First published in 1981 and written by Gary Gygax, *The Keep on the Borderlands* is one of the best-loved classic modules TSR ever published for D&D. A basic hack and slash introduction, this module had a very simple premise: a place to equip, sell, and heal, and a place to kill monsters. The plot was as basic as it gets as well, little more than “go kill the bad guys.” Still, for all its simplicity, this was the module that set the standard for dungeon crawls after this point and it has that basic feel of the first dungeon you ever went through, that tingle of recognition: this is what it was like to play this game the first times.

Converting the module to Fantasy Hero required little modification, and in doing so I wanted to keep the basic, simplistic feel as much as possible. Yes, the brainless monster bash is a cliché but the reason it is a cliché now is because this first set the mold that everyone feels the need to break. Sometimes it is just satisfying to go bust monster heads without a deep reason or complex plot. Sometimes you don’t need a storyline, a conspiracy, a romance, sometimes you want to get away from politics and all the trappings of role playing and just kill things.

This module can be dropped into any location, it is utterly devoid of character other than the simple requirement that it be at the fringes of civilization. The Keep on the Borderlands is kept deliberately vague in terms of what the name of the nobility is, where the keep stands, what the countryside is like and so on in order to let the GM place it anywhere they wish.

This is a novice adventure, for the most basic and low level characters. It is designed to be as simple to run and play as possible, as an introductory adventure for both players and GMs. There are opportunities for deeper role playing and more complex story telling, but they are optional to the core adventure. This is a good module to introduce players to fantasy role playing and GMs to running a Fantasy Hero game. Here is, with modifications, the introduction to The Keep on the Borderlands:

Welcome to the land of imagination. You are about to begin a journey into the worlds where magic and monsters are the order of the day, where good and evil are forever at odds, where adventure and heroism are the eat and drink of all who would seek their fortunes in uncommon pursuits. This is the realm of Fantasy Hero!

The Keep on the Borderlands (Module B2) are copyrighted by Wizards of the Coast for their game D&D. This adventure is significantly altered from the original work, but still retains enough to be recognizable and I want to give Gary Gygax and WOTC full credit and due respect for their works.
INTRODUCTION

This module has been designed to allow four to eight player characters of 75-150 total points each (a party of 600 points combined total points is recommended).

If the party is weaker than this or lacks a critical part such as a healer, then the characters should receive a tip from the grizzled soldiers at the keep such as “stay at the beginning of the ravine area, try the lower caves first, it gets rougher the higher and deeper into the ravine ya get.” The party can always hire some soldiers to come along with them as well, as is described in the Keep encounter areas.

As a GM you should consider giving the characters a few healing herbs or a minor potion or two, perhaps a few weapons with minor enchantments to enable the characters to harm some of the creatures dwelling in the Caves of Chaos.

The contents of the module are intended as suggested adventure material, but you as the GM should feel free to modify them as you wish to fit your world, your players, and your personal style. Read the module thoroughly, you will note that some details are left in your hands. This is done deliberately to let you personalize the scenario.

By using the Keep as a “home base” your players should be able to play out several sessions before they have exhausted all of the possibilities of the Caves of Chaos map. There are a few trainers in the keep who can help with new skills and training if the GM wishes to provide this - however, this takes time, and time away from the caves may find some of the monsters replaced in what was previously emptied out by the PCs.

GENERAL NOTES

This adventure uses some standardized notation and abbreviation that the GM may want to familiarize themselves with.

Dice are referred to by their number and type. Almost all die rolls will be six-sided dice, as noted by “D6” such as “3D6” meaning three six-sided dice. This gives a range of 3-18 when added together.

When a skill or characteristic roll is called for, it is usually assigned a modifier, such as “it takes a -2 PER roll to spot the secret door here.” This means that a perception (PER) roll must be successful by at least 2 in order to see the hidden door in question.

Distances and measurements may be listed in game inches, which in the Hero System are a standard 2 meter hex. Thus, if the text mentions that a rope is 5” long, it does not mean five inches on a ruler, it means five game inches, or 10 meters (around 64 feet).

Damage that is killing will usually be listed as KA, as in RKA for ranged killing or HKA for hand-to-hand killing damage. Some notations are simply “KA” which means the dice do killing damage, but no strength is added and no range applies.

GAME AIDS

It is strongly suggested that the GM use a mat or large sheet of paper to indicate the layout of the area the players are on. If you have tiles or other physical structures to use for games of this sort those would work well. Miniatures or some indication of where each character is on the map are very useful as well, as it is important where the characters are, the monsters are, what their facing is, and how they move in Hero combat.

Music can help as well, if you have any medieval, celtic, or movie music (especially soundtracks for fantasy movies such as Conan or Lord of the Rings) it can be an aid for drama and mood. Avoid popular music or any talk, and especially avoid the television or radio. These are distracting and hinder immersion in the story, players will feel less a part of the game and care less about what their character is up to.
GETTING THE PCS INVOLVED

As this is such a basic adventure and such a simple setting, the most hamfisted and ancient of techniques can bring the characters to this location without need of any great story. The GM can simply say “you’re adventurers who have met in your travels and find yourselves at the foot of a grim keep in the borderlands between civilization and wilderness.” Nothing more need be used for the party, everyone is here for the same thing: kill monsters and have fun.

However, if the GM wishes to have more to the game than just hack-and-slash/loot-and-level, then there are a few options available even for such a simple scenario.

One is to have the characters all younger people, in their late teens who have grown up together. They are children of the soldiers in the keep, mature enough to strike out on their own and burning with a desire to make a name for themselves. The keep has every sort of teacher and type that the characters can come from, and this solves the “you all know each other” line. They could even be related. Such a group would have a ready home to return to yet adventure not far away to test their mettle.

Another option is to have the characters be bounty hunters. The Keep offers a bounty (see below) for the denizens in the Caves of Chaos, and this will attract adventurers and fortune hunters from around the land. The characters may very well have never met before this point, but share a goal: bounty. To this end they may work together and even become friends, but will be strangers requiring introduction and time to learn about each other. This may even be the preferred way to introduce the game if the players are unfamiliar with each other.

A third possibility is that the PCs part of an organized effort by a lord or town to end the raids and destruction caused by the monsters here. The keep is just enough to limit these excursions, but they have not the manpower to end them: to do so requires a strike force into the caves. This is what the characters are, a troop hired to destroy the monsters and free the lands from their reign of evil. In addition to any bounty they receive, the party will be given 10 money for each section of monsters destroyed in the Caves of Chaos.

A final way to introduce this game is a bit tougher than the others. Adventurers in fantasy settings often start from tragic circumstances and terrible events, and the PCs may be just this sort. The GM can start them out as captives of the creatures within the Caves of Chaos. The PCs will start out and meet as stripped down prisoners of the monsters, thrown together in similar misery but without equipment. The GM should make sure that the players are willing to engage in this kind of game before trying it - the point is for everyone to have fun, not for the GM to inflict misery on the players.

If this option is used, the GM might even let the PCs purchase and equip themselves as normal, ready themselves for a journey with all their gear, then be informed that they were taken captive and that all their gear has been taken away from them. The should start in area 3 of the Goblin Lair, watched over by a single Goblin warrior with a spear and no armor. Casters will find themselves gagged and without foci to cast their spells, other characters are connected by a rough rope tied to each character’s left leg, making a chain between them. As the GM introduces the scenario, he must decide how much the PCs know; they may be totally unaware where they are or how they got there. They may have been from different places and not know each other, they might not even be adventurers yet.

Originally guarded, the tough goblin guards should mock the PCs and hit them a few times, then leave for their ordinary duties. It is at this point that the characters can escape, overpowering the one goblin warrior that is keeping them captive. From this goblin a spear and a dagger can be obtained, as well as freedom from the ropes and gags (if any). The GM should seed the starting equipment on creatures between where the characters start and where the nearest exit is. A chase to the Keep by angry monsters trying to recover their prisoners might even be an exciting option; as soon as the party exits the Caves of Chaos they will see the Keep in the distance through the trees.

If this option is used, the GM should not work too hard to keep the characters captive or recapture them, the purpose is to gather the PCs, give them a memorable introduction, and give them a little extra incentive to head in and slaughter these evil creatures. There should be no time to put on armor, however; the start should be a chase scene.
However the GM decides to start this adventure, the Keep on the Borderlands will provide many sessions of entertainment for the PCs and GM if handled well.

**PHAT LEWT**

As the characters explore and destroy the monsters in this module, they will gain money and items to use. Most of the items are quite mundane, and even the special items are rarely magical or enchanted. True magic items are powerful and tend to be very carefully protected and thus are rarely in the hands of monsters such as those in the Caves of Chaos. As the characters obtain these items, they will want to sell the ones they do not need, replace items with upgrades, and repair the ones that become damaged.

The Keep is a good place to do most of this, because it has the full services of a village and castle such as a blacksmith, leatherworker, seamstress, and so on. The GM should be careful not to mound too much on the characters for several reasons.

First too much money may encourage the characters to retire. Once you have enough cash to buy a kingdom, why risk life and limb any more? That's what employees are for.

Second, it is not very believable for the monsters here to be terribly wealthy. They have some treasure, but not mounds of it, and even if they did, it would tend to end up in the hands of the most powerful creatures.

Third, the GM cannot control the power and advancement of characters as easily if they are as wealthy as they wish rather than poorer. When you can buy whatever you want, such "twinked" characters will find the challenges laid out here more trivial and thus the challenge and entertainment value is reduced.

Finally, over equipping characters lessens their appreciation of real treasure when they get it. If the characters have a backpack full of magical weapons and shrug when they get yet another glowing sword that sings the Hallelujah Chorus when in combat, it's time to rethink your treasure policy. There are a lot of treasures listed in the back of this module, but most of them are from a list from which PCs only get one choice. Less is more when it comes to characters and treasure: the more hungry a party is for cash and treasure, the more special what they get will be. PCs need enough to maintain their lifestyle (food, lodging, repairs, training, etc) and to feel heroic and successful, but no more.

**START**

How the characters arrive at the Keep on the Borderlands will vary based on the scenario the GM used to introduce the characters to this adventure. They might be living in the keep, they might show up on a dark night after a long travel, they might show up with arrows and spears raining around them. However they show up, however, this is what the keep will be to them:

This area is miles from what most would call civilization, far enough that the nearest farm or village is miles away down what barely can be called a road. The terrain here is rough, with rocky outcroppings and hills scattered with trees and brush. The most distinct features that can be seen is a small castle or keep standing atop a mesa, or flat-topped stony hill. Some ancient forces have split the mesa, leaving a sloped section of crumbled and packed rock leading up to one side, separated by a gap of ten feet wide at the most narrow point and seventy feet deep to tumbled, jagged stones. Across this lies the Keep's drawbridge in the day, down for travelers to cross and up to keep out the monsters at night.

The portcullis across the Keep's entrance is down, and guards watch all who arrive closely, hoping for friends, but ready for enemies.
Characters who approach the keep for the first time must declare who they are and what their intention is. This is likely the first chance for many groups to engage in role playing with the GM, so it need not be very challenging or meaningful, just an introduction of the characters. The soldiers at the keep are wary, but not nervous. The Keep has proved monster-proof for years now and while they are watchful they are not fearful of attack.

Characters who are vague, disrespectful, or have a silly background will be cross examined closely by the soldiers, even calling on the captain to check them more closely.

Now is the time to make the players realize that whatever they say - as speech or relating their actions - will be noted by you, as Game Master, and acted upon accordingly in whatever role is appropriate to the situation. A courteous and full reply might well win a friend amongst the soldiers who might be of aid sometime. Rudeness and discourtesy may bring suspicion or even earn enemies in what is otherwise a safe base area. When you are satisfied that the scene is played out, have the group enter.

The players should feel like they have accomplished something useful and meaningful when they enter the keep rather than something taken for granted: it is not safe outside the walls of this citadel and they will have earned a safe place to retreat to. Should the party be too obnoxious or offensive, the soldiers will just tell them to fend for themselves until they learn some manners.

**THE KEEP**

More properly, this is a full castle, with a very large open area inside curtain walls and a strong keep called the Inner Bailey built into the back, far from the only entry point, the gate. Set on cliffs on all sides at least seventy feet high, with only one real entry point (there is a postern gate from the keep proper, but it is not known by the PCs and not easy to enter), this is a very secure location. Within the walls of the castle is a small village of sorts which will serve the needs of the characters for the duration of this adventure. The keep itself is made of solid, well-fitted stone, with thirty foot walls topped with evenly spaced blocks called merlons that the defenders can hide behind or fire between at invaders.

Towers are placed at regular points with ballista in them (a sort of huge, heavy crossbow that is crew served). Each ballista has twelve yard-long missiles that take a phase to load and two phases to crank the bow back ready to fire. The Ballista has an effective range of 73” and deals 3D6 RKA, armor piercing damage.

Catapults are also noted on the map, also crew served but even slower. It takes four phases to crank the mighty wooden arm back and a phase to load the heavy stone into the weapon. The catapult has six shots worth of stone set by it, but almost anything can be fired from the catapult’s huge cup. This weapon has an effective range of 50” and deals 10D6 normal damage.

Neither weapon is tremendously accurate, particularly the catapult, they are fired at a hex, not a single target. The catapult has a range modifier of -2 in addition to any other modifiers.

Particularly obnoxious or troublesome players might find a dead goat fired at them with the catapult.

The walls are ten feet thick, with the merlons two feet square, and a raised area that the merlons are atop of three feet high, providing half cover for defenders. The stone walls are hard stone, with 6 defense and 12 body per hex before the wall crumbles and reveals the loose stone within.

The portcullis is of hard steel and is held in place with a gear system. It can only be raised from within by the windlass system once the catch is released. It takes a full turn to raise the portcullis enough for a horse to ride through, or a phase to make enough space to crawl under. The bars are 7 defense and have 6 body each. The entire portcullis weighs 900 pounds.

The GM should note that attacks not specifically designed to harm inanimate objects will deal half damage to these surfaces (for example, a sword will do half damage to the wall, but a pick - designed to dig through rock - will deal full damage). Further, weapons not designed to harm inanimate objects take the full damage they deal to themselves due to the abuse they sustain. The PCs will not be able to hack the portcullis down with their weapons.
RUMORS
Inhabitants of the keep will have information that they can share with the PCs if they are well treated. This information can be role played with conversations and interaction, or the GM can simply have the players roll against conversation and streetwise skills (if any) and give a rumor to each person who makes their roll. Certain NPCs in the Keep have notes on what rumors they know or are likely to pass on as well.

The GM can roll on the table below for what is learned or choose from the list. Rumors marked (F) are false, but the players and characters have no way of knowing this. Roll 4D6 for the rumor learned:

<table>
<thead>
<tr>
<th>ROLL</th>
<th>RUMOR</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>A merchant, imprisoned in the caves, will reward his rescuers</td>
</tr>
<tr>
<td>5</td>
<td>A powerful mage is on his way to demolish the contents of the caves, including the treasures (F)</td>
</tr>
<tr>
<td>6</td>
<td>Tribes of different creatures live in different areas of the caves</td>
</tr>
<tr>
<td>7</td>
<td>An ogre sometimes helps the cave dwellers</td>
</tr>
<tr>
<td>8</td>
<td>A mage with a powerful wand entered the caves but never came back out</td>
</tr>
<tr>
<td>9</td>
<td>All of the cave entrances are trapped (F)</td>
</tr>
<tr>
<td>10</td>
<td>If you get lost, beware the eater of men!</td>
</tr>
<tr>
<td>11</td>
<td>There are Dwarves living in the caves</td>
</tr>
<tr>
<td>12</td>
<td>A fair maiden is imprisoned within the caves (F)</td>
</tr>
<tr>
<td>13</td>
<td>Bree-Yark is yrch for &quot;we surrender!&quot; (F)</td>
</tr>
<tr>
<td>14</td>
<td>Beware of treachery from within the party (F?)</td>
</tr>
<tr>
<td>15</td>
<td>The big dog-men live high in the caves</td>
</tr>
<tr>
<td>16</td>
<td>Bandits prey on the local roads</td>
</tr>
<tr>
<td>17</td>
<td>Piles of magic armor are hoarded in the southern caves (F)</td>
</tr>
<tr>
<td>18</td>
<td>A gold mine winds miles deep in the lowest caves (F)</td>
</tr>
<tr>
<td>19</td>
<td>The Orcs in the caves long ago fled a Dwarven clan that almost wiped them out and now fear Dwarves (F)</td>
</tr>
<tr>
<td>20</td>
<td>Lizard-men live in the swamps</td>
</tr>
<tr>
<td>21</td>
<td>Bandits prey on the roads</td>
</tr>
<tr>
<td>22</td>
<td>Beware the mad hermit of the north lands</td>
</tr>
<tr>
<td>23</td>
<td>Nobody has ever returned from an expedition to the caves (F)</td>
</tr>
<tr>
<td>24</td>
<td>There is more than one tribe of orcs living in the caves</td>
</tr>
</tbody>
</table>

ALL ACCESS
Once the PCs are able to earn general entry into the Keep, they have access to everywhere (when the shops are open) and can move freely in and out, they will be recognized by the guards. However, there is one area that they cannot get into at first: the Inner Bailey. This area is where the local Lord lies, the master of the keep. The characters will have to earn sufficient local faction to gain access to the keep. Any nobility among the party may gain immediate access - alone - but lesser classes must earn their way. Once within the party will be closely watched and questioned as they feast with the Lord, and if they earn his pleasure and approval, he will suggest special missions to them. On the other hand, if they are rude or behave badly, he will retire early, ending the revel and they will never be invited back.

FACTION
The Keep will treat the PCs politely, but they will have to earn their reputation and esteem in the eyes of people who have lived for years on the edge of the wilderness. Acts of heroism, doing good deeds, finishing local quests and being generally pleasant and fair will all increase the faction with the Keep. Theft, breaking rules, rudeness, unlawful behavior, assisting the monsters, sloth, or failure to finish quests all will reduce this. Follow the chart below for faction change:

<table>
<thead>
<tr>
<th>MOD</th>
<th>ACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1</td>
<td>Finishing a Minor Quest</td>
</tr>
<tr>
<td>+2</td>
<td>Finishing a Major Quest</td>
</tr>
<tr>
<td>+4</td>
<td>Finishing a Keep Quest</td>
</tr>
<tr>
<td>+1</td>
<td>Consistently polite behavior</td>
</tr>
<tr>
<td>+2</td>
<td>Especially heroic activity</td>
</tr>
<tr>
<td>+2</td>
<td>Refusing rewards for adventuring</td>
</tr>
<tr>
<td>+1</td>
<td>Using skills and abilities to benefit the Keep</td>
</tr>
<tr>
<td>-1</td>
<td>Consistently rude behavior</td>
</tr>
<tr>
<td>-1</td>
<td>Perpetual Drunkenness or troublemaking</td>
</tr>
<tr>
<td>-1</td>
<td>Breathing Keep laws, each instance</td>
</tr>
<tr>
<td>-1</td>
<td>Failure to complete a quest</td>
</tr>
<tr>
<td>-1</td>
<td>Demanding greater reward</td>
</tr>
<tr>
<td>-1</td>
<td>Refusal to assist in daily activities to benefit the Keep</td>
</tr>
<tr>
<td>-5</td>
<td>Assisting the monsters</td>
</tr>
<tr>
<td>-3</td>
<td>Offending the Lord of the Keep</td>
</tr>
</tbody>
</table>
Different characters can earn different faction, so the GM should keep track separately for each PC. There are other activities and actions that the characters can do that will affect faction, the GM should decide based on the table what affect these will have on the reputation of the PCs in the Keep. Word travels fast, it is difficult to do something without everyone hearing about it, for good or ill. Characters start at zero faction (unless they are children of the soldiers here, in which case they start at 3 faction).

The table below describes what the benefits and drawbacks of total faction with the Keep will gain them. The table is dynamic, characters can move up and down based on their actions and perceptions of the Keep residents, and all benefits are cumulative (unless they are redundant, such as reductions or increases to prices; use the most recently achieved level). For example, if a character has achieved faction 10, they both have access to major quests and will be offered finest wares in shops with shopkeepers who will tend to haggle a bit less vigorously.

Characters may use the Persuasion this skill to temporarily increase their faction when dealing with a specific person. Success will add 1 faction point temporarily to the character for that person only, plus one for each point the roll is made by. Such temporary faction boosts only last for an hour at most.

A PC also can increase their faction by five points by a bribe, but the bribe must be large enough to catch the notice of the character. For guards this will need to be at least five silver, for the shop keepers a silver. It also must be presented carefully, openly offering a bribe will tend to reduce, not increase your faction by 5 points.

Other options are to use Oratory skill (which, if successful, increases faction on all listeners in the same way as Persuasion skill, above), or a presence attack, which adds 3 to faction for each level of presence achieved (thus, a presence attack that equals the target’s presence would add 3, one that equals their presence +10 would add 6 faction, and so on).

Failure to make the skill rolls can reduce faction as well: failure by 3 or more reduces faction by 1 each point under 2.

<table>
<thead>
<tr>
<th>TOTAL</th>
<th>REACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>lower</td>
<td>You are seized and executed in the courtyard.</td>
</tr>
<tr>
<td>-20</td>
<td>Thrown from the keep and executed if seen again</td>
</tr>
<tr>
<td>-25</td>
<td>Thrown from the keep</td>
</tr>
<tr>
<td>-20</td>
<td>Lodging and sales are refused, people despise you and throw things at you when you aren’t looking</td>
</tr>
<tr>
<td>-15</td>
<td>Prices are 25% greater on purchase and 25% lower on sales. Lodging is refused because the rooms are all full on a 14-chance</td>
</tr>
<tr>
<td>-10</td>
<td>Prices are 10% greater on purchase and 10% lower on sales. Lodging is refused because the rooms are all full on an 11-chance.</td>
</tr>
<tr>
<td>-5</td>
<td>Shops withhold their best merchandise from you, lodging is in common areas only</td>
</tr>
<tr>
<td>0</td>
<td>Ordinary prices and treatment, access to minor quests</td>
</tr>
<tr>
<td>3</td>
<td>Shops haggle less vigorously and will offer you their best wares; -1 to all trading rolls.</td>
</tr>
<tr>
<td>5</td>
<td>Access to major quests</td>
</tr>
<tr>
<td>10</td>
<td>Prices are 10% lower on purchase and 10% greater on sales. The best rooms always seem to be open to you. People recognize you by name.</td>
</tr>
<tr>
<td>15</td>
<td>Access to Keep quests, first invitation to the Inner Bailey</td>
</tr>
<tr>
<td>20</td>
<td>Prices are 25% lower on purchase and 25% greater on sales. People offer you food lodging in their homes for free. People recognize you by your heroic deeds</td>
</tr>
<tr>
<td>30</td>
<td>Free access to the Inner Bailey</td>
</tr>
<tr>
<td>40</td>
<td>The Characters are renowned, sung about, fathers offer their offspring for marriage, bards write songs about the PCs, stories are told. Walking by on the street will often be rewarded with cheers and accolades, children follow you about and want to be like you, seeking trophies and memorabilia.</td>
</tr>
<tr>
<td>higher</td>
<td>You insult people by offering to pay for goods and services, soldiers swear their fealty to you upon encountering them, children sneak into your baggage to become apprentices and squires. Members of the opposite sex follow you around seeking affection.</td>
</tr>
</tbody>
</table>
QUESTS

There are three different types of quests available in this module to the Player Characters. Each is progressively more difficult, complex, and rewarding.

MINOR QUESTS
The first is the Minor Quest, which usually involves little more than running errands or engaging in some local task. These can be some employment for a shopkeeper, delivering a message, finding out something about someone in the Keep, or so on. The primary minor quest available is the bounty which pays for monster ears brought to the keep. These quests tend to pay little, earn little faction, and are simple enough to accomplish, usually within the boundaries of the Keep itself.

MAJOR QUESTS
These are more significant quests that involve multiple steps and almost all are outside the Keep. Major Quests will tend to give greater rewards and will result in superior esteem from the inhabitants of the Keep. These are the kind of quests that people living here either cannot or will not do because of the danger or time involved. Some Major quests involve the Caves of Chaos, others the surrounding area.

KEEP QUESTS
The most difficult and rewarding quests in this module are Keep Quests. These quests are very challenging quests that can only be obtained with superior faction and most are given by the Lord of the Keep himself, or his trusted advisors. These all involve the Caves of Chaos or other dangerous areas in the surrounding area and are quests that the locals are simply not up to accomplishing. Completing one of these quests will greatly reward the characters and greatly increase their popularity in the Keep. Typically characters setting out to do Keep Quests will receive special equipment, information, and even magical enhancement (buffs) by members of the court as the PCs head out.

It is up to the GM and the players how they approach this; the quests give direction to the adventuring, and many can even be completed by returning to the Keep with the right treasures or items found in broader adventuring, without even knowing that someone seeks these items.

Items used in quests will be noted in the text of the encounter areas, directing to the appropriate person. If a character brings a quest item into town and tries to sell it or asks about it, someone in the Keep will direct the character to the person looking for it.

The characters can ignore the quests entirely and simply run around bashing heads, but doing the quests included here will make their stay in the Keep more meaningful and involved.

THE TAXMAN

This is an aspect of the world that the GM may wish to ignore, and he should feel free. Yet it adds a layer of realism and control of treasure intake to the game and establishes a principle that can be used later in the campaign: there ain’t no such thing as a free lunch.

Every treasure haul brought into the Keep is taxed by the Lord, which might put a bit of a damper on the pride the PCs have, but they cannot hide their loot from the Lord’s taxman. He is a very powerful mage who will find their earnings, no matter what. The Lord takes 1 copper for each silver worth of coin (10% tax, humble for the setting), a copper for each ordinary weapon discovered, and a silver for each weapon of enchanted ore or special material found. Magic items cost a silver each in tax as well.

MERCHANTS

There are various merchants in the Keep that characters can take advantage of to buy or sell goods with. Some of them even have quests for the characters to take. Items bought and sold by the merchants are never the straight price, haggling and dealing is involved. All merchants sell all their wares at a base 150% of the listed price in the Jolrhos Fantasy Hero Player’s Guide. They buy items for a base 50% of their listed price in the text or in the Guide. This price is then adjusted by haggling, or using the Trade skill. Each Merchant has a listed trade skill, he and the PC engage in a skill vs skill test against the PCs when they haggle; if he wins, he adds 5% to the price per point he makes the roll by. If he loses, he cuts 5% off the price per point the PC makes his roll by and the challenge happens with every single purchase unless it’s in bulk (3 scrolls of protection from undead, for instance). There are a few exceptions, some will not haggle or will always pay full price for some items.
1. MAIN GATE
Two towers thirty feet high with battlements flank a gatehouse twenty feet high. All have holes for bow and crossbow fire. A deep crevice in front of the place is spanned by a drawbridge (usually up). There is a portcullis' at the entry and large gates at the far end of the passage. The passage is about 10' wide and high, the ceiling above pierced with murder holes*, and walls to either side slitted for archery. It is obvious that the building is constructed of great blocks of the hardest granite, undoubtedly common throughout the entire fortress. Two soldiers (mercenary footmen) will approach when the drawbridge is lowered and the portcullis raised. Each is clad in scale mail and carries a halberd. They require that persons entering the Keep put their weapons away, and then will escort them through the short tunnel into area 3.

2. FLANKING TOWERS
Atop each tower are four soldiers with medium crossbows cocked and ready to fire. Each is manned by a mercenary archer clad in studded leather, wearing a short sword and dagger, and each has a shield nearby. Inside each tower are 12 other men-at-arms, four being "on-duty" and armored and armed as the men-at-arms on the tower tops. The other eight in the tower are resting, and it will take one full turn for these men to ready themselves for battle. They are exactly like the others, except instead of crossbows, they carry heavy self bows. The three floors of these towers will contain supplies of bolts and arrows, spears, rocks, and several barrels of oil (all for hurling down on attackers). There will also be pallets for sleeping, pegs with clothing belonging to the soldiers, and some small tables, stools, and benches. Each man-at-arms will have 2d6 copper pieces on his person.

3. ENTRY YARD
This narrow place is paved. All entrants, save those of the garrison, will be required to dismount and stable their animals (area 4). The corporal of the watch is here. He is dressed in plate mail and carries a shield, with longsword and dagger at his waist. The corporal is rather grouchy and surly, but he admires outspoken, brave fighters and is easily taken in by a pretty girl.

Beside him is a man in robes (a scribe) who records the name of each person who enters or leaves, and flanking each man is another man-at-arms in scale mail with pole arms as noted in 1, above. When dismounted, servants will come from area 4. (the stable) to take the mounts or mules. Any goods which are not carried by the adventurers will be stored in area 5. (the warehouse). Another servant will then show travelers to the Traveler's Inn.

4. COMMON STABLE
This long building is about 15' high, with a 3' parapet atop its flat roof, so that it can be used in defense of the gate. The gateside wall is pierced for archery. There are always D3+6 servants inside tending to horses and gear. Each is unarmored but can fight with various available weapons (pitch forks and the like - treat as military forks). There will be D6+1 each light horses and draft horses here, as well as D6 mules.

5. COMMON WAREHOUSE
Visiting merchants and other travelers who have quantities of goods are required to keep their materials here until they are either sold to the persons at the Keep or taken elsewhere. The building is the same as the stable (area 4) with respect to height, parapet, etc. Its double doors are chained and padlocked (-2 to lockpicking), and the corporal of the watch has the keys. Inside are two wagons, a cart, many boxes, barrels, and bales - various food items, cloth, arrows, bolts, salt, and two tuns' of wine. (Average value is 5D6 silver per wagon-load).

6. BAILIFF’S TOWER
The superintendent (or bailiff) of the outer bailey* of the fortress lives here. He is wearing plate mail and wields a bastard sword, and is also able to use a light longbow which is hanging on the wall. He and the scribe share offices on the lower floor. Their quarters are on the second story with the usual furnishings of bed, chest, armoire, table, chairs, rug, etc. The bailiff has 3d6 copper pieces with him always, the scribe has 2d6 copper pieces and d3 silver pieces in his purse. There are 50 copper pieces hidden in the bailiff’s old boots in the armoire, and hanging on his wall is a quiver with 20 arrows. The scribe has a jeweled ink pot worth 15 copper pieces, but it is dirty and ink covered, looks worthless, and is on his table in plain sight. The third floor is a storage area, and the fourth story quarters twelve men-at-arms.
Six are mercenary footmen in studded leather and small shield with spear and hand axe, the other six are mercenary archers in scale mail, light crossbow, and short sword and serve as the escort of the bailiff from time to time. Each carries 2d6 copper pieces. Their room contains pallets, pegs with cloaks and other clothing, two long tables with benches, a supply of 180 bolts, and several dozen large rocks. The whole tower is 40' high, with a 5' tall battlement atop it. All walls are pierced for archery.

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

7a. JEWEL MERCHANT
This normal man and his wife are guarded by a pair of mercenary footmen in chainmail and medium shield with longsword and dagger. The four are lodged in the eastern portion of the building, the merchant and his wife being on the upper floor most of the time. Each guard commands a huge Guard Dog trained to kill. The merchant has a locked iron box with 20 silver pieces and 170 copper pieces inside. Secreted in his belt are 10 gems of 10 silver piece value each.

The Gem Merchant has a trade skill of 12-. He will buy any ore or ingots for the full price without haggling. His wife wears a jeweled bracelet, necklace, and earrings (6, 12, and 3 silver piece value respectively), also available for sale as per gems. They are awaiting a caravan back to more civilized lands. All persons here have 5D6 copper and 3D6 silver pieces each upon their person. The apartment is well-furnished, but there is nothing of particular interest or value to adventurers except for the coins, gems, and jewelry noted.

The gems and jewelry the merchant has are known by the local merchants, and any attempt to sell items in the Keep stolen from this fellow will result in an alarm and attempted arrest.

7b MAGE
The western portion houses a mage with a bent toward mercantile. His name is Horkin and he learned magic to make money. So far it has worked out very well for him, particularly when he moved here and began selling to adventurers. Everyone speaks well of Horkin, although they recognize he is a rapacious trader and always after the bottom line. If approached, the mage will under no circumstances join the party on an adventure. He laughs at the very idea, then launches into a sales pitch on the virtues of his enchanted items for adventurers. Horkin doesn’t keep anything valuable on him or in the home, in fact he has a very humble apartment. He uses a spell to store his goods in the Aether which he accesses magically. He is very wealthy and has quite a trove of magic items but only Horkin knows how to access any of this. He doesn’t have as much as a copper on him. Horkin has a little tent set up in front of his apartment where he has a comfortable chair and a cold bottle of fine wine he sips from a crystal goblet. There’s no visible product, but everyone knows in the Keep that what Horkin claims to have, he can provide. The chart below shows the items Horkin has and the prices he charges. Horkin has a 13- trade skill.

<table>
<thead>
<tr>
<th>ITEM</th>
<th>PRICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Charms (he will have one charm each trip to the Keep the PCs make, roll randomly for the offerings)</td>
<td>35cp</td>
</tr>
<tr>
<td>Scroll of Protection from Magic</td>
<td>250cp</td>
</tr>
<tr>
<td>Scroll of Protection from Fire</td>
<td>175cp</td>
</tr>
<tr>
<td>Scroll of Protection from Undead</td>
<td>175cp</td>
</tr>
<tr>
<td>Scroll of Protection from Weapons</td>
<td>175cp</td>
</tr>
<tr>
<td>Scroll of Protection from Poison</td>
<td>175cp</td>
</tr>
<tr>
<td>Scroll of Protection from Disease</td>
<td>175cp</td>
</tr>
<tr>
<td>Scroll of Alarm</td>
<td>60cp</td>
</tr>
<tr>
<td>Scroll of Alchemy</td>
<td>130cp</td>
</tr>
<tr>
<td>Scroll of Balm</td>
<td>75cp</td>
</tr>
<tr>
<td>Scroll of Greater Cure</td>
<td>150cp</td>
</tr>
<tr>
<td>Scroll of Unspell</td>
<td>110cp</td>
</tr>
<tr>
<td>Scroll of Wainwright</td>
<td>65cp</td>
</tr>
<tr>
<td>Potion of Health</td>
<td>75cp</td>
</tr>
<tr>
<td>Potion of Healing</td>
<td>75cp</td>
</tr>
<tr>
<td>Watchman’s Draught</td>
<td>15cp</td>
</tr>
</tbody>
</table>
The GM should note that these goods are quite expensive, but they will serve to eat up character profits from raids in the Caves of Chaos while boosting character power slightly. The PCs are unlikely to be able to afford any of these items the first time through the Keep, but as they earn treasure and clear out the caves they will make enough for some magic.

As a consolation, he'll give them some water he claims is holy water, and tell them he'll heal their maladies for free when they return to the Keep as long as they keep smiting evil.

Leoland Cope is an evil cultist, and cannot heal anything. He has some magical power, but it is strictly evil stuff and minor at that, he can create light and stop bleeding, but does not have any other beneficial ability. He is passing on information about Keep defenses, shipments and caravans, pilgrims, travelers, and adventurers to the Caves of Chaos through his acolytes who come and go to collect herbs and study in the beauty of the outdoors. They secretly meet with representatives of the Orcs, Goblins, and Beastmen and pass on the information. The Merchants know someone is doing this but have no idea who it is. There is a Major Quest to find the spy's identity and gather proof, which lies in the Caves of Chaos in area D-21.

Leoland will also cast spells for pay, charging 1 silver per real point cost of the spell: this price is non-negotiable. He'll do batch deals of Detect Magic, everything that fits on a 1 foot square table with a purple velvet cloth laid over it. Each cast of Detect Magic will only cost one silver. He can also cast Alchemy (7 sp), Analyze Magic (2 sp each item), Balm (2 sp), Calculate and Assay (1 sp each), Decipher (3 sp), Encode (2 sp), Mana Crystal (3 sp plus the gem), Mending Charm (2 sp per cast), Money-changer Charm (2 sp), Preserve (3 sp), Purify (3 sp), Refit (5 sp), Textlore (5 sp), Toxinfind (1 sp), Unlock (3 sp), and Wave of Unmagic (1 sp per cast).

Minor Quest: Flowers. Leoland will pay 1 ip for each dose of a certain flower called the Star Blossom that is growing outside the Keep, herbalists can find D6 doses per square traveled with a successful skill roll, but ordinary characters will find one per square on an 8-. He will take an unlimited number of the flowers, each 25 that he collects completes a Minor Quest.

If he’s attacked, Leoland is equal to a Cultist Priest and his followers are mercenary thugs.

Minor Quest: Flowers. Leoland will pay 1 ip for each dose of a certain flower called the Star Blossom that is growing outside the Keep, herbalists can find D6 doses per square traveled with a successful skill roll, but ordinary characters will find one per square on an 8-. He will take an unlimited number of the flowers, each 25 that he collects completes a Minor Quest.

8. SMITHY AND ARMORER

This building is about 20’ tall, with the usual 5’ parapet above and walls pierced for defense. The lower floor is occupied by a forge, bellows, and other items. Here horses and mules are shod, weapons made, armor repaired and similar work done. The smith is also an armorer, and has two assistants. (The smith is equal to a Mercenary Thug with a war hammer, his assistance equal to mercenary footmen. There are 2 swords, 1 mace, a suit of man-sized chain mail, and 11 finished spears in the shop. In the second story are rooms where the smith, his family, and his assistants live. (The rooms have normal furnishings, but a jar hidden in the smith’s bedroom holds 72 copper-pieces.) The smith carries D3 copper pieces, but the assistants have 2D6 copper each. The Smith has 12-armor- and weapon-smithing skills.
9. PROVISIONER
This low building houses a shop where all of the equipment needed for dungeon adventurers (as listed in the rulebook) are sold. He does not sell weapons other than daggers (15), arrows (500) and bolts (300). He has a 7 small shields, but does not sell armor or mounts. He will direct any persons interested in such items to the trader next door. Prices are as shown in the Jolrhos Introduction, and can be haggled. The provisioner is a normal man with trade skill of 12— in time of need he has leather armor and small shield and will man the walls or otherwise fight with a spear. His wife and two children live in a small apartment in the place. He carries d6 silver and 4d6 copper pieces. He has a strong box with 100 copper, 16 silver, and 30 iron.

10. TRADER
This place deals in commodities, basic trade goods that are not of immediate practical use such as furs, perfume, incense, salt, spices, rare woods, and so on. The owner has a trade skill of 12— and he has a fair stock of dry goods and materials the PCs have no use for (other than blankets and perhaps clothes). He also has a great deal of demand for furs, since the area is not safe for hunters. Thus, he pays the base price for any furs (adjusted by haggling) rather than half price. He is a normal man with a dagger, as are his two sons, but they have a spear and a leather armor hauberk in case they have to help guard the Keep. Hidden under the floorboards of their small apartment are 11 sp and 230 copper. Each carries 2d6 copper on them.

MINOR QUEST: Furs. The Trader will pay for furs that the PCs collect, any character can attempt a survival roll each day if they camp outdoors. If the roll is successful they find a 1sp fur, adding 5 cp per point the Survival skill roll is made by to the value of the fur. This can be done anywhere outside, it just takes a day of activity to succeed.

11. KING’S SAVINGS AND LOAN
Here anyone can change money or gems for a 10% fee (that is, the bank keeps 10% of the value of the exchanged materials). The banker can also keep a character’s wealth stored, accessible at any King’s bank in the country. There is no charge if the money is left in the bank at least a month, if it is withdrawn early, there is a 10% fee. Loans may be obtained as well, at a fee of 10% per month.

The bank will loan up to 25 silver to a character without any status, plus 1 silver per level of positive faction they have with the Keep (and -25 for negative level, if any). A Knight, Priest, or Paladin may get 50 silver base, and nobility can get any amount they desire, but aren’t likely to need money to begin with.

The bank has no money in it. It is summoned to them or stored in the magical vault in Morien City, transported magically there when the banker receives the payment and tags it. The bankers have D6 copper on them, and there are two mercenary thugs in chainmail with longsword and medium shield here for security but there’s no reason or logic to robbing the bank.

12. WATCH TOWER
This 45 foot tall tower has all of the usual defensive devices. It houses six mercenary archers in scale mail with medium selfbows and shortswords, six mercenary footmen with spear and dagger and Captain Sennat, the Captain of the Watch who is in charge of the Keep security. Captain Sennat is a very busy man with little time to talk to the characters, but they can always schedule a meeting and he’ll give them five minutes.

The second and third floors are barracks for the local soldiers, and the top floor is an armory with 1500 arrows, 1200 bolts, 5 barrels of oil, 30 20-gallon barrels of water magically preserved for emergencies, 45 spears, 15 suits of scale mail, 25 medium shields, 45 medium self bowstaves, 300 bowstrings, and 150 short swords.

MINOR QUEST: Find the Bandit Camp. Finding the Bandit Camp and reporting to Captain Sennat or the Watch Commander will result in a 5 cp reward for each character and troops sent to check on the camp and wipe it out. When they return, the PCs get 1 more silver each.

MINOR QUEST: Ears. Captain Sennat also knows that the local humanoid monsters are raiding and killing, so he wants to reward them being killed as well. Although Sennat himself will not meet over this, he has authorized the Daily Watch Commander to pay for each left trophy returned to the keep (they only pay for right ears):
MAJOR QUEST: Get Figs. Captain Sennat knows about the raids by bandits on nearby towns and the caravans that bring supplies to the Keep. He wants their camp found and wiped out, he knows it must be somewhere not far from the Keep. For the head of Figs the bandit leader he will pay 25 silver, then send a troop to check the location the PCs say the camp was at to make sure the job is done. Upon finding out the camp is wiped out, he will direct Horkin the merchant mage to give the PCs one item they request for free, and the Keep will pay for it. Horkin will suggest the most expensive options and charge the keep full price.

13. FOUNTAIN SQUARE
There is a large, gushing fountain in the center of the square. On holidays, local farmers and tradesmen set up small booths to sell their goods in this place.

14. TRAVELERS INN
This long, low structure has five small private rooms and a large common sleeping room for a full dozen. (Servants and the like always sleep in the stables, of course.) Private rooms cost 1 g.p. per night, but sleeping in the common room is only 1 silver piece per night. The innkeeper and his family live in a small loft above the inn. They are obviously normal persons of no fighting ability. This building is some 18' high.

15. WILDSEDGE TAVERN
This place is the favorite of visitors and inhabitants of the Keep alike. The food is excellent, the drinks generous and good. The place is always active, with 2D6+4 patrons at any time of day or night. The landlord, if talking with a good customer and drinking to his health, will sometimes talk about the lands around the keep (1 drink per story, roll on the rumor table each time, he’ll only have time for D6 stories). He is known to hate small beer and love honey mead, which the PCs can learn by asking around. There is an 11% chance that D3 of the patrons will be mercenaries looking for work. These men will work for 2 copper a day plus food and shelter. They have their own gear, but they expect repairs and ammunition to be provided. Roll a D6: on a 1-3 these are footmen, on a 4-5 they are archers, and on a 6 they are thugs.

Gobin Ears: 1 ip
Saurian Tail tip: 2 ip
Bloodthirst Orc Red Ears: 3 ip
Toothgnash Orc necklaces: 3 ip
Hyena Clan Beastman Ears: 4 ip
Ram Clan Beastman Ears: 5 ip
Ogre Ear: 15 cp

The soldiers here are experts by now in monster ears and will not be fooled by substitutes. They won’t pay for Dvergar ears but will be somewhat horrified that the PCs killed dwarves and tried to get paid for ears even though they’ve heard rumors of the Dvergar. For each 5 turn-ins (or the one Ogre ear) the PCs will have completed a Minor Quest.

MINOR QUEST: Find the Caves of Chaos. The Keep knows that the Caves of Chaos exists, they know something about the caves (such as rumors and that the weaker monsters are in areas A-C). What they do not know is exactly where the Caves of Chaos lie. The Watch Commander will pay 5 cp to each PC for locating the caves, and as soon as scouts get back with the confirmation, he will direct the smith to repair all gear for the PCs for free until the caves are cleaned out.

MAJOR QUEST: The Spy. Captain Sennat knows that a spy is working out of the Keep but has no idea who it is. Once the party builds up enough faction to get major quests and has been to the Caves of Chaos and back to the Keep at least once, the Captain will summon the party to his room and meet with them personally. He’ll lay out the problem and request that the party find out who this spy is. He needs proof, not just the word of the PCs. When they bring him proof, Sennat will reward the PCs with one item each from this list:

- Rune of Silver
- Rune of Targeting
- Soulward Rune
- Wizard Wand
- Enchanted Whetstone
- Ring of Reliance
- Scout’s Cloak

He has more than one of each item. The Merchants will also give a reward for finding the spy at the Guild hall.
There is an 8% chance that each of the following persons will be in the tavern at any given time:

- Corporal of the Watch (area 3)
- Captain Sennat (area 12)
- Bailiff (area 6)
- Priest (area 7c)
- D6+1 Watchmen (area 12)
- Watch Commander (area 12)

The landlord is a normal man as are his son and the pot boy, but in time of need they will don leather armor, carry small shields, and bear arms against attackers. The place is also served by his wife, daughter, a serving wench, and a scullion. (The owner and his son each have 1D6 copper pieces in their purses, the wife 2D6, all others have 2d6 iron.) The cellar is where drink and food are stored and prepared, and where the servants sleep. The family sleeps in the small loft. (Hidden in an old crock under empty flour bags in the back room are 82 cp, 29 sp, and 170 ip).

Just sitting in the Wildsedge tavern is enough for the PCs to hear one rumor per hour from the random rumor table on page 6.

16. GUILDHOUSE

When members of any guild (merchants, craft, artisans, etc.) travel to this area, they are offered the hospitality of this two-story building. This is a fee collection and administrative post, and the staff is careful to observe what traffic passes through the Keep. Any trader, assuming he is not a regular member, who passes through must pay guild dues of 1% of the value of his merchandise, but he then gains the protection of the Guild House. Craftsmen and artisans must gain Guild permission to work their craft in the area, paying a fee of 2D6 copper pieces either way (depending on the value of their trade).

The lower floor contains the Guild Master’s and his two clerks’ quarters and an office (all sparsely furnished, but the Master has a gold ring worth 50 cp, and 2d6 sp in his purse; each clerk has 6d copper. A strongbox under the Master’s bed holds 712 gold pieces.) They are normal men, with chain mail (AC 5), crossbows, and swords kept in a closet for quick use. There are two servants who will not fight and who have quarters in the cellar.

The upper floor is divided into two private rooms and a dormitory for guests.

The Master (Volan Enian) is very influential, and his favor or dislike will be reflected in the treatment of persons by fortress personnel. Four mercenary footmen with leather armor and small shields and armed with spear and shortsword are on duty at all times, two on the first floor, two above. They are loyal Guildsmen who will obey any order from Volan.

Guests of the Guild eat here. Drinking is frowned upon.

Due to the presence of various Guild members and travelers, characters can always train for any craft or profession they have (they can train their characters up) here for the usual fees.

MINOR QUEST: Meet the Guildmaster. If the PCs find the spy that has been leaking information about caravans for Captain Sennat (area 12), the Guildmaster Volan Enian will request their attendance upon him. There he will throw them a huge meal and pay them each 5 silver, and declare that while they stay at the Keep, all prices are 10% lower at all locations except Horkin (area 7b) who is outside his control. This price reduction is in addition to any others that the characters enjoy, before haggling. It does not mean that they can sell items for 10% more, however.

MAJOR QUEST: Wipe out. The Guilds would like to see the Caves of Chaos cleaned out completely and to this end, they will reward the characters for each area they clean out. They will be able to confirm that each area is cleared out with the local guild mage (a very reticent, shy man who only meets with students) using his magic to track the characters. Once they’ve made it to the caves he can look at it magically, but until they find the caves, he doesn’t know where it is any more than anyone else. Further, he cannot look at any area the PCs haven’t been to yet, that’s just how the tracking spell works.

As the PCs clean out each area, the mage will let Volan know, and when the PCs check in, they can get paid for what they’ve accomplished so far. Each area has its own reward, different for the difficulty level and complexity of the task. If the PCs don’t finish the job, they don’t get paid.
If something new moves into the caves, the mage will tell Volan and he’ll get word to the PCs, but they won’t get paid for clearing it out again. There are 11 areas in the Caves of Chaos, all but one with its own reward for clearing:

A. The Goblin Tribe
   REWARD: 1 silver each and a Potion of Light Healing
B. Toothgnash Orcs
   REWARD: 1 silver each and two Potions of Health
C. Bloodthirst Orcs
   REWARD: 1 silver each and a Healing Potion
D. Snee’s Goblins
   REWARD: 2 silver each and a choice between an Enchanted Whetstone or a Mana Jade each
E. The Ogre Cave
   REWARD: 2 silver each and a choice between a Rune of Aim or a Wand made for any one spell the character knows with 50 mana in it (rechargeable for 3cp per charge) for each character,
F. Ram Clan Beastmen
   REWARD: 2 silver each and two items from Horkin’s selection for free
G. Shunned Cavern
   REWARD: none, the guild doesn’t care about random monsters.
H. Dvergar
   REWARD: 15 copper each and two Potions of Light Healing
I. Minotaur Cave
   REWARD: 20 silver and a voucher that will pay for all repairs at the keep and resizing or adjusting any armor found at the smith until the caves are cleared out.
J. Hyena Clan Beastmen (Gnolls)
   REWARD: 2 silver each
K. The Evil Cult
   REWARD: 5 silver each and the guild will pay for all monetary costs involved in enchanting any magical item, one each character.

**MAJOR QUEST: The mirror.** The Guild’s reticent mage ordered a mirror a year ago to give to a girl he admires, and it was stolen and eventually ended up with the Mad Hermit (area 4 in the Surrounding Area). The mage will through a Guild member let the party know when they train the first time after being able to do Major Quests that there’s a reward for its return: an Arrow Tree and a Staff of Warding.

17. **CHAPEL OF PURITY**
This is the spiritual center of the keep, sitting opposite the Guildhouse. The building has a peaked roof two stories tall; the interior is one large room. There is a beautiful colored stained glass window above the main door which casts lights and color all across the interior until night time. An offering box is near the door on the interior, it has D100 copper and D6 silver in it at any given time. The Curate empties the box each evening and deposits the coins with the bank just before it closes; the box can be opened by anyone but the people in the Keep know it doesn’t have much and it is for the poor and needy.

A small stairway in the back leads to the cellar where the Curate (named Brother Stellan) and his three assistants live. Brother Stellan is a very well respected and influential person in the Keep primarily because of how very humble, wise and patient he is. Brother Stellan is available at any time during the day, and the chapel is open at all hours. Brother Stellan teaches about goodness, purity, and other virtues twice a week, tutors children in basic schooling such as reading and basic math every day, and visits the poor, the sick, and the elderly every evening. The PCs will get a visit from kindly Brother Stellan at some point during their stay, preferably during a very awkward moment if the GM can manage it. He’ll just want to make sure the PCs are okay, that they’re welcome to the chapel at any time, and to wish them well on their adventures. If they mention they are going to destroy the Caves of Chaos, he’ll tell them to visit him before they head out.

None of the priests at the Chapel have any weapons or armor, they aren’t combatants. If there’s need for fighting, the priests will heal and buff and cheer and encourage the warriors, they will comfort the wounded and the mourning, and they will uphold the Keep’s morale. If anyone attacks the priests, even if they are ambushed somewhere secret, someone will come by and help defend the priests; soldiers on patrol, some watchman who needed to talk to a wise counsel, etc.

Brother Stellan is suspicious about the Priest in 7c, but he does not wish to speak ill about anyone and has no particular evidence of wrongdoing. He is not a judgmental man and is very patient with rough or wild adventurers, he sympathizes with the terrors...
they face daily in their explorations. If the PCs are friendly and have been some time, have proved their character, are known to not be rash or spread rumors, and have been consistently good for the Keep then Brother Stellan will share his distrust of the false Priest. He doesn’t know what the priest is up to and certainly does not know he’s a cultist, but he has noticed that for being a Priest he doesn’t do much besides preach about what others should do and doesn’t do anything himself.

If the PCs visit Brother Stellan before heading out to adventure he’ll bless them with +1 Recovery that lasts 24 hours. If they are going to wipe out the Caves of Chaos, he’ll bless them with +1 OCV and DCV and 5 power defense that lasts 24 hours. If they are headed to clear out the Evil Cult, Brother Stellan will give them two bottles of holy water each (each bottle acts like a turn of sunlight on any undead it is splashed on) and bless their weapons so that until they give up the fight or clear out the cult their weapons are treated as Holy. Should a PC do any specifically evil act, they lose their blessings (as do their equipment).

**MAJOR QUEST: The Book.** There was a very fine illuminated and valuable Book of Hymns and Prayers that was kept in the chapel at all times to lead the faithful with, but it was stolen a few months ago. The book ended up in the Bloodthirst Orc Chieftain Harshkill’s room (area 16 of the Caves of Chaos). He traded a pair of trained wolves to Snee’s Goblins for the book, which they obtained because the Priest in area 7c of the Keep. Harshkill was going to give it to his Shaman but when he got back he found out that the Shaman had been killed by the Ram Clan Beastmen. Brother Stellan will ask the PCs to keep an eye out for the Book of Hymns and Prayers when he finds out they are going to the Caves of Chaos. If they bring it safely back to him, Brother Stennet will give each of the characters a permanent blessing: once a day they can call on the power of the Lord, the equivalent of one hero point per day. This quest is worth double the faction a Major Quest ordinarily is because of the popularity of Brother Stennet and the Book.

18. INNER GATEHOUSE
This stone structure is itself like a small fort. The southern portion is only about 15’ high, plus battlement; the rear part is some 30’ tall, plus battlement. There are arrow slits in the southern section of course, and along the walls of the 20’ wide, 10’ high passage through to the north. This passage slopes upwards towards the inner courtyard. The heavy gates are doublebound with iron and spiked. There are six guards on duty at all times (two inside the gateway, two on the lower battlement, two on the upper), plus one officer on call (see below). No visitor is allowed beyond this point except by invitation or unless he or she has special permits.

The first floor of the place is the main armory. There are dozens of shields and of each sort of weapon. Two small rooms are quarters for the Watch Commander and Captain of the Guard (furnishings are sparse). The second story on the north houses the Guardsmen stationed here.

The Watch Commander varies each watch, rotating between three men (Captain Sennat’s lieutenants). Each is a capable soldier (equal to Mercenary Captains) and each is no nonsense and dutiful.

There are 24 guardsmen quartered here, each with splint mail and small shield; 16 of them footmen with dagger, short sword, and hand axe while 8 are archers with medium longbows, 20 arrows, dagger, and short sword. Each guardsman has D6 copper on him.

19. SMALL TOWER
This typical tower houses eight archer guardsmen. Two are on duty atop the tower at all times. The other six are in the chamber below. The base of the tower is solid except for the small stair up.

20. GUARD TOWER
This 50’ high structure houses 24 guardsmen (as in 18., above). Their commander is the corporal of the guard, who is armed with a longsword and a *Felstone* dagger. There are supplies of food, weapons, and oil on the upper floor. The rest of the building is barracks and a room for the leader.
21. INNER BAILEY
This entire area is grass-covered. The troops drill here, and there are practice and jousting areas. During the daylight hours they will always be a dozen or more soldiers engaged in weapons practice.

22. CAVALRY STABLES
There are 30 war horses and D6 riding horses kept within. They are tended by two servants and guarded by two mercenary footmen.

23. GREAT TOWER
This 60’ high structure houses 24 guardsmen, one-third with crossbows, one-third with bows, one-third with pole arms, and another corporal as with area 20 above. (See area 18 for tower details and contents.)

24. THE KEEP FORTRESS
This place has many tiers and is solidly built to withstand attack. The lowest level consists of a 15’ high front section. The round flanking towers are 60’ high, while the main building is 30’ high. All sections have battlements. The door is solid iron, inside are a great hall, an armory for the cavalry, and several side chambers for small dinners or meetings. The cellars below have vast stores of provisions, quarters for a score of servants, a cistern, and a dungeon area with four stout cells.

The Lord of the Keep lives in area 27 (see below), but he and his assistants will be in the lower part of the building during the day, tending to business and holding audience. There will always be eight guardsmen (mercenary captains) in plate and chain armor with medium crossbows and longswords on duty on the wall, and the same number with plate & medium shield and bastard swords stationed inside. The whole place is well decorated, and the furniture is heavy and upholstered.

Second Floor: There are rooms here for up to 36 Cavalrymen, plus two chambers for special guests. There are 12 heavy cavalrymen with plate and chain with medium shield, mace, and dagger. There are also 18 medium cavalrymen in chainmail, each with medium crossbow and axe, quartered here. Their rooms are sparsely furnished with only a cot, chair, and armoire for each. Two couriers, men-at-arms with leather armor and swords, are currently quartered in one side chamber.

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

26. CENTRAL TOWERS
These structures rise 20’ above the roof of the fortress, with a 5’ battlement on their roof. Their two upper stories house 12 men-at-arms each; 6 in plate and chain with medium crossbow and sword, 6 in plate and chain with medium shield and longsword who are off-duty. It will take two turns for them to get ready for battle. In the two lower floors are the rooms of the Lord of the Keep’s assistants:

SCRIBE: This room is empty, as the scribe (named Jimson Vane) was captured by Ram Clan Beastmen while escorting the taxes to the capitol. The room is fairly austere with only the most basic furniture of simple construction. The Scribe is as frugal in his personal life as he urges the Lord of the Keep to be the manner he and keeps his books. The only real treasures are seven leather bound books, each worth 12 silver but impossible to sell in the Keep (as everyone knows about Vane’s books of poetry).

ADVISOR: The Lord of the Keep has one advisor he trusts over the others, even Brother Stellan in the Chapel (area 17). He is an elf (a Perelen Warrior) named Aelen who has a suit of mithril plate armor and various other extremely valuable magic items but no PC will be able to sneak in and steal it as the room is magically sealed except when the elf is present and they aren’t good enough to beat him. The room is lushly fitted with fine furniture, tapestries, carpets, and so on. The advisor carries D6 silver in his purse and has 3 pieces of jewelry worth 10 silver each on him at all times. Aelen is very popular with the ladies of the Keep due to his physical beauty, charm and ability to dance.

MAJOR QUEST: The Dress. Part of what makes Aelen so popular with the ladies is his ability to obtain the finest clothes of the best fashions. He promised the Guildmaster’s wife (named Tetha) a very fine dress but the caravan that was carrying it was sacked by monsters. Aelen is not confident the dress survived or is even fit for a lady to wear any more, but he will contact the PCs once they have the faction to get Major Quests and ask them to look for it. The dress may be found in area A5 of the caves.
If the PCs bring the dress back to Aelen without damaging it, he will be very grateful, rewarding the party with 10 sp and a set of *Rings of Silent Speech*, one each character.

27. THE LORD OF THE KEEP
This portion of the fortress is 10' above the main roof and has battlements. Inside is the private room of the commander of the whole Keep. It is lavishly furnished, with a silver mirror (worth 3 sp) on the wall, a malachite bowl (worth 75 cp) on a table, and a fox robe (worth 12 sp) in his armoire. He has a small silver case (worth 45 cp) which contains 40 silver pieces and 12 gems worth 1 sp each. There is a Velane Spear on the wall by the door.

His chain of office is silver with gems (worth 18 sp), but he carries no money on him (he has no need for it). The Lord of the Keep is a very clever fellow, but at times he can be too hasty in his decisions. His bravery and honesty are absolute. If a guest asks him any question, he will do his best to answer, providing that it does not compromise the security of the Keep.

The Lord is very irritable and worried lately because his wife was stolen from an escorted trip to the river against his wishes and is a prisoner in the Caves of Chaos, or worse.

MAJOR QUEST: Find the Evil. If the PCs have access to the keep and are not so obnoxious they are never invited again, they are given a quest by the Lord of the Keep himself the first night there. He knows that the Caves of Chaos are more than just an assembly of monsters, that something is attracting the evil, something old and worse than Orcs and Goblins. He tasks the party to find out what this is, and report to him as soon as they discover something that seems ancient, evil, and part of the caves. They are to return immediately so that the answer can be found. Thus, once the party finds the three altars in the Temple of Evil Chaos (area 58 in the Caves of Chaos), they have finished this quest. Upon their return the party is rewarded with 3 silver and a *Pendant of Life* each. This then leads into a Keep Quest: Destroy the Altars.

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**KEEP QUESTS**

**RESCUE THE LADY**
The Lady Nermina, wife of the Lord, has been captured. She went on an ill-advised trip to the river to paint, guarded by a troop of soldiers, and this group was attacked by Snee's Goblins (area D in the Caves of Chaos). The soldiers were wiped out, with a few survivors taken to the Caves of Chaos and auctioned off to the monsters there, ending up as food, and the Lady was bought by the Evil Chaos Cult. At present she languishes in one of their prisons (area K64), waiting her doom and praying for rescue.

The Lord of the Keep is distraught, his love is missing and he cannot go get her without her certainly being killed. Once the party has Keep access and has finished the Find the Caves of Chaos quest, the Lord of the Keep will meet the party over another spectacular meal with dancing and music, then speak to them privately. He wants his wife back, or at least word of what happened to her.

Bringing word of Lady Nermina's death (and some evidence, such as her hair or the wedding ring from her finger that cannot be pulled off in life) will result in a week of mourning in the Keep in which all shops are closed. The PCs will be given 5 silver each and thanked for their efforts.

Bringing back Lady Nermina alive will result in a week of rejoicing in which prices are 10% lower in addition to all other modifiers, and the PCs will be rewarded with 10 silver each and an enchantment to each of their weapons by the Guildhall mage. The mage isn't exactly sure what the result will be (because he uses an item that adds the enchantment, something he keeps to himself in his Guild) but it will be an enchantment. The GM should roll on the random weapon enchantment tables in the Jolrhos Loot book, it will be a minor enchantment only. Roll a D6: 1-2 it is a minor prefix, 3-4 a minor suffix, and 5-6 a proc. The GM should also try to keep the enchantment to be something that the character will use or benefit from: a mage shouldn't get a bonus to damage with their staff and a warrior shouldn't get a mana boost for their axe. The enchantment process takes a full day and requires turning over the weapon to the Guildhall. The newly enchanted weapon will be presented at a special celebration in the Inner Bailey after a long set of meals, speeches, dances, and so on.
DESTROY THE ALTARS

Once the source of the evil that has caused the monsters to gather in the Caves of Chaos has been discovered, the PCs will be asked to stay in town for a few days while a solution is worked on. Research into archives of the area and contact with the Mage Guilds reveals that these altars are an ancient evil known as the Chaos Cult. Long thought destroyed, the altars apparently were sealed up centuries ago by the elves, but not dealt with. A solution is suggested in the archives, one that will require some effort to prepare.

First, some water from the caves is needed, fresh water that originates in the caves. This means only one place, area 33 in the Shunned Caves. If the PCs have cleared that area out, they should know where it is, but they might need to search for it. If the area was previously cleared, in the interim a Nightcat has moved in and given birth to three nightkittens. The kittens are housecat sized and not able to fight or even generate their darkness field yet, but the adult will guard them very vigorously. Ideally, the characters should get into the water cave, find a nest of rags and weeds with large pure black kittens in it, eyes barely open, then mama comes home and attacks, plunging the area into darkness.

Also needed for the solution is a weapon that has been in the presence of the altars for an extended period of time. No weapon used by the cultists will qualify, but the mallets used to ring the Great Bell in area 58 would. If one is picked up, the handle chills the hands and clearly they are tainted with the evil of the altars.

The third thing the PCs need to find is a plant called Gensin Weed. This is not uncommon, but it only grows near the Caves of Chaos. When it is described, the party will remember seeing something like that around the trees in the ravine. They can collect the five doses required in short order, but the GM should roll a random event while they are in the process of picking weeds.

The last thing that is needed is for the players to have returned the Book of Hymns and Prayers. The priest Brother Stellan needs it to bless the concoction that he will make to destroy the altars. If the book has already been returned, then the quest is that much easier. If not, they’ll have to go look for it. If the GM wants to give the PCs a break, Brother Stellan will have a dream

DELINQUENT TAXES

The Lord of the Keep has another problem, somewhat less significant but still vexing to him. In some ways it is more of a problem for the Keep than the missing Lady: the Lord’s scribe and accountant Jimson Vane was captured along with the yearly taxes and paperwork. It was being delivered to the Capitol when not far from the keep it was set upon by a rare combined force of Goblins, Orcs, and Beastmen. The battle was furious, but in the end the caravan was looted and many were carried off. Not only does the keep now not have someone to do the paperwork, which is very annoying not just to the Lord but all the soldiers who have to try to fill in, it has not paid the yearly taxes to the King who not patient with this delay. The accountant was only taken a week before the PCs first set out on their adventures here (started the module), so the Lord is hoping that Vane is still alive.

The quest is threefold: collect the taxes, the paperwork, and Jimson Vane himself. Vane threw the key away when the Caravan was attacked, so the taxes are still intact in area E22, while Vane himself is in F25 and the paperwork is at G34.

Bringing the taxes back to the keep will result in a reward to the characters of blanket amnesty for any crime or trouble they have committed and erasing of any negative faction. Thus, in addition to the faction the quest gives, if the characters are still under 0 faction, they are brought up to 0 to start over. Further, the characters are given a Healing potion and a Potion of Health each.

Bringing back Jimson Vane gives the characters a second helping of faction (this quest counts double for faction) and the players are not only given 10 silver each, but an enchantment for their armor or robes. The GM should roll on the random weapon enchantment tables in the Jolrhos Loot book, it will be a minor enchantment only. Roll a D6: 1-3 it is a minor prefix, 4-6 a minor suffix. This enchantment be something that the character will use or benefit from if possible. The enchantment takes a full day, done at the Guildhall by the mage there using an item that enchant other items, randomly. Once he does one weapon and one piece of armor for each character he no longer has any charges in the item. The armor is presented the characters personally by the Lord of the Keep and they are thanked, again.
he sees that a mighty orc holds the book. This narrows down the possibilities to two lairs (B and C) which they may have already cleared partly.

The process works like this: The Gensin weed, water, and book are used to create some supercharged Holy Water that won’t harm undead but it is believed to be able to weaken the altars. Then the PCs need to take a weapon imbued with the pure evil of the altars (the mallet from the bell) and pound the altar, which should destroy it.

In fact, it will, with certain consequences when each one is shattered (as described in area 58 of the Caves of Chaos). When the PCs succeed at this everyone will know as golden light blasts from the sky and hits the Caves of Chaos and the Temple of Purity at the same time, bathing them in sunlight inside and out. Inside the Temple of Purity a font has been created that will heal one disease per day for a single person if the waters are drank from the bowl.

When the PCs return, a week-long festival begins, with prices 25% lower in addition to all other modifiers (but they will not drop below half price), a parade of sorts as the streets are lined and flowers thrown at the characters, complete with women (or handsome men) kissing them, children following them and singing, music playing and much congratulation.

The parade leads up to the Inner Bailey where the Lord of the Keep is outside the gates. He will make a speech about the valor and honor of these men who show such perseverance in the face of great wickedness and against the terrible challenges of the Caves of Chaos have destroyed the evil that they have all faced. He is sending couriers to all nearby towns and settlements with the news of the great victory and who won it for them all. As a result, should the characters continue to adventure in the area, they should be considered to all have +2 to their trading skill (even if it is 8-) in the local area and they will be known by name, recognized and praised, drinks will be brought, and everyone will want to hear the story, again.

Each PC will be given a bag of 25 silver, and told that they may train for free at the Guildhall. This offer only works for one training session, they can’t keep coming back to spend more experience points later for free.

In addition, all their equipment damaged in the fights at the Caves of Chaos is fixed for free and in perpetuity none of the PCs ever again has to pay for any lodging, food, or drinks in the Keep.

A feast is held in the Fountain square (area 13) in which the party is begged to tell their tale of valor and how they cleared out the Caves of Chaos (and any other stories they care to tell), food is served, dancing and music and various entertainments are presented, and no PC is allowed to be lonely. At the feast, the Lord presents the PCs with one item each from the Keep’s treasury and armory. The party is offered a choice between these items, they may take one each:

- A Mageband of Felstone and pearls
- A Collar of Feral Power
- A Pouch of Critters
- A Dwarven Steel Piercing Axe of Deflection
- A Felstone Pure Dagger of Penetrating
- A Stalwart Eilhas Medium Shield of the Sun
- An Iron Plate Helm of the Mule
- A Dwarven Steel Mage's Longsword of Parrying

Each character gains a contact: the Lord of the Keep on 11-. He does not wield great political power but can be a useful character witness and perhaps help the PCs in a jam.

And finally, all the characters gain a bit of a reputation, bolstered by letters and the couriers sent out. If the GM continues running games with this party, then the nobility and lords of the land are aware of their valor and service to the crown and the cause of good. They may get jobs from the rich and powerful because of this reputation, particularly if the party has been well behaved and honorable while at the Keep. This allows the GM to justify having the PCs hired by a Baron for an adventure or requested by the Guilds to take a job.
**MISCELLANEOUS MINOR QUESTS**

There are several minor quests that are available in the Keep that do not start with any major character. They involve the general public of the Keep, each a small task that will have a modest reward and have little impact on the game. These are included for the GM to increase interaction in the Keep and give players who prefer role playing and politics more than combat a few things to do on the side.

Most of these are quests that can be completed entirely within the Keep, and most can be done by passing notes rather than interaction, something the GM can do with a single character while the others are busy elsewhere. Any character that finds their faction slipping can shore it up a bit with these quests as well.

**Comfort the Sick.** Little Gemmy is a very sick boy, he has a disease that Brother Stenmet cannot cure and no one knows exactly what it is. His racking cough, sunken eyes, and sickly frame are apparent to all. Gemmy can’t get out and play like the other boys and he gets very lonely and sad. While in the Fountain Square Market at the Traders or Provisioners, one of the PCs is approached by a plain, mousy looking housewife. She asks, gingerly, as if afraid the adventurer will hit her, if they could come by some time when he or she has some free time and visit little Gemmy. Gemmy loves stories of adventure and tales of heroism, and it would cheer him up so if the PC would just spend a little while with him. All the PC has to do is tell a few stories of adventures - this is a good time for a player to tell a gaming tale from previous RPGs - true or not. Gemmy will be appropriately frightened, gleeful, wide-eyed, and joyful at the story. He’s a good kid, just sick and lonely. Finishing this quest earns a meal for the day and is worth as much faction as a Major Quest. The PC can return as often as they like and tell stories, for a Minor Quest faction reward once a day and another nice home cooked meal with a good family.

**Deliver the Love Letter.** Goff Harwik is a gangly teenaged boy who is a private in the guards. He has fallen in love with an elf girl (equivalent about his age). Miss Ceilia’s dad is very proper and won’t let some human boy near his princess, but she seems to like Goff okay, and he wants to deliver a letter to her. His job and the dad make that impossible, but he wonders if the PC can’t do it for him? Ceilia’s dad is having none of it, He will refuse any PC entry, will not deliver a letter, doesn’t let his daughter out of the house the whole time the PCs are at the Keep, and checks all the mail very carefully for just this sort of thing. He’ll throw the letter back at the PC if it’s slipped into the mail (or in the gutter), and if it shows up again, will tear it to shreds. However, a stealthy sort could sneak into the apartment’s second floor and leave the letter with Ceilia. Her room faces the street and the window is not locked. This would have to be done at night, or the dad will see and move her, locking the window, calling the soldiers, and so on. So it will require stealth and climbing, or some very elaborate plan to get past daddy to the girl. If it is a break in, Ceilia won’t scream but she will look nervous at the intruder, until the note is delivered, at which point she will be happy and blushy. The sneaky fellow breaking in should have to dodge a patrol as it goes by and have dad check on his princess just as the rogue is about to enter the room, needing to duck down. If another scheme is used, complicate it as much as you can without being absurd. The grateful Goff will pay the PC 5 copper (it’s all he has on him) and the other soldiers will get a kick out of the whole thing, ripping on him. The PC will get one “get out of jail free” card from the soldiers; if he’s caught doing something, he will get marched off, then set free with a wink. Once.

**Forbidden Fruit.** There was a time when the monsters weren’t so bold that people could go out and hunt and trap, collect herbs and wild fruit out in the surrounding area near the Keep. Now it’s too dangerous, and the Lord has issued a stern law that no one but adventurers and patrols are allowed out without a military escort, and those aren’t available except for special occasions. There’s a merchant at the Fountain Market when the PCs head through that comes here for the Crimson Plums that grow wild in the area, and he can’t get any this time. He’s willing to pay the PCs if they can just get him some. The only grove in the area is at area 2 in the Surrounding Area, which also happens to have a spider problem. The PCs can gather 10D6 of the plums, although half the plums on a character are smooshed if he’s yanked into a trapdoor spider’s lair. When the plums are returned, the merchant pays 1 ip per plum and gives the PCs 3 apple-herb tarts that are actually enchanted because of the herbs. For an hour after eating a tart, the PC gains 1 EGO and 3 Presence (with all benefits). The tarts are easy to mash and anyone falling into a pit or similar situation will destroy theirs. The tarts only keep a week.
Horkin’s Stash. There is a merchant that heads through this area every so often and he’s heard of Horkin. This guy sells charms that are plainly not magical but are thought to bring luck, love, and so on such as rabbit’s feet and four leaf clovers. He can be encountered in the Wildsedge Tavern, the Traders, the Gem Merchant, the Savings and Loan, or the Fountain Square. He wants to know where Horkin gets his goods, and will pay the PCs to find out. Horkin doesn’t have a warehouse, he has a magical portal he grabs things from, but he does so subtly, under the table from a sack which is just a way of covering up the glowing portal he sticks his hand through when he activates it. Thus, the PCs merely need to find out that he’s doing so and report back to the merchant, but Horkin is suspicious and won’t care for people walking around behind his table and watching. How the PCs handle this is up to them, but finding out how it works will disappoint the merchant a great deal but he’ll still pay up, 5 cp for each character and a real magical charm (Key Charm).

Special Delivery. Due to the ordinance that no one can leave the Keep without an armed escort, when the Patrol leaves, nobody gets out except adventurers or an armed caravan. A woman meets the PCs as they are heading out to the wilderness and wants to talk to them. This time, it seems the patrol left and one of the members forgot his lucky rabbit’s foot (bought from the merchant above). His wife knows the rabbit’s foot is just part of a dead bunny, but the soldier is certain that it is the reason he survived an Orc attack unscathed and will be a nervous wreck without it. He can’t get back in the Keep for a lucky charm, and she’s hoping the PCs can find the portal and give the rabbit’s foot to him. If they point out that they might not see the patrol and be gone for days with the foot, she’ll reconsider, but if not she will press it into the most handsome adventurer’s hand and beg him to take it to her husband, who is so often gone this time of day for hours at a time leaving her all alone in her apartment (which she points out the location of). The PCs can hunt for the patrol or just head out and figure they might run into it. If they just head out, then the only chance of meeting the patrol is if a Random Event indicates this (the unlucky soldier will be there). If they deliberately go hunt him down, on the die rolled to check for a random encounter on a 6 the patrol is sighted, fighting a group of D6+3 Goblins. If the PCs help the Patrol beat the goblins they gain 1 faction point in the Keep and gain a friend in the soldier who they deliver the rabbit’s foot to (the other soldiers give him no end of grief over this episode). The woman back in the Keep will give the party 18 copper and a big hug each (a very long hug to the most handsome member), and a bottle her grandfather gave her of some ointment or another: one dose of Enchanted Grease.

Three Coins. The Fountain in Fountain Square (area 13) is used like most, for wishes. Iron pieces and sometimes even copper are tossed in the water with a wish, hoping that some dream will come true. Sometimes people throw the wrong thing in, though. A PC is approached on the street by a portly, weary-looking man with a request. His daughter is in love with one of the soldiers who does not return her affection (looking at the guy you can guess why), so she threw a coin in the fountain, wishing. Well, the coin she threw in was an Elven silver piece that has been passed down through the family for two centuries, it is a keepsake from the Edaincal wars and he wants it back. At the same time, he knows that splashing around in the fountain is not just bad for the reputation, but likely to anger people which would hurt his business. If a PC did, they’d just figure he was eccentric, and who’d give them trouble anyway? Maybe they can find it at night, even? The coin takes 3D6 minutes of searching to find, twice as long at night in the dark (and a light source will attract the patrol’s attention). Meanwhile, as the PCs search, they also find 1 pearl (and a light source will attract the patrol’s attention). The Fountain in Fountain Square (area 13) is used like most, for wishes. Iron pieces and sometimes even copper are tossed in the water with a wish, hoping that some dream will come true. Sometimes people throw the wrong thing in, though. A PC is approached on the street by a portly, weary-looking man with a request. His daughter is in love with one of the soldiers who does not return her affection (looking at the guy you can guess why), so she threw a coin in the fountain, wishing. Well, the coin she threw in was an Elven silver piece that has been passed down through the family for two centuries, it is a keepsake from the Edaincal wars and he wants it back. At the same time, he knows that splashing around in the fountain is not just bad for the reputation, but likely to anger people which would hurt his business. If a PC did, they’d just figure he was eccentric, and who’d give them trouble anyway? Maybe they can find it at night, even? The coin takes 3D6 minutes of searching to find, twice as long at night in the dark (and a light source will attract the patrol’s attention). Meanwhile, as the PCs search, they also find 1 pearl for every 3 minutes of searching from a broken necklace, each worth 1sp. When the coin is returned, the merchant thanks the PCs and gives them an Enclosed Compass.

Tricks are for Adults. The landlord of the Wildsedge Tavern and the owner of the Inn are good friends, and they have an ongoing game playing tricks on each other. Over time it has gotten ever more elaborate, and now they have to use surrogates. One PC is hired by the owner of the Inn to pull a trick on the landlord of Wildsedge, by dropping an herb into his beloved honey mead that will give him severe diarrhea, and one PC is hired by the landlord of the Wildsedge to slipp ten counterfeit (and obviously so) copper coins into the innkeeper’s money. How they do this is up to the PCs, but the reward is similar: free lodging at the Inn for a week, and free food at the Tavern for a week, plus some laughs for all involved.
**SURROUNDING AREA**

There is a surrounding area map provided for this module, as a suggested layout for the GM to use, but it is only a general suggestion and even includes details that are not written up in the pages of this module. This allows the GM to add in new areas they design such as the Caves of the Unknown.

However, the GM can feel free to design their own map, placing the locations listed here where he wishes. There are only a few fixed features that are known for certain: the Keep and the old road that leads to civilization. This lies at the edge of the adventure area, with the rest of the map an unknown wilderness.

Even the inhabitants of the Keep do not travel far from the stone walls, gathering food, water, wood, and herbs. A patrol leaves the keep once a day and sweeps through the immediate area, but does not stray more than a mile from the Keep. The Lord of the Keep simply does not have the resources to explore or control more territory yet.

In order to make this module as flexible as possible, the adventures in the surrounding area are provided here as individual locations rather than spots on a map. They are given basic conditions (how far from the keep, what kind of terrain they ought to be found in, and so forth) but are isolated and can be dropped anywhere on a map. This preserves the GM’s ability to arrange the adventure as they wish and the map as they desire.

The weather, terrain, and plant life are up to the GM and their setting, but the monsters are fairly set: they must be of the kind that are encountered in these adventure areas and in the dungeon.

On the map provided with this module, characters can travel 2 square per hour searching, 5 walking. Walking in the fens is at the rate of 2 square per hour. Walking is done in the forest at 4 squares per hour. Movement on the paths is doubled.

**CAMPING**

Nothing will bother the party when camped outdoors, unless they are within six squares of a numbered encounter area. For each square they are within the six square range there is a 1 in 6 chance that the monsters there will seek them; so at 6 squares there is a 1 in 6 chance, at 5 there is a 2 in 6, at 4 there is a 3 in 6, at 3 there is a 4 in 6, at 2 there is a 5 in 6 and at 1 square a 6 in 6 - automatic encounter related to the encounter area they are near.

Organized parties should post at least one guard in shifts throughout the night. Most animals will avoid a fire, although monsters from an area will be attracted to it.

Take note of what provisions are brought with the party. Characters with Survival skill or any related ability such as Hunting or Fishing can attempt to gather food from the surrounding area. However, this will take an hour or two out of the travel time, and the PCs may want to simply pack in food and return to the Keep for supplies.

**ENCOUNTER AREAS**

1. **MOUND OF THE LIZARD MEN**

   Before you is a large earthen mound at least fifty feet across and twenty feet tall. It has shrubs and small plants growing over the top, but no large stones are visible in the mound. The mound looks as though it was piled up in the last few years, as the plants growing on it are younger than in the surrounding area. An opening is in the mound on the side facing you, like a small cave.

   This location is the home of a tribe of exceptionally evil Saurian. This mound of earth is artificial, built up by the Saurians and should be located near water if possible, and closer to the Keep than the Caves of Chaos are. Being nocturnal, this group is only a rumor to the residents of the Keep, and they will not bother individuals moving about in daylight unless they set foot on the mound, under which the earthy burrows and dens of the tribe are found. One by one, males will come out of the opening and attack the party.
There are 6 males total who will attack. If all these males are killed, the remainder of the tribe will hide in the lair. Each has only crude weapons: the largest has a necklace worth 11 silver.

In the lair is another male, 3 females, 8 young and 6 eggs. Hidden under the nest with the eggs are 12 copper pieces, 18 iron pieces, four copper ingots worth 2 silver pieces each, and two doses of the Renk herb. The tunnel is only four feet tall, so normal sized characters will have to crouch to move in, but the interior chamber is seven feet high and twenty feet around. Any character that moves into the chamber is hit by the waiting saurian, who have been holding their phase.

The Saurian do not have armor, and use only stone weapons. Each one is armed with a stone dagger and hammer. The young do not fight, and the females are the equal to the males (and difficult to tell apart for any not familiar with Saurian).

2. SPIDER’S LAIR
Two Ambush Spiderlings live in the clearing here, on a path that leads between the Keep and the Caves of Chaos. It is entirely possible that until the Caves are found, the PCs may bypass this, but certainly if they take the animal path that leads the shortest distance between the two points they will find it. These are Spiderlings that will grow into full sized Ambush Spiders if left undisturbed, eating animals that blunder past. There are two nests here, buried under the road, twenty feet apart. They dig out pits lined with silk and created lids to lurk under, watching for travelers and feeling trembling vibrations from footfalls. The trapdoors are carefully disguised using leaves, dirt, stones, and twigs, whatever they could find in the surrounding area. As a result a sight perception roll at -3 must be made to spot the trapdoors before the spiders open them up and try to yank someone inside.

And that is exactly how they attack, they will reach out and grab anyone passing close enough and pull them under with all their strength, trying to close the lid and hold it with several of their legs while they bite the victim inside the little hollowed out area. The Spiderlings cannot web up a victim, as their web is only useful for making their little lairs, but they do have venom they will use.

Each Spiderling will attempt to pull the first two characters not mounted on horses or other steeds into the ground, and hold the lid shut as tightly as they can. Within the first spider’s pit is a skeleton wearing rot-ted armor and dusty, stained shield that is actually a Beasthide shield of fine quality.

3. BANDIT CAMP

You hear it before you see it: the sound of men talking and singing, some arguing. As you draw near, you see a clearing in a lower area of terrain with a rude camp set up in it. A fire burns, several cleaned animals hanging from wooden stakes for cooking nearby. There are at least ten tents set up and a partially finished rough wooden structure nearby. It appears that this camp has been used for some time by these men, all of whom look rough and dangerous. They are armed and armored, and one is particularly huge and glowing, holding a huge hammer over one shoulder. You can see a bald, tattooed figure watching the men with careful eyes, wearing a suit of chain mail.

A party of a dozen raiders has camped here. This location should be close enough to the keep to see it, but outside the mile radius patrolling area. It should be north or south of the keep, not deeper into the wilderness. This camp is the base of operations for a group of bandits that preys on the roads, closer farms, and homes of people living near the wilderness. There is a Major Quest to wipe out this camp and bring the head of the bandit leader to the Keep (Get Figs).

The camp consists of several tents and one partially finished rough wooden structure that is intended to be a barracks in a few weeks. The camp consists of Figs, the leader (equal to a Mercenary Captain), Buster, his lieutenant equal to a Mercenary Thug), and ten men equal two mercenary Archers and eight Mercenary Footmen.

The stash of the bandits, gathered from the last raid is a total of 2D6 silver and 3D6 copper plus a cask of good wine. Figs is a very distinctive looking fellow, with tattoos all over his bald head and a pair of hoop earrings made from tin. His lieutenant is a big brute who fights with a maul.
The bandit group will proceed to get very drunk on the wine they just stole from a merchant on his way to the Keep (now quite dead) when the PCs first spot the camp. They will take a few hours to finish off the cask of wine and everyone will be very inebriated. If the party waits until this point, each one of the bandits will need to make a CON roll to be even conscious, and the ones who are will fight at -1 CV and 3 less DEX and CON. They will need to make a perception roll each phase to see what is going on and react well to it or they will stand in one place and fight the nearest danger. None will have their armor on save the lieutenant.

4. THE MAD HERMIT

You almost missed it as you passed, but the smell gave it away. Behind some brush here is a little opening, a hovel that someone lives in! Someone who apparently doesn’t bathe often.

For many years a solitary hermit has lived in this part of the area, becoming progressively wilder and crazier and more dangerous. His home is in a huge hollow oak (or if inappropriate for the terrain, a natural tumble of rocks forming a passable cave), the entrance to the hollow concealed by a thick bush. Inside is a mound of leaves and a couple of pieces of crude furniture. Even his cup and plate are handmade of wood and are of no value. (There is a small chest buried under a few inches of dirt under the leaves of the Mad Hermit’s “bed”. In this container are 31 copper pieces and a few things a madman would value but no one else would.) The hermit also has a “pet”, a cougar, which lurks on a limb of the oak (or on a ledge in the cave), ready to spring upon any unwary intruder. Because it is quiet and attacking from a position of surprise it will almost certainly surprise any intruder. The hermit has no name any longer.

The Mad Hermit has something he values greatly, a mirror of finely wrought silver inlaid with onyx for a beautiful pattern in the back of the looking glass. This mirror is a Major Quest, the Guildhall mage in the Keep had it stolen by the lunatic long ago and wants it back as a gift for a lady. The Mad Hermit always carries it with him, stuffed into his filthy clothing when he’s not talking to the image. He will not part with it this side of consciousness, at least.

The GM may choose to have the Mad Hermit approach the group on friendly terms, claiming to be a holy man seeking goodness in nature - perhaps he actually believes that at times. He will suddenly turn on the group when the opportunity presents itself, striking from behind, and calling his ferocious “pet” to his aid.

The Mad Hermit is written up in the NPC section following the adventures.

5. THE CAVES OF CHAOS

The animal trail you have been following widens here into a pathway that has clearly been trod by many feet, leading into a ravine-like area. The walls rise rather steeply to either side to a height of about 100’ or so - dark, streaked rock mingled with earth. Clumps of trees grow here and there, both on the floor of the ravine and up the sloping walls of the canyon. The opening you stand in is about 200’ wide. The ravine runs about 500’ west where the western end rises in a steep slope. Here and there, at varying heights on all sides of the ravine, you can see the black mouths of cave-like openings in the rock walls. The sunlight is dim, the air dank, there is an oppressive feeling here - as if something evil is watching and waiting to pounce upon you. A flock of ravens rise croaking from the ground, the beat of their wings and their cries magnified by the terrain to sound loud and horrible. Amongst the litter of rubble, boulders, and dead wood scattered about on the ravine floor, you can see bits of gleaming ivory and white - closer inspection reveals that these are bones and skulls of men, animals, and other things, . . .

You know that you have certainly discovered the Caves Of Chaos.

This is indeed the Caves of Chaos, the main dungeon of the module. This is the base from which the local monsters raid and terrorize the area, and it should be placed back from the Keep into the wilderness, on a trail that leads to and past the keep.

There are no lookouts in the valley nor any activity at this time. The place looks desolate and dead, but looks are deceiving...
**RANDOM EVENTS**

If the GM wants to complicate matters or add to the level of adventure that the PCs face as they travel between the Keep and their destinations, he can use this section to add random events to the journey. Once the party is five or more squares from the keep, each square the characters travel through the GM should roll a D6; if a 1 results then either roll 2D6 for or select a result from the table below. However, the GM should limit the number of events to 2 or 3 a day, to keep them fresh and keep the party moving along. If the party camps, the GM can roll once for an event at night as well.

2: STORM!
A tremendous thunderstorm builds and crashes into the area, with flashing lightning, torrential rains, strong winds and rumbling thunder. Travel is reduced to 1 square an hour (100 yards) and visibility is reduced to 30 feet. The storm lasts for D3 hours, with the rain drenching anything not swiftly brought under cover in a matter of minutes.

Everyone must make a CON roll or get a cold (D6 drain to STR, DEX, and CON, recovers per week) unless they get under cover within 1 minute per point of CON for each character.

Due to the thunder, all mounts must be calmed with Animal Handler or Riding skill rolls or the Animal Friendship talent. Failure to do so results in the animals bolting, requiring D6x10 minutes to recover them. A survival or animal handler roll reduces this search time by ten minutes per point they are made by. Packed animals lose 0-5 (D6-1) items when they bolt.

3: HERB GARDEN!
This area is a veritable garden of enchanted herbs which anyone with the proper skill can pick. There are 2D6 total doses of herbs, the GM should roll on the table below each time the character searches for herbs (if the skill roll is made, they find one dose, plus one per point the roll is made by) until the total number of doses is found:

<table>
<thead>
<tr>
<th>ROLL</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Gamring (Heal 2D6 as damage)</td>
</tr>
<tr>
<td>2</td>
<td>Zur (3D6 aid to INT for perception rolls fades/5 hours)</td>
</tr>
<tr>
<td>3</td>
<td>Renk (heal 2D6 Body, 2D6 Stun)</td>
</tr>
<tr>
<td>4</td>
<td>Wylthian (running and STR costs 0 END for 1 hour)</td>
</tr>
<tr>
<td>5</td>
<td>Wylsain (immune to poisons for one day)</td>
</tr>
<tr>
<td>6</td>
<td>Quorst (awakens unconscious person)</td>
</tr>
</tbody>
</table>

4: PILGRIMS!
Traveling priests and a group of pilgrims heading to a revered location are met. If this event occurs off a road or someplace remote, then the pilgrims are quite lost and need directions to the Keep. If it occurs on a road or within sight of the Keep, they are on their way to the structure. Either way, unless mistreated, attacked, or abused, the priests and holy men will pause and share some stories of travel, food and water (if the party needs any, up to one day’s worth each character), and healing if any is required. The priests are able to heal any illness or damage and cure any disease or poison a character suffers from. They will not turn down a donation, but do not ask for one either.

5: CAMPSITE!
The party comes upon an excellent camp site, with plentiful firewood, enough shelter for everyone and any mounts or pack animals, a clear view of the surrounding area, and enough off the main road to be safe and somewhat concealed. The GM should mark this location on any map they are using the PCs may want to use it again. If this result comes up randomly, then the GM should have the PCs discover it close to the end of their day of travel. While camping at one of these sites, the party will have no encounters that night.
6-8: ENCOUNTER!
Roll or select something from the Random Encounter table following the Random Events.

9: PATROL
The patrol consists of one captain (a mercenary captain) and five soldiers (mercenary footmen). They will take cover if the party looks like trouble and approach them openly if the party seems at least neutral or is recognized.

If the party is close to the Keep, then this is the usual patrol and they are simply on their way around looking for trouble near the settlement. They will likely recognize the PCs and ask them how they are doing, but if the PCs have not been in the Keep yet or have only been there briefly, the patrol will not know them and will ask them where they are going, who they are and what they intend. If treated well, the party will earn 1 faction point in the Keep, if the patrol is ill treated, they lose 1 faction point.

If, however, the party is distant from the Keep, then the patrol is lost after chasing a group of monsters into the wilderness. They slaughtered the creatures and took some casualties but aren’t exactly sure where they are and are rather nervous. If the party helps the patrol out, they gain 2 faction points in the Keep, 3 if they heal the two wounded footmen and offer other help such as food or an escort (which the patrol will decline out of pride). If the party wipes out the patrol (two of the soldiers are non combatants at this point) then rumor will get to the keep and they will lose 10 faction points. It would be more but no one can prove what happened.

10: CAVE!
The party comes upon a yawning cave. If they explore, they discover a deep cave 30 feet long and twenty feet long that slants downward to a pool of water. Within the cave is a little stone altar with a heap of flowers, rotting food, shiny rocks, and even 2D6 ip piled on it. Any item washed in the waters of the pool (including the character’s mouth and body, if they drink the water) is repaired and cleaned, restoring the item to pristine condition. This only works once per day for each character. The local monsters know about this and some use it, leaving an offering on the little altar: immediately roll 1D6 to see if an encounter occurs, if a 1 results, roll on the random encounter table below.

11: RUINS!
The characters have discovered an ancient, tumbling ruin of a temple or large structure. It is so old and ravaged by time and the elements that it is not exactly clear what the building was originally. If the ruins are explored, roll on the table below for its contents:

<table>
<thead>
<tr>
<th>ROLL</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Monster and treasure! Roll on the random encounter table below, then for random treasure.</td>
</tr>
<tr>
<td>3</td>
<td>Shrine! If a character leaves at least 5 sp worth of items or coin at the shrine they are blessed for one day of +1 to all skill rolls (except damage) and +1 to OCV.</td>
</tr>
<tr>
<td>4</td>
<td>The ruins have a golden glow in them. All PCs who enter gain 1D6 luck for a full day due to the blessing to help them in their quest against the Caves of Chaos. Only works once.</td>
</tr>
<tr>
<td>5-6</td>
<td>Empty, the ruins are just ruins</td>
</tr>
<tr>
<td>7-8</td>
<td>Empty, this area has nothing in it, but is large enough for the party and their mounts and pack animals to find shelter.</td>
</tr>
<tr>
<td>9</td>
<td>Part of the ruins is unstable and collapses on exploration. Roll an OCV 5 attack on each character, if any are hit, they suffer D3+4 in D6 of normal damage.</td>
</tr>
<tr>
<td>10</td>
<td>Monsts! Roll on the random encounter table</td>
</tr>
<tr>
<td>11</td>
<td>Hermit! A druid lives in these ruins. He’s not overjoyed with visitors, but will heal the party and give them a meal, plus answer 1 question each character about the area. Then he clams up and hopes they leave.</td>
</tr>
<tr>
<td>12</td>
<td>Treasure! The area has several sacks of rocks mixed in with what looks like coins. Each character may roll as many D6 as they wish, if they get any 1’s, they found nothing. If there are no ones, that total is the number of D6 in copper pieces that were found.</td>
</tr>
</tbody>
</table>

12: LOST SUPPLIES
The characters notice that some of their supplies are gone. 2D6 rations are gone between all the characters, through a hole in the bag or theft by someone at some point. Although the forest has food if someone has survival skill to discover it, it will take some time each day to collect food. If the GM is feeling particularly cruel, this could be items like potions, herbs, or other one-shot, small items that were being kept for emergencies.
RANDOM ENCOUNTERS

If the random event table calls for a random encounter or the GM just wants to spice things up with a monster showing up, roll on or select from the table below. This table presumes a temperate, generally forested area as depicted on the area map. If the area that the GM uses for this module is different, they should come up with a different list of encounters based on this one.

<table>
<thead>
<tr>
<th>ROLL</th>
<th>RESULT</th>
<th>No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Stampede Oxen</td>
<td>D3+1</td>
</tr>
<tr>
<td>3</td>
<td>Beastman (Hyena Clan)</td>
<td>D3</td>
</tr>
<tr>
<td>4</td>
<td>Orc</td>
<td>D3</td>
</tr>
<tr>
<td>5</td>
<td>Quinslang</td>
<td>D6</td>
</tr>
<tr>
<td>6</td>
<td>Goblins</td>
<td>D6+2</td>
</tr>
<tr>
<td>7</td>
<td>Wolves</td>
<td>D6+2</td>
</tr>
<tr>
<td>8</td>
<td>Swarmwing</td>
<td>D3+3</td>
</tr>
<tr>
<td>9</td>
<td>Megapede</td>
<td>D6</td>
</tr>
<tr>
<td>10</td>
<td>Bandits</td>
<td>party</td>
</tr>
<tr>
<td>11</td>
<td>Cougar</td>
<td>1-2</td>
</tr>
<tr>
<td>12</td>
<td>Cloud Beetle</td>
<td>1</td>
</tr>
</tbody>
</table>

BANDITS: This is a group of bandits from the bandit camp from area 3 in the Surrounding Area, out looking for trouble. There are a number of bandits here equal to the party in number. For each 3 bandits, 1 is a Mercenary Archer, the rest are Mercenary Footmen. The troop has their armor and weapons plus D6 copper each. The group will spot the PCs unless the party is being particularly careful and stealthy, and try to set up an ambush, the archers off to the sides to snipe at the party and the footmen ready to rush and attack from cover (-1 sight PER to spot their concealment). If the party is stealthy, they will come upon the bandits readying an ambush on a trail.

CLOUD BEETLE: This is a harmless creature with a particularly useful ability: it cleans up air anywhere it is, which might make it a useful pet for a PC. As long as they keep feeding it meat and rotting vegetation it will stick around, unless ill treated. It can keep up with the party fairly well and will tolerate being carried.

THE CAVES OF CHAOS

This is the main adventure area for the module, where the PCs can run amok and kill monsters, rescue prisoners, and find treasure. Just finding the Caves of Chaos is a minor quest which will be rewarded by Captain Sennat at the Keep.

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

WOODS: The small groves and copses are thick growths, tangled and forbidding. Movement through these wooded areas is slow and difficult, reducing movement by 2” speed. Characters must move in single file. Even though not shown, there are single trees, shrubs, and bushes elsewhere.

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

INTERIORS: Except where noted otherwise, all underground areas are natural or cut from living rock. All surfaces are rough (+1 to climbing rolls) with small ledges, minor cracks, small holes, etc. The floors are muddy stone with some dirt and straw scattered and tracked in.

LIGHTING: Except where noted, the Caves of Chaos are unlit and gloomy. The characters will need to provide their own light source for most areas, the monsters within tend to see in the dark or do not need to see.

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

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

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

This dungeon is broken up into several different sub sections, each one given a letter code. This differentiates the portions of the Caves of Chaos inhabited or controlled by a particularly group or kind of monsters. Within these letter codes are numbered rooms that continue from the first area to the last. The entrances are marked with letters to indicate the contents of that particular section of the Caves of Chaos.

**ENCOUNTER AREAS**

**A: GOBLIN LAIR**

Unless the area was very well explored by the party, there is a 10%-chance that as a group enters the cave-like tunnel a number of Goblins equal to the party in number will emerge from hiding in the trees above and attack from behind. They are armed with spears and daggers. This attack will not be supported by the monsters in area 1 or 2, who presume the ambush is taking care of intruders. These Goblins have no treasure other than their cheap weapons.

Note: 30 feet inside the entrance is a pit (marked X). The pit is well-concealed, by known by the Goblins, and it takes a -2 PER roll to spot the trap while looking (-4 to notice it casually). The pit will open up on a 12%-chance for each party member that crosses it, if it has not opened by the last person then they are the lucky one. The pit is 2” deep (3D6 damage) and the sound of the lid slapping against the side of the pit (and no doubt the shouts of the party) will alert nearby creatures, attracting the contents of areas 1 and 2 (all of the Goblins from 1 and 2D6 of the rats from 2 will investigate). Even if the trap is disarmed, it must be done carefully to not alert the locals with the bang of the lid falling in.

**2. OH, RATS**

You smell this room before you reach it, a stinking mass of rot, filth, and trash that is clearly the local garbage heap and toilet. This ten foot section is mounded with refuse, and moving about on it are many huge rats. The light reflects off their beady eyes as they watch you closely.

A total of 18 Sewer Rats are living in this filth, and they will only attack if the party enters the nook they are feasting in. If the party just passes by, they will watch carefully but not interfere. If the party bothers them, D6 of the rats at a time will attack, and if the party moves further in or disturbs them more, D6 more rats will get involved. If an area effect attack goes off in the room, all of the rats become involved. The pack leader is in the back, a Bloodfang Vermin who is wearing a silver chain with tiny gem chips in it worth 45 copper. He was once the pet of the Blood-thirst Orc tribe’s shaman who was slain in battle, and fled for its little furry life.
Ending up here, the rat is a king among the others and gets the best picks of food. It will be visible in back once any combat with the sewer rats begins, a glint of light off the jewelry.

2. GUARD ROOM

This irregularly shaped room has a pair of torches burning in it, giving off flickering light even into the hallway. It has three benches and a table of rough wood, on the table lie a few pieces of ill cooked mystery meat on the table with a dagger stuck into it and some greasy yellowish dice made from bones.

If the party has been stealthy, they can sneak into the hall and will spot [a number of Goblins equal to the party plus one] sitting around the table eating. The guards have their normal perception roll to see the party as well, +2 if the party is carrying a light source (the dark hallway suddenly became light!) Each Goblin has D6 copper on him.

If the PCs started as captives, their gear is in this room, and only half the number of Goblins is present as the rest are out patrolling the ravine.

3. FOOD STORAGE

The door to this room is locked, but the smell of rotting food can be detected beyond it. Should the characters manage to open the locked door (no modifier to lockpicking rolls), this is what they find:

Beyond the door is a small room with shelves on the walls and barrels and sacks stacked in the middle. Salted meat, grain, vegetables, flour, hanging smoked meat, and so on are stacked in this room for storage. It does not smell like the Goblins are very keen on food preservation.

The food here is mostly edible, some is just rotting, some is actually made up of humans that were slain and smoked, recognizable parts hanging on hooks. There are two barrels of cheap beer and one of vinegary wine in the room with four barrels of stale old water, one of which has gunk growing in it and bugs on the surface. In theory the party could collect D3 days of supplies each character from here. If the PCs start as captives, they are held by one Goblin in this room, and the door is not locked.

4. GUARD ROOM

The room here is open to the hall and the Goblins within are armed with light self bows and 8 arrows each, plus their hand axes. Any characters bearing a light source will be easily visible to the Goblins as they watch down the hallway, but they are playing a game involving stacking bones until they fall down, so they only have their straight Perception roll modified by range to spot the party.

There are four total Goblin guards here, wearing studded leather armor head to toe, as the chieftain’s bodyguards. If they spot the party, they will move back out of the line of sight from the hall begin an alternating pattern with two firing their bows while two load and prepare. Each phase, two will lean out and fire, using the wall to cover them, so that any hit location below 11 (chest) will be a hit on the wall instead of the Goblin. Then they will duck back and two more will lean out and fire while the others load. The Goblins will be 1/2 DCV while they fire but they are hoping the cover will protect them. When the party is too close to shoot at, they will drop their bows and draw their axes to fight to the death, making a terrific racket to alert the other Goblins they hope are alive. Each Goblin here has 2D6 copper on them in addition to their equipment. A silver piece is lying on the table, the reward for winning their fingerbone stacking game.

5. CHIEFTAIN’S ROOM

The door to this room is closed but not locked. If a hearing PER roll at -1 is made by someone listening at the door, they will hear Goblin speech and feminine giggling.

Behind the door is a twenty by thirty room with a large bed, a table with chairs of fine construction, a dresser with a large mirror piled with odds and ends, and the floor is carpeted with furs of various kinds. Two torches each are set in the north and south walls, illuminating the room and making it uncomfortably warm and smoky. There are several female Goblins wearing little lounging on the bed and furs, and a huge Goblin in chain mail with a giant axe standing in the far side of the room glaring at you.
A hobgoblin named Grunch lives in here, armed with a battle axe, wearing a chainmail hauberk. He has the key to the storage room (3) in a pocket and a gold chain with an opal around his neck, worth 12 sp. Five female Goblins are in the room, they all will fight but have no weapons and -2 Body compared to the male Goblins. The Chieftain knows enough of the human language to yell insults, but is in fact rather fat and lazy and has been guarded and not fought for too long.

The furs may be used by the female Goblins, yanking on them to topple players, but they are not particularly strong so they will double up (adding 5 STR) to trip up a PC, who then gets a DEX roll to stay standing. Any character that falls down is set upon by as many living female Goblins as are left, up to 3 each.

There is an unlocked coffer next to the bed that holds the treasures of the Chieftain: 150 cp, 28 sp, a bag with teeth from various creatures such as wolves, humans, and such that he has killed over the years, and a Fine Silk Dress. This dress is part of a quest from Aelen in the Keep. The dress can otherwise be sold for 8 sp to any merchant outside the Keep.

6. COMMON CHAMBER

This large chamber has a trench down the center of the room filled with coals, smoke lifting up and blackening the ceiling around a crack that seems to draw the smoke out it. The room is moving with Goblins, there are several dozen living here of all ages. The room is lined with trash, furs, and dirty rags around the walls in piles, and the only light source is the low red glow of the coals. The torso of a human male is lying on a bench near the center, chunks carved out of it.

There are thirty adult Goblins and eight young in the room. The young are noncombatants, the rest, male and female, are adult fighters. All the adults have daggers, but only the seventeen males have a short sword or spear. The room has piles of rotten fur and rags used for beds around the outside and a set of low benches on either side of the fire trench where adults sit and cook their food on wooden or metal skewers like shish kebobs. Each adult killed has D3 copper on them, and in the mess of the room is a roll of silk worth 15 sp.

Area Notes: Goblin losses were not be replaced, though any that are not killed will heal. The Goblins will tend to flee any combat not going well unless otherwise noted, as they are not the most bold of opponents. In any fight if a quarter of the Goblins have been defeated, roll a presence roll for them at +1. If this roll fails, the Goblins flee shrieking and crying for help. At the halfway point, roll a straight presence roll is checked, and once three quarters of their numbers are defeated, one is checked at -2. In any encounter once the Goblins are outnumbered by the party, they will try to retreat unless they specifically will not in the text. If the entire Goblin area is cleared out, other monsters of the GM’s judgment may move into their little cave complex after a few weeks.

B: TOOTHGNASH ORC TRIBE LAIR

Upon entering this cave, the party will see the wall thirty feet to the north is decorated with heads and skulls (Human, Elf, Dwarf) in various stages of decay in the dim light from outside. These cheerful greetings are placed in niches which checker a five by twenty foot section of the wall. Not all of the niches are filled yet. Sounds of activity can be heard to the west, but all is quiet to the east. All Toothgnash Orcs wear a necklace with the teeth of opponents defeated in battle. At the point marked g on the map an Orc stands sentry, watching through a small slit that pierces through to the back of an empty head niche so that he can see the entrance of the cave. However, being an Orc, he is not exactly diligent, particularly as this is used as punishment for lazy or disobedient Orcs. As such, he only has an 11- chance to be even looking through the niche, but if the party is loud or flashy (casting spells, etc) then he will certainly notice and watch them. If he sees intruders, he will slip to area 8 and warn the other Orcs there. If he does, all of the Orcs there will move around to the entry cave and the Orcs in 7 will be alerted and join in as well.

7. GUARD ROOM

This dark square room has two benches in it, one north and one south, that run the length of the room. In the center of the room is a target drawn on the floor with chalk or some similar substance, and several round stones are lying in the target’s concentric circles. A number of Orcs are in the room as well, each wearing leather armor and armed with a mace and a shield.
Again, this area is dark, so characters walking up to the room with a light source will be noticed immediately. However, because the Orcs are busy with a game and the cave entrance is so close, they will not notice light that is down the hall at the cave entrance hall. Their game is somewhat like marbles, trying to land a stone in the center, but others can knock the stone away with theirs, and so on. There is money on the game and the Orcs will be very irritable if interrupted - but then, when aren’t they? Each Orc is armed with a mace and a medium shield, wearing leather armor (2 defense) on areas 6-14. There are a number of Orcs in this room equal to half the party in number. Each Orc has 2D6 copper and there is a pool of 3D6 copper piled by one of the Orcs that was bet on the game.

8. BARRACKS
Any character that was not noticed by the lookout at area “g” above may spot the Orc in this niche, looking bored sitting on a stool and occasionally looking out the slit. If it is day outside, the slit leaves a slash of light across the Orc and the north wall opposite “g” which will be easy to spot. On the other hand, the unlit hall will quickly show anyone carrying a light source like a torch, alerting the lookout and the Orcs in area 8 if they are still there.

This room may have Orcs in it or not, depending on if they were alerted and called to attack the intruders. If the Orcs are there, a total of half the party in number are in the room, lounging. This is the barracks for this area, so there are fur and rag beds set up around the room and a table in the middle with benches around it. The Orcs will be lying in the beds sleeping, but their armor will still be on and their weapons nearby (they are equipped exactly as the guard Orcs in area 7).

9. BANQUET AREA

There is a great fireplace in the south wall of this room, casting shifting shadows in the room with a reddish glow from the low fire. Many tables and benches are set up in the room, and one table in the north has a large chair at the head. The room is apparently uninhabited.

This room is where large meals are eaten, with the Orc Chieftain sitting in the large chair. This room is empty unless the GM wants to add Orcs

10. COMMON ROOM

This very large chamber has two entrances, both leading to what appears to be the living quarters of many Orcs who are present in the room. None are wearing armor and show only daggers as weapons. There are perhaps a dozen males and half again that many females, plus almost as many young in the room. Nets or some cloth bulk is hung from three walls of the room.

The nets are hammocks slung against the walls all around the north, south, and west walls of the room. At each hammock’s position a circular socket is dug into the floor into which strong poles are sunk that support the opposite end of the hammock when the Orcs sleep. These poles are stacked against the east wall to the north of the entrance. In the center of the room is a clear sunken area with sand piled an inch deep in it that is twenty feet square where fights are held. When the PCs arrive, there is a battle going on in the pit holding the attention of all of 30 of the adults.

The 9 young Orcs however are not paying very close attention and have a -1 PER roll to spot anyone at the doorway (the adults have a -5). If a young Orc spots intruders he will alert his buddies and the youth will attack the party with a roaring battle cry. It will take a full phase before the adult Orcs figure out what’s going on, in which the young Orcs will fight the PCs. Treat the young Orcs as goblins, but they have only daggers. The adults are split between 12 males and 18 females, and while the males have daggers, the females are unarmed. None have any armor. Only two adult and three young Orcs can crowd into a doorway and attack, but there are two doorways to guard. Each adult Orc has 2D6 copper on them. Their weapons and armor are actually stored in the next room, below.

11. STORAGE CHAMBER

This room is identical to area 3 above (the Goblin storage room) except it is not locked and it also contains 3 medium shields, 17 spears, 2 battle axes, 18 maces, 5 hammers, and 18 hauberks of leather armor. In a box in the back under a pile of rotting grain is a Quality Light Crossbow and 60 bolts.
12. ORC CHIEFTAIN’S ROOM

This smaller room is behind a closed, unlocked door. The floor is carpeted with furs that have been sewn together and tapestries are hung at several points on the wall. There are cushions piled at the foot of a brass king sized bed, a rich but much battered and abused chest of drawers, and an unlit chandelier hung from the ceiling. Two female Orcs lounge on the cushions at the base of the bed and a huge Orc is getting up from the bed with a menacing roar.

This is the chieftain of the Toothgnash tribe, a huge Orc with a necklace made up of one tooth from every man, Orc, Dwarf, or Elf he has killed, and it is very full. He has two huge tusks that jut up from his lower jaw, thick and several inches long, and hair dyed green as an apple that hangs in a three foot ponytail down his back.

Gargrim is his name, and he wears a full suit of chain-mail (except the helm, which is a plate helm covering area 3-4 only). He wields a huge heavy mace in combat and likes to use presence attacks. On Gargrim’s finger is a large ring of silver with a topaz in it worth 13 sp. The two females are armed with daggers and fight as ordinary Orcs, but have no armor.

Behind a south tapestry is a secret door that is difficult to open, it is not difficult to spot but opening it requires 20 strength applied on both sides of the door at once (not a problem for Gargrim, but challenging for a single PC who can only apply 5 points less than his maximum strength on each side at once). If hard pressed, Gargrim will run to this and open the door, taking a half phase, and try to reach the Bloodthirst Orc clan for assistance.

1. Behind a tapestry on the west wall is a rough nook where Gargrim keeps his treasure. There are two complete sets of chainmail here (one human one dwarf) with blood stains on them, four greatswords, a halberd, and a full plate helm. Behind a large stone weighing 500 pounds is a smaller niche with a locked iron chest in it. The chest’s key is in Gargrim’s pocket, and it contains a Scroll of Fireball, a Potion of Healing, 28 sp, 105 copper, and 81 iron pieces.

Area Note: The Orc Losses can be replaced over time, one orc per week. If the lair is not destroyed and Gargrim still lives after a single incursion by the PCs, then the males from area 10 will increase the number of guards at area 7 to a number equal the party and place four Orcs with medium longbows in area 9 around the corner from the doors for an ambush from both sides. If Gargrim is slain, the surviving Orcs will go join the Bloodthirst tribe and swell their numbers, taking everything with them and emptying out this Orc lair. In time, the two lairs will be joined, opening up the secret doors and inhabiting the Toothgnash lair again.

C: BLOODTHIRST ORC TRIBE LAIR

This tribe inhabits the areas from 14-16, and are distinct by their red hair, dyed with blood so that it is rusty brown in color. These Orcs do not rely on a watch for their security, instead they use very fine lines running across the entry passage in a network two feet wide about ten feet back from the entrance. These strings run to the ceiling where a recessed section holds a suspended rope with metal bars hanging from it. The strings are difficult to see, as they are the same color as the muddy floor and quite thin but will be triggered by the first person to walk unknowing across that section.

The trap drops a net (1 1/2" by 2") to fall from the ceiling on the person who triggered the trap and everything within ten feet behind him, in theory. In truth, the metal bars make quite a bit of noise as the trap falls, giving every character in the trap area a chance to make a dive for cover roll (they have to dive at least 1" to get clear - they won’t have time to determine it’s exact size). Also, the trap only has a 14% chance to trigger properly, if this activation roll fails, the net only falls down on one side, hanging into the passage. Either way, when the trap triggers it makes enough noise that it will alert the Orcs in area 14 if they make a perception roll at -2 (check for each Orc, only the ones that make the roll will investigate). The net trap acts as a 4 defense, 2D6 entangle on the entire area, although anyone caught at the edge can take a single phase and step out of the net. The GM should keep track of burning torches, it might light the hempen net on fire which will make the other trapped people less than comfortable, dealing 1D6 KA each three segments to everyone in the net until it is destroyed (the net only has 2 energy defense).
Characters can spot this trap, if they are not paying close attention these PER modifiers are increased by a -2 modifier: PCs who make a perception roll at -1 will spot the recessed portion of the ceiling but not the concealed net within until they are under it, looking up, and triggering the trap (unless they specifically state they are carefully moving up). A perception roll at -2 will spot the strings on the floor, and running up the walls.

13. FORGOTTEN ROOM

This room contains only a weapon rack against the west wall and in the center a much-repaired, rickety looking table with two similarly damaged chairs at it. It smells musty and unused.

Only the two Orc Chieftains (Gargrim and Harshkill) know of this place, secretly meeting on occasion to plan co-operative ventures. Although the separate tribes often are at conflict, they are aware that there is strength in numbers, and they sometimes will raid together. Each time the two meet they fight, which is what the weapon rack is for and why the furniture is damaged and much-repaired. The weapon rack has two quarterstaves, two cudgels, two hammers, and two right handed gloves with a metal bar across the knuckles called Heavy Knucks. See area 12 in the Toothgnash Orc lair for how to open the southern secret door, it is concealed but a -1 PER roll will find it.

14. COMMON CHAMBER

The walls of this room are lined with canvas military cots. The cots are lined against the walls, most of them tipped up and out of the way, although three are down with an Orc sleeping on them. Around the rest of the room are over a dozen Orcs, both adult and young, male and female. The room is strewn with bones, straw, rags, and litter and the fire in the middle of the room casts a flickering light and choking smoke.

There are nine adult males, eight females, and 3 young in this room. The young are very young, just children, and are non combatants. The males are armed with short swords and some have a breastplate of leather armor (11- chance each), the females have a dagger.

The young do not fight, but instead hide behind the adults when combat breaks out, throwing trash and feces at the PCs. When the PCs arrive they will be noticed with a PER roll; add 3 to one Orc’s perception roll to act as representative for many eyes.

The cots were stolen from a shipment headed to the Keep a few years ago and are in decent shape. They are designed to be portable and fold up into a package the size of a backpack weighing 5 kg, although they are filthy and could use some repair. Each one would sell for only 5 copper, but the PCs might find one useful.

Each Orc has only D6 copper on them except the young who have no money. There is no other treasure in the room, unless the PCs want to try to eat some of the chunks of meat some of the Orcs have (it is elf meat).

15. COMMON HALL

This large room has a long table set up with benches on either side of it running almost the full length of the room. A large fire burns brightly in a fireplace set in the far eastern wall. Four cots are set up near the entrance, leaned against the wall. Inside the room at least ten Orcs, mostly male, are sitting at the bench and walking around. They seem well armed.

General meetings are held here, and food is likewise cooked and eaten here, although the Orcs have a tendency to carry their food to their room. There are six males here two armed with medium crossbows, the rest bastard swords. Also here are four females who live in the western forepart, armed with short swords (cleavers, they lack the +1 OCV but are otherwise the same). All the orcs also have a dagger, but none are armored. Each has D6 copper on them. A large firepit in the east wall with a chimney that reaches the surface through a crack. In this a large fire burns, lighting most of the room well and blinding the Orcs inside to any light source the party might be carrying down the hall. If the net at the entrance falls, these orcs have a -4 perception roll to hear it and any that make the roll will go investigate (the females will not).
16. CHIEFTAIN’S ROOM
The door here is noisy to open and the guard who stands at point “g” will most certainly see it open and hear it creak. He is the chieftain’s bodyguard and will certainly attack. He has a cot and a table set up in the first area where he stands guard and lives here, only leaving when the chieftain does. When the PCs fight the guard, the chieftain will hear and will come and join in the fight in 2 phases (he has to get up and get his weapons).

The bodyguard is a huge Orc wearing a helm and hauberk (hit locations 3-5, 9-14) and of splinted mail and is armed with a bastard sword he uses with one hand, a dagger in his other hand he’s skilled with using off-hand (giving him +1 DCV). If he isn’t doing very good damage to the PCs, the bodyguard will drop the dagger and use the sword with both hands, putting his one level onto DCV.

The Chieftain is named Harshkill and when he arrives, the PCs see he is dressed in a plate helm (hit locations 3-5) that looks like a grinning demon, a plate breastplate (9-12), and chainmail on all other locations. He wields a longsword and a mace at the same time and has the Two Weapon Fighting skill to use them both well, relying on his armor as he makes sweep attacks on the party. When Harshkill first comes in the room he throws a hand axe at the most dangerous looking member of the party, it is a Throwing Axe of Distance.

Once the Chieftain and his bodyguard are dealt with, the party can explore Harshkill’s room:

This room seems largely filled with stacked equipment and supplies. Sacks, barrels, boxes, and racks of meat stand immediately by the entrance and straight ahead. The room smells of old sweat and rotting food. Around the corner from the supplies is a large cot attached to a more sturdy permanent frame and stacked with old furs. A chest is by the bed, against the southeast wall.

If the party somehow killed the bodyguard without alerting Harshkill, he will be in his cot, his weapons leaning against the chest and his helm laying on top of it.

Harshkill will leap up and grab his weapons as soon as he spots the party, but since his room is unlit he will spot light moving closer and into his room, even hear intruders. He will know that his door was opened unless the party managed to do it silently, and will be on guard - and his bodyguard does not need a light.

If this happens, Harshkill will get up and push on the stacked food and supplies to his west, heaving the entire pile onto the party as they reach the square just inside the door. The party will get a PER roll to spot the falling pile and can dive for cover (only 1” it will be obvious how big the heap is). Anyone caught in the collapse will suffer D6+1 in D6 (2-7D6) of normal damage and be trapped in a 0 defense, 2D6 entangle of shelves, boxes, supplies and debris.

Harshkill has a wyvern hide belt with a silver buckle worth 16 silver, a sack at his belt containing 4 silver, 17 copper, and a pair of bone dice he thinks are lucky. The chest is locked, with the key lying on the floor under the chest. It is -1 to lockpicking skill to open. Inside are ten pieces of ivory worth 12 cp each, a sack with 18 silver and 50 copper in it, but the real treasure is a Rope of Climbing that is used to tie the sack shut. The Rope will be in unusually good condition compared to the rest of Harshkill’s possessions, but unless the party specifically looks at “everything in the chest” or the rope itself, it won’t be distinctively clean and well-made. Underneath the bag and the ivory is a book: the Book of Prayers and Hymns that Brother Sennet in the Keep is looking for (a major quest).

Area Notes: These Orcs are a smaller tribe and have little fame, although they are on fair terms with the local Hyena Clan Beastmen. There are D6 Orcs out hunting and gathering when the party encounters this area who will return once the party leaves. If more than half the tribe is killed or if Harshkill dies, the survivors will seek shelter in area B with the Toothgnash Orcs - assuming they’re still around. If the Toothgnash have been killed, they will simply flee the area and seek their fortunes somewhere that is more hero-free.
D. SNEE'S GOBLINS

While the Goblins who live in A are grubby, stupid, and weak, these Goblins are smart, well-organized, and well led. The natural cave here quickly turns into worked stone passages more expertly dug and smoothed than the rest of the complex. Torches are set in the walls in sconces, burning every twenty feet down corridors. These Goblins do not fear big people and are much less likely to surrender, only if more than half of the numbers in an encounter are down will the make a Presence roll to remain fighting and failure will result in a strategic withdrawal toward more Goblins.

These tunnels are more busy than the other areas, and the GM should roll a D6 each time the party enters a new passageway. If a 1 results, then the party encounters D6 Goblins armed with spear and small shield. They will have food (actually food that the PCs might eat) but no treasure. If there are more than 3, the Goblins will form two ranks, three in front and the rest in back, able to still reach enemies fighting the first rank because of their spears. As soon as the Goblins spot trouble they shout “Breee-YARK!” which is roughly equivalent to “hey rube!” and the GM should roll a single PER roll for the nearest room, modified by range, to see if the inhabitants hear and join in. This group will only be encountered once.

17. GUARD CHAMBER

The room here has an exit on the far side that leads to steps and within are several Goblins with spears and shields. They are standing in front of a table and benches, staring at you as you draw near down the hall, waiting with eager grins.

There are six total Goblins here, but unless the party was unusually stealthy (had someone sneak ahead, invisible, etc) they will have been spotted by the guards here. Two of the six are out of the line of sight around the corner waiting to flank anyone who enters. Both are holding their attack and will immediately throw spears at anyone who comes into the room. Each Goblin has three spears and a dagger, plus a small shield. Each also has D6 copper on them. There is a keg of fresh water in the room and a deck of cards on the table with 2D6 copper spread around. Pewter mugs with water in them are on the table at each seat.

18. GUARD CHAMBER

A passageway bends to the south and two exits are visible from this room. There is a table with benches around it in the center of the room and six Goblins, three of whom are standing and facing west, the others head down at the table, over their cards. Coins are on the table along with a bottle and pewter mugs. A barrel stands in the corner of the room.

The Goblins here appear to not be paying attention to the PCs, unaware they are present. In fact, unless the PCs were unusually stealthy, they know very well the party is here and where they are. However, they want the party to come into the room and attack them and ignore the south tunnel. In the tunnel two wolves are living, and they smell the party. When the party is facing away toward the Goblins the wolves come out and attack silently as they have been trained to; a PC might hear their nails on the stone (hearing PER roll -1) otherwise they leap on the last two characters, aiming for the throat (area 5). With the PCs at 1/2 DCV, they might be able to land this attack.

As soon as the wolves attack (or as soon as the PCs head down to attack the wolves) the Goblins all turn and lift a medium crossbow from under the table firing at the party. A particularly observant PC might spot the crossbows (-3 sight PER), but this should be a pretty big surprise. Once the crossbows are fired, the Goblins toss them aside and attack with a shortsword and dagger each, using the dagger for +1 DCV. If the party drops both wolves and 3 or more of the Goblins, one will dash for the northwest corner, pull something from behind the water barrel, and tries to open the secret door to area 22. This whole process takes a full phase, but if he gets the door open, he tosses the bag he retrieved into the room and yells something in Yrch. The Ogre living in area 22 will step through the secret door in a phase (he has to stoop to get through the door), and roar a huge belowing presence attack. These Goblins fight to the death if the Ogre is present, if he doesn’t show they try to retreat to area 19.

Each of the Goblins has two quarrels, his weapons, and D6 copper on him. The bag of coins behind the water barrel contains 4 sp and 128 cp as payment promised the Ogre. 3D6 copper is on the table.
The bottle on the table and all the mugs contain water, as does the barrel, which is gathered fresh every other day. The secret door, if not opened by a Goblin, is -2 sight PER to spot, it opens by pushing a fabric section aside and pulling at the door from the gap it conceals.

19. COMMON ROOM

This room has piles of furs and rags as bedding, tables, stools, benches, and Goblins all over in it, making it very cluttered. There is a large pot suspended over a fire pit that has a crackling fire under it and something boiling inside the kettle. At least two dozen Goblins of all ages and both genders are in the room.

There are ten adult males and 14 adult females with 6 young in this room. The young do not fight, they simply cower in fear. The females have daggers and will fight, but each phase must make a presence roll to keep fighting and not hide behind the males or retreat. The males are armed with two spears and a short sword each, they also have small shields. On an 11-, the Goblin also is wearing a full suit of leather armor. Each adult Goblin has D6 copper on them.

If the party is causing a massacre of the Goblins here, then one or two will flee down the hall toward area 20 to alert the Hobgoblin so that he joins the fight. If so, the Hobgoblin and Shaman will join the fight, the entire process taking 3 phases.

20. HOGBOBLIN’S ROOM

The door to this room is closed but not locked. Behind it is a short corridor and a medium sized room with a large rug in the center, a fine looking table with six chairs around it, all in good condition. A four poster bed is in the northwest corner with several Goblin females lounging on it in various states of undress. A lantern hangs from the room in the west and east sides, filling the room with light, and from the walls several tapestries hang. A large footlocker is at the foot of the bed and a bench made from a single box of wood stands against the east wall.

If the Goblins in area 19 did not alert the Hobgoblin and the fight did not make enough noise to bring him running (huge explosions, for example), then the Snee the Hobgoblin and the Goblin Shaman are in here standing at the table, having stood up when the door opened. The Shaman’s pet is not visible from the doorway. Either way, the 2 Goblin girls scream and cower on the bed at the arrival of PCs (they are harmless and silly, and will not attack the party).

As soon as the party is visible, the Shaman will order his pet Venom Hopper that is around the corner to attack and retreat to the back of the room, then cast Spirit’s Warding on himself (+2 DCV). Snee will flip the table over and crouch behind it, pulling out a light crossbow and firing it at the party. He has two attached to the bottom of the table, each loaded, so he can fire twice before he’s out. He then will draw his longsword and medium shield from his back and attack - he’ll do this immediately after firing if the party closes on him. While behind the table he has 4 extra armor from attacks on the other side of the table on areas 11-18 which are hidden behind it.

Snee is wearing a full suit of Fenen armor that he pulls the hood down to while he flips the table over. He has been enchanted with Runes by the Shaman for +1 OCV and DCV. The Shaman will try to stay back behind Snee (out of PC hands) and cast spells. Each phase the Goblin Shaman acts roll on the table below for which spell he casts:

<table>
<thead>
<tr>
<th>ROLL</th>
<th>SPELL</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Eyeblight</td>
<td>3D6 Flash to sight</td>
</tr>
<tr>
<td>2</td>
<td>Beetle Shell Totem*</td>
<td>2PD, 3 ED Force Field to allies and self in the area, OAF totem</td>
</tr>
<tr>
<td>3</td>
<td>Feeble</td>
<td>Drain 2D6 STR at range</td>
</tr>
<tr>
<td>4</td>
<td>Snake Venom</td>
<td>Drain 2D6 BOD at range</td>
</tr>
<tr>
<td>5</td>
<td>Icicle</td>
<td>D6 RKA Armor Piercing</td>
</tr>
<tr>
<td>6</td>
<td>Rimebolt</td>
<td>4D6 Energy Blast</td>
</tr>
</tbody>
</table>

*If he has already cast Beetle Shell Totem, treat this roll as Eyeblight

The wooden box contains clothes, a collection of skulls, and three bags. Each bag contains 5 silver and 25 copper, plus a handful of cotton to keep the coins from clinking around too much.
21. STORAGE CHAMBER

Note that at the location marked “g” on the map, there are 4 Goblin guards on duty. These Goblins are armed with spears, daggers, and slings, each one holding a bag of 20 bullets. Two of the Goblins fight up front and two will fall back and sling at the characters if possible. Each guard has D6 copper on them.

This large room is stacked with boxes, bales, crates, barrels, sacks and shelves of goods. The walls are lined with shelves that are stacked with all manner of items, and the room smells like a dry goods store mixed with a grocer.

Unlike the Orcs and Goblins on the other side of the ravine, these Goblins have been clever in how they gather their goods and the Shaman has used his magic to create an area where items do not rot. Thus, the food here is edible and preserved (if perhaps not to the liking of the players, such as the jug of eyeballs or the hands from enemies pickled in a clay jar). These Goblins have also been very successful in their raiding because of their contact in the Keep. This room has the evidence of the spy that works with the Goblins among the other goods, a stack of papers with shipping orders, cargo manifests and a letter that identifies the writer as the priest in area 7c in the Keep. This material is what Captain Sennat is looking for in the Keep, and it will be enough to take the spy prisoner and finish the quest.

Among the food and supplies in the room are 5 ingots of Star Iron worth 25 cp each, 5 foot high statues of marble worth D6 silver each (weighing 4 kg each as well), four well-made footstools worth 29 copper each, 6 fine green shirts worth 3D6 copper each, 5 cured hides (cowhide) worth 12 copper each, 6 bronze coat racks worth 3D6 copper each, 4 two-man tents (no poles or stakes) worth 15 copper each, 230 arrow shafts worth 1 ip each, a pouch with five cones of incense worth 15 copper, and a Wolfen Cloak.

However, something the Goblins do not yet know is that there is a secret door between this room and the Ram Clan Beastmen lair adjacent to this area. The Ram Clan carefully sneak in here every day to steal food and supplies (which is why there are guards outside this room).

While the PCs are in this room there is a 12– chance per action they take (explore, itemize, check for traps, etc) that a group of the Beastmen come through the secret door for their daily raid. A section of shelf will swing into the room silently and a number of Ram Clan Beastmen will step into the room equal to half the party in number, plus one. Each one carries a Military Flail and a dagger, but they are not armored. If the party has a light, the Beastmen will immediately spot them and attack, otherwise they will step in and begin gathering items before they notice the PCs - giving the party a free action against them if they choose. These Beastmen have no treasure on them.

Area Notes: Goblin losses will be replaced at the rate of one every week if the party does not completely eradicate the tribe. If Snee is killed, the tribe will lose D6 surviving members each week until they are all gone (joining the Goblins at A, if they are around still). If the party comes in and leaves without killing Snee, he will prepare some surprises for next invasion.

First, the entry will have a tripline across the door that releases a board stacked with rocks just inside. Spotting this line will be a -1 PER roll (-3 for casual observation). Each character that passes by the door is attacked with a 4 OCV attack roll against their likely 0 DCV (unless the party for some reason is dodging about and trying to avoid attack). The first character that is hit triggers the trap, which dumps an autofire of 4D6 physical attacks, roll D6+2 for the area hit by each rock.

Second, at the end of the dead end passage directly opposite the entry the Goblin Shaman has summoned a Zombie. It is armed with a crossbow and a mace. It will fire its crossbow at the party when they enter the tunnel (it has been told to fire the crossbow at anything other than Goblins that comes in the cave), then it will start to walk out of the dungeon, free from the Shaman’s control. If attacked it will fight back, however, and it has been covered with circular plates of metal that, while giving only 1 defense armor, sound like hitting the lid of a garbage can when struck with a weapon, which adds +1 to perception rolls of Goblins nearby to hear intruders.
Third, when the Zombie alarm goes off, the Goblins that remain (Snee will have divided an equal amount in areas 18 and 17) will ready for an attack. Each one will be armed with a sling, a spear, a dagger, and a small shield. All of them have leather armor on areas 3-4 and 9-14. They will attack players with their slings and try to fall back, making half moves either to area 19 or area 23 in the Ram Clan territory (where guards are waiting for trouble and will join in fighting any invasion of an adventurer party). If pinned down, the Goblins will fight in ranks, with three in front and up to three in back using spears over their friends and all engaging in a Shield Wall maneuver (If a character has a shield wall on one side of him, he gains +1 DCV in addition to his shield. If he has a shield wall on either side, he gains +2 DCV total.)

Fourth, if the ogre at 22 is still alive, it will be paid to join in the fight immediately upon hearing the zombie alarm go off. He will be bribed the phase the first Goblin in area 18 hears the zombie alarm, and will take 2 more phases to reach the intersection of passages by the cave entry, at which point he will attack every PC with laughter and glee.

Fifth, the doorway to area 19 is trapped. In the little niche on the southern side a Goblin sits on a stool (armed as the ones above), holding a line. When the Goblins retreat into this room they will signal him and he will trigger the trap: a board bent back and lined with daggers jammed through the wood. The slams across the doorway with tremendous force at four feet high (over the head of Goblins). This trap does an attack at 6 OCV, dealing an autofire D6+1 killing attack to area D6+5 (roll location once) on the first character through the door and knocking them back 1”.

Sixth, the stairs leading between area 17 and 23 are trapped. At the top of the stairs is a barrel of oil and a torch. When the Goblins retreat up the steps two will stop and when the last Goblin is clear, will dump the barrel down the steps, coating them with a layer of oil. This makes it very difficult to walk up the steps, requiring a DEX roll to move 1”; for each 1” faster the characters move, the roll is -1 additional difficulty. Meanwhile, the Goblins at the top of the steps (six can fit in the area) will use their slings to pelt the characters as they stumble up toward them, yelling Bree-yark! in the hope that the Beastmen will come investigate (they won’t).

Meanwhile, the other Goblin at the stairs will grab the torch out of the sconce and toss it on the stairs. This has a 12- chance each phase of igniting the oil, causing the stairs to erupt in flames. This flame will do 1D6 energy killing damage each segment a character is within the fire, burning for D3 turns. If at least half the party gets to the top of the stairs, the Goblins begin to retreat again. Any character that walked in the oil has to make a DEX roll to remain standing each phase they take a move for the next D6 phases of movement because of oil on their feet.

Finally, the Goblin Shaman will be at the back of the Goblins in room 18 if he’s still alive (he summoned the zombie before the PCs killed him, it was waiting somewhere the PCs didn’t go to be activated by Snee), casting spells at the party and staying back as far as he can away from them.

This ought to present a fairly significant challenge to the party, particularly if the Goblins get reinforcements from the Beastmen from area 23, but note: the Beastmen don’t much care for the Goblins either, and they consider this trespassing, so they’ll fight the Goblins as well as the party.

E: THE OGRE CAVE

The Ogre here will obviously be gone if he was encountered in area D and killed. He has gotten fairly wealthy by acting as a mercenary, a strong arm hired by the Goblins and Ram Clan Beastmen or even the Orcs on certain raids. He has made a contract with the Goblins in area D that if they toss him a bag of coins through the secret door in area 18, he will come join the fight. At the same time, if someone offers him more money (that he can obviously see), he’ll just take it - and the Goblin fee - and go back to his lair.

22. OGRE LAIR

This cave has a strong, sour odor, heavy with sweat and something more bestial. In the darkness you can see what looks like a huge bear sprawled asleep in the southwestern part of the cave.

What looks like a bear is actually the ogre, sleeping under a huge bear skin from a Mauler he killed a few years ago. He has -4 hearing perception due to dozing, although if anyone hits him he’ll wake up immediately.
If undisturbed, someone may be able to rob the Ogre of his treasures except what is under his pillow (a large burlap sack of grain). The Ogre has a huge Ogre Club by his bed and wears fur armor. If the party wakes him, he speaks 1 point of the local human language and will give them a chance to pay him or die - if they offer 20 silver or more, he’ll let them live, this time. If he sees them again, he’ll ignore offers of payment and figure he can take everything.

Under the Ogre’s pillow is a silver and Velune belt worth 18 silver and a string of beads wrapped around his wrist that is under the pillow. These beads are a Magical Charm that he cannot use but knows are magic. Also in the room in a pile near the bed are a sheaf of 20 arrows, a Potion of Vigor, and seven large sacks. #1 contains 270 copper, #2 contains a large wheel of hard cheese with several bites out of it and mold forming, #3 holds the slightly rotted corpse of a wolf pup that the Ogre caught and wanted to make a pup, then forgot about, #4 holds various shiny and interestingly shaped rocks the ogre has collected. Also in the room under the bear hide is a locked box containing 57 silver and 340 copper: the taxes for this year from the keep that were stolen. This is part of the Delinquent Taxes quest (see area F24, below). There is an official tax receipt and some paperwork indicating the contents and what it is for included.

Area Notes: If the Ogre is killed off, something else might move into the caves he lives in, such as a pack of wolves that the Goblins in D are training or a Goblin Wasp the Shaman created. If the Goblins of area D are wiped out, then a Hunting Spider, Gorfungus, Grizzly Bear, Spotted Polyp, or Tentawort might move in after D6 weeks of being empty.

23. COMMON ROOM

This large room has been divided up with sewn leather hangings, creating partitions along the north and west walls. Each has a flap opening every ten feet (three on the north wall, two on the west) and in the open area, you can see Ram-headed Beastmen: at least a dozen including three young.

There are five males and eight females here, and the five partitions are for five families (the males here). The young do not fight, but the males will using spears and daggers. They wear bone breastplates but no other armor. The females have daggers and no armor, and they will attack the PCs in groups of two or three at a time, only ones not directly fighting a male (that would take away from his status and the honor of the fight). The partitions have furs, simple woven baskets and clay pots, extra clothing, partially woven cloth, and so on, all worthless. Each adult male has 2D6 cp on him and each female D6-1 (0-5) copper.
24. TORTURE CHAMBER

This chamber is dominated by two things: a low fire burning in an iron brazier on a stone pedestal two feet tall and six prisoners tied to the south wall. A small table, a pair of chairs, and a wooden pillar from the floor to the ceiling ten feet from the east wall in the center of the room make up the rest of the furnishings, and two huge Ram headed Beastmen are standing in the room: one facing the prisoners and one facing you, holding a whip.

Both of these Beastmen are very tough, with 3 more CON, 10 more Stun, and 1 more PD and ED armor. They are in charge of prisoners (also known as food). They are evil, sadistic monsters. The one with the whip has learned a legsweep maneuver he does with the whip (+2 OCV, -1 DCV, 1/2 phase, knocks target down, deals 1D6 penetrating damage). He will use the whip’s 1” reach and half move away from targets as long as he can. The other Beastman has one broken horn and patches of fur missing, a hideous beast. He has resistance to pain so much that he has 25% resistant PD and ED damage reduction and +3 CON (only to prevent being stunned). He fights with two heated metal pokers that deal 1D6 killing damage (energy) but they are armor piercing because they are so hot. Both are wearing two silver armlets, each worth 1 sp and each has a dagger.

Chained to the wall are these prisoners

1. A plump, half-dead man scheduled to be eaten tonight in a special banquet. He is part of a Keep Quest, (Delinquent Taxes) and his name is Jimson Vane. He is the scribe and accountant for the Lord of the Keep, and his books were stolen when he was captured on the road to pay taxes. Returning Vane, the taxes, and the books will finish the quest and gain a reward at the Keep.

2. An Orc who will gladly join in the fight to kill Beastmen with the party even though he speaks no human language beyond a few words (kill, die, eat, you, me, yes, and no). If handed a weapon he’ll use it to kill every Beastman he sees, but has no restraint or sense of tactics. The first chance he gets to leave the lair, he will, taking whatever he was given. He will flee to area B and tell the Toothgnash orcs about what happened, if they are still alive (which might make them more friendly).

3. A Mercenary Footman who was a guard for Vane. His name is Olan Sendrik, and if he is freed he will vow to serve the party for a full year, refusing anything except food and shelter (and healing).

4. A homely middle aged woman who was in the caravan with Vane and Sendrik. She is despondent and want to die, her husband and daughter were killed and eaten already, she has absolutely no hope and won’t even try to leave.

5. A Mercenary Archer who like Sendrik was a guard for Vane. His name is Marten Gent, and he will make the same vow as Sendrik, but is not as trustworthy. He will take money and items from the PCs when he won’t get caught and will abandon the party if life gets too hard.

6. A Hyena Clan Beastman from area J who is hostile to everyone, but will be grateful enough upon being freed that he will not attack them. He will leave as soon as possible, taking a weapon if he can. He will not put in a good word for the PCs with his tribe.

25. COMMON CHAMBER

This large room is lit well by torches around the walls and a rectangular firepit in the center holding a flickering fire. There are tables and benches set out in the main section of the room, and in the west where the room bends northward, there are partitioned areas with sewn leather hangings creating ten foot apartments, three along the north section and three facing them on the south section. There are pewter and wood dishes on the table along with candles, and bunches of aromatic herbs and bowls of salt which makes the room smell sweeter than the rest of the complex. Also here are more than a dozen Ram Clan Beastmen, at least half of which are young who are setting the table.

This large chamber is used partly for living quarters and partly for meetings, meals, dances, and general revels for the tribe. There are four armed males with bone breastplates (with a bill, a dagger, and two javelins each), two standing in the east corners and two opposite each other at the walls where the room bends and the living quarters start. There are also 5 females and 9 youth. The youth are non-combatants (although one especially brave one will attack the PCs with a dagger, treat him as a goblin).
The females have a dagger each, and are preparing food, but they will not fight unless molested. The males will close on the party and demand in very broken human language with a heavy accent to know why they are here where they are not welcome. The reason for this polite treatment is that they don’t feel confident they can beat the party and want to lure them to a more proper fight. They will try to get the PCs to go to area 26, which they claim is where their chief is. They will try to move with two in front and two in back, as soon as they get to 26 they turn and attack, yelling a war whoop.

Over the fire pit, which is two feet wide and ten feet long, are a pig, a deer, and a human being on spits. Each of the males has D6 copper, there is no other treasure (unless the party collects the pewter and sells it for 3D6 copper).

26. GUARD ROOM
If the party crashed through the door or alerted the guards with the clatter of the barred door, then this room will have no guards in it; they will have gone to greet their guests. If the fight at the door goes poorly for the Beastmen, one runs to area 27 for reinforcements. It will take him a full phase to get back to them, a phase to gather them, and a phase to return with them to the door.

The drawing on the table is of a bear and trees, and it is pretty well rendered. When intruders are spotted, the three at the door side of the table rise and get their weapons, brandishing them. The three on the far side of the table flip the table over and use it as a barrier, getting their medium self bows out (each has 10 arrows; these actions taken all of the actions the Beastmen have this phase). The Beastmen behind the table try to keep it between them and the PCs, which gives them 6 more armor from locations 10-18 (if an attack hits those locations, it hits the table instead). Each Beastman has D6 copper and each is wearing a bone breastplate and a 1 silver piece armband.

27. ARMORY
If the alarm from the door comes here, two of the three Beastmen will head down the hall to reinforce the guards, and one will head back through the secret door to alert the Chieftain.

This room is lined with racks holding weapons and armor, most of which was clearly stolen from or won from defeated enemies. Three Ram Clan Beastmen are in here, with bows and bills.

The three Beastmen here are armed with medium self bows and ten arrows each, they split up and try to keep range by spreading out. One will be near the secret door trying to keep anyone from getting too close (he fears people might see it if they get close). None will betray the location of the secret door or go for help through it while any of the party is present. Each also has a dagger and a bill to fight with and all are wearing leather armor and a bone breastplate. Each guard has D6+1 copper and D3 silver.

The secret door is -2 sight PER to find (-4 if not looking) and opens by pivoting. On the racks are a wide variety of weapons and armor, all of moderate quality. If the party is low on supplies they might find replacements here:

- 1 suit of man-sized plate mail
- 1 suit of dwarf-sized plate mail
- 3 suits of man-sized chain mail
- 2 suits of elf-sized chain mail
- 7 suits of man-sized leather armor
- 11 medium shields
- 6 daggers
- 1 battle axe
- 4 maces
- 3 short swords
- 2 medium self bows
- 1 longbow
- 13 crossbows
- 220 arrows (14 of which have silver heads)
- 9 score’ bolts
- 51 spears
- 19 pole arms
- 12 plate helmets of various sizes
- 18 chain coifs
- 12 studded leather hoods (looks very bondage)
28. STORE ROOM
The number of Beastmen in this room varies. If the party did not encounter the Beastmen in area 21 in the Seece’s Goblins store room, then there are five present here. If they were met and dealt with, there is only 1 Beastman (and any survivors, if the PCs ran or were captured somehow). Adapt the description below to reflect this.

This room is stacked haphazardly with boxes, barrels, sacks, and various supplies. It is mostly dried meat and odds and ends such as pewter place settings and candles. Some of the food is rotting, and you can smell the decay.

This is where the Ram Clan Beastmen put the supplies they steal from the Goblins. However, lacking the magical protection the room gives, the food doesn’t store as well here. All of the Beastmen here are wielding a Military Flail and a dagger, but have no armor.

28. SHAMAN’S QUARTERS

This small room glows with a fire in the middle of the room cooking a pot of foul smelling material. Over it bends a very skinny Ram Clan Beastman who is covered with brands of various mystical symbols. His ears droop with earrings of various kinds, his horns are pierced to hold more trinkets and charms, his arms are covered with bracers and chains, and his fingers with rings. He holds a rod in one hand that hangs with feathers, bones, and more charms and fetishes. He looks up when you open the door and glares at you. The rest of the room is stacked with boxes, jars, dried creatures, stacks of feathers, pouches, and so on. Hanging from the ceiling are herbs and dead animals, swinging slightly.

As soon as the Shaman sees the PCs, he summons a Swarm of Bees by taking a bracer off his arm and throwing it down. These bees he sends after the party (the bees were summoned previously and controlled, he had them magically stored in the bracer). While they try to deal with the bees, he runs to room 30 to tell the Chieftain about the intruders.

If the Chieftain is dead, he tries to escape either north through the Goblin territory at D or south out of the Beastman area. Given the number of doors and interconnected rooms, he may be very difficult to stop.

If pinned down or fighting with the Chieftain, roll on the table below for what spell the Shaman casts:

<table>
<thead>
<tr>
<th>ROLL</th>
<th>SPELL</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Bearform*</td>
<td>Shape shift into a grizzly</td>
</tr>
<tr>
<td>2</td>
<td>Quill</td>
<td>RKA 1D6 Armor Piercing</td>
</tr>
<tr>
<td>3</td>
<td>Thorncoat*</td>
<td>1 body NND Damage Shield, does full damage</td>
</tr>
<tr>
<td>4</td>
<td>Sap Shower</td>
<td>Clinging 21 STR usable as an attack, sticky</td>
</tr>
<tr>
<td>5</td>
<td>Tangle</td>
<td>Entangle 1D6, 3 DEF</td>
</tr>
<tr>
<td>6</td>
<td>Stone Darts</td>
<td>RKA 1D6 Autofire</td>
</tr>
</tbody>
</table>

*Once the Shaman turns into a bear he stays in this form and does not cast any more spells.

**Once Thorncoat is cast, the Shaman will not cast it again (he loses this if he turns into a bear), he will cast Quill instead if this result comes up more than once.

In the Shaman’s room is a lot of trash that seems magical and the Shaman uses to create “potions” that taste awful and might have some medicinal value by accident but are just crud mixed together. The only thing of value in here is a bunch of Fenuminas prepared and in a clay jar on a bench. If the PCs do not have the Herbalism skill, it will just look like dried grass.

The Shaman has many trinkets and pieces of cheap jewelry on him but other than the one bracelet he enchanted with the bees, only one is very valuable, a garnet and ring worth 15 sp. The rest is trash, worth only 2D6 copper in a big heap.
This long room has two doors in the east wall. The north part of the room is blocked off from the rest or the room with a sewn leather curtain hung just north of the northernmost door from the west to east walls. A slit allows passage into the second part of the room.

In the rest of the room are piece of furniture making up a living quarters: a table, a desk, a footlocker, several large chairs, and a barrel of water. In this section of the room is a huge Ram Clan Beastman and two guards in partial plate armor holding spears. The big one has a Military flail of Felstone in his hands that has a red glow around it.

The Chieftain of the Beastmen tribe is named Ironhorn and he is a brute (see his write up in the NPC section following the adventure). All three of the Beastmen are wearing plate helmets, breastplates, and gauntlets (locations 3-4, 6-7, 9-13 covered). When intruders show up, Ironhorn directs the guards to attack the party and does a presence attack which might affect the PCs, then charges to attack the biggest and most dangerous looking character.

The two guards have 3D6 copper on them and D3 silver. Each is wearing two cheap gold armbands worth 1 silver each. Ironhorn’s treasure is listed on his character sheet. The footlocker is filled with clothes and furs, but under it all is a false bottom (-1 PER to spot) and under it is 113 copper and 27 silver plus a *Wand of Silence* he was saving to give to the Shaman at the party that was to happen this evening.

Behind the partition are four females that are skittish and flighty, they are cowering on the big bed that dominates most of this area. Rugs and furs are thrown on the floor, a bottle of wine is by the bed on a stand, and tapestries are on the walls. This area is lit by two oil lanterns set in sconces in the wall, and a small barrel of one gallon of lantern oil (weighing 15 kg) is by partition at the west wall. As soon as the PCs enter, the females start running and leaping about, then stampede across them (doing move throughs) to the exit and run crying for help out to the entrance of the caves. They each have 5D6 copper worth of jewelry on them, if they can be caught.

Two Beastmen stand guard here with large shields and flails, and at their side are two cougars. They expect trouble from the south and not the north but have good senses (as do the cats) and will be very difficult to take by surprise or sneak up on. They will turn to face the party unless they fail to sense the PCs as they approach.

These are guards, and when they attack both cougars roar as loudly as they can (as they’ve been trained), which are presence attacks which are not likely to have much effect on the PCs: 4D6. However, the racket they make is also enough to give the Chieftain +2 to his perception roll to hear the fight, negating the closed door that causes a -2 modifier. The two guards have 2D6 copper and D3 silver on them, plus each one has a single dose of a *Light Healing Potion* that they will use if they must and have a chance.

The box in the corner is five feet square and two feet deep of sand, it is the litter box for the cougars, cleaned out daily. Each guard has 1D6 silver and two golden arm bands, each worth 1 sp.

**Area Notes:** Beastman losses will not be replaced. If Ironhorn and his Shaman survive, the Shaman will have the *Wand of Silence* from area 30. If the Shaman or Ironhorn survives (but not both), then the clan will stay and the number of guards at all locations will be doubled (if need by the extra guards are from hunters and Beastmen out on patrol).

If Ironhorn and the Shaman die, the tribe will die, emptying the lair in two days and taking everything of value with them. If more than half the tribe is killed, or if the shaman and half the tribe is killed, then the tribe will move to a different area deeper into the wilderness, abandoning all the furniture, place settings and anything else that is technology, even tables and chairs. They blame the adaptation of human things as the reason for failure and are sorry they have angered the spirits.
G: SHUNNED CAVERN

Even the normal inhabitants of the area stay away from this area (including the Ogre). The creatures who dwell herein are strange and dangerous and a horrible stench warns anyone who draws near of the danger. Bones are scattered in front of the cave as a warning to not come near, especially at night. These areas are not worked or carved at all, they are a series of uneven caves. The floor is slanted at odd angles, stones lie in the passages, stalactites and stalagmites jut off the floor and ceiling, and strange looking mineral growths are on the walls and floors.

32. EMPTY GALLERY

These caves have a strong stench, almost overpowering. The smell seems to be coming from deeper in the caves. Scattered on the floor are pieces of rotting meat, carved figures, bones, shiny rocks and a few coins.

The other monsters in the caves aren’t sure but they think it can’t hurt to give whatever lives in the caves offerings so they toss various things in here on occasion. As a result there are a few coins on the floor. The PCs can search up the money, but doing so will increase the chance they encounter something wandering around in here. Each turn the PCs can find D6 coins, roll a D6 for the type: 1-4=iron pieces, 5-6=copper pieces. There are a total of 20 iron and 8 copper to be discovered, once all that has been found no amount of searching will turn up any more. Each turn, roll another D6; if a 1 or 2 results, then something wanders into this cave, roll on the table below for what the creature is:

<table>
<thead>
<tr>
<th>ROLL</th>
<th>RESULT</th>
<th>No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Quill Rats*</td>
<td>D3</td>
</tr>
<tr>
<td>2</td>
<td>Sewer Rats*</td>
<td>D6+2</td>
</tr>
<tr>
<td>3</td>
<td>Swarmwings*</td>
<td>D3+3</td>
</tr>
<tr>
<td>4</td>
<td>Megapede*</td>
<td>D3</td>
</tr>
<tr>
<td>5</td>
<td>Land Leech</td>
<td>1</td>
</tr>
<tr>
<td>6</td>
<td>Spite Bloom</td>
<td>D3</td>
</tr>
</tbody>
</table>

The creatures marked * are something that wandered in from outside as they do not live in the caves normally.

33. SHALLOW POOL

This portion of the cavern is very wet, and all of the walls and the floor have a sheen from the dampness. There is a large pool of shallow water in the cave that is full of murky water. This cave does not smell quite as bad as the others.

In the bottom of the pool lies a golden goblet with crystals in it, dented but still worth 13 silver. The skeleton of the Goblin who was going to hide it here is in the water as well. Above the pool, on the ceiling, is a Spitter. It will sense intruders and begin to summon Spite Blooms, launching them at the party. The Blooms are light enough that they tumble right across the water without sinking. A PC might spot the Spitter on the ceiling with a -2 PER roll (straight up roll if they are checking the ceiling), as it is hidden partially behind a rocky projection.

34. THE LEECH DEN

This cave reeks horribly, the stench is so bad your eyes water. On the floor is a lump of wet material like a soft stone or pile of goo. As you look, an eye opens on the pile and you realize it is a toad almost two feet long. The toad’s eyes glow brightly, like torches.

This is a Blindtoad, and if approached it will panic and flash the characters, hopping around the cave and flashing over and over until they leave or it can get past them safely to another cave. However, the Land Leech that is in the tunnel to the southeast will sense the commotion and presence of strangers. It will wriggle out and attack the nearest PC while they are blinded and distracted by the toad. The leech is the source of the horrendous stench these caves have. Being near the leech is so incredibly stinking that it literally weakens the characters, so the toad stays far away from the thing, but not so far it isn’t somewhat protected. Back in the tunnel that the leech came from are a lot of bones, pieces of fur, torn bits of armor, broken weapons and other evidence of the leech’s previous meals. Among the debris is a scroll tube with a Scroll of Protection from Undead and 3D6 copper scattered in the mess. Also here are two books of accounting in a leather satchel with a quill, paper, and a bottle of ink. This is the accounting bookwork Vane needs, and is required to finish the Lost Accountant quest (see area 24).
H. DVERGAR LAIR
Although the number of Dvergar here is not great, what they lack in numbers it makes up in strength and cunning. There is a sign by the entrance that is well lettered in Dwarven and Human reading

SECURE LODGING
Report to the guard post on the left for processing and bed assignment

The Dvergar will, as long as possible, keep up the façade of being an outpost in the Caves of Chaos, even offering food and drink to the party. They will, of course, at first opportunity they have a good tactical position (surrounding the characters with superior numbers, get the PCs to lay down their weapons, go to sleep, or eat drugged food and drink), attack and take prisoners.

The food and drink given the party will be poisoned with a toxin that does a 1D6 stun Drain every phase after a minute’s delay. Since the Dvergar are, like Dwarves, immune to most poisons, they’ll have no problem eating the same food and obviously doing so to reassure the party. If a Dwarf is in the party, they will be jumped by the Dvergar once the poison starts to take effect on the others. They do not fight to kill, the Dvergar want to take prisoners and ransom them at the Keep.

Characters will notice that the Dvergar are giving each other knowing looks and subtle hand signals, that they look suspicious and seem untrusting. They will also notice that the Dvergar act welcoming but their eyes seem hostile.

35. GUARD ROOM
This is a thirty foot square room with several stools in it and a table between them. A card game is going on, with four Dwarven figures at the table and two by the door. They look up when you enter, then go back to the game, but the ones by the door welcome you in. All are wearing studded leather armor and metal helmets, and are armed with axes.

A perceptive character (roll perception, the character that succeeds by the best) will notice that there’s no money on the table.

Each of the Dvergar are armed with a three throwing axes and a battle axe. They wear studded leather armor on hit locations 7-17 and plate helmets on 3-4.

If the party is fewer in number than six, the Dvergar clear away from the table and have the party sit down (at a disadvantage) pulling more stools up if need be. The others lounge against the walls and begin a conversation (unless a Dwarf is present, then they are quiet as their language is most certainly not normal Dwarven). The two by the door subtly block off the door, then the characters are given papers to write their name and profession on, with how long they will be staying “for the records.” Once the PCs start working on these sheets, the Dvergar attack the 1/2 DCV PCs with their battle axes.

If the PCs won’t cooperate or are suspicious, the Dvergar at the door (the only two in the room that speak the local human language) will tell them that’s fine, and ask if they are hungry. He will then direct them to the common room (38) for a poisoned meal. If the PCs agree, then the two guards and two of the card-playing Dvergar go along, not bothering with their cards (say he puts his cards down and gets up to follow, if a PC asks about the cards, say he seems to be ignoring them and none of the others seem to care). Each of these Dvergar have the Healing ability.

36. CHIEF’S ROOM
This twenty by thirty foot room has rough but well made furnishings in it, including a bed, a dresser, a table with two chairs, a chest, and a bedside table. The floor is lined with rough but serviceable rugs. A big gray Dwarf is sitting at the table opposite a female.

This is the Chief of the Dvergar, and he (rightly) presumes anyone who comes in the room unescorted is an enemy and will attack immediately. He has Two Weapon Combat skill as well as Defense Maneuver IV and can fight several people at once with great skill with his two Military Picks. He also has 4 speed and lightning reflexes so he acts as if he has 18 DEX in the order of combat. The female gets up and pounds on a gong that is hanging on the back of the dresser which is a few feet from the wall. This is loud enough that it can be heard clearly in area 35 and with a -1 perception roll in area 39.
Then the female pulls a large oddly shaped crossbow from behind the dresser and fires at the party. This is a *Repeating Crossbow* and it can fire every phase. She has +1 OCV with it and fights as an ordinary Dvergar. The Chief (named Hvarn) and his wife (named Ferrga) each have a Light Healing potion. Ferrga has only the quarrels in the crossbow’s magazine and no more, she casts it aside once it is empty and pulls out a pair of needle sharp stilettos which she attacks with. She has the offhand weapon familiarity and full ambi-dexterity, so she will attack with both weapons each phase unless she needs better defense, in which case she’ll use one for the +1 DCV bonus. Hvarn is wearing a full suit of plate armor, he’ll drop the visor when the party shows up. Sure it’s uncomfortable, but that just makes him mean. Ferrga is wearing chainmail, she’ll pull the hood over her angry face when the PCs show up. Hvarn has the *Darkblight, Stoneseize, and Stoneshape* abilities, Ferrga has only the *Fog* ability. Ferrga has two gold earrings worth 125 copper each, and Hvarn has a pouch on him with 29 copper and 8 silver.

If things are going very badly, Hvarn will go berserk, dealing +1 damage class damage but losing 1 DCV, doing a presence attack to force attention on him while Ferrga ducks behind a hanging and to the secret door, trying to escape to the Minotaur caves. She will create a fog cloud where she was standing to cover her tracks. Hvarn’s hoping she can get out without the Minotaur catching her, and since she knows the route to the exit and can create a fog, she has a decent chance.

In the chest, which is locked (and -2 to lockpicking, Ferrga has the key around her neck on a chain) contains 146 copper, 20 silver, two more full magazines for the repeater crossbow, and two *Potions of Health*. If the chest is bashed open, the potions and one of the magazines will be destroyed.

The secret door is behind a large tapestry depicting a Minotaur (appropriately enough) in a ten foot nook. The secret door is -1 PER to spot and opens by pushing inward and sideways into the wall. It is very difficult to open from the other side (you’d have to attach something to the surface and pull it toward you).

37. TREASURY
This door is locked and is -2 lockpicking to open, Hvarn in area 36 has the key to this room.

| This room is stacked with boxes and crates, barrels and bags of materials. Atop a pile of what looks like grain sacks is a shield, flipped over and inside is a pile of rice. |

This is the loot the Dvergar have collected over the years living here. They have been fairly successful, and do not keep materials that easily spoil. The only perishable materials here are two small kegs of ale, a small barrel of wine, the grain, and a crate of jerky wrapped in packets of waxed paper. The shield is a large shield made of metal that bears the Keep’s crest on it, it weighs twice as much (and requires 5 more STR) than an ordinary large shield and is actually a decorative item that the Lord of the Keep would be glad to see. If the shield is turned in to either Captain Sennet or the Lord of the Keep, it will give faction equal to a Major Quest and be rewarded with 5 silver each character. It was to be shipped to him from a city but he never saw it and forgot about it. There is a small keg of oil containing a gallon that weighs 15 kg.

38. COMMON ROOM

| This room has bunk beds set along the north and south walls with burlap hung between each set as a partition. There are a total of 16 of these beds in two sets of four (north and south). At the foot of each bunk bed is a foot locker. By the beds hang garments from hooks. There are about ten of the dwarves in this room looking up suspiciously at you. |

Nobody is supposed to come to this part of the caves, so the Dvergar know this isn’t part of the scam, but they aren’t very strong here either. There are only 3 males and 7 females here, the females only armed with three throwing axes. The males are unarmored but have the battle axe and three throwing axes. Each has D6 copper on them, and all have either the *Fog* or *Healing* ability. The footlockers have clothes and keepsakes of no value such as a lock of hair, a tooth from an enemy, a pouch, some jerky, etc.
39. GUARD ROOM

Two dwarves are standing here, watching closely as you draw near. The room has a bunk bed in it and a long table as well as a barrel with a ladle hung from the wall above it. There is a shelf on the wall that has sacks of meal and plates on it as well as a pitcher made, all made of pewter. Under the shelf is a key ring with two keys on it.

The two Dwarves will politely but firmly demand the party not come any further. This is a prison, it’s not safe, the monsters we catch are held here, we need to keep them isolated, its for your own good. If the party insists, then they will be escorted to area 41 which indeed does contain monsters. They are actually guards for the imprisoned people held here for ransom from the other monsters and the keep. The keys to the cells (it takes two) are hung on the wall. These guards are able to use Deepspeak and are equipped and armored like the guards in area 35.

Each human or elf prisoner rescued will return to the Keep and report their rescuers, adding 1 faction to the party. The others are in no shape to help anyone, and the Goblins will flee at the first opportunity.

41. PRISON CELL

This room is identical to 40 except the contents. Note: when any character looks through the window they’ll only see monsters in here. Instead there are 3 Goblins, 1 Hyena Clan Beastman, and 4 Orcs, and one Dvergar. Again if freed the miserable, weakened creatures will not serve the PCs but will flee at the first opportunity. The only exception to this is the rogue Dvergar who wanted to return to the Underdeeps and hates this place. He will gladly help kill his fellow Dvergar and is in fairly good shape. He has the Deepspeak ability and will use it to grant the ability to speak Dvergar to the party if they will let him. Once the party leaves this area, he will abandon the party with a rude comment and head out for the Underdeeps through some distant cave.

Area Notes: There are two Dvergar out negotiating the ransom of the prisoners who will return after the party departs, reinforcing the area by two. As long as any Dvergar remain alive, they will stay in the area, hoping to replenish their numbers over time. If need be they can seal up the door entirely with Stoneshape and will do so between food gathering raids until up to a more powerful complement of Dvergar again. If the entire base is wiped out except the Chief and his wife, they will leave and try to get back to the Underdeeps.

If the Chief is still alive after the party leaves, he will contact the Minotaur in area I, offering regular prisoners to eat in exchange for its assistance to kill the intruders. It will then come when Hvarn rings the gong taking D6 phases to reach the Chief’s chambers.

I: CAVES OF THE MINOTAUR

These caves are completely unshaped and rough. They form a labyrinth of sorts, made of natural caves with rough uneven floors and various normal cave features such as stalagmites. A powerful spell cast long ago by a long-dead mage here negates any direction sensing ability, whether magical or mechanical (compasses, detects, direction sense, etc are all useless here). The GM should not let the party map here because of this effect.
Because of the disorienting effect of the labyrinth, do not give cardinal directions as players travel. In fact, don’t give directions at all, if the players insist on calling directions, be randomly contradictory and change them on occasion. What was once a left turn is now right, and so on. Don’t let them map, even a rudimentary map, it’s impossible. If a clever PC uses a rope or chalk to leave a trail, the Minotaur has been following them and picks the trail up or erases the chalk when they are gone; no marks remain.

Because each cave is just a cave and directions are confusing, there are no description blocs for this section except the final room.

If the PCs are captured and set at the mercy of the Minotaur, then the party should find weapons and armor they can use to survive in the caves here from the previous explorers. This equipment won’t be as good as the things that were stolen from them, but it will do in a pinch.

Other than the Minotaur, the monsters in this area are not terribly powerful, that’s on purpose because it might be a place the party ends up running through practically naked.

42. SWARMWING CAVE
There are 13 total Swarmwing in this cave, clinging to the ceiling. They will awaken when any light source is brought into the chamber, and 4 of them will fly from the ceiling and attack; each turn D6 more will drop and attack until all of them are fighting the party. If anyone uses an area effect attack that hits the whole cave (it is 3” high), then all of the Swarmwing that survive will attack. They are a favorite snack of the Minotaur and are all very hungry, so they will not flee. Scattered on the floor here are two more torches that will burn for a half hour each and a pair of short swords that are a bit rusted but servicable (-1 defense). Under the guano is a somewhat rotted leather breastplate that will give 1 PD, 2 ED armor to areas 10-12. There are two Orc bodies in here, rotting and mostly eaten but clothed in cloth that can be used for other purposes if gathered. Under one of the decaying Orcs is a splinted helmet in decent shape: 4 PD, ED armor for hit location 3-4.

43. FIRE BEETLES
Three of these creatures live in this cave, casting enough light that they are visible from a distance, their reddish glow even can be spotted around the corner from this cave. The air is warmer as well. These creatures have not eaten well and will attack the party even though normally they would not. The Minotaur doesn’t care for their taste but they are handy to cook meat with sometimes so he lets them live here. In this room are two medium shields and a charred skeleton of a Goblin with a sling and two daggers. There are no bullets but plenty of stones lying around. The goblin’s spear is also here, but it is broken almost in two. A clever player could take the spear and use it as a dagger, but an even more clever player could use the cloth from area 42 to tie the spear’s shaft together enough to make a serviceable spear with 2 defense.

44. MEGAPEDE
Two gigantic centipedes live here, called Megapede. They are coiled on and chewing a fairly fresh body of a Ram Clan Beastman who escaped a Dvergar raid and got killed in here instead. He’s wearing a hauberk of studded leather and has a flail and a dagger, plus two javelins. He also has a pouch with 2D6 copper in it and a flask of oil.

45. THE MINOTAUR
This cave is larger than the others, with three obvious exits. The floor slopes rapidly downward to the west and north, in smoothed steps, forming a sort of amphitheater with the northwest area flatter and smooth. The ceiling is rough with small hanging stone spikes and the walls are rumpled with odd mineral formations. Upon these almost everywhere one could be put, and even stabbed on to some of the stalactites are skulls and bones from many different creatures. On the floor are bones arranged in spirals and other patterns like ghoulish artwork, and charging up the steps toward you is a huge Minotaur wearing a chain coat and swinging a Halberd.
The Minotaur knows where the PCs are most of the time, he knows the tunnels by heart and is not bothered by the direction confusing effect after living here for years. However, unless he’s following them and erasing their marks and eliminating any trick to track their path through the caves, he is content to wait here for them to stumble in. Thus, he will not be surprised unless someone uses some unusual ability such as invisibility.

The Minotaur attacks as soon as the party reveals themselves with a 7D6 presence attack he is wearing a chainmail hauberk and has a halberd. He shows no mercy, expects no mercy, and fights to the death with a defiant roar. Because of his size, the Minotaur’s Chain Hauberk can only be worn by a character with a level of growth or at least 13 Body and 15 strength.

The secret door is actually a slab of stone that upon any examination will be seen to be merely a chunk of rock pushed up against a niche of the cave. It takes 28 strength to move the rock (the Minotaur has to push his strength), only three PCs can work on it at once, each adding 5 strength to the strongest PC. If some sort of lever such as the spear or the halberd is used to move the rock, that adds 5 more strength but the strain breaks the lever, successful or not. Behind this stone is the Minotaur’s treasure:

- A locked chest (-3 to pick the lock, the key is under the Minotaur’s armor) containing 372 copper, 31 silver, and 930 iron pieces
- A Wand of Mending Charm
- A Bold Shield
- A Locked Coffin (-2 to pick, the key is lost, the Minotaur doesn’t know what it holds but it looks valuable) holding three potions: Health, Arrow-block, and Weapon Wash. The coffin is worth 87 copper on its own.
- A leather sack containing 9 pieces of jewelry worth 8D6 copper each and 47 iron pieces

**Area Notes:** If the Minotaur is killed, he’s dead and gone. The other creatures will replenish at 1 per week until back to full complement described here. The magical effect will only go away if dispelled (a 60 active point spell). The secret door to area 36 is not difficult to discover (-1 PER roll) but is very difficult to open as described there. If the GM wants, another powerful creature could take up residence here in a few weeks if the Chaos cult is not dealt with.

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**J: HYENA CLAN BEASTMAN LAIR**

This cave high on the face of the ravine looks unremarkable and deserted, apparently just one room that is sometimes used by animals for shelter and the very old remains of a fire once used here can be found with searching. However, the back of the cave conceals a magical illusion, versus touch and sight. The magical Image is -3 to perception and simply makes the character feel and see solid rock, confirming what they figure to be true. However if anyone sees through the illusion and steps through then the reduction is eliminated entirely for a full turn for the characters who see this. Just beyond this point the natural cave becomes worked stone and is obviously another section of monster lairs. The Hyena Clan (called Gnolls here, their local name to the humans) cannot normally see in the dark, but their Shaman has managed to enchant the entire tribe with IR vision so they tend to do without lights except in specific areas. Thus, PCs carrying lights will be noticeable from a distance and even around corners.

46. GUARD ROOM

Four Gnolls stand in here. There are four stools here and a water barrel with a ladle by it against the North Wall.

Unless the PCs do something really remarkable, the Gnolls will all know they are here. The illusion has no effect from this side, and they were watching the PCs stumble around the cave. Two of the Gnolls have heavy self bows, and they will fire at the first PC to step through the Image, and there’s just enough light from the outside (and any PC light sources) that the Gnolls are visible in the room with a PC perception roll so he might have full DCV. Once these two have fired, they step to the side out of the direct line of sight from the cave and reload, stepping back out to fire, and repeating the process. The other Gnolls are wielding longswords and medium shields, and wear hard leather armor (cuir boillis). They will wait for PCs to get to them to attack, if the PCs close on the archer Gnolls, they drop their bow and draw a shortsword each. The archers each have 12 arrows, minus the ones they’ve fired. Each Gnoll has 2D6 copper on him, and one is strangely wearing a valuable sable cloak worth 145 copper.
47. GUARD ROOM
This room is identical to 46, except that it holds 3 gnolls, all with the sword and shield. One of them has the key to room 48, below.

48. LOCKED ROOM
The door to this room has a cheap lock, only -1 to pick.

Inside this room is an array of provisions, boxes, crates, sacks of grain, hanging dried meat, small kegs and barrels, and shelves. There are some weapons and armor here, and one of the small kegs is open and smells of fine ale.

The keg does indeed contain fine ale, worth double the listed price. There are 2D6 days of provisions here for the players to take, venison jerkey and so on. Also here are 7 medium shields, a suit of dwarf-sized chain mail, 12 hand axes, 3 light longbows, 5 sheafs of 120 arrows each, 5 quivers, and a Poorly Crafted Sword that looks valuable.

49. COMMON ROOM

This large room has at least two dozen Gnolls of all sizes and both genders in it. Pups run about, there are what looks like beds made of piles of furs and such around the room and cheap furniture. The room is well lit with torches.

The bulk of the Gnolls live here. They have sleeping areas that are piles of furs and rags or ratty old carpets, with cheap tables and benches around the room and torches on the walls giving off light. There are 6 males, 11 females, and 18 non-combatant young. The females fight, but are -1 CV and only have daggers. The males are armed with longswords, but no armor. Each adult has D6 copper on them, and on an 11-2D6 more copper and D3 silver.

50. GNOLL CHIEFTAIN’S QUARTERS

This rectangular room is rough and smells of dogs. There are four sleeping nests on the ground here and the room is lit by a torch on each wall. You can see three male Gnolls and four females, one of which is lying on a sleeping nest and attended by the other three. There is a chest in the nook to the southeast and a pot with a fire pit under it in the northeast corner, the fire not lit under it.

The Female is one of the Chieftain’s wives, she is the Shaman, and she is dying. The other females are other wives, they are unarmed but can fight at -1 CV with their bite or hands. Two of the males are younger than the Chieftain, but that is not initially obvious. The Chieftain doesn’t look any different from the other Gnolls except he wears Naurithil bracers worth 55 cp each and wields a poleaxe. The two sons wear splinted hauberks and helmets and fight with longsword and shield. Each one has a Life juju and a Stone juju potion that the dying Shaman made.

The Chieftain does not immediately attack, he will in broken human language demand to know why the PCs are there. He’s clearly upset but still in command. If the party is somewhat polite, he will ask if any of them have the power over the spirits to heal his wife’s sickness.

The Shaman is dying of a disease that she could not cure, if the PCs can get some sort of disease-curing herb or magical cure to her, she will over a week gain her strength back and live. In return, the Chieftain will welcome the PCs to the tribe’s territory and not attack them. They can stay at the Gnoll lair to rest and heal or just as somewhere safe as they plunder the other caves, as long as they aren’t there longer than a day (area 46 will be temporarily cleared out for the party to stay in on the theory that the party is at least as good a guard as the guards were). They will be provided with a day’s worth of food each day and the Shaman will brew up Life and Vigor juju for two party members if asked. After two months the party will wear out their welcome, and they will be met with increasing unfriendliness, growls, and finally hostility.
If the party refuses to help or attacks, then the Gnolls fight. If the party will not or cannot help and will not leave when demanded, the Gnolls attack. If the party leaves, going out of the Gnoll area directly (escorted by the three males) then they are allowed to go safely.

If combat erupts, the first thing each of the males do is drink their Stone Juju, and the females carry the Shaman to the northwest corner. The Chieftain is named Rargrawrk and he is wearing Bracers of Warding which negates the need for armor. He fights with the pole-axe and knows the legsweep maneuver with it (+2 OCV, -1 DCV, 1/2 phase, knocks target down, deals 2D6 damage) as well as martial block (+2 OCV, +2 DCV, abort, block all attacks) which he will use to set up a fast strike against tough foes. His sons try to give dad plenty of room because he’s using such a large weapon, so they try to circle around behind and attack the PCs from the opposite side of Rargrawrk (setting up a flanking attack if they are on the same target). If they are harmed, the Gnolls will absolutely use their Life Juju potions.

If the fight goes incredibly badly, one of the females will stay back with the Shaman holding a dagger that was in the corner bed while the other two join the battle with self-sacrificing fury, just leaping on PCs and biting them.

The chest contains mostly clothing, but there are 389 copper and five pieces of jewelry worth 3 silver each (taken off to mourn for the Shaman). The secret door is -3 PER to spot even when looking; the Gnolls didn’t even know it was there. It can only be opened from the far side, but it can be bashed down; it has 6 defense and 7 body.

**Area Notes:** There are 2D6 Gnolls out hunting at present and they will return after the party leaves. Unless only 5 or fewer Gnolls survive, they will all stay in the lair and elect a new leader. If the Shaman dies, the illusion over the cave goes away and all of the IR vision the Gnolls enjoy goes away. Thus, the next time the party comes, if any Gnolls remain, there will be more lights in the halls and the opening will be obvious in the cave. However the Gnolls will have reinforced their numbers with wolves: one at each guard post, two in the common room, and one with the Chieftain.

**K: THE CULTIST SHRINE**

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

The floors are smooth and worn by the tread of countless feet of the worshipers at this grim place. The footsteps of intruders will echo alarmingly in these vaulted halls (+2 chance of being surprised), and extreme care must be taken to muffle such sounds if the party has any hopes of remaining undetected until the moment of their choosing. Continual noise will bring a group of D3+5 zombie guards to investigate, wielding battle axes and small shields.

This is the reason the caves are called the Caves of Chaos, this is why all the monsters are here. This cultic temple predates most of the monster lairs, but the evil within the temple continually calls creatures near to guard it and come to be corrupted by its power and the natural caves were expanded and developed over the decades and even centuries by monsters. As long as this area is left uncleared, the monsters will inevitably return over the months and years.

This is the most dangerous part of the dungeon and the description above ought to give any players pause. Only after clearing the other caves and gaining experience, equipment, and teamwork should the party attempt this, and if there are any NPCs present (such as ones set free from other areas), they will strongly suggest this. The caves are lit by an eerie reddish glow, not as bright as a torch, but enough to see in the immediate area fairly well. Long distance fades into a gloomy reddish mist (anything over 6”) but some areas are lit more than others. Thus, party light sources will not point them out particularly well in here, but neither are they really needed.
51. BOULDER FILLED PASSAGE

Large rocks and boulders have crashed down, crumbled stone and soil filling in the passage in a terrible collapse. The area around it looks sound, which suggests it may have been collapsed on purpose.

This passage leads on to other areas, perhaps another dungeon region, maybe to the Underdeeps. Where it goes, if anywhere, is up to the GM; this is left for expansion to the module as written, perhaps even extending all the way to the Caves of the Unknown written on the provided area map. Digging through this mess would take 1000 strength hours (i.e. someone with 300 strength would take 3.3 hours, and ten guys with 1 strength would take 100 hours) using the proper tools.

52. HALL OF SKELETONS

This chamber has a dais and throne-like chair in the south end. Slumped on the chair is a skeletal figure in armor. Along the walls, evenly spaced, are a dozen skeletal figures in tattered armor bearing a battered shield and a rusty scimitar each. Each is slumped against the wall.

The throne is of fine construction and has four large red crystals set in it worth 5 silver each. The skeletons do not move, even if examined closely, but if the PCs try to take anything from them or attack, they will all animate and fight back. They also activate when the PCs draw within 2" of the throne, as the figure on the throne sits up and opens it’s vacant jaws and a booming, eerie voice demands to know why these mortal wretches have dared to approach the throne. Then all the skeletons attack. Due to the age of their equipment, the armor on the 12 guard skeletons and their shield provide no actual protection. Their weapons have only 4 defense because of rust but hit every bit as hard as any longsword. The throne skeleton has a suit of scale mail on except on the head, and wields a great sword. Since the hit locations mean nothing for a skeleton, the armor provides full protection even on the head (its animating force does not reside in the head, so it has to be battered down whole).

53. GUARD ROOM

This room reeks of rotting flesh, a horrible stench as you draw near. In it are four figures to the north and an equal number to the south, hunched over and awful looking, animated corpses that turn and shuffle toward you. Each zombie has a battle axe but no armor.

Anyone robed in temple garb (see area 54) and wearing an amulet will be left alone but anyone else is attacked.

54. ACOLYTE’S CHAMBER

Beyond the door here is a short hallway leading to a small chamber that holds some furniture and four robed figures. The furniture includes four hard pallets, a brazier, a table with four stools, a cabinet, a barrel with a goblet atop it; the robed figures wear rusty-red robes with a six-fingered fist on the front and back and a black cowl.

There are four total Acolytes here, each one armed with a mace and wearing brigandine armor under their robes on locations 3-4, 7-17. One is a bit older and is wearing an bronze amulet in the shape of a six fingered fist surrounded by red lacquered flames. The Acolytes will attack anyone who dares violate their sanctum unless they are wearing similar robes, and will greet anyone wearing the robes with a sign/countersign, saying:

“He will bless us with his presence”

Which is to be replied to with:

“He will curse them with his strength”

If they do not get the countersign, they will attack. If they get the countersign, the Acolytes and the Priest (The guy with the amulet) will ask where these new cultists came from and how they got here - obviously they are part of the cult but not members they recognize. If the PCs bluff well they can get by a while, allow conversation and persuasion rolls here to supplement the PCs and their bluff attempts. Any new encounter with cultists here follow these rules (except the High Priest, who will know its a lie immediately).
The Priest is wearing a Cult Amulet and is smarter than the others (he has 1 point of resistance, requiring rolls to be 1 more for the same effect to fool him). Other than the clothing, armor, weapons, and amulet (which does nothing for the PCs other than keep the guards from attacking them while robed), there is no treasure here.

44. CHAPEL OF EVIL CHAOS

The floor of this large chamber is laid with alternating two foot square black and dark red tiles. The south wall is hung with a huge tapestry which depicts dead trees in a night sky with horrible twisted figures reaching forward over the sky. The sky is torn open and skulls are pouring out of the rend like a waterfall. Four black pillars support the high domed ceiling, 25 feet up at the highest point. A stone altar that appears to be part of the cave’s red and black stone and seems to be stained with rusty brown smears and pools. On it are very old looking religious service implements: a ritual dagger, a ewer, a pair of goblets, and a shallow bowl.

This Chapel is deserted at the moment, but it feels oppressive, like enemies are close by, around the corner, about to arrive in force. The altar is blood-stained and any spell with a side effect has a -1 to the magic skill roll here: the side effects are more likely to go off as the local spirits are so charged and angry. The religious implements are quite old and actually valuable (each worth 25 sp) but they give a very unholy vibe when picked up, like they have been used for evil for so long it is a part of them.

If the items are retained, they begin to corrupt the person that holds them. Each item causes a 1D6 transformation attack on that character per day (so 3 items would cause a 3D6 transform), a transform that eventually turns them evil by giving a psychological limitation of Evil demon worshipping cultist who longs to return to the chapel with these items and guard it from intruders. This Psychological limitation manifests itself slowly, starting at Uncommon/Moderate the first day, then Common/Moderate, then Common/Strong, then Very Common/Strong, then finally after five days it is Very Common/Total, and the PC is completely under the control of the evil artifacts.

If the evil items are taken away from the character, then the evil goes away in reverse: the psychological limitation dropping in the reverse order it gained. The character recovers 5 body of the transformation until it is completely gone after enough days.

A Dispel Magic on 70 active points will save the character as well, but it will not affect the cursed items. Anyone under the full evil corruption of these items will try to return to the temple, using persuasion, trickery, even violence and betrayal, and will try to get all of the implements to return here with them and guard them with his life.

56. PRIEST’S CHAMBER

This room is identical to area 54 except it has four Priests in it instead of Acolytes. Thus, each one has a Cult Amulet. There are also various books and writings here of evil nature and each one would sell for 10 sp if a buyer could be found (no one at the Keep will buy one), however if the books and papers are destroyed, the force of good will bless the party for a full 24 hours of +1 to all skill rolls and OCV. The Priests here will retreat if two or more have been dropped, trying to warn the high priest by ringing the Great Bell at area 58. See area 54 for how infiltration is treated.

57. HALL OF UNDEAD WARRIORS

There are forty total undead: twenty Human Skeletons ten to a rank and twenty Zombies ten to a rank. They are wearing rotted, rusted, and torn chainmail that only gives 4 PD and 3 ED armor. Their shields give +1 DCV. They will not attack anyone unless molested or if the Great Bell is rung. If the bell is rung, all of the undead here will move through the doors. The Skeletons will all march into area 58 and line the south wall of the temple, while the Zombies march to line the north wall therein. If they encounter anyone not wearing a Cultist robe and Cult Amulet on this pathway, they will attack immediately. Only the High Priest can change these orders.
This huge area has an arched ceiling of thirty or more feet and the floor is of polished black stone smooth as glass. The walls are hung with draperies of pure black, and a huge Felstone bell is hung near the entry point with a pair of wooden mallets beside its supports. To the south are several long benches. Three stone altars that seem to be shaped out of the cave’s stone are to the west. The first is pure black to the north, the next is streaked red and black, and the last one almost solid red with black flecks. At the western end of this temple is a dais of black stone with four lesser thrones on the lower tier and a great throne above. The chairs are made of solid bone, shaped and molded together. The throne is plated with gold and adorned with red and black stones and etched with runes. Four great candelabras are hung from the ceiling in two rows, north and south; they are set with black candles but not lit.

As soon as anyone enters the temple, the great candelabras burst into fire and cast an eerie shifting light on the entire temple. After a turn, the altars rise with shifting smoky figures, shapeless purple, green and yellow forms darkly dance and move over the altars. Each of the forms begins, one at a time, to chant a hymn of evil. The first starts after a turn, and each follows one turn after, increasing the volume incrementally. Once all three are singing their hymn, then the priests in area 56 and the High Priest in area 59 will hear and come to investigate. The only way to stop this is to leave the room, which will reverse the process in the order and time it reached that point. If intruders are spotted in the temple, the priests will try to ring the Great Bell, only fighting the party to give someone a chance to do so.

If the Great Bell is rang, the undead in area 57 will come into the temple as described, taking 2 phases (the zombies lagging behind). Spells with any side effect cast here have a -1 penalty to the Magic Skill Roll to represent the angry and active spirits here. The room feels eerie and evil. These altars are older than the temple complex, they have been here for centuries. The cave was widened once they were discovered by the cultists, following a dream that the High Priest had.

Each altar has power assisting evil spells and priests, giving an easier method to contact demons, learn new power and so on. They are of no use to the party and need to be destroyed. This is a Keep Quest, to find, report on, and destroy the altars.

Each altar can only be destroyed with special equipment the party is given by the Keep and they must be done in order (north to south). When each is destroyed something bad happens:

When the Black Altar is destroyed, a number of Gravemists will issue forth to half the party (round down, so if there are 5 members of the party, 2 Gravemists will form) and attack.

When the Red and Black Altar is destroyed, a wave of sheer terror washes out in a visible burst of black energy, causing a 12D6 Mind Control with a single effect: run as hard as you can as far away as you possibly can, away from any living creature you see. Each phase the Ego Roll to escape this mind control is raised by +1.

When the Red Altar is destroyed, a Death Spite forms in the rubble and attacks. However, it loses 1 Body per phase automatically, and eventually it simply crumbles into ashes.

Each altar crashes apart when destroyed in a very loud and spectacular manner, flames gushing up from within then burning down. This will absolutely alert the surviving High Priest in area 59 and the Priests in area 56; all will come investigate and ring the Great Bell then attack. The High Priest will go through the secret doors and circle around to the bell rather than step out into the temple.

Destroying all three of the Altars and defeating the Death Spite is rewarded by a beam of golden light from The Lord with a complete heal of all harm, malady, and weakness any character has suffered (including the corruption effect of the shrine implements at area 55). This manifests as a golden glow from above that beams over each character with sparkles of light. This is in addition to the quest reward at the Keep. This light also utterly destroys all remaining undead in the Caves of Chaos.

58. TEMPLE OF EVIL CHAOS

The room feels eerie and evil. These altars are older than the temple complex, they have been here for centuries. The cave was widened once they were discovered by the cultists, following a dream that the High Priest had.
This twenty foot square room is lavishly furnished, with a comfortable couch, a fireplace burning comfortably, a pair of large stuffed chairs, a bookcase filled with books and scrolls, a statue of a dancing nymph, a serving table with a golden flagon and a crystal and golden decanter with rich wine in it. Three armored figures stand in the room: one on either side of the northern door and one by the door at the eastern door. The floor is carpeted wall-to-wall with a fine looking rug.

This is the antechamber of the High Priest’s quarters, where he meets with guests or discusses the plans of the day with his Priests. The wine set is worth 55 silver together and 10 silver a piece separately for the 4 pieces (tray, decanter, two goblets). The bookshelf is for show, there are no books on it. The statue is made of plaster, the carpet is fine looking but thin and cheap. The furniture is valuable and fine enough but a bit bulky and difficult to move (the couch is worth 27 silver and the chairs 18 silver each).

If the party somehow makes it here, the High Priest will come out and greet them genially. He will know immediately that they are not cultists, but he will still play along to find out what they are up to. The High Priest’s name is Jenco Semmins, and he is a very amiable, friendly seeming fellow, not at all the glowing demon worshiping evil high priest sort at all. He will be understanding, curious, and amiable, not booming with great evil pronouncements and cackling laughter. He will carefully call each character by name and title, treating them with respect and hospitality.

Jenco will not attack the party in any way, and will in fact show them around the temple very patiently (avoiding areas 60-64). He will freely admit they worship a powerful spirit, but he will still scoff at calling it “demon,” and insists they are harmless, just worshipping in their own way and mean no trouble to anyone else, they have their ways and you have yours. The undead he claims are unfortunates slain by the monsters, they are cheap to maintain and follow orders, even if they are a bit simple. In short, he tries to deflect the characters by playing on their sense of tolerance and likely even the Players’ ideas of religion.

If the PCs insist the altars are evil, Jenco will agree they are dangerous, which is why the security around them is so tight, he insists that they are being studied and protected here, not used for hideous and evil rituals despite the propaganda of small minded fundamentalist zealots at the Keep.

Try to have a sensible seeming, but shallow answer to every question, deflecting concerns with assurances and emotionally agreeable answers. If someone talks about evil and good, have him talk about gray and how complex and nuanced life is, with a tone of confidential understanding, as opposed to those ivory tower extremists living in temples. He’ll wink at the party and everyone will treat the party with distant respect while Jenco is spinning his web of lies. He will see the party off with food (real food, not poisoned) and request they tell the Keep that they are not up to evil (but sure that the Keep won’t listen even though the party is clearly made up of more sensible people. He’ll appeal to the egos of the characters, their “common sense” and avoid any admission of evil. After all, what really is good and evil?

If the party attacks, Jenco will order the plate armored skeletons in the antechamber to attack, then try himself to get out to the Great Bell to ring it. If he must, Jenco will use the secret doors in his private chamber, even if it’s a bit of a run. His magic will help him escape, but the party will likely not be inclined to let him run off. All three of the skeletons are armed with poleaxes and plate armor, which makes them a significant threat.

This twenty foot square room is clearly the home of the High Priest. The floor here is carpeted with the same fine looking rug as the antechamber, a large stuffed chair with black upholstery sits in the southeast corner, a desk in the northeast with a chair by it. In the center of the north wall is a large and fine bed with silken sheets and pillows. A Wardrobe is in the northwest corner. Opposite the bed on the southern wall is a shrine with a grinning, hideous demonic idol lit by black candles.
The furnishings in this room are real and rich, but a bit unwieldy, to say the least. In the wardrobe are 12 sp worth of fine clothes, including two Cultist robes and one Cult Amulet. The idol is made of black stone shot with red like the cave walls and is not particularly valuable. If the High Priest dies, the statue falls off its niche and onto its face on the floor, the hands and head cracking off. If all three altars are destroyed the same thing happens, but that’s unlikely while the High Priest is still alive.

A secret door is set behind the stuffed chair, -2 to sight Perception to find. It opens by pulling a section of stone down by the door, which also spills out 3D6 silver and 8D6 copper pieces onto the floor. This is meant to slow or distract pursuit in an emergency, and is the only real loot in the room.

60. GUEST CHAMBER

This lower room is set up for inhabitation, it has a large bed, a footlocker, a table with two chairs, and a fireplace with a flue that leads to a crack to the outside. Black tapestries with red figures of demons hang on the walls, black candles are set about the room for light. The room appears to be uninhabited.

When the cult has valued guests they stay in this area, and it is not impossible that the PCs have been so successful in fooling the cultists that they are directed here for a nice stay. At present no one is living here.

If the PCs insist that Jenco show them beyond the door to this area, he’ll shrug and show them the room, saying this is an unfinished area that will be eventually more comfortable living quarters for him and the priests. He will not lead them past this point, and if the party insists he’ll shrug and tell them to go ahead but to watch their step, it’s messy and unfinished. Then he’ll head as swiftly as he can out and to the Great Bell.

61. TORTURE CHAMBER

The southern section of this chamber has a cot, a footlocker, and a barrel with a mug sitting on top of it. Beyond this to the north are very obvious and recognizable torture implements: a rack, a brazier with hot pokers, manacles on the walls, a post to chain victims to, and a rack on the wall holding tongs, pincers, and so on. A large man in a blackened chain mail armor is bent over a figure on the rack.

The torturer is working an even if the Great Bell rings he won’t bother to investigate; he really enjoys his work. The figure on the rack is a Hyena Clan Beastman who is nearly dead, his back broken and both arms and legs dislocated. He is plainly extended far beyond what is physically safe on the rack and is burned in various parts of his body, including both eyes. The Beastman will spot the party and will growl at the torturer, spitting blood at him, thus ensuring plenty of attention is on him and not on the party.

The torturer is wearing a full suit of chainmail and fights with jagged, blade-like implements he’s fitted on his gauntlets. They jut out an inch from his knuckles when he makes a fist yet do not interfere with his work, in fact sometimes they enhance it. These weapons are a +1 OCV attack that do 1 1/2D6 damage with his strength (they are a base 1D6 weapon with a strength minimum of 10). The torturer is equal to a Mercenary Thug, and will fight to the death. Any character with 11 or more Body can put on his armor, and using the weapons is simple enough they require no weapon familiarity, but they cause a -2 skill roll to any skill involving manual dexterity (such as climbing, lockpicking, writing, etc).

Inside the torturer’s mattress is a pouch of spoils from his victims: 7 gold teeth worth 4 copper each, nine earrings worth 3D6 copper each, and 13 copper.
62. THE CRYPT

The door here is of thick oak reinforced with iron bands. Above the door a sign is bolted that says BEWARE: DEATH. The door has been hammered with spikes on the sides to hold it shut and it is locked. There is no sound beyond the door, and it smells of dust.

Question: what frightens demon worshipping cultists so much they’d put this kind of security on a door?

Answer: something that PCs should leave well alone.

Still, being adventurers, that’s not likely to happen, if anything the warning is more likely to make them curious.

The lock on this door is -3 to pick and the key is lost. The wood is 5 defense and has 11 body to bash down (again half damage from weapons not designed to damage doors).

Beyond the door is a crypt, six tombs along the eastern wall. Each tomb is ten feet square, taking up the entire eastern ten feet of the room. They have no doors, only an opening showing a rough stone nook with a coffin on a stone slab. The two southernmost coffins are off the side, the contents of each is gone. The others are intact, each holding the remains of cultist leaders that died years ago. The sixth is the most ancient, the first cult leader who had a dream that led them to this place.

He wasn’t quite dead when he was buried and when he awoke the door was locked. Mad with hunger and his disease, he devoured the body of the other cultist who’d died with him and then succumbed to his disease… and became a ghoul. At first he hid and devoured bodies laid to rest here but eventually he became so hungry he’d attack anyone who came in so they bolted the whole thing shut, unwilling to kill their foundling priest, again.

Now the ghoul waits for food, crazed with hunger. He will hide in the southernmost crypt and leap on the first person who comes in. If no one looks in he will run out and attack. There is no treasure here, only death. The players can’t say they weren’t warned.

63. STORAGE CHAMBER

There are many piles of boxes, crates, barrels, sacks, and so forth here - the supplies of the temple are kept here. There is nothing of value in this room other than four cultist robes and a crate of black candles that weighs 4 kg and would sell for 23 copper.

64. CELL

The door here is iron, barred on this side with a hefty wooden beam through iron brackets in the wall on either side. A barred window a foot wide and six inches tall is set in the door, and through it you can see a rough cot hung from the wall by chains holding a straw mattress and a beautiful woman who is facing the wall. There is a bucket on the floor and a pewter plate on the floor, the room is otherwise empty.

This is a prison cell. Prisoners captured and held for sacrifice in the shrine are held here. At present the prisoner is Lady Nermina, who is part of a Keep Quest. Rescue her and the party will be well-rewarded. She has as yet not been tortured, but is malnourished and weak, her beauty somewhat faded by the treatment. The door is easy enough to open, just lift the timber and go in. However, the room is haunted. If anyone not wearing a cult robe and cult amulet go into the room, a Feral Haunt forms and attacks - a special surprise set by the High Priest to protect the area. Lady Nermina is in no shape to run and is no combatant at any level of skill.

Area Notes: If the party kills the High Priest and leaves, then another will be chosen from the ranks of the Priests, then through a hideous ritual in the temple, he gains all of Jenson’s powers (use the same writeup for the new High Priest). The ritual, unfortunately, involves sacrificing someone, so if the party has not rescued Lady Nermina, she’s killed in the ritual and that quest fails. If the Priests and the High Priest are all killed, then the entire cult disbands and runs away. However, as long as the altars in the temple remain, more cultists will be attracted at the rate of one a week. After a month, one will become High Priest and the cult will be at full strength in no time.
The only certainty about being a GM is that things will never go exactly as you expect or have planned. You can have the ultimate story and adventure plotted out step by step and the players will always do things differently. Some groups are perverse, taking delight in going astray. Some groups are just creative and unpredictable, trying new things and odd approaches that you never considered. Sometimes you just aren’t thought through by the group; don’t feel bad, you only have one brain to pit against all theirs.

A good GM can’t prepare for everything, he can only prepare for common problems and be ready for what the characters can do, not what they will do. Even a relatively simple module such as this one has a lot of room for confusion or for things to go horribly wrong.

**CAPTURE!**

One likely problem you as the GM will face is that the party becomes overconfident and sloppy and gets beaten by the monsters. There is a wide variety of threat levels in the Caves of Chaos, some areas will provide little challenge to a good group and some will be a significant problem. Differing group compositions can affect this dynamic as well: some groups may be easier or more difficult based on the type of characters that make up the group.

If the group is beaten, it need not die. As a GM you don’t want to kill the player characters, you want to entertain and challenge them. Thus, being beat by the monsters does not have to end in torn up character sheets, particularly in the Caves of Chaos. The different monster groups all have use for captives, if for nothing else than food.

The GM should leave the players in doubt as to the fate of their characters if possible to heighten the drama. If the timing is close, stopping play for the session until next time with no word as to what happens next can be very effective. Taking a break for food, the bathroom, or even to step out of the room to prepare for what comes next, leaving the players to discuss matters can all work - as long as they aren’t bickering or discussing what else they could be doing with their time.

Capture can even be a useful tool for a GM; in the adventure seeds section early in this module one of the options suggested is for the PCs to start as captives. If a group decides they don’t want to play your carefully prepared module, the GM can always send a horde of monsters after them, take them prisoner, and put them in the Caves of Chaos so they face it anyway. Vengeance can be a good motivator, as is just reclaiming lost equipment.

Once the characters are captured, the GM has a range of options available to him. Each of the factions in the Caves of Chaos are rivals for space and resources, but all-out war is prevented by the need to trade and the power of the Evil Chaos Cult, not to mention the greater chance of spoils from combined raids on the Keep and the caravans to and from it.

**DINNER**

The monsters may simply view the party as food; the Ram Clan Beastmen are the most likely to do this. Despite their herbivore appearance, these monsters can and will eat meat, and they’ve developed a taste for manflesh under Ironhorn. The two tribes of Orcs and the Goblins in area A aren’t above eating captives either. Thus, a group captured by any of the first four groups can face a dinner table from the wrong side. This means the party will be stripped and restrained, then stored somewhere good until a good feast is whipped up which can take a day or two. In this time the party has opportunities to escape, and the GM should let any reasonable plan have a chance. The first group of Goblins and both Orc clans are sort of dull so they can be fooled easier than most. If nothing else presents itself, a raid on the area by a rival group (Bloodthirst Orcs vs Toothgnash, for example) might give the party a break.

**AUCTION**

Despite their differences, the groups trade between each other regularly in the ravine at night. It is an eerie, frightening scene with torches lighting up monsters gathered in the rocky base of the ravine, roped prisoners and snarled insults. Even if a group isn’t interested in the group as dinner they might trade the PCs to another group that is. The PCs should be kept together (even if it pushes the boundaries of plausibility) because a split up group slows the adventure and is a headache, particularly for a beginning GM.
Characters sold to another group will see an exchange of goods, usually coin, weapons, or other items that the monsters desire. They might even see a DNPC or a quest item exchanged for them, giving the players a good idea where something they are looking for has ended up.

**MERCENARY**

Some of the monsters are fairly clever and will see another opportunity with the capture of the PCs. Losing a member of the tribe weakens them as a whole which makes them easier prey for the entire Caves of Chaos monsterhood. Losing PCs who stumbled in and got captured doesn’t change their numbers at all, which makes hiring the party as mercenaries an attractive option. If the party shows any inclination to fight for the group then they might be given an offer: kill our enemies and you can go free. The party will be given some of their gear (not all of it, the monsters want to have some leverage; they will outfit the party with leather armor and simple weapons, keeping the better gear in storage). The PCs will be given the chance to win their freedom and gear back by taking out one specific neighbor. The Dvergar, Snee’s Goblins, and the Hyena Clan (Gnoll) Beastmen are the ones most likely to use this tactic. The Dvergar may not give the equipment back, relying on a weakened party to be easy prey. Snee’s Goblins will live up to their end of the bargain and send the party packing. The Gnolls may even pay the party a few silver and invite them to stay and help clean out more of the Caves, using their lair as a base. Although they lack the amenities of the Keep, at least the lair is closer to the caves.

**RANSOM**

Several of the monsters will also take prisoners and gather pay from the Keep for them. If the party has any connection to the keep (particularly if the GM uses the “sons of soldiers” option suggested in the Adventure Seeds section at the beginning of the module), then some of the monster groups will take them hostage. The Dvergar, Gnolls, Snee’s Goblins, and Bloodthirst Orcs are the most likely to try this tactic, particularly the Dvergar who are brighter than most of the monsters.

Even without a connection to the keep, the monsters may let one character from the party free to collect money to pay for his friends to be set free. He will be given one week to collect a sum of money (the fee should be set fairly low, at most 5 silver per character or an enchanted item the monsters would find useful. The captive characters will be brought to the entry of the ravine on a specific day, and when the money is paid they are set free - without their gear.

**MINOTAUR CHOW**

The final option the GM has for a group that was defeated is for them to be marched to area I: the Minotaur’s Cave. Stripped of all their gear, the creatures cheer as they are shoved at spearpoint into the cave. The cave is guarded, keeping characters from escaping for the first day. After that a watch is posted, but there are only two of the capturing monsters and they may (8- chance) go to sleep each hour. Within the Minotaur caves are minor monsters who can be worked around with some gear in their areas which will allow players to get started. The secret door to area 36 is nearly impossible to open from the Minotaur side although easy enough to spot, but the PCs might find a way to sneak through it and the GM should reward them with some gear (their own, perhaps).

**FAME**

Successfully defeating a group of adventurers is worth a lot of status to monsters. Having caught some is worth even more, particularly if they’ve been ransomed off. That kind of juice will attract new recruits as word spreads, so any monster group that has done so will gain 2D6 additional base recruits, swelling their ranks. The monsters also expect the angry PCs to be back for revenge, so they will be on the lookout for a week or two.

**NPCS OF THIS ADVENTURE**

There are a few special named monsters that the PCs will encounter in the Keep on the Borderlands module. These are written up individually in the following section for easier play. Any equipment that the specific NPC has is listed on their character sheet, as well as suggested tactics and more to help running each one with character and distinctiveness.

Other monsters encountered in this module can be found in the Jolrhos Bestiary, available for download at

http://www.kestrelarts.com/gamedls.html

Or for purchase at the same site, along with many other useful tools and adventures.
CULT ACOLYTE (Area I)                      Humanoid

Val | Char | Cost | Roll | Notes
--- | --- | --- | --- | ---
10  | STR  | 0   | 11-  | Lift 200kg: 2D6
14  | DEX  | 12  | 12-  | OCV: 5 DCV: 5
13  | CON  | 6   | 12-  |
10  | BOD  | 0   | 11-  |
15  | INT  | 5   | 12-  | PER Roll: 12-
14  | EGO  | 8   | 12-  | EGO Roll: 12- ECV: 5
13  | PRE  | 3   | 12-  | PRE Attack: 2 1/2D6
10  | COM  | 0   | 11-  |

3 PD 1 Total: 6 (2 rPD)
3 ED 0 Total: 6 (2 rED)
3 REC 6 Phases: 4, 8, 12
5 END 2
22 STN 0
30 MAN 1
7 MREC 0 Total Characteristics Cost: 44

Movement:
Running: 6”/12”
Leaping: 2”/4”

Cost | Powers | END
--- | --- | ---
5 | Magic (5 points of cult magic) | var
2 | Robes: Armor 2 PD, 2 ED; Activation 14- | -

Cost | Skills and Talents
--- | ---
2 | Weapon Familiarity: Common melee weapons
2 | PS: Cultist 11-
2 | KS: Demons 11-
5 | Magic Skill 14-
1 | Literate
2 | Language: Arcanium (fluent conversation)

Total Powers & Skills Cost: 21
Total Cost: 65

PTS | Disadvantages
--- | ---
-15 | Watched: Cult 11-, NCI, severe penalty
-10 | Distinctive: Evil Cultist EC/R

Total Disadvantage Points: -25

Ecology: Acolytes are the beginners in the Evil Chaos Cult. Each one has undergone a ritual of loyalty and fealty to the demon lord the Cult worships and has through this gained some magical power. Over time, with study and demonstrating obedience and the right attitude, they can become Priests.

Personality/Motivation: Each acolyte is motivated primarily out of fear, selfishness, ambition, and unrelenting evil. They are wicked, hateful, and cruel in varying degrees, but work together for a common goal.

Powers/Tactics: An Acolyte is a fair fighter and has a few spells to help fight their enemies, although much more limited than the Priests. Acolytes will prefer to run to the Priests and undead for help if they can, but they will use their magic to stay alive and drive off their foes. If they are in a group that they can stay away from their foes in they will use Painstorm and Unnerve to trouble groups.

Campaign Use: Acolytes are the trash mobs of the Evil Cult, they are the weakest bad guys in the area and are no match for the PCs.

Appearance: Each cultist is shaved bald and wears an identical robe, but they have some slight individual differences. Some are women, but most are male.

Equipment: Cultist Robe (acolyte version)
2D6 copper Quarterstaff
Dagger

Magic: A full write up of the spells the Evil Cult priests use may be found following these character sheets, but a summary is provided here for the GM’s convenience.

*Cloak of Fear:* +1 DCV (PRE roll by opponent reduces by 1), good to start out with
*Painstorm:* causes pain to all in area, good for groups
*Retribution:* causes damage to anyone who strikes the cultist, good to have up before fight
*Touch of Life:* heals significantly, good for allies or self.

The Priests have the base Touch of Life spell

*Unnerve:* causes trepidation in an area, useful for groups
### CULT PRIEST (area I)

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4 PD 2 Total: 5 (1 rPD)
4 ED 1 Total: 5 (1 rED)
3 SPD 6 Phases: 4, 8, 12
5 REC 0
30 END 2
22 STN 0
42 MAN 5
8 MREC 2 Total Characteristics Cost: 48

**Movement:**
- Running: 6"/12"
- Leaping: 2"/4"

**Cost Powers END**
12 Magic (12 points of cult magic) var

**Cost Skills and Talents**
- 2 Weapon Familiarity: Common melee weapons
- 2 PS: Cultist 11-
- 2 KS: Demons 11-
- 9 Magic Skill 16-
- 1 Literate
- 2 Language: Arcanium (fluent conversation)
- 3 Oratory 12-
- 3 Interrogation 12-
- 3 Combat Skill Level: OCV +1 with spells

**Total Powers & Skills Cost: 42**
**Total Cost: 90**

**PTS Disadvantages**
-20 Watched: Cult 14-, NCI, severe penalty
-10 Distinctive: Evil Cultist EC/R

**Total Disadvantage Points: -30**

**Ecology:** There are not many Cult Priests in the temple yet, as the fame and power of the Evil Chaos Cult has not spread far. Their plan is to wipe out and take over the Keep, but they are building power slowly and learning the secrets of the three altars. The Priests do most of the study while the High Priest contacts their demon patron and organizes the temple activities. Only a well-studied, particularly loyal and evil acolyte can become a priest.

**Personality/Motivation:** Although the individual priests vary in exact personality, they are all evil and filled with lust for power and dominance. They worship demons for personal gain, not out of any particular love for demons.

**Powers/Tactics:** Priests are not great fighters, but can use their weapons with fair ability. The Priests prefer to stay away but will rely on Retribution and Cloak of Fear to protect them as they fight as well as their Cult Amulet. See below for tactics on how to use spells. In particular, Priests will use Screaming Eyes to flee and ring the Great Bell.

**Campaign Use:** The Priests are a fair threat, particularly if they have the undead to assist in fights.

**Appearance:** Each priest varies, but they all are bald, wearing Cult Robes and a Cult Amulet.

**Equipment:**
- Cult Robes (priest version)
- Cult Amulet
- 3D6 copper
- D3 silver
- Light Mace
- Dagger

**Magic:** A full write up of the spells the Evil Cult priests use may be found following these character sheets, but a summary is provided here for the GM’s convenience.

- **Bleeding Touch:** Causes continual bleeding damage, good for first attack
- **Cloak of Fear:** +2 DCV (PRE roll by opponent reduces by 1), good to start out with
- **Demonhand:** summons a remote six fingered hand to control, telekinesis, always useful
- **Fearsome Visage:** terrifies opponents with presence attack, can stop foes and cause them to flee
- **Painstorm:** causes pain to all in area, good for groups
- **Retribution:** causes damage to anyone who strikes the cultist, good to have up before fight
- **Screaming Eyes:** blinds everyone in area except the caster, good for escape or to get room
- **Touch of Life:** heals significantly, good for allies or self. The Priests have the base Touch of Life spell
- **Unnerves:** causes trepidation in an area, useful for groups

If the GM wants to simplify matters, he can just roll on the table below for what spell the priest casts:

<table>
<thead>
<tr>
<th>ROLL</th>
<th>SPELL</th>
<th>ROLL</th>
<th>SPELL</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Touch of Life*</td>
<td>4</td>
<td>Unnerves</td>
</tr>
<tr>
<td>2</td>
<td>Screaming Eyes</td>
<td>5</td>
<td>Fearsome Visage</td>
</tr>
<tr>
<td>3</td>
<td>Painstorm</td>
<td>6</td>
<td>Bleeding Touch</td>
</tr>
</tbody>
</table>

*If none of the priests, acolytes, or High Priest are harmed, roll again and ignore this result.
BLEEDING TOUCH
EFFECT: Causes bleeding and steady damage
Active Cost: 25  Range: no
Real Cost: 4  Gesture: yes
Spell Roll: -2  Incantation: yes
Mana Cost: 2  Side Effect: no
Casting Time: Delayed  Concentrate: no
Focus: OIF Bone Dust, consumed
This necromantic spell causes internal bleeding in the target with but a touch. Bone Dust is smeared on the hands in casting and the touch causes bleeding as long as the necromancer desires, or has life force to expend for the spell. This loss of life is halted by any healing magic, the death of the necromancer, or if any holy item touches the victim; or, of course, when the Necromancer’s pool of BOD spent to power the spell is expended.
POWERS: Drain 1D6 Body
MODIFIERS: Continuous (+1), Uncontrolled (+1/2); Bonus (-1), Gesture (-1/4), Incantation (-1/4), Extra Time Delayed Phase (-1/4), OIF Bone Dust, consumed (-3/4), Only vs creatures that will bleed (-1/2) [+1 1/2; -3]

CLOAK OF FEAR
EFFECT: Makes the caster so fearful that opponents cannot hit effectively
Active Cost: 6  Range: no
Real Cost: 1  Gesture: yes
Spell Roll: -1  Incantation: yes
Mana Cost: (2)  Side Effect: no
Casting Time: Phase  Concentrate: no
Focus: no
The Cloak of Fear wreathes the caster in howling skulls and spectral forms, spiraling about his form constantly and unnerving opponents. Any who dare to attack the Necromancer from close range find themselves trembling, unable to concentrate properly on their attack. This spell has no effect on long-range attacks nor on creatures for whom fear is not a concern (automatons and undead, primarily). The opponent makes an Presence roll each time they attack, which if successful reduces the DCV granted by 1. For each point the PRE roll is made by, the DCV Cloak of Fear grants is reduced by an additional point.
POWERS: +3 DCV
MODIFIERS: Costs END Only to Start (+1/4); Bonus (-1), Requires bone dust to cast (-1/4), No power on holy ground (-1/4), Extra Time Full Phase focus (-1/2), Gesture (-1/4), Reduced by PRE roll (-1/4), Incantation (-1/4), Only for attacks within 6” (-1/4), No effect on creatures that feel no fear (-1/4) [+1/4; -3 1/4]
EXPERT CLOAK OF FEAR: +2 DCV
Active Cost: 12  Real Cost: 3  Skill Roll: -1  Mana: (2)
MASTER CLOAK OF FEAR: +3 DCV
Active Cost: 19  Real Cost: 4  Skill Roll: -2  Mana: (4)

CURSE OF DESPAIR
EFFECT: Weakens the target’s will and confidence
Active Cost: 30  Range: 10”
Real Cost: 9  Incantation: yes
Spell Roll: -3  Gesture: yes
Mana Cost: 3  Side Effect: yes
Casting Time: Delayed  Concentrate: ½ DCV
Focus: OAF
Curse of Despair curses the victim with low willpower and confidence, making them fear the slightest thing and lack the will to take action. At the higher levels, this affects a large area of victims. If this spell is miscast, the demonic lords visit despair on the mage instead.
POWERS: Drain 1D6 Presence and Ego
MODIFIERS: Ranged (+1/2), Recover per hour (+1), Two Powers at once (+1/2); Bonus (-1), Gesture (-1/4), Incantation (-1/4), OAF (-1), Extra Time Full Phase (-1/2), Concentrate ½ DCV (-1/4), Limited Range (-1/4), Side Effect same effect on self (-1) [+2; -2 1/2]

CURSE OF VULNERABILITY
EFFECT: Weakens the target’s defenses, making them more vulnerable to attack
Active Cost: 30  Range: no
Real Cost: 9  Incantation: yes
Spell Roll: -3  Gesture: yes
Mana Cost: 3  Side Effect: yes
Focus: OAF  Concentrate: ½ DCV
Casting Time: Delayed
This curse weakens the target’s defenses, making them more vulnerable to attack. Because the spell is targeting defenses, the effect is halved. If miscast the demons instead inflict this plague on the caster.
POWERS: Drain 1D6 PD, ED
MODIFIERS: Ranged (+1/2), Recover per hour (+1), Two powers at once (+1/2); Bonus (-1), OAF (-1), Gesture (-1/4), Incantation (-1/4), Concentrate ½ DCV (-1/4), Extra Time Delayed Phase (-1/4), Side Effect same effect on self (-1) [+1/2; -2 1/2]
DARK EMBRACE
EFFECT: Wraps target in blinding, painful shadows
Active Cost: 33  Range: 105"
Real Cost: 5  Gesture: yes
Spell Roll: -4  Incantation: yes
Mana Cost: 2  Side Effect: no
Casting Time: Phase  Concentrate: ½ DCV
Focus: OAF

Dark Embrace wraps the target in a swirling, howling darkness that continually chills and wracks the victim with pain. The shadow occasionally blocks vision briefly and continues to cause pain and damage as long as the caster wills, although any healing or any healing spells or items used on the target end the damage. The NND damage is resisted by life support versus cold, 5 or more flash defense, or any holy item held or on the person.

POWERS: Energy Blast 1D6; Flash 1D6 (sight)
MODIFIERS: Continuous (+1), Uncontrolled (+1/2), ½ END Cost (+1/4); Bonus (-1), OAF (-1), Incantation (-1/4), Gesture (-1/4), Concentrate ½ DCV (-1/4), Does not work on holy ground (-1/2), Extra Time Full Phase (-1/4) [+1 3/4; -4 1/2]
MODIFIERS (Energy Blast): NND (+1) [+2 3/4; -4 1/2]
MODIFIERS (Flash): Linked to blast (-1/2) [+1 3/4; -5]

FEARSOME VISAGE
EFFECT: Intimidates and frightens foes
Active Cost: 25  Range: Self
Real Cost: 5  Gesture: yes
Spell Roll: -2  Incantation: yes
Mana Cost: 2  Side Effect: yes
Casting Time: Phase  Concentrate: ½ DCV
Focus: OIF Cult Amulet

This spell calls upon the terrifying presence of the Demon Lords, granting a tiny portion of their aura to the priest so that for a brief moment he gains a terrifying visage. If miscast, the priest is blasted with fury from the Demon Lords for meddling with them.

POWERS: Presence +25
MODIFIERS: Bonus (-1), Instant (-1/2), Side Effect 3D6 blast, 2D6 flash sight (-1), Extra Time full phase (-1/2), Gesture (-1/4), Incantation (-1/4), OIF cult amulet (-1/2), Concentrate ½ DCV (-1/4), Offense Only (-1/2) [+1 1/2; -4 1/4]

DEMONHAND
EFFECT: Summons a floating hand that can move objects and attack
Active Cost: 25  Range: 125"
Real Cost: 5  Gesture: yes
Spell Roll: -2  Incantation: yes
Mana Cost: 2  Side Effect: yes
Casting Time: Turn  Concentrate: no
Focus: no

This spell summons a huge floating, disembodied hand with six fingers and claw-like nails. This red, warty hand floats about and obeys the caster's every wish, provided he has enough will to force it to. This chest-sized hand can be killed, after taking 4 BOD (it has 4 DEF) it will melt away in a noisome mass. The hand must be forced into every new action, with an EGO roll making the hand perform the act with ten active points for each point the roll is made by. If the spell is miscast, the hand appears and strangles the caster with 20 STR to remove.

POWERS: Telekinesis 10 STR with Fine Manipulation
MODIFIERS: Bonus (-1), Gesture (-1/4), Incantation (-1/4), Side Effect 1/2 D6 HKA continuous (-1), Extra Time Full Turn (-1/2), EGO roll for control (-1/2) [-3 1/2]

FLESH WORMS
EFFECT: Infests the target with flesh-eating worms
Active Cost: 30  Range: 150"
Real Cost: 5  Gesture: yes
Spell Roll: -3  Incantation: yes
Mana Cost: 6  Side Effect: no
Casting Time: Delayed  Concentrate: ½ DCV
Focus: no

The necromancer causes flesh-eating worms to infest the target, writhing and chewing their flesh. Although not greatly damaging, it is horrific to experience, and can harm even the most durable creatures. Naturally, the worms require flesh to devour, skeletons, elementals, and spirits are immune to its effects for example. Should the victim make a successful CON roll the worms vanish, called back the graves they were pulled from. If the spell is miscast, it ages the necromancer some, and it has no effect on holy ground. The Flesh Worms will cease attacking eventually on their own, but one can end their assault by touching any holy item or receiving any heal effect or spell.

POWERS: Ranged Killing Attack ½D6 (vs PD)
MODIFIERS: Penetrating (+1/2), Continuous (+1), Uncontrolled (+1/2), Costs END only to start (+1/4); Bonus (-1), No effect on holy ground (-1/4), Only against targets with solid tissue (-1/4), Stops if victim makes CON roll (-1/2), Incantation (-1/4), Concentrate ½ DCV (-1/4), Gesture (-1/4), Extra Time Delayed Phase (-1/4), Does not target areas (-1/2) [+2 1/4; -4 1/2]

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PAINSTORM
EFFECT: Wracks everyone in an area with pain
Active Cost: 20 Range: no
Real Cost: 4 Gesture: yes
Spell Roll: -2 Incantation: yes
Mana Cost: 2 Side Effect: yes
Casting Time: Delayed Concentrate: ½ DCV
Focus: OAF

A raging storm of physical agony rages in the area of this spell, swirling misty colors and images of not-quite-visible tortured souls swirl around the radius. For a moment anyone in its radius are wracked with pain. If Painstorm is failed to be properly cast, it causes mental stupor in the mage for an extended period.

POWERS: Ego Attack (1D6)
MODIFIERS: Area Effect: Mental (+1); Bonus (-1), OAF (-1), Incantation (-1/4), Gesture (-1/4), Visible (-1/4), Concentrate ½ DCV (-1/4), Side Effect 1D6

PESTILENCE
EFFECT: causes a plague in the victim that spreads rapidly and kills slowly
Active Cost: 25 Range: no
Real Cost: 3 Gesture: yes
Spell Roll: -2 Incantation: yes
Mana Cost: 2 Side Effect: yes
Casting Time: Turn Concentrate: ½ DCV
Focus: OAF Corpse Candle

Rot and disease are the handmaidens of death, crawling the ground as the rat and maggot, and winged in the air in the fly and mosquito. With this spell, the necromancer is able to give a horrible, crippling disease that kills in hours, but worse can be transferred to others with only a touch. Each hour, the pestilence does 1 Body damage to the victim, until the Body spent to fuel the pestilence is expended. The Pestilence has no effect on someone holding a holy artifact of some sort (holy symbol, relic, holy item) or to those with any degree of immunity to disease. Casting this spell requires the Necromancer to touch the victim with a candle made from wax rendered from the fat of a dead man, which melts into the victim’s body.

POWERS: Ranged Killing Attack 1 Body
MODIFIERS: Continuous (+1), Uncontrolled (+1/2), Sticky (+1/2), NND (+1), full damage (+1); Bonus (-1), Gesture (-1/4), Damage Delayed per hour (-1/2), Incantation (-1/4), Concentrate ½ DCV (-1/4), Extra Time Full Turn (-1), effect pauses on holy ground (-1/4), OAF Corpse candle expended (-1 1/2), No Range (-1/2), Cannot target (-1/2) [+4; -6]

RETRIBUTION
EFFECT: Punishes those who strike the priest
Active Cost: 15 Range: no
Real Cost: 3 Gesture: both hands
Spell Roll: -1 Incantation: yes
Mana Cost: (2) Side Effect: yes
Casting Time: Turn Concentrate: 0 END
Focus: OIF Robes

This ritual empowers the priest’s robes with dread energies, shimmering with black and purple. Anyone who attacks the priest feels a piece of their soul torn away each time unless they are magically protected. The magic is difficult to cast, but when complete is effortless to continue. Miscasting Retribution rises the ire of the demon lord which manifests as a painful, disorienting black fire over the priest’s body.

POWERS: Drain ½D6 Body
MODIFIERS: Recover per minute (+1/4), Damage Shield (+1/2), Continuous (+1), Costs END Only to Start (+1/4); Bonus (-1), OIF robes (-1/2), Gesture both hands (-1/4), Incantation (-1/4), Concentrate 0 DCV (-1/2), Extra Time Full Turn (-1/2), Side Effect 2D6 blast and 1D6 drain INT (-1/2), No effect on automotons (-1/4) [+4; -6 3/4]

SCREAMING EYES
EFFECT: Blinds all within a certain area
Active Cost: 22 Range: no
Real Cost: 3 Gesture: yes
Spell Roll: -2 Incantation: yes
Mana Cost: (4) Side Effect: yes
Casting Time: Concentrate: ½ DCV
Focus: OAF

This spell is a strange and frightening magic that causes all creatures with eyes in the area to be blinded – save the caster. Those affected have their eyes replaced by tiny screaming mouths, an effect that lasts as long as the spell does and they remain in the area. When they leave the area, the effect stops. Anyone outside the radius can see the blinding effect (and hear the tiny screams) but can see into the area without any hindrance.

POWERS: Darkness 1” radius versus sight
MODIFIERS: Personal Immunity (+1/4), Costs Body only to Start (+1/4); Bonus (-1), Gesture (-1/4), Incantation (-1/4), Concentrate ½ DCV (-1/4), Extra Time Full Phase (-1/4), Does not work on holy ground (-1/4), No effect on creatures without eyes (-1/4), No range (-1/2), No effect on those outside the area (-1), OAF (-1) [+1/2; -5 1/2]
TERROR
EFFECT: Paralyzes the victim in fear
Active Cost: 30 Range: Mental
Real Cost: 6 Gesture: yes
Spell Roll: -3 Incantation: yes
Mana Cost: 3 Side Effect: yes
Casting Time: Phase Concentrate: ½ DCV
Focus: OIF Bones
Wracking horror of the depths of hell overtakes the target of this spell, freezing them in abject fear. If the victim can break free of this terror, they can act again freely, but until then they are paralyzed and no physical means can break them out of this.
POWERS: Entangle 1½ D6, 1 DEF
MODIFIERS: vs ECV (+1), Use EGO not STR (+1/4), Takes no damage from Physical attacks (+1/4); Bonus (-1), OIF bones (-1), Side Effect 2D6 Entangle and D6 PRE drain (-1), Extra Time full phase (-1/2), Gesture (-1/4), Incantation (-1/4), Concentration ½ DCV (-1/4), Range based on EGO (-1/4) [+1 1/2; -4]

TOUCH OF LIFE
EFFECT: Heals the target
Active Cost: 17 Range: no
Real Cost: 4 Incantation: yes
Spell Roll: -2 Gesture: yes
Mana Cost: 2 Side Effect: yes
Casting Time: Phase Concentrate: ½ DCV
Focus: OAF
Curse of Despair curses the victim with low willpower and confidence, making them fear the slightest thing and lack the will to take action. At the higher levels, this affects a large area of victims. If this spell is miscast, the demonic lords visit despair on the mage instead.
POWERS: Heal 1D6 (Body, Stun, and Endurance)
MODIFIERS: Three Powers at Once (+3/4); Bonus (-1), Gesture (-1/4), Incantation (-1/4), Extra Time Full Phase focus (-3/4), Concentrate ½ DCV (-1/4), Range based on Ego (-1/4) [+2; -2 3/4]
MASTER TOUCH OF LIFE: 2D6
Active Cost: 35 Real Cost: 9 Skill Roll: -3 Mana: 3

UNNERVE
EFFECT: Distracts and disturbs concentration
Active Cost: 19 Range: by EGO
Real Cost: 4 Gesture: yes
Spell Roll: -2 Incantation: yes
Mana Cost: (4) Side Effect: no
Casting Time: Phase Concentrate: no
Focus: OAF
This spell causes the target to feel a creeping, unnerving sensation over their body. This effect causes the target to be distracted and have problems casting spells and attacking. The effect lasts as long as the caster desires to continue it or loses the focus.
POWERS: Change Environment (heebie jeebies); -1 OCV, 2” r.
MODIFIERS: Costs END Only to Start (+1/4); Bonus (-1), Extra Time Full Phase (-1/4), Single Target (-1/2), Gesture (-1/4), Incantation (-1/4), OAF (-1), Range based on EGO (-1/4), Target must have a mind (-1/4) [+1/4; -3 3/4]
IRONHORN (area F30)  Humanoid

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<th>CH</th>
<th>Cost</th>
<th>Roll</th>
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<tr>
<td>23</td>
<td>STR</td>
<td>13</td>
<td>14-</td>
<td>Lift 640kg: 4 1/2D6</td>
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<td>11-</td>
<td>EGO Roll: 11- ECV: 4</td>
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<tr>
<td>18</td>
<td>PRE</td>
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| 6   | PD  | 1    | Total: 16 (10 rPD) |
| 4   | ED  | 1    | Total: 14 (10 rED) |
| 4   | SPD | 14   | Phases: 3, 6, 9, 12 |
| 8   | REC | 0    | |
| 34  | END | 0    | |
| 38  | STN | 5    | Total Characteristics Cost: 76 |

Movement:  Running: 7”/14”  Leaping: 3 1/2”/6 1/2”

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<th>Cost</th>
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<td>6</td>
<td>Tough: Armor 2 PD, 2 ED</td>
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<tr>
<td>2</td>
<td>Swift: Running 1” (7” total)</td>
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<td>3</td>
<td>Keen Senses: Enhanced Perception +1 (all)</td>
<td>-</td>
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<tr>
<td>7</td>
<td>Horns: Hand-to-Hand Attack 2D6 (6 1/2D6 w/ STR); Only to add to Strength Damage</td>
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<tr>
<td>2</td>
<td>Horns: Armor 2 PD; Head only</td>
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<td>2</td>
<td>Fur: Life Support vs cold extremes</td>
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<td>2</td>
<td>Jumper: Leaping +2” (5 1/2” total)</td>
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<td>Concealment 11-</td>
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<td>4</td>
<td>Weapon Familiarity: common weapons</td>
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<td>3</td>
<td>Environmental Movement: mountains and tiny ledges</td>
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<tr>
<td>3</td>
<td>Combat Skill Level: OCV Move Through +1</td>
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<tr>
<td>5</td>
<td>Combat Skill Level: Hand-to-Hand Combat +1</td>
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</table>

Total Powers & Skills Cost: 49  
Total Cost: 125

PTS  Disadvantages

Total Disadvantage Points: -0

Ecology: Ironhorn is the Cheiftain of the Ram Clan Beastmen living in the Caves of Chaos. He rose quickly to prominence in his tribe due to his great strength and stature, and when the old chieftain died in a skirmish with the Bloodthirst Orcs, Ironhorn stepped into power. No one dared challenge him, and he has led the tribe well so far. Although not loved, he is respected and obeyed by the other Beastmen. Ironhorn rewards his best warriors and those who show valor in combat with silver or gold arm bands: those with more and of higher quality are more respected and honored.

Personality/Motivation: Ironhorn is a brute and a thug, he loves to hurt his enemies and rules without mercy over his own tribe. He takes what he wants and leaves the rest for his tribe, but leads them very ably in battle and is fearless, always in the front of any fight. It was Ironhorn who introduced the practice of eating foes, and promoted the most cruel and bloodthirsty of his tribe to positions of power.

Powers/Tactics: Although Ironhorn can do a powerful move through butting attack with his huge rack of horns, he prefers to use his enchanted flail. Won at some cost from an Ogre that the Bloodthirst Orcs hired to attack the Beastmen, the flail is his prized possession. He wears heavy armor also won in combat although the leggings wouldn’t fit his Beastman form. Ironhorn drives straight into his enemies, relying on his armor to keep him up as he hammers his foes with crushing blows.

Appearance: Ironhorn, like his fellow Beastmen, is a big-horn sheep hybrid, with a bighorn head (with the impressive curling rack) and short, dense brownish fur on the back and white on the chest and throat. Ironhorn is scarred and is missing his left ear, torn off in battle. He stands a full foot taller than his fellow Beastmen, 6’6 and 250 pounds.

Equipment: Plate Armor (locations 3-4, 6-7, 9-13)  Felstone Ember Flail  21 copper  4 silver  5 golden armbands worth 15 cp each
JENSEN SEMMINS (area I59)  Humanoid

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<td>14</td>
<td>COM</td>
<td>0</td>
<td>11-</td>
<td></td>
</tr>
</tbody>
</table>

| 4   | PD   | 2    | Total: 5 (1 rPD) |
| 5   | ED   | 2    | Total: 5 (1 rED) |
| 4   | SPD  | 16   | Phases: 4, 8, 12 |
| 5   | REC  | 0    |      |
| 30  | END  | 2    |      |
| 22  | STN  | 0    |      |
| 50  | MAN  | 6    |      |
| 8   | MREC | 0    |      |

Total Characteristics Cost: 84

Movement:  
- Running: 6”/12”
- Leaping: 2”/4”

<table>
<thead>
<tr>
<th>Cost</th>
<th>Powers</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>25</td>
<td>Magic (25 pts of spells)</td>
<td>var</td>
</tr>
</tbody>
</table>

Cost Skills and Talents
- 4 Weapon Familiarity: Common weapons
- 4 PS: Cultist 13-
- 5 KS: Demons 14-
- 14 Magic Skill 19-
- 1 Literate
- 2 Language: Arcanium (fluent conversation)
- 3 Oratory 13-
- 3 Conversation 13-
- 3 Interrogation 13-
- 3 Combat Skill Level: OCV +1 with spells
- 1 Language: Dwarven (basic conversation)
- 2 Language: Perehen (fluent conversation)

Total Powers & Skills Cost: 70
Total Cost: 154

PTS Disadvantages
-20 Watched: Cult 14-, NCI, severe penalty
-15 Distinctive: Evil Cultist C/R

Total Disadvantage Points: -30

Ecology: Jensen Simmons is the latest High Priest of the Evil Cult. Jensen got the job after the previous High Priest tried to summon too powerful a demon and was torn to small pieces and scattered all around the temple. Each time a new High Priest is needed, they are given their increased power by a ritual in the shrine involving a human sacrifice and given the vestments of the high priest to wear.

Personality/Motivation: The High Priest is amiable and easy to like, very deceptive and crafty with his evil.

Powers/Tactics: An indifferent fighter, Jensen prefers deception and the use of the temple’s guardian undead over combat. In a fight, he will use magic if he must as described below, preferring to stay back as a support character.

His robes and amulet will grant good protection against the PCs, and his amulet is enchanted to cast Cloak of Fear and Retribution at the same time on command, once per day.

Campaign Use: The big bad guy of the adventure, Jensen is the main boss. He is not as powerful as a boss might be, but has a lot of help and good tactics, plus some very deadly spells.

Appearance: A handsome man in his early thirties with blue eyes and black hair. His robe and amulet are described in the treasure section

Equipment: High Priest Cult Robes
Cult Amulet (special, see powers)
6D6 copper  
2D6 silver

Magic: A full write up of the spells the Evil Cult priests use may be found following these character sheets, but a summary is provided here for the GM’s convenience.

Bleeding Touch: Causes continual bleeding damage, good for first attack
Cloak of Fear: +3 DCV (PRE roll by opponent reduces by 1), good to start out with
Curse of Despair: weakens resolve and courage, useful against bold foes
Curse of Vulnerability: weakens defenses, good for support magic while others fight the target
Dark Embrace: blinds and causes pain, good for casters
Demonhand: summons a remote six fingered hand to control, telekinesis, always useful
Fearsome Visage: terrifies opponents with presence attack, can stop foes and cause them to flee
Flesh Worms: infests victim with worms continuously causing damage, good to use early
Painstorm: causes pain to all in area, good for groups
Retribution: causes damage to anyone who strikes the cultist, good to have up before fight
Screaming Eyes: blinds everyone in area except the caster, good for escape or to get room
Terror: paralyzes a foe with fear, handy against anyone
Touch of Life: heals significantly, good for allies or self
Unnerve: causes trepidation in an area, useful for groups

Using Fearsome Visage after hitting a few targets with Curse of Despair is especially effective. If the GM wants to simplify matters, he can just roll on the table below for what spell Jensen casts:

<table>
<thead>
<tr>
<th>ROLL</th>
<th>SPELL</th>
<th>ROLL</th>
<th>SPELL</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Bleeding Touch</td>
<td>4</td>
<td>Terror</td>
</tr>
<tr>
<td>2</td>
<td>Screaming Eyes</td>
<td>5</td>
<td>Dark Embrace</td>
</tr>
<tr>
<td>3</td>
<td>Flesh Worms</td>
<td>6</td>
<td>Curse of Vulnerability</td>
</tr>
</tbody>
</table>
THE MAD HERMIT (4 outside)             Humanoid

Val Char Cost Roll Notes
8     STR  -2     11-      Lift 80kg: 1 1/2D6
14    DEX  12-     OCV: 5 DCV: 6/7
11    CON  6        11-
9     BOD  -2     11-
18    INT  8        13-      PER Roll: 13-
13    EGO  6        12-      EGO Roll: 12-      ECV: 4
13    PRE  3        12-      PRE Attack: 2 1/2 D6
10    COM  0        11-

2     PD        0                   Total: 2 (2 rPD)
3     ED        1                   Total: 3 (3 rED)
3     SPD      6                   Phases: 4, 8, 12
6     REC     0
26    END     0
25    STN     0
30    MAN    0
6     MREC  0                   Total Characteristics Cost: 38

Movement: Running: 6”/12”
Leaping: 3”/6”

Cost    Powers
32      Magic: (Apprentice Castle, Fire, Novice
         War)

Cost    Skills and Talents
20      Follower: Cougar
9       Magic Skill 16-
2       Familiarity with common melee weapons
1       PS: Mage 8-
1       Tactics 8-
1       Transport Familiarity: Horses and carts
1       Riding 8-
3       Combat Skill Level: DCV vs range +1

Total Powers & Skills Cost: 57
Total Cost: 95

PTS    Disadvantages
-10     Psych Lim: Curious C/M
-15     Phys Lim: Insane A/G

Total Disadvantage Points: -25

Ecology: The Mad Hermit was once a traveling mage who lent his abilities for pay, assisting Lords and peasants alike in his desire to see the world. However, in his travels he was part of a caravan coming to the Keep with reinforcements and goods when Orcs attacked. Most of the caravan was killed, and though the soldiers drove the Orcs off, they took prisoners with them, including the Hermit. Captured and taken to the Evil Chaos Cult, he was tortured for weeks trying to find out if he was a spy. Finally, given a few days of respite as the cult dealt with their ghoulish founding High Priest (see area 62 in the Caves of Chaos), the hermit managed to escape. Although his body healed as he hid from his pursuers, his mind never did. Now he haunts the area, insane, seeking revenge on all he encounters, seeing everyone as cultists.

Personality/Motivation: Insane. Although very intelligent and learned, the Mad Hermit has lost his senses and is utterly crazed and incapable of rational thought for more than moments at a time. His primary motivation is to survive and avoid the cult. If captured and taken anywhere, he will wail and cry and moan the whole time, then become very quiet: his heart gave out and he died. The Mad Hermit is impossible to save, a sad testament to the Evil Cult.

Powers/Tactics: The Mad Hermit uses his magic primarily to fight with, even though he can use his walking stick as a cudgel. He will have a +1 DCV Blur spell on him as well as Leatherskin (both reflected in his stats). When he attacks he screams about them not taking him again, how he’ll die before he joins them, and so on, casting spells constantly. Roll on the table below for the spells he casts; they don’t even need to be tactically sound or for that matter safe.

<table>
<thead>
<tr>
<th>ROLL</th>
<th>SPELL</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Fireball</td>
<td>Energy Blast 4D6 Explosion</td>
</tr>
<tr>
<td>2</td>
<td>Flamejet</td>
<td>RKA 2D6</td>
</tr>
<tr>
<td>3</td>
<td>Ember Sentinel</td>
<td>Summons Ember Sentinel</td>
</tr>
<tr>
<td>4</td>
<td>Ironfist</td>
<td>4D6 Hand to hand attack</td>
</tr>
<tr>
<td>5</td>
<td>Slam</td>
<td>+1D6, +1 OCV to cudgel</td>
</tr>
<tr>
<td>6</td>
<td>Soot Cloud</td>
<td>Darkness 2” sight, personal immunity</td>
</tr>
</tbody>
</table>

Even if a spell makes no sense, such as summoning the sentinel more than once, the Mad Hermit will do it: he’s insane. When he casts Ironfist, he will toss his walking stick down and go punch people for 5 1/2D6 damage. He will do this for D3 phases, then start casting spells again, picking up his walking stick (which is his focus). If he casts Slam, he’ll hit someone with his walking stick as the effect only lasts for 1 phase, he will hit for 5D6 with the stick while Slam is active.

Campaign Use: The Mad Hermit is both an encounter to challenge the PCs and a sad example of the Evil Chaos Cult and its wickedness. PCs who meet both should have no problem drawing the connection between the two

Appearance: The Mad Hermit is disheveled, wearing filthy, tattered rags, with long mangy hair and medium long beard both matted and littered with twigs, leaves, and dirt. His body bears clear signs of extended, expert torture. His eyes are vacant and insane.

Equipment: Walking Stick (acts as a club)
Mirror (for a quest)
# QUEST MATRIX

This is a chart listing all of the quests in this module that the characters can undertake, by type. The quest is listed by name, its primary target or purpose, the starting point, and the area the quest may be found or finished, if applicable. There are 23 quests, some of which can be repeated, available in this adventure. Players should keep track of what quests they are on, by name and the GM can track them with this chart as they are worked on. However players should be informed that if they fail to finish a quest, they will be less popular in the keep, so they need to be sure to take only the ones that they intend to and can reasonably finish, rather than just everything then drop some later.

<table>
<thead>
<tr>
<th>NAME</th>
<th>TARGET</th>
<th>START AREA</th>
<th>FOUND</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>MINOR QUESTS</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Comfort the Sick</td>
<td>Little Gemmy</td>
<td>Keep</td>
<td>7, Keep</td>
</tr>
<tr>
<td>Deliver the Love Letter</td>
<td>Miss Ceilia</td>
<td>Keep</td>
<td>7, Keep</td>
</tr>
<tr>
<td>Ears</td>
<td>Monsters</td>
<td>12, Keep</td>
<td>Anywhere outside the Keep</td>
</tr>
<tr>
<td>Find the Bandit Camp</td>
<td>Bandit Camp</td>
<td>12, Keep</td>
<td>3, Surrounding Map</td>
</tr>
<tr>
<td>Find the Caves of Chaos</td>
<td>Location of Caves</td>
<td>12, Keep</td>
<td>5, Surrounding Map</td>
</tr>
<tr>
<td>Flowers</td>
<td>Star Blossom</td>
<td>7c, Keep</td>
<td>Surrounding Area, outdoors</td>
</tr>
<tr>
<td>Forbidden Fruit</td>
<td>Crimson Plums</td>
<td>Keep</td>
<td>2, Surrounding Map</td>
</tr>
<tr>
<td>Furs</td>
<td>Any furs</td>
<td>10, Keep</td>
<td>Anywhere outside the Keep</td>
</tr>
<tr>
<td>Horkin’s Stash</td>
<td>Horkin</td>
<td>Keep</td>
<td>7b, Keep</td>
</tr>
<tr>
<td>Meet the Guildmaster</td>
<td>Meet Volan Enian</td>
<td>16, Keep</td>
<td>Finish The Spy quest (below)</td>
</tr>
<tr>
<td>Special Delivery</td>
<td>The Patrol</td>
<td>Keep</td>
<td>Outside the Keep</td>
</tr>
<tr>
<td>Three Coins</td>
<td>Fountain Square</td>
<td>Keep</td>
<td>13, Keep</td>
</tr>
<tr>
<td>Tricks are for Adults</td>
<td>Tavern or Inn owner</td>
<td>Keep</td>
<td>14 and 15, Keep</td>
</tr>
<tr>
<td><strong>MAJOR QUESTS</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Find the Evil</td>
<td>Locate the source of evil</td>
<td>27, The Keep</td>
<td>58, Caves of Chaos</td>
</tr>
<tr>
<td>Get Figs</td>
<td>The Bandit Leader</td>
<td>12, Keep</td>
<td>3, Outside</td>
</tr>
<tr>
<td>The Book</td>
<td>Book of Hymns and Prayers</td>
<td>17, Keep</td>
<td>16, Caves of Chaos</td>
</tr>
<tr>
<td>The Dress</td>
<td>Fine Silk Dress</td>
<td>26, The Keep</td>
<td>5, Caves of Chaos</td>
</tr>
<tr>
<td>The Mirror</td>
<td>The Mad Hermit’s Mirror</td>
<td>16, Keep</td>
<td>4, Outside</td>
</tr>
<tr>
<td>The Spy</td>
<td>The Spy in the Keep</td>
<td>12, Keep</td>
<td>21, Caves of Chaos</td>
</tr>
<tr>
<td>Wipe Out</td>
<td>Caves of Chaos</td>
<td>16, Keep</td>
<td>Caves of Chaos</td>
</tr>
<tr>
<td><strong>KEEP QUESTS</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Delinquent Taxes</td>
<td>Taxes, Jimson Vane</td>
<td>27, The Keep</td>
<td>22 and 24, Caves of Chaos</td>
</tr>
<tr>
<td>Destroy the Altars</td>
<td>Altars in the Evil Chaos Cult Temple</td>
<td>27, The Keep</td>
<td>58, Caves of Chaos (and others)</td>
</tr>
<tr>
<td>Rescue the Lady</td>
<td>Lady Nermina</td>
<td>27, The Keep</td>
<td>64, Caves of Chaos</td>
</tr>
</tbody>
</table>
**ARROW TREE:** This item looks mundane enough when not active, like a typical beechwood staff, four feet long. However, if stuck into the ground over-night, it will magically sprout arrows in the morning, producing 3D6+6 arrows each day. Each of the arrows is magical (for the purposes of creature resistant to non magical weapons), and have +2 range modifier on them. The arrows dissolve at nightfall. Sells for 6 sp.

**QUALITY BEASTHIDE SHIELD:** This very high quality shield is made from the hide of a stingworm and is so light and easy to wield that it will not cause any encumbrance penalties (ignore the weight of the shield for encumbrance, although it still has weight).

**BOLD SHIELD:** This magical shield is enchanted so that the bearer feels as bold as the lion portrayed on the front. While held the shield grants +3 ECV versus any fear-based mental effects and +10 presence, only for defense.

**BRACERS OF WARDING:** These well crafted brass bracers are etched with silver and grant 5 PD hardened against ranged attacks while worn. They are worth 17 silver each if sold.

**COLLAR OF FERAL POWER:** This black leather collar is studded with iron rivets and is enchanted so that whatever animal it is placed on will gain the Feral Animal template. This does not make the animal any more loyal or friendly, but it does give them considerable power. The collar will fit any animal from one level of shrinking to one level of growth. Sells for 25 sp.

**CULT AMULET:** This bronze amulet is in the shape of a fist with six fingers surrounded by flames that have been lacquered in red. It is worth 6 silver, but it also has a magical power. While worn, the character gains +1 DCV and 2 PD, ED armor against any forces of good (as in, the PCs and their allies). It also acts as a Cult badge of office. This will not sell in the keep.

**CULT ROBES:** These black and dark red robes cover the wearer on locations 3-4 (if the black hood is up) and 7-17.

The areas covered have 1 PD, ED armor because of the enchantment of the robes, which are emblazoned on the back with a black, six-fingered fist. Sells for 15 copper.

**ENCHANTED GREASE:** This potion is not to be taken internally, it smells like thick old grease and looks like bluish vegetable oil. When poured out, it rapidly covers a huge area (4” radius, conforming to the area, so it spreads out to fill more if it can’t get to the full radius). It can be thrown up to 6” away and will shatter if its 1 defense is exceeded by the strength of the thrower against any hard surface. The affected area is coated with a blue grease that makes movement very difficult. In this area, all running is reduced by 3” (minimum 1” move), all DEX rolls not involving the hands are reduced by -2, and everything in the area must continually fight a 1D6, 1 DEF entangle vs DEX that acts every phase the character moves. This grease lasts for D6 minutes then evaporates, leaving a stain. Sells for 5 silver.

**ENCHANTED WHETSTONE:** This finely polished whetstone has a rune on one side that is slightly green in color. Any weapon polished for at a turn a 1D6 Aid to OCV and HKA at the same time (so it will usually take more than a turn to get the full 5 point effect for both powers). This Aid fades 5 points per hour, and each turn of polishing uses up one charge of the whetstone, which starts at 16 charges. Sells for 7 silver.

**ENCLOSED COMPASS:** This is a very fine Dwarven-made compass with a hardened case protecting the works inside. It will usually point north unless something is disturbing the magnetic field (like a mountain) or magic cloaks the area. The case is 5 defense and 1 body, and it latches shut so the compass won’t open by accident. It takes a full phase of 0 DCV concentration to read the compass. Sells for 20 sp.

**FELSTONE EMBER FLAIL:** This black metal flail is glossy like obsidian and looks very impressive. The swinging head of the flail is nine inches long and stud- ded with short pyramidal spikes and glows a red. The glow is not blazing, it’s barely enough to read by when held close to paper, but it is visible and looks good. This enchantment gives the weapon extra damage and converts the damage to energy, heating the head with each hit to burn the foe.
HEALING POTION: The healing potions found in this adventure smell of limes and have a peach color. They taste of limes and ice cream and heal 3D6 as if it is normal damage. Drinking this potion takes a half phase action. A Healing Potion will sell for 7 silver.

HEAVY KNUCKS: These leather gauntlets are fitted with a bar across the knuckles for extra punching power. They grant 1 PD armor to location 6 and cannot be worn with other armor, but also give 1D6 extra normal damage to any attack with the fists (including martial arts). No familiarity is required to use the knucks. These will sell for 65 copper.

HIGH PRIEST CULT ROBES: These red and black robes look very similar to the Cultist Robes above, but have gold thread embroidered on the trim and are of finer material. They also cover the same hit locations (3-4, 7-17) but give 4 PD, ED armor instead of 1. These robes will sell for 8 silver.

KEY CHARM: This old skeleton key is made of polished brass, it is unlikely to fit any but the most simple, old locks, but while worn it gives a minor magical effect. Each time any bleeding dice are rolled, add 1 to the chance to stop bleeding (so a chance of 1-2 becomes 1-3). This charm will sell for 1 silver.

LIGHT HEALING POTION: This potion tastes and smells of Kiwi and is a greenish color. It takes half a phase to drink and heals 2D6 as if dealing normal damage. This potion will sell for 5 silver.

MAGE’S LONGSWORD OF PARRYING: This Bloodiron longsword is slim and well-crafted, with the crossguard and grip in the shape of a pegasus spreading its wings. While held this sword grants Mana +10, Mana Recovery +1, +1 to magic skill roll and while attacking grants +1 DCV.

MAGEBAND: This coronet is made from Felatone and pearls in a simple repeating geometric design. While worn, the Mageband grants +2 to Magic Skill and 4 extra spell slots (with no subtraction to the magic skill roll when used). Sells for 42 sp.

MAGIC BEAD CHARM: These cheap glass beads have a minor enchantment on them; twice per day they grant a phase of +1 to all perception rolls when rubbed and concentrated upon. This charm will sell for 1 silver.

MANA JADE: This jade lozenge is pierced for a thong but is loose. It will if held and willed, grant a 2D6 heal to Mana once per day. While held or worn, the Mana Jade also gives a +1 to all Mana Recovery. The Mana Jade sells for 12 silver.

PENDANT OF LIFE: While worn, this silver and jade pendant can be called upon to heal for 3D6 as if dealing normal damage, one a day. The pendant will sell for 15 silver as well.

PIERCING BATTLE AXE OF THE FEATHER: This Dwarven Steel axe is plain looking, but it has a sheen of bluish energy like oil over the surface that clearly marks it as magical. This weapon costs no Endurance to wield (unless the character pushes their strength) and it is further enchanted to ignore some of the opponent’s defenses. Count the Body on the dice as if it is a normal attack; that much rPD is ignored.

POORLY CRAFTED SWORD: This sword looks serviceable, but anyone with a successful weaponsmithing skill roll can tell it is poorly made. Any attack other than just a straight swing and hit (sweep, move by, called hit location, etc) is at a -1 OCV penalty with this weapon, which is also slightly heavier and weaker than normal.

POTION OF ARROWBLOCK: This potion smells like willow leaves and tastes like oil. It has no color, but if the half phase to drink it is taken, for one hour it grants 10 rPD hardened Armor and +2 DCV, both only versus missiles of any kind. Sells for 44 copper.

POTION OF HEALTH: This potion tastes like pure clean spring water and has a slightly bluish tint, but it smells like daisies. When drank, the potion heals 3D6 stun and END (count the roll as a normal attack the “stun” on the dice heals stun the “body” on the dice heals END at 4 END per body rolled). It takes a half phase to drink. Sells for 75 copper.
POTION OF VIGOR: This bright yellow potion tastes like syrup and has no smell. It takes a full phase to drink because it is so thick, but it grants a 4D6 END Aid that fades per hour. Sells for 10 silver.

POUCH OF CRITTERS: This is a silken pouch about the size of a dice bag of rich purple with a golden colored drawstring. It looks very valuable, and is enchanted with a whimsical spell. Each sunbloom, the pouch creates a little furry ball inside the size of a ping pong ball. When pulled out and thrown to the ground, it summons an animal at random that serves the character willingly (it can understand his commands) for one task before vanishing. Roll D66 on the table below for what animal appears:

<table>
<thead>
<tr>
<th>ROLL</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>Aardvark</td>
</tr>
<tr>
<td>12</td>
<td>Arrowhead Rattler</td>
</tr>
<tr>
<td>13</td>
<td>Bat</td>
</tr>
<tr>
<td>14</td>
<td>Blacksnake</td>
</tr>
<tr>
<td>15</td>
<td>Buffalo</td>
</tr>
<tr>
<td>16</td>
<td>Camel</td>
</tr>
<tr>
<td>21</td>
<td>Cougar</td>
</tr>
<tr>
<td>22</td>
<td>Crocodile</td>
</tr>
<tr>
<td>23</td>
<td>Deer</td>
</tr>
<tr>
<td>24</td>
<td>Elephant</td>
</tr>
<tr>
<td>25</td>
<td>Fox</td>
</tr>
<tr>
<td>26</td>
<td>Giraffe</td>
</tr>
<tr>
<td>31</td>
<td>Griffcat</td>
</tr>
<tr>
<td>32</td>
<td>Grizzly Bear</td>
</tr>
<tr>
<td>33</td>
<td>Guard Dog</td>
</tr>
<tr>
<td>34</td>
<td>Hawk</td>
</tr>
<tr>
<td>35</td>
<td>Hunter Bat</td>
</tr>
<tr>
<td>36</td>
<td>Kangaroo</td>
</tr>
<tr>
<td>41</td>
<td>Mongoose</td>
</tr>
<tr>
<td>42</td>
<td>Monkey</td>
</tr>
<tr>
<td>43</td>
<td>Mountain Goat</td>
</tr>
<tr>
<td>44</td>
<td>Otter</td>
</tr>
<tr>
<td>45</td>
<td>Quill Rat</td>
</tr>
<tr>
<td>46</td>
<td>Red Bear</td>
</tr>
<tr>
<td>51</td>
<td>Rhinoceros</td>
</tr>
<tr>
<td>52</td>
<td>Riding Horse</td>
</tr>
</tbody>
</table>

Only one creature may be summoned per day. Sells for 20 silver.

PURE DAGGER OF BITING: This glossy black Felstone dagger is curved like a fang and the hilt is wrapped with green wyvern hide. It is enchanted to do average damage every hit (so it does 3 body per die and 2 per half die). When the dagger hits, it deals penetrating damage.

QUALITY MEDIUM CROSSBOW: This bow is so well crafted that on a 14- chance, it deals +1 damage class to what the quarrel strikes. Each time the activation roll succeeds, it reduces by 1 chance (becoming 13-, 12-, and so on) until the crossbow is repaired.

RING OF RELIANCE: This ring is made of Aetherstone, a greenish eerie stone that feels odd. While worn, it grants any one weapon wielded per phase +1 Damage Class damage (any KA or normal damage), and the attacks do average damage: 3 points per full die, 2 points per half die. This ring will sell for 17 sp.

RING OF SILENT SPEECH: These rings are all identical, they look like silver rings with a repeating diamond pattern etched into them. The rings have the power to speak silently with thoughts for a limited time period each day with anyone else wearing one of the rings in a mile. The person spoken to must be known to establish contact (if someone slips on the ring without you knowing, you can’t contact them). Each ring will allow the wearer to speak 100 words a day silently, using Mind Link. The rings sell for 5 silver each.
RUNES: All runes are found loose and on gray Vanth stones about the size of a poker chip. Each has a specific Dwarven rune on both sides, and is enchanted to bond to an item and grant it increased power. When a rune is set into a piece of armor or a weapon, it is permanent, changing nothing about the balance or weight of the weapon. Some items are so potent or enchanted that they can take more than one rune in them, but most can only have one rune attached. Runes cannot be removed from items without destroying the rune and possibly damaging the item. Attaching a rune is as simple as an Ego roll and a phase out of combat concentrating at 0 DCV on the item.

RUNE OF SILVER: This rune is set in weapons, and when attached coats the business end of the weapon with silver (it will not work on ranged weapons, but it would work on a single arrow). This silver will affect certain creatures more severely (such as vampires or werewolves) but also adds a +1 OCV and +1 damage class bonus to the weapon against undead and demons of any kind.

RUNE OF TARGETING: This rune only works on ranged weapons, eliminating all range modifiers on the weapon it is attached to.

SOULWARD RUNE: When attached to any piece of armor, this rune grants the wearer as much Power Defense as the individual piece has Body (thus, it is usually best to put it into a larger section such as a breastplate or hauberk).

SCOUT’S CLOAK: This nondescript brownish gray cloak is short, only three feet long. While worn, it grants Night Vision (negating penalties of being outdoors during night time) and gives a +1 bonus to all Stealth, Shadowing, Concealment, and Climbing rolls. The cloak will sell for 13 silver.

SCROLLS: All scrolls are magical spells written with special ink that are released by reading the words of power written on them. When a scroll is read, it is destroyed. Each scroll requires both literacy and the ability to read Arcanum in order to use. Reading a scroll takes a full phase of 1/2DCV concentration, doing nothing else, reading out loud. At the end of this time, the spell is cast, and if it must be maintained it uses the Mana of the reader unless otherwise specified by the specific scroll.

Scrolls are fragile, each having no defense and 1 body. Any open fire such as a fireball spell will quickly destroy a scroll unless they are stored in a container.

SPELL SCROLLS: There are several spell scrolls in this module, each one written on Parchment.

ALCHEMY: transforms small loose items in a hex into their coin value, combining all value into the least coin (so 25 copper value would become 2 silver, 5 copper). The power is limited, only a 1D6 transformation, so the items must be rather small and minor.

BALM: This spell heals any severe malady such as an impaired or disabled part, a missing limb or eye, or any such physical trauma to a single target. It also heals 1D6 Body, but has no effect on disease or poison.

FIREBALL: This spell casts a 5D6 energy blast explosion that fades rapidly at the edges losing 2D6/1". The fireball is conforming. Thus if it cannot expand to its full size, it will spill out into halls or collapse in on its self as described in the Hero System Rules.

GREATER CURE: This scroll heals 4D6 as if dealing normal damage to a single target.

UNMAGIC: This scroll dispels 8D6 of any one magic spell it is directed against.

WAINWRIGHT: This scroll summons a cart that with an ox to pull it that will last for a full day. The cart can carry 1600 kg of weight in a bed four feet by five feet by two feet. Once the spell wears off, the wagon vanishes, dumping the contents on to the ground.

PROTECTION SCROLLS: All protection scrolls have the same basic function, enchanting everyone within a 1" radius of the reader (the six hexes adjacent to the one he stands in) with the magic for twenty minutes. For the sake of convenience, the GM can rule that this is 20 areas (passageways, rooms) passed through in the Caves of Chaos, unless the party specifically stays for an extended period of time in one area.

FIRE: +3 DCV and 5D6 Suppress versus all fire and heat special effects

MAGIC: +1 DCV and 2D6 Suppress versus all magical special effects

UNDEAD: +3 DCV and 5rPD/rED armor vs any attacks by undead.
WEAPONS: Grants +1 DCV and 3rPD/rED armor versus all non-magical weapons

SAFETY PLATE HELM OF THE MULE: This full plate helm is of a simple design with a crest like a rearing bull. It is made of Star Iron and when worn it prevents bleeding of all kinds and grants +10 strength only for the purposes of determining encumbrance.

STAFF OF WARDING: This oaken staff is a poor weapon (treat as a rod) but it is enchanted to give the wielder +1 DCV. If stuck into the ground, it also will establish an Alarm spell in a 3’ radius for 8 hours. The conditions the alarm sounds are defined when the spell is activated with a -1 Magic or Invocation skill roll and 2 Mana. The staff will sell for 22 silver.

STALWART SHIELD OF THE SUN: A well-crafted Eilhas medium shield in the shape of a disc that is enchanted to grant +5 stun and +1 CON to the bearer. It also glows like a torch, casting 2’ of light around the bearer and giving both Life Support vs cold extremes and 5 sight Flash Defense. The light will only glow on command, but the other enchantments always work.

THROWING AXE OF DISTANCE: This hand axe is enchanted so that it has +4 range modifier, and can be thrown accurately at great distances. The axe also may be thrown twice as far as the character normally could throw something of its weight. It is an ordinary looking axe, but it has a runed cloth tightly wrapped around the handle.

WAND OF MENDING CHARM: This wand is made of a hexagonal rod of copper a foot long. The handle area is smooth and round, the opposite end slightly tapered. To activate the wand requires a -1 Magic or Invocation skill roll and 1 Mana which is paid for out of the Wand’s limited store of mana. Although the wand can hold 50 mana, at present this one only has 10 mana left. It can be recharged by any mage who knows the spell, costing 1 cp per mana from a merchant mage. This wand will sell for 11 silver +1 copper per charge.

WAND OF SILENCE: This wand is made from a socket of fine Helvorn wood that has a slim section of Velune fitted into it. With a -2 Magic or Invocation skill roll and 2 of the wand’s stored mana, this will cast a Silence spell.

The silence area must be maintained by the wand at the cost of 2 mana per phase, and the wand has only 24 mana left. This wand can be recharged at the cost of 2 copper per mana or by any mage who knows the Silence spell. This wand will sell for 19 silver +1 copper per charge left in it.

WATCHMAN’S DRAUGHT: When drunk, this spicy, orange potion grants night vision, life support vs sleep, and danger sense (out of combat, for the immediate area) 12- for 8 hours. Sells for 15 sp.

WEAPON WASH: This silvery, acrid smelling liquid is not meant to be drunk, it tastes awful and chalky, giving no magical benefit. However, if any weapon is washed with this potion, it gains +1 OCV for 20 minutes and is permanently treated as magical for the purposes of creatures protected from normal weapons. There is enough in the bottle to treat 15 damage classes of weapons (thus, a greatsword with 6 damage classes would take almost half the bottle). It will work on ranged weapons as well, temporarily enchanting the ammunition when it strikes. This will sell for 75 cp.

WIZARD WAND: This slim willow wand has tiny runes etched in a spiral around it, washed in ink so they stand out. The Wand does not cast any spells in its self, but when held in one hand while casting spells, it reduces the mana cost of the spells by half (any spell costing 1/2 Mana costs 1/4 instead of zero). Only spells up to 75 active points can be reduced, anything over that level the wand has no effect on. Because one hand is taken up with the wand, any spell that requires both hands to gesture cannot be cast while holding this. The Wizard Wand sells for 25 silver.

WOLFEN CLOAK: A Wolfen Cloak is a fur cloak, usually from a bear, which Wolfen make for themselves to travel in the coldest times. It has a hood and can be wrapped all around the body while seated, making a furry mound that leaves a fur-screened slit to look out of. While worn, the Wolfen Cloak negates 2 temperature levels of cold (so a TL -3 day would be treated as -1 to someone wearing a Wolfen Cloak). However, it adds 1 temperature level to warm days (anything over TL 1) because of the insulation. Wolfen Cloaks sell for 75 copper.
ARMOR TABLE

<table>
<thead>
<tr>
<th>ARMOR TYPE</th>
<th>rPD</th>
<th>rED</th>
<th>PD</th>
<th>ED</th>
<th>KG WT</th>
<th>ADEF</th>
<th>BOD</th>
<th>CP COST</th>
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<td>Bone Breastplate*</td>
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<td>Minotaur Chain Hauberk</td>
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<td>6</td>
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<td>Ogre Fur Armor</td>
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<td>3</td>
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<td>3</td>
<td>6.65</td>
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<td>Safety Helm of the Mule</td>
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<td>8</td>
<td>1.76</td>
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*May be worn over any armor

SHIELD TABLE

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<tr>
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<th>CP COST</th>
<th>CV</th>
<th>DEF</th>
<th>BOD</th>
<th>SIZE</th>
<th>KG WT</th>
<th>STR MIN</th>
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<tr>
<td>Beashide Shield</td>
<td>45</td>
<td>+2</td>
<td>5</td>
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<td>Stalwart Shield of the Sun</td>
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WEAPON TABLE

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<th>DAMAGE</th>
<th>STN MOD</th>
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<th>DEF</th>
<th>BOD</th>
<th>KG WT</th>
<th>CP COST</th>
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<tr>
<td>Felstone Ember Flail</td>
<td>(+1)</td>
<td>--</td>
<td>1½D6</td>
<td>--</td>
<td>9</td>
<td>8</td>
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<tr>
<td>Stone Hammer</td>
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<td>--</td>
<td>D6-1</td>
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<td>Stone Dagger</td>
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<td>½D6</td>
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<td>7</td>
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<td>Throwing Axe of Distance</td>
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<td>+2</td>
<td>D6+1</td>
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<td>Quality Light Crossbow</td>
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<td>+1</td>
<td>D6+1</td>
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<td>9</td>
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<td>Ogre Club</td>
<td>--</td>
<td>--</td>
<td>(7D6)</td>
<td>--</td>
<td>16/19</td>
<td>8</td>
<td>4</td>
<td>2.4</td>
<td>48</td>
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<tr>
<td>Poorly Crafted Sword</td>
<td>+1</td>
<td>--</td>
<td>D6+1</td>
<td>--</td>
<td>10</td>
<td>5</td>
<td>4</td>
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<tr>
<td>Velune Spear *</td>
<td>--</td>
<td>(1&quot;)</td>
<td>D6+1</td>
<td>--</td>
<td>7</td>
<td>6</td>
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<tr>
<td>Piercing Battle Axe of Ease</td>
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<td>Mage’s Longsword of Parrying</td>
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<td>--</td>
<td>D6+1*</td>
<td>--</td>
<td>10</td>
<td>7</td>
<td>5</td>
<td>2.00</td>
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<tr>
<td>Pure Dagger of Biting</td>
<td>+1</td>
<td>--</td>
<td>D6</td>
<td>--</td>
<td>4</td>
<td>6</td>
<td>2</td>
<td>0.8</td>
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</table>

*If this weapon deals body damage to a target that can bleed it becomes a 1½D6 HKA for 12 segments.

MONSTERS ENCOUNTERED IN THIS ADVENTURE

For convenience’s sake, here is a list of the monsters that are encountered in the text of this module. There are others than can be encountered (such as the animals that the Pouch of Critters can summon or the random encounters in the caves of the surrounding area) but these are the static, defined encounters.

Bear (red)
Beastmen (Hyena Clan)
Beastmen (Ram Clan)
Bloodfang Vermin
Cougar
Death Spite
Land Leech
Megapede
Mercenary Archer
Mercenary Captain
Mercenary Cavalry
Mercenary Footman
Mercenary Mage
Mercenary Thug
Minotaur
Ogre
Orc
Quill Rat
Saurian
Sewer Rat
Skeleton (Human)
Spiderling
Spite Bloom
Spitter
Swarmwing
Venom Hopper
Wolf
Zombie

76
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<tr>
<th>CHARACTER</th>
<th>DEX</th>
<th>SPD</th>
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<table>
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### Characteristic Rolls

- **STR:**
- **DEX:**
- **CON:**
- **INT:**
- **PER:**
- **EGO:**

### Move:

- **STUN**
- **BODY**

### Combinations of Maneuvers

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<th>MEANUVER</th>
<th>TIME</th>
<th>OCV</th>
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<th>EFFECT</th>
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<td>+0</td>
<td>abort, block</td>
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<td>Brace</td>
<td>0</td>
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<td>Disarm</td>
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<td>STR vs STR contest</td>
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<td>Dodge</td>
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<td>Grab</td>
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<td>STR vs STR contest</td>
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<td>-5</td>
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<td>Move By</td>
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<td>STR/2 + V/5</td>
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<td>-V/5</td>
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<tr>
<td>Strike</td>
<td>½</td>
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<td>+0</td>
<td>by STR or weapon</td>
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### Hit Locations

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</tr>
<tr>
<td>7</td>
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<td>x½</td>
<td>x½</td>
<td>-4</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Upper Arm</td>
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<td>17</td>
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<td>x½</td>
<td>x½</td>
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### Encumbrance

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<tr>
<th>ITEM</th>
<th>LOCATION</th>
<th>WEIGHT</th>
<th>DEF</th>
<th>BOD</th>
<th>END/TURN</th>
<th>CV MOD</th>
<th>SKILL ROLL</th>
<th>MOVEMENT</th>
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### Travels Weight

### Combat Weight

<table>
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<tr>
<th>WEAPON</th>
<th>OCV</th>
<th>RNG</th>
<th>DMG</th>
<th>STN MOD</th>
<th>STR MIN</th>
<th>DEF</th>
<th>BOD</th>
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</thead>
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### Notes

- **RNG:**
- **MOD:**
- **NOTES:**

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