD.

Dryads: Location: Shoulder blades; Description: Two groups of three Dryads each, perched upon the branches of a great oak tree. The Dryads have an olive-brown skin tone and long, grass-green hair. Each wears a laurel crown. The Dryads can use all spells relating to plants, common animals, and the weather at 5th Level of proficiency. They do not physically attack, wear no armor, have 20 HTK each, and are considered to have 4 HD.

Djinni: Location: Along the spine; Description: One of the very rare female variety of Djinni issues forth from a rainbow-colored, billowing cloud of smoke. Besides being physically perfect in every way, she can use all spells relating to Air Magics, Avians, weather, and the transformation of energy to matter (the art of substantial creation). She may also grant Cook one wish, but, upon doing so, she will have gained her freedom, so he is saving the wish for something of tremendous importance.

Amazons: Location: Upper arms and elbows; Description: Sixteen (16) scantily-armored (Chainmail), well-endowed Amazons in a myriad of fighting poses, armed with Great Swords which they can use at a 5th Level of proficiency, these women are a fierce fighting force. Each has 30 HTK and is considered to have 5 HD.

Horn of Conucopia: Location: Bulging belly; Description: A large, food-filled horn which always remains overflowing no matter how much is taken out of it. It can nourish 12 people every day for the rest of Cook's life.

Once Cook has made any of these tattoos to come alive, they can remain animated for as long as one hour, once a day. All food taken from the Horn becomes real food and is subject only to those stimuli which affect normal food. The other manifestations can and will obey all orders from Cook in whatever way they are able.

Cook does not brag of these magical tattoos, nor does he utilize them except in extreme need. He fears that, if many knew of his powers, he would be poisoned or otherwise disposed of suddenly. Badger, Big Mack, Black McDabb, and Cat McDabb are the only people he has entrusted with the secret since he strode forth from the hut of the Blue Enchantress.

Cook is proficient only as a Thief, and he has not used a weapon since he was tattooed.

Also among the regulars at the Black Axe Tavern is a young rascal who goes by the name, Urchin. This 13-year old Rogue also works for Badger. Urchin works as a general laborer, doing what is needed whenever he is told to do it. He also runs messages, picks pockets, and does other odd jobs for fun and profit.

Urchin is fond of insulting people, usually to the point of serious aggravation. Somehow, he always seems to outrun anyone who might decide to catch the little imp and give him a good thrashing. He knows all the hiding places within a 5-mile radius.

Although Urchin is a very rough, abrasive person, he is mystified by Elven women. He has never insulted an Elven woman and has not even talked to one because he becomes dumbstruck by the mere sight of an Elven lass. Urchin is kidded unmercifully by the others because of this weakness. Urchin carries two Stiletos concealed within his ragged clothing. He is very proficient with them for a person of his age (5th level of proficiency, but only with Stiletos), and he is ambidextrous, as well.

There are three regulars at the Black Axe Tavern who do not work for Badger. The first is Chilly. She derives her nickname from the fact that she is **always** cold. She will nearly always be seen wearing a blanket around her shoulders and situated as close to the fireplace as possible. Chilly has no family, and the people here are her only friends. She lives here year-round, performing menial tasks in lieu of paying rent. She is the Tavern wench and can be hired to provide companionship at the rate of at least 1 GC per night.

There is a 15% chance that she will fall in love (at least, temporarily) with one of the male player-characters (check for each male), and, in that case, she will follow that character around until she falls out of love (1 - 12 months), at which time she will return to the Tavern.

Chilly adores furs and has a complete set of Fox, Beaver, and Rabbit fur apparel which she wears constantly. A gift of furs will extend her "love" for a player-character for 1 - 4 more months per gift or will raise the chances of her falling in love with the character by 50% per gift. Note that it is entirely possible for Chilly to fall in "love" with more than one person at a time! She has caused a few inter-group fights in the past and almost broke up the team of Red Honohon and Black McDabb at one time. They have since reconciled all differences, and all three are now good friends.

Chilly is slightly skilled in many fields. She has some skill as a Thief (2nd Level of proficiency), as an Houri (3rd Level of proficiency), as a Spy (3rd Level of proficiency), as a Caster of Fire Magics (1st Level of proficiency), and as a Ranger (or Woodsman/Hunter/Tracker) (3rd Level of proficiency).

She has occasionally performed small tasks for Badger, such as obtaining information, and is still considered useful by him. She is 5' 1" tall and weighs 101 pounds. She is ambidextrous and, like Urchin, carries two Stiletos hidden under her fur garments. She is considered to be at 4th Level of proficiency with them. She can also use a Shortbow with some accuracy (1st Level of proficiency) and owns 5 magic Arrows (+2 to damage, reusable, 20% chance to break with each shot). Chilly has platinum blue, waist-length hair and ice-blue eyes. She is 25 years old.

Chilly owns 2 blue Diamonds, each worth 500 GC, which she received as a gift from one of her previous lovers (the only one that was rich). She always carries her gems with her in a Silver Fox fur pouch under her Red Fox fur jerkin.

The second regular customer at the Black Axe Tavern is Grizzly, a middle-aged, grey-bearded, cantankerous Magician of uncertain powers. Grizzly has studied Necromantic and Enchantment magics but has learned little (2nd Level of proficiency with each). He refuses to exert himself to learn more because he is naturally lazy. He has learned some skills in other professions, notably in Thievery (3rd Level of proficiency), Assassination (1st Level of proficiency), and Begging (3rd Level of proficiency, see **City State of the Invincible Overlord**). He has also gained a 4th Level of proficiency with Hand Axes and Hunting Knives. He does some trapping of Beavers and such, but he has no skill at it. If he catches something, it is because of luck, not skill.

Grizzly hangs around the Black Axe Tavern almost every night; his cottage is only 1 mile north of the Tavern. He enjoys talking to strangers, but he rarely gives out useful information for free. He likes to have his pouch jingle with Gold, and he has no other source of income besides rumor-selling and begging.

Grizzly is 5' 10" tall, but he loses 3" of that height to his perpetual slouch. He weighs 185 pounds, has a prominent pot belly and skinny arms and chest. He is right-handed. The only reasons Badger lets Grizzly stay around are that he is harmless (to Badger), and he is occasionally useful as an extra man and as a source of information.

Wyne is the third regular customer at the Black Axe Tavern. She is so named because she is always in possession of Wine - in her glass, in her Wineskin, or in a bottle within her pack. She loves all kinds of Wine and is an excellent judge of quality.

Wyne is hiding out here because she is being sought for the murders of a Wine Merchant, five constables, and two innocent (?) bystanders. Her explanation is that the merchant was watering down the Wine by half, the constables attempted to stop her from strangling the merchant with a Garrote, and the bystanders looked like they might call for help (one did escape, and he told everything to the Law).

Her crimes were committed in Warwik (Judges Guild Campaign Map 1, Hex 3402), and she does not want to go back there for a few years.

She has some exceptional skill in the professions of Houri (7th Level), Assassin (5th Level), Spy (5th Level), and Merchant (5th Level). Her preferred weapon is the Garrote which she uses at 6th Level of proficiency, but she also has minimal skill with a Blowgun, for which she carries 3 poisoned Darts. She is 5' 6" tall, weighs 130 pounds, has raven-black, shoulder-length hair and dark blue eyes, and is left handed. Badger thinks he can use Wyne for some purpose, although he has not formulated any true plans as of yet.

The Black Axe Tavern is supplied by the Brigands with the ill-gotten booty of raided caravans. In return, Badger supplies the Brigands with information and a hideout. Though it is not an Inn for wanderers or passers-by, the Black Axe does have rooms available. These are solely for the use of the people described in this section, the Brigands, and, perhaps, the player-characters.

All of the preceding information leads up to how the Brigands can be approached on friendly terms. It is through Badger that the player-characters can have their names laid before Red and Black (or, perhaps, Cat or Ivy) as prospective members

Character Ability Ratings, The Black Axe Tavern

	HTK	STR	POW	END	STA	CON	AGL	DEX	SPD	INT	WIS	CHA	LED	LCK	GAM
Badger	22	7	8	13	14	13	15	12	14	16	10	7	14	15	12
Slim	30	11	10	13	11	11	16	15	17	12	9	9	11	13	14
Old Man	19	8	7	9	8	11	9	10	7	16	9	8	6	14	6
Big Mack	48	18	18	18	18	18	13	12	14	9	7	10	9	12	9
Cook	12	9	7	10	11	14	8	9	15	11	9	9	7	16	13
Urchin	10	11	9	13	13	11	17	18	17	9	6	10	7	15	14
Chilly	21	9	10	13	12	12	16	15	16	15	10	17	12	13	10
Grizzly	23	12	11	13	11	12	10	10	11	10	8	8	6	16	14
Wyne	25	10	9	15	14	15	13	13	15	15	7	17	14	13	17

of the gang. Red and Black will then approach the player-characters in order to “feel them out.” Unless the player-characters do something blatantly suspicious, they will be accepted into Red and Black’s fold quite easily, once they have been recommended by Slim and Badger.

The Monsters

Boggart

Hit Dice:	1
Armor Type:	As Leather, but Natural
Movement:	15"
Attacks:	1 (by Weapon)
Damage:	As Weapon Type
Special:	See Below
Size:	1 - 2 Feet Tall
Number Appearing:	1 - 10
Number in Lair:	1
Percentage of Females:	45
Percentage of Young:	10 (Single births, twins:1%)
Intelligence:	12+
Food:	Omnivore
Average Lifespan:	300 years

Boggarts are little, Gnomish-type beings that love to promote disorganization. They are the ultimate in untidiness. They love to make a mess of things, hide things, and throw away things. They do this because they derive impish pleasure from watching people search high and low for important items and because they can't stand anything that is neat and tidy.

Boggarts can become invisible at will and have the power to levitate objects weighing 10 pounds or less. This power cannot be used to throw Daggers or similar items; it is used only to pick pockets, steal things, or mess things up.

Boggarts will not attack unless their lives are threatened, and then they will attack with whatever small weapon comes to hand, such as a kitchen Knife, darning needle, or broom.

Boggarts never let themselves be seen if they can help it and prefer to do their dirty work while no one is around. They can pick pockets **very** well; 100% - 5% per level of the victim.

Boggarts are immune to enchantment spells. They can see into the infra-red and ultra-violet spectrums as well as the normal, human-sight range, spectrum. They can also hear extremely well which causes them to be surprised only 10% of the time.



Boggart

Cat

Hit Dice:	1
Armor Type:	As Leather, but Natural
Movement:	15"
Attacks:	3 or 5 (Bite/Claw/Claw plus Rear Claw/Rear Claw)
Damage:	1 point/1 point/1 point plus 1 - 2 points/1 - 2 points
Special:	None
Size:	1 - 1½ feet long
Number Appearing:	1 - 20
Number in Lair:	1 - 10 (mostly young)
Percentage of Females:	10
Percentage of Young:	80 (litters of 4 - 12)
Intelligence:	6-
Food:	Carnivore
Average Lifespan:	10 years

Cats are very independent animals, preferring to catch their own food unless feeling lazy. The cats in this scenario can be likened to alley cats, and only Cat McDabb (their owner) can get close to them.

Cats surprise opponents 50% of the time. Cats can attack with a bite and two front claws, and, if both front claws hit, the back claws also get a chance to hit. All five attack modes come into play if the cat jumps upon its victim.



Cave Lizard

Cave Dragons

Hit Dice:	7
Armor Type:	As Chainmail, but Natural
Movement:	12" (land and water)
Attacks:	1 (Bite or Tail Sweep)
Damage:	3 - 12 (Bite) or 2 - 12 (Tail Sweep)
Size:	11 - 20 feet long, 2 - 4 feet high at Shoulder
Number Appearing:	1 - 10
Number in Lair:	1 - 2
Percentage of Females:	50
Percentage of Young:	10
Intelligence:	Instinctive
Food:	Carnivore
Average Lifespan:	70 years

Cave Dragons are basically unintelligent, giant, fierce lizards. They earn the name "dragon" because of their great ferocity. Cave Dragons will stand up to any attacker, even a real Dragon, and fight it to the death.

Female Cave Dragons will be fiercely protective of their eggs as long as they remain unharmed. Some secret instinct is triggered when their eggs are destroyed; they cease to be protective!?! This is not to say that they won't defend themselves or that they will let their guard down; they will simply no longer have a desire to protect their eggs.

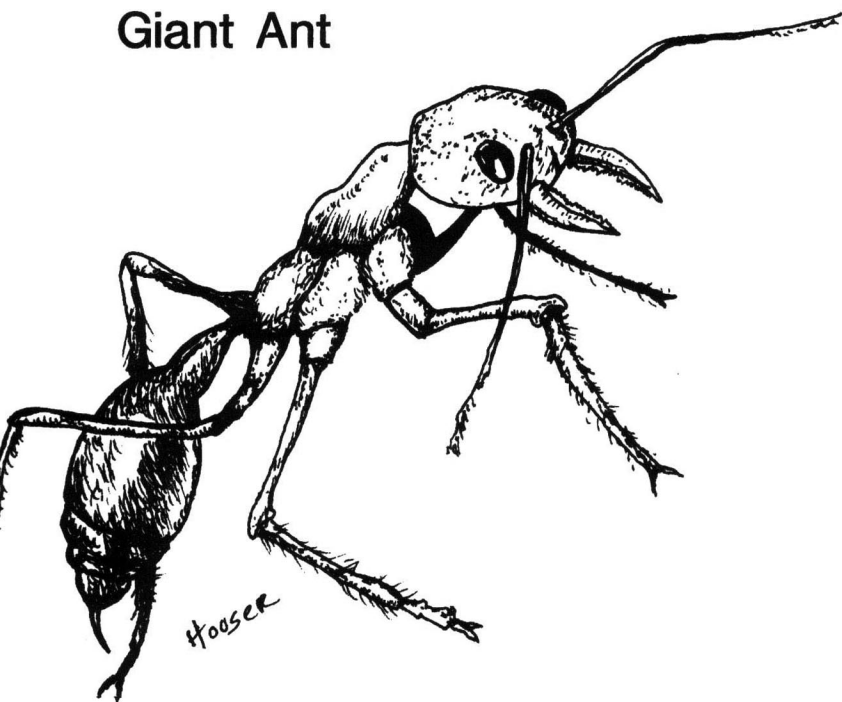
Cave Dragons are not restricted to subterranean settings; they just lair within deep caves. They are quite at home above ground, as well as in deep water. Because of their powerful tails, they can swim and dive at normal speed (12''). Cave Dragons are a fantastic ancestral species of Komodo Dragons.

Cave Lizards

Hit Dice:4
Armor Type:As Chainmail, but Natural
Movement:9"
Attacks:1 (Bite)
Damage:2 - 9
Size:5 - 10" long, 1 - 2" high at Shoulder
Number Appearing:1 - 20
Number in Lair:1 - 3
Percentage of Females:60
Percentage of Young:20
Intelligence:Instinctive
Food:Carnivore
Average Lifespan:20 years

Cave Lizards are simply very large Lizards possessing a nasty bite. They very rarely venture outside into the sunlight, preferring, instead, the dark confines of a nice, wet cave. When fighting in the sunlight, they strike at a -1 to hit. They usually live in large groups of 10 or more with one or two hatchlings. Cave Lizards are fiercely protective of their territories and will defend them to the end.

Giant Ant



Giant Ant

Hit Dice: 1 (Warrior: 3)
 Armor Type: As Partial Plate, but Natural
 Movement: 15"
 Attacks: 1 (Warrior: 2) [Bite (Bite and Sting)]
 Damage: 1 - 4 (Warrior: 1 - 6/1 - 2 + Poison)
 Special: Warrior Ant has poison sting, See Below
 Size: 2 - 3 feet long
 Number Appearing: 1,000 - 10,000
 Number in Lair: 100 - 1,000
 Percentage of Females: 1 Queen
 Percentage of Young: 30
 Intelligence: Instinctive, Communal
 Food: Omnivore
 Average Lifespan: 4 years, Queen: 20 years

Giant Ants come in all the varieties in which their normal-sized cousins can be found. The ones in the scenario are of the common Red variety.

Workers will fight only if attacked or bothered in some other way (such as being in their path). They can defend themselves adequately with their powerful mandibles. Warriors will always attack, and they have more powerful mandibles than Workers and a poison sting. Their poison causes damage equal to 1 - 4 points per round for 2 - 5 rounds. A Saving Roll of CON, END, or STA or lower on 3d6 will halve the damage (round down).

Cave Octopus

Hit Dice: 5 - 10
 Armor Type: As None
 Movement: 18" in open water, 6" otherwise
 Attacks: 1 per Tentacle employed (Constrict)
 Damage: 1 - 3 per Tentacle
 Special: See Below
 Size: 10 - 20 foot long Tentacles
 Number Appearing: 1 - 4
 Number in Lair: 1
 Percentage of Females: 40
 Percentage of Young: 20
 Intelligence: 5 - 10
 Food: Carnivore
 Average Lifespan: 35 years

Cave Octopi are a giant species of albino, subterranean Octopi. They are omnivorous, but they prefer meat delicacies such as Cave Fish and Wandering Adventurer.

Cave Octopi surprise opponents 67% of the time if the Octopus is submerged and the victim(s) are above, out of, or on top of the water. Otherwise, they surprise normally. Cave Octopi can only attack with all eight tentacles if they are in open waters; otherwise, only 1 - 3 can usually attack at one time.

Cave Octopus



Giant Centipedes

Hit Dice:	1/2
Armor Type:	As Buckler, but Natural
Movement:	15"
Attacks:	1 (Bite)
Damage:	1 point plus poison
Special:	Poison
Size:	1 - 2 feet long
Number Appearing:	1 - 100
Number in Lair:	1 - 100
Percentage of Females:	40
Percentage of Young:	20
Intelligence:	Instinctive
Food:	Carnivore
Average Lifespan:	5 years

Giant Centipedes are simply large varieties of the common Centipede. The bite is poisonous, and the intensity is related to the different types of Giant Centipedes.

The easiest way to determine the different species of Giant Centipedes is by color. In this scenario, only the Red and Black species appear, so these are the only ones which will be detailed.

The Giant Red Centipede has poison that will reduce STR and POW by 2, CON, END, and STA by 3, and DEX, AGL, and SPD by 4.

The Giant Black Centipede has poison that will reduce STR and POW by 1, CON, END, and STA by 2, and DEX, AGL, and SPD by 3.

If any score should sink lower than 1, the victim is unconscious. Points are gained back at a rate of one (1) per hour; the lowest score is raised first. If they are all even, choose randomly.

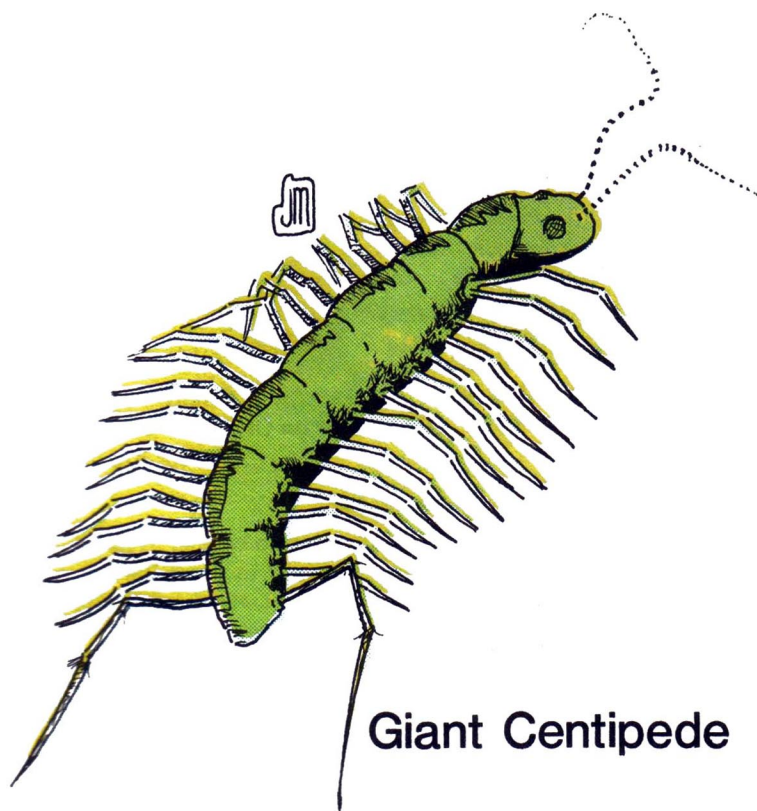
A Saving Roll of CON, END, or STA or less on 3d6 will cause only one set of abilities (e.g. DEX, AGL, and SPD) to drop; choose randomly.

Giant Earthworms

Hit Dice:	3
Armor Type:	As No Armor
Movement:	6" on ground, 4" burrowing
Attacks:	0
Damage:	None
Special:	Regeneration of Tissue
Size:	5 - 10 feet long, 1 - 2 feet wide
Number Appearing:	1 - 100
Number in Lair:	1 - 100
Percentage of Females:	30
Percentage of Young:	40
Intelligence:	Instinctive
Food:	Omnivore
Average Lifespan:	80 years

Giant Earthworms are simply huge specimens of the normal variety. They have no means of attack and are primarily a food source for the giant insects which abound in Fantasy worlds.

Giant Earthworms are able to regenerate the entire body even if only a minute portion remains. Generally, regeneration takes 1 day per foot of tissue. Fire and acid will halt this regenerative ability.



Giant Centipede

Giant Earthworms are an excellent source of protein and don't taste as bad as one might expect. In addition, they are easier to catch and kill than most other potential food sources underground.

Goat

Hit Dice:	1
Armor Type:	As Leather, but Natural
Movement:	15"
Attacks:	1 (Butt)
Damage:	1 - 3
Special:	None
Size:	2 - 3 feet long
Number Appearing:	1 - 50
Number in Lair:	1 - 50 (Roamers)
Percentage of Females:	40
Percentage of Young:	40
Intelligence:	4-
Food:	Herbivores but will eat anything
Average Lifespan:	20 years

A goat is a goat is a goat, unless it's a giant goat - but these aren't.

A goat is a sneaky animal; never turn your back on one unless you want to get butted. Otherwise, they will flee any attack unless cornered. They can be made to pull small carts but are flighty and headstrong and are just as likely to upset the cart and dump the contents to the ground as to pull it. They can be very friendly, but they are also very aggressive. They will eat nearly anything, so watch your armor, your equipment, and your treasure when around the goats.

Headless Ghost

Hit Dice: Variable
 Armor Type: As No Armor
 Movement: 12"
 Attacks: See Below
 Damage: See Below
 Special: See Below
 Size: Variable
 Number Appearing: Dependent on Circumstances
 Number in Lair: As Above
 Percentage of Females: As Above
 Percentage of Young: Cannot Reproduce
 Intelligence: Dependent on Original Manifestation
 Food: Not Applicable
 Average Lifespan: Undead

Headless Ghosts are doomed to wander in search of their missing heads but are "chained" to one place or area, usually that in which the head was lost. Headless Ghosts are created when a person is decapitated in a bizarre manner or under very emotional stress (and wouldn't you be if you were beheaded?). Headless Ghosts always retain the Hit Dice, Hits to Kill, and size they had when alive. They can attack by enveloping the victim, in which case the victim must make a Saving Roll of the average of all of his or her abilities or less on 6d6 or he or she will lose 50% of his or her STR and POW and will flee as fast as possible until out of sight of the Headless Ghost. If the Saving Roll is made, nothing happens. Simply seeing a Headless Ghost will cause the victim(s) to make a Saving Roll of the average of all abilities or less on 4d6 or flee as fast as possible until out of sight of the Headless Ghost. If the Saving Roll is made, nothing happens.

Headless Ghosts are affected only by magical weapons and spells which are not enchantments.

Headless Ghosts can only be truly dispersed if they are reunited with their lost heads. Otherwise, they are dispersed only for 1 - 100 minutes.

The Headless Ghost in this scenario (the Orc Shaman) has 6 Hit Dice, 27 Hits to Kill, and is 5 feet tall without his head.

See Judge's Notes for more details.

Jack-O-Lantern

Hit Dice: 3
 Armor Type: As None
 Movement: 15" (on land, over water, in the air)
 Attacks: 1 (by Weapon or Spell)
 Damage: by Weapon
 Special: Spell Abilities, See Below
 Size: 1' - 4' tall
 Number Appearing: 1 - 2
 Number in Lair: 1
 Percentage of Females: 0
 Percentage of Young: 0
 Intelligence: 9+
 Food: Not Applicable
 Average Lifespan: Forever

Jack-O-Lanterns, or Jacks for short, are diminutive, lethal pranksters. They lure intelligent beings to their deaths through the ingenious use of their spell abilities. As the victims die, the Jacks steal the souls before they can journey to their afterlife.

Jack-O-Lanterns steal souls because they are doomed to wander the Prime Plane of Existence (this "normal" plane in all its dimensions) forever, so, if they have captured many souls, they will have companionship after all other life expires.

Because the souls of Jack-O-Lanterns cannot ever leave this plane and because of the very magical nature of these creatures, when a Jack has taken wounds equaling his HTK total, he will dissipate in a stinking cloud of smoke, only to reform somewhere nearby within one to six hours. When they reappear, they have full HTK totals.

Jacks almost never fight physically and usually don't attack directly by magic, either. They prefer to trick their victims to their deaths by clever uses of their magic abilities. These abilities include all Air Magic and *Illusion* spells.

Jacks favor bogs and swamps but are also fond of mountain ranges, dark forests, ruins, and subterranean places.

Headless Ghost



Rats

Hit Dice:	1/4
Armor Type:	As Leather, but Natural
Movement:	9"
Attacks:	1 (Bite)
Damage:	1 point
Special:	Disease Carriers
Size:	6" to 12" long, excluding Tail
Number Appearing:	1 - 1,000
Number in Lair:	1 - 100
Percentage of Females:	40
Percentage of Young:	30
Intelligence:	5-
Food:	Omnivore
Average Lifespan:	6 years

Rats are found nearly everywhere. They are usually encountered where garbage accumulates, so they are plentiful wherever Humans, Orcs, Goblins, etc. live.

Rats are carriers of disease, so there is a 0 - 9% chance of contracting some disease from the bite (roll 1d10 - 1). Rats are good swimmers and are found in great numbers within swamps and sewers. Rats always attack in packs; a lone Rat will attack only if cornered.



Rat

Red Bloodsucker



Red Bloodsucker

Hit Dice:	3
Armor Type:	As No Armor
Movement:	15"
Attacks:	1 (Bite, then Blood Drain)
Damage:	1 - 3 + 1 - 4 per round thereafter
Special:	See Below
Size:	3 - 4 feet tall
Number Appearing:	Dependent upon Circumstances
Number in Lair:	1
Percentage of Females:	Dependent upon Circumstances
Percentage of Young:	Cannot Reproduce
Intelligence:	Dependent upon Original Manifestation
Food:	Blood
Average Lifespan:	Undead

Red Bloodsuckers are diminutive Vampiric life forms. They approximate human appearance, but resemble Goblins. They are a form of Undead; therefore, silver or magic weapons are needed to combat this monster. In addition, enchantment, fire-based, and ice-based spells have no effect. Red Bloodsuckers have a reddish tint to the skin.

They are extremely sneaky and are able to move quietly and hide in shadows so as to be undetectable at a base of 80% (modify appropriately for each circumstance). They can also climb walls at a base of 100% (moving at 2/3 Speed). Red Bloodsuckers surprise opponents 50% of the time.

They have a "venom" which will paralyze the victim almost instantly (1 - 6 seconds) after being bitten unless the victim makes a Saving Roll of the average of all abilities or less on 5d6. Once the Red Bloodsucker has bitten a victim, it will not release unless struck for 4 or more points of damage in a single strike, and they drain blood every round thereafter until the victim is dead.

Victims killed by a Red Bloodsucker have a 25% chance of turning into a Red Bloodsucker, conforming to all details outlined here but having fewer HTK than the Bloodsucker that killed him or her, a minimum of 2 HTK.

Red Bloodsuckers are immune to all the effects of other Undead "life" forms. They take 1 - 10 points of damage per ounce of Holy Water, but, unlike true Vampires, Holy Symbols, mirrors, and garlic have no effect upon them. However, wolfsbane and Cat's Eye Agates (when presented boldly) will cause Red Bloodsuckers to flee for 1 - 4 hours.

Red Bloodsuckers do not come out during the day because sunlight will damage them (1 - 4 points of damage per minute exposure to sunlight) much as it does normal Vampires.

Red Bloodsuckers can be killed by driving a wooden stake through the heart of the Bloodsucker.

Rock Gnome (Earth Elemental)

Hit Dice: 4
 Armor Type: As full Plate and Tower Shield, but Natural
 Movement: 6"
 Attacks: 1 (Punch)
 Damage: 3 - 8 (1d6 + 2)
 Special: See Below
 Size: 3 feet tall
 Number Appearing: Dependent upon Circumstances
 Number in Lair: As Above
 Percentage of Females: As Above (45)
 Percentage of Young: As Above (10)
 Intelligence: 10+
 Food: Rock
 Average Lifespan: Immortal, but can be killed

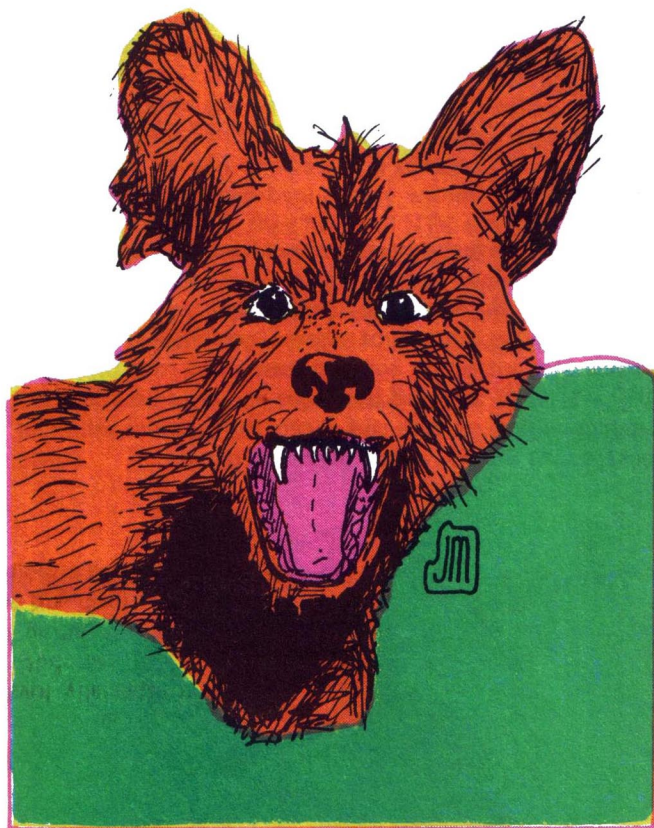
The Rock Gnome variety of the Earth Elemental is a diminutive, misproportioned rock man or woman. Rock Gnomes are as intelligent as Humans but have an outlook on life that is similar to a child's. They would rather play than work. Rock Gnomes get along very well with children and will never attack them. Consequently, they will always protect children, overpowering ensorcellments notwithstanding.

Rock Gnomes are not very common on this plane. They are usually found only on the Elemental Plane of Earth. They arrive here through conjuration spells and inter-planar nexus points, which is how the Rock Gnome in this scenario arrived.

Rock Gnomes are unaffected by enchantment spells, non-magic weapons, and any attacks based on rock or earth.



Wild Dog



Wild Dog

Hit Dice: 1
 Armor Type: As Leather, but Natural
 Movement: 18"
 Attacks: 1 (Bite)
 Damage: 1 - 4
 Special: None
 Size: 2 - 2½ feet long
 Number Appearing: 1 - 20
 Number in Lair: 1 - 8
 Percentage of Females: 30
 Percentage of Young: 40
 Intelligence: 6-
 Food: Carnivore
 Average Lifespan: 10 years

These stats apply only to the mongrels that will be encountered in this scenario. They will not attack unless provoked or unless they outnumber the opponent.

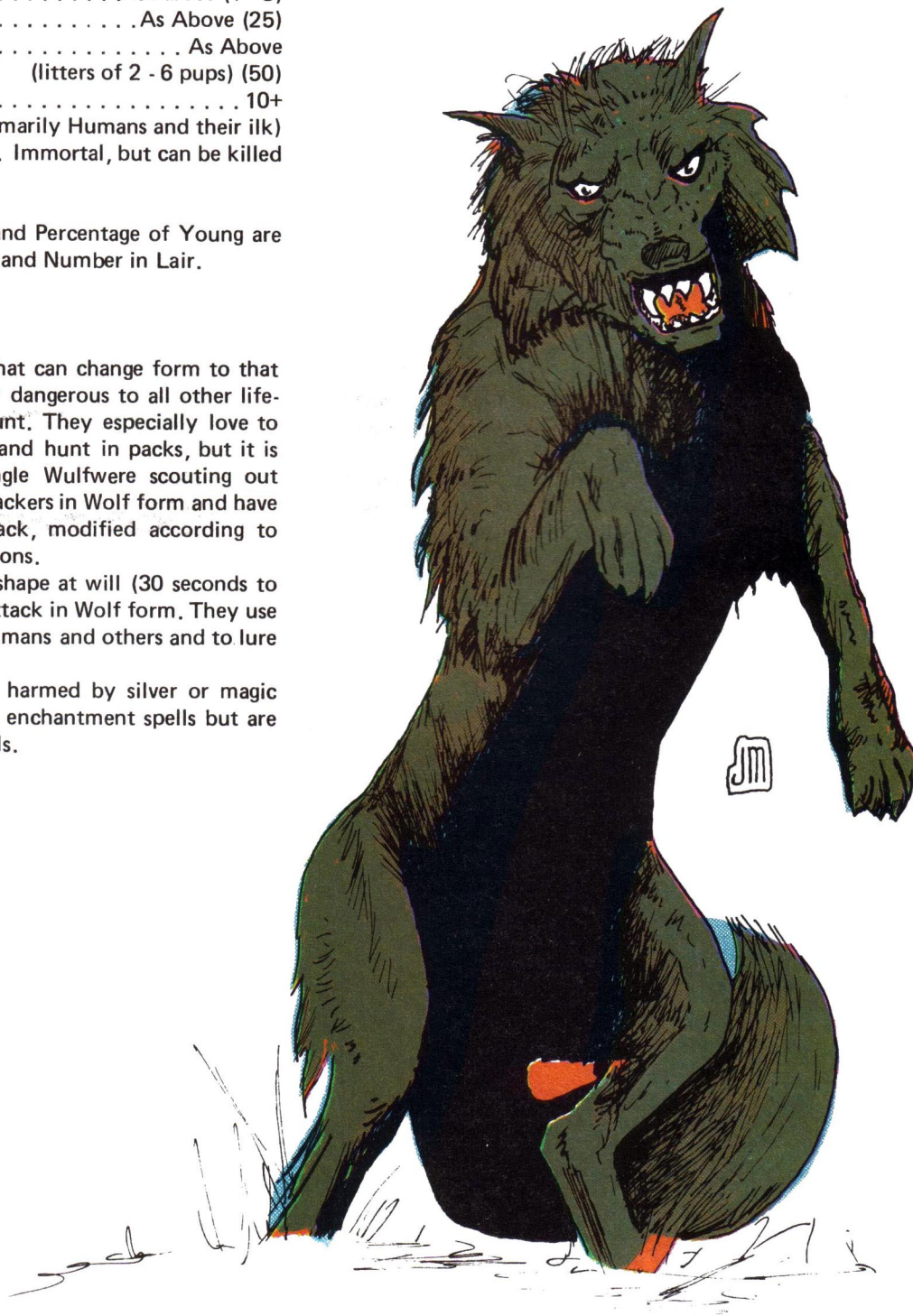
In all other ways, these dogs are the same as the dogs down the street from your house.

Wulfwere

Note: Percentage of Females and Percentage of Young are included in Number Appearing and Number in Lair.

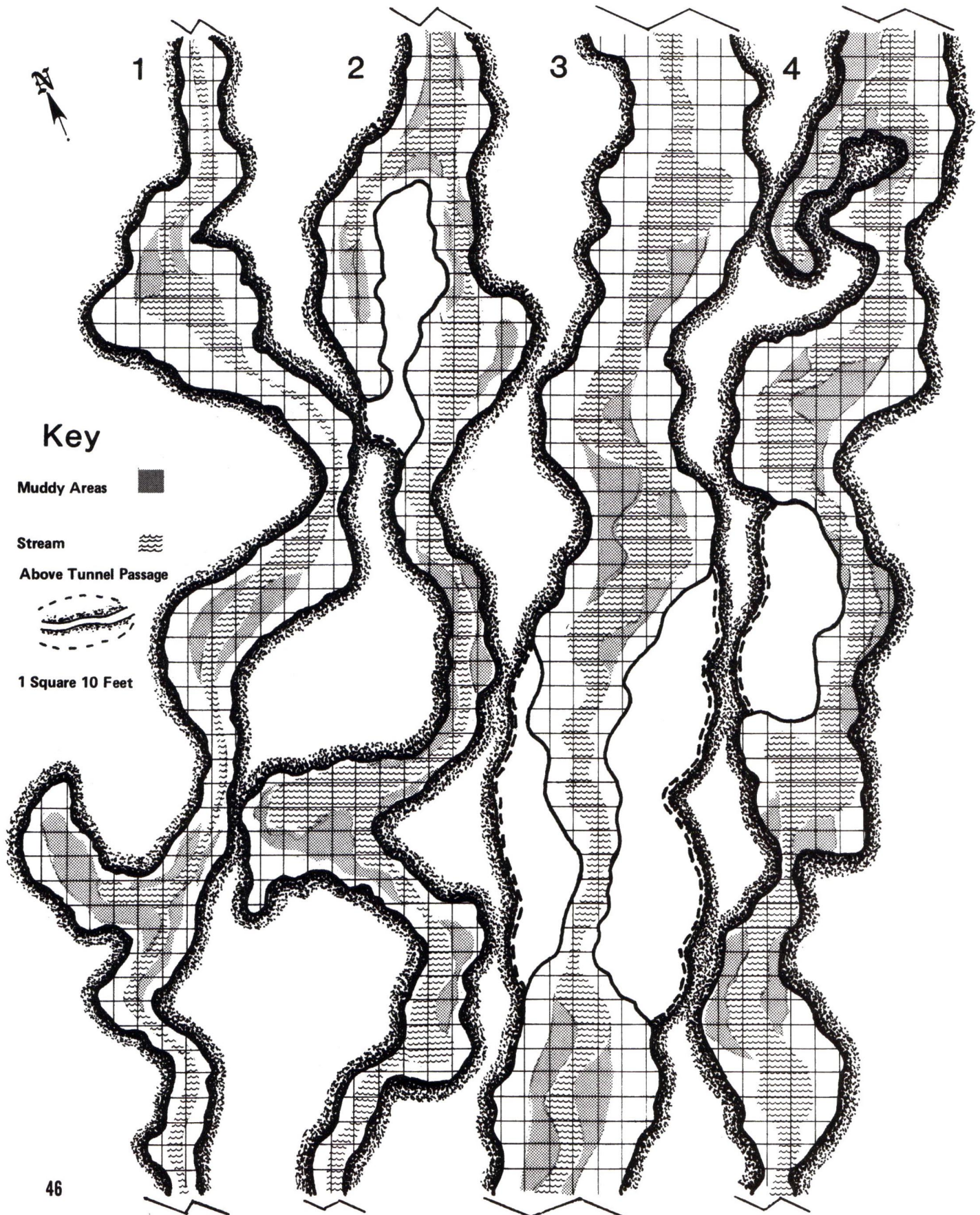
Wulfweres can change shape at will (30 seconds to change form) but will always attack in Wolf form. They use their Human forms to trick Humans and others and to lure them into ambush.

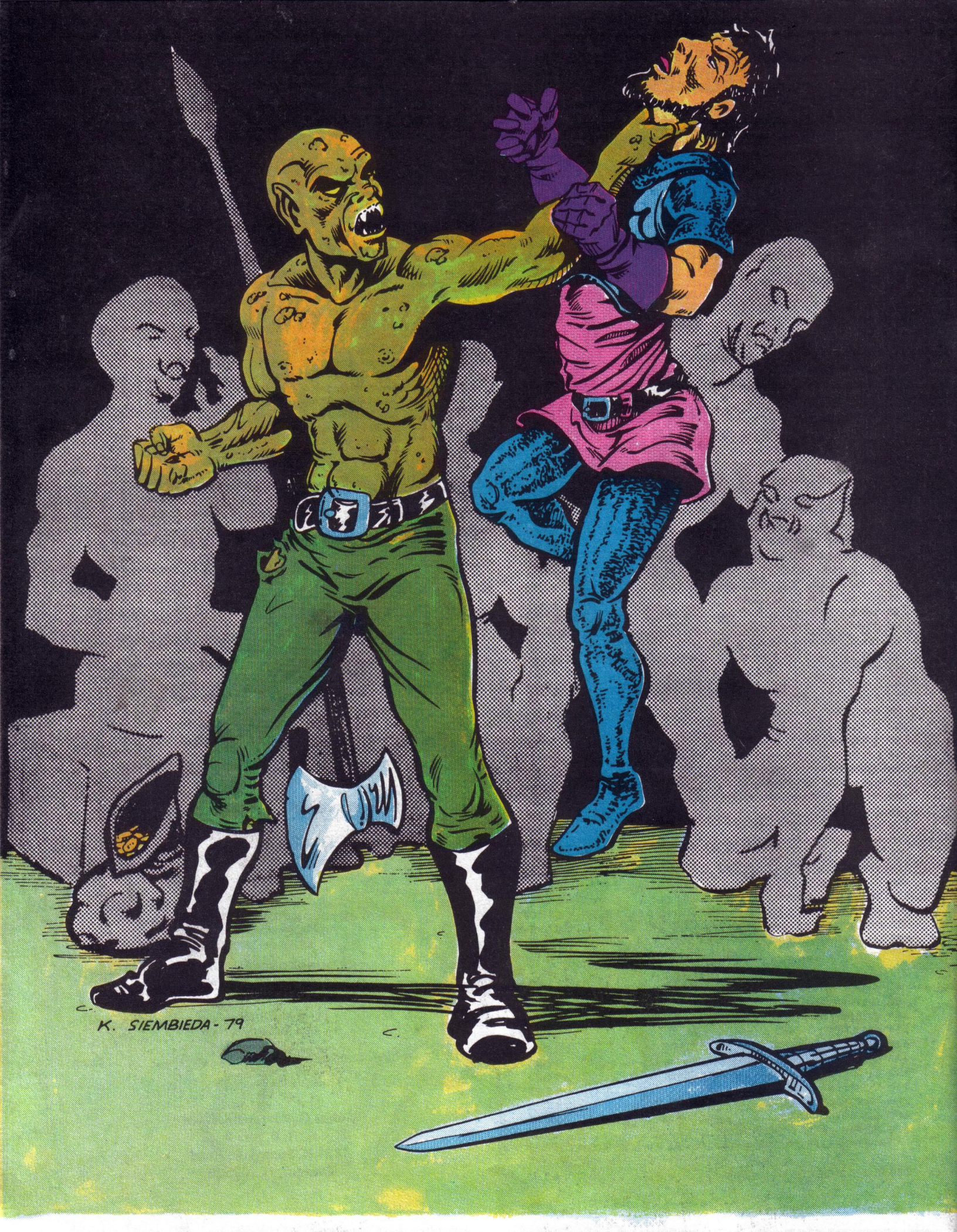
Wulfweres can only be harmed by silver or magic weapons. They are immune to enchantment spells but are affected normally by other spells.



Underground Stream Tunnel

When encounters occur in the mile-long stream tunnel roll 1d4 and the result determines which of the sample sections to use. Place the encounter wherever desired within that section. Feel free to design your own sample section.





K. SIEMBIEDA - 79