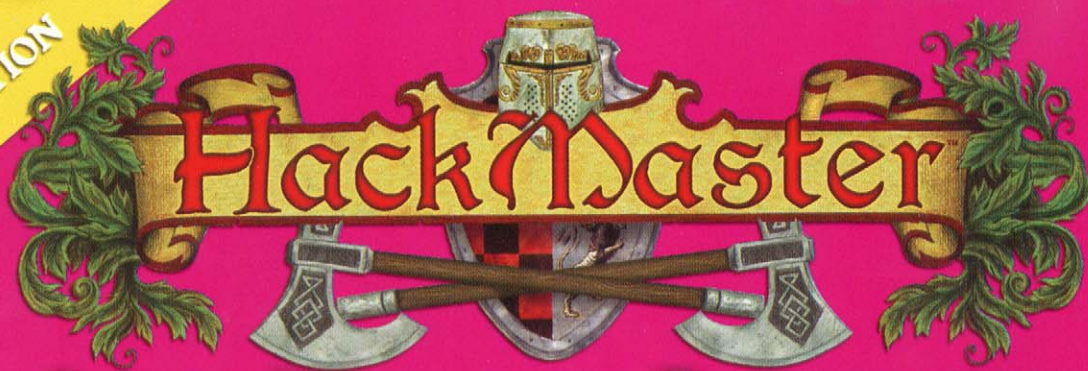


**B2**

**FOURTH EDITION**



**LITTLE KEEP ON THE BORDERLANDS**



**AN INTRODUCTORY MODULE FOR CHARACTERS LEVEL 1-4**

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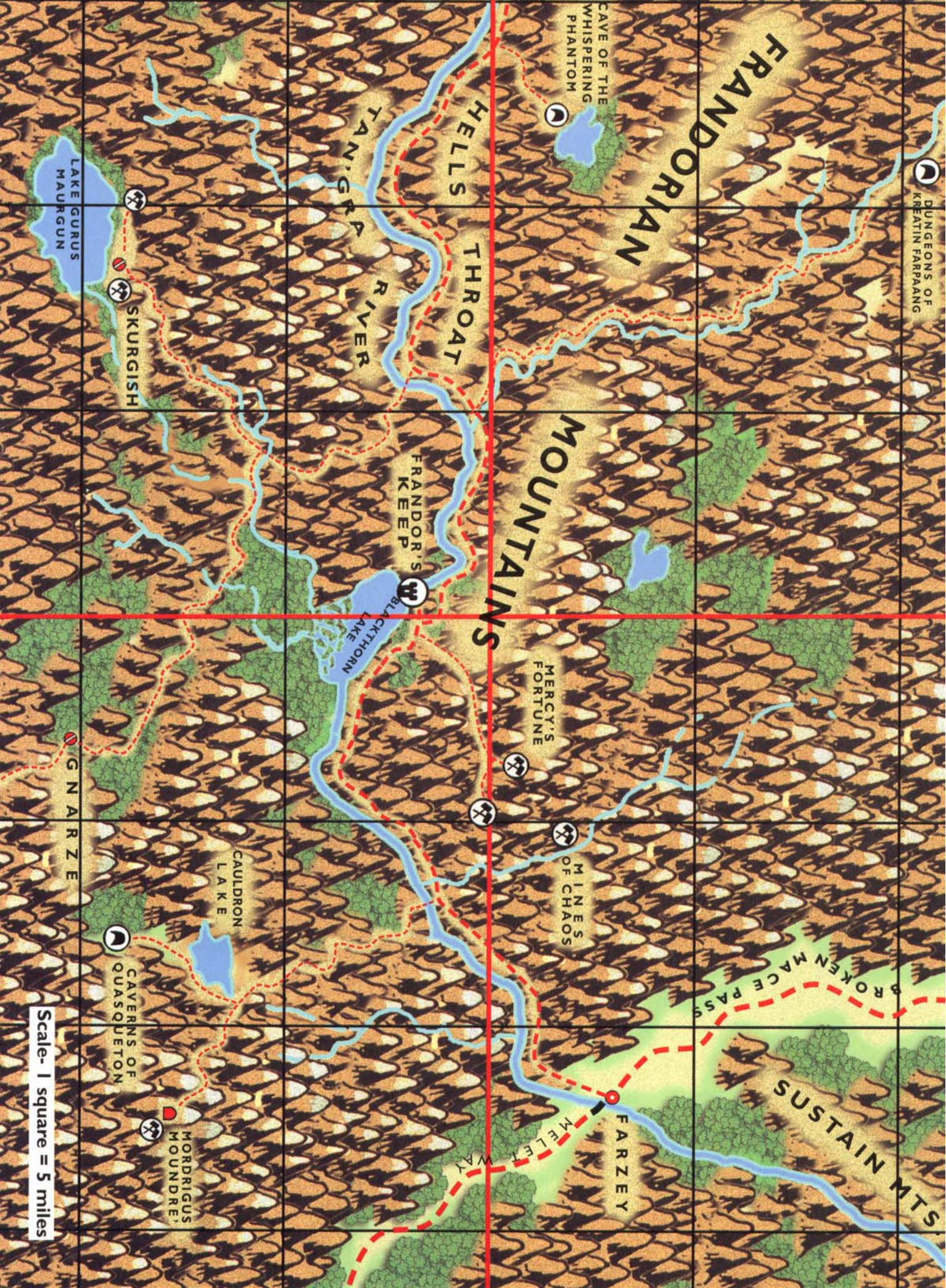


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DUNGEONS OF  
KREATIN FARPAANG

FRANDORIAN

HELLS  
THROAT

TANGRA  
RIVER

MOUNTAINS

FRANDOR'S  
KEEP

BLACKTHORN  
LAKE

MERCY'S  
FORTUNE

MINES  
OF CHAOS

CAULDRON  
LAKE

BROKEN MACE PASS

SUSTAIN MTS

FARZEY

MELFT WAY

SKURGISH

LAKE GURUS  
MAURGUN

GNARZE

CAVERNS OF  
QUASQUETON

MORDRIGUS  
MOUNDRE

Scale - 1 square = 5 miles



# Little Keep on the Borderlands

AN INTRODUCTORY CAMPAIGN SETTING ADVENTURE FOR CHARACTERS LEVEL 1-4

**\* FOR GAMEMASTER'S EYES ONLY! \***

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**Original Keep on the Borderlands adventure by Gary Gygax.**

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An introductory Campaign Setting Adventure for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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# Chapter 1

## Frandor's Keep

### Section 1: Introduction

Gird up your loins my friend, for you are about to embark on a journey into a land where magic and monsters lurk in every darkened corner. This is not a place for the meek spirited or the wuss of heart. The GARWEEZE WURLD™ campaign setting is a land embroiled in an epic struggle that has raged for countless eons. Where the forces of evil war against those of good, where law struggles to keep chaos in check, where adventure and the art of hack are the meat and drink of all who would seek to carve their niche in such a hostile, forbidding and unforgiving environment. This is the realm of HackMaster.

#### A Warning to Players:

What the hell do you think you're doing? If you plan to play in this module and participate in the gore and carnage it offers you, then you should damn well STOP reading now. What are you thinking? The information in ALL HackMaster Modules is strictly for Game Master's Eyes Only! Attempting to glean clues from this module will not only spoil the surprises and excitement of the game but it's unethical. Reading any further will result in harsh penalties and possible banishment from the HMA. Be a man (or a woman as the case may be) of honor and put this module down NOW! Then step away. And should you choose to ignore this friendly warning then a hex on thee, you scoundrel — A GM's Curse on your dice! May they fail you and consign you to an endless cycle of untimely Player Character deaths! May misfortune hound your every step in the game till the end of time.

*[Note: In the event you later receive your GM credentials and thereby qualify to possess knowledge contained herein, this curse can be removed by sending a sincere 1,000 word apology along with a photocopy of your H.M.G.A membership card and a check for \$25.00 processing and handling to the H.M.A. offices. Should the H.M.A., after reviewing the matter, decide to reject your apology, no refund shall be given and the curse will remain in effect.]*

#### A Warning to GMs:

Fellow Game Masters, despite the above stern admonishment to players, you know as well as I that player-types love to flock together between adventures and share secrets and information. If many copies of this module are available to the players in your local gaming circle you can bet your lucky ten-sided that some of the secrets of this module have already been leaked. Not to worry, as GM you shall have the last laugh yet. If you suspect that your players are belying up to the table with information they shouldn't have, you are strongly encouraged to alter sections of Frandor's Keep and the Mines of Chaos with an eye toward regaining your advantage. Then you can sit back with a smug grin on your face as you watch your players grow wide-eyed with terror and squirm as it slowly dawns on them that you are wise to them.

### Things to Consider before you Begin

Little Keep on the Borderlands isn't typical of most HackMaster adventure modules. Most modules present a specific adventure with stated goals or objectives for the players to achieve. This module is more than just an in-and-out adventure. It has been specifically designed to provide a mini-campaign setting of sorts — a small corner of Garweeze Wurd in which to base your adventures (campaign) long after the players have exhausted the prepared adventure opportunities included here. The full Garweeze Wurd Campaign Setting is still many months away and it is hoped the material contained herein (and in other upcoming HackMaster modules) will tide GMs over in the meantime. The Little Keep provides the players (and the GM) a base of operations (The Little Keep) set in the midst of large adventure-rich environment that will provide many months, if not years of use.

Little Keep on the Borderlands has also been designed with the neophyte HackMaster GM and players in mind. Enough of the ground work has been provided to help the GM ease into the game while at the same time enough creative elbow room has been left to allow the new GM to hone and practice his skills by filling in the details of the hack-fertile nooks and crannies of Hell's Throat.

Before attempting to run this adventure you should be intimately familiar with the HackMaster Player's Handbook and the HackMaster GameMaster's Guide. You should also be familiar with the Hacklopedia of Beasts since many of the nasty critters from those tomes appear in this adventure.

Your next task will be to read this module thoroughly, frontward and back until you know the details like the calluses on the palm on your hand. This will allow you to bet-

ter tailor the finer details to your own liking. This module has been designed to allow six to nine player characters of first level to play out many adventures, gradually working up to second or third level of experience in the process.

The group is assumed to have at least one fighter, one magic-user and one cleric in order to have expectations of some level of success. If you have fewer than six players they may find it difficult, if not impossible to survive this module if they attempt to go it alone. You should press upon them the wisdom of seeking out help from one or more of the NPCs they encounter. Such player-awakening and problem solving can be just as exciting as dungeon crawling so don't be too quick to bail them out if they get in over their heads. Nudge them — don't push! No one likes being beaten with a plot-stick.

There are more subtle and more effective ways of getting the message across.

For example, a guard befriended over a few rounds of hardy ale in the Tilted Keg may offer some friendly advice to the players when he learns of their plans to seek out the Mines of Chaos. He might exclaim in panic, "Good Lord! You thinkin' of headin' up there? Heh — Death's got yer names on his short list. That's fer sure. Hell fire! You're REALLY going to do it, huh? Well, you listen to me. Keep to the low ground! Understand? You'll stand a better chance in the lower shafts — them mines further up the slope are filled with horrid creatures! And for gawd's sake hire some scraggs who are handy with a sword. You'll need 'em! Believe you, me!"

There are plenty of rogue NPC adventurer types hanging around the Keep, looking to hook up with a promising adventuring party. Don't force them upon the party, just make them available. There's nothing wrong with letting your players discover for themselves that they are ill equipped to handle one or more of the adventure opportunities to be found in and around the Keep.

The players should learn when to retreat back to the safety of the Keep to lick their wounds. There, they can rest up, provision themselves and contemplate the lessons learned from their seeping wounds and aching bruises. Of course, the lesson may be as simple as "Run away and live to hack another day!"

Don't fall into the trap of feeling sorry for your players should they have a tough go of it. Remember — it is your responsibility to be fair and unbiased. Would your players sit idly by if you decided to fudge a few die rolls for the sake of sparing one of your Orkin raiders from death? Remember, the old HackMaster adage "spoil the player, weaken the guile" still rings as true today as it did in 1978. Invariably, when unchallenged and spoiled players enter the arena for HackTourney, they get their heads, honor and pride handed to them on a filthy carryout tray. "Pushing the player prepares the victor," I always say.

Nevertheless, you should be careful to give the player characters a reasonable chance for survival. If your players tend to be a bit rash and unthinking, it might be better to allow them to have a few men-at-arms along even if the party is large, and they actually don't attempt to hire such mercenaries. Hopefully, they will quickly learn that the monsters here will act together and attack with reasonable Intelligence, if applicable. If this lesson is not learned, all that can be done is to allow the dice to fall where they may.

### MODULE OVERVIEW

Little Keep on the Borderlands is organized into five sections.

Section 1: Introduction and GM's Briefing

Section 2: Frandor's Keep

Section 3: Hell's Throat (The wilderness area around the Keep)

Section 4: The Mines of Chaos

Section 5: GM's Arsenal (Battlesheets, NPCs, etc)

The use of this module first requires a working familiarity with its layout and design. Therefore, the first step is to completely read through the module, referring to the maps provided to learn the locations of the various features. A second (and third!) reading will be helpful in learning the nature of the monsters, their methods of attack and defense, and the treasures provided.

The adventurers will visit certain buildings of the Keep frequently (such as the Travelers Inn, the Tilted Keg, and Provisioner). Floor plans are very useful in visualizing these areas. Because of the size of the Keep and scope of this module, floor plans for most of these buildings have not been provided. It will fall to you to fill in such details as needed.

Once you are familiar with the areas described in the module and have drawn whatever additional plans you wish, assist the players in preparing their characters by reading them the section entitled Background. This will set the stage for the game and give them an idea of what they are up against.

Throughout this book, encounter areas are listed with a convenient format for the GM. Read aloud text is denoted by the use of a grey box. Creature statistics and other information is included in an abbreviated format including some or all of the following:

### DEFINITIONS OF ABBREVIATED TERMS

- HF = Hackfactor  
 EP = Experience Points  
 Int = Intelligence  
 AL = Alignment  
 AC = Armor Class  
 MV = Movement Rate  
 HD = Hit Dice  
 HP = Hit Points  
 SZ = Size  
 #AT = Number of Attacks per round  
 D = Damage  
 SA = Special Attacks  
 SD = Special Defenses  
 Lang. = Languages known  
 Hon = Honor value (can be a specific number or a general term like average, dishonorable, great Honor or too much Honor.)  
 ML = Morale value of creature  
 TOP = Threshold of Pain (see GMG p105). Usually this is half of a creature's full hit points. N/A indicates that the creature has an infinite TOP.  
 Crit BSL = Critical Hit Base Severity Level (see GMG p110). This is defined in terms of the defender's AC plus or minus an integer.  
 FF = Fatigue Factor. See page 107 of the GMG. The Fatigue Factor represents how many rounds of exertion it takes before a creature must save versus fatigue. The fatigue save is an ability check against a creature's combined average Constitution and Wisdom scores.  
 HOB = Hacklopedia of Beasts

Certain cities and placenames, when mentioned for the first time are followed by a set of brackets containing a series of cryptic looking numbers. For example: HangNail [D7.05.18]. These are map coordinates which indicate the placename's precise location on Garweeze Wurd. Refer to page 340 of the *HackMaster GameMaster's Guide* for details on how they are used.

## Section 2: Frandor's Keep [D7.10.19]

### Background

Setting the proper mood is half the battle when running a good adventure. That's where good, robust flavor text comes in. Once the players assemble with properly prepared characters in hand, read them the following flavor text (or have one of the players do a proper dramatic reading for you if you want to save your voice). This is a good way to demonstrate your authority over the game as well as your players). Don't worry if some of the finer points of background don't marry up with the specifics of your campaign. Simply make a few tweaks here and there as needed and run with it.

The plight of mankind in Garweeze Wurd is indeed great. And although there are those who deny the obvious, man's future here looks bleak. On all sides, the forces of evil and chaos press upon its borders seeking to bring mankind to its knees — intent on enslaving its populace, raping its riches, and claiming its lands as its own. For a time, it looked as though the HackMasters of Everknight and the Circle of Sequestered Magick had succeeded in holding these forces in check. Some dared hope that evil had even been turned back and repelled from civilization's doormat. Such dog-faced hopes proved to be an illusion, however, for the floodwalls soon burst and chaos was once again snapping at mankind's heels.

Without warning, Ahk'Tang and his Southern Orc League descended upon the borderlands. The orkin wardrums had not been heard for fifty years, but now their beating carried on the wind along with the sounds of clashing arms spurring the orcs on to victory after victory.

It was man's darkest hour and just as all hope seemed abandoned, the people heard a new battle cry from the east. The HackMasters of old had come out of retirement and reassembled. Once again strapping on their swords, picking up their staves and donning their armor. After assembling an army they rode hard to join the fray. As the battle was renewed with a vengeance, the tides of war changed. For a while it seemed to teeter on the point turning back in mankind's favor.



But Ahk'Tang's cunning was not to be foiled. The orkin horde withdrew briefly and regrouped. After an enormous battle on the banks of the Fargruss River terrible rumors began to trickle back to the realm — rumors that all the HackMasters of Everknight had been defeated and slain.

Are the gawds deaf and blind to man's misery? Are there no champions for good left in all the land? Demoralized by the death of the HackMasters, the armies of man fight on, but news filtering back from the lines is not good. The forces of man and his remaining allies are losing the fight. They have been beaten back and the lines are threatening to break — All seems lost!

In the shadow of such uncertainty a call for new heroes went out. Any man who could bear arms or weave magic was summoned.

And so, from small hamlets and villages all across the land, young adventurers answered the call and stepped forward to embrace the challenge — a courageous few willing to leave home and hearth to take up the fight. And not only humans answered the call. Exceptional and brave members of humanity's allies - the dwarves, elves, pixie fairies and even the halflings, gnomes and half-breeds responded.

And so it was that you and your small band marched this way. Hardened by your daring foray into Quasqueton, you consider yourselves heroes enough to answer the call and so you set off to help plug the holes in the disintegrating lines. Carrying the hopes of humanity on your shoulders, bold adventurers, you set your eyes on the foreboding heights of the Borderlands.

At first, during the early days of your trek, your hearts swelled with pride. But each day, despair seemed to grow in direct correlation with the size of the blisters on your feet and the growling of hunger in your stomachs. You tried to keep your spirits up. You told yourselves that if you survived this challenge, and carried the battle to the enemy, you would return home as true heroes. You'd be able to face your friends and family with pride, knowing that you played a part in the salvation of the known Realm.

Unfortunately, fate has played a cruel trick on your band. After following the directions of a well-intentioned blind pilgrim, you've become lost deep in the heart of the heavily forested Frandorian Mountains.

For days, you've wandered aimlessly as each hard climbed summit presents yet another vista of jagged impassible peaks for as far as the eye can see. Days have turned into weeks. Near starved and half-sick with exposure, this morning, you finally broke out of the dense forest to find yourselves in a narrow gorge on the banks of a raging river. Running parallel with the river, east to west, a trail! After much debate on which way to go, a sharp eye detects a rising plume of smoke just beyond a bend in the trail toward the west. Smoke from a friendly fire or that of a foe?

A few hours later, after negotiating the winding pass, you round a bend to behold a sight for sore eyes. In the distance is a majestic waterfall that plummets almost a hundred feet and, sitting perched in the middle, on an island of jagged rocks stands a beautiful keep. Its lofty towers reflecting the morning's sun brings tears to your eyes.

An island of civilization poised in the middle of a vast wilderness holding vigil over the pass. Even from your vantage point, you see the familiar crimson and white banners of the Fangaerian City-States fluttering in the wind atop the towers. It is as though they are beckoning you toward safety.

You pick up the pace and laugh excitedly as you slap each other on the back. Your salvation is at hand. A few days rest, you tell yourselves. A full belly. Some good ale. That's all you need and your spirits will be replenished. Then you can begin anew your journey to the front.

For you are, after all, members of that exceptional class — adventurers! You have braved the wilderness, taken up arms and have made it this far in your search of fame and fortune. Of course, you are inexperienced but minor setbacks will not get the best of you. You have your skills, the company of good comrades and a heart that cries out for adventure.

You have it in you to become great, but you must gain experience, knowledge and greater skill. If getting lost has taught you anything, it is that there is much to learn, but you are willing and eager to be about it! Who knows? Perhaps you have what it takes to become a HackMaster yourself...

Ahead, up the winding road, the falls near closer. A long serpentine trail leads up the steep slope toward the top of the falls. From this angle, the cliff almost entirely obscures the Keep from view. Almost, but not quite. You can still make out one brilliant banner flapping in the breeze and just there, a glint of metal flashes from the helmet of a sentry on the wall. You smile. He has noticed you and seems to be waving.

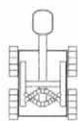
## GM NOTES ABOUT FRANDOR'S KEEP:

I. The entire Keep is well-organized for security and for defense. In time of need, many of the civilians living in the Keep will be armed and forced into service to man the walls. Non-combatants will bring ammunition, food and water to the men and help the wounded. Sentries are alert at all times, for the recent orkin hostilities to the west have the entire Keep on edge.

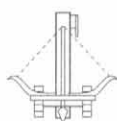
In addition to the sentries in the towers and the gatehouses, a patrol of guards makes a round of the outside walls several times a day. An officer or Sergeant of the Guard checks the sentry stations every half-hour to hour.

It is very unlikely that persons can enter or leave unseen, unless magic is used. (You can have Magic Mouth spells placed in key areas to shout "ALARM" whenever an invisible creature passes within 10' or so!)

Within the Keep itself, the townspeople are generally law-abiding and honest. Not because they are necessarily honorable but because of fear of punishment. The Keep authorities frown upon boorishness and poor manners. If any member of a party should be spotted committing a criminal act, the spotter will instantly raise a shout and sound the alarm. Citizens will strive to prevent the escape of any lawbreakers (without sacrificing their lives) until the guard arrives in one to two turns. If met with resistance, the guard will not hesitate to use force, even killing if they must. The guards will lock those offenders taken prisoner in the dungeons under the Keep as punishment for their crimes.



The map symbol shown at left indicates a ballista, a huge heavy crossbow manned by two men. It fires like a heavy crossbow, but has range increments of 160, 320 and 400 yards. It hits as if it were fired by a fighter of 1st-3rd level and delivers 12d6 points of damage. Each ballista has 12 missiles. They fire a maximum of once every four rounds (requiring 3 rounds to prepare and 1 to fire).



The map symbol shown at left indicates a light catapult with range increments of 150 (minimum), 300 and 360 feet which fires once per 5 rounds. Each requires four crewmen to operate, hits as if fired by a normal man, but can hit targets in any close group (10-foot radius for 2-12 points of damage each if the artilleryists use anti-personnel shot) or one large target for 21d6 points of damage if the artilleryists use one large stone (about 100 pounds). There is ammunition for six catapult shots of each type per machine.

II. Because of the size of the Keep, detailed floor plans for each area have not been provided. The area descriptions provide enough details for you to generate floor plans as needed. Note that most areas have two or more stories, and the rooms are furnished even if such furnishings are not specifically listed. Also left out are details of heating, light and descriptive touches such as color, rafters, decoration, etc. If you have time, or if the need arises, floor plans and detailing of each area might be very helpful, especially so in places frequented by the adventurers.

III. Before the players enter the Keep, you should privately give each player one rumor about the Mines of Chaos. This information may be shared or kept secret, as each player wishes. You should avoid interfering with their choices whatever the result. Player Characters (PCs) might gain additional information from inhabitants of the Keep (see the Rumor Table). The statistics of each notable persona contains the rumors they know (if any) listed as numbers. These numbers correspond to the rumor table below.

Do not give out ALL the rumors. You may add whatever false rumors you wish, but adding to the amount of true information is not recommended. For the most part the inhabitants of the Keep are suspicious of strangers and will be tight-lipped if prodded with questions. You should make your players work for each rumor they glean beyond the freebies you give them at the outset.

## RUMOR TABLE (d20)

Result	True/False	Legend/Rumor
1	T	"The name of this dump is actually, 'Frandor's Keep'. Leastwise that's what it's called on the maps. But we who live here just call it, 'the Keep'."
2	T	"You know, they say the island the Keep sits on is considered hallowed ground by the orcs. Some kind of sacred burial ground. Hell, who knows what lies under our feet? No wonder them Scrubs are so pissed at us."
3	F	"All of the entrances to the Mines of Chaos are trapped. And that's a fact!"
4	T*	"There are ruins to an evil temple down in those fens below the falls. The lizard-skins built it. The old Commander cleaned out that nest. Gawd bless his soul. I wonder whatever happened to him?"
5	T	"The way I hear it, a group of young Scivers (soldiers) recently discovered a vein of gold in a draw nearabouts on up the pass. It's all hush-hush, mind you. They haven't reported it to the Prefect. They got a good start on a mine and 'ave been workin' it during off-duty time."
6	F	"You know what? After one or two rounds of scrumpy, them half-orc dancing girls don't look half bad. Heh, if I could only get past the smell we'd have us a good time."
7	T	"Tribes of different creatures live up in those Mines of Chaos. Some of 'em don't exactly shine to one another — if you catch my drift. Kinda like throwin' a bunch of cats and dogs in a gunnysack and shakin' it up real good. The fur is SURE to fly!"
8	F	"No outsiders have ever entered those Mines and returned to tell the tale."
9	T	"You know, the former Keep Prefect went insane. Plum looney!! Happened just after he destroyed that temple in the fens. They were going to have him removed but one day he up and disappeared. Nice guy...even if he was feeble-minded towards the end."
10	T	"The Prefect's woman used to be the Middle Bailey Commander's gal friend. They came here together about a year or so back. She tossed him like a soiled rag. MMmmmm. A real looker that one. If you don't mind ninety-five pounds of trouble laced up in a corset!"
11	T	"There's a really old guy livin' in West Tower of the Keep Fortress. Some folks think he's a wizard but I have it on good authority he's a sage serving as counsel for the Prefect."
12	F	"Them Bugbears up in the Mines of Chaos are terrified of dwarves. Har! Har! The little bastards just scare the tar out of 'em!"
13	T	"The Inn Keeper of the Tilted Keg threw his wife's lover off the wall and over the falls. Good thing the victim was Conscript! They never pressed charges. Entire matter was buried and forgotten."
14	T	"Something foul is in the works. Lately, strange creatures and monsters have been roaming the area more than usual. Why, last week the patrol killed a pair of Owlbeats just a rock's throw from the main gate."
15	F	"The Grel Scout, Marongai has been in the Mines of Chaos. Numerous times!!"
16	F	"Say, you know that elven serving wench at the Tilted Keg? She puts out if'n ya sweet talk her real nice like."
17	F**	"There's a network of tunnels beneath the Middle Bailey. They found 'em when they were building the original Keep. The workers just bricked 'em up but I hear when they were diggin' the drainage sump they accidentally broke through to one of the passages."
18	T	"Beware the madman hermit who lives to the north of the Keep. He's crazy mad and wears no shoes. No shoes I tell you! Crazy as a Loon!"
19	F***	"There's a deep network cave behind the waterfalls."
20	F	"There are more than one tribe of Orcs in the Mines of Chaos and they despise each other. Some hotheads from the Orkryn Phar'Mos have moved in and upset the entire pecking order of the Mines."

"F" denotes a false legend or rumor (of course the player will not know it is false, so don't let on that it's false!).

\* This rumor is only partially true. The Lizardmen have not, in fact, been 'cleaned out'.

\*\* The GM may want to make this rumor True and place a hidden orkin burial complex of his own design beneath the Keep to add another adventure opportunity for the players.

\*\*\* Again, the GM may want to make this rumor true and add a cave complex behind the falls if the players run out of things to do. You can make it as large or as small as you wish. Perhaps some of the passages connect to the drainage sumps of the Keep providing a hidden back door.

IV. PCs can only gain entrance to the Upper Bailey if the party performs some heroic act on behalf of the Keep or somehow gain the Prefect's favor or attention. Examples include: bringing back an exceptional trophy or valuable prisoners, contributing a valuable magic item or 1,000 or more gps to the Keep, etc. A more insidious way is gaining access through blackmailing Melanee, the Prefect's consort, with knowledge or evidence of her past indiscretions and murder (see *BI Quest for the Unknown*).

Because of the imminent threat of orc attack, the Prefect does not want to risk a single man of the garrison needlessly. They are too seasoned and too well trained to replace. So, the arrival of the 'new meat' (in the form of the PCs) that just walked through the gates of the Keep will be of extreme interest to the Keep Prefect and his lieutenants. They will watch and monitor the group from a distance (through the eyes and ears of the Keep's inhabitants) in an effort to ascertain the quality of their mettle.

If the Prefect's interest is piqued, he will invite the party to a feast and revel, the purpose of which is to more closely study the group and carefully question them over drinks

and crumpets. If the Prefect likes the looks of the group, and his assistants agree, he will ask them to perform a special mission (suitable to their ability, but difficult; use the Area Map or the Mines of Chaos to find a suitable goal). Because the Garrison has been on high alert recently with patrols beyond the pass scaled back, the Prefect is keenly interested finding out what has been going on in the surrounding hinterlands. He will see the party as expendable and try to press them into dangerous work on his behalf.

If the group is rude or behaves badly, however, the Prefect will simply retire early, ending the revel, and the party will never be aided or invited back again. If the party tries to steal anything, or attempts to elude their hosts to explore the Upper Bailey they will be arrested immediately. If the party resists, the Keep guards will use whatever force necessary to incarcerate or slay the PCs.

For those groups who he sends on a mission, the Keep Prefect will give them 5d20 gp each for any needed supplies and see to it that they are blessed by a Benyaran cleric. If they succeed, they will be given passes to the Upper Bailey and can ask the Prefect for aid if there is a major foe to overcome (in the Mines' area). He will send a minimum of one corporal (MUN #11) and 3 archers (MUN #1), or at maximum a sergeant (MUN #12), a corporal (MUN #11), and a dozen men-at-arms (MUN #2).

## History of the Keep &amp; Surrounding Area

Over a span of tens of thousands of years, the raging Tan'Gra River sliced through the cloud-kissed Frandorian Mountains like a knife. In the resulting gaping wound was left a narrow winding pass leading from west to east. The orcs call the pass the "Mungra Morgsh" or "angry small intestine." Humans, however, know it by a different name, "Hell's Throat" because, as the Arzian sage, Greytar the Gentle recorded, "All things evil and vile spew forth from its yawning maw."

Hugging the shoreline of the river like a starving Grevan piglet to a sow's teat, Hell's Throat has proven to be a bane for humans for it leads right into the soft underbelly of the Sustain Valley where the borders of the Fangaerian City-States and the Meletian Empire meet. An artery through which all manner of evil found lurking in the wilderness funnels onto the threshold of civilization.

The problem was compounded, however, in the year 46 TR when the Dwarves of Praxter resolved to push the 'Orc Menace' from their realms with a massive and sustained offensive. The end result of their efforts (in typical dwarven fashion) was that their 'orc problem' was simply shoved off on their human neighbors to the east. With the orcs out of sight and out of mind, the dwarves patted each other on the back for a job well done and went back to quaffing rounds of stout mead and working their mines.

As the displaced orcs fled the dwarven realms and moved over the Frandorian Mountains they came upon Hell's Throat and poured into the pass, an open invitation to the resource-laden lands of the Sustain Valley. In the years that followed, the pass became a frequent invasion route for the marauding orcs. Like some sort of 'spring break for orcs', they developed the habit of invading the human frontiers at least once a year. Not with an eye for expansion, mind you, but simply to loot, murder and raise hell before withdrawing to the safety of the mountains before any reprisals could be brought to bear on them. The orcs would then seemingly disappear into the rocky heights only to return months later like distant cousins popping in uninvited for Thanksgiving dinner.

The orcs scheduled their invasions, it seemed, to allow just enough time for the humans to replenish their resources and rebuild. All great fun for the orcs of course, but this sort of rude behavior became very tiresome and annoying for the humans and pissed them off to no end.

## RESPONDING TO THE ORKIN THREAT

The orkin threat forced the Fangaerian City States (who had spent centuries embroiled in petty in-fighting amongst themselves) to band together in the interest of mutual protection. Forming a confederation, they raised a combined army dedicated to ridding their realms of orcs and securing the Sustain Valley against further invasions. In a series of costly battles (both in blood and materiel), the confederation eventually drove the orcs deeper and deeper into the surrounding hinterlands.

Hell's Throat itself was secured by the construction of a Keep (a task that took six years to fully complete due to squabbling among the military engineers and architects involved). During the years of construction, the orcs, who seemed bent on destroying it, continuously harried the Keep and its garrison. (As it turned out, the orcs considered the site chosen for Keep sacred; they had been using the island as a burial ground. With failure not an option, the City-States fed a continual stream of reinforcements into the Keep even as it was being bled white.

Strangely enough, just as construction on the Keep was nearing an end, the orcs became quiet and then disappeared. Except for an occasional encounter with small isolated foraging bands, for the next fifty years the orcs rarely posed any real military threat.

"It was as though," one Commander would later record in his memoirs, "the orc problem had been pacified — for good." Such flawed thinking was widespread. Chalking it up as a victory, the City-States assumed they had vanquished the orc threat. By the time the celebrations had ended, promotions were bestowed on those involved and fists full of medals doled out to the troops for their participation in 'saving the realms'. Boasts of, "Yeah! We kicked orc ass! We BAD!" were shouted out over tankards



of mead up and down the Sustain Valley for years to come as veterans of the campaign exercised their bragging rights.

Unbeknownst to them, however, their hand had not dealt defeat to the orcs. It was Mother Nature who had dealt the card. A terrible plague (Orc Shingles) had swept through the orkin tribes early in 64 TR laying waste to their numbers. In an attempt to escape the disease, the surviving orkin tribes scattered far and wide. In the process, they all but nullified their effectiveness as a fighting force. It would be over eighty years before the orcs would once again pose a military threat in the area.

### THE GREAT ORKIN REPRISAL

In the years that followed their 'victory' over the orcs, the City-States became somewhat complacent and gradually downsized the strength of the garrison manning Frandor's Keep (which was what it was known as by this time) and patrolling the pass. This would prove to be their undoing. For in the intervening years, the orc population, like a cancer, slowly grew and replenished. In the spring of 152 TR, in what would later be called The Great Orkin Reprisal (or the War of Orkin Reprisal by some chroniclers), six-thousand (six-thousand and sixteen by some accounts) orkin warriors swept down out of the mountains and laid siege to the Frandor's Keep. Before the City-States could respond to the threat with reinforcements, the Keep had fallen and every man, woman and child within its walls were slaughtered.

It was a strategic blow and a humiliating defeat. The City-States weren't aware of it at the time, but the attack was part of a larger coordinated offensive. The scattered orkin clans of the Frandorian Mountains were now united (calling themselves Orkryn'Phar Mos, orc for 'moon barkers', a reference to the orkin totem of revenge) and were attempting to link up with the armies of the Southern Orc League under the leadership of Ahk'Tang.

Fortunately, for the humans, the Orkryn' Phar Mos offensive had been two-pronged. While one army lashed out at the garrison in Hell's Throat, another sought to settle the score with the Dwarves of Praxter (who already had their hands full fighting the main army of the Southern League). One immediate outcome of the 'Reprisal' was that it managed to persuade the Dwarves to do something that years of pressure by Fangaerian diplomats had been unable to accomplish. The dwarves entered into an alliance with the humans as well as their former enemies, the Gnome Protectorates.

As war swept across the land, it drew all in its path into the conflict. There was no sitting out on this one. With the Gnome Titans and Dwarves fighting side by side (instead of being at each other's throats for a change), Ahk'Tang and his orkin horde were soon forced to abandon their lofty plans and turn their wanton eyes back toward home. Thus freed, the dwarven armies turned their full attention back to the east where the City-States were having a tough time of it alone against the Orkryn' Phar Mos.

### THE MENACE QUELLED

Now caught, literally, between a rock and a hard place, the Orkryn' Phar Mos found themselves taking on the full brunt of two armies. Not only had the Southern League abandoned them, but their losses on the field of battle were staggering. By the time the smoke cleared, under a thousand orcs remained. And although they would continue to harass the mountain passes for years to come, for the time being, the unified orkin army had been reduced to a series of wide scattered bands. The orcs of the Frandorian Mountains would once again retreat to the heights. Though, hopes of fighting another day would linger on.

With the conflict being so widespread, Frandor's Keep and its fallen heroes had been all but forgotten. When the war ended, the City-States sent an expeditionary force into Hell's Throat to bury the dead and reclaim the Keep. That was some twenty-odd years ago. Today, the story of what transpired on this spot of ground is etched deeply on the minds of the men who now man the walls. Even though most of them are too young to have participated in the orkin wars, everyone at the Keep is keenly aware that the orc menace is still out there and that at any moment it can rear its brutish and ugly head.

### AN OVERVIEW OF THE KEEP

Holding its lonely vigil on the furthest reaches of the Fangaerian City-State's borders, Frandor's Keep (referred to simply as 'the Keep' by its inhabitants) sits on two small rocky islands (the larger of the two, Prying Eye and the smaller, Forngus). Flanked by towering, steep mountainsides, the islands appear to be teetering precariously on the edge of the mighty Tan'Gra Falls.

It should be no surprise that this strategically situated fortification has fallen but once in its 106 year history. (There was the time when the deranged Captain of the GateHouse had "an episode" and refused to let any one enter or leave the Keep for five days, but no one counts that incident). Over the years, various military engineers stationed at the Keep could not resist the temptation to put their thumbprint on things. As a result, the Keep has undergone a number of changes over the years. Some were upgrades and improvements, others are better left forgotten.

The Keep has but one stated purpose, to guard the infamous mountain pass and negate its use as an invasion route by enemies of the City-States. However, history has taught the City-State's leaders to be more practical. They now see the role of the Keep and its garrison as a speed bump against invaders; it stands only to buy enough time for the garrisons of Sustain Valley at the end of the pass to shift forces and prepare defenses.

## The Keep's Garrison

At its very heart, the Keep is a military garrison. After all, the primary role of the fortification was, and still is, a military one. The Keep exists solely to guard the pass and to prevent or slow an enemy from sweeping into the rich, fertile valleys to the east. Everything else is secondary to this mission.

As such, the Keep is run with the same attention to detail, discipline and order as any other military installation would be. Civilians and visitors are tolerated and even sometimes catered to, but they are NEVER allowed to interfere with the Keep's role. Most player characters are used to having the run of the place when exploring or visiting a small community. As the GM, you may need to gently clue your players in that things are different on the borderlands.

### Wearing the Uniform:

The most frequent NPC the players will encounter in the Keep are the garrison soldiers. Not all soldiers are cut from the same cloth. With rank and position considerations aside, there are four basic types of soldiers at the Keep:

1. **Regular Army:** These are soldiers who have voluntarily enlisted to be here. Duty at the Keep is considered a hardship tour and enlisted soldiers stationed here are recruited specifically for this assignment with the promise of a bonus at the end of their enlistment. (Six year enlistments are typical). The 65% of soldiers stationed here that fall under this category are largely responsible for manning the gates, standing watch on the towers and walls and keeping security. Observers can identify Regular Army soldiers by their red and white tunics, and shields emblazoned with on the Keep's crest (mountain lynx).



The Crest of Frandor's Keep

All soldiers are assigned to a specific Tower or Gate House in the Keep that serves as a billeting and mess facility and unit organizational headquarters. Each tower has its own variation of the Keep's insignia that immediately identifies to which unit a soldier belongs.

A typical Tower or Gate House operates as follows:

At any given time, a third of a tower's assigned soldiers will be on duty manning the battlements and/or any guard posts assigned to their unit. Another third will be on call (meaning they will be lounging or sleeping in their quarters, but ready to respond and don their gear in a moments notice if there is any trouble; they are not allowed to leave the tower while on-call). The remaining third will be off-duty (free to roam about the Keep or the immediate area until their shift comes back on). Shifts rotate every eight hours. At the Captain of the Tower's discretion, shifts can be down-sized such that soldiers can be rotated through one to two day furloughs.

In addition to regular soldiers, each Tower and Gatehouse will also have the following individuals assigned to it;

Scribe (MUN #15)— maintains the unit's records and reports (such as the guard duty roster, payroll receipts, incident reports, general orders, etc.)

Drummer/Bugler (MUN #5): Sounds alarm, announces changing of the guard, calls cadence during marches, etc. A bugler is standard. Drummers are only assigned to the units of the Upper Bailey.

2. **Conscripted Service:** The second most common type of soldier at the Keep are conscripts. During times when a shortage of manpower arises, they may be reassigned to bolster one of the Regular Army units but the officers usually avoid this if at all possible.

Conscripts are criminals and/or men of low birth or social status who have been forced into service to fulfill some obligation to society. Their lot in life is a bit tougher than their Regular Army counterparts. Since they are here unwillingly most of the menial and degrading jobs fall to them. They usually tend to the horses, sweep out the stables, pull roving guard duty on the outside of the Keep and in the streets of the Middle Bailey, etc. No one respects the Conscripts and other soldiers and even the non-military occupants of the Keep often abuse them.

An observer can identify a conscript by his simple white tunic and light blue sash. Their shields are simply painted light blue with a diagonal yellow stripe, devoid of other decoration or device.

Conscripts may not billet with the regular troops and are discouraged from frequenting the tavern or inn in the Middle Bailey. (For this reason, most conscripts ride to the small village of Farzy when off duty to do their carousing and catch some R&R.) About 20% of the Keep's garrison are Conscripts.

3. **Cavalry:** Cavalry are not concerned with manning the Keep's towers or walls. They are above all that. The eyes and ears of the Keep Prefect, they are responsible patrolling the pass itself and the area outside the Keep. The Prefect often dispatches them for escort duty (e.g., escorting caravans or dignitaries) and as messengers (e.g., to the next relay station at Farzy). The cavalry are a cut above the other soldiers in the garrison and the Keep's inhabitants and military personnel treat them accordingly. They are higher paid, better fed and better dressed. They also carry a smug attitude to match. An observer can recognize them by their distinctive helmets, which have small wings on either side (or by the obvious fact that they are mounted).

## Approaching the Keep

From this point on, you should allow the players to indicate their own course of action. As they negotiate the serpentine trail, describe to them just how difficult their progress is. The trail is uneven and rocky and the are still somewhat weak from hunger. Their stomachs growl and their hamstrings ache.

You should also point out just how narrow the trail is. At some points there is room for two men on horseback to ride side by side, but at other points there is barely room for a man to walk on foot without hugging the cliff wall. When the party reaches the top of the serpentine trail they find themselves standing at the end of the drawbridge leading to the Outer Bailey and the Outer Gate House (1).

At that point, DISPLAY ILLUSTRATION 1 ON PAGE IQ1 and read the following:

As you reach the terminus of the rocky serpentine trail, a roar pounds at your ears. You find yourselves standing on the edge of three mighty falls. Before you stands the Keep, its tall walls shrouded in mist. A sheer wall of natural stone rises up behind you and a narrow drawbridge spans the nearest falls, beckoning you to cross. On the far side awaits the outer gate of the keep. On the towers, which stand on either side of the gate, you see several men-at-arms gazing in your direction. Their red and white tunics stand in stark contrast to the surrounding gray shades of the Keep's stonework.



As you stand there marveling at the spectacle before you, sudden shouts from your right draw your attention. There, a group of scraggly-looking halflings mills about along the shoreline, near the footing of the drawbridge. In small groups of two or three, they seem to be engaged in a wide variety of activities. Two of them seem to be haggling over the price of a secondhand overcoat. Nearby, another group of four are on their hands and knees in a bare patch of earth rolling dice and wagering copper coins.

Your presence is soon noticed and, like vultures descending upon a dead carcass, they swarm toward you.

You soon find that you are running a virtual gauntlet as grungy-looking halflings pull at your clothing some begging for food and others for employment. Some of them make cursory attempts to shine your boots and armor with greasy rags in one hand while holding out an open palm with the other, demanding payment for their services.

"I can fight!" cries one.

"I can sew wounds and cook!" cries another.

"Please, sir! A sciver or two for muh poor sick kid!"

## RUNNING THE GAUNTLET

No one enters or leaves the Keep without having to run what is locally known as "The Gauntlet" — a group of a dozen or so halfling thugs who are a permanent fixture outside the gates. Most of them are ex-hirelings brought to the area by professional adventuring parties that later unceremoniously dumped them. The Keep has expelled most of them (permanently) for not being gainfully employed and for committing crimes. They constantly prowl near the gates looking for a handout or a purse to cut.

Make a check for each PC pushing through the gauntlet. There is a 2 in 6 chance that each PC is the target of a pickpocket attempt. (Treat the pick pocket as a 1st - 3rd (1d3) level thief). If a thief is detected he withdraws into the pack to seek safety among his brethren. Any PC attempting to reclaim stolen goods will find his way impeded by the other halflings. The united front is largely a bluff — if a player insists on pushing or attacking the pack of halflings disbands and scatters as fast as their furry little feet can take them.

**Errol, Bob, Clive, Chauncey, Stu, Bertie, Jiminy** (halfling thieves 1), Str 11/41, Dex 14/74, Con 10/16, Int 11/63, Wis 8/94, Cha 5/23, Com 7/41 AL CN, AC 6, HP 22, leather armor, daggers

**Rupert, Eli, Tuppy, Gladys, Frank** (halfling thieves 2) Str 13/62, Dex 15/19, Con 11/84, Int 12/47, Wis 8/26, Cha 7/75, Com 8/17 AL CE, AC 6, HP 27, leather armor, daggers

**Jeeves, Wallace, Seamus** (halfling thieves 3) Str 13/64, Dex 17/37, Con 12/29, Int 14/67, Wis 11/47, Cha 10/29, Com 11/43, AL CE, AC 6, HP 31, leather armor, daggers

## OUTER BAILEY

**Base Elevation:** 0'

**Height of Walls:** Base 20' + 5' battlements

**Defenses:** 1 Drawbridge, Double portcullis, 5 Ballistae, 1 catapult

The Outer Bailey sits entirely on a small outcropping of rock that forms the smaller island (Forngus Island — Forcaran for 'door mat') which is wedged between the shoreline and the Island of the Prying Eye. This is the oldest part of the Keep and represents all that remains of the original fortifications (which predate the Great Orkin Reprisal). At one time the Keep sat on a single island but an earthquake caused the Prying Eye to split in two (with part of it crumbling away and falling over the falls). As a result of that earthquake, Forngus Island was formed.

After the Great Orkin Reprisal, when the Keep was reclaimed, the military engineers who came to inspect the damage were giddy with delight. Not only did the second island enhance the strategic value of the location, but it also gave them an opportunity to rebuild and put their thumbprints on things. (There is nothing an engineer loves more than screwing around with someone else's design and 'improving' on it). As the first line of defense, the Outer Bailey is the first (and the last) area of the Keep all visitors must pass through when coming or going.

### I. Outer Gate House

**Height:** 30'      **Dimension:** 10' x 30'      **Levels:** 3

**Occupants:**

**Notables:** Nargus Finch, Corporal of the Guard (NOT #38)\*

Gnat Drungus, Guard (NOT #16)\*

**Mundanes:** Two Men-at-Arms on gate duty (MUN #2)

Four Men-at-Arms on tower/winch duty- 2 per tower. (MUN #4)

Scribe on duty at gate (MUN #15)

Runner on duty at gate (MUN #16)

\* *Nargus and Gnat will be on duty when party first passes through the gate. Afterwards they should be rotated with other mundane guards.*

As the party crosses the drawbridge, read the following:

After pushing your way through the halfling drek and crossing the drawbridge you near the gate itself. Here a scribe in official looking attire sits at a small writing table — the instruments of his profession spread out before him.

Two sentries, clad in distinctive red and white tunics emblazoned with the head of a mountain lynx, stand at their posts on either side of the gate. One of them raises his hand, as you approach and bellows out, "You there! Halt!! State your names and your business."

All along the wall above and behind him, you see curious helmeted faces peering down at you — more sentries with loaded crossbows and pole arms at the ready.

**Note:** Since first impressions are crucial, the first time the party approaches the Keep and seeks entry, they will encounter the inseparable Nargus (NOT #38) and Gnat (NOT #16). (The two are central to the Keep's gold conspiracy and usually pay to swap duty with other soldiers so that they are always on the same Watch.)

Once the guards challenge the players, the GM has a golden opportunity to force each player to talk in character and encourage active role-playing from the outset. Begin

by simply having each player identify his character's name, profession and the reason for his visit (in the first person, of course).

Each party member in turn will be asked to step forward and approach the guard. He then asks each a series of questions as the Scribe records the answers in his journal.

The guard asks such things as:

"What is your name?"

"How do you spell it? SLOWLY if you please!"

"And your business here at the Keep?"

"Are you travelling alone?"

"Are you carrying any trade goods?"

"Have you ever born arms against the City States?"

"Are you wanted for any crimes?"

"What are the names of your travelling companions?"

[Note that the last question will press home to the players the fact that they should take the time to learn the names of fellow party members. If they do not know the names of the other characters the guard becomes suspicious and forces the players to endure more questioning.]

If the guard feels an individual is not forthcoming or has some reason to believe a visitor is not being truthful, the questioning continues until he is satisfied that he has obtained truthful answers. Guards are not known for being patient men, however. They will demand answers to their questions as well as a certain amount of respect. (Unless a visitor is obviously of high social rank or position, in which case the guard will treat him with the respect and dignity such status warrants).

At the first sign of insolence, the guard asks the individual to step to the right and "Wait!" Such individuals are often made an example of and will be forced to wait for a 10+1d20 minutes before being called forward again and given a second chance. If the individual still refuses to give the right answers or shows a lack of respect, he will be refused admittance and told to leave. He may come back tomorrow if he wants to try again. This may seem harsh, but the GM must not under any circumstances allow a player to bully his way past the guards. Such behavior is not tolerated and there ARE consequences for such actions. If you need a little motivation when assuming the role of any sentry at the Keep, just remember this — the penalty for allowing someone to pass a guard post unchallenged is death. Needless to say, most guards take their duties very serious. Their lives literally depend on it.

A minor magical device has been assigned to the outer gate to help screen visitors — a **Stone of Truthfulness**. About the size of a quail egg, the stone is secured in the Scribes' desk in the Sturm Tower (1a) at night. During the day it is passed off among the scribes as they change over duties. The Stone can only be used three times a day, so the Scribe only uses it if he must. (There is a base 20% chance that he will use it if a visitor's appearance, demeanor or answers are suspect.). When held under the chin of an individual as he answers a question, the stone glows brightly the answer if false or if the individual is being deceptive. It will not yield the truth — only indicate deception.

Have each player answer in his own words why he seeks entrance to the place. If another player attempts to coach a player have the guards snap, "I am not addressing YOU! Let him speak for himself!"

If an answer sounds unnatural or contradicts an answer given by one of the other party members, the guards immediately go into action. With suspicions aroused they begin to cross-examine the speaker more thoroughly. Rattle off a series of questions in rapid succession to unbalance the player. Note that a courteous and full reply from a player that conveys respect should be rewarded. The sentry will let such an individual pass by with little or no harassment. Rudeness and discourtesy, however, only incurs the ire of the sentry and prolongs the questioning at best or bars entry at worst.

**Entry of Demi-Humans to the Keep:** It is a sad fact that many demi-humans are despised by the mostly human Keep Garrison and are largely discouraged from visiting the Keep. Dwarves, elves, pixie fairies, gnomes and halflings are tolerated (albeit sometimes grudgingly) since they are traditional allies in the war against the Orc menace.

Half-orcs, half-ogres and grel, however, are generally refused entry to the Keep based on race alone. The exceptions are those who express an interest in signing on as scouts for the Garrison or serving as bounty hunters. If a character (of any race) expresses interest in such a career path, he will be issued a pass to see the PayMaster (See PayMaster Block — 28). Players unfortunate enough to chose one of the latter races will find they are frequently subject to unfair treatment. Even if allowed entry, they are generally refused lodging and other services in the Keep's Inns and other businesses. (They can sleep in the stable for the same rate as stabling a horse).

Such discrimination should be seen as a role-play opportunity — just one more evil in an unenlightened world that the character must overcome. However, you are the GM and master of your own ship. If you find such a restriction on entry to the Keep detrimental to your campaign, feel free to lift it. Perhaps a half-orc has recently risen in the ranks to a position of status and power, and he has used his influence to quell such petty practices.

**Area Description:** The **Outer Gate House** is commonly referred to as "First Gate" or in its slurred form, 'Fursgadt', by most residents. This structure is comprised of a pair of 30-foot high towers with an interconnecting archway spanning between. The Gate house is connected to the Sturm Tower (1a) by a 20-foot high curtain wall topped with

a 5-foot battlement. The side towers house a pair of winches — one to raise and lower the double portcullises (the southern tower) and the other to operate the drawbridge (the northern tower). It takes a combined Strength of 20 to operate the winches and two rounds to raise or lower the drawbridge. It takes one round to raise or lower the double portcullis. Note that, in extremis, either can be lowered in but a single segment but in that case there is a 65% chance of them and/or the winch mechanisms sustaining severe structural damage.

The drawbridge is raised and portcullises are lowered from sundown to sunrise — no amount begging, cajoling, whining or bitching will persuade the guards to lower it. A clever player, however, may convince the current Watch on duty to accept a bribe. If accepted, this results in a basket being lowered from the battlements to raise him up. But there are risks involved. If the Sergeant of the Guard should suddenly appear, for example, the basket will be cut quickly loose and the guards will deny any knowledge of just what the PC (now lying battered and bruised at the base of the Keep walls) was up to. There is also a popular scam involved with this practice. The basket is lowered and the poorly-paid guards instruct the victim to place the money in the basket first. Then, once the money has been raised and retrieved, all the victim gets for his money is the sounds of high-fives from above and a round of heckling laughter. If the victim makes a ruckus and verbally complains he is likely to have several privy-pots dumped on his head.

For those unfortunate enough to be caught outside the Keep's walls at sundown there is a camping area (see Area Map: Location #1) a short distance down the pass where a series of broken walls and ruins offer a makeshift defense. There stragglers and johnny-come-latelys can huddle together around a bonfire for mutual protection until the gate opens. When the gate is open and the drawbridge lowered, two guards are posted beneath the archway along with a Scribe who is seated at a folding writing desk. The guards have standing orders to ask each and every visitor entering the Keep his name and the nature of his business. If the guards do not like the answers they hear (or if they are just having a bad day) they will either refuse entry or send the Runner to summon the Sergeant of the Guard.

The Scribe records each name and 'nature of business' in his log. If the individual is granted entry, he hands him a shard of clay with a red wax seal on it bearing the Keep's Crest to give to the guards at the Outer Gate (2). Because the guards are paid so poorly they are not above shaking down visitors for hard coin. They have devised a wide variety of scams to do so. Their favorite ploy is to inform strangers that there is a one gold piece fee to enter the Keep. They also enjoy inventing all sorts of bogus tariffs. Some of the more popular ones are: the Mule Tax (5 sp to bring a mule in the Keep), Weapons Tax (1 gp for every sword, pole arm, bow or crossbow) and of course the all time favorite "Helmet Tax" (2 gp).

Both Scribes assigned to the Outer Bailey get kickbacks (a third) of such scams and they keep a separate, official looking log in which to record such transactions to make it look legit (but more importantly to make sure they get their share of the take later). If paid they will allow entry. If questioned, or if the party seems to "know better" the guards are likely (70% chance) to lose their nerve, and allow them to pass. Otherwise they insist such fees are legitimate and refuse entry. (Note: If a player asks to speak to the Sergeant of the Guard the guards immediately abandon the scam and allow entry — or accuse the party of being troublesome and inventing such claims.)

**1a. Sturm Tower**

**Height:** 40'      **Dimension:** 20' diameter      **Levels:** 4  
**Occupants:**  
**Mundanes:** Captain of the Tower (MUN #14)  
 2 Sergeants of the Guard (MUN #12)  
 24 Men-at-Arms (MUN #2 x8, MUN #4 x14, MUN #7 x2)  
 2 Scribes x2 (MUN #15)

*GM's Note: You will find that this tower is described in much greater detail than any of the other towers or gatehouses of the Keep. That is because most of the towers and gate houses of the Keep are arranged and organized along similar lines and such information would quickly become redundant. Since the towers and gate houses are ALWAYS under guard and tightly secured, it is very unlikely that your players will have an opportunity to explore them, let alone enter them. Should they throw you a curve, however, and somehow manage to breach the security of one of the towers or gate houses, the details of the Sturm Tower should allow you to fill in any missing details.*

**Area Description:** This imposing tower stands alone outside the main walls of the Keep itself. Like most of the towers of the Keep it serves as billeting area and headquarters for the garrison detachment assigned to it. Unlike the rest of the Keep, however, which is constructed of native limestone locally quarried, this structure is made up of massive blocks of roughly hewn black basalt. The contrast is striking.

As far as anyone has been able to figure out, the nearest source of such material is over 50 miles away. Even to the casual observer, it is obvious that this tower is much older than the Keep itself and looks out of place. In fact, it predates the Keep by several hundred years and is all that remains of an Orkin fortification that once occupied the site. There was once an identical sister tower but it collapsed and tumbled over the falls years ago as the result of the same earthquake that created Forngus Island.

**First Level:** A set of exterior stone steps allows access to this level, which is one large open room. Down the center of the room are two long tables where guards take their

meals and play games of chance between shifts. On the south side of the wall is a double desk where the unit scribes do their record keeping and the acting Sergeant of the Guard sits when on duty. [The desk holds 25 gold pieces (for payroll), the Tower logbook, and a set of keys in a locked desk drawer. At night the Stone of Truthfulness from Area 1 is secured here.] The logbook faithfully records the names of every person to leave or enter the Keep for the last 1d20 days. Every month a new logbook is started and the old one is sent to the library in the Upper Bailey to be archived. The logbook is always one day out of date since the scribe transfers the previous day's activities from his notes to the log book the following day. The keys unlock the doors on battlements that give access to the Tower and the Outer Gate House (1) as well as the weapon rack in this room. There is always one guard on watch at the door on this level [MUN #2].

On the western side of the room is a small raised platform (three feet high and five feet wide) where the Tower Captain's desk sits. [It contains the Seal Ring bearing the Keep's Crest and a ceremonial dagger (5 gp value) in a locked drawer.] The Commander rarely sits at his desk except on the 1st day of each month (pay day) or when he administers justice. Next to the Captains' Desk is a locked weapons rack bolted to the stone masonry. Soldiers store their weapons there when not on duty. [Currently, it holds 12 spears, six swords, 12 long bows, 12 quivers of arrows, 6 crossbows and 6 quarrels of bolts.] A wide, sturdy wooden ladder leads through a trap door to the third level. Beside it hangs a rope that, if pulled, rings the bells on the top level and sounds an alarm. [Note that this rope passes through the center of the tower from top to bottom and can be pulled on any level.]

**Second Level:** This level is subdivided into three rooms. The largest one is the personal quarters of the Captain. Another room serves as the modest quarters shared by the tower's two Sergeants of the Guard. The last room has a round table with six chairs, a lamp and a deck of cards. (The deck is cursed. Whoever cuts the deck after it is shuffled automatically loses the next hand. Of course, if the dealer knows this bit of information, he can use it in his favor.) There are two ladders—one leading to up to the Third Level and one leading other down to the First Level.

**Third Level:** This level is devoted to billeting for the soldiers. Six sets of bunk beds (stacked four high) run along the perimeter of the wing next to the walls. At any given time there are 1d8 soldiers [MUN #2] lounging or sleeping here between shifts. A small wooden table sits in the middle of the room. Personal belongings are stored in various chests and sacks beneath each bunk. (If searched, only common items will be found: spare boots, waterskins, woolen socks, leggings, daggers, etc. Allow for 1d3 gold pieces and 1d6 silver pieces per bunk searched.)

A pet raven sits perched in a cage hanging from a rafter. The raven's name is Speck and he has picked up some pretty colorful words and expressions over the years while living in a room full of soldiers. For the most part, Speck simply repeats the punch lines to various jokes. For instance:

*"Caaw! Caaw! Hey lady, your sign fell down!"*  
*"Caaw! That's what SHE said! Caw!"*  
*"Caaw! You're gonna feel that in the morning!"*

However, occasionally, (10% chance) Speck repeats some interesting bit of news or conversation he has heard. For example;

*"Caaw! Gimme my gold you sciver! Caaw! Or I tell the Commander what yer up to!"*  
*"Caaw! Dammit Gnat! What'd you do? Caw! What the hell did you do?"*  
*"Gotta hide the body! Caaw! Where to hide the frickin' body?"*

The raven speaks once each time someone steps in the room. No amount of coaching or prodding will get him to speak again. If the party leaves the room and then returns moments, later he speaks again. (There is a 50% chance that he simply repeats something he heard the group say previously, such as "Caaaw! C'mon you stupid bird. Say something!")

**Fourth Level:** The top level of the Tower is roofed with an open parapet ringed with a five-foot high battlement. Four guards [MUN #4 x3, MUN #7] are stationed here at all times. In the center of this level is a round wooden enclosure where guards can take shelter from inclement weather and yet keep a watchful eye. A ladder leading up through the roof gives access to the flag pole (on which the Keep's Banner flies and a Signal Brazier filled with oil can quickly be lit with an open flame. The Signal Brazier is used to warn the couriers in the village of Farzy (15 miles down the pass) of an approaching invasion so that they can spread the word.

## LOWER BAILEY

**Base Elevation:** 10'

**Height of Walls:** Base 20' + 5' battlements

**Defenses:** 1 Drawbridge, Double portcullis, 2 Ballistae, 1 Catapult

The Lower Bailey serves as a foyer and entryway to the Keep. Here horses are stabled (no horses, excepting those of the Cavalry and those pulling delivery carts, are allowed beyond this point), and goods not allowed to enter the Middle Bailey are warehoused. The courtyard serves as an assembly area for outgoing patrols as well as for muster formations for the Bailey's detachment.

## 2. Main Gate

**Height:** 20' + 5' battlements

**Dimensions:** approx. 10' x 20'

**Levels:** 2

**Occupants:**

**Notables:** None

**Mundanes:** Men-at-Arms, x2 on battlement duty (MUN #3)

Men-at-Arms, x2 on gate duty (MUN #5)

Scribe on gate duty (MUN #15)

A second drawbridge spans the river between the two islands giving access to the Main Gate. There is a double portcullis at one end of the entrance passageway and at the other end a set of large wooden gates. As with the Outer Gate (1), the drawbridge, along with the double portcullis, and gates are raised at sundown and lowered at sunup.

The passageway through the gates is 10 feet wide and 10 feet high. Murder holes pierce the ceiling above and archer's slits line the walls to either side. It is obvious that this construction is of great blocks of the same limestone common throughout the whole fortress. The passageway ramps upward 20 degrees as it leads into the Lower Bailey which is at a general plane of elevation 10 feet higher than the Outer Keep.

Two men-at-arms [MUN #5 x 2] are posted at the gate when it is open. Each carries a horn as standard equipment. (Sounding the horn summons the 24 guards on duty in the Flank Towers (3) within 1d4 rounds. It also causes the bells of the Sturm Tower to be rung alerting the entire Keep and to secure its Baileys. Once the alarm sounds all murder holes and arrow slits along the passageway will be manned within 1d4 rounds.)

The guards require that all persons present them with one of the clay shards bearing the wax seal of the Keep. They then inform strangers to the Keep of the rules. Visitors are ordered to put their weapons away and not to draw them or use them during their stay under any circumstances. The guards also tell newcomers that the Main Gate and Outer Gate close promptly at evening bell (4th Watch) and that all inner gates close promptly at 5th Watch. Once closed, they cannot be opened except by the express order of the Bailey Commander(s). (The penalty for breaking this very basic order is death.)

Once briefed, the Scribe asks each visitor what goods he is carrying. All goods (anything deemed beyond what is appropriate for personal use) must be warehoused in the Common Warehouse (6) during the visitor's stay. A fee of 5% of the value of the stored goods must be paid before the items can be retrieved. If the visitor later sells these goods to one of the merchants in the Middle Bailey, an additional 5% of the value must be paid before the goods can be transferred. If the Scribe suspects a visitor of being less than truthful he instructs the guards to conduct a thorough search.

The exception to the above are bounty items (such as Orc or Kobold ears). The Keep wants to promote this type of business and levies no taxes on such items.

All horses must be stabled in the Common Stables (7) at a standard rate of 1 gp per day. All Stable fees must be paid in full and a voucher presented to the Scribe before ANY horse may leave the Keep.

As previously mentioned, half-orcs, half-ogres and grell are not allowed to enter the Keep. The exceptions are those carrying papers indicating they are employed as a Scout or Bounty Hunter (or a pass to see the PayMaster with the intent of signing on).

## 3. Flanking Towers (2)

**Height:** 30 + 5' battlements

**Dimensions:** 10' x 30'

**Levels:** 3

**Occupants:**

**Notables:** None

**Mundanes:** 8 Men-at-Arms on battlement duty (MUN #4)

8 Men-at-Arms on call (MUN #3)

8 Men-at-Arms resting (MUN #3)

Atop each tower are four crossbow men (MUN #4) and a ballista. Inside each tower are 20 other men-at-arms (MUN #3), ten being "on-duty", being armed and armored. The other ten in the tower are resting, and it takes one full turn for these men to ready themselves for battle. The three floors of the towers contain supplies of bolts and arrows, spears, rocks and several barrels of oil (all for hurling at or down upon attackers). There are pallets for sleeping, pegs with clothing belonging to the soldiers, and some small tables, stools and benches. Each man-at-arms has (1d6) copper pieces and (1d4) silver pieces on his person.

## 4. ENTRY YARD

**Height:** Base 10'

**Dimension:** Irregular 50'x50'

**Levels:** N/A

**Occupants:**

**Notables:** Jaspar Churdagan, Thief (NOT #25)

**Mundanes:** 2 Men-at-Arms on Bailey Watch (MUN #6)

2 Runners (guides) (MUN #16)

As you exit the passageway of the Main Gate you find yourselves in a paved courtyard surrounded by towering walls. Mounted on the stone wall to your left is a large Public Posting Board.

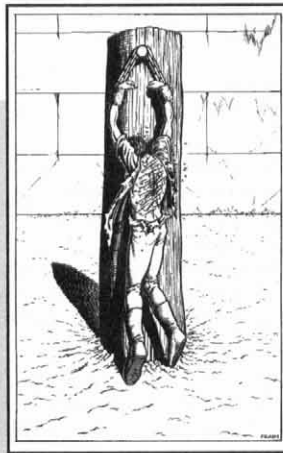
(DISPLAY ILLUSTRATION 2 ON PAGE IQ2 TO THE PLAYERS NOW.)



On the other side of this small open space you see a Smithy – its double doors swung open wide letting in the morning breeze. Inside, two sweating lackeys work a huge set of bellows. At the edge of the forge a huge burly man, wearing a leather apron and gloves, pokes busily at the burning coal with a set of iron tongs.

Along the northern end of the courtyard you notice a stable. Two boys are grooming the mane of a beautiful black stallion. Behind them, in the entry way of the stable, a man with a huge beer belly and smoking a long stemmed pipe is leaning back in a chair – intently whittling away at a piece of wood. At his feet sits a lazy looking hound sleeping soundly. Just over his head is a placard that reads, “Pack Apes for Hire”.

DISPLAY ILLUSTRATION 3 ON PAGE IQ3, AND read the following:



About twenty feet in front of the stables is a pillory – a large oak post set in the ground. A very disheveled and delirious-looking man is chained to it with his arms stretched overhead. The back of his tunic, stained pink with blood, has been split open. You notice dozens of ugly, jagged slashed marks across his back, thick with flies.

One of the guards on Bailey Watch notices you pause to ponder the man's fate. He walks over to the pillory and kicks the man hard in the ribs. “Say the words, you scoundrel. These folks are curious as to why you stand here.”

In response, the man raises his head, tries to focus on you and then slowly drops his head again. Finally he stammers, “I b-b-be the example, s-s-strangers. My own wickedness – t-t-t-hievery – is what put me here. A s-s-s-shame to my mudder and fadder's g-g-g-ood name. I be the example, I am. No p-p-p-ity for m-me, folks. —unggg— My sentence was just it were. Mind yerselves les' you end up like me.”

The guard sneers at the man and then looks toward you and laughs. “Har! You shoulda seen the bastard yesterday. He had a bit more sass in 'em then. Looks like he's learnin'.”

All entrants, save those of the garrison, are required to dismount and stable their animals. When dismounted, the guard summons 1d4 Stable Lackeys [from area 7] to take the mounts. (Note that two of the lackeys are petty thieves – see Stables – 7). All goods must be warehoused in the Common Warehouse [area 6].

Two young runners (young boys who hire themselves out as guides to take visitors where they want to go – 1 sp for the day) tug at the leggings of the group, offering their services as guides.

The prisoner, Jaspas, has been chained to the post for three days. The Bailey Commander sentenced him when he was discovered in the Common Warehouse after hours. If the players attempt to talk to Jaspas one of the guards will yell out, “You there! Move along. No talkin' to the prisoner.”

Note: Jaspas will be released in 1d6 days and expelled from the Keep. He will then take up residence at the village of Farzy where the party may encounter him at a later time. Jaspas has valuable information about the Keep – including the secret way into the Lower Bailey via the Wells (8).

5. Smithy and Armorer

**Height:** 20'  
**Dimensions:** 30'x10' **Levels:** 2  
**Occupants:**  
**Notables:** Arkky, Master Blacksmith (NOT #1)  
**Mundanes:** Forge Lackeys (MUN #17)

The lower floor of this building is furnished with a forge, bellows, anvil and other tools of the trade. Here, Arkky and his lackeys shoe horses and mules, forge weapons, repair armor and do other metal work. Arkky has a wide variety of weapons and various pieces of armor piled up (mostly work no one picked up or ended up unable to pay for). There are two swords, one mace, a suit of man-sized chain mail and 11 finished spears.

In the second story are rooms where the smith, his family and his assistants live. (These rooms have normal furnishings, but a satchel under Arkky's bed holds 780 gp – his cut of the gold – and a set of counterfeit dies to stamp one gold piece coins with the City-State crest.). Normally, he only carries (1d4) gold pieces on him and each assistant has 2d6 silver pieces.

Note: Arkky is part of the gold conspiracy. (His assistants are not). He was brought in on the secret because the conspirators needed someone to smelt the gold for them. (Bartering with unprocessed gold in the Keep was drawing too much attention.) Arkky smelts the gold after hours (adulterating it with copper) and once or twice a week uses the coin dies to mint counterfeit coins so the gold can be spent in the Keep. The trouble is that the dies are flawed and produce coins struck in reverse (the lettering and crest are backwards, as Arkky is not a competent die-maker), thus the presence of counterfeit coins in the Keep has been made known.

6. Common Warehouse

**Height:** 20'  
**Dimensions:** 20' x 30' **Levels:** 2  
**Occupants:**  
**Notables:** Rorey Tenderfelt, Quartermaster (NOT #45)  
**Mundanes:** 4 Porters (MUN #18)

Visiting merchants and other travelers who have quantities of goods are required to warehouse them here until they are either sold to persons in the Keep or transported elsewhere. After sundown, the double doors of the building are chained and padlocked. The on-duty Sergeant of the Guard must be called to gain entry, as he has the only keys.

Currently inside are two wagons, a cart, many boxes, barrels and bales - various food items, cloth, arrows, bolts, salt and two runs of wine. (Average value is 500 gold pieces per wagonload.) Rorey is notorious for taking full inventory of the warehouse at least twice every week. Any shortages are promptly reported and an investigation launched. Rorey and the two porters live upstairs. (Two-thirds of the upstairs is warehouse space.)

7. Common Stable

**Height:** 20'  
**Dimensions:** 60'x20' **Levels:** 2  
**Occupants:**  
**Notables:** Biggles Gumgrad, StableMaster (NOT #4)  
 The Ridley Twins, Stable Lackeys/Petty Thieves (MUN #41)  
**Mundanes:** 2 Stable Lackeys (MUN #18)

All horses must be stabled in this long building (except for those of the Cavalry, of course, which are stabled in the Upper Bailey). In the event the stables are filled to capacity, horses are tethered with drop-weights out in the Courtyard. At any time there are 3d8 light horses and 3d4 draft horses in the stables. There will be various riding and medium horses here (2d4 of each) and mules (1d6), as well. Of these, only one-fourth will be available for sale by their owners. Price for stabling a horse costs 1 gp per day. This includes water and grain for the animal.

Also stabled here are 1d6 Pack Apes. Keep law dictates that all Pack Apes stabled in the Lower Bailey must be shackled with chains. Most of the Pack Apes belong to bounty hunters but two large silver backs (Hunley and Marcus) are the property of Biggles, who hires them out for 200 gp per day (plus a 750 gp deposit).

**Pack Apes (Hunley and Marcus)** (as per Ape, gorilla): (HF 3, EP 175, Int 5, AL N, AC 6, MV 12”, 9” Bc, HD 4+1, hp 42 (Hunley), 39 (Marcus), SZ M, #AT 3, D 1-4/1-6/1-6, SA Squeeze, SD Nil, Hon: Ave, ML 9, TOP 21, 19, Crit BSL Def AC +2, FF 7, Reference HoB 1 p 26)

Just over the door of the Stable is a sign reading, "500 gold pieces to the man who can take Hunley in a bare knuckles fist fight." Anyone accepting the challenge causes the stable lackeys to whistle and shout, alerting the Keep. A crowd descends upon the Lower Bailey within 1d4 turns pressing into the Entry Yard to see the action. Bare knuckle fights take place in the center of the yard as lively side wagering takes place among the soldiers and inhabitants.

During the day, the stable boys busily tend to horses and gear. If pressed, they can fight with various available weapons (pitchforks and the like - treat as fauchards). Two of the stable boys are identical twins (the Ridley Twins). They are also apprentice thieves. They will offer to brush off the trail dust from visitors with a boar-bristle brush - taking the opportunity when doing so to try and pick a pocket or cut a purse. Also, they may (35 chance) rifle through any saddlebags on stabled horses.

The stable master, Biggles is charismatic and loved by almost everyone in the Keep. He always seems to have a smile on his face and a kind word. He walks with a noticeable limp - the result of being tossed by Hunley the silverback Pack Ape through a three rail stable pen. He is a bit of a gossip and loves to pull an ear - especially over drinks at the Tilted Keg (20) where he spends most every evening playing darts. Biggles is always shadowed by his faithful hound, Fetch who seems harmless unless someone raises his voice or hand against Biggles. Biggles' son left the Keep several weeks ago in the company of soldiers to carouse at the village of Farzy and never returned.

**Fetch, male dawg, rottweiler (1):** (HF 1, EP 65, Int 1, AL N, AC 7, MV 18", HD 2+3, hp 32, SZ M (5' long), #AT 1, D 2-5, SA Jaw lock, Maul, SD Nil, Hon: Ave, ML 15, TOP 16, Crit BSL Def AC +0, FF 6, Reference HoB 2 p 50)

The Bailey Commander promised to look into it but as yet there has been no word. (The truth is Biggle's son hooked up with a two-bit bar wench in Farzy. The two robbed the tavern-owner and skipped off to the city of Arz to paint the town.) If the subject comes up, Biggles' concern will be apparent.

Half of the second story of this building is devoted to living quarters and the other half is a hayloft. Among the bails of hay is a hidden stash (125 gp) belonging to the pixie fairy Flitter. (See area 13j).



## 8. Water Troughs

**Height:** 3      **Dimensions:** 3' x 5' (3' deep)      **Levels:** NA

This area of the Courtyard stores water for the horses in the stable. There are two water troughs filled by a bucket from a well just behind the troughs.

The well is fed by river water running through fissures in the rock deep beneath the Keep (20 feet deep). The well is actually one of the vulnerable spots in the Keep. It is possible to enter the fissure on the shore of the Island at a spot just between Towers 36 and 31. (Though anyone entering the river at this point is in danger of being swept over the falls.) The fissure is only three feet wide and once entered, the water is waist high throughout its length. The tunnel leads to a point below the well's shaft. Only a person with special equipment or wall climbing skills can climb up the well's shaft without the aid of a rope.

## 9. Wolf Tower

**Height:** 40' + 5' battlements  
**Dimensions:** Irregular 30'x30'      **Levels:** 4  
**Occupants:**  
**Notables:** Marcello Knotz, Captain of the Tower (NOT #36)  
**Mundanes:** 2 Sergeants of the Guard (MUN #12)  
 24 Men-at-Arms (4 on battlement duty) (MUN #2 x12, MUN #4 x12)

This tower is typical of the other towers. Morale in Wolf Tower is usually a bit higher because the men have a better view (they have a perfect line of sight into Maid Melanee's (NOT #37) boudoir in the Prefect's Residence (39)).

Wolf Tower is also the four-time current champion of the Keep Games (a competition between the various Tower and Gate House detachments), which are held every month. The winner of the games gets the honor of flying the banner on their tower with a golden laurel and enjoys an extended furlough. (A tradition has arisen in the Keep of attempting to steal the laurel and present it to the Prefect - thus disgracing the guard-contingent in the process).

There is a catapult on the top level and four guards [MUN #4] are on duty on the battlements at all times.

## 10. Falcon Tower

**Height:** 40' + 5' battlements  
**Dimensions:** 25' diameter      **Levels:** 4  
**Occupants:**  
**Notables:** Yadrin Klintell, Commandant of the Bailey (NOT #50)  
**Mundanes:** 2 Sergeants of the Guard (MUN #12)  
 24 Men-at-Arms (4 on battlement duty) (MUN #2 x12, MUN #4 x12)

The Lower Bailey Commandant is quartered here. He and a scribe share offices on the lower floor. Their quarters are on the second story. (Usually these are furnished with a bed, chest, armoire, table, chairs, rug, etc.) (The Commander has 3d12 gold pieces with him always, the scribe always carries 2d12 silver pieces and 2d4 gold pieces in his purse. There are 350 gold pieces hidden in the commander's old boots in the armoire, and hanging on his wall is a quiver with 20 arrows, 3 of which are actually +1 Flight Arrows. The scribe has a jeweled inkpot worth 100 gold pieces, but it is dirty and covered with ink, making it appear worthless. He leaves it on his table in plain sight. The scribe is also an aspiring artist with a twisted mind - beneath his mattress are pornographic sketches of his own making.)

The third and fourth floors are quarters for 24 men and a storage area. The soldier's rooms contain pallets, pegs with cloaks and other clothing, two long tables with benches, a supply of 180 bolts, and several dozen large rocks. On the top level are two ballistae. Four men [MUN #4] are on sentry duty here at all times.

Several weeks ago this entire Tower and its contingent were placed on lockdown after a keg of Orluian Mead (and four half-elven dancing girls from the Tilted Keg) were smuggled into the living quarters while the Commandant was on leave. The entire interior of the tower was trashed during the party. The crowning point of the night was when the soldiers broke out onto the battlements on the top of the tower, turned the ballistae toward the Guild House and fired upon it. The incident is still the talk of the Keep.

## MIDDLE BAILEY

**Base Elevation:** 20'      **Height of Walls:** Base 30' + 5' battlements  
**Defenses:** 1 Ballistae, Two wooden gates and a portcullis

The Middle Bailey is, in many ways, the heart of the Keep. Almost all the day-to-day activity of its inhabitants centers around its tightly clustered buildings. Not only are the food and pay for the garrison distributed here, but this is where everyone comes to spend their money. (It's not like there's much choice unless you want to brave 15 miles

of beast-infested wilderness to Farzy, the nearest village.) It should be apparent to the group as they walk about the Middle Bailey that its buildings rose up as an after thought. There was no city planning and there's no rhyme or reason to the way the narrow streets and passageways are set up. This part of the Keep will be the most accessible to the party and will be where they spend most of their time.

**11. Fallow Gate**

**Height:** 30' + 5' battlements  
**Dimension:** 10'x10' **Levels:** 2  
**Occupants:**  
**Mundanes:** 2 Men-at-Arms (MUN #6)

This small gate is the only way to move between the Lower Bailey and the Middle Bailey. It is closed from the start of 4th Watch to the start of 1st Watch. Two sentries are always posted at the gate (one on the west side and one on the east side). The gate consists of two swinging double wooden doors on each end of the passageway and an iron portcullis that can be lowered in the middle. The passageway itself ramps up toward the Middle Bailey at a 20 degree angle. (The overall elevation of the Middle Bailey is twenty feet higher than the ground outside the Keep's walls).

Murder holes and spots for boiling oil line the roof of the passageway itself, which ramps upward as you move from the Lower Bailey into the Middle Bailey, a climb of 10 feet. At an incline of 20 degrees, cart traffic going downhill can be a bit precarious.

**12. The Stout Outfitter**

**Height:** 15'  
**Dimensions:** 20'x40' **Levels:** 1  
**Occupants:**  
**Notables:** Pouches Marang, Proprietor (NOT #42)  
**Mundanes:** Lidiya (wife) (MUN #31)  
 Welp and Fent (young sons) (MUN #32)

This low-sagging building houses one of the Keep's oldest businesses. The Stout Outfitter (so named because its walls seem to be bulging under the weight of its roof) is 'the' place (as in the only place except for Crazy Zedars) in the immediate region to buy equipment and provisions for wilderness or dungeon forays.

The quality of goods ranges from piss poor to shoddy to great. The building is literally choked with goods piled up on rows of high wooden shelves. Almost any item can be purchased here, with the notable exception of large wagons, boats, and other items which would be difficult to transport up the pass from Sustain Valley.

Pouches Marang does not sell weapons other than spears, daggers, arrows and bolts (he didn't want to pay for the permit). He does have a few (7) shields, but he generally does not sell armor or mounts. He will direct any persons interested in such items to Crazy Zedars, the Common Stables or the Smithy. Pouches will buy equipment and treasure from adventurers (at 65% of listed price). He also sells maps of the region (drawn by his sons based on their own fanciful imaginations and very inaccurate).

Pouches is a harsh man without any a sense of adventure. If the Keep is in danger, he might volunteer to man the walls or carry water, but other than that he lives a quiet life and refuses to leave the Keep. He has a vile temper and is generally very unfriendly. He hates questions and if a customer takes too long browsing without producing his coin, Pouches is apt to ask him to leave.

His pregnant wife and two red-headed children live in a small apartment in the back of the place. All three of them act like whipped pups and show signs of abuse in the form of black eyes and other bruises. If a customer purchases a quantity of goods and needs help carrying it, Pounce will bark at one of his kids to help while remarking, "If he gives you any trouble, backhand him some! The boy's got lazy in his blood." [The reason for Pounce's open resentment of his kids is that he and his wife have black hair and he can't understand why the kids have red hair. He suspects that Jarl Pakor (NOT #24) had a 'rumpus' with his wife because he's the only other man at the Keep who has such bright red hair.]

Pounces carries 1d6 gold pieces in a coin pouch carried about his neck. He has a strong box buried in the floor of the backroom with 50+3d100 gold pieces, 2d8 electrum pieces, and 1d12 copper pieces.

Pounces is an avid fisherman and he goes fishing nearly every day. On many mornings he can be found on the southeast side of the Island, near the edge of the falls, where he loves to string a net. (One morning recently he witnessed Gnat and Nargus (NOT #16 and #38) throwing a body over the falls. The pair didn't notice Pounce's presence and he's been tight lipped about the incident — though a plan of blackmail is beginning to hatch in his mind.)

**13A through 13J Note:** All the buildings labeled 13A through 13J, with a few exceptions, are the private quarters for well-to-do families, rich merchants, guild masters and other Notables. All of these apartments are two stories and house 2 to 4 families. Most of the buildings have businesses on the ground floor with quarters on the upper story. Typical inhabitants are (per family) MUN #30, MUN #31, MUN #32 x2d4.

**13A. Jewel Merchant**

**Height:** 20'  
**Dimension:** 20' x 30' **Levels:** 2  
**Occupants:**  
**Notables:** Grafor Bindlestick, Merchant (NOT #17)  
**Mundanes:** Arnylia (wife) (MUN #31)  
 Hired Men-at-Arms (MUN #10)

Grafor and his wife Arnylia are guarded by a pair of hired guards (MUN #10 x2). They are lodged in the eastern portion of the lower floor while the merchant and his wife live in a spacious and extravagant room on the upper floor. Each guard commands a huge dog trained to kill on command.

**Attack dawg, rottweiler:** (HF 1, EP 65, Int 1, AL N, AC 7, MV 18", HD 2+3, hp 29, 30, SZ M (5' long), #AT 1, D 2-5, SA Jaw lock, maul, SD Nil, Hon: Ave, ML 15, TOP 16, Crit BSL Def AC +0, FF 6, Reference HoB 2 p 50)

Grafor dragged his wife and a chest of gold coins to the Keep eighteen months ago. He's been buying gems and precious stones at low prices and intends to return to the city of Arz, where he hopes to resell them and make a fortune. He originally planned to leave a few days ago with a caravan heading down the pass, but the rumor of a gold discovery has delayed him. Against his wife's wishes, he has pushed back their departure and has been actively trying to track down the source of the rumors in order to secure a piece of the action.

Grafor has a locked iron box with 200 platinum pieces and 100 gold pieces inside his quarters. Secreted in his belt are 10 gems of 100 gold piece value each. He will buy gems at 60% to 90% (d4 x 10 + 50%) of value. He sells at 110% to 140% (d4 x 10 + 100%) of value.

His wife, Arnylia, wears a jeweled bracelet, necklace, and earrings (600, 1,200, and 300 gold piece value respectively), also available for sale at 110% to 140% (d4 x 10 + 100%) of their value.

All persons here have 3d6 silver pieces each upon their person. The apartment is well furnished, but there is nothing of particular interest or value, except for the coins, gems, and jewelry noted.

**13b. Priest's Quarters**

**Height:** 20  
**Dimensions:** 20'x30' **Levels:** 2  
**Occupants:**  
**Notables:** Harcus Doudalus, YiGorian Priest (NOT #23)  
**Mundanes:** 2 Yigorian Acolytes (MUN #40)

The eastern portion of this apartment houses the jovial priest, Harcus, who is taking advantage of his stopover at the Keep to discuss theology with learned folk and make new converts — at least that's his story. Upon his arrival last month, he laid out a small fortune and rented the entire building for three months (Even going so far as to have the two tenants living in the building relocated).

Everyone speaks well of the fat priest, although the two acolytes with him are avoided like the plague (The acolytes never speak, even when spoken to). Harcus explains that they have taken vows of silence and must not speak until they attain the rank of priest. Yet, there is an unsettling and haunting look in the eyes of the two young boys.

Harcus is not what he seems. Although he professes to be a clergyman of the Shonayan (Shona) faith, in actuality he is an evil cleric who worships the dark gawd Yigor. He has been sent by his order (The Shadow Cleavers) to follow up on rumors that claim a sacred Yigorian relic lies hidden near by. (Harcus is convinced it lies in the Mines of Chaos, but the item he's seeking is actually located in the Dungeons of Kreatin Farpaang (See Area Map).) He has a strong financial backing and is seeking a way to explore the Mines and find the quest item.

Harcus' well-appointed chambers are comfortably furnished, and guests are always welcomed with a cozy fire and plenty of ale or wine. The priest is a very fine companion and an excellent listener. He does not appear to press his religious beliefs upon any unwilling person. He is skilled in Dragon Speak, however, and if someone engages him in conversation long enough, he will eventually extract the truth of their intent as well as any secrets which would be of interest to him.

Harcus is outspoken in his hatred of evil, and if approached by a party of adventurers seeking the Mines of Chaos, he will offer to accompany them (with the intent of using the party to his advantage and then betraying them).

**13C. FLETCHER AND BOWYER**

**Height:** 10' **Dimensions:** 10' x 20' **Levels:** 2  
**Occupants:**  
**Notables:** Durwyn Franaas: Master Fletcher, (NOT #8)  
**Mundanes:** 6 Apprentices (MUN #17)

## Chapter I: Frandor's Keep

This busy shop has a contract with the Keep to provide the Garrison with bows, crossbows, arrows and bolts as well as to repair the various ballistae and catapults.

Young Durwyn took over the shop from his father after the man's death a few years ago. The entire lower floor of this building is a workshop. There are bundles of elm and birch curing strips piled in one corner. Down the center of the shop run several long workbenches, each covered with a wide variety of tools lying among the sawdust and wood chips.

Durwyn also sells to the public. He'll have 5d10 bows and 3d8 crossbows in stock at any given time. Arrows and bolts will be in plentiful supply. (All ordinary, but of quality workmanship). Hanging on the wall is a Great Composite Bow that Durwyn constructed as a pet project. It can only be used by someone six feet in height or taller and takes a strength of at least 19 to pull back the bowstring. (+2 to hit/+2 to damage but there is a 5% chance per use that the bowstring will snap).

Durwyn has a standing offer – any man who can notch an arrow in the bow and strike the target across the Courtyard (17) will receive the bow as a gift. Stringing the bow is the hard part – it requires someone at least six feet tall with a Strength of at least 19. The target has an armor class of 6, and the archer need only hit the target.

### 13d. Gurge's Quarters

**Height:** 20'

**Dimensions:** 10' x 20'

**Levels:** 2

**Occupants:**

**Notables:** Gurge, Bounty Hunter (NOT #20)

**Mundanes:** 3 Tenants (choose randomly from MUN #20-29)

The half-ogre bounty hunter, Gurge, lives in this apartment along with three other mundane tenants. He is rarely home, spending most of this time outside the Keep seeking to collect bounties. He returns to the Keep about once every two weeks, collects his bounties and then hits the Tilted Keg (20).

In Gurge's cramped room are piles of hides (which serve as his bedding) and a keg of scrumpy and various tools of his trade (rope, knives, winter gear, etc.). There is a small chest sitting on a shelf with 200 gp (hidden in the skull of an Owlbear) inside. Also on the shelf is a fairly accurate map of the immediate area. Notations show the approximate location of the Temple Ruins in the Fens and the Mines of Chaos (with the words "much danger – avoid").

### 13e. Charter House Local #159 (Adventurer's Hospice)

**Height:** 10'

**Dimensions:** 12' x 20'

**Levels:** 2

**Occupants:**

**Notables:** Svar Gattchee, Inn Keeper (NOT #47)

**Mundanes:** 2 Servants (MUN #18)

*GM's Note: Adventurer's Hospices can be found in almost every community throughout the realms of Garweeze Wurld. They are traveler aid stations of a sort — available only to members of Professional Adventuring Parties (See the HackMaster Player's Handbook page 142) which are regionally chartered. They are commonly referred to as 'Charter Houses' and are safe houses where professional parties can find cheap, good food and good company. This Charter House is the local #159 (The Charter Seat is in the city of Arz) and is treated as a guild. Those individuals wishing to charter their party will be directed to the Guild House (25).*

This two-story building has three rooms (two upstairs, one downstairs) available to members only (Rooms are only 10 SP per day and includes a light breakfast of goats milk and sweetbread). However, the hospice is usually booked. There will only be a 25% chance of a vacancy. There is a waiting list and if booked up, a room will become available in 2d4 days.

The innkeeper is a gnomeling called Svar — a retired adventurer himself. Svar has seen better days. He has one eye, one leg and one arm. (He claims his wounds are the result of a mano-a-mano fight with the ancient Albino Scoria dragon, Spaz, but the truth is he tried to rush through Fallow Gate one night just as it was being closed and was pinned under the portcullis.) Svar keeps a keg of cut ale behind the counter. If he hits it off with someone and the conversation is good, he will break it out. If he is in a particularly jovial mood, he'll even play his fiddle (Although someone will have to hold it to his chin as he strums the bow).

Svar is a good source of rumors and local lore (He's one of the few Keep residents who knows the true identity of the Mad Hermit (NOT #29). He even has a small library of scrolls and maps, but he will be very particular about who he shares them with. He keeps them in a locked box along with 1d20 gp under the counter. Svar and Flitter (NOT #12) the pixie fairy are good friends and are often seen at the Tilted Keg playing darts.

Svar sleeps in a small room behind the counter with a loaded crossbow nearby. His two servants sleep in the Common Stables (7).

## Little Keep on the Borderlands

### 13f. Herbs & Medicinals

**Height:** 10'

**Dimensions:** 12' x 20'

**Levels:** 2

**Occupants:**

**Notables:** Old Man Quid, Proprietor (NOT #40)

**Mundanes:** 6 Tenants x 6 (choose randomly from MUN #20-29)

At glance, this quaint shop sells spices, herbs, medicinals and pipe-weed. In actuality, it is a magic shop that specializes in spell components and the accoutrements of the arcane arts. Since magic and its use is greatly frowned upon at the Keep, Old Man Quid (a 4th level magic-user) keeps a low profile and insists that his clientele be discreet. Access to his arcane services is available only through referral. Anyone inquiring about components or magic without a reference will receive only strange looks and denials of any knowledge of such things. The only exception is if Quid is presented a magic item to identify — his fondness for such items will cause him to dispense with precautions.

There is also a 25% chance that Quid will have any material spell component listed in the *HackMaster Player's Handbook*. It will be priced at 110% of its value. In cases where a value is not provided, the GM should use his discretion. There is 10% chance he will have a scroll containing any given first or second level magic-user or cleric spell. He charges at least 2000 gp per level of the spell, and will try to negotiate a higher price if possible.

Quid sleeps in a back room on the first floor. Several mundane tenants live upstairs, oblivious to Quid's true nature, but very suspicious of the old man.

**Table LK1:**

#### Old Man Quid's Spells for Hire

Spell	Cost per casting
Comprehend Languages	100 gp
Conjure Mount	300 gp
Continual Light	1200 gp
Detect Evil	300 gp
Detect Magic	100 gp
Enlarge	100 gp
Erase	200 gp
Haarpang's Floating Cart	300 gp
Identify	1250 gp
Knock	800 gp
Know Alignment	1000 gp
Locate Object	1500 gp
Mend	500 gp
Merge Coin Pile	750 gp*
Protection from Evil	100 gp
Read Magic	250 gp
Tattoo of Shame	300 gp
Wizard Lock	300 gp

\* In addition to the casting cost, Quid charges 1% of the total value merged.

### 13g. Bakery

**Height:** 10'

**Dimensions:** 12' x 20'

**Levels:** 2

**Occupants:**

**Mundanes:** 3 Bakers (MUN #18); each has Culinary Arts skill (20+2d20)

4 Tenants (choose randomly from MUN #20-29)

This bakery makes and sells a wide variety of breads, cakes and pastries. In the summer months one of the tenants upstairs sets up a vegetable stand out front. There is a vacant room available for a rate of 5 gp per week.

### 13h. Armorer

**Height:** 10'

**Dimensions:** 12' x 20'

**Levels:** 2

**Occupants:**

**Notables:** Dediur Fraunch (NOT #6)

**Mundanes:** 4 Apprentices (MUN #17)

4 Tenants (choose randomly from MUN #20-29)

This shop is run by the friendless master armorer, Dediur, who is one of the oddest characters of the Keep. Dediur once had a contract with the Garrison to produce and repair armor for the soldiers, but he lost it when he failed to keep up with the work load. He was simply too much of a perfectionist when it came to his work to perform to sub par military standards.

The contract did make him a wealthy man and he now has the luxury to work solely out of a love for his craft rather than the need to support himself. The quality of Dediur's work is known for hundreds of miles and is highly sought after. He always has four apprentices from abroad working under him.

The shop specializes in plate armor, but all varieties are made and sold here. Most of the new armor is produced by his apprentices. Dediur himself typically works on one suit of armor at a time and only in fine steel (see *The HackMaster GameMaster's Guide*, p. 205 Table 16N: Unusual Metal Armors). He can spend up to six months working on a single suit of plate mail. Unfortunately, the armor must be manufactured through an exacting process of custom fitting and the waiting list for a Dediur original is currently at two years. Armor personally made by Dediur sells for twice the book rate.



The following items are for sale. Note that many items were not produced at the shop but were bartered for or taken in trade.

- Repair Kit, Armor, Portable** – containing sufficient spare parts to repair 10+1d10 armor hit points. Per Armor Type – roll on Availability Index (Medium) per the Table 9L in the HMPHB, page 117.
- Armor** – Per Armor Type – roll on Availability Index (Low) per Table in the HMPHB. Modifiers: Human/Elven sized +5%, Gnome sized (no modifier), Dwarf sized –10%, Halfling Sized –15%, All other sizes –25%.

Dediur lives in an apartment in the back of his shop on the ground floor. His apprentices sleep in the Common Stable at night. He was brought in on the gold conspiracy late in the game — he was given a share for producing the counterfeit die. (which turned out to be flawed).

The upper story of the building is occupied by two mundane families. One room is vacant and rents for 3 gp per week or 9 gp per month. (One of the perks living above the armor shop is that heat from the small forge rises up through the floors).

**13i. Battle Healer**

- Height:** 10'
- Dimensions:** 12' x 30'      **Levels:** 2
- Occupants:**
- Notables:** Flim the Elder (NOT #11)
- Mundanes:** 2 Assistants (MUN #39)
- 4 Tenants (choose randomly from MUN #20-29)
- 1-3 Patients (MUN# [random])

Flim is the Garrison battle healer. All of his skills and treatments are non-magical in nature, but even so, some of them are quite effective. On the hand some of his treatments are not and actually promote further damage. Flim sets broken bones, sews and cauterize wounds, does bloodlettings (with leeches), treats fevers, etc.

The shop is filled with a foul stench as the result of the huge volume of blood and bits of flesh and bone which have soaked into the plank floors and though the cracks to the crawl-way beneath the shop over the years. The walls of his shop are lined with dozens of shelves which are stocked with a wide variety of strange instruments, medicinal herbs, healing salves, ointments, creams and amputated body parts which have been preserved and put up on display.

At any given time there will be 1d3 patients lying on dirty pallets along the southern wall. (The GM should be creative in describing their wounds or illnesses. All should be in a miserable state and smell of death and decay). Despite appearances, Flim is a skilled healer when it comes to battle wounds. Such wounds tended to under his care only have a 35% chance of leaving a scar (due primarily to the special healing salve he's created). They also heal 1.5 times faster than normal. However, when it comes to diseases and other ailments, Flim's skills are often found lacking and never speed recovery.

**13j. Fortune Teller**

- Height:** 20'
- Dimensions:** 10' x 20'      **Levels:** 2
- Occupants:**
- Notables:** Madame Kandaree, Fortune Teller (NOT #34)
- Flitter Fernwise, Courier (pixie fairy) (NOT #12)
- Mundanes:** 3 Tenants upstairs (choose randomly from MUN #20-29)

Madame Kandaree has been a fixture at the Keep for over thirty years. Her skills as a fortune teller are highly regarded at the Keep and both locals and strangers from afar seek her out for her services.

The Madame, however, is a fraud. She is able to amaze even the most jaded of skeptics through the aid of her partner-in-crime, Flitter (NOT #12). The pixie fairy Flitter buzzes around the Keep keeping an ear out for rumors and news of strangers. Her favorite place to hang out is in the eaves of the Main Gate where the Scribe frequently supplies her with a list of names and the 'nature of business' of all visitors coming to the Keep. Armed with this inside information, the Madame is able to amaze strangers by greeting them by name and having knowledge of why they've traveled to the Keep. Any fortunes she gives are bogus. If they happen to come true it is merely by chance.

Flitter, a great lover of ale, is a frequent patron of the Tilted Keg. If bought a drink or two, she can be a great source of information.

Madame Kandaree and Flitter live in the backroom. They have a mutual stash of 250 gold pieces hidden in large clay urn filled with pickles. The Madame, however, has been holding out on her partner — she has a private stash (175 gold pieces and 20 gems worth 5 gp each) hidden in her mattress. Turn about is fair play, it would seem, for Flitter has her own private stash in the hayloft of the Stables (7).

**14. Moneyteller/Pawn Shop(Loan Bank)**

- Height:** 20'
- Dimensions:** 20' x 20'      **Levels:** 2
- Occupants:**
- Notables:** Gwindle Pennythrift, Moneyteller (NOT #21)
- Nivers (magic user/clerk) (NOT #39)
- Mundanes:** 2 Hired Men-at-Arms (MUN #10)

Gwindle's Pawnshop will loan money, change money and handle legal contracts and deeds — for a price. Here, anyone can change money or gems for a 10% fee. Gwindle will also safeguard valuables and large amounts of money safely for a fee equal to 5% of the value of the store goods per month of storage.

Loans ordinarily are given only to the Keep's soldiers or permanent residents. However, Gwindle will accept collateral (such as holding any vouchers on horses and/or goods in the Common Stables (7) or Warehouse (6)). Interest of 10% per month can be obtained for up to 100 gold pieces if two times the borrowed amount in collateral is put up. Items can also be pawned for 25% of the actual value of the item. To retrieve an item pawned, two times the loan amount must be repaid with in 30 days otherwise the item becomes the property of the Pawn Shop and goes up for sale.

A sign on the shop states clearly that this place is under direct protection of the Keep. There is always at least one hired man-at-arms (MUN #10) behind the counter with Gwindle, who also pays the guards in Falcon Tower (10) just behind his shop and the Bailey roving guard a monthly gratuity for keeping an 'extra careful eye' on his place of business after hours.

Gwindle is a retired fighter and quite handy with a sword and crossbow (he keeps a readied crossbow with a **Bolt of Stunning** +2 mounted behind his counter at groin level. In the event of trouble, a special foot pedal fires a bolt through the thin counter at the perpetrator. If hit, the victim must save vs. Paralysis or be stunned for 1d6 rounds. Gwindle has an alarm bell on the roof of his building to summon the guards. He can ring the bell from his counter by means of a rope. Gwindle and his hired man-at-arms will give the paralyzed would-be thief a thorough beating while waiting for the guard (1d6 hitpoints of contusion damage). The conspirators brought him in on the gold conspiracy to help with the minting of counterfeit coins.

Gwindle lives upstairs in the western half of the building while his two hired men live in smaller quarters on the southeast end. He carries 2d6 platinum pieces and 1d12 gold pieces on his person.

There is a scrawny old clerk (a magic-user named Nivers) who appears to be a simple employee. He is actually Gwindle's silent partner. It is he who usually handles transactions, using his magic to ascertain the value of items being brokered.

Displayed for sale are the following items:

- 1 scrimshaw carving (carved from an orkin tusk) — 50 gp
- 1 silver cup with a bent handle — 20 gp
- 1 unclaimed pet squirrel — 5 gp
- 1 crystal "I stayed at the Keep" decanter — 45 gp (actual worth 10 gp)
- 1 jade ring — price 250 gp (actual worth 400 gp)
- 1 dagger with jeweled scabbard (dull, -1 to hit and damage) — price 600 gp
- 1 Hunter's Chest (filled with eleven vials of urine/musk (unlabeled) for attracting game — urine is from the following; orc, kobold, owlbear, ferret, wolf, mountain goat, yader'wald, six-ribbed skink monkey, insatiable gore monger, gorizla, dwarf) — 800 gp
- 1 bronze helmet with a horsehair plume (shoddy workmanship) — 50 gp
- 1 fur-trimmed cape (infested with lice) — price 75 gp
- 1 stuffed cat (posed in attack stance) — 5 gp
- 3 blank vellum books — 20 gp each
- 1 clay pipe with tobacco pouch — 10 gp
- 1 left boot (1/2 of a pair of **Boots of Speed**) *worthless as-is* — 50 gp
- 1 gold and silver belt — 90 gp
- 1 set of thief's tools — price 100 gp (actual worth 35 gp)
- 1 Wagon Wheel — 5 gp
- 1 Wig (blonde, feminine cut and style) — 10 gp
- 1 iron box with secret lock — price 50 gp
- 5 green monogrammed towels (with the initials A.S.S.) — 1 gp

The vault is located in the cellar, and is protected by a locked iron door. The vault has 12 compartments, each protected by a lock with a hidden needle covered in Type F poison (save versus poison at + 1 or die). The compartments hold the following items:

**Compartment/Owner: Contents**

- #1/Gwindle: sack lunch (sausage, half a pear, wedge of cheese and a mint cookie)
- #2/Crazy Zedar (NOT #5): 277 gp, 1 gem worth 500 gp and a safety pin.
- #3/Jaspar (NOT #25) gold altar service set (stolen from the Chapel (21)) worth 6,000 gp
- #4/Harcus' (NOT #23) collection of maps. (One showing the area around the Keep, one showing the route to the Mines of Chaos (inaccurate) and one showing the way to Snake Pass.), journal (revealing Harcus' true agenda)
- #5/Unused: This compartment is trapped with a sleeping gas - no save, sleep for 3 turns; characters above 4th level get a save vs. poison to avoid the effect.

## Chapter 1: Frandor's Keep

- #6/Gandle (NOT #14) 1,000 pieces each of platinum, gold, electrum, silver and copper.
- #7/Unused: Four venomous adders (HF 2, EP 175, AL N, AC 6, MV 15", HD 2+1, HP 34, 34, 31, 28, SZ S, #AT 1, D 1 (bite), SA poison, SD Nil, Lang: n/a, ML 8, TOP 17, 17, 15, 14, Crit BSL: Def AC+0, FF 7, Reference HOB 7 p 85).
- #8/Greytar (NOT #18) 3 gems of 1,000 gp value each, 4 of 500 gp each, 11 of 100 gp each, 25 of 50 gp each and 18 of 10 gp value, four antique books (value 500 gp each)
- #9/Unused: arrow trap: anyone in front of its door –is automatically hit by 4 arrows each doing 1d6 points of damage.
- #10/Melancee (NOT #37) All items were stolen from the Prefect Residence — Silver tea set worth 2000 gp, alabaster and gold statue worth 3000 gp, rare wood and silk case worth 600 gp, tapestry worth 300 gp, crystal salt and pepper shaker worth 75 gp each, 6 silver doorknobs worth 10 gp each, Gold comb and mirror set worth 50 gp, four white "Little Keep" towels and two white "Little Keep" monogrammed bath robes.
- #11/Haathor (NOT #22) 200 gp, 4 gems worth 20 gp each, accounting books for guild house (doctored)
- #12/Nargus and Gnat (NOT #38 and #16) 2,500 counterfeit coins

### 15. Crazy Zedar the Trader

**Height:** 10'  
**Dimensions:** Irregular 40'x30'      **Levels:** 1  
**Occupants:**  
**Notables:** Crazy Zedar, Proprietor (NOT #5)  
**Mundanes:** Ike and Fingle (sons) (MUN #32)

Crazy Zedar (aka Crazy Zed) deals in just about everything: armor, weapons, road kill, mounts (kept at the Common Stable –(7)) and large quantities of goods such as salt, spices, cloth, rare woods, etc. The GM should allow a medium availability index check for any item on the price list in the PHB. If it seems outrageous that Zed should have Killer Whale Barding one hundred and fifty miles from the nearest ocean, well, that's why he's called "crazy" Zedar.

Zed is an extremely poor businessman to say the least, and an even worse haggler. He has the quirks, 'pack rat' (meaning he really hates to let go of his inventory) and 'poor bargain sense' (new quirk — a person inflicted with poor bargain sense will always buy an item for 1d20% more than its actual value and sell an item for 1d20% below its actual value).

To make things worse for poor Zed, he also is hard of hearing, speaks with a lisp and has a nervous tick. As the story goes, one night at the Tilted Keg the half-ogre Gurge (13d) attempted to drive a spike through a four inch plank using Zed's head after a patron yelled out, "Hey Gurge! I bet you can't drive a spike through that board with someone's head!" Unfortunately for Zed, he was sitting within arms reach at the time. Zed was never the same again.

Fortunately for Zed, he has two caring sons who run the business for him now. There is only a 10% chance that they have run off to tend to other business in the Keep and have left Zed unattended at the store. Zed's wife left him years ago after he sold her amoire, the family cat, and their firstborn son for 8 cp.

Zed's sons are very interested in obtaining furs and will generally give a better price than Gandle's Leather Shop (27). Hidden under the floorboards of their small apartment in back of the store are 500 gold pieces and 2110 silver pieces. Each son carries 2d6 gold pieces in his purse. Zed is only allowed to carry 1d6 sp in pocket money since he is a spendthrift, but unbeknownst to his sons, he has money deposited at the Money Teller.

### 16. Three Leaves to the Wind (Inn)

**Height:** 30'  
**Dimensions:** 20' x 40'      **Levels:** 3  
**Occupants:**  
**Notables:** Grip Gundor, Inn Keeper (NOT #19)  
**Mundanes:** Jidril Gundor, wife (MUN #31)  
4 Servants x4 (MUN #18)

If a visitor is simply looking for a place to flop and grab a hot meal, this inn is the place to go. Located in a three-story structure, it has 8 small private rooms on the top floor and a large common sleeping room on the second floor. (Servants and the like sleep in the cellar or in vacant rooms) Private rooms cost 1 gp per night, but sleeping in the common room is only 5 silver pieces per night. A mid-morning meal is included with the price of the room.

On the ground floor is a large dining hall where meals are served. There is no menu. A large kettle of soup is made each morning and served with a hard roll and bark tea. In the evening, the dining hall serves wine and cut-ale along with various meat dishes while third-rate performers entertain. Dinner costs 1 gp per meal.

Harcus (the priest staying in 13b) has recently been renting the hall several nights each week to give lectures. Though no one is exactly sure what the topic of his lectures are, they seem to be well attended.

## Little Keep on the Borderlands

The inn keeper, Grip, and his family live in a small room at the back of the first level, behind the bar. Grip has a strong distrust of Harcus, but his money is good. If anyone asks he will share his feelings and say there is something "unnatural in the way he holds sway over those who gather to hear him."

### 17. Namor Court

**Height:** NA  
**Dimensions:** 40'x60'      **Levels:** NA  
**Occupants:**  
**Mundanes:** Various Merchants (MUN #30)

This area is a large paved courtyard and has a gushing fountain in its center. Travelling merchants who pay the proper fee (10 gp) at the Guild House are allowed to set up stands here and sell their wares. On any given day there will be 2d8 stands here. Goods being sold are determined randomly, but all merchants will insist on haggling so their initial price on any item will be 2x the price on the price list. Eventually the merchant will come down to near list –price, but will seldom, if ever come down lower (unless the PC has the haggle skill and makes a successful skill check).

Stand Permits are only good for 3 days and are not renewable. This is to force such individuals to move on and restrict competition with the permanent businesses of the Middle Bailey.

It is considered good luck to toss a coin in the fountain and make a wish. (Of course, this is just a myth and waste of damn good money). The coins are routinely gathered up by various unscrupulous individuals living in the Middle Bailey so they do not accumulate in any great amounts. At any give time there will be 1d6 gp, 2d20 sp and 1d100 cp.

### 18. Tower Lynx

**Height:** 45' + 5' battlements  
**Dimensions:** 30' x 30'      **Levels:** 4  
**Occupants:**  
**Mundanes:** Captain of the Tower (MUN #14)  
2 Sergeants of the Guard (MUN #12)  
18 Men-at-Arms (MUN #2 x 9, MUN #4 x9)

This tall watchtower is typical of the other towers and has all of the usual defensive devices. The Captain of the Tower dwells on the first floor (with the usual furnishings, but he has a silver flagon and tankard worth 750 gp). He is known to carry quite a bit of money with him (20 platinum pieces, 11 gold pieces and 8 silver pieces), although the soldiers have only small coins (2d6 silver pieces each).

The second and third floors are barracks for the men-at-arms. The upper story holds a supply of 200 arrows, many rocks, 2 barrels of oil, and 24 spears. The Tower battlements are manned by two sentries at all times.

### 19. Watch Tower

**Height:** 30' + 5' battlements  
**Dimension:** 20'x20'      **Levels:** 1  
**Occupants:** NA

This tower is actually an outcropping of the curtain wall where a catapult has been placed. This guard position is normally unmanned except during times of attack or high tension. When manned, 6 soldiers [MUN #1 x4, MUN #5 x2] are posted here, 4 to crew the catapult and 2 sentries.

### 20. The Tilted Keg (Tavern)

**Height:** 20'  
**Dimensions:** Irregular 50'x30'      **Levels:** 2  
**Occupants:**  
**Notables:** Jarl Pakor, Barkeep/Owner (NOT #24)  
Yurl, Bouncer (NOT #52)  
Gin Sass, Bouncer (NOT #15)  
Kryleena, Outlaw in hiding, (NOT #31)  
**Mundanes:** 6 Dancing Girls (chose from MUN #34 - #37)  
3 Serving Wenches, x3 (MUN #18)  
2 Cooks x2, (MUN #18)  
2 Potboy x 2 (MUN #18)

This place is a favorite of visitors and regulars alike. The food is excellent, the drinks generous and the company tolerable. The Tilted Keg is always active, (one of the few places open around the clock) with 5d8 patrons at any time of day or night. Posted at the door is the bill of fare (see Now Serving at the Tilted Keg).

If the PCs visit, DISPLAY ILLUSTRATION 4 ON PAGE IQ3.

The proprietor, Jarl, is popular with the soldiers because he has a string of six dancing girls working for him. He also runs a brothel on the second story. He fondly refers to his girls as 'bedwarmers,' and his favorite joke is, "They may complain about the stale beer, but the beds here are always warm."



In contrast to his nasty temper (see his description in the Notables section) Jarl has an outrageous sense of humor and when his spirits are high, he chortles with an obnoxious laugh. If talking with a good tipper and drinking to his health, Jarl will sometimes begin talking about his days in the military and his adventures in and around the Keep. He is usually good for spreading a rumor or two though he tends to exaggerate and even a true rumor gets stretched and enhanced in the telling.

Jarl likes to keep 2d20 gold pieces in his purse at all times. In the cellar where drink and food are stored he has 175 gp and 60 sp hidden in a crock under several bags of flour. Jarl has 4 serving wenches working for him, one of whom is Kryleena (a 4th level elfen fighter who is on the lam and laying low). Kryleena has a short fuse and does not tolerate lewd or suggestive remarks from the customers. She carries a dagger tucked in her belt.

The two bouncers Yurl and Gin are faithful and loyal. Gin has an enormous weakness for gambling and is a very sore loser. He readily accuses opponents of cheating. Yurl is strangely quiet and has an air of sadness about him. (He is secretly in love with Kryleena the elven-serving wench, but she does not return his affections). If he thinks a customer has an eye for the elf, he will become insanely jealous.

There is a 50% chance that 1d4+1 of the patrons in the tavern will be mercenary men-at-arms or NPC adventurer types looking for work [MUN #10]. All other desired equipment must be purchased by the employer, including missile weapons, mounts, and dungeon gear. Wages will have to be negotiated, but typical wages for dangerous duty include all gear purchased, room and board, and 1 gp per day of service. If no gear is purchased, the mercenary will demand equal share in any loot. It is proper protocol to buy mercenaries a drink before discussing terms of employment.

There is a 10% chance that each of the following persons will be in the tavern at any given time:

- Gurge, Bounty Hunter (NOT #20)
- Nargus Finch, Corporal of the Guard (NOT #38) accompanied by Gnat Drungus, Guard (NOT #16)
- Erig Cenkar (NOT #9)
- Harcus Doudalus, YiGorian Priest (NOT #23) accompanied by 2 Yigorian Acolytes (MUN #40)
- 2-4 watchmen (MUN #6)
- Wanderer (a 2nd or 3rd level fighter; human, dwarf, elf, or halfling as the GM decides, with complete equipment for adventuring; such a wanderer is 75% likely to join an expedition if offered 25% of the treasure gained, but 1 in 6 will be of evil intent and alignment.)

## 21. Temple of Benyar

**Height:** 20'  
**Dimensions:** 20' x 60'      **Levels:** 2  
**Occupants:**  
**Notables:** Relgus Banthor, Benyaran Priest (NOT #44)  
 Kigel, Benyaran Acolyte (NOT #28)  
 Shard, Benyaran Acolyte (NOT #46)

### Now Serving at the Tilted Keg

Drinks	Cost
Gutberry Wine	4 gp
Ale	1 sp
Bitter-Korn Whiskey	2 gp
Liver Squeezings	2 gp
Stout Brown Grevan	7 sp
Grog	3 sp
Sow's Scowl* Rum	5 sp
Food	
Corn Dodgers	5 cp
Parvum	1 sp
Hard bread	5 cp
Sweet Pie	5 sp
Blood Sausage	1 sp
Roasted Trout	1 sp
Gristle Soup	1 cp
Felch Cheese	1 sp
Spit in a Cup	Free
Other Services	
Room with a bed	1 gp/night
Common Room**	5 sp/night
Bedwarmer	10 gp
Bedwarmer Deluxe***	25 gp
Delousing	2 gp
Wounds Sewed****	5 gp
Bones Set	2 gp
Cauterize Wound	1 gp
Ass Kicking	5 gp*****

\* house specialty  
 \*\* sleep on the floor  
 \*\*\* includes a shave and breakfast  
 \*\*\*\* you provide the thread  
 \*\*\*\*\* 10 gp guarantees payment for a reciprocal ass-kicking from the target won't be accepted

This temple is the spiritual center of the Keep and is the only faith openly supported. Keep inhabitants are free to worship whomever they choose, but there are no temples or chapels where they can attend services. This is by no means an accident; traditionally, the Keep's Garrison have been staunch followers of Benyar and petitions for permits for the construction of temples or chapels devoted to any other gawd are flatly denied.

This building has a peaked roof two stories tall; the interior is one large room except for the western corner where there are a set of stairs behind the altar leading up to two small rooms (the Priest's quarters).

The altar is a bronze statue of a two ravens (the agents of Benyar — Mishap and Circumstance) with outstretched wings and ruby eyes (four rubies, each worth 200 gp). An offering box is fastened securely atop a heavy pedestal near the door on the eastern end of the Temple. It contains 1d100 cp and 1d100 sp at any given time of the day. It is emptied each evening by one of the Acolytes, who deposits the coins with the Banker (14). A small stairway in the northeast corner, behind the bare wooden pews, leads to the cellar, where the two acolytes, Kigel and Shard, have their quarters.

Relgus (an 8th level cleric) is the most influential person in the Keep except for the Keep Prefect. He only wears his magical armor when the Keep is threatened but is never without his ring and Staff. His two Acolytes are normally clothed in robes but will arm for battle on his command. All of the clerics' armor and weapons are stored in Relgus' locked room upstairs (which has normal but sparse furnishings)

Each day, the Cavalry officers in charge of the morning patrol come to Relgus to be blessed. During battle or siege, Relgus and his acolytes will walk around the battlements blessing soldiers as well as the ballistae and catapults. On the first day of each month, the entire Garrison falls out in formation on Flatroy Field to be blessed as a group.

The Temple also owns many magic potions (three of Healing, one of Haste, one of Flying and one that just makes your head spin and puts a smile on your face) and a magic scroll with one Cure Disease, one Hold Person, and three Cure Light wounds spells on it. All of these magic items are hidden in a secret compartment beneath the statue on the altar. The compartment cannot be found unless the altar is slid back (takes a combined strength of 20).

If questioned closely by a friend or if plied with drinks (he considers everyone a friend when drunk), Relgus might (50% of the time) reveal his distrust of Harcus the Priest (NOT #23). The Acolytes, however, think very highly of the Harcus, and will say so to any that ask about him.

If the Priest is approached by the party about the loaning of one of his Acolytes to accompany the party outside the Keep, he will consider it if he feels it is for a good cause. How the request is worded and presented to the Priest will be the deciding factor. (A sizeable donation of 100 gp or more, however, will certainly help). If Kigel gets wind of such an offer, he will jump at the chance and beg (literally) to be allowed to go.

## 22. Garrison Kitchens

**Height:** 10'  
**Dimensions:** 10'x 30'      **Levels:** 1  
**Occupants:**  
**Mundanes:** 8 Cooks (MUN #18), each has Culinary Arts skill (10+1d20)  
 4 Slop Boys (MUN #18)

This is where the food for all the soldiers of the Keep is prepared. Meals are prepared three times a day and hauled by cart to the various Towers and Gate Houses where it is offloaded and distributed. Meals usually consist of hard bread and soup and are not particularly popular among the ranks. Eight cooks work here plus four slop-boys who drive the carts and deliver the meals. The Kitchen does not serve the public, but at start of 4th Watch when the kitchens close, buckets of any leftover slop that will not keep are set out on stoop for anyone to draw from. Since there is a stray dawg population at the Keep (1d8 dawgs), those hard up for a meal may find themselves having to fight for it.

## 22A, 22B, 22C and 22D. Grain Silos

**Height:** 30'      **Dimensions:** 10'x10' each      **Levels:** NA

One to the biggest problems confronting the Keep is the day to day feeding of its inhabitants. The area around the Keep is not suitable for farming, and although fish, small game and grapes from wild vineyards along the pass do provide some sustenance, it is not nearly enough to satisfy the needs of hundreds of hungry mouths. During the winter months, when the mountain pass is frequently snowed in and impassible, food can be especially scarce.

Once a week, a half dozen carts of grain are carted in from the Sustain Valley. A portion of the Grain is sold at public auction (held in front of the Common Warehouse (4)). The rest is placed under the control of the Quartermaster (Rorey Tenderfelt (NOT #45) who weighs the needs of the Keep and decides how it should be dispensed. His first priority is to ensure the Grain Silos are adequately filled. (The silos are kept at 50% capacity during peacetime but in times of imminent attack or siege, they are completely full). The remainder is given to the Garrison Kitchens to be used to feed the troops. Each silo's door is locked with a padlock. There are no guards specifically posted at the silos unless the Keep is under siege.

**23. Bathhouse**

**Height:** 10'  
**Dimensions:** 10' x 20'      **Levels:** 1  
**Occupants:**  
**Mundanes:** 2 Masseuses (MUN #38)  
 2 Servants (MUN #18)

This building is a bathhouse and sauna. A furnace beneath the clay floor heats the water. Hot water poured over hot rocks provides the steam. A massage can be had for 1 gp and is good for soothing minor aches and bruises (25% chance that 1d2 hit points will be healed if applicable — no more than 2 per day). The Bathhouse is a good place to hear rumors since patrons tend to be relaxed and loose lipped. Wine is available upon request and many partake of this service. For every hour spent at the Bathhouse, allow one rumor (per character) to be overheard.

**24. Cell Block**

**Height:** 10'  
**Dimensions:** 10' x 20'      **Levels:** 1  
**Occupants:**  
**Mundanes:** Jail Keep, (MUN #6)  
 2 Men-at-Arms (MUN #6)

This small building is made of stone blocks and serves as a jail for the Middle Bailey. There are four cells (5'x5') and a small room which serves as sleeping quarters for the Jail Keep. At any given time 1d3 of the cells will be occupied by Mundanes serving 1 to 2 day sentences for minor offences. Anyone serving a sentence longer than 2 weeks is transferred to the dungeons of the Upper Bailey.

**25. Guild House**

**Height:** 20'  
**Dimensions:** Irregular, 30' x 40'      **Levels:** 2  
**Occupants:**  
**Notables:** Haathor Pacarast, Guild Master (NOT #22)  
**Mundanes:** 2 Guildsmen (MUN #30)  
 2 Servants (MUN #18)  
 4 Men-at-Arms (MUN #10)

When members of any guild (merchants, craft, artisans, etc.) visit the Keep, they are offered the hospitality of this two-story building. It is also open to registered professional adventuring parties, although the Charter House is usually preferred by such groups.

This is a fee collection and administrative post, and the staff is careful to observe what traffic passes through the Keep. (The scribe at the Main Gate turns in a report with the names and 'nature of business' of all visitors at the end of each day when the gates close). Any trader who passes through must pay guild dues of 5% of the value of any merchandise he's carrying (such goods must be stored in the Common Warehouse), in return he gains the protection of the Guild House, assuming he is not a regular member.

Charters for professional adventuring parties can be arranged here (Charter License 1d500 gp). 10% of any treasure/gold found by such parties must be paid to the guild. Rogue adventuring parties (i.e. any party not chartered by the Guild) operating in the area are subject to fines if caught.

Craftsmen and artisans must gain Guild permission to enter or leave the Keep, paying a fee of 2d6 gold pieces either way (depending on the value of their trade).

The lower floor contains the Guild Master's and his two Guildsmen's quarters and an office (all sparsely furnished, but the Master has a gold ring worth 50 gp, and 2d6 gp in his purse; each clerk has d4 each of gold, silver, and copper pieces. A strongbox under the Master's bed holds 712 gold pieces.) There are two non-combatant servants who have quarters in the cellar. The upper floor is divided into two private rooms and a dormitory for guests. Guests of the Guild are allowed to eat here, but drinking is frowned upon.

Haathor the Guild Master is very influential at the Keep, and his favor or dislike will be reflected in the treatment of persons by the Keep inhabitants. Four men-at-arms are on duty at all times—two on the first floor, two on the second floor. These guards are fanatical Guildsmen who will obey any order from the Master.

**26. Burning Dawg Inn**

**Height:** 20'  
**Dimensions:** 20' x 30'      **Levels:** 2  
**Occupants:**  
**Notables:** Drevan Windlass, Inn Keeper (NOT #7)  
**Mundanes:** Yinzel Windlass, wife (MUN #31)  
 Bouncers (Fin & Orley) (MUN #33)

The Burning Dawg Inn is a hot spot among the seedier types of the Keep. Here, in the cellar, stolen goods can be sold, bought, jobs can be found etc. The Inn is actually the local front for the Thieves Guild. There is a dining area on the ground floor and a bar that serves only ale. Drevan and his wife live in a back room behind the bar. The bouncers, Fin and Orley, have a small room in the cellar. Upstairs there are six rooms. The cost is 10 sp per night.

Drevan and his wife, (who some say is really his blood sister) serve stale mead, and the house specialty, Grouse Onion Stew—a thick gravy type dish with plenty of cucumbers, fish and eel. (Strangely enough, there is neither grouse nor onions in the recipe).

Drevan was once a Keep Soldier, but was drummed out after losing three fingers on his sword-hand. With his pension money he purchased a fire-gutted building in the Middle Bailey and built an Inn. (Rumor has it that a dawg whose tail had been set on fire by a group of drunken soldiers had caused the fire, hence the name, Burning Dawg.)

Soon after opening the Inn, Drevan ran up some gambling debts and a mysterious benefactor paid them off—as it turned out there were strings attached. That's how the Thieves Guild finally managed to get a foothold in the Keep. The Commander of the Bailey has been threatening to close Drevan down for years. Rumor has it he is receiving a payoff from Drevan to look the other way.

**27. Gandle's Leathershop**

**Height:** 20' ft  
**Dimensions:** 20' x 20'      **Levels:** 2  
**Occupants:**  
**Notables:** Gandle Stoopnagel, Proprietor (NOT #14)  
**Mundanes:** Vedra Stoopnagel, Wife (MUN #31)  
 4 Tanner/Leatherworkers (MUN #17)

This leather goods shop is a popular spot with off duty soldiers, not because they fancy the inventory, but because its dwarven proprietor, Gandle, runs several games of chance and serves scrumpy (a potent fermented apple cider) in the backroom after hours. The operation is illegal but the Commander of the Bailey turns a blind eye because the legless Gandle is a garrison veteran. All the games of chance listed in the *HackMaster GameMaster's Guide* on page 172 including slot machines are played here.

Gandle and his human wife Vedra purchase skins and furs as well as trophy items taken from exotic and monstrous animals. They have four tanners/leatherworkers in their employ (MUN #17 x4) that turn out articles of clothing, leather armor, packs, tack and harness and many other items.

The second story is divided into two rooms. Gandle and his wife live in the northern half, the four tanners sleep in the southern half.

Gandle is an expert haggler and is tight with his money. Anyone bringing him skins or trophy items to sell will find it tough getting him to budge on his price. Gandle's base offer for such items is as follows:

Skins/Furs, Small game animal: 5 cp per  
 Skins/Furs, Large game animal: 10 cp per

Trophy Item from Monster: 45% of price listed in HoB for such creatures.

**28. Paymaster's Block**

**Height:** 15'  
**Dimensions:** 10' x 10'      **Levels:** 1  
**Occupants:**  
**Notables:** Fowler Thriftaxe, Paymaster (NOT #13)  
**Mundanes:** 2 Men-at-Arms at door (MUN #2)

This solid structure is constructed of thick stone blocks and has a vaulted stone roof. This is where payment to the soldiers and other individuals on the Keep's payroll are paid once a month. It is also a place to have documents certified, contracts witnessed, passes issued, etc.

Gold, gems and vouchers are stored behind a large iron gate. Fowler has the only keys and is under orders to carry them about his neck at ALL times. He also has a two guard escort at all times [MUN #2].

At any given time, 500+5d100 gold pieces will be stored in the block. On payday an additional 1500 gold pieces are transported by cart (with an armed escort of six guards [MUN #2] from the Keep Treasury in the Upper Bailey.

The Paymaster's Block is also where bounties are paid. As part of its goal to rid the pass of orcs and other monsters, the Keep pays a bounty for each creature killed. Proof must be presented in the form of severed ears or fangs (a pair must be presented) taken from the kill. Bounties are paid as follows:

Orc	2 gp
Kobold	1 gp
Owlbear	10 gp
Lizardman	25 gp (20 gp for clutch of eggs)

Other humanoid ears will be granted a bounty of 1 gp per pair.



Once the bounty is paid, the transaction is logged and the ears are threaded on strands of cord (according to type). At the end of each week, the books are reconciled and the ears are burned in the Smithy's furnace (5) to prevent anyone from trying to collect on them again. (Note: there's a nasty rumor going around the Keep that the ears turn up in the stew at the Tilted Keg, but it is only talk).

The Paymaster's Block is open daily during 2nd Watch. Frowler sits behind a desk and those seeking to be services must stand in line outside and are called in one at a time. Frowler's two guard escort is posted at the block doors at all times, except when personally escorting Frowler.

Those seeking to sign up as a Scout for the Garrison or as a Bounty Hunter do so here. Frowler will have the applicant sign a form and explains the terms to him.

Bounty Hunters must turn in at least one bounty per week or they will suffer the attentions of Ledra Moss. He will insist on having regular 'counseling sessions' with all underperforming bounty hunters. Scouts are assigned to the Cavalry and instructed to report to Poadine Ganch (NOT #41) at area 33 for assignment. Scouts are paid a standard 10 gp per week.

### UPPER BAILEY

**Base Elevation:** 30'  
**Height of Walls:** 10' interior/40' exterior + 5' battlements  
**Defenses:** 2 Ballistae, 3 Catapults

Whereas the Middle Bailey is the heart of the Keep, the Upper Bailey is the brain. Overall administration and command of the Keep is conducted in this area and it is strictly segregated from the rest of the Keep. Entry is only granted to those with official business and those who are assigned here. Units assigned to the other Baileys rotate using Flatarray Field to practice drill and ceremony and on the first of each month, the entire Garrison (minus those on sentry duty) form up in mass formation on Flatarray field for muster.

The Upper Bailey is also where the elite troops of the Keep (including the Cavalry) are stationed and billeted.

### 29. INNER GATEHOUSE

**Ht.:** Varies 30' to 50' + 5' battlements  
**Dimension:** Irregular 50 x 70' **Levels:** 2  
**Occupants:**  
**Notables:** Tirus Moardrae, Gate House Commander (NOT #48)  
**Mundanes:** 2 Sergeants of the Guard (MUN #12)  
 24 Men-at-Arms (MUN #1 x14, #2 x10)

This massive impressive stone structure is like a fort unto itself. The southern portion is 30' high, plus battlements; the rear part is some 50' tall, plus battlements. Should the lower baileys ever be breached, these battlements would be lined with archers standing shoulder to shoulder on two tiers — a formidable front.

There are arrow slits all along the southern edge of the gatehouse and up along both sides. The gate passageway is 20' wide and 10' high. This passage slopes upwards at a 15 degree angle towards the inner courtyard, rising ten feet. (The Upper Bailey has an overall base elevation 30 higher than the ground outside the walls.

There are heavy gates on both ends of the passageway along with portcullises. The gates themselves are whitewashed and are double bound with ornate black ironwork and fixed with wicked looking iron spikes. There are six guards on duty at all times at the gates (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 has special permits. This rule is strictly enforced.

The first floor of the gatehouse is the main armory. There are dozens of shields and weapons of all varieties. Two small rooms are quarters for the Sergeants and Captain of the Guard (furnishings are sparse). The second story on the north houses the Guardsmen stationed here.

### 30. Tower Defiant

**Height:** 50' + 5' battlements  
**Dimension:** Irregular 40' x 30' **Levels:** 2  
**Occupants:**  
**Notables:** Quintius Dunje, Corporal of the Tower (NOT #43)  
**Mundanes:** 24 Men-at-Arms (MUN #3)

This 50' high structure has two levels (the lower 30 feet of the tower are filled with rubble). 24 elite guards are assigned to this tower. Their commander is Quintius, corporal of the guard, who only recently was promoted to the position. There are supplies of food, weapons, and oil on the upper floor. The rest of the building is used for the barracks and a room for the leader. This tower was recently put on lockdown as a disciplinary measure after several guards on the battlements were caught fishing while on duty. They had dropped 50 foot fishing lines off the end of their pikes, such that they could fish while it looked like they remained vigilant.

### 31. Tower Riverwatch

**Height:** 50' + 5' battlements  
**Dimension:** 30' x 30' **Levels:** 5  
**Occupants:**  
**Notables:** Fleck Mauer, Captain of the Tower (NOT #10)  
**Mundanes:** 2 Sergeants of the Guard (MUN #12)  
 24 Men-at-Arms (MUN #3)

This 50' tower houses 24 Men-at-Arms. There are two sentries on duty on the battlements at all times. The lower levels include quarters for the soldiers, an armory and storage.

### 32. Flatarray Field

**Height:** NA **Dimension:** 100' x 120' **Levels:** NA

This entire area is covered with grass. The troops drill here, and there are practice and jousting areas. During the daylight hours there will always be a dozen or more soldiers engaged in weapons practice. On certain holidays (such as Gronger Fest) events are held here and the residents of the Keep are invited to attend. Events include archery contests, jousting, sham-fights and others). The field is also used on the first day of each month for a mass formation of the garrison.

### 32A. Shrine of the Standard

**Height:** 15' **Dimension:** 20' x 20' **Levels:** 1  
**Occupants:**  
**Mundanes:** 2 Men-at-Arms on sentry duty (MUN #6)

This open-air structure is constructed of Kobian red marble and consists of a raised platform of stone with eight fluted columns supporting a roof. A set of marble steps lead up to the platform where two sentries in dress-armor stand guard.

This is a shrine where the Garrison's battle standard is held. The standard embodies the honor of the garrison and all those who serve in it. It is guarded twenty-four hours a day. Since the garrison has been permanently assigned to the Keep and to guard Hell's Throat, the standard is rarely moved. It is only brought out for muster formations and special events such as a change-of-command or promotion ceremony. No one is allowed to approach the shrine—anyone attempting to do so is promptly asked to step away.

Inside center of the shrine is a perpetually lit brazier on a 4' pedestal. The battle standard stands just behind the brazier resting in a hole in the marble floor for this purpose.

**33. Cavalry Barracks**

**Height:** 20'  
**Dimension:** 20' x 30'      **Levels:** 1  
**Occupants:**  
**Notables:** Poadine Ganch, Commander of the Cavalry. (NOT #41)  
**Mundanes:** 2 Cavalry Sergeants (MUN #13), 24 Cavalry soldiers (MUN #8), Barracks Orderly (MUN #18)

This is where the elite soldiers of the Keep's cavalry are billeted. The Commander of the Cavalry only has a desk here — his quarters are in the Keep Fortress (37). The interior is an open bay with rows of bunks — one along the north wall and one along the south wall. Down the middle of the floor in between are a row of long tables. A barracks orderly (who sleeps in the Cavalry Stables (34)) is on duty in the barracks during the day when the cavalry is out on patrol.

Two 12 man patrols under the leadership of a sergeant leave the Keep each morning and return late in the afternoon. One patrols the pass to the west and the other to the east.

**34. Cavalry Stables**

**Height:** 10'  
**Dimension:** 70' x 20'      **Levels:** 1  
**Occupants:**  
**Notables:** Jor Nedar'Maud, Stable Master; (NOT #26)  
**Mundanes:** 4 Stable Lackies (MUN #18), 4 Pixie Fairy Runners (MUN #19)

Stabled here are 12 heavy warhorses and 18 medium warhorses. They are tended by four stable lackies and guarded by two men-at-arms. In addition, there are always 1-4 light horses kept here for use by couriers or messengers. There is also a small room in the southwest corner of the stables where four pixie fairy runners have quarters. (Pixie Fairy runners are used to quickly dispatch messages between the Fortress (37) and the rest of the Keep's towers and gatehouses.)

Jor Nedar'Maur is the stable master. He ensures the horses are taken care of and that tack and harnesses are maintained. Stored along the wall to the north are numerous items including jousting lances, saddles, bridles, saddlebags, etc.

**35. Great Tower**

**Height:** 60' + 5' battlements  
**Dimension:** 30' x 30'      **Levels:** 3  
**Occupants:**  
**Notables:** Kamyar Harkinmoore, Captain of the Tower (NOT #27)  
**Mundanes:** 2 Sergeants of the Guard (MUN #12)  
 24 Men-at-Arms (MUN #1 x12, MUN #2 x12)

This 60' high structure is typical of the other Upper Bailey towers. 24 men are billeted in the towers. The bottom 30' of the tower is filled with solid stone. On the 1st level there is a sally port on the north wall that opens up thirty feet above the area outside the Keep's walls. (During times of siege, soldiers can be quickly lowered on a rope from this small port).

**36. Tower Pegasus**

**Height:** 40'  
**Dimension:** 30' x 30'      **Levels:** 1  
**Occupants:**  
**Mundanes:** Captain of the Guard (MUN #14)  
 2 Sergeants of the Guard (MUN #12)  
 24 Men-at-Arms (MUN #1 x12, MUN #2 x12)

This 40' high structure has 26 soldiers assigned to it. The bottom 30' of the tower is filled in solid. Like the Great Tower (35), there is a sally port on the north wall which opens up thirty feet above the area outside the Keep's walls.

**37. Keep Fortress**

**Height:** multiple height  
**Dimensions:** 80' x 80'      **Levels:** varies  
**Occupants:**  
**Notables:** Bandrus Far'Raven, Keep Prefect (NOT #3)  
 Erig Cenkar, Upper Bailey Commandant (NOT #9)  
**Mundanes:** 12 Men-at-Arms (MUN #2 x4, MUN #11 x8)

**Overview:** This huge building is the inner fortress of the Keep and has many tiers and towers. It is solidly built and has been designed to withstand a siege. If all the other defenses of the Keep are breached, this is where the Garrison falls back for a final stand. All the outer walls have battlements that are manned with sentries at all times. The gate is solid iron and can be reinforced from within with two large timbers that slide into place.

Inside are a great hall, an armory for the cavalry, quarters for the officers 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 cellars are also where the Keep treasury is located where 4 sentries are on duty at all times.

**First Floor:** The Keep Prefect, Bandrus (NOT #3), formerly resided in the Residence (39) with his mistress, Melanee (NOT #37). However, he now occupies one of the officers' quarters on the second floor. During the day he and his aides will be on the 1st level of the Fortress tending to business and holding audience. (There will always be eight elite men-at-arms (MUN #11) on duty on the first level. The whole place is well-appointed, and the furniture is heavy and intricately upholstered.)

**Second Floor:** There are rooms here for up to 24 Men-at-Arms, plus well furnished chambers for the Upper Bailey Commanders and officers. There are also two chambers for special guests.

**38. Hound Tower**

**Height:** 70' + 5' battlements  
**Dimension:** 20' x 20'      **Levels:** 4  
**Occupants:**  
**Notables:** Luge Roard, Aide-de-Camp (NOT #33)  
 Ledra Moss, Counselor (NOT #32)  
**Mundanes:** 12 Men-at-Arms (MUN #2)

This tower rises up 20' above the main roof of the fortress, with a 5' battlement on top. The two upper levels house 12 men-at-arms who are off-duty. It will take one turn for them to be ready for battle. In the two lower floors are special quarters for the Keep Prefect's personal aide and counselor.

**Luge Roark, Aide-de-Camp:** [half-elf] (NOT #33) This capable officer is the Keep Prefect's right hand man. He is Bandrus' eyes and ears and is constantly moving about the Keep and reporting back to him. As such he is seen as a snitch by the rest of the troops and is truly despised and for the most part friendless. Despite being very efficient at his job he is shunned by his fellow officers and routinely snubbed when it comes to formal functions and dinners. Luge has 300 gold pieces in a chest under his bed. He is also a collector of maps. Several scroll cases are piled in one corner with maps of the area and blueprints of the Keep itself.

**Ledra Moss, Counselor:** (NOT #32) Ledra is an anal retentive 2nd level cleric as well as a master scribe. He is responsible for recording the day to day affairs of the Keep's administration. He also keeps the ledgers for the Keep's treasury and expenses. He keeps his ledgers and records (several dozen volumes dating back ten years) in his room and spends most of his time chasing down vouchers, manifests and receipts for his records. He has a keg of exquisite wine (200 gp) in his armoire. Wrapped in a pair of old leggings are four 100 gp gems.

**39. Prefect's Residence**

**Height:** 40'  
**Dimension:** 30' x 20'      **Levels:** 3  
**Occupants:**  
**Notables:** Melanee (NOT #37) *now absent*  
**Mundanes:** 12 servants (MUN #18 x11, MUN #38)

This portion of the fortress is 10' above the main roof and has battlements. Inside is the private residence of the Keep Prefect — commander of the entire Garrison. His living quarters were eventually completely taken over by the beautiful maiden, Melanee, who he met and fell in love with after she arrived at the Keep in the company of a new officer reporting for duty (Erig Cenkar, the current Upper Bailey Commander (NOT #9)). The lowest floor houses her personal retinue of hairdressers, cooks, maids and a masseuse. The upper two floors are lavishly appointed — more befitting royalty than a humble garrison commander of some forsaken outland post.

The walls of the Residence are covered with expensive fabric (hand embroidered with patterns of flowers, dancing bears and delicate lace). A blood birch table (worth 1,500 gp) sits in the parlor. On it sits a malachite bowl (worth 750 gp), a silver tea service imported from Goremunya (valued at 845 gp) with matching place settings marked by gold leaf monograms (an "M" on each piece).

In an armoire made of teakwood with inlaid ivory panels (1700 gp) is a fox robe (worth 4200 gp), a mink cape (2300 gp), 14 ball room gowns (never worn — 500 gp each), 24 pair of shoes (50 gp each) and a pair of black thigh high doe skin boots with copper bells (5 gp). In Melanee's boudoir is an enormous goose-down bed with silk sheets and velvet pillows. On a chest of drawers rests a silver chest filled with beautiful jewelry (worth 450 gp), and on one wall a beautiful portrait of Melanee hangs in a gold frame.

**40. Sage Tower**

**Height:** 70' + 5' battlements  
**Dimensions:** 20' x 20'      **Levels:** 4  
**Occupants:**  
**Notables:** Greytar the Gentle, Counselor/Sage (NOT #18)

## Little Keep on the Borderlands

Battle Mages (NOT #2, #30, #35 and #51)

Mundanes: none

This tower is identical to the Hound Tower (38) except that the top level holds the library of the sage, Greytar, and the entire third level contains his personal quarters. The lower levels house four Battle Mages and their laboratories. During attacks on the Keep, they take their position on the battlements of 41, 42 43 and 44 where their ranged tactical spells are put to use.

Greytar the sage arrived at the keep twenty years ago in the company of a professional adventuring party who had hired him to locate the Dungeons of Kreatin Farpaang.

The party eventually moved on, but Greytar stayed. For a time he took a room in the Middle Bailey at the Tilted Keg where he earned his room and board in exchange for telling stories and offering advice when asked for it.

Eventually rumors of his great wisdom and knowledge came to the attention of the Keep Prefect (Who at the time was Hullaman Vingal — see Ki'Mander the Mad Hermit (NOT #29)). The two struck up a friendship and after a period of time, the Prefect invited the sage to move into one of the towers of the Fortress where, in exchange for the wisdom of his counsel, his needs would be taken care of — freeing him to devote himself to his studies.

Greytar has lived in Sage Tower ever since. When Hullaman later disappeared it was Greytar who correctly surmised his fate. When Bandrus became the new Keep Prefect, Greytar informed him who the 'mad hermit' harassing travelers along the pass actually was, and urged the commander not to harm the unfortunate wretch.

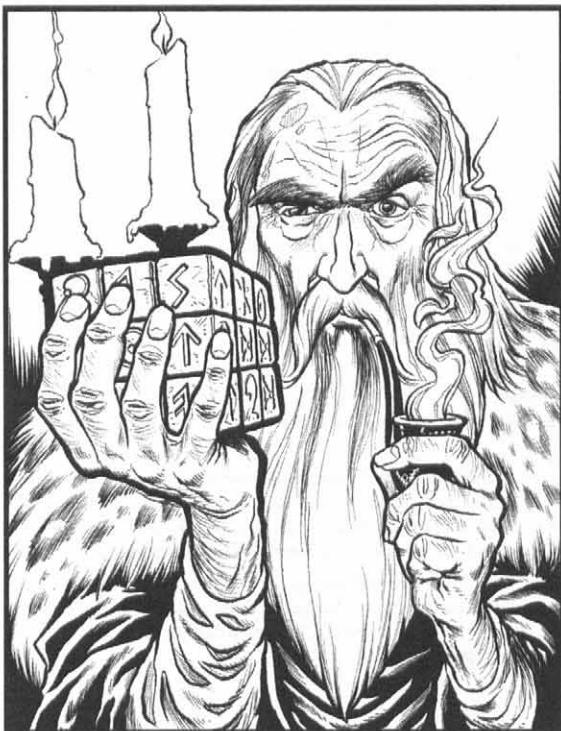
Greytar doesn't look it, but he is actually a half-elf and more magic-user than sage.

His library is filled with books and scrolls he has collected over the years. Crudely made shelves line the walls, sagging under the weight of ancient tomes piled haphazardly upon them. In the center of the library are two huge upholstered leather chairs with a short round table between them. A decanter of fine wine, a clay pot of pipe weed and a pipe stand with three long stemmed clay pipes sits on the table. Dozens of sheets of parchment and notes obscure the table's surface. This is where Greytar spends most of his time — smoking his pipe, sipping wine and reading his ancient texts.

He seems obsessed with finding the answer to a specific riddle, but he has never divulged exactly what it is. For a time he was deeply interested in the Temple Ruins of Pagnyr Parkus (Area 3), even hiring a party of adventurers to explore the site for him. Then, just as quickly, he seemed to lose interest and began researching the Mines of Chaos. Greytar is intent of finding both of the lost "Eyes of Pagnyr," one of which is located in the Mines. The other, ironically, is with the hermit in the wilderness, though Greytar does not know this.

Greytar's quarters on the third level are also filled with piles of books. There is a writing desk with several ink pots, quills and stacks of papers sitting on it. There is a bed, but it has boxes of scrolls piled on it and looks as though it hasn't been slept in for years. The fact is, Greytar usually sleeps sitting up in his chair.

On one shelf are four leatherbound books. These are books Greytar has written during his stay at the Keep; a history of Hell's Throat, a study of the local flora and fauna around the Keep, a collection of notes on the Dungeons of Kreatin Farpaang and a fictional work called "*The Demise of the Cretins of Flander's Meadow*".



## Chapter I: Frandor's Keep

### 41. Raven Tower

Height: 60' + 5' battlements

Dimension: 20' diameter Levels: 3

Occupants:

Mundanes: Sergeant of the Guard (MUN #12)

12 Men-at-Arms (MUN #1), 4 Servants (MUN #18)

This is one of two flanking towers designed to protect the approach to the main gates of the Fortress should the Upper Bailey be breached. The lower levels are quarters for the tower's contingent and for servants who work in the Fortress.

### 42. Boar Tower

Height: 60' + 5' battlements

Dimension: 20' diameter Levels: 4

Occupants:

Mundanes: Sergeant of the Guard (MUN #12)

12 Men-at-Arms (MUN #1)

4 Servants (MUN #18)

This is tower is identical to 41. The lower levels are quarters for the tower's contingent and for servants who work in the Fortress.

### Sidebar: A Tale of Three Lovers

The GM should know that Melanee and Erig were part of the back story in the adventure module **BI: Quest for the Unknown**. Shortly after arriving at the Keep, Melanee dumped Erig for the dashing and well-to-do Bandrus.

When Melanee moved into the lavishly furnished residence she made no secret that she was disappointed that she had to live in such 'spartan conditions.' The Prefect was so anxious to make her happy (fearful that her unhappiness would drive her back to Erig) that he offered to remodel the Residence to her liking. 'No expense shall be spared,' he told her, 'when it comes to your happiness.' Not surprisingly, Melanee took him at his word and soon the Keep Prefect was up to his armpits in debt.

Still Melanee was unhappy. The quarters were too small. There wasn't enough sunlight. There was no view of the river ... and on and on. Bandrus did his best to appease her. He was strapped financially, but he worked out a scheme whereby he would embezzle the needed monies from the Keep Treasury and (with a little creative book keeping) he would replace the money over a period of time.

So he had another level added to the Residence — complete with a balcony on the south side so the morning sun would shine into her boudoir (by this time she insisted on separate sleeping arrangements — she couldn't possibly sleep with his tossing and turning, she explained). Next he had the Tower Pegasus (36) lowered by ten feet so she could have a clear view of the river. All his efforts, however, seemed only to drive her further away. So he lavished her with gifts and finery hoping to finally be secure in knowing he had won her heart. All the while he dipped into the treasury. All pretext of a plan to replace the money was now gone. The hole was too deep, and any hope of filling it was lost. With the fear of discovery of what he had done hanging over his head, Bandrus became desperate for away out of his situation — some way of replacing the money he embezzled before Ledra balanced the books.

Then one day a solution to his problem presented itself. A barracks-snitch from the Outer Bailey reported that several soldiers had discovered gold in the nearby mountains. They had been working the mine in secret. And so, the Keep Prefect quietly summoned the two soldiers implicated by name — Gnat and Nagrus. When the secret meeting had ended, Bandrus had cut himself in for half the take. The conspirators would continue to work the mine — and with his cut of the action, he would replace the gold he'd taken from the treasury. There was just one problem — the gold he had taken was in the form of coinage.

So it was Bandrus who instructed Nagrus to secure counterfeit dies, smelt the gold and convert it to coinage.

Unfortunately, the flawed dies ruined a brilliant plan. The counterfeit coins were glaringly obvious and once subjected to scrutiny the fact that they were only worth half the value of a true gold piece was made known. The secret was out and Keep's economy was suddenly devalued.

Now, thousands of gold pieces in debt, hen-pecked and his career on the brink of ruin, Bandrus has become a withdrawn and brooding man. It is only with great effort that he can discharge his duties of Keep Prefect. The recent flood of counterfeit coins on the Keep's economy has only compounded his problems. To make matters worse, Melanee decided the 'tension' in the Residence was too great and left for the city of Arz for a two week 'holiday' with a generous allowance. That was three months ago and Bandrus has not heard any word from her (except for a letter requesting more money that Bandrus was obliged to honor.)

**43. West Tower****Height:** 60' + 5' battlements **Dimension:** 20' x 20' **Levels:** 4**Occupants:****Mundanes:** Sergeant of the Guard (MUN #12)

12 Men-at-Arms (MUN #1), 4 Servants x4 (MUN #18)

The lower 30' of this tower is completely filled in with pea-sized gravel to act as a shock absorber against catapult hits. Above that are two levels of servant's quarters. The third level is the quarters of the Sergeant of the Guard.

Two guards are posted on the top level at all times. All levels of the tower are pierced with arrow slits to cover the west and east corner areas.

**44. East Tower****Height:** 60' + 5' battlements **Dimension:** 20' x 20' **Levels:** 4**Occupants:****Mundanes:** Sergeant of the Guard (MUN #12)

12 Men-at-Arms (MUN #1), 4 Servants x4 (MUN #18)

This tower is identical to the West Tower (43). The second level is quarters for the fortress Men-at-Arms and their sergeant. The third level is a game room where soldiers can drink, play darts and gamble.

Two guards are posted on the top level at all times. All levels of the tower are pierced with arrow slits to cover the west and east corner areas.

**OUTER GROUNDS (A.K.A. "THE SKIRT")**

The area of Prying Eye Island which lies outside the Keep's wall is known collectively as "The Skirt" or the 'Outer Grounds'. A small muddy foot path runs around the entire perimeter of the Keep along the walls' edge. Each morning at the start of Second Watch a special guard detachment (one each of MUN #2,3,4 and 5) from the Outer Bailey is tasked with making a cursory patrol around the Keep along this path. The purpose of this patrol is simply to inspect the walls and look for anything out of the ordinary.

At all other times, the Skirt is empty except for a small number of farm animals (1d4 milk cows, 1d6 goats, 1d3 sheep and 1d6 pigs) which are allowed to graze on the sparse grass of the Skirt. Their diet is supplemented by garbage dumped over the walls from within and the occasional bail of hay/straw. (They are not allowed to graze in the cemetery due to religious conventions against such practice). The animals are owned by various inhabitants and occasionally taken across the drawbridge to feed along the pass nearby, under close guard of course.

During daylight hours, many inhabitants of the Keep venture out on the Skirt path to fish, run their nets along the shores of the island or simply to stroll and escape the crowds within.

**45. Temple/Chapel Ruins****Height:** 5 to 20' **Dimension:** 20' x 50' **Levels:** 1**Occupants:** None

These are the ruins of the chapel of the old Keep. It was dedicated to Benyar who is associated with Empire and expansion. The chapel was not rebuilt because a pair of ravens (which are associated with the gawd) had built a nest in the burnt out rafters in the intervening years between the Keep's destruction and its resettlement. The Ravens were considered a good omen and their presence on the island was encouraged. Only a few portions of the walls still stand at their original height. Otherwise the walls of the Temple have collapsed, creating several rubble heaps. Only a few charred rafters and beams remain of the original vaulted ceiling.

On the north end of the Temple are three rubble strewn steps leading upwards to a raised area. A toppled Altar lies on its side. If this area is inspected, it will be found that there was a secret compartment at the base of the Altar which is now revealed. Whatever may once have been stored herein is now long gone.

**46. Old Garrison Cemetery****Height:** n/a **Dimension:** 80' x 120' **Levels:** See text**Encounter:** Ektor the Gnomeling Ghoul**Potential Yield:**

- Killing Ektor (EPV = 175)
- Longsword +2 with inscription from Lord Flataray (GPV = 10,000) (EPV = 1000)
- damaged suit of plate mail (GPV = 1500)
- eight Crossbow Bolts +1, +4 vs. Reptiles (GPV = 250) (EPV = 75)

When the Keep was rebuilt after the Great Orkin Reprisals, the bodies of the fallen garrison were buried in this cemetery. By order of the current Keep Prefect, this cemetery is no longer used. (This is because he is under pressure from his girlfriend, Melanee (NOT #37), who did not want "a bunch of stiffs spoiling the view"). Although it is con-

sidered hallowed ground by the soldiers, and is one of the few areas of the original Keep that can still be seen, the Prefect has plans to relocate the cemetery to a nearby ridge. This is to make room for a new 'Prefect Residence' worthy of the apple of his eye, who is unhappy with the cramped quarters they currently live in.

The cemetery grounds are enclosed by a wrought iron fence (portions of which are twisted and have fallen — testifying to the sad state of neglect the grounds have suffered for several years.) A large ornate gate (unlocked and partially open) is located in the fence where it attaches to the Chapel Ruins (45). The grass and weeds are four feet high and obscure all of the grave sites except for the Tomb (46a) and the Crypt (46b). To find each individual grave site, the party must physically push through the grass and pass within 10 feet of a marker in order to detect it. All the graves in the cemetery are very shallow (2 to 3 feet) — merely mounds of rocks and dirt. With only 1 to 2 feet of topsoil on the island covering the solid bedrock, the gravediggers had little to work with.

The cemetery is in full view of the sentries manning the towers and battlements along the north wall of the Upper Bailey. Unless the group enters at night and takes special precautions to avoid detection (such as Hide in Shadows, a distraction, invisibility, etc.), they are certain to be spotted. The sentries resent anyone snooping around the cemetery and its buildings, especially strangers and non-military types. Although the grounds are not specifically off-limits, the sentries closely watch anyone who enters the cemetery. Any player foolish enough to attempt to loot any of the graves or the tomb or crypt will immediately be apprehended and detained. The cemetery is character bait and is meant to serve as a carrot to tempt players off the straight and narrow.

Ektor the Gnomeling Ghoul lives in the cemetery. During the day, he will only be encountered in the Crypt (46D) where he sleeps. At night, he will be encountered in the tall grass as he roams about the cemetery (attempting to avoid detection) looking for food. If the group ends up exploring the cemetery at night, there is a 1 in 6 chance per turn they will encounter him in the tall grass.

**46A. Tomb****Height:** 15' **Dimensions:** 10' x 10'

This above ground tomb is the resting place of General Artikus Fynlargun, who was the Keep Prefect in command of the garrison when it fell to the Orcs in 152 TR. The limestone slab that once sealed this tomb is shattered and lies in rubble. Inside, the fallen commander's skeleton lies partially exposed to the elements on a raised block of marble. He is wearing a breastplate (worthless) and the fragments of a leather helmet. At his side, still in its scabbard, is his sword (long sword +2). The scabbard is encrusted with rust and appears to be worthless at first glance, but if the sword is removed, it will be revealed that it's blade is still highly polished and of unusual high quality.

The blade itself is inscribed with the words, "From one soldier to another. Stand firm! — Lord Flataray." This prominence, linking the sword to this legendary HackMaster of Everknight, makes it worth 10,000 GP (EP value is normal, however). It also makes it a liability if a player or group is caught possessing it.

**46B. Shallow grave**

This grave is marked with a stone that reads, "A fallen comrade lies here — Forever watching our backs. His name is known only to the Gawds."

Should the party have the audacity to dig up the grave, they will find a skeleton wearing a full suit of Plate Mail (normal, human sized.) It is fair condition, but will need 500 gp of repairs by a skilled armorer to restore it to full hit points. It currently provides an AC of 6 and has 13 hit points left.

**46C. Shallow grave**

This grave has been dug open by the gnomeling ghoul, Ektor. The grave marker is identical to 46B. Gnawed bones are scattered all about the grave, along with bits of armor and tattered shreds of clothing. Lying half exposed in the dirt is a soldier's journal.

The journal is written in Forcaran and relates the story of the siege of the Keep by the Orcs. The journal is in poor condition and will disintegrate as the pages are turned, making it unreadable.

**46D. Crypt****Height:** 15' **Dimensions:** 10' x 10'

This crypt is identical to the Tomb (46A), but the limestone slab is still sealed. On the back side of the Crypt, however, several blocks of stone have been pried loose creating a small breach. The breach is just large enough for a man-sized character or smaller to belly crawl and gain access to the interior of the Crypt.

This is Ektor's lair, and he will always be found here sleeping during the day. The crypt is littered with small heaps of half-eaten flesh, gnawed bones and bits of debris. A thorough search of the trash heaps (1d3 turns) will reveal a quarrel of eight Crossbow Bolts +1, +4 vs. Reptiles.



# Chapter 2

## The Wilderness

### THE KEEP IN PERSPECTIVE

At the risk of overstating the obvious, the region surrounding the Keep, by the very definition of the word is a 'wilderness'. A land teeming with fantastic creatures and great evils. The Keep is like a small insignificant island floating in the midst of chaos. On all sides lurks danger and dark forces intent on doing harm to those whom reside there.

The Keep is a source of healing, reprovisioning, potential allies, a pool of knowledge and resources to draw from — in short it is the group's lifeline in this wild land. The group will quickly begin to gather clues and rumors about the wilderness region that surrounds them. Part of this process will begin almost immediately upon arriving at the Keep. With each encounter and conversation with the residents of the Keep, the group will learn something new and intriguing. (Note that not everything they glean will be the truth). At some point they will be compelled to venture forth from the Keep to explore the surrounding area.

Once the group has established a base of operations at the Keep and has properly provisioned itself (to the best of its ability as dictated by finances, that is), they will eventually turn their eyes outward and venture fourth from their the safe haven.

Perhaps they've secured a map of the area and want to check out the fens, or maybe one of the narrow passes to the north beckons them. Or...they may simply decide to forgo the gathering of such knowledge and set out blindly to find what crosses their path.

There are numerous dangers (adventure ops) in the area but the ultimate goal of the group will likely be adventure in the Mines of Chaos. Naturally, once they've caught wind of this dungeon crawl and learn a little something of the vast riches purported to lie within, they will be tripping over themselves to locate and loot it. This won't be easy.

Such an expedition will require planning and exploratory forays and checking out and eliminating false leads. In fact, it may take several attempts (i.e. game sessions) before the group is successful in locating the mines. This is not a bad thing — for in all likelihood the Mines will be more than a beginning group can even hope handle at first level. Before they can face such a challenge and have any hope of succeeding they will need to gain experience, make friends (contacts) and perhaps even form alliances. There's an old saying among bounty hunters at the Keep, "Dead men rush in!"

Since exploring the Keep's surroundings will span many days, the group will constantly have to return to the Keep to rest, heal and replenish their supplies. They will quickly learn that failing to return by sundown means the gates will be closed and they will be shut out. (And at the mercy of wandering terrors of the night (or worse, the attentions of the nefarious individuals of the Vagrant's Camp).

### Wilderness/Area Maps

There are two wilderness maps that show the area outside the Keep.

**Regional Map: (Inside Front cover)** This large-scale map shows the entire region surrounding the Keep. See page 161 of the GMG for information on outdoor movement rates. The GM will find this map useful in planning future adventures and placing dungeons of his own design should the players decide to continue using the Keep as a base of operations.

The "Realms" of civilization lie toward the east. If you follow the trail running through Hell's Throat to the east you'll find it opens into the Sustain Valley. Here lies the small village of Farzy — the nearest human settlement to the Keep that lies just on the furthest reaches of the Fangaerian City States.

To the west the trail follows Hell's Throat deeper into the Frandorian Mountains and deeper into the forsaken wilderness beyond the ken of Law. You'll also notice that the placement of additional *HackMaster* modules are indicated. (These adventures will be forthcoming giving you even more use out of the *Little Keep on the Borderlands* setting.)

**Area Map: (Inside Back Cover)** This map shows the immediate area around the Keep at a smaller and more detailed scale. It also contains a key to ALL of the planned encounter areas (including the Mines of Chaos). Inspection of the map will also show that there are 11 special areas. Numbers 1-10 indicate wilderness encounters and are detailed below. You may also wish to expand and/or add other encounter areas, designing camps, lairs or lost ruins to permit more adventuring.

**Movement Rate on the Area Map:** Each hex on the area map equals one half mile. Overland movement rates are given in the *HackMaster GameMaster's Guide* p. 161. All

of the terrain surrounding the Keep is "very rough" for purposes of calculating movement. An exception are the areas indicated as high mountains — these are impassible save for characters with the Mountaineering skill. The rivers traversing the high mountain areas may be used as thoroughfares, albeit at "very rough" movement rates.

### Random Wilderness Encounters:

When traveling or camping in Hell's Throat check for random encounters every four hours. There is a base 1 in 10 chance of an encounter. Encounters should be resolved using the random encounter tables from the *HackMaster GameMaster's Guide* — specifically Table FG: Temperate, Mountains. Likewise, if the party is travelling in the fens use Table J: Temperate, Swamp. Just off the trail in one of the forests use Table C: Temperate Forest. If the party is camped within two hexes of one of the keyed encounter areas, however, the chance of an encounter increases. At two hexes there is a 1 in 6 chance, at one there is a 2 in 6, and camping within an encounter hex automatically triggers an encounter. Treat otherwise as a normal encounter. Keep in mind that it is possible for a party to camp within two hexes of two different encounter areas — in which case two checks would be made.

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

Also take note of what provisions the characters bring with them. They are adventuring, not hunting, and so they should not expect to find food locally unless they specifically state they are foraging for food and have the skills to do so (in which case a skill check is in order). They should bring ample food and water with them. If not, when the party runs out, they will either have to try their luck at hunting, or return to the Keep to restock their supplies. Stress to them in some manner that they will probably prefer to return to the Keep, knowing that they will fare better there, and not risk encountering monsters while hunting.

If the party attempts to move off the map you can 'nudge' them back on the playing field by having a sign, a wandering stranger, a friendly talking magpie, or some other "helper" tell them that they are moving in the wrong direction. If this doesn't work throw a few automatic random encounters at them to make them rethink their actions.

### Wilderness Encounter Areas

#### I. Vagrant's Camp

**Dimensions:** 60' x 60'

**Encounter:** **Halfling Thugs** (see "Running the Gauntlet" on p. 8)

Vagrants (MUN #6 x1d20) *alter race and alignment as necessary*

**Potential Yield:**

- Coinage (max) (GPV = 1464) (EPV = 293)
- Killing Thugs and Vagrants (max) (EPV = 720)

A series of colorful tents patched together from bits of cloth spreads out before you in a small cleft in the rock face. Scattered amidst broken walls and burnt out timbers, the smoke of a large bonfire wafts up between the tents. Several halflings push by you with armloads of firewood as they make their way toward the camp.

"Ya comin' or goin'?" one growls.

Standing around the fire eyeing a pot of boiling broth stand a circle of dirty ragged faces. The hollow stare of their eyes testifies to a hard life. The inhabitants of this camp are no strangers to hunger. Even as you approach the camp their eyes shift toward you. Their gaze makes you feel uneasy. You sense them calculating the risk of taking you down. Their eyes discerning what items of worth you may be carrying. You feel like a worm in a chicken coop.



**Little Keep on the Borderlands**

At this point in the trail (400 yards north of the Keep) the cliff face pulls back about sixty feet from the river's edge creating a small pocket of level ground. Here among several broken walls (all that remains of the halfling thug brothel which once stood on the site) a communal camp has been set up.

At any given time 12+1d20 individuals will be found camping here. Twelve of the camp's permanent residents are Halfling Thugs who have been barred from entering the Keep (this is the same gang who hangs out at the drawbridge trying to shake down visitors for money). Each Halfling Thug carries from 3-18 sp.

Others campers here are those unfortunates who are not allowed to enter the Keep because of their race (half-orc, half-ogre, grel, etc) or (like the halflings) because they've committed crimes or are deemed undesirable. Some are cast-off hirelings who were brought to the area in the company of adventuring parties that moved on without them. Each vagrant carries 3-24 cp and 3-12 electrum pieces.

And then there are those who simply arrived at the Keep too late and the gates were closed. Because there is safety in numbers, such individuals opt to stay at the camp until sunup. About twice a month, the Keep Prefect gets fed up with the eyesore and the resulting acts of crime that seem to emanate from the camp and has it razed and its tenants chased off. In a matter of days the camp is reestablished, however, and business goes on as usual.

**2. Lizardman Mound**

**Dimensions:** 40' diameter x 6' high

**Encounter:** Lizardmen (10), 6 guards, 3 females and leader (with maximum hp), Lizardman Young x8 (noncombatant)

**Trap:** Detection Trap – vibration/pressure tripped.

Potential Yield:	GP Value	EP Value
<input type="checkbox"/> Killing Lizardmen		650
<input type="checkbox"/> Gold and bead necklace	1,100	220
<input type="checkbox"/> Misc. coins and ingots	108	21
<input type="checkbox"/> Six Lizardman Eggs (bounty from Keep)	25	-
<input type="checkbox"/> Lizardman sets of fangs (10)	250	-
<input type="checkbox"/> Healing Potion	400	200
<input type="checkbox"/> Type A Poison	5	1

As you push through the brackish water of the fens you come to a large mound of packed earth and logs. There are dozens of tracks in the soft mud and bits of gnawed bone and black stone chips scattered about. There is also a strange, pungent smell hanging on the air that offends your senses.

The small channels and pools of the fens are the home of a tribe of exceptionally evil lizard men. Years ago the Keep launched a campaign to eradicate the Lizardmen from the fens and destroyed their nesting mounds. (They hired professional adventuring parties to scout out and destroy the mounds one by one.) One female escaped with her brood and managed to reestablish the colony.

This small group of Lizardmen has made a great effort to hide their presence. They purposely will not bother individuals moving about in daylight in order to conceal their presence and the location of their burrows.

At night the tribe hunt for food in and around the fens. Occasionally they'll venture as far as the trail's edge along the river hoping to secure human flesh — their favorite food. But since few are foolish enough to travel at night they are rarely successful. Since the waters around the fens are thick with trout, black bass, crappie and bluegill, the Lizardmen feed themselves well anyway. This plentitude of fish also often tempts foolish residents of the Keep and visitors who know no better. Such foolhardy individuals usually disappear without a trace sparking rumors that perhaps Lizardmen still inhabit the area. (A rumor the Keep Garrison is quick to deny since it's taken as a slight to their honor.)

Although the tribe is careful to keep its existence a secret, the craving for human flesh compels them to take such a bounty if it presents itself. They have set numerous drowning-traps through out the fens and along the shoreline hoping to snare the unwary. (1 in 20 chance per 100 feet traveled of a character stepping in such a snare. The snare will pull the character under the surface of the water and he will be subject to drowning rules as described on page 167 of the GMG.)

The mound forms the roof of a large den filled with muddy burrows beneath — this is where the tribe lives. If someone steps foot on the mound itself, there is a 2 in 6 chance the roof will collapse directly beneath his feet and he will fall into one of the large burrows below.

If the mound does not collapse, and someone walks about on it the Lizardmen will immediately attack, sensing their secret is about to be discovered and their eggs and young in danger. From the network of muddy burrows and dens below, one by one, the Lizardmen guards (six total) will slither up and out of the several hidden openings and begin attacking the party. They will fight to the death to defend the mound. If all are killed, the remainder of the tribe will hide in the lair below and block the entryways with packed mud and logs. They fight with their natural weaponry and the largest has a necklace worth 1,100 gold pieces.

In the lair is the alpha male of the tribe and three females. There are also 8 young (with 1 hit point each and do not effectively attack), and 6 eggs (worth 20 gp each due to the old but still standing bounty offered by the Keep). Hidden under the nest with the eggs are 112 copper pieces, 186 silver pieces, a gold ingot worth 90 gold pieces, a Healing Potion and a poison potion (type A). The first person crawling into the lair will always lose the initiative to the remaining Lizardmen and the largest female, unless the person thrusts a torch well ahead of his or her body.

*Note: The upper fangs of a Lizardman are worth a 25 gp bounty at the Keep.*

**3. Temple Ruins**

**Dimensions:** Irregular 65' x 75'

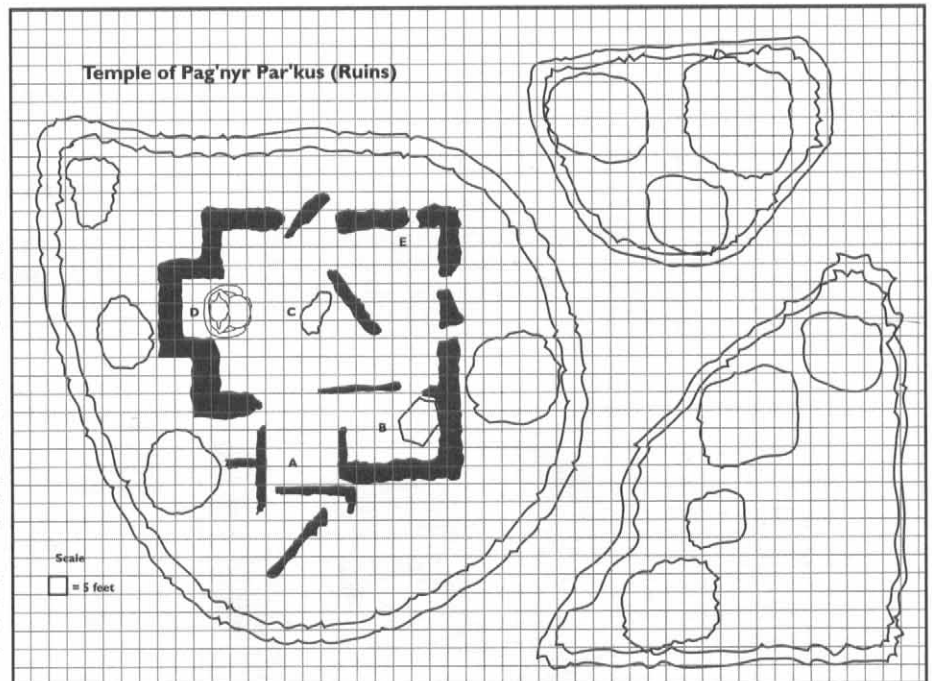
A large patch of high dry ground rises up out of the fens here. A thick tangle of vines, low hanging trees and brambles cover it. Here and there jutting out from the vegetation can be seen bits of brick and mortar and rotting timber. Further into the thicket you see a glimpse of a broken wall.

These are the ruins of an evil temple to the demon, Pagnyr'Parkus. It was built during the time of the Orkin occupation. When disease swept the area the Orkin priests perished or fled the area leaving the temple abandoned. Lizardmen converts to the demon-cult stayed on and maintained the cults' fire.

When the Keep Garrison launched its campaign to sweep the fens of Lizardmen, the professional adventuring party, 'Cretins of Flander's Meadow' were given the task of taking out the Temple. (This event, incidentally, is memorialized on the cover the HackMaster Player's Handbook).

**EXPLORING THE TEMPLE RUINS**

Pushing through the brambles approximately 20 to 30 feet (depending on way of approach) will reveal the temple ruins that lie under a thick canopy of vines suspended over the broken walls. (This canopy was naturally formed. The vines grew over the charred roof timbers that remained in place after the Temple was razed. As the years passed the timbers collapsed and fell away leaving the vine-canopy). All of the broken walls shown on the map vary from 8 to 20 feet in height. The temple floor is paved with flagstone, with tufts of grass growing up between the mortar joints.



3a. Temple Foyer

Encounter: none

A roughly hewn block of stone stands in this area of the ruins. The sides of the stone are covered with fearful images of mythical creatures fighting over dismembered body parts (apparently human) and gorging themselves. Written runes decorate the side.

This area was originally the foyer to the Temple. Here a priest would ritually cleanse the faithful before they were allowed to enter the Sanctuary. A roughly hewn block of stone stands here (animal offerings were sacrificed here and the blood used to anoint the faithful). The orkish runes read, "His vengeance is swift and unseen."

There is nothing else of interest in this area but a keen eye will notice that small animals bones scored with scrape marks are scattered all about among the dead leaves and moss. (Hinting to the fact that there may be predators in the area).

3b. Living Quarters

Encounter: **Predacious Howlers** x2 (down half their hit points)

Potential Yield:	GP Value	EP Value
<input type="checkbox"/> Killing Predacious Howlers		240
<input type="checkbox"/> <b>Large Shield +1</b>	2000	500
<input type="checkbox"/> Coinage	80	—
<input type="checkbox"/> bastard sword	25	—

This area is now little more than a jumble of bricks and broken stone forming a pile that rises up 5 to 6 feet. One of the brick walls has collapsed and fallen across the pile in such a way as to form a lean-to of sorts creating an inviting dark recess offering shelter from the elements.

This was once the living quarters for the temple priests. But now two Predacious Howlers have made this their den. The pair was separated from their pack several months ago after ambushing one of the cavalry patrols from the Keep. Both were wounded and crawled away into the fens to escape. They are now weak from hunger (down about half their hit points) but still capable of fierce fighting.

They cannot be surprised since approaching the Temple through the undergrowth makes so much noise but they will lie in hiding until they can determine the strength of the party and find an opportunity to ambush.

If the party is only 3 to 5 in number, the Howlers will attempt to come out of their hide place quietly and ambush the group as they explore the ruins. If the party is larger, the beasts will wait and attempt to snatch the weakest member of the party and drag him off into the thicket where they feed.

If one searches the Howlers' den the remains of previous victims will be discovered. Among the rubbish are a **Large Shield +1**, 75 gps, 50 sps and a bastard sword.

3c. Sanctuary

Encounter: None

Potential Yield:

- Coinage, gems, ring (GPV = 250) (EPV = n/a)

Upon entering this place it now becomes apparent that the ruins you stand within were once some kind of temple to a wicked looking beast. This large open area seems to be where the faithful once congregated to worship their demon-gawd.

DISPLAY ILLUSTRATION #5 ON PAGE IQ4, and read:

In an alcove in the center of the western wall rests a large limestone statue of a horned humanoid with a wide mouth full of sharp fanged teeth who sits in a lotus-like position. The



statue is 18 feet high and 10 feet wide. In his hands he holds a large bronze brazier approximately 5 feet in diameter. Where eyes should be are only two large gaping holes.

This is a statue of the demon Pagnyr'Parkus as anyone with the skill ancient history or art appreciation: sculpture might be able to ascertain with a successful skill check. The relics "The Eyes of Pagnyr", two large rubies endowed with magical powers were once set in these sockets — they were stolen by the Cretins of Flander's Meadow. The left one is now in the possession of the Mad Hermit (wilderness area 7) and the other is in the possession of the Beholder in the Mines of Chaos.

The inside of the brazier is filled with a black muddy paste — a mixture of rain water and ashes. Sacrifices were once laid in the flames as a sacrifice to Pagnyr. Humans were the preferred sacrifice but in times of need any creature with a soul would suffice.

At the bottom of the brazier in the muck are dozens of items from the hundreds of sacrifices that met their demise here. Most of it is junk such as belt buckles, buttons and other items that wouldn't burn. But there are some treasure items. (two gems worth 75 gp each, a gold ring valued at 25 gp and a 75 gold pieces).

3d. Recess

Encounter: **Carnivorous Hornets** (10)

Potential Yield:	GP Value	EP Value
<input type="checkbox"/> <b>Wand of Wuss-slapping</b>	0	—
<input type="checkbox"/> <b>Potion of Brownie Strength</b>	0	—
<input type="checkbox"/> <b>Hipwaders of Protection +1</b>	15,000	1000

Behind the statue in the alcove it sits in is a 5-foot gap. A man-sized character or smaller should have no problem squeezing under the arms of the statue and entering this gap.

If one of the PCs goes behind the statue read the following:

Hanging from the back of the statue's head is hornets' nest. Just as you notice this, a telltale buzzing begins to emanate from the hive and a swarm of hornets emerges.

The hornets will immediately attack at the first sign of movement behind the statue. It will be impossible to swing weapons in the tight confines behind the statue. If a character is fortunate enough to have source a flame striking the nest (AC 10 to hit) will immediately set the hive ablaze and kill half of the hornets. If a character flees and jumps in the water of the fens, the pursuing hornets will give up the attack after swarming over head for 1d4 rounds and then return to the hive or select a new target.

If the hornets are vanquished and the area behind the statue is inspected a successful check for secret doors will reveal a small block of stone on the statue's posterior (3' x3'). The stone can be slid back away from the statue revealing a hidden chamber containing a cursed **Wand of Wuss-slapping**. Also in the hidden chamber is a **Potion of Brownie Strength** and a pair of **Hipwaders of Protection +1**.

3e. Cold Camp Site

In this corner of the Sanctuary is an abandoned campsite. Scattered about are a sleeping mat, a wineskin, a lantern and a backpack.

The wine in the wineskin has gone sour and the lantern is non-functional. The backpack contains 10 feet of rope (half-rotted) that will snap if more than 100 pounds is brought to bear on it, a tinder box, a journal, a pair of boots (ordinary) and five pounds of moldy corn dodgers. All of the items are worthless and have apparently been here for quite some time. The remains of the owner lie in the Predacious Howler den (3b).

The journal is waterlogged and the ink has run making it mostly unreadable. The last entry is partially readable however; "...despair and gloom! Leg is fractured. Not going anywhere for the time being. They'll be back tonight. Of that I'm sure. Suddenly my search for the Eyes of Pagnyr seems meaningless. What I wouldn't give to be back home in Gavus with...."

## Little Keep on the Borderlands

## 4. Escaped Pack Ape Camp

Encounter: Run Away Pack Apes (7)

Potential Yield:

- Killing Pack Apes (EPV 1225)
- Misc. equipment (GPV = 909) (EPV = 182)

You find a small clearing about thirty feet in diameter in the middle of a particularly dense part of the forest. A rocky outcropping juts upward 60 feet from slope of the mountain at a 45 degree angle creating an overhang. This area is littered with busted crates, torn open packs, empty sacks etc.

Several runaway pack apes have taken shelter here. They are lead by Syrus, a large silverback (mature male) who was defanged by his former master. The group has managed to survive in the wild for nearly two years. Once every two to three weeks they attempt to ambush a caravan on the trail to the northeast, grabbing anything they can before disappearing into the forest again.

In the morning hours they laze around on the rocks and are idle. In the late afternoon, Syrus will gather the group together and they will forage for food and head toward the trail. The pack apes time their ambushes until just after the daily patrol has already passed through the area. If the group stumbles upon the camp (and the Pack Apes are present) the Apes will immediately attack. They will never be surprised since they always have a guard posted and the slightest change in chirping of the birds or crickets around the camp serves as an alarm.

If the group stumbles upon the camp when it is unoccupied they can search among the rubbish and find a good deal of discarded items that are still useful. Among the items are; a pair of boots, a pan flute (5 gp), magnifying glass (100 gp), portable forge (400 gp), fishing net (4 gp), four bolts of silk (worth 100 gp each), a pair of winter mittens (3 sp), a bucket (5 sp), a half-empty keg of ale, an embroidered jacket... The list goes on and on. Items are scattered throughout the area and even outside the clearing among the undergrowth. If the group continues to search the area select random items from the PHB lists with 1 in 5 being in good or usable condition. For each turn the group searches there is a 1 in 6 chance the Pack Apes will return and go ape shit over the intrusion and immediately attack. Since Pack Apes fight with improvised weapons they will grab anything within arm's reach to swing with or throw as a missile weapon.

## 5. Spider's Lair

Encounter: Large Spiders (3)

Potential Yield:

- Killing Spiders (EPV 525)
- Boots of Speed (GPV = 20,000) (EPV = 2500)

Three large spiders have spun their webs amongst the trees here forming a nearly invisible enclosure that will ensnare any creature passing through on foot. There is a 3 in 6 chance that any intelligent creature approaching the web-enclosure will detect the web in time to stop and avoid being ensnared. Otherwise, the character is immediately entangled. For every point of Strength below 19, a victim takes one round to break free.

If the PCs notice the webs before becoming ensnared read the following:

This area is on a gentle slope in a patch of old forest where the trees thin out and ground cover is sparse. As you are walking you notice that something just doesn't seem right about this clearing. Looking up you notice a large intricate pattern of very fine webs blocking your path. You nearly stumbled into the mess!

If the PCs do not notice the webs read the following:

This area is on a gentle slope in a patch of old forest where the trees thin out and ground cover is sparse. As you are walking you suddenly feel the creepy tangle of sticky webs that a moment ago had been virtually invisible to you. Looking up, you notice a large intricate pattern of very fine webs surrounding you. You just stumbled right into the mess!

The spiders wait in hidden underground burrows waiting for the web to telegraph an ensnared victim's struggles. Once a victim is caught in the web all three spiders will immediately investigate. Under a pile of leaves nearby is the skeleton of a victim, a hapless elf with a horrified expression on his face. Everything he bore has turned to rot and ruin, save his Boots of Speed.

## 6. Bandit Camp

Encounter: Bandits (13), 2 bowmen, 8 spearmen, 3 leaders

Potential Yield:

- Killing Bandits (EPV 195)
- Sundry coinage (see text)
- 13 light horses with gear (GPV = 2125)

This area is a secret camp where a band of thirteen brigands have holed up so they can be close enough to spy on the Keep but far enough away so as to be unlikely to be discovered by patrols. They keep a man on watch at all times who patrols the perimeter of the camp. At the beginning of this encounter roll for surprise. If the PCs gain surprise or neither party is surprised, read the following:

You begin to hear the faint noise of humans talking and laughing. Just then you see a lone man in dirty leather armor walking with his back toward you.

The bandit camp is not far from where the guard patrols. If combat breaks out for more than a standard melee round, the rest of the brigands will certainly be alerted.

If the brigand guard surprises the PCs he will avoid confronting them himself and stealthily return to his camp to alert his fellows. If this is the case, roll for surprise again. If the PCs win or neither party is surprised read the following:

As you walk through the woods you spot a group of about a dozen armed men dressed in dirty leather armor walking carefully as if searching for something but with their backs to you.

If the bandits surprise the PCs read the following:

You blunder through the forest without paying attention to your surroundings and this time it just might cost you. Seemingly from nowhere spears and arrows begin to pepper your party. As you look around you notice you are surrounded by a group of men in dirty leather armor.

Each bandit has 3d6 silver pieces, the lieutenant having an additional 1d6 gold pieces, and the leader having an additional 2d6 gold pieces. Both the lieutenant and the leader use longswords and daggers. All of the other bandits have daggers.

They each have a light horse, saddle, saddlebags, and bed roll. Bowmen have an extra quiver of 20 flight arrows near their horses, and there is a cask of good wine on a tree stump in the camp. Several game animals are hung from branches and can be eaten or carried along as they are cleaned.

## 7. The Mad Hermit

Encounter: Ki'Mander the Mad Hermit

Potential Yield:

	GP Value	EP Value
<input type="checkbox"/> Killing Ki'Mander		310
<input type="checkbox"/> Left Eye of Pagnyr	1500	see Appendix
<input type="checkbox"/> 164 silver pieces	8.2	-
<input type="checkbox"/> Potion of Invisibility	250	500
<input type="checkbox"/> Dagger + 1	250	800

PCs can only discover the hollowed out tree of the hermit if they are searching while moving in the area of his home. Even then, the GM should secretly check if anyone in the party notices the concealed entrance (as concealed door) of his tree. If the PCs find the tree read the following:

You notice a huge oak tree that appears to have a hollowed out portion. A thick bush covers the opening to the hollow.

If the PCs investigate read the following:

This huge hollow oak appears to be a dwelling. Inside is a mound of leaves, a rotting tunic bearing the Keep's crest, a couple of pieces of crude furniture and a rusting sword with a broken blade. A disheveled human

appears disturbed by your invasion of his privacy and upon seeing you shouts, "Watche wan? I'm Ki'Mander. Don mess wit mih. I gots min dat foll mih!"

For many years a solitary hermit has haunted this area of the forest, becoming progressively wilder and crazier and more dangerous with each passing day. He's a legend at the Keep and for some reason the Keep Prefect has ordered his men not to harm him. He claims it's because it would be 'bad luck' to mess with one so touched in the head – but the reason runs much deeper.

The hermit's tale is a sad one, for he is actually the former Keep Prefect, Hullaman Vingal who disappeared without a trace years ago. He now goes by the name of Ki'Mander (a corruption of the title Commander, to which, as an officer, he answered for many year) It was under Hullaman's orders that the fens were cleared of Lizardmen and the Temple of Pagnyr/Parkus destroyed. He hired the professional adventure party, Cretins of Flander's Meadow to carry out the task of rooting out the Lizardmen burrows. Afterwards, when the spoils of the campaign were divided up, Hullaman took possession of both 'Eyes of Pagnyr' in the name of the City States. The relics, along with other treasure taken from the fens, were to be sent back to the city of Fangaerie. Hullaman however, couldn't bear to give up the beautiful gemstones (unknown to him, he was already under their spell) and had his scribes remove them from the shipment manifest.

As the months passed, Hullaman mysteriously withdrew to his residence and removed himself from the day to day affairs of running the Keep. His aide-de-camp, Bandrus Far'Raven (the current Keep Prefect) assumed his duties even as rumors began to sweep the Keep like wild fire. For weeks Hullaman refused to come out of his quarters, refusing to even eat or accept visitors. One night, Hullaman bundled up the gems in rags and slipped out of a sally port in the East Tower and disappeared.

Bandrus ordered the cavalry to search the pass for the commander but he was never seen again. A few years later rumors of a 'madman' in the pass began to circulate. The morning patrols would return with wild tales of a 'wild man' who stood on the rocks at the side of the trail, flung feces and hurled insults at them before running off into the woods. Several unsuccessful attempts to catch him were made but then Bandrus (who by this time had officially been promoted to Keep Prefect) had ordered his men not to harm him.

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 is the Left Eye of Pagnyr, 164 silver pieces, a Potion of Invisibility, and a Dagger +1.)

When encountered Ki'Mander will at first appear friendly, if a little nervous. He will seem overjoyed to have visitors even to the point of being genuinely friendly. It will



quickly become apparent, however, that something is terribly wrong with him. His comments we tend to have very little to do with reality. He will ramble and begin to make less and less sense as he slowly works himself into a hostile state.

If he is pressed with questions or pried for information he will gradually become frustrated, annoyed and then hostile. But it is a slow transformation and the GM should play it as such. A part of the Ki'Mander's former self is still present and it will attempt to cry for help before being quickly suppressed by the mad thoughts swirling in his mind.

If the group decides to move on after failing to make sense of the Ki'Mander's mad rambling he will suddenly blurt out some interesting morsel of information to entice them to stay. He will mumble bits and pieces of rumors. Mention the Mines of Chaos, the Lizardmen, buckets of gold, riches to be had, etc. But such information will be in a jumble mixed with half-truths and fantasy making it useless.

Eventually when the party does decide to leave, Ki'Mander will say good bye and attack them from behind with his broken sword (-50% to damage).

## 8. Mines of Chaos

This is the location of the Mines of Chaos. Refer to that section for more details.

## 9. Lost Mine

**Encounter: Cave Chameleon (Wounded)**

Potential Yield:	GP Value	EP Value
<input type="checkbox"/> Slaing wounded Cave Chameleon	–	975
<input type="checkbox"/> 75 gp in Cave Chameleon's gut	75	–
<input type="checkbox"/> 315 sp in Cave Chameleon's gut	15	–
<input type="checkbox"/> 125 cp in Cave Chameleon's gut	1	–

In a cleft in the rock face you see large mine shaft. Rubble and debris extracted from the mine has been haphazardly piled up on both sides of the entrance leaving only a small narrow trench about waist high leading into the mine itself. It appears the mine hasn't been worked in years. Several trees have sprouted up among the rubble piles and on the path leading up to the mine itself. On one side of the trail, a bucket with the bottom rusted out of it has a small sapling growing up through it. About 10 feet into the mine's yawning maw one can see the glint of several gold coins, a boot, and a man's cap.

This location is an exploratory mine that was abandoned after it collapsed. However, all is not as simple as it seems. A Cave Chameleon has positioned itself squarely in the entrance of the mineshaft and is camouflaged (80% chance to notice something is amiss). The Chameleon's gaping maw now appears to be the actual mine entrance and he's using treasure to attract his next meal. The Cave Chameleon immediately attempts to swallow the first character who takes the bait or one who ventures too close.

As it turns out the Cave Chameleon is severely wounded. A would-be meal has recently turned out to be armed and cut his way out. The Chameleon's wounds haven't had a chance to heal and it is hurting badly and starving. If the creature is vanquished and its gut cut open it will be found to contain numerous coins.

## 10. Mercy's Fortune (Mine)

**Background:** This is the location of the Mercy's Fortune Mine (named after Nargus' girlfriend back in Gavus). This is the gold mine that started all the trouble at the Keep and its glut of counterfeit coins.

The seeds for this situation were planted many months ago when four furloughed soldiers (Gnat and Nargus among them) were returning from a drinking binge in Farzy. As they rode and passed the wineskin back and forth the conversation turned to the rumors of a gold mine in the area which had been abandoned during the Orkin Wars. As far as anyone knew, the area was thought to have been depleted of gold ore years ago. Why else would the dwarves have given up their claim on the Frandorian Mountains?

To make a long story short, the group decided to search for the mine and by a stroke of blind luck they struck pay dirt - or so they thought.

They had in fact discovered an unworked vein of gold but their greed compelled them to keep their find a secret. For it was well known to them that the Fangaerian City-States had a blanket-claim to ALL mineral resources in the area and that reporting their find would net them only a meager "finder's fee". So they sat down, had a drink and discussed the matter. By the time the flask was empty a conspiracy had been hatched and oaths of secrecy entered into. The soldiers decided they would share their good fortune with no one and simply work the mine themselves on their off time. They would be equal partners and split anything of value they managed to wrestle from the mountain's tight grasp. And so they shook on it.

As time passed and the aches in their backs began to grow in intensity the conspirators had a change of heart. Why should they break their backs? They decided to bring more soldiers from the Keep in on the secret. They would exchange shares in the mine

for labor. Eventually 38 people would become partners in the mine. Many tons of rock had to be mined and moved to secure each tiny nugget. But slowly and surely the conspirators began to amass a small fortune in gold.

Meanwhile back at the Keep, the garrison commander was trying to figure out why so much unrefined gold was turning up at the Keep. With suspicions aroused and questions being asked, the conspirators soon learned that spending their gold put them at incredible risk of being discovered. To make matters worse, a Sergeant of the Guard stumbled upon the cabal and threatened to expose the conspirators to the Keep Prefect if he wasn't paid off with 10,000 gp in gold. (Nargus and Gnat solved this particular problem by killing the incredibly greedy Sergeant). The message was clear - the entire operation was in danger of unraveling.

Suddenly the low paid soldiers found themselves in a strange predicament. The gold was burning a hole in their pockets yet they couldn't spend it. What to do? Even the Inn Keeper at Farzy had been asked to keep an eye out for anyone paying in gold nuggets. So the pair decided they would keep the gold buried at the mine and that no one would spend it until the heat blew over and it was the right time to divvy it up.

Now, that's about the time the real trouble started. Someone came up with the bright idea of smelting the gold and minting it into coins so it could be freely spent at the Keep without raising further suspicion. This required bringing the Keep smiddy, Arrky in on the conspiracy. Arrky announced he could smelt the gold in his forge but he didn't have the necessary dies that would be needed to strike the coins. This led to the group bringing the moneyteller, Gwindle into the fold. Gwindle had connections (so he claimed) and announced he could get his hands on some quality counterfeit dies. But there was a catch - he wanted two shares of the gold instead of one. The conspirators, who by this time were anxious to spend their gold, readily agreed. What was one more share to be paid out?

Weeks later Gwindle announced he had procured the promised dies but that it would cost another share of gold to get them. As it turned out he had commissioned the Armorer, Dediur, to make the dies in exchange for a piece of the action. The other shareholders were furious but agreed.

That's when the vein of gold in the Mercy Fortune unexpectedly ran out. As they frantically began to branch out of the mine in an attempt pick up the vein again, the conspirators began to do the math. Cut 38 ways the fortune in gold they had managed to amass so far no longer seemed substantial - certainly not enough to retire upon.

That's when Nargus came up his best idea yet - mix the gold with copper to make to go further. After stealing several tons of copper sheeting from the common warehouse (It had arrived a few months before to re-roof the Temple) the conspirators moved ahead with their plan. Soon the sounds of hammering could be heard coming from Arkky's at all hours of the night as he and two other conspirators began minting the 'gold' (now reduced to a 14 carat alloy) into coins. They had already minted several thousand coins or so when somebody noticed something was amiss. The coins looked very much like a real City-State gold piece but with one noticeable exception. The City-State crest and lettering were backwards! Dediur may be a master armorer, but as it turned out he knew diddly squat about making proper dies.

After much debate over what to do, the conspirators finally decided to proceed with the plan and hope nobody noticed. "Who ever really looks at a coin close up anyway?" argued Nargus. So the conspirators divvied up the coins and set out on a spending spree that would shake the Keep to its very foundations.

It didn't take long for the Keep's economy to be flooded with the counterfeit coins. (Which were only worth about 58% of a gold piece based on its gold content). And it didn't take much longer for the merchants to realize they'd been had. (It didn't aid matters when Gwindle the moneyteller flatly refused to accept the coins at his bank).

Ironically, after the residents of the Keep began paying their taxes and fees with the counterfeit coins, the garrison paymaster turned around and used them to make payroll to the troops. A vicious inflationary cycle erupted at the Keep where everyone attempted to pawn off coins on others so they wouldn't take a hit and lose their shirts.

It didn't take long for everyone to become wise to the scam and soon those who had the counterfeit coins were stuck with them - well, almost. A wide variety of scams have arisen at the Keep. Seemingly great deals are offered to strangers and visitors. Merchants seeking to pass off the coins (valued at only 58% of a gold piece mind you) offer to pay premium prices for goods such as gemstones, rare artifacts, etc in an attempt to broker the coins for items of real value and recoup their losses.

The excavation of the Mercy Fortune however, goes well beyond the counterfeit coin fiasco. In their search for another vein of gold the conspirators unwittingly breached a cave system and opened up a gateway through the mountains - a conduit for the evil that dwelled on the other side to pour into the pass.

**THE MERCY'S FORTUNE MINE: AREA DESCRIPTIONS**

After the discovery of the gold plot and the ensuing monetary fiasco at the Keep, off-base leave was cancelled for the entire garrison (with much discontent voiced by those not involved in the plot but nonetheless suffering collateral punishment). In the absence of any occupants, a small band of orc brigands has taken up residence in the mine. Its proximity to the Keep has proved a boon to their operations. Near enough to allow observation of traffic coming and going from the Fortress yet safe from retribution, these orcs have staged a number of raids on merchants traveling the road to Farzy.

Many of the gold plotters suspect the former mine of being the base of operations for the Orc highwaymen but a code of silence prevents anyone from publicly voicing their suspicions lest it reveal their involvement in the plot. Fearing that the Prefect will soon be goaded by distraught merchants into mounting a search and destroy mission (and thereby exposing their involvement should the mine be investigated), hints may be dropped to a band of adventurers that perhaps, if they're looking for adventure, they might want to wander by an old cave mouth about half a days ride from the Keep. Questions as to just how they came by this information will be met by evasion at best.

**LEVEL I**

High up on the valley what appears to be a cave entrance can be seen. Many years must have passed since anyone has explored it since it is now overgrown with the same type of shrubs that can be seen in patches throughout the valley. A winding switchback leads up to the mouth.

Should anyone stop to look for tracks, they will find ample evidence of booted foot traffic coming and going on the switchback. Any character with the mining skill will notice that the mine tailings spilling down the valley side are definitely *not* overgrown - evidence that all is not as it seems!

**10A: Entrance**

**Encounter: Orc guards (2)** AC 6 (hide armor, medium shields nearby that they will use should they be engaged hand-to-hand which improves their AC to 5), HP 29, 27, short bows with 30 flight arrows each, long swords.

<b>Potential Yield:</b>	GP Value	EP Value
<input type="checkbox"/> Slaying Orc Guards	-	70
<input type="checkbox"/> sundry personal equipment	-	var

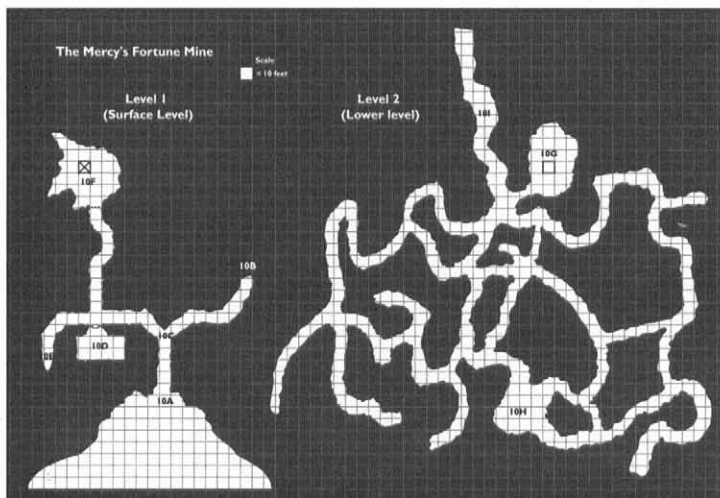
Two Orc brigands are on watch at all times. Rocks, fallen trees and foliage have been carefully placed so as to allow them 90% concealment (and 50% hard cover). They are content to merely observe anyone poking around the valley. If the party starts to advance up the switchback, however, they will open fire with their bows once the intruders come within 100 yards (medium range for their short bows - they know better than to waste arrows hoping for a lucky shot at long range). Confident in their cover (the combination of cover and concealment gives them a +6 AC vs. enemy missile fire) they will concentrate their fire on anyone charging their position rather than engaging enemy archers. Of course, they will also sound the alarm and give their buddies in room D ample time to suit up for combat.

**10B: Dead end Shaft.**

**10C: Fork in the Passage.**

**10D: Bunk Room/Safe Room**

<b>Encounter: Orc Brigands (5)</b>	GP Value	EP Value
<b>Potential Yield:</b>		
<input type="checkbox"/> Slaying Orcs	-	175
<input type="checkbox"/> sundry personal equipment	var	var



Several bedrolls, empty provision containers, mining tools as well as torches and a pair of lanterns are scattered haphazardly throughout this chamber.

This area served as the rest area for the members of the gold plot while they excavated the mine. It has subsequently been taken over as the bunkroom for the Orc brigands. Five Orcs are lounging about though it is likely that they will have been alerted by the guards at area A and thus will be encountered there.

### 10E: Dead End Shaft

### 10F: Subterranean Pass

#### Encounter: Orc leader (Hezbuluch)

Potential Yield:	GP Value	EP Value
<input type="checkbox"/> Slaying Hezbuluch	—	192
<input type="checkbox"/> sundry personal equipment	var	var
<input type="checkbox"/> ledger book	potentially high...	—
<input type="checkbox"/> items looted from merchants	var	var

Hezbuluch, a calculating half-orc fighter, is the leader of the orc brigands and calls this room home (until they've accumulated enough booty and can relocate to better quarters!) If the guards raise the alarm, he will move to confront the party at the cave mouth. Should the orcs be in danger of being overwhelmed, he will flee back to this chamber and lower himself into the mines in an attempt to hide. In such a case, he will try to elude the party by leading them deep into the tunnels, double back, and get back to the surface via the mining basket.

Dominating this cave is a shaft in the ground over which has been constructed a sizable winch and pulley mechanism. The ropes dangle down into the dark hole. A couple of bedrolls lie at the rear of the cave and a pile of boxes, pouches and bags is stacked up against the east wall.

Should Hezbuluch be killed or otherwise be prevented from retreating to this area, alter the text above to include a basket dangling in the winch. The basket with wench can be lowered through hole in the floor into the domed cavern beneath (9G)

Searching the bedrolls will uncover a ledger book. In it are listed the names of all the gold plot members (though it does not specifically state what this is a list of) as well as a daily tally of "amount recovered" in pounds and ounces (though gold is not specifically mentioned). Careful reading of the ledger will reveal that the list of names was incrementally lengthened and the amount recovered trails off with time until it ceases altogether about six months ago. Nargus was acting as bookkeeper and unfortunately neglected to bring this vital ledger back with him when the plot was uncovered and the mine hastily abandoned. It could serve as lucrative blackmail material to an unscrupulous party.

The pile of boxes and pouches contains items looted from merchant caravans:

- (5) planked replacement wheels
- a horse yoke
- (5) pack saddles
- (4) small saddlebags
- (5) horse blinders
- (5) bits and bridles
- box of 50 wood styluses
- box of 20 incense sticks
- hemp rope (480 foot coil)
- 20 man-weeks worth of sailor's sausage
- (5) 20lb bags of rice
- one pound of figs
- one barrel of salted cod (stamped "EJ")

## LEVEL 2

### 10G: Dome Cavern.

High 40' ceiling. The only way to get to F above is by the basket/rope.

### 10H: Mine

This warren of passageways is crudely shored up with timber. Occasionally the shiny glint of metal can be seen in the walls. Water slowly drips from the ceiling and the floor is covered by about an inch of murky fluid.

The shiny glints of metal are, unfortunately, iron pyrite deposits, not gold. Unsophisticated players trying to pawn it off as gold will be severely punished back at the Keep (since everyone is on their guard following the previous gold plot, the ruse will be obvious to even the dullest stable hand).

### 10I: Tunnel

This mark is to show that this passageway actually proceeds for about three thousand yards through the mountain. Its terminus is in the rear of a small cave about half a mile north of the Mines of Chaos.

## Epilogue

Once this mine has been cleaned out it can be easily defended and made into a remote base of operations so players don't have to run to the Keep every day. Once secured from the front, the only way into the Mercy's Fortune mine is via the pit in F. If the basket is raised and stowed there is really no way for anything below to get onto the first level. Room D was a bunkroom where soldiers stored tools and slept between shifts in the mine and it would make a good room for players to operate out of.



# Chapter 3

## The Mines of Chaos

Deep in the mists of time, legendary empires and kingdoms lost to the modern day built great structures and towers that scraped the sky. It took a lot of materials to sustain such efforts, and so these civilizations also dug deep into the earth.

In the dark corners of certain taverns, loose-minded men whisper that the ancients delved too deep, that they dug so far down into the earth that they released dark forces. Some say that the great builders of the past even diverted rivers or moved forests at their whim. Today, no evidence of these great civilizations remains, except in rumors and the tales of disreputable travelers calling themselves “adventurers”.

Nonetheless, there are those who insist that old mines, such as those known today as the Mines of Chaos, are remnants of that lost age. They say that most of the older areas are lost to men behind cave-ins and artificial protections.

Whatever the case, no one can dispute that modern monsters make homes out of these places. They expand and adapt them, re-discovering old tunnels (and horrors) and redecorate according to their beastly tastes. Given the essential laziness of such beasts, several often choose the same area. This is the case in the Mines of Chaos.

Orcs, Bugbears, Goblins, Hobgoblins, Kobolds and even Ape Shaman Warriors now make homes in the area of the Mines. Inevitably, this leads to conflict. One need not postulate that the essence of darker, evil forces twist the minds of those who dwell in such an accursed place (though, of course, many do). Evil beasts fight each other as gleefully as they raid the civilized world. Thus, the situation in the mines is an ever-evolving (that is to say, always-changing) “system” of breaking down alliances, secret wars, open hostility and general mayhem.

When the party first reaches the Keep, the Mines of Chaos are as stable as they ever get. For a year or more, the balance of power has remained relatively constant as the tribes of monsters covertly work against each other. When one begins gaining significant influence or resources, two or more others unite and slap them down. But such détente never lasts, as the allies begin to quarrel with each other almost as soon as their leaders come to an agreement. The net effect, recently, has been that each tribe settles into its lair as described herein. Gains are small and temporary, as are losses.

Of course, even without the influence of marauding player characters, the odds are against this lasting another year. If the party merely harasses a few scouting parties, little may change. But if they systematically slaughter entire populations, they may find each journey into the Mines a unique experience. For example, if they manage to wipe out the Kobolds, other beasts may attempt to annex that lair. Or perhaps a wandering band of Orcs looking for a new base of operations might move in. Such events do not automatically happen within a week or even within a few months, but given the populations of monsters and beasts in the wilds, and the resources available in the area of the Mines, eventually **something** moves in to fill such a vacuum.

As player characters approach the area of the mines, be sure to describe how the landscape itself turns more ominous. The river may be white and foamy near the Keep, but as it reaches the Mines it gets darker, slower and one cannot see into the depths. The trees of the forest may be green and turned to the sun at a distance, but near the mines they loom above men like a promise of doom (or twist into unnatural shapes...).

When the party finally reaches the valley of the Mines of Chaos itself, read the following:

Dark trees surround the trail you follow, blotting out the sun and making it seem almost as if you walk down a long tunnel to some sort of religious experience. Suddenly, at a clearing, a great valley stretches out before you. The narrow gash in the hills extends at least three hundred yards from where you stand. As they near each other to the south and west, the walls of the valley rise to meet the tops of the rocky bluffs visible from the Keep.

Trees and grasses of various shades, some obviously cultivated or even forced into odd or disturbing shapes, grow along the slopes. Amidst the vaguely unsettling view of flora, you see dark cave openings at random intervals, some near the valley's floor and some at the heights. No doubt more lurk behind the vegetation. As a chill wind picks up behind you, soft odors suggestive of rot assault your nostrils. The breeze causes the leaves of the valley's vegetation to shake angrily.

From somewhere in the valley, a distant sound that may be a cry of pain, a shout of triumph or simply some falling rocks echoes.

A palpable feeling of menace permeates the air. These must be the Mines of Chaos.

### Kobold Lair [KBI–KB19]

During the Great Orkin Reprisal of 152 TR, the Orcs of Hell's Throat were living high on the hog with their victories over the Dwarves of Praxter and the humans of the Sustain Valley. During this time, the Orcs took a tribe of Kobolds who they had captured on the sandy shores of Lake Murk as slaves. But when the Orcs were defeated in 154 TR, the remnants of the Kobold tribe managed to escape their captors in the confusion.

House Arl Tap Kal, as the Kobold tribe had named themselves, slowly made their way east. Their goal was to reestablish the peaceful house they had once been. However, since the Orc tribes blocked travel back to the west, they pushed ahead. The harsh conditions were especially hard on the travelers, since most of them were weak from their cruel treatment as slaves. After a week of travel, they had come only 10 miles, and were closer to death than the reestablishment of their house. Fate, however, stepped in on their behalf and pulled them out of the fire.

While exploring a brush covered mountain ridge, the house head, Kor'Rucka, fell into a deep hole at the edge of the largest thicket. He had literally stumbled upon an old mine shaft. He led his tribe into the newly discovered mines, where they decided to settle down. Over the next decade, the Kobolds hollowed out the old mine shafts until they had built themselves a decent sized lair. The young workers, however, were not particularly skilled, and their lair was always a patchwork of crude and partially effective fixes to various construction problems.

Slowly, other humanoids began to inhabit the many unexplored areas of the mines. The Kobolds became increasingly uneasy with their larger and more violent neighbors. House Arl Tap Kal had always desired a relaxing life of sleep and revelry, but their late night parties drew more and more curious explorers, and the danger was mounting. A growing desire to flee the caves was taking hold among the Kobold inhabitants. In an effort to appease his house brothers and sisters, Kor'Rucka began negotiating with a tribe of woodland Kobolds. His hope was to have the woodland Kobolds teach his house how to survive in the forest, and then become part of the house itself (after sufficient hazing, of course.)

Lately, negotiations have soured, and the tension in the house has increased. The female Kobolds have been leaving in a steady stream, and the lesser Kobolds are getting very anxious. Even Kor'Rucka's personal harem has gone on strike and refuses to “associate” with the leader until they leave the mines. In the meantime, the Otyugh deep in the mines and the intricate snares and traps set up by the woodland Kobolds are the only things keeping the Kobolds relatively safe. Time is running out, however, and sooner or later, the tribe will leave the mines, with or without Kor'Rucka.

### The Lair

The Kobold lair was originally used by House Arl Tap Kal for their two favorite pastimes: drinking and sleeping. As such, it is not designed to be particularly defensible. However, as the threat of other humanoid invasion increased, the Kobolds converted some of their rooms to hold arms and armor. In addition, the woodland Kobolds helped them install traps and snares to slow down potential attackers. The Kobolds have increased their defenses, but maintain them only halfheartedly.

Most of the lair is absolutely filthy, even by Kobold standards. The Kobolds brew their own moonshine, and used beer containers litter almost every room in the lair. What furniture exists is old and dirty, and is held together by several hasty repair jobs. There is nothing aesthetically appealing in the entire lair, and trash and old food cover most of the floors. Names and other graffiti are scrawled on the walls of the passages and rooms, and the stench of old liquor and garbage pervades the lair.

## Chapter 3: The Mines of Chaos

Due to the extensive filth, characters must move more carefully to avoid making noise and to notice unusual things. Thus, a character's dungeon movement rate decreases to 5 feet per movement point per round. For example, a character with a 12 movement rate would move 60 feet per round instead of 120 feet per round. If the character chooses to move faster, the same penalties apply for moving faster than your dungeon movement (see page 157 of the *Player's Handbook*). Similarly, for the purpose of contracting a disease, the characters must check once for every week spent in the Kobold lair. Treat the mines as a city with a sanitation level of filthy, and check at the beginning of each week, including when the PCs first enter (See page 22 of the *GameMaster's Guide*). All checks for traps suffer a -5% penalty due to the mess, but checks to remove the trap gain a +5% bonus due to the mess.

In contrast to the other rooms of the mines, the harem's boudoir is very clean and meticulously decorated. The previous penalties do not apply while in the boudoir.

Note that Kobolds have tough (reptilian) hide such that they have a natural AC of 8. Some of them use shields that improve their AC by 1 point. These shields, though not listed in the potential yield sections, are worth 1 sp intact. Similarly, those who have an AC better than 7 have an appropriate armor type. Though they may be taken as treasure, standard weapons used are not listed in potential yield either unless the number of weapons varies among individuals holding them.

### KB1. THICKET.

**Encounter:** Roaming Woodland Kobold Patrol (4)

**Trap:** Wicker Spiked Pit Trap. Location: Random. Dimensions: 10' x 10' x 10'. Effect: 1d6+4 falling damage. Trigger: Stepping on wicker cover.

**Potential Yield:**

- Slaying Woodland Kobolds (EPV = 28)
- Disabling Spiked Pit Trap (EPV = 10 ea)
- Coinage (GPV = 28 cp)

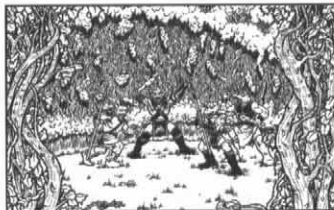
A large thicket grows on the northern slope of the valley. Each bush stands taller than a man, and their spindly twigs intertwine like bony fingers. Each twig is covered with small thorns that seem eager to scratch and tear at anyone who enters. Despite this, there seems to be ample space to walk and explore.

There is a 15% chance that the party will encounter a patrol of four woodland Kobolds for every ten minutes spent in the thicket. This chance increases to 30% if the party is moving faster than their dungeon movement. If they encounter the patrol, read the following text:

In front of you the bushes seem to part and a group of four small demon-like creatures steps out. Their skin is a dusty maroon and their eyes are blood red. They wear tanned leather clothes and hardened leather armor. Two are armed with small spiked clubs while the other two are brandishing javelins. When they notice you, they let out a high pitched shriek.

There is a 20% chance of encountering a pit trap for every ten minutes spent in the thicket. This percentage increases to 50% if the characters are chasing the patrol, as they will purposely run over the pits. There are 10 to 20 pit traps scattered through the thicket. For each ten-minute interval, check for each walking character over 75 pounds until all succeed or a pit trap is triggered. You should adjust this percentage based on the marching formation of the party. If a character is actively searching for traps, he discovers the pit trap if he 1) rolls under the 20% chance to encounter the trap and 2) succeeds on his find traps roll. The Kobolds will not trigger the traps, as they are not heavy enough.

When the Kobolds are encountered, DISPLAY ILLUSTRATION 7 ON PAGE IQ5 and roll surprise for each group. The Kobolds, because of their combat readiness, get a +1 bonus to their surprise roll. The Kobolds always have their weapons drawn and ready, so they will attack as soon as they can. The two Kobolds armed with javelins will make a ranged attack immediately. The two Kobolds with clubs will protect those throwing javelins. After each Kobold has thrown two javelins, the Kobolds will retreat to the nearest cave entrance. They will purposely run over the pit traps in an attempt to damage their pursuers. If the Kobold patrol is encountered, they will alert the guards at the two entrances with their shriek. Each Kobold carries 7 cp.



## Little Keep on the Borderlands

These Kobolds are intimately familiar with the thicket, and are part of a group of woodland Kobolds that have been working as security consultants for the Kobolds in the mines. They are responsible for the pit traps, and know the location of each one. There is always a group of four Kobolds out patrolling the thicket, looking for intruders.

### KB2a. SOUTH ENTRANCE.

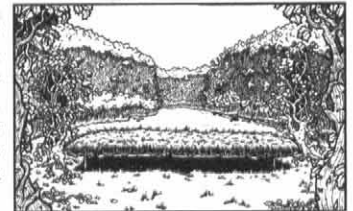
**Encounter:** Concealed Lesser Kobold Guards (3)

**Trap:** Wicker Spiked Pit Trap. Location: Random. Dimensions: 10' x 10' x 10'. Effect: 1d6+4 falling damage. Trigger: Stepping on wicker cover.

**Potential Yield:**

- Slaying Lesser Kobolds (EPV = 21)
- Disabling Spiked Pit Trap (EPV = 10 ea)
- One short sword (GPV = 10)
- Six Javelins (GPV = 3)

When the characters come within 30 feet of the entrance, have each one make an Intelligence check. Continue to check every three feet until the party is within 10 feet. When a character makes the Intelligence check or the party is within 10 feet of the entrance, DISPLAY ILLUSTRATION 8 ON PAGE IQ5 and read the following:



As you gaze at the brush around you, your eyes land on a pair of bushes that are unusually far apart. You quickly notice that on the ground between them is a log platform, elevated slightly off the ground so that a small opening exists between it and the ground. From where you are, you can just make out two sets of red eyes peering out from the slit, apparently hiding in a large hole beneath the wooden platform.

The entrance is more heavily trapped than the surrounding thicket, so when the characters approach within 30 feet, the chance of triggering a pit trap increases to 50%. Check for each character for every 10 feet they travel. You may adjust the percentage depending on the marching formation of the party. If the party is moving faster than their dungeon movement rate, increase the percentage to 65%.

This entrance to the Kobold lair is a surprisingly defensible position. It consists of a hole in the ground 10 feet wide and 10 feet long covered by a log roof. The front portion is only three feet deep, and there is room for two Kobolds to throw javelins. The third Kobold guards the entrance on the western side, which is a three foot by four foot opening. The ground slopes down to this opening, making a dirt slide for the Kobolds to enter the hole quickly.

At the back of the hole is a shaft that has an opening five feet by five feet and is twelve feet deep. There is a crude wooden ladder that runs the length of the shaft and leans against the south wall of the shaft. The back wall of the hole is notched inwards two and a half feet where the shaft is located, so the front half only encroaches on the main platform two and a half feet.

The entrance is manned by three lesser Kobolds. Two are armed with three javelins each and are supposed to be watching the slit. However, since House Arl Tap Kal does not have a strong work ethic, unless the alarm has been raised, the guards won't be watching the opening. The third guard is supposed to guard the entrance on the western side of the hole, but is used mostly to make beer runs.

If the party has not encountered the roaming patrol before finding the entrance, the Kobold guards are likely to be sleeping, drinking, gambling or doing some other non-guarding activity. In this case, there is a 25% chance each round that the party will be spotted. Start checking as soon as the party is within 30 ft. Any character that makes a successful move silently check and a successful hide in shadows check will not be noticed. The Kobolds will attack immediately if the characters attack them or speak to them. 1-3 rounds after combat starts, the woodland Kobold patrol from area KB1 will join the fight, and will attack the party from the rear if possible.

If the party has encountered the Kobold patrol (from KB1), the guards will be ready. In this case, they will attack with their javelins as soon as the party approaches within 30 feet. If the party chased the patrol here, the patrol will engage the party outside the entrance. If the party did not follow the patrol, they will arrive in 1-3 rounds and try to attack the party from the rear.

### KB2b. NORTH ENTRANCE.

**Encounter:** Concealed Lesser Kobold Guards (3)

**Trap:** Wicker Spiked Pit Trap. Location: Random. Dimensions: 10' x 10' x

10'. Effect: 1d6+4 falling damage. Trigger: Stepping on wicker cover.

**Potential Yield:**

As area KB2a.

When the characters come within 30 feet of the entrance, have each one make an Intelligence check. Continue to check every three feet until the party is within 10 feet. When a character makes the Intelligence check or the party is within 10 feet of the entrance read the following:

At the edge of the thicket there appears a break in the brush. It looks to be the start of a trail, however, no trace of a path can be found. Instead, lying just above the ground is a log platform, slanted so that a small space appears between it and the ground. From underneath the slit comes a dull red light.

See area KB2a for other information regarding the entrances.

**KB3a. SOUTH ENTRANCE CORRIDOR.**

**Encounter:** none

**Trap:** Falling Portcullis Trap. Location: 20 ft. down corridor. Effect: 2d6 damage. Trigger: Stepping on trigger plate.

**Potential Yield:**

- Disarming Portcullis Trap (EPV = 12)
- Iron Key (GPV = 1)

Ahead of you extends a dark passage. The walls are stone and have been shaped by humanoid hands, albeit in a crude fashion. You can just make out a right turn in the passage a ways down. On the floor in front of you is a warped piece of wood with three strange symbols carved into it, and script in some strange language. The floor of the passage is littered with broken bottles, dried foodstuffs and dirt. The stench of unwashed life pervades the hallway.

This corridor extends for 20 feet before making a right hand turn and continuing for another 20 feet. The corridor ends in a door. There is no natural or artificial lighting, so if the characters do not have lighting of their own, they will be unable to see. The wooden mat bares the word "House" in kobold followed by the symbols for Arl, Tap, and Kal, in that order. These are ancient kobold runes and translate roughly into "Fraternity, Celebration and Brotherhood." Any character with the skill languages, ancient/dead kobold will be able to read it. Characters who speak modern kobold have a percentage chance equal to their Intelligence, and if they succeed will only understand the general meaning. There is an iron key hidden under the mat.

At the bend in the corridor, there is a portcullis trap. The first walking character to enter the bend will step on one of the trigger plates (they cover the entire bend). They will set off the trap if they weigh more than 75 pounds. The portcullis will immediately descend and strike the character for 2d6 puncturing damage. The portcullis is made of thin wooden logs that have been sharpened. It can be broken with a successful bend bars/lift gates roll, or lifted with a successful open door roll. The portcullis has 20 hit points if the characters choose to hack it apart.

**KB3b. NORTH ENTRANCE CORRIDOR.**

**Encounter:** none

**Traps:** Swinging Spiked Log Trap. Location: 50ft. down corridor. Effect: 3d4 damage. Trigger: Stepping on trigger plate.

**Potential Yield:**

- Disarming Swinging Log Trap: (EPV = 12)
- Iron Key (GPV = 1)

A long corridor extends in front of you, eventually turning right. The walls are crudely fashioned stone supported by old and rotting wooden beams. On the wall on your right is a small rotting wooden sign. Decorating its warped surface are three strange characters and a word in a strange language. The passage is littered with garbage, discarded bottles and dirt. The air carries the putrid smell of unwashed humanoids.

At the 50 feet point down the corridor, two entire rows of stones are triggers for the log trap. The first walking character to pass this point will trigger the trap, provided they weigh more than 75 pounds. A log nine feet wide will swing down from the ceiling. It is attached to a vine at either end, and has wooden spikes attached to it. The character setting off the trap and any character standing next to him will be hit by the log and will take 3d4 crushing damage. Once triggered, the log will hang from the ceiling, blocking almost the entire corridor. There is a six inch space on either side of the log, which is too small for any character to squeeze through without taking 1d4 damage. The vines attaching the log to the ceiling are weak and easily cut. The spikes on the log prevent it from rolling once it is release from the vines.

The corridor itself extends 60 feet before turning right and traveling another 20 feet. It ends with a sturdy wooden door. The wooden sign bares the word "House" in kobold followed by the symbols for Arl, Tap, and Kal, in that order. These are ancient kobold runes and translate roughly into "Fraternity, Celebration and Brotherhood." Any character with the skill languages, ancient/dead kobold will be able to read it. Characters who speak modern kobold have a percentage chance equal to their Intelligence, and if they succeed will only understand the general meaning. There is an iron key tied to the back of the sign.

**KB4. ENTRANCE HALL.**

**Door:** Searching for traps on the door will reveal the mechanism for the poison arrow trap. Disarming the door mechanism will disarm all nine poison arrow traps.

**Encounter:** none

**Traps:** Concealed Poison Arrow Traps. Location: The center of every ten-foot wall segment. Effect: 1d4 damage + Type O poison. Trigger: Opening the door without the iron key and then closing both doors to the room.

**Potential Yield:**

- Disarming All Traps (EPV = 72)

If both doors to the room are closed and the trap is triggered, read the following text:

As the door closes shut behind you, the hair on your neck begins to tingle. Almost immediately, you hear the thud of stone hitting stone as the opening on the western wall is covered by a stone slab. This is followed by several quiet twangs as small arrows shoot out of the walls, peppering you and your companions.

After the trap is triggered, or when the PCs enter the room and do not shut both doors, read the following text:

The room you have just entered is large but spare. The stone walls are plain, with wooden beams spaced every ten feet or so. In the center of each wall segment appears a small carving of a humanoid head, its mouth open and facing outwards. On the west wall there is an opening leading to another passage. The room has two doors; one in the northwest corner on the north wall, and one in the southwest corner on the west wall.

The poison arrow traps are triggered immediately when one or more doors are opened (without the iron key) and then both doors are closed. The doors are not locked, but if they are not opened with the key, the trap will be armed and will go off when both doors are closed. Otherwise, the doors can be closed harmlessly. The doors are spring loaded such that they will slowly close unless someone specifically takes action to keep them open. All nine arrows will fire at once, after the opening on the west wall has been covered. Choose a target (characters closer to the center of the room are more likely to be hit) and roll for each arrow. The traps attack as first level fighters. On a successful hit that deals damage, the character must make a save vs. poison. If he fails, he is paralyzed. See the rules for a Type O poison on page 206 of the *GameMaster's Guide*. The opening on the west wall will reopen 2 rounds after the arrows have fired.

In the meantime, the nine lesser Kobold guards and greater Kobold captain from KB5 will make their way to the opening. They are expecting to find their visitors paralyzed, so if any of the characters is standing when the opening reopens, roll for surprise for both parties. They will attack any active characters first, and then slit the throats of the paralyzed.

If the characters search for traps in the room, they will find a trap on the first head they search (provided they succeeded on their find traps roll). They can then use remove traps, but this disables only the head they have found. If they use find traps again, they

will automatically find the next head, and so on. They must disarm each head to disarm the trap completely. Once one head has been disarmed, the character gets a +30% bonus to all further disarm attempts on the heads in this room.

### KB5. GUARD ROOM.

**Door Trap:** Poison Dart Trap. Location: The center of the door. Effect: 1d3 damage + Type O poison. Trigger: Opening the door without the key.

The door is locked and trapped. It can be unlocked with a successful open locks roll or with the iron key. The trap can be disarmed with a find traps roll and a remove traps roll, or by using the key to open the door. The trap triggers if the door is not opened with the iron key and the trap has not been removed.

**Encounter:** Lesser Kobold Guards (9), Ror'Nash the Greater Kobold Guard Captain (1)

#### Potential Yield:

- Slaying the Lesser Kobold Guards (EPV = 63)
- Slaying Ror'Nash, the Greater Kobold Guard Captain (EPV = 15)
- Disarming the Poison Needle Door Trap (EPV = 7)
- Magical Short Sword +1** (GPV = 2,000) (EPV = 400)
- 15 Working Javelins (GPV = 75 sp)
- 4 Complete Short Swords (GPV = 40)
- Ror'Nash's Coin Pouch Contents (GPV = 128 cp)
- Ror'Nash's Coin Pouch (GPV = 7 sp)
- Table Coin Pile (GPV = 33 cp)
- Deck of Naughty Kobold Playing Cards (GPV = 1)
- Flask of Owlbear Liver Squeezings (GPV = 12)
- Shoddy Armoire (GPV = 10)
- Two Kobold Tables (GPV = 60)
- Kobold "Desk" (GPV = 5)
- 10 Kobold Chairs (GPV 20)
- Ror'Nash's Papers (GPV = 1 cp)

It is apparent from a quick glance that this room did not always hold guards. A hastily constructed armoire stands in the far left corner, its doors hanging open. Inside are a few broken javelins and a short sword hilt. Next to the chest is a makeshift desk made from a broken bunk bed. On the other side of the room sit two tables, each surrounded by chairs. A card game lies unfinished on the table next to a small pile of coins. The room is rectangular, with a front third that angles diagonally inward towards the door. The room has two doors in addition to the one you came through. One rests on the far wall in the far left corner. The other is in the far right corner on the wall to your right. The bottom of every wall bears hundreds of scratches.

The door trap is located in the center of the door, three feet off the ground. The opening for the dart is a small hole, nearly invisible to the naked eye. The person opening the door without the key is automatically hit by the dart. If the dart does damage, that character must make a save vs. poison. If the fails, he is subject to the effects of a Type O poison, as described on page 206 of the *GameMaster's Guide*. Picking the lock and disarming the trap will alert the guards behind the door.

If the guards have been alerted by the lock picking, the trap disarming or both, they will be standing together near the back of the room. The five guards with javelins will be in the front row, with Ror'Nash and the four guards with short swords behind him. The second row will wait for the guards in front to throw one javelin before advancing. The javelin guards each have three javelins and a Kobold wicker buckler. The others are armed with short swords and wicker bucklers. Ror'Nash has a magical **Short Sword +1** and a wicker shield, as well as 8 copper, 2 silver and 1 gold in a belt pouch. If the guards have not been alerted, roll surprise for the Kobolds and for the party (if they did not try to determine if there was anyone in the room).

The armoire is very fragile, and will break if it suffers more than three points of damage. It is of shoddy workmanship and thus has a low value. The three broken javelins and short sword hilt are of average quality, but are useless in their broken state. The closer table has a deck of standard playing cards scattered across its surface. On the back of each card is a generic design, but the faces are covered with drawings of naked female Kobolds. All the cards are there, in addition to two additional aces one guard was using to cheat. Any human, dwarf, elf, halfling or gnome looking at the cards must make a Constitution check or vomit. Also on the table is a pile of 13 copper pieces and 2 silver pieces. The second table is clear. Both tables have several Kobold words and names carved into their surfaces. The "desk" is covered with papers, but the script is gibberish that Ror'Nash was writing to look important. Ror'Nash does not know how to read or

write, but he thought it made him more authoritative to have papers on his desk. There is a bottle of Owlbear Liver Squeezings with 6 drinks in it under all the papers.

### KB6. PET WEASEL PEN.

**Encounter:** Common Weasels (10), Giant Weasel (1)

#### Potential Yield:

- Slaying Common Weasels (EPV = 70)
- Slaying Giant Weasel (EPV = 125)
- Red Ruby Ring (GPV = 500 gp)

This rectangular room shows a surprising amount of cleanliness, despite its inhabitants. The floor is covered in dried yellow grass that is spread evenly about the entire area. Against the wall to the right are several larger mounds of grass and a few piles of excrement. The far left corner holds a hastily built cage of thin twigs, and the air has an animal smell to it.

The weasels will attack immediately upon seeing creatures other than their masters. Both the common weasels and the giant weasel will use their Blood Drain attacks whenever possible. The weasels will fight to the death. On a previous hunting mission, one of the common weasels swallowed a ring with a red ruby. The characters will find this only if they explicitly say they are cutting the weasels open.

### KB7. KOBOLD BARRACKS.

**Encounter:** Sleeping Lesser Kobold Guards (6)

#### Potential Yield:

- Slaying the Lesser Kobold Guards (EPV = 42)
- Blue Gem (GPV = 50)
- Type O Poison Vial (GPV = 90)
- Silver Nose Ring (GPV = 100)
- Coinage From the Pouches (GPV = 609 cp)
- Orluian Brandy (GPV = 30)
- Stout Brown Grevan (GPV = 28 sp)
- Elderberry Wine (GPV = 120)
- Five Large Belt Pouches (GPV = 5)
- Three Wineskins (GPV = 24 sp)
- Three Javelins (GPV = 15 sp)
- Two Short Swords (GPV = 20)
- Herb the Cursed Long Sword -1** (GPV = 0 gp) (EPV = 0)
- 20 Kobold Bunk Beds (GPV 20)

This rectangular room is obviously used for sleeping. Three rows of bunk beds run the length of the room, neatly dividing it into thirds. The bunks are in all states of disrepair, and most have had sloppy repair jobs in the form of bits of wood affixed to the structure of the bed. Various amounts of hay and grass make up the mattresses and only about half have blankets or other coverings. Some frames have small pouches and bags hanging from them, others have weapons laying next to them. The walls are a cold stone color, but most open spaces are covered with crude drawings of all kinds, from alcohol containers to female Kobolds in swimwear. The smell is unimaginably foul.

The door to the Barracks is unlocked, and when the PCs enter, most of the Kobolds will be sleeping. For each Kobold, roll a d6. On a 1, the Kobold is awake and sitting on his bed. On a 2-6, the Kobold is sleeping. When the PCs enter, any awake Kobolds will let out a yelp and grab their weapons. It will take them a round to equip themselves but they will attack on the next round. The sleeping Kobolds will wake up in the second round, and attack in the third. All six Kobolds are armed with javelins.

There are 20 bunk beds in total lining the room, seven in each of the outside rows, and six in the center. There are 5 pouches in total scattered about the rooms, two on the leftmost row, one on the center row, and two on the far right row. There is also a leather wineskin in each row. The first pouch on the left contains 5 sp and 8 cp along with a small vial with one dose of Type O poison. The second pouch contains an apple hiding a small blue gem worth 50 gp, 3 cp and a leather wineskin with 6 drinks worth of Orluian Brandy hangs next to it. The second row sports an empty pouch and a wineskin with 4 drinks worth of Stout Brown Grevan. The first pouch in the third row con-

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tains 5 gp, 4 sp, and 8 cp, the second pouch contains a silver nose ring and the final wineskin contains 3 drinks of Elderberry Wine.

There are also six weapons scattered throughout the barracks. There are three javelins, two short swords, and a **Cursed Longsword -1**. The **Longsword -1** appears very ornate, and has the name Herb engraved on it. The bed on which it is found contains the message, in kobold, "You've got Herb. Ha Ha." scratched into its frame. The weapons are of average quality and do not have any accessories.

**KB8. KOBOLD ARMORY.**

**Door:** The door is locked. It can be opened with an successful pick lock roll, open doors roll (the locked door value), or with the skeleton key from Kor'Rucka in KB15.

**Encounter:** none

**Potential Yield:**

- 14 Small Wicker Shields (GPV = 14 sp)
- Three Suits of Leather Armor (GPV = 15)
- Two Suits of Padded Leather Armor (GPV = 8)
- One Suit of Studded Leather Armor (GPV = 40)
- One Suit of Hide Armor (GPV = 75)
- 37 Javelins (GPV = 185 sp)
- Eight Short Swords (GPV = 80)
- Six Hand Axes (GPV = 6)
- 14 Spears (GPV = 112 sp)
- 25 Daggers (GPV = 50)
- One Morningstar (GPV = 10)
- Three Shield Racks (GPV = 45)
- Four Armor Racks (GPV = 80)
- Five Weapon Racks (GPV = 125)
- Five Broken Shields (GPV 1)
- 17 Pounds of Scrap Metal (GPV = 85)

This room contains a modest supply of weapons and armor. The wall on the right is devoted to the small wicker shields favored by the Kobolds, and is mostly bare. The left wall holds a scarce few sets of complete armor and boasts a large scrap pile in the near left corner. The wall opposite the door is the most full, and holds many javelins, several swords and axes as well as spears, knives and other weapons. The center of the room has a large circle carved out of the floor and filled with soft dirt, as well as assorted pieces of scraps and garbage. This room has a distinctly different smell, that of polish and oil.

As the players try to gain entry to the armory, if they make excessive noise, i.e. use weapons on the door, make multiple open doors attempts or speak loudly, they will attract 2-8 buzzed lesser Kobold loafers from area KB9. They will attack unarmed upon seeing the party, but are too drunk to realize they need to raise the alarm. Their companions in the common area are likewise too drunk to miss them.

The right wall contains three shield racks holding 14 small wicker shields. In addition to these, there are five destroyed shields lying in a heap beneath the racks. The shield racks have been nailed to the wooden beams on the walls.

The left wall holds four armor racks containing suits of armor from leather to hide. There are three suits of leather armor, two suits of padded leather armor, one suit of studded leather armor, and one suit of hide armor. The scrap heap contains bits of leather-type and hide armors. One pound of scrap can be used to maintain a suit of leather-type or hide armor for a week at no charge, or can be used to offset the materials cost to repair leather-type or hide armor for one repair. The four armor racks are free-standing.

The back wall holds five weapon racks that display many weapons. There are 37 javelins, 8 short swords, 6 hand axes, 14 spears, 25 daggers and one morningstar. The weapons are of average quality and do not have any accessories. The weapon racks are loosely affixed to the wooden beams supporting the wall.

**KB9. COMMON ROOM.**

**Encounter:** Buzzed Lesser Kobold Loafers (10), Hal'Gallah the Greater Kobold Brewmaster (1)

**Potential Yield:**

- Slaying the Lesser Kobold Loafers (EPV = 70)
- Slaying the Brewmaster Hal'Gallah (EPV = 15)
- Ring of Protection +1** (GPV = 5000 gp) (EPV = 1000)

- Shortbow +1** (GPV = 2500 gp) (EPV = 500)
- 18 Sheaf Arrow (GPV = 9 sp)
- Coins in Hal'Gallah's Pouch (GPV = 50)
- Hal'Gallah's Pouch (GPV = 7 sp)
- 12 Kobold Chairs (GPV = 24)
- Three Kobold Tables (GPV = 90)
- Disassembled Kobold Distillery (GPV = 100)
- Assembled and Calibrated Kobold Distillery (GPV = 1000)
- Seven Jugs of Mineshaft Brew (GPV = 105)
- Mineshaft Recipe (GPV = 200)

As the hallway opens up, you find yourself in a large, oddly shaped room. While it retains a rectangular shape at the far end, the near corner on the left side looks to have been punched it, so that the wall now cuts diagonally through the room to the entrance. In the far left corner sits a crude distillery with several jugs of amber liquid nearby. The distillery is still steaming and shaking, and the smell it gives off is rather pleasant. Scattered about the room are chairs, tables and sacks filled with a yellow grass or grain, all bearing the signs of recent use. On the wall are parchments bearing the pictures and names of famous liquors such as Stout Brown Grevan and Elderberry Wine.

This area is used primarily for the consumption of beer, especially Mineshaft, the local Kobold brew. Hal'Gallah is the brewmaster, and he will remain behind the distillery equipment until he sees an opening for an attack from the back. He is armed with a **Shortbow +1** and has 18 sheaf arrows. He also possesses a **Ring of Protection +1** and a belt pouch containing 50 gp. The lesser Kobolds have all been enjoying the microbrew and are intoxicated enough that they will not attack the characters immediately. The PCs may try to bargain with them if they like, but when Hal'Gallah sees them close to striking a bargain, he will threaten the Kobolds with no beer and attack the PCs. As a result of his threat, the lesser Kobolds will follow suit, attacking the party unarmed.

There are 12 Kobold chairs and four "grass sack" chairs. There are three Kobold tables.

The distillery is too large to remove from the room in one piece, but it can be disassembled and brought to the surface piecemeal. Doing so greatly reduces its value, and it can only retain its original value if it is reassembled under the supervision of someone with the instructions and the brewing talent. There are seventy pints of Mineshaft distributed evenly among 7 clay jugs. Hidden in a floor compartment under the distillery is a notebook with the Mineshaft recipe.

**KB10. MESS HALL.**

**Encounter:** Giant Rats (15)

**Potential Yield:**

- Slaying the Giant Rats: (EPV = 135)
- Belt Pouch Contents (GPV = 293 sp)
- Belt Pouch (GPV = 7 sp)
- Large Emerald (GPV 100)
- Five Kobold Long Tables (GPV = 75)
- Ten Kobold Benches (GPV = 50)

The Kobold dining hall looks like a war zone. On the left side sit several long tables with benches, all showing signs of use and abuse. Many have had hasty repair jobs done to them, and all are covered with scratches and markings. The right side, however, has been completely transformed. The tables and benches that once stood there have been dismantled, and all the trash has been made into a large rat's nest. Down the center of the room runs a clear line of demarcation, piled high with the bodies of giant rats and Kobolds who look to have been slain in a series of battles. On the left wall stands a sturdy door.

The mess hall has been a problem that has been largely avoided by the resident Kobolds. Because of their filthy lifestyles, their food garbage attracted a large family of giant rats. At first the rats hid in the walls on the right side of the mess hall, but the Kobolds lazy attitude emboldened them. It wasn't until the rats had taken over half the hall that the Kobolds decided it was time to act. They sent several groups of volunteers to solve the rat problem. The results were rather grim, and a tentative peace has been reached since. The Kobolds stick to their side of the mess hall, and the rats will be content with their half as long as all the food scraps are thrown to them.

The rats will leave the PCs alone as long as they do not cross the line of demarcation that runs down the center of the hall. As soon as they do, however, the rats will attack with their entire force. If forced to retreat, they will scurry into the nest and eventually into tunnels in the walls. These tunnels are too small for a PC to negotiate, even a pixie-fairy. The bodies of the dead Kobolds have been picked clean by their companions, but the rats have stashed a small treasure hoard in the rear right hand corner under a pile of trash. It contains 25 gp, 35 sp and 80 cp in a belt pouch and a large green gem (an emerald) worth 100 gp.

**KB11. KITCHEN.**

**Door:** The door has been heavily barred and fortified. It is also locked. It can be opened with an open locked door roll or with a successful pick locks attempt and a regular open doors roll. Opening the door in either way will alert the kitchen staff inside of the PCs presence.

**Encounter:** Lesser Kobold Shock Troops/Wait Staff (7), Par'Parra the Lesser Kobold Chef (1)

**Potential Yield:**

- Slaying the Lesser Kobold Shock Troops/Wait Staff (EPV = 49)
- Slaying Par'Parra the Lesser Kobold Chef (EPV = 7)
- One Battle Axe (GPV = 5)
- Ten Short Swords (GPV = 100)
- 40 Javelins (GPV = 200 sp)
- Nine Wicker Shields (GPV = 9 sp)
- Kobold Stove (GPV = 40)
- Assorted Kobold Foodstuffs (GPV = 25)
- Assorted Kobold Kitchen Utensils (GPV = 18)

The kitchen is a veritable maze of cooking utensils. Wood burning stoves, cooking pots, large spoons, ladles and barrels cover the floor, making movement difficult at best. Attached to the walls are numerous parchments of all ages with a childish handwriting scrawled across them. There is another sturdy wooden door near the center of the back wall, and a barrel in the far left corner containing spare weapons.

Par'Parra and his wait staff are the most veteran soldiers in all of the lair, with the possible exception of Kor'Rucka himself. They are also the most heavily armed and armored. All the Kobolds here wear hide armor with the full amount of hit points, and their weapons are in excellent shape. The wait staff each has three javelins and a short sword. Par'Parra has a battle axe which he wields two handed (forsaking his wicker shield). The kitchen crew is largely responsible for keeping the rats from claiming any more of the mess hall. The kitchen Kobolds have reinforced and barricaded the door, so they will hear the PCs trying to enter. They will be ready to assault whoever steps through the doorway first, throwing javelins and then drawing their short swords. Par'Parra will charge into melee swinging his battle axe as soon as the first volley of javelins has been thrown.

To represent the maze that is the kitchen, you, the GM, have two options. You can make a map of the kitchen, placing as many kitchen items you choose, or you can simply reduce every combatant's movement to half their normal movement to represent the additional maneuvering they must make to reach their destination. The parchments on the walls are recipes, and anybody that can read Kobold will be able to read them, albeit with difficulty. None of the recipes are new or innovative, and thus are not worth anything.

**KB12. PANTRY.**

**Encounter:** none

**Potential Yield:**

- Assorted Kobold Foodstuffs (GPV = 300)

This small room is dank and dusty. The room is filled with barrels of all sizes and kinds, each bearing a different word in a strange language. Some are stacked against the walls, others lie on their sides or sit on the floor. All the barrels are still sealed, and there is no indication of the barrels contents other than the script painted onto their sides.

The barrels all contain foodstuffs, from grain to oil to salted meat to vegetables. You should feel free to add any foods you think are appropriate. The food, however, is not in the best condition. At least one third of it is rotting at any time, and the food that is

still good is not of a very high quality. Each barrel weighs from 200 to 500 pounds, depending on its contents.

**KB13. DAY ROOM.**

**Encounter:** Lesser Kobolds (10)

**Potential Yield:**

- Slaying Lesser Kobolds (EPV = 70)
- Five Short Swords (GPV = 50)
- Two Kobold Tables (GPV = 60)
- Seven Kobold Chairs (GPV = 14)
- One Dart (GPV = 5 sp)

The unpleasant smell of humanoid waste assaults your nose as you survey the room. The square, stone walled place is little more than a glorified cave. It has a pair of tables and a handful of chairs. Several sacks of dried grain or grass also sit on the ground. A warped, circular piece of wood hangs on the left hand wall, about three feet off the ground. It has crudely painted color circles on it, and a dart sticks out of its surface. Three more darts sit broken on the ground. The back wall is dominated by three identical and evenly spaced doors, each bearing a carving of a waning moon. The center door has a large red "X" painted on to it.

The Kobolds in this room are relaxing, and will not be armed when the PCs enter, unless the PCs make a considerable amount of noise before doing so. They will take the first round to draw their weapon and grab a shield. Half of them will be buzzed, and will suffer the effects listed on Table 12S on page 170 of the *HackMaster GameMaster's Guide*. Half are armed with clubs, and the other half have short swords.

**KB14. LATRINES.**

**Encounter:** Latrine Ambusher (1) (center latrine only)

**Potential Yield:**

- Slaying Latrine Ambusher (EPV = 120)

The foul stench of humanoid waste assaults your senses as you open the door. There is a short wooden bench with a hole in its center, through which only darkness can be seen. Of this you are very thankful.

These are the Kobold latrines. The center latrine, which bares the door with the red "X" contains the Latrine Ambusher. It will attack the first prey it sees. This includes anyone leaning over the latrine hole for a better look or using the latrine to relieve himself. The other two latrines are empty. The Kobolds do not know of the existence of the Latrine Ambusher, only that whoever enters the center latrine does not come out again. The Kobolds, who are often drunk, forget often enough to keep the Latrine Ambusher satisfied.

**KB15. KOR'RUCKA'S PERSONAL QUARTERS.**

**Door:** The eastern door is locked and trapped. Unless successful find traps and remove traps rolls are made, anyone trying to open the door will be pricked by a poison needle hidden in the handle. The door can be unlocked with Kor'Rucka's skeleton key, a successful pick locks roll or an open locked doors roll. The needle carries Type B poison.

**Encounter:** Kor'Rucka the Greater Kobold 3rd level Fighter (1)

**Potential Yield:**

- Slaying Kor'Rucka (EPV = 230)
- Battle Axe +2** (GPV = 5000) (EPV = 1000)
- Kobold Suit of Chain Mail (GPV = 200)
- Oilskin Pouch Coins (GPV = 500)
- Oilskin Pouch Ruby (GPV = 500)
- Oilskin Pouch (GPV = 15 sp)
- Chain Mail Repair Kit (GPV = 12)
- Weapon Maintenance Kit (GPV = 10)
- Kobold Sized Silk Smoking Jacket (GPV = 10)

- Metal Helm (GPV = 8)
- Four Post Bed (GPV = 100)
- Kobold Modified Armoire (GPV = 10)
- Kobold Desk (GPV = 25)
- Skeleton Key (GPV = 1)

This room is a bizarre mixture of lavish furniture and utter filth. The room contains all the amenities of a nice living quarter: a desk in the middle of the northern wall, a four post bed in the southwest corner and a large armoire next to it. There is a thin wooden door on the right hand wall in the near corner. Covering all this is the stench of unwashed humanoid and copious amounts of trash.

Unless the trap is found and removed by a thief and the lock is picked by a thief, Kor'Rucka will be ready for the PCs when they come in the door. He will attack the strongest looking character first and move on to the next strongest until either the PCs or he are dead.

The bed is a nice four-post bed with a comfortable straw mattress. The sheets are dirty and disheveled, and if the characters look closely, they will notice 18 vertical scratch marks on the southern wall near the head of the bed. Under the mattress is an oilskin cloth pouch with 500 gp and a large ruby worth 500 gp. There is also a scroll tube with a scroll containing the magic-user spell Unseen Servant.

The armoire looks to have been very valuable once, but is now in such disrepair as to be almost useless. Inside are a chain mail repair kit, a weapon maintenance kit with a month's worth of supplies, a fashionable silk smoking jacket worth 10 gp and a metal helm. The armoire has been converted to be useable by a Kobold, and much of the upper half appears untouched.

The desk has never been used, and is really more of a decorative piece than a functional piece. Kor'Rucka has never found any use for it, and there is no desk chair.

The door to KB16 does not lock, and is very easy to open and close. It is much less sturdy than the door out to the hallway.

In addition to his weapons and armor, Kor'Rucka has a skeleton key which opens every locked door in the lair except the door to the kitchen. Even the chief has to wait for his meal, after all.

**KB16. HAREM BOUDOIR.**

**Encounter:** Female Lesser Kobold Domestic Partners (5)

**Potential Yield:**

- Slaying the Lesser Kobold Domestic Partners (EPV = 35)
- Five Silver Rings (GPV = 1350)
- Five Silver Necklaces (GPV = 1400)
- Make-up Kit and Brushes (GPV = 40)
- Kobold Sized Black Leather Whip and Costume (GPV = 60)
- Jeweled Dagger and Sheath (GPV = 70)
- Flask of Gut Bruiser (GPV = 3)
- Two Jewelry Boxes (GPV = 2)
- Velvet Pouch (GPV = 3)
- Large Belt Pouch (GPV = 7 sp)
- Five Small Chests with Padlock (GPV = 150)
- Five Small Beds and Sheets (GPV = 100)
- 30 Assorted Pastel Pillows (GPV = 15)
- 5 Kobold Silk Dresses and Undergarments (GPV = 15)
- One Bottle of Spray Perfume (lilac scented) (GPV = 2)
- Five Silver Keys (GPV = 5)

The room you have just entered is the exact opposite of every other room you have seen. The air smells of fresh flowers and perfume. The floor is clean and shiny, and the walls are free of graffiti or other markings. Tasteful and fashionable sheets cover the walls, and the floor is covered with a comfortable rug. Along the western wall are five small beds, neatly made with sheets whose colors complement the muted pastels of the room. At the foot of each bed is a small chest with a padlock. The northeastern corner sports a pile of comfortable pillows of all pastel colors arranged in a semicircular pattern. A feeling of comfort overcomes you as you breathe the scented air and observe the tasteful interior decorating.

The harem members will not immediately attack the PCs, but if they feel at all threatened they will call for Kor'Rucka. If he hasn't been defeated in KB15, he will appear immediately. If just one of the harem members is attacked, all five females will gang up on her attacker. The females are dressed in flowing dresses, each one a different pastel color: pink, green, yellow, blue and purple. These correspond to the colors of the five beds. Each has a silver key on her person.

Each chest is locked, and requires either the appropriate key or a successful pick locks roll at -10% to open. The first chest contains an extensive make-up kit, several brushes and combs and a jewelry box containing a silver ring with a pink gem and a silver necklace with a similar gem. The second chest contains a small, tight leather outfit, a black leather whip and a velvet pouch containing a silver ring with a green stone and a silver necklace with a similar stone. The third chest contains a small jeweled dagger worth 50 gp with a jeweled scabbard worth 20 gp and a belt pouch with a silver ring and necklace pair, each sporting a yellow gem. The fourth chest contains several half-eaten pastries and a jewelry box containing a silver ring and necklace pair, each sporting a blue gem. These pieces of jewelry have been modified several times and have been made larger each time. The fifth chest contains a small flask of gut bruiser (3 drinks) and a silver ring and necklace set each holding a purple gem. The rings are all worth 300 gp, except for the modified ring (blue gem) which is worth only 150 gp. The necklaces are all worth 300 gp, except for the necklace with the blue gem, which is worth only 200 gp.

**KB17. TORTURE CHAMBER.**

**Encounter:** Lesser Kobold Torturers (4)

**Potential Yield:**

- Slaying the Lesser Kobold Torturers (EPV = 28)

It's hard to decide what about this torture chamber is more grotesque: the horrible mish mash of wood and metal that are the torture devices, or the knowledge that the devices work. The room has five different machines, each of which is unique. None of them resemble well known implements of torture for they have lots of extra pieces of wood and metal. The floor and walls are covered with blood stains and the smell of death hangs in the air. In the far right hand corner is a small, open barrel with seven torches in it.

The torturers are armed at all times, but they do not have their weapons at the ready. They will draw their weapons as soon as they see the PCs, and attack immediately afterwards. Each is armed with a club, but none of them have the characteristic Kobold wicker shield. If the PCs are able to enter unnoticed, the torturers will be cleaning their equipment.

The torture devices are too large to fit through the entrance to the room, and once they are dismantled they lose all value and utility. There are no other valuables in the room.

**KB18. OTYUGH LAIR.**

**Encounter:** Otyugh (1)

**Potential Yield:**

- Slaying the Otyugh (EPV = 650)
- Three Potions of Extra-Healing** (GPV = 2400) (EPV = 1200)
- One Potion of Flying** (GPV = 750) (EPV = 500)
- Anklets of Levitation** (GPV = 10,000) (EPV = 1000)
- Two Mining Carts (GPV = 40)

When the passage opens up, you find yourself in a very large cavern. The air is foul and smells of garbage, but in the distance you hear the sound of dripping water. The cavern was made naturally, probably by the water you hear. In the southeast portion of the cave sits a large heap of waste and trash, and next to it sit two small mining carts. There are four entrances to the cavern in total, two on the northern wall and two on the western wall.

The Otyugh will not initially be hostile, though if it cannot communicate with the intruders, it will eventually attack. It will not leave its lair. Hidden in the garbage pile is a chest containing three **Potions of Extra-Healing**, one **Potion of Flying**, and a pair of **Anklets of Levitation**. The chest is locked and must be opened with a successful pick

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locks roll. The chest can also be bashed in. It has 20 hit points. If it is opened in this way, make a saving throw vs. crushing blow for each of the potions. They are in glass containers and have a -1 to their saving throw.

The mining carts belong to the Kobolds. They have been disposing of their garbage (when they remember to) by bringing it to the Otyugh. In turn, the Otyugh does not eat them and will trade for the garbage they bring. It also keeps back the other humanoid races.

### KB19. UNDERGROUND SPRING.

**Encounter:** none

**Potential Yield:**

- A Drink of Fresh Water (GPV = priceless) (EPV = 0)

This natural cavern is dominated by a pool of clear blue water. It stretches from the southeastern corner of the room to past the center. A small rock passage is all that separates it from the walls in some places. The sound of water dripping from the ceiling is quiet and relaxing.

This natural spring of fresh water is where the Kobolds draw their water supply. Because the water soon drains into underground aquifers and is replaced often, the Kobolds have not yet spoiled their water supply. The water is harmless to drink, but the pool is ten feet deep in the middle. Any character who falls in has enough room to drown if they are allowed to do so.

## Ogre Cave (OG1-OG2)

### OG1. OGRE SLEEPING CHAMBER

**Encounter:** Common Low Ogre (1), Black Bear (1)

**Potential Yield:** none

As you enter this place you notice a strong, sour odor and then see a huge bear sprawled asleep in the southeastern part of the cave.

The bear is nothing more than the skin of a huge bear which the Ogre killed and uses as a bed, making it more comfortable by heaping leaves underneath. The Ogre sits in the western portion of his lair, the entrance to which is difficult to see, and noise will certainly bring him ready to do battle. Any PC who successfully makes a check to notice a concealed door notices the entrance to the western part of the lair.

The Ogre has grown wealthy by serving as a mercenary - generally on the side of the Goblins (and their occasional allies), although the other races inhabiting the Mines of Chaos have bought him off from time to time. He will rush to aid the Goblins when they toss him the sack of coins (see goblin lair room GB8). If anyone offers him a greater fee - one which he can actually see and feel - it is 90% likely that he will simply take it (and the Goblins' money too!), and return to his lair.

The GM may add some excitement to this encounter by introducing a black bear into the mix. The black bear is following the scent of its companion whom the Ogre killed to make his bed. If the PCs are battling the Ogre and things are going against them, the bear can enter the cave and help the PCs, instinctively (and by scent) knowing the Ogre is responsible for the death of his kin. If the PCs are making easy work of the Ogre, the bear will enter the cave and attack the nearest creature. This is one pissed bear!

### OG2. OGRE TREASURE ROOM.

**Encounter:** Common Low Ogre (1), Black Bear (1) if not encountered previously

**Potential Yield:**

- Defeating Common Low Ogre (EPV = 270)
- Defeating black bear (EPV = 175)
- Six Sheaf Arrows +1 (GPV = 600) (EPV = 120)
- Potion of Invisibility (GPV = 500) (EPV = 250)
- Scroll of Cure Light Wounds and Find Traps (GPV = 900) (EPV = 300)
- Coinage (GPV=1272.2)

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- Fake Coinage (431 cp disguised as gold) (GPV = 4.31)
- A keg of Old Coot's Wicked Whiskey (GPV = 90)

If the PCs notice the entrance to the western portion of the cave and enter it first without investigating the bear read the following text.

An Ogre sits in this cave on top of a great leather bag.

If intruders offer him a bribe of 20 or more gold piece value, the Ogre will be 90% likely to allow them to leave unmolested, but if he catches them again, he will attempt to kill them, whatever the offers. Note that it might be difficult to communicate with him as he does not speak common.

In this bag are seven large sacks that contain:

#1: 314 silver pieces; #2: a stinky cheese; #3: 451 hard silver pieces and 102 electrum pieces; #4: 312 gold pieces; #5: a keg of Old Coot's Wicked Whiskey (value 90 gold pieces); #6: 406 copper pieces; #7: 431 gold pieces (actually copper coins with a wash of gold, so value of each is only 1 copper!)

Hidden under a heap of old bones in the southern portion of his cave are six Sheaf Arrows +1, a Potion of Invisibility, and a magic scroll with two cleric spells (Cure Light Wounds and Find Traps).

## Goblin Lair (GB1-GB31)

**Important GM Note:** Goblin losses cannot be replaced. If intruders are soundly defeating the Goblins they will attempt to hide or flee through the Ogre cave or up through the Bugbear lair. Those who do so will join forces with other tribes, so adjust encounters appropriately. Also note that many of the room descriptions may change depending on whether or not the lair is alerted to the presence of intruders.

Unless otherwise noted, room and hallway ceiling heights are about six feet tall. Characters who are taller than 5'10" has to crouch down while exploring the caves such that they will suffer -1 on all to-hit rolls.

Note that unless otherwise specified those Goblins who have an AC better than 10 have an appropriate armor type. Though they may be taken as treasure, standard armor and weapons used are not listed in potential yield unless the number of items varies among individuals holding them.

As one approaches this level of the hill, you can see two dirty canvas tarps, one about 8 feet square hanging vertically over a side of the rocks and the other about 4 feet square lying about 20 feet to the west of the larger one. Not far from the tarp coverings lies a level area of ground with an unlit fire pit.

If anyone has the ability to find tracks and he makes a successful check in this area he will find multiple fresh humanoid tracks going into and out of the larger tarp. There are no discernible tracks going to or from the smaller tarp. If the PCs look behind the smaller tarp read the following.

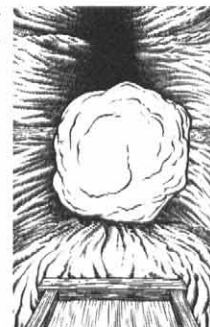
### GB0. BOULDER TRAP

**Trap:** 3d6 points of crushing damage.

**Encounter:** none

**Potential Yield:** none

DISPLAY ILLUSTRATION 16 ON PAGE IQ9 AND READ:



As you climb up to peer behind the smaller tarp you notice the rock under your feet here seems to be looser than that in other areas of the hillside. Just as you realize this, a snap of a branch sends forth a cascade of heavy boulders.



The smaller canvas is a trap. PCs caught in the path of the boulders (the one opening the tarp and anyone within a five-foot wide path that extends for 10 feet straight behind him) may be subject to boulder damage. Anyone in the path of the sliding boulders may attempt a Dexterity check in order to dodge out of the way and only suffer half damage. Those holding a shield may employ it to try to protect themselves instead of dodging aside but the shield will still take the damage from the trap with any left over points carrying through to the foolish PC who was too lazy to jump out of the way. Characters who are directly behind someone else get a +1 to their Dexterity check for each person they are behind.

**GB1. GOBLIN LAIR ENTRANCE.**

**Encounter:** Wandering Goblins, male (6)

**Potential Yield:**

- Slaying six wandering Goblins (EPV = 90)
- Silver Coinage (GPV = var)

If the PCs look behind the larger tarp read the following.

This canvas covering opens to a natural cave. The natural cave quickly turns into a worked stone tunnel. Once inside, your nostrils are assaulted by a truly awful stench resembling a putrid sewer.

The passageways here are very busy, and for every 10 feet of distance covered by the party there is a 1 in 6 chance that they will encounter a group of Goblins (see below). Check each time the party travels 30 feet (a 3 in 6 chance) until they encounter wandering Goblins, then check no further. When an encounter occurs, the entire bunch of Goblins will attack and cry out an alarm (Bree-Yark!) at the same time. Wandering Goblins are in addition to those found in numbered areas.

Each has 3d6 silver pieces. They are patrolling and carrying messages back and forth. The group will also be carrying several bags (1d6) of fairly good foodstuffs - not worth much, but quite suitable for human fare.

**GB2. WHO LET THE WOLVES OUT?**

**Encounter:** Dire Wolves (2), Common Wolves (3)

**Trap:** Dropped Boulder inflicts 2d6 points of crushing damage.

**Potential Yield:**

- Slaying both Dire Wolves (EPV = 240)
- Slaying three Common Wolves (EPV = 195)

The stone tunnel branches off to the left at a ninety-degree angle and to the right at 45 degrees. Just after the corridor branches, it ends with a blue-colored tarp hanging from the ceiling. There is a door in the wall on the eastern side of the tarp.

The door on the south wall next to the tarp covering the entrance to the wolf room is a trap. All the Goblins know enough not to open the door. Anyone who opens the door will be subject to damage from a 40-pound boulder dropping five feet from a compartment in the ceiling. A successful saving throw versus paralyzation allows the victim to only take half damage.

If the PCs peer beyond the tarp read the following text.

The tarp covers a passageway that continues straight for about feet until it opens into a larger room. A raised portcullis looms over the entrance to the room. Inside the darkness of the room you can make out several pairs of glowing red eyes as you hear a chorus of frightening growls.

This room is where the Goblins keep their pet wolves. The Goblins are trying to breed the regular wolves with the Dire Wolves to make more suitable mounts. The beasts are ordinarily supposed to be caged up by lowering the portcullis so that they don't roam the lair or run free outside the cave. But some negligent goblin has forgotten to lower the bars. Luckily the wolves haven't noticed yet. But the PCs are sure to change that.

**GB3. PORTCULLIS GUARDS.**

**Encounter:** Goblin guards, male (4)

**2 Pit Traps:** 1d6 points of crushing damage

**2 Dropped Boulder Traps:** Dropped Boulder 2d6 points of crushing damage.

**Trick Stair Trap:** 1d3 points of crushing damage plus falling boulder for 3d6 points of crushing damage - note that this damage is lower than normal damage from a falling boulder because the stairs absorb some of the impact.

**Potential Yield:**

- Slaying four Goblin guards (EPV = 60)
- Silver Coinage 4 x 3d6 sp (GPV = var)
- 20 javelins (GPV = 1)
- Barrel (GPV = 2)

This corridor opens to a slightly larger area from which you see a couple of Goblin heads peering around the corner. The northwest wall in the hall to the chamber has several goblin runes painted in large white lettering on the wall.

Anyone who can read goblin can decipher the runes to read, "remember to walk alone." This is a reminder to the rank and file tribe members to step lightly in this area as the floor of the hallway conceals a pit trap. The pit is rigged so that it only opens if more than 120 pounds is loaded onto the top. This weight limit is sufficient to carry all but the heaviest Goblin and his standard gear. However, there is a 10% chance that the trap will spring even for lighter loads. The pit is only 10 feet deep.

Once the Goblins in this area are aware that intruders are in their lair, their first action will be to raise the portcullis to open access to area GB2. However, since the portcullis is already in the raised position if the Goblins hastily respond to intruders, they will trip the lever and actually inadvertently lower the portcullis.

Once they have completed this action they will take javelins from a barrel in the room to throw at unwelcome guests. They will hold back before entering melee in hopes that 1) invaders who rush to attack will fall in the pit and 2) those who do not fall in the pit will be torn apart by the wolves.

The pit trap in the hallway that bypasses this chamber to the west is identical to the one in the entrance hallway. The Goblins never go this way. The door in the hallway beyond that pit is a false door that activates a falling boulder trap. All the Goblins know enough not to open the door. Anyone who opens the door will be subject to damage from a 40-pound boulder dropping five feet from a compartment in the ceiling. A successful saving throw versus paralyzation allows the victim to only take half damage.

There is a secret door on the back wall that leads further into the Goblin lair. If the Goblins encounter significant resistance, they are trained to retreat through this door to area GB5 to seek reinforcements. This is their normal means of exit to their barracks. The stairs in the rear of this chamber lead up to the Bugbear lair. These Goblin guards are also trained to be wary and make sure that the Bugbears do not come down the steps without authorization.

If one goes up the steps leading to the Bugbear lair, one can find white writing on the wall near the landing where the stairs turn east. In the goblin language it reads, "Skip the step of Francor'Dieus." All goblins know that this means the first step from the landing because their wicked god is to be first in all their minds. This is indeed a reminder for them to avoid the trap on the first step. If one does step on the first step from the landing, it gives way, causing the poor fool to tumble down the stairs (1d3 damage) unless he makes a successful Dexterity check. Those behind a falling character must also make a Dexterity check with a +1 bonus or fall themselves. After that, a secret compartment in the wall releases a forty-pound boulder that comes crashing down the stairs onto anyone in its path.

The door on the south wall is a trap. All the Goblins know enough not to open the door. Anyone who opens the door will be subject to damage from a 40-pound boulder dropping five feet from a compartment in the ceiling. A successful saving throw versus paralyzation allows the victim to only take half damage.

**GB4. TOOL STORAGE.**

**Encounter:** none

**Potential Yield:**

- Mining tools (GPV = 31)

This room is little more than a widened hallway. Several crates of

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mining tools lie along the west wall. The south wall reveals some writing in white letters.

The writing on the wall is in the goblin language. It reads, "There is no trap here." This is meant to throw off invaders unfamiliar with the goblin tongue who might think that every place that has a written reminder in the lair is trapped.

The tools include ten mining picks, shovels, buckets, 25 iron spikes, 8 pieces of timber, a hand ax, a wheelbarrow, 6 large sacks and 10 crude metal helmets.

#### GB5. ENTRY TUNNEL GUARD BARRACKS.

**Encounter:** Goblin guards, male (8). These goblins all have a skill mastery level of 25-50% in animal lore.

**Potential Yield:**

- Slaying eight Goblin guards (EPV = 120)
- Silver Coinage 8 x 3d6 sp (GPV = var)
- 20 javelins (GPV = 1)
- Barrel (GPV = 2)
- Goblin personal effects (GPV = 16)

This room is crowded with bunks, linens and personal effects. There is a barrel of 20 javelins in the southwest corner.

This is where the Goblin portcullis guards reside when they are off duty. If the PC were able to stealthily enter the lair, there will also be eight goblin guards here, sleeping or pursuing personal interests while they are off duty. If not already alerted, they will need to grab a javelin from the barrel in the southwest corner to arm themselves. If they are alerted to intruders by the guards in area GB3, one of the off duty guards will make haste through area GB7 to alert the rest of the lair while the others go to join the battle.

Their personal effects include a couple of pints of grog, a sack of bear fat dumplings, a book (written in goblin) about mining, a small drum and drumsticks, some smoked sausage, a couple pieces of chalk, a sewing kit, four riding harnesses, a knife and 43 feet of good rope.

#### GB6. SANITATION FACILITY

**Encounter:** none

**Potential Yield:** none

This small room reeks of excrement. Several round holes in the floor line the walls.

This is where the Goblins relieve themselves. There is nothing of value here.

#### GB7. NURSERY AND DAY CAMP

**Encounter:** Goblins, female (10), Goblins, young (57)

**Potential Yield:**

- 10 Goblin books (GPV = .5)

This room is a mess. Along the south wall are several bedrolls, blankets and piles of clothing. Carved wooden toys litter the floor.

This room houses the females and the young of the Goblin tribe. The females spend their days caring for the young and teaching them how to be good little Goblins. There are several books written in the goblin tongue. These include topics on why dwarves and gnomes are bad, how "the man" (human race) is keeping the Goblin race down and why Francor'Dieus (lawful evil god of earth) will one day come to save all the Goblins.

The females and the young are not armed or armored but they will defend themselves if necessary using unarmed attacks. Treat the young as half strength male Goblins in all other respects and the females as half strength male Goblins except for hit points. Note that the females are often more adept at language than their male counterparts since they have more time to study instead of training for guard duty. Thus, the tribal leaders

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sometimes use them as interpreters. Each individual may speak one or two languages from the following list (goblin, bugbear, kobold, orc, hobgoblin, common) and there are several linguistic textbooks on those languages stored here. The Goblin women of this tribe often converse in foreign languages when they don't want their mates to understand what they are saying. Although this is effective at keeping their womanly secrets, it often results in a sound beating by their slighted male counterparts.

#### GB8. TEAM OGRE GUARD CHAMBER.

**Trap:** Dropped Boulder 2d6 points of crushing damage.

**Encounter:** Goblin guards, male (4)

**Potential Yield:**

- Coinage 1d4 x 40 copper and 3d6 silver pieces (GPV=var)
- 72 small javelins (GPV = 3)
- large sack (GPV = 2 sp)
- 250 gold pieces (GPV = 250)
- Barrel (GPV = 2)
- Keg (GPV = 2)

This chamber contains several stools upon which sit six Goblins. As soon as you look into the chamber they advance with weapons drawn.

These Goblins are not actively watching the entryway in the same attentive manner that the guards from area GB3 are supposed to. However, they will support any melee that breaks out in the entryway by making an initial assault and possibly falling back into room GB8 so that their pursuers might fall into the pit trap bordering the entrance to the room.

If things seem particularly dangerous or there is a cry of "Bree-Yark", two of these guards will rush to the secret door, toss a sack with 250 gold pieces in it to the Ogre and ask him to help them. The Ogre will accept the payment and will enter the Goblins' lair and move to attack intruders immediately, if possible. The sack of gold coins is hidden behind a water barrel in the corner by the secret door.

The doors on the north and south walls are traps. All the Goblins know enough not to open the door. Anyone who opens the door will be subject to damage from a 40-pound boulder dropping five feet from a compartment in the ceiling. A successful saving throw versus paralyzation allows the victim to only take half damage.

They each have 1d4 x 10 copper and 3d6 silver pieces. The chamber has a barrel with 72 small javelins, a small table, two benches and a keg of water.

#### GB9. SANITATION FACILITY.

**Pit Trap** (triggered by opening a false door): no damage but 5 point Honor penalty. The door on the east wall is a trap. Anyone opening it will fall into a cesspool of filthy and disgusting Goblin excrement that is connected to the holes in the rest of this chamber. Anyone who falls in this trap may be in trouble as the walls are extremely slippery. The pool is ten feet below the floor. Falling into this trap results in a -5 hit to one's Honor and a 40% chance of catching a random disease from Table 1Q on page 23 of the GMG.

**Encounter:** none

**Potential Yield:** none

This passageway reeks of excrement. Several round holes in the floor line the walls.

This is where the Goblins relieve themselves. There is nothing of value here.

#### GB10. CAFETERIA.

**Trap:** Dropped Boulder 2d6 points of crushing damage.

**Encounter:** 1d12 Goblins (with statistics similar to the wandering Goblins for males, or those of the females or young found in areas GB7 or GB22.) 60% of the total number will be female and half will be non-combatant youths.

**Potential Yield:** none

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This room is crowded with low benches and tables. Various wooden eating utensils and bowls sit on the tables. There is a door on the north wall.

This is where the Goblins take their meals. Because the room is not big enough to accommodate the whole tribe, one can find 1d12 Goblins eating here at any time of the day. When Goblins want to have a celebratory meal with their whole tribe, they take the festivities outside on comfortable summer nights.

### GB11. WELL.

**Encounter:** none  
**Potential Yield:** none

This room has a three-foot diameter hole in the floor with a low row of stones mortared around the circumference. A long coil of rope with a bucket on one end lies on the floor next to the hole. Three barrels line the north wall.

This room holds the well that is the water supply for the tribe. The shaft descends fifty feet and then taps into a drinkable though putrid smelling source of water.

The door on the north wall is a trap. All the Goblins know enough not to open the door. Anyone who opens the door will be subject to damage from a 40-pound boulder dropping five feet from a compartment in the ceiling. A successful saving throw versus paralysis allows the victim to only take half damage.

### GB12. COMMON STORE ROOM.

**Encounter:** none  
**Potential Yield:** This storeroom contains items of common use including:

- 4 Barrels filled with thoroughly disgusting salted meats (GPV = 0)
- 3 barrels containing edible but stale rye meal (GPV = 2 cp)
- A large bag of rock salt (GPV = 0)
- 3 small wooden shields (GPV = 30)
- 1 light crossbow with a dozen quarrels (GPV = 35 gp and 12 sp)
- 5 sets of medium sized hide armor (GPV = 75)
- 2 broadswords (GPV = 20)
- 5 picks (GPV = 40 sp)
- 10 shovels (GPV = 10)
- 2 wheelbarrows (GPV = 16)
- 8 buckets (GPV = 16 cp)
- 14 old sacks (small) (GPV = 15 cp)
- A coil of rope (50' hemp) (GPV = 1)
- A barrel of wooden nails (GPV = 1)
- A broken hand ax (GPV = 0)
- A backpack (GPV = 2)
- A pile of 8 pieces of timber (GPV = 99 cp)
- A piece of canvas (3 square yards) (GPV = 12 sp)
- A bag of chalk (GPV = 1 cp)
- 1 spit (GPV = 1 sp)
- Three dwarven hats (GPV = 9 sp)
- A whetstone (GPV = 2 cp)
- 3 daggers (GPV = 6)
- A saddle (GPV = 5)
- Several bales of grain (GPV = 1)
- A barrel of Honey (marked "Z") (GPV = 18)
- A barrel of raisins (marker "HU") (GPV = 10)

This room is a jumbled mess. Crates, boxes and casks are piled to a ceiling that is about a foot or two higher than those in other areas of the lair. Three dressed animal carcasses hang from the north wall. On a table near the west wall rests a cake and several smaller pastries. The cake appears to have some sort of colorful foodstuff spelling out a message.

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The message on the cake reads "Do not touch!" in the goblin tongue. The Goblins know that the Gnolls are stealing supplies from them, so they leave cake out as bait. The cooks put different Goblin's names on the cake every time, pretending that they are for a birthday celebration. The cakes contain large amounts of honey as well as a large quantity of laxative. The Gnolls have yet to figure this out, though it has been going on for some time.

### GB13. VALUABLES STORE ROOM.

**Encounter:** none  
**Potential Yield:**

- A keg of ale (GPV = 8)
- 3 kegs of common mead (GPV = 36)
- 3 bottles of rum (GPV = 15 sp)
- A crate containing jars of pickled vegetables (GPV = 51 cp)
- A sack of potatoes (GPV = 2 cp)
- 10 flasks of greek fire (GPV = 30)
- 10 flasks of lamp oil (GPV = 100)
- A dozen torches (GPV = 1 sp)
- A bolt of canvas (10 sq. yd.) (GPV = 40 sp)
- A set of 8 drums and drumsticks (GPV = 8)
- A gong (GPV = 5)
- A human-sized suit of banded mail armor (GPV = 900)
- Flint and tinder (GPV = 5 sp)
- A set of thief's picks and tools (GPV = 30)

This room is an orderly storage area. Barrels, crates and sacks are neatly stored here. Chalk writing appears on the west wall.

The writing is an inventory list of the contents of the room written in goblin.

### GB14. KITCHEN.

**Encounter:** Goblin cooks, male (2)  
**Potential Yield:**

- Killing goblins (EPV = 30)
- Silver Coinage 2 x 3d6 silver pieces (GPV = var)

This area contains cooking tool of many kinds. There are wooden spoons, large iron pots, carving knives, spice racks and dressed meats hanging from the ceiling. Two Goblins busily work away at preparing a meal.

This is the kitchen. The Goblins here are armed with knives. They do most of their cooking outdoors at night due to the poor ventilation afforded to them by the lair.

About 90% of the time, the cooks have several pastries in the works for the Goblin's plot against the Gnolls. The Goblin cooks now spend most of their time working on those special cakes. Unbeknownst to the Goblins, this has resulted in some malnutrition problems, helping to advance the cases of Gibbering Goblin rabies.

### GB15. SUB-CHIEF GUARD ROOM.

**Encounter:** Goblin sub-chiefs, male (3)  
**Potential Yield:**

- Killing goblins EPV = 45
- Coinage 3d6 ep (EPV = var)

This room contains four chairs upon which sit three Goblin guards.

These Goblins guard the access point that allows one to reach the leaders of the tribe. Their job is to ensure none of the rank and file Goblins get in to bother the leaders without proper authorization.

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### GB16. WAR ROOM.

**Encounter:** none

**Potential Yield:** none

This room contains a large meeting table and seven chairs. There are chalk maps drawn upon the walls.

This is where the head Goblins meet to plan their war strategies. Their primary concerns include preventing themselves from being bullied by the other tribes of the Mines of Chaos. They also want to figure out a way to one day take over Frandor's Keep. Any character with the cartography: overland or map sense skills may make a skill check at +10% to determine that the map depicts the local region, including Frandor's Keep. All the writing is in the goblin tongue. The words "The Big Board" are scrawled above the map. If the lair is in jeopardy of being overrun, the sub-leaders will enter this room and attempt to hastily destroy their plans.

### GB17. RECREATION ROOM.

**Encounter:** Goblins, male (10), Goblins, female (20)

**Potential Yield:**

- Killing Goblins (EPV = 450)
- Mixed coinage 30d6 sp and 40d6 cp (GPV = var)

There are heaps of bedding, tables, stools, benches, etc. all around the whole place, making it very cluttered. There is a large crowd of both male and female Goblins in the room.

This room is where the rank and file Goblins congregate when they are looking to spend some quality time with the opposite sex, gossip and play games. They are unarmed.

If the wandering group of Goblins has not been encountered when the adventurers enter this area, be certain to have those six additional males in this chamber.

### GB18. SLAVE PENS.

**Encounter:** slaves (see below)

**Potential Yield:** slaves (see below)

This room contains several iron rings set into the wall. Chained to these rings are two human males, a male pixie-fairy and a half-elven woman.

This is one of the slave pens for the Goblin tribe. Prisoners are kept chained up here until they are needed for work. Goblins use these prisoners to clean their sanitation facilities, do dangerous mining work or to serve food. The prisoners will be very grateful if freed. The slaves are members of a failed adventuring party and they include:

**Rika Lightblade (half-elf female ranger)** (Str 17/55, Dex 16/78, Con 13/36, Int 12/95, Wis 16/06, Cha 9/32, Com 11/70, AL CG, AC 8, MV 12", HD 2 (first level), hp 37, SZ M, #AT 2 (ambidexterous), D (unarmed), SA Nil, SD Nil, Lang common, Hon 10, TOP 18, Crit BSL Def AC-1, FF 6, Age 20, Height 5' 5", Weight 95 lb, Quirks and Flaws none, Proficiencies longbow, longsword, dagger, Talents ambidexterous, tracking, Skills bower/fletcher 18, forestry 14, reading/writing (common) 13, set snares 19, map sense 19.

**Victor Hedgerush (human male paladin)** (Str 12/02, Dex 10/14, Con 10/12, Int 11/27, Wis 16/35, Cha 18/85, Com 14/80, AL LG, AC 10, MV 12", HD 1, hp 22, SZ M, #AT 2 (ambidexterous), D (unarmed), SA Nil, SD detect evil 60', immune to disease, lay hands (2 hp), cure disease, protection from evil 10' radius, Lang common, Hon 16, TOP 11, Crit BSL Def AC-3, FF 5, Age 23, Height 5' 4", Weight 167 lbs., Quirks and Flaws anosmia, Proficiencies broad sword, long bow, lance, dagger, Talents ambidexterous, opportunist, less sleep, Skills riding 24, armor maintenance.

**Luthor Birchbark (pixie-fairy male thief)** (Str 7/04, Dex 18/24, Con 12/52, Int 9/35, Wis 4/14, Cha 11/20, Com 15/73, AL CG, AC 6, MV 4" (cannot fly because wings have been clipped off), HD 1 (first level), hp 12, SZ T, #AT 1, D (unarmed, -1/-2 due to Strength), SA Fairie Phantom 1/day, SD heal extra hp per day, cure disease, never surprised, Lang common, elvish, gnomish, butterfly, bird, pixie fairy, Hon 6, TOP

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6, Crit BSL Def AC-6, FF 7, Age 4, Height 19", Weight 25 lbs., Quirks and Flaws sound sleeper, socially awkward, loud boor, psychotic aversion to giants, value privacy, animal antipathy (bat), Proficiencies short sword, sling, dagger, Talents none, Skills first aid 23, healing 20, taunting: minor 21, coin pile numerical approximation 11, eye gouge 27.

**Shereel (human male cleric)** (Str 12/11, Dex 10/18, Con 14/11, Int 11/18, Wis 20/15, Cha 15/18, Com 15/28, AL LG, AC 10, MV 12", HD 1, hp 28, SZ M, #AT 1, D (unarmed), SA spells (no holy symbol currently available), SD turn undead, Lang common, Hon 15, TOP 14, Crit BSL Def AC-4, FF 7, Age 18, Height 6' 8", Weight 169 lbs., Quirks and Flaws near sighted, jerk, animal antipathy (insect), superstitious - donates to temples, tone deaf, emnity toward piercers, Proficiencies mace, sling, Talents experience bonus, opportunist, less sleep, photographic memory, Skills religion (general) 59, religion (specific) 42, language (undead) 13, muster resolve 15, healing 21, swimming 17, fire building 26, riding (land) 23, resist persuasion 25, armor maintenance, maintenance/upkeep, shaving/grooming, weapon maintenance.

### GB18a-c. SLAVE PENS

**Encounter:** Gibbering Goblin, male (1)

**Potential Yield:** none

These three individual chambers are barred and locked. The two northernmost chambers appear empty while the southern one contains a muttering Goblin.

This is a Gibbering Goblin and it is he who infected Gurelio, the tribal shaman. Anyone who enters this hallway for two rounds will be subject to his gibbering attack (save versus spells at +2 or become confused as per the Confusion spell).

### GB19. TEMPLE OF FRANCOR'DIEUS.

**Encounter:** none

**Potential Yield:** none

This set of double doors has a pair of crossed pick axes set above it with a slightly higher ceiling noticeable. The wooden doors include carvings that depict mining implements and tunnels.

If the PCs open the doors to this room read the following:

This spacious chamber has an eight-foot high ceiling. There are two open urns on either side of the entryway containing what looks like dry dirt. A three-foot high raised section along the west wall opposite the double doors extends for ten feet. There are various images of Goblins and runes carved into the walls.

The images depict Goblins working in mines and enslaving other races for use in manual labor including farming and carrying large packs. The writing is in the goblin tongue and includes several religious saying such as "We are slaves to the soil.", "The Goblins shall inherit the world.", "Please don't kill us Francor'Dieus." and "Goblins reap what others sow."

### GB20. SHAMAN'S CHAMBERS.

**Encounter:** Gibbering Goblin, male cleric (1)

**Potential Yield:**

- Slaying Gibbering Goblin (EPV = 420)
- Ring of Fast Scabbing** (GPV = 3,000) (EPV = 1,000)
- Potion of Gnome Gibberish** (GPV = 500) (EPV = 150)
- Potion of Rainbow Hues** (slightly less than full) (GPV = 171) (EPV = 686)
- Coinage silver pieces (GPV = 30)
- A whetstone (GPV = 2 cp)
- A diary (written in goblin) (GPV = 5)
- Sculpting tools (GPV = 4)

This room contains a bedroll and a chest. Depictions of great earthen beings pounding down the walls of a keep adorn the walls.

This room is the quarters of Gureelio, the tribal shaman. Unfortunately for the tribe he has recently succumbed to the form of rabies common among Goblins that turns them into the Gibbering Goblin type. The rest of the tribe has not yet realized his insanity although they have noticed his drooling and the crazed look in his eye. Because of his recent insanity he can no longer cast spells or command undead. He wears a **Ring of Fast Scabbing**. Gureelio holds the keys to his chest and the slave manacles and cells in area GB18.

Gureelio's chest contains a **Potion of Gnome Gibberish**, a **Potion of Rainbow Hues** (slightly less than full), 300 silver pieces, a whetstone, a diary (written in goblin) and sculpting tools. His diary mostly contains entries about his plans to create a vast unified warren in the Mines of Chaos with the goblins at the forefront of rule. More recently he has notes about "that damn Ape Shaman who came to subjugate the Simian Orcs. Something must be done. If only I could find the Stone."

If one were to somehow remove Gureelio's disease or free the paladin slave Victor Hedgerush and have him do it, Gureelio would actually be quite grateful and one might even talk him into authorizing the release of one or more prisoners. Gureelio has a large influence over the tribe and the chief and his sub-leaders are sometimes at odds with him, promoting their own goals instead of his religious doctrines.

Though he no longer realizes it in his diminished state, the Stone Gureelio refers to in his diary is in reference to a rumor he heard that years ago, someone used a **Stone of Controlling Earth Elementals** in this area. Who held the stone and how they ultimately lost it, where it is or even the truth of the story is a mystery. It might not exist, it might be somewhere in a carefully guarded corner of Frandor's Keep, it might be at the bottom of a well or it might be frequently trod upon in the sea of pebbles that the denizens of this complex walk nearly every night. If he is returned to his natural state, he will certainly be interested in any rumors relating to the whereabouts of the Stone as it would give him great power.

**GB21. SLAVE GUARDS.**

**Encounter:** Goblin guards, male (2)

**Potential Yield:**

- Killing Goblins EPV = 30
- Silver Coinage 6d6 sp (GPV = var)
- 10 javelins (GPV = 5)

This area contains two Goblins who sit somewhat inattentively against the east wall. A barrel of javelins sits against the east wall.

These bored Goblins are in charge of guarding the slaves in area GB23. They hold the key to the slave manacles. If they hear the sound of someone falling through the pit trap from the Bugbear lair into area GB24, they will enter and begin throwing their javelins at the victims. They have 10 javelins.

**GB22. FEMALE QUARTERS.**

**Encounter:** Goblins, female (11), Goblins, young (48)

**Potential Yield:**

- Killing female Goblins (EPV = 160)
- Killing Goblin young (EPV = 195)

This room is a mess. Along the south wall are several bedrolls, blankets and piles of clothing. Several female Goblins sit around the floor working on various sewing projects.

This room is similar to room GB7 except there are not as many children. Many of the women here are among the older females in the tribe.

**GB23. SLAVE PENS.**

**Encounter:** slaves (see below)

**Potential Yield:** slaves (see below)

This room contains several frightened and ill-looking humans huddled together against the back wall. A lone dwarf also sits among them. There are no other exits.

This is another Goblin slave holding area. These slaves have been here longer than those in area GB18 and have a somewhat broken spirit, perhaps having given up any hope of being rescued.

**They include:**

**Bralala**— a fortune teller drifter originally from Fangaerie.

**Fremmond**— a scout from the city of Arz in Fangaerie who came to the area to investigate the possibility of opening a mine.

**Jurgan**— a half-elf bard chased out of nearly every town he has been through.

**Montfort**— a halfling merchant who stumbled near the Goblin lair after surviving a Hobgoblin attack on his band.

**Peeri**— a pack handler from the town of Farzy.

**Plishana**— This young lady was once a servant at Quasqueton (See HackMaster adventure Quest for the Unknown). When her masters left for an extended period of time she sought employment elsewhere and was captured by the Goblins in Hell's Throat. If the PCs have not yet explored the Caverns of Quasqueton, she could be a valuable guide for them if given the right price.

**Prillo**— a young apprentice to a wizard who teaches magic in the city of Arz, Prillo was en route to Frandor's Keep to meet with Old Man Quid and purchase some spell components for his master. Prillo is capable of casting the following cantrips: **Clean, Hairy, Knot, Weak Bladder and Bee.**

**Segerry Franaas**— This man is the cousin of Durwyn Franaas, master fletcher of Frandor's Keep. Hailing from Arz, he was going there for a visit and to offer to help out since he heard of his uncle's death.

**Thurgin**— a dwarven miner who was investigating the area in search of gold veins.

**Turkos**— a conscripted soldier from Frandor's Keep who went absent without leave but was captured before making it to civilization.

**Vooril**— a brewer from Alderonus who was traveling to Praxter so that he could learn brewing techniques from the dwarves.

**Wompini**— a messenger from Arz who was traveling to Frandor's Keep with word about supply procedure changes.

**GB24. SANITATION FACILITY.**

**Encounter:** none

**Potential Yield:** none

This room reeks of excrement. Several round holes in the floor line the walls and a larger 10-foot pit lies against the south wall.

This is where the Goblins relieve themselves. The area holds nothing of value. A pit trap from the Bugbear lair releases its victims through the ceiling in this area and into the 10-foot pit.

**GB25. ARMORY AND REPAIR SHOP.**

**Encounter:** Goblins, male (2), Soon-to-be Gibbering Goblin, male (1)

**Potential Yield:**

- Killing normal goblins (EPV = 30)
- Killing soon-to-be Gibbering Goblin (EPV = 210)
- Carpentry tools (GPV = 50)
- 20 leather armor repair kits (GPV = 50)

This room is cluttered with various tools and racks used for preparing leather, carpentry and limited metalworking.

This room is where the expert Goblins spend their days working on suits of leather mail, wooden shields and even repairing or attempting to make even more advanced suits of armor. They also manufacture wooden javelins here. The leather tanning is car-

### Chapter 3: The Mines of Chaos

ried out by a process known as "brain tanning" in which they use the brains of dead animals to treat the hide and make leather. Thus there are several casks of animal brains in the room. This is supplemented with a mildly acidic bark solution.

Three Goblins regularly work in the shop. One of them has recently been infected with the gibbering disease from shaman Gurelio but it has not yet fully manifested its conditions.

#### GB26. BARRACKS.

**Encounter:** Goblins, male (12) (EPV = 180)

**Potential Yield:**

- Killing goblins EPV = 180
- Coinage 36d6 sp (GPV = var)

This room is cluttered with bedrolls and blankets.

This is where Goblins come during the day when they need some sleep. Some of the more skilled Goblins (cooks, armorers, altar boys, etc.) stay in this room.

There will be about a dozen Goblins here during the day and only two during the night when the lair is most active.

#### GB27. BARRACKS.

**Encounter:** Goblins, male (12)

**Potential Yield:**

- Killing Goblins (EPV = 180)
- Coinage 36d6 sp (GPV = var)

This room is cluttered with bedrolls and blankets.

This room is nearly identical to room GB26 except these Goblins are the hunters and foragers of the tribe. It is their job to go out at night and find food for their kin. These Goblins also get +1 to hit with missile weapons and a +1 reaction adjustment bonus due to Dexterity (13). They all have the skill identify animals by tracks at mastery levels ranging from 25-50%.

#### GB28a-d. SUB COMMANDER'S CHAMBERS.

**Encounter:** Goblin Sub-Commanders (4)

**Potential Yield:**

- Killing Goblin Sub Commanders (EPV = 60)
- Chest A Mining and Engineering books (GPV = 15 cp)
- Chest A coinage (GPV = 8.5)
- Chest B gem and coinage (GPV = 10.4)
- Chest C Hunting book (GPV = 5 cp)
- Chest C knife (GPV = 1)
- Room D 10 baskets (GPV = 3)
- Chest D coinage (GPV = 4)

This room is a sparsely furnished living quarters. It contains a straw stuffed mattress and pillow and a chest.

These nearly identical chambers are the living quarters of four Goblin sub commanders who have shown some aptitude or loyalty beyond that of the lay tribe member.

28a. This is the room of the wolf trainer. He has attained the following skill mastery levels relevant to his job, animal lore 51%, animal handling 56%, animal training 12%. Obviously he still has a long way to go regarding animal training. He keeps several books (written in goblin) on the subjects stowed within his chest and 21 sp and 13 cp. In other respects, he is similar to other common Goblins. 27 hp, TOP 13.

28b. This is the quarters of the chief Goblin miner. He has attained the following skill mastery levels relevant to his job, mining 52%, engineering 19%. His chest contains books (written in common) about mining and engineering. He also has a goblin text on the subject of mining similar to that found in room GB5. He has a small azure gem worth 10 gp and 4 silver pieces.

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28c. This room is the personal quarters of the Goblin hunt master. He is in charge of leading the nightly forays of his hunting team to bring home fresh game for the tribe. He has attained the following skill mastery relevant to his job, identify animal by tracks 54%, hunting 28%. He has books on the subject of hunting (written in goblin) in his chest and carries a knife of extraordinary quality that has a non-magical +1 to hit and +1 to damage bonus.

28d. This room is the chamber of the head Goblin forager. His job is to assist the hunters in gathering food for the tribe by harvesting crops of wild potatoes, grains or other roots such as onions and carrots. He often needs to steal from other inhabitants of the area in lean times. He has attained the following skill mastery relevant to his job, forage for food (temperate) 48%. His room contains a set of ten nicely woven large baskets and 40 sp.

#### GB29a. SUB-CHIEF'S CHAMBERS.

**Encounter:** Goblin, male sub-chief (1)

**Trap:** The chest in this room is locked and trapped with a poison needle in the lock. Poison Class C (see GMG page 206). Damage per round is 3d4 (or 1d4 if the victim successfully saves) for 2-5 rounds.

**Potential Yield:**

- Slaying the sub-chief (EPV = 35)
- Key to the chest (GPV = 1 sp)
- Large chest (GPV = 2)
- A pint of rum (GPV = 5 sp)
- A pair of riding boots (Goblin sized) (GPV = 2)
- A riding crop (GPV = 1 sp)
- Frilly Goblin dress (GPV = 2)
- Fancy female Goblin outfits (GPV = .5)

This room contains a low timber loft with a chest underneath it.

The Goblin commander who resides in this room holds the key to the chest. It contains a pint of rum, some riding boots (Goblin sized), a crop and some clothing. There is a secret compartment in the bottom of the chest. Within the secret compartment, one can find a frilly dress and other clothing normally reserved for Goblin women and a vial of Class C poison with three doses.

#### GB29b. SUB CHIEF'S CHAMBERS.

**Encounter:** Goblin, male (1)

**Potential Yield:**

- Sealed honey jar (GPV = 5 sp)
- Seven books (GPV = 35)

This chamber contains a straw mattress and several books stacked on the floor. A battle axe lies against the north wall. A closed jar and a bottle of clear liquid also sit on the floor.

The closed jar contains honey and the bottle contains ordinary drinking water. The books are written in common and contain information on specialized combat procedures including those the sub-chief has gained some skill at.

#### GB30. CHIEF'S PERSONAL GUARD.

**Encounter:** Goblin guards, male (3).

**Potential Yield:**

- Killing Goblins (EPV = 45)
- Coinage 9d6 sp and 3d12 ep (GPV = var)

This room holds three Goblin sentries that stand guard attentively in front of a rugged door.

These goblins are very loyal to the chief and will accompany him for protection if he needs to leave his quarters to deal with any threat to the lair.

## Little Keep on the Borderlands

## GB31. CHIEFTAIN'S ROOM.

**Encounter:** Goblin Chief, male (1), Goblins, female (3)

## Potential Yield

- Slaying Goblin chief (EPV = 35)
- Slaying three Goblin females (EPV = 45)
- Chief's Coinage (GPV = 282.5)
- Ornate silver cup (GPV = 100)
- Short bow (GPV = 30)
- Deer antlers (Honor token) (GPV = 5)
- A tapestry with silver and gold threads (GPV = 800)
- A stand with a pewter bowl (GPV = 2)
- Ornate ivory goblet (GPV = 300)
- 10 pounds of raw ivory (GPV = 30-60)
- A chest (GPV = 2)
- 24 electrum pieces (from Goblin females) (GPV = 12)

This spacious and lavish chamber (by Goblin standards) appears to be the well kept living quarters of someone important. Colored tapestries line the walls and a large bed with a straw mattress and pillows rests on the floor next to a low bench and night stand. Hanging on the wall is a wooden crest that supports a pair of antlers and bears writing.

Sumali the Goblin leader and several females are quartered here. The chief has a purse with 18 gold and 2 platinum pieces in it while each of his ladies has 8 electrum pieces and 1d6 silver pieces. There is an ornate silver cup (value 100 gold pieces) under his bed. He has a short bow hung on the wall and may use it if he needs to defend his lair. If hard-pressed, the female Goblins can fight as well as males and will do so.

This place has quite a bit of good furniture in it - all scaled to Goblin-size, of course. A low bench near the bed has a secret drawer under the seat, and inside is stored the treasure of the goblins: a tapestry with silver and gold threads that is worth 800 gold pieces. Nearby is a stand with a pewter bowl that holds 273 silver and 321 copper pieces. The leader also has an ornate ivory goblet worth 300 gp, 10 pounds of raw ivory (30-60 gp) and a chest containing 448 electrum pieces.

The wooden crest with the antlers is, in fact, the tribe's Honor token. The runes are in the goblin tongue and can be translated as "We are Goblin. Hear us roar!" See page 57 of the *GameMaster's Guide* for information on Honor tokens.

## Owlbear Lair (GHO1- GHO3)

This small, but dangerous, cavern complex is home to a creature deadly to unwary adventurers - a female Great Horned Owlbear. Even the normal inhabitants of this area, including the Ogre, stay away from here, for the Owlbear who dwells herein is exceptionally dangerous and any creature foolish enough to venture out at night becomes fair game. Only the Hobgoblins, crafty as they are, deal with the Owlbear on a regular basis.

The lair is positioned on the eastern end of the valley around the Mines of Chaos, and may be found in two ways. One, heroes may wander around the valley until they spot the cave entrance (or smell it, for a horrible stench lingers just around the outside of the cave). Or two, PCs may follow the valley's tiny stream to its source in the Owlbear lair (though of course this presupposes that PCs are already aware of where the stream begins).

## GHO1. EMPTY GALLERY.

**Encounter:** Variable (roll d6, check results below)

- 1 = Great Horned Owlbear from Area GHO3 below
- 2 = 2-12 Giant Rats (HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", 9" Climb, HD 0, HP 10, SZ S, #AT 1, D 1d6-2 (bite), SA Disease, SD Nil, ML 4, TOP 5, Crit BSL: Def AC -4, Reference HOB 6 p 114)
- 3-5 = Nothing is attracted to the noise
- 6 = Grey Ooze from Area GHO2 below

## Potential Yield:

- If a PC searches this area thoroughly, he will find a random coin every round he searches or until he exhausts the supply as defined below: Roll 1d6 to determine the type of coin found.
  - 1-2 = 1 copper piece (of 14 total)
  - 3-4 = 1 silver piece (of 3 total)
  - 5 = 1 electrum piece (of 8 total)
  - 6 = 1 gold piece (of 5 total)
- Total possible GPV = 9

The odor of this place is awful. Amidst a litter of dead leaves and old branches, bones and rotting corpses are spread here and there.

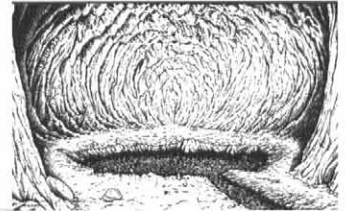
None of the corpses are significant, or wear any still-recognizable or useful clothing or armor (though the GM might find this an interesting place to add the corpse of someone the PCs are familiar with from a previous campaign). Of course, the sound of such searching brings visitors! Each round the PCs search, roll 1d6 and check the result on the encounter table [above] for a possible encounter.

## GHO2. SHALLOW POOL.

**Encounter:** concealed Grey Ooze (1)

## Potential Yield:

- Slaying Grey Ooze (EPV = 270)
- One jewel-encrusted goblet (GPV = 4,300 ea)



DISPLAY ILLUSTRATION 15 ON PAGE IQ9 AND READ:

As you follow the path of the small stream into this portion of the cavern, you feel the ground sink ever-so-slightly beneath your feet. Your torch light illuminates this cavern room, causing the walls around you to glisten with the flickering of light reflecting off the faint beads of moisture on the wall. As you continue to approach, you see your light reflecting off a pool of water directly in front of you. Obviously, this is the source of the stream. Fortunately, the smell of rotting leaves and corpses is not as strong here.

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, holding a jewel-encrusted goblet, as well as the skeletons of two small fish. Unfortunately, there is one Grey Ooze living in the pool. If the PCs are carrying light sources, and take even one tiny step into the water, the Ooze will attack. If the PCs do not step into the water, but come within one foot of the pool, the Ooze will attack as they turn to leave. It has learned caution, after being injured many times by the Owlbear when it came to drink.

On attacking, the Ooze will slowly flow out of the water (like a second stream) towards its victim. If the Ooze covers the victim's foot, it will attempt to pull the victim into the pool. The ooze causes 2-16 hit points of damage on the first round. A victim reduced to -20 hit points is consumed. There is only a 1 in 20 chance of noticing the ooze lurking in the water, unless a pole device is used to prod the pool (the PC will feel like he's trying to poke a hole through jelly, not water).

## GHO3. OWLBEAR'S DEN.

**Encounter:** female Great Horned Owlbear (1)

## Potential Yield:

- Slaying Great Horned Owlbear (EPV = 1,100)
- Protection From Undead scroll (GPV = 3,750) (EPV = 750)

If the PCs have not already encountered the Owlbear read the following:

A massive bear-like creature lies in a recess on the eastern wall of this cavern. What sounds like the heavy breathing of slumber gives way to a massive roar as the beast emerges to see who has disturbed its rest.

The female Great Horned Owlbear sleeps in the largest, easternmost part of its den, digesting a meal of a clumsy Hobgoblin it caught at dawn. If disturbed, the beast will roar and charge out, striking with its two great horns for 2-16 points of damage. Otherwise, it will traditionally attack with its enormous claws and toothy beak (three such attacks per round; i.e. a claw, another clawing attack, and then a snap of its beak). The horns give the Owlbear two extra attacks per round, each dealing 1-4 points of damage.

It has no treasure, but amidst the many sticks and bones it sleeps on is a bone tube (1 in 6 chance of noticing it for each person searching the heap, with a check for each once per round). Inside the tube is a scroll of Protection from Undead. Another item of interest includes the remnants of a red and white tunic identical to those worn by the Keep guards. PCs with the anatomy, basic skill may also easily discern that the bones of the dead include both human and orcs remains.

## Orc Lair (ORI-ORI9)

After being wiped out following the unsuccessful Great Orkin Reprisal, the Orkryn'Phar Mos scattered and fled and the once great Orc tribe was no more. Some of the more charismatic of the Orcs (a very relative term in Orc society) formed small groups of their own as they holed up and licked their wounds. None of these groups, though, ever rose to full clan status.

The area surrounding Frandor's Keep was still firmly under humanoid sway and it offered an excellent refuge for fleeing Orcs. One young warrior named Kah'ruzah led some of his fellows into a section of the Mines of Chaos, which they quickly claimed as their own.

Unfortunately, Kah'ruzah had some health problems related to the war and under normal circumstances he would have been assassinated by some up-and-comer. Deep in the caves, Kah'ruzah found a strange and hideous face carved in the rock wall with a hidden niche behind the face. Thanks to a timely "accident," that resulted in the death of one of his brethren (See room OR14 Squirrel Lair) the quick-thinking Orc was able to capitalize on the fear of his fellows and invent the legend of the gawd Grugoth. Since the remaining Orcs believe that only Kah'ruzah can appease their angry new gawd, he has kept his tenuous position as chief.

The Orcs are also occupied with their plans to conquer the rest of the Mines of Chaos. Unfortunately, they are just stupid enough and just unorganized enough that they take two steps back for every one step forward. Kah'ruzah uses this lack of organization to maintain his own power base. Eventually, though, the Orcs will make a move on another section of the mines.

Kah'ruzah is a Highland Orc, as are the majority of the Orcs in the lair. Although Kah'ruzah is the only remaining Orc who was alive during the Great Orkin Reprisal, all of the Highland Orcs in the lair are the children or grandchildren of those original warriors who fled into the mines in defeat. There are a small number of half-orcs in the lair, most of whom are the products of raids on nearby human settlements. These half-orcs are treated as second class citizens and live only a little better than slaves.

Perhaps the most interesting of the lair's inhabitants are the elite Orkin Bandits. These skilled hunters are yet another generation removed from the half-orcs. Their Orc blood is thinned enough to grant them superior Intelligence and the skills necessary to make them useful to the group. They train and handle the pack of Orkin Wardaws in the lair. None of the other inhabitants of the lair can get near the Wardaws without being savagely attacked, not even Kah'ruzah.

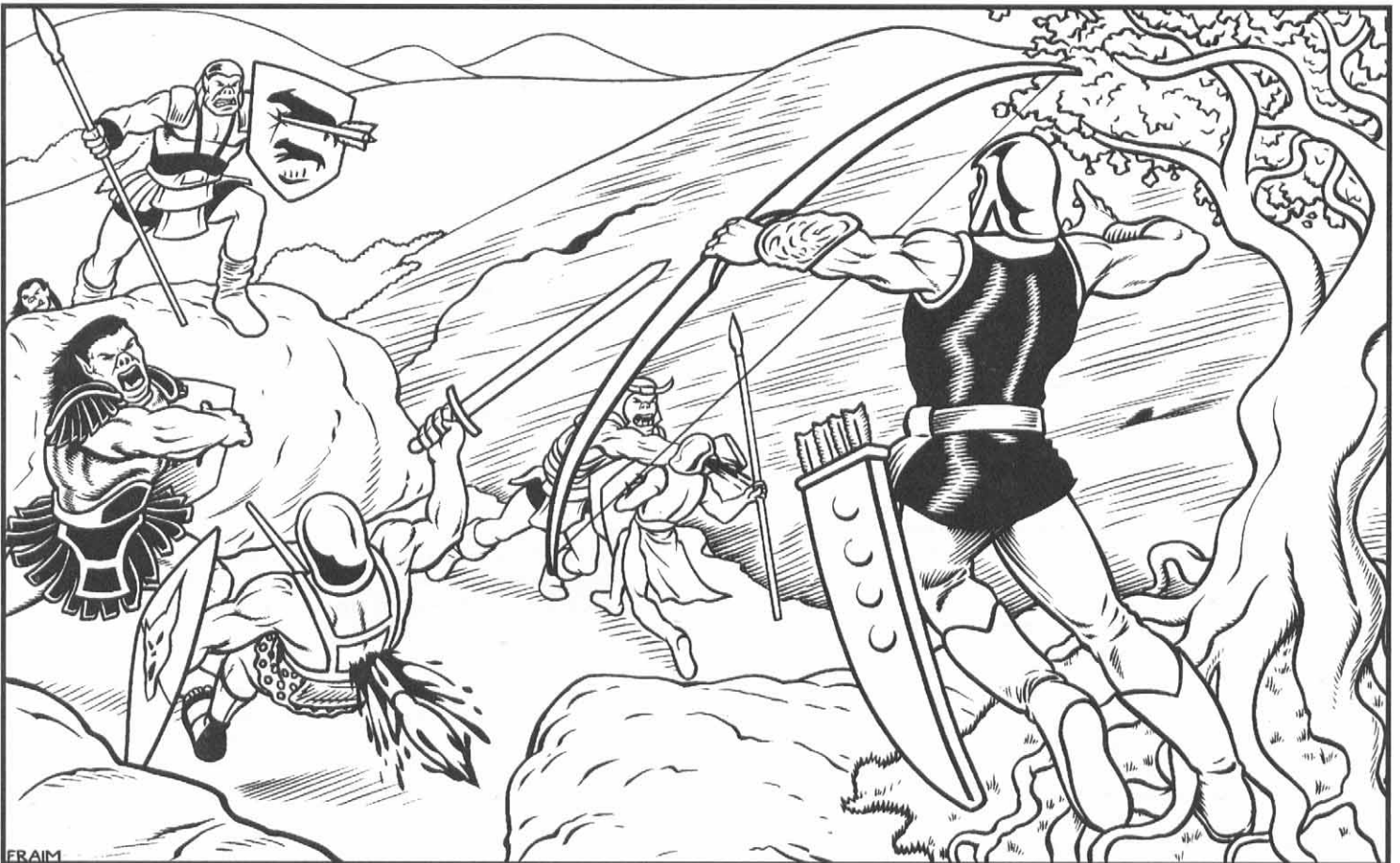
## The Lair

The Orc lair is perhaps the easiest of all the various lairs to enter and exit. It is positioned on the northwest slope of the valley and with the exception of the Kobolds, no other creatures are close enough to be a threat. Due to the lair's position at the highest elevation of the mine and its distance from competing humanoids, the Orcs have been able to quietly build their forces with minimal interference. In fact, if not for the constant infighting and general lack of organization, the Orcs probably would have long ago taken over the mines.

By human and demi-human standards, the Orc lair is filthy. Not only does this have the effect of being unpleasant but it can also be deadly. After every combat in which a character is wounded by a puncturing or hacking weapon, he must make a Constitution check (-2 if he was wounded with puncturing weapons because they tend to bleed less and thus don't cleanse the wound site as well as hacking wounds). Failure indicates he has contracted stage one of a general blood disease [per 1-3 on Table 1Q: Disease (Or Disorder) on page 23 of the *HackMaster GameMaster's Guide*]. Roll normally for occurrence and virulence factor. If a character cleanses his wounds with clean water within fifteen minutes of the end of combat, he need not make a Constitution check. Half-orcs and half-ogres do not need to make Constitution checks.

If at any time the population of the lair is alerted to an intruder, the PCs will have a -2 penalty to their surprise roll and the lair inhabitants will have a +2 bonus to their surprise rolls. If a full twenty four hours pass with no further signs of the intruder, that surprise modifier no longer applies as the orcs return to their inattentive ways.

Note that unless otherwise specified those Orcs who have an AC better than 10 have an appropriate armor type. Though they may be taken as treasure, standard armor and weapons used are not listed in potential yield unless the number of items varies among individuals holding them. One of the favored weapons of the lair's inhabitants is the Highland Orc Spiked Club. The statistics are included in the New Items Appendix.





**OR1. ENTRY.****Encounter:** concealed Highland Orc guards (2)**Potential Yield:**

- Slaying Highland Orcs (EPV = 70)
- Two shortbows (GPV = 60)
- 20 flight arrows (GPV = 40 cp)

An approximately thirty foot long corridor lies beyond the seemingly unguarded cave mouth. These passages are worked and the quality of the stonemasonry is poor. There are no apparent light sources with in the passage. Vines and moss cling tenuously to the wall at the end of the corridor, where it splits to the left and the right.

The vines and moss at the end of the corridor conceal arrow slits behind which two Highland Orc guards are stationed. Since there are almost never any attempts at unauthorized entry into the lair, this duty is quite boring. The GM should roll surprise when the PCs enter unless they have some way of detecting the presence of the guards behind the niche. Since guard duty at this station is so dull, the Orcs receive a -2 penalty to their surprise in addition to any other applicable modifiers. Because of the orcs proclivity to be otherwise engaged, the PCs receive no penalty to surprise despite the concealment of the guard station.

Due to the limited line of sight possible through the arrow slits, the Highland Orc guards receive a -2 penalty to hit. Firing a missile through the slits back at the Orc guards is nearly impossible and imposes a -10 penalty to hit.

If combat takes place in this area, the noise will draw the Highland Orc guard from area OR2 and the Orkin Bandit warriors from area OR5.

**OR2. GUARD STATION.****Encounter:** Highland Orc guard**Potential Yield:**

- Slaying the Highland Orc (EPV = 35)
- Highland Orc Spiked Club (GPV = 2 cp)
- Coinage (GPV = 11 sp)

A rectangular niche has been cut approximately ten feet deep into the south wall. In the niche are a rickety table and two chairs. Small items like a paring knife, scraps of rotting meat, torn playing cards and worn dice lie atop the table and scattered about the floor.

If combat breaks out in area OR1, the guard in this room will automatically join the fray. Otherwise, he tends to fall asleep frequently. If no combat occurs in OR1, when the PCs approach there is a 50% chance the guard will be sleeping on one of the chairs with his spiked club on the table in front of him.

**OR3. STABLE.****Encounter:** Orkin Lowland Ponies (13)**Potential Yield:**

- Slaying the Lowland Ponies (EPV = 120)

This large chamber smells even worse than the corridor leading up to it. The stench of manure is intertwined with the odor of rotting food and urine. At least a dozen filthy, unkempt ponies mill listlessly about the room. Wet rotting hay and manure is piled throughout the room. These pathetic beasts, all of which bear the cruel scars of hobbling, move away from anyone who enters the room. Each pony wears a combination bridle and headpiece to which are mounted spikes obviously meant for combat. At the far end of the room, on the north wall, is a chained wooden door.

This is the stable where the tribe keeps their Orkin Lowland Ponies. These creatures have been so beaten and abused that they actively cower away from anyone. The only way the ponies will fight is if they are attacked and unable to reach the exit. Anyone who shows these beasts any kindness will be able to lead them out without trouble.

**OR4. STABLE STORAGE ROOM.****Encounter:** none**Potential Yield:**

- 5 saddle blankets (GPV = 15 sp)
- 10 pony-sized riding saddles (GPV = 60)
- 11 pony-sized small saddle bags (GPV = 3.3)
- Three 50-foot lengths of hemp rope (GPV = 3)

The walls in this small, narrow room are lined with pegs and hooks probably intended to support the equipment that is now strewn about on the floor. Everywhere there are beat-up saddles and other pieces of equestrian gear. Clearly, this room receives as little care as the ponies themselves.

The door leading into this room has a chain and padlock. PCs with sufficient Strength may attempt to force open the locked door. Thieves may also attempt to pick the padlock. The lock is poor quality as per Table 16H: Lock Quality on page 202 of the *GameMaster's Guide*, thus giving a +15% bonus to Open Locks checks.

**OR5. PARADE GROUND.****Encounter:** Orkin Bandit warriors (2)**Potential Yield:**

- Killing Gorkin (EPV = 149)
- Killing Jurkin (GVP = n/a) (EPV = 122)
- Quarterstaff +2 (GPV = 5,000) (EPV = 500)
- 2 suits studded leather armor (GPV = 80)
- 18 gold pieces (Jurkin's pouch) (GPV = 18)

As you approach this room, you can hear the sharp staccato reports of wood on wood. This large chamber is bare of furnishings and perhaps intended for gatherings of some type. Presently, two Orc warriors are engaged in a sparring match with quarterstaves. There are several exits leading out of the room.

Gorkin and Jurkin are the closest things this Orc lair has to elite fighters. They have served as Kah'ruzah's personal bodyguard for the past six months. Comparatively, they are both quite capable warriors and even Kah'ruzah underestimates their abilities. Unlike the other inhabitants of the lair, Gorkin and Jurkin are lawful neutral. Although they don't feel much personal loyalty to Kah'ruzah, they would be difficult to parley with. However, a well-organized group of PCs with an obvious and charismatic leader might be able to sway these two warriors.

**OR6. KENNEL.****Encounter:** Orkin Bandit handler, Orkin Wardawgs (16)**Potential Yield:**

- Kill Orkin Bandit handler (EPV = 35)
- Kill Orkin Wardawgs (EPV = 2,000)
- Highland Orc spiked club (GPV = 2 cp)

Your nostrils are assaulted by the animal musk filling the air of this long chamber. Unlike other areas of this place, this room is impeccably neat and the stone floor is neatly swept. The walls of the room are lined with over a dozen cages, each containing an ugly and vicious looking pig-faced dawg. A humanoid whose features suggest both orcish and human parentage is brushing the coat of one of the beasts, which is out of its cage.

The Orkin Bandits who inhabit the lair are the keepers of the Orkin Wardawgs. These vicious creatures are fearless in combat and will unquestioningly attack anyone or anything that isn't an Orkin Bandit. After resolving surprise effects the handler will begin opening cages as fast as he can. He can open one cage per round but will stop if engaged in melee combat. Any Orkin Wardawgs that are freed will immediately attack the PCs.

When combat ensues, any Orkin Wardawgs left in their cages will attempt to burst out and join the fray. Just before players roll initiative each round, roll 1d10 for each caged Orkin Wardawg. On a result of '1' the Wardawg will be able to burst out of its cage and take part in combat that round.

### OR7. GUARD ROOM.

**Encounter:** If the PCs don't fight the Highland Orc guards described in area OR1, they will encounter the guards here. See area OR1 for statistics and possible yield.

This dank chamber contains a small, square table with four dilapidated chairs around it. A deck of playing cards has been strewn about, with some cards on the table but most on the floor. Also lying on the table is a plate of some very rancid-smelling meat snack. The distinct odor of urine dominates the small room.

Close examination of any face card will reveal them to be marked – rather crudely so as a matter of fact. If the entire deck is collected, it will number 57 cards including 3 Aces of Spades, 3 Queens of Spades, and 2 Kings of Clubs.

### OR8. MESS HALL.

**Encounter:** Drunken Highland Orcs (8), Half-orc servant (1)

**Potential Yield:**

- Kill Highland Orcs (EPV = 280)
- Kill half-orc servant (EPV = 28)
- 8 Highland Orc spiked club (GPV = 16 cp)
- 1 Dagger (GPV = 2 gp)
- 57 copper pieces (various belt pouches) (GPV = 57 cp)
- 7 silver pieces (various belt pouches) (GPV = 7 sp)

Raucous laughter issues from this large chamber. Obviously a place of dining, the room is dominated by large, sturdy tables and many chairs. There are eight apparently drunken, rowdy Highland Orcs bragging about past deeds and telling jokes that are even filthier than the room. A timid-looking half-orc serves food and drink to the thugs.

When the PCs enter this room, the GM should roll for surprise only for the PCs and the half-orc (whose name is Chaka). The drunken Highland Orcs are automatically surprised. Most likely Chaka will not attempt to warn the Orcs because he hates them for the ill-treatment they give him. If combat ensues, Chaka will not enter the fray unless it looks like the PCs are obviously winning in which case he will attempt attacking the Highland Orcs with his dagger. If the PCs don't kill him once the combat is over, he will attempt to ingratiate himself to them and offer to guide them around the lair in exchange for his freedom. Of course, he will betray them at the first possible opportunity if it serves his own best interests, especially if the PCs are in a position of weakness and Chaka feels he can earn points with Kah'ruzah.

### OR9. LARDER.

**Door:** The door leading into this room is locked. PCs with sufficient Strength may attempt to force open the locked door. Thieves may also attempt to pick the lock. The lock is poor quality as per Table 16H: Lock Quality on page 202 of the *GameMaster's Guide*, thus giving a +15% bonus to Open Locks checks.

**Encounter:** None

**Potential Yield:**

- Very nasty food (EPV = n/a)

You are assaulted by a putrid stench that threatens to overcome you as you enter this small, dark chamber. Evidently this room is a food storage area for the the wretched inhabitants of this lair. Dried meats, jars of some horrific pickled things, bags of moldy grains and some other items too alien to recognize are stacked on shelves or just strewn about on the floor.

Any PCs who spend more than one round in this room must make a Constitution check or be overcome with nausea. PCs thus afflicted will be helpless for 1d4 melee rounds as they vomit or dry-heave. Afterwards, they will lose half of their Strength for 1d3 hours.

### OR10. LOWER BARRACKS.

**Encounter:** Sleeping Orkin Bandits (8), Sleeping half-orc 0-level servants (11)

**Potential Yield:**

- Kill Orkin Bandits (EPV = 280)
- Kill half-orc servants (EPV = 297)
- 8 Highland Orc spiked clubs (GPV = 2 cp)
- 11 daggers (GPV = 2 gp)
- 44 copper pieces (various belt pouches) (GPV = 44 cp)
- 11 silver pieces (various belt pouches) (GPV = 11 sp)
- 3 gold pieces (various belt pouches) (GPV = 3 gp)

The lightless chamber has a hush about it, like a place reserved for quiet. Incredibly, despite the raunchy body odor, there seems to be various forms sleeping either on cots or amid skins on the floor. The quiet is frequently interrupted by a deep, nasal snoring.

This is what the Orcs call the "lower barracks." It's where the half-breeds (half-orcs and Orkin Bandits) sleep. The half-orcs, being all but useless, are relegated to sleeping on skins on the hard floor. The Orkin Bandits have the luxury of sleeping on rickety cots. There is nothing of value in this room; even Orcs are smart enough not to leave any good stuff in a common sleeping chamber.

When the PCs enter this room, roll for surprise (with the Orcs receiving a -3 penalty) to simulate the possibility that someone is lying awake. If the PCs are surprised and the Orcs are not, then someone is most definitely awake!

If combat ensues, roll d100 for each sleeping Orkin Bandit and half-orc every round. There is a 50% chance each round that each Orc will wake and join the fray. It is up to the GM's discretion whether the half-orcs join the fray on the PC's side or the Orkin Bandit's side. They are very opportunistic and will tend to wait to see who is winning before committing.

### OR11. GUARD ROOM.

**Encounter:** Highland Orc guard captain

**Potential Yield:**

- Kill Highland Orc guard captain (EPV = 35)
- 1 platinum piece (GPV = 5)
- 21 silver pieces (GPV = 21 sp)

This chamber is a little tidier and a little less foul smelling than the rest of the complex. A small table set up like a desk occupies the center of the room and an oil lamp illuminates a ledger. Inexplicably, a painting — albeit very poorly rendered — apparently depicting a female orc is hanging on the wall behind the table.

This is where the guard captain works. It is also the only way to the chief's chambers and the Chamber of Grugoth. Grunch, the guard captain, is actually quite lazy and cowardly. He was installed in his position by Kah'ruzah to make it less likely that someone in a position of power would attempt to usurp his throne. It will take very little convincing on the part of the PCs to get Grunch to reveal what he knows about the complex, which is to say nothing of importance. He does, however, know the password required to gain entry into the Chief's Chamber (area OR12).

Scrawled at the bottom of the painting is the word "Mum."

### OR12. CHIEF'S CHAMBER

**Door:** The door to this chamber is barred from the inside and would be very difficult to break down. Should anyone knock on the door, one of the guards in the room will yell asking for the password. The password is "bobo" and can easily be obtained from the Highland Orc guard captain

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in area OR11. The problem is, the guards can't hear very well through the thick door and will be unsure if the correct password is given. A dialogue of "Him give right password?" "Not sure. I think him say dodo." "Password not dodo, it bobo." "I know that, stupid!" "HEY, WHAT IS PASSWORD? YOU SAY DODO?"

**Encounter:** Kah'ruzah, Highland Orc Chief, Highland Orc guards (8)

**Potential Yield:**

- Killing Kah'ruzah (EPV = 220)
- Killing Highland Orc guards (EPV = 280)
- Flight **Arrow of Elf Slaying** (GPV = 1,000) (EPV = 250)
- 6,880 silver pieces (GPV = 688 gp)
- 5 Potions of Healing** (GPV = 2000) (EPV = 1000)

This chamber is ostentatiously (by Orc standards) decorated. Against one wall rests a large wooden throne constructed from random tree branches lashed together. A large chest sits beside it. On the opposite side of the room is a large bed with filthy, grimy bedding. Hundreds of pieces of multi-colored silk cloths are suspended from the seemingly low ceiling.

Kah'ruzah is a Highland Orc and currently the leader of the Orc forces holed up in the Mines of Chaos. Kah'ruzah is the only Orc in the ragtag group who was alive during the Great Orkin Reprisal. He was a young bugler for the Orkryn'Phar Mos and witnessed firsthand the betrayal of the Southern Orc League and the resulting slaughter of his clanmates. The former Orc soldier suffers from post traumatic stress disorder and since qualified Orc therapists are in very short supply, he continues to be plagued by chronic nosebleeds and narcolepsy.

**Kah'ruzah's narcolepsy:** Afflicted with a debilitating disorder, Kah'ruzah often falls asleep at the most inopportune times. The only reason he hasn't been killed by some ambitious upstart during a bout of narcolepsy is that he keeps the other inhabitants of the Orc lair in fear of his fraudulent gawd Grugoth. During encounters with Kah'ruzah, the GM should roll percentile dice. He has a base 15% chance to fall asleep during non-combat encounters and a base 30% chance to fall asleep during combat encounters. If it is feasible, an Orc will shake Kah'ruzah awake. This takes one melee round. If necessary and possible, he will be dragged away to safety.

**Kah'ruzah's arrows:** The Highland Orc chief favors his long bow because it is a cool war souvenir he "found" back in the day. (Actually, he stole it out of the dying hands of his commanding officer when his regiment was overrun during the Great Orkin Reprisal). He has eight sheaf arrows and unbeknownst to him, one of them is a Flight **Arrow of Elf Slaying**. See the *GameMaster's Guide* page 268 for details on this magic item. Before combat ensues, the GM should roll 1d8 to determine which arrow is the magic one. For example, if the GM rolls a 3, then the third arrow Kah'ruzah shoots will be the Flight **Arrow of Elf Slaying**.

Mostly due to the fact that they are terrified of Grugoth, the gawd in the Chamber of Grugoth (area OR13), the guards will fight fearlessly to defend Kah'ruzah. In a small box next to the throne are five **Potions of Healing**. Kah'ruzah and the guards won't hesitate to try to use one during combat if things are going poorly for them. The chest contains part of Kah'ruzah's stash of petty cash.

On the west wall, concealed behind hanging pieces of cloth, is a door leading into Kah'ruzah's private passageways. The Highland Orc guards know of this door and will attempt to usher Kah'ruzah through the exit if the battle turns against them.

**OR13. CHAMBER OF GRUGOTH**

**Encounter:** none

**Potential Yield:** none

The wall on the far side of this room is dominated by a hideous, giant lizardlike face with a great, gaping maw. There are baskets of food scattered on the ground in front of the face, the contents of which are in various stages of decay. This must be the great gawd worshipped by the Orcs of this lair. He stares fearlessly and implacably down upon you, obviously taking stock of your soul!

While tunneling out their lair, the Orcs came across this giant face carved in the stone. Who originally created it and for what purpose remains unknown. Kah'ruzah, however, immediately capitalized on the situation, naming it the gawd Grugoth.

**OR14. SQUIRREL LAIR Dimensions: 20' x 30'**

**Encounter:** Giant Black Squirrels (2)

**Potential Yield:**

- Kill Giant Black Squirrels (EPV = 70)
- Coinage (GPV = 42.6)
- Silver necklace (GPV = 50)
- Nose Ring of Viscid Globbs** (GPV = 8,000) (EPV = 900)

This dark, humid little chamber is difficult to maneuver in because the ceiling is no more than three feet tall. The floor is covered with chips of wood and clumps of hay almost like a nest. The air reeks of waste material and some other odd, musky scent.

Months before Kah'ruzah lead his band of Orcs to this mine, two Giant Black Squirrels moved in to the niche behind "Grugoth's" face. After an Orc was fatally attacked when he tried to nose around in this niche, which is accessible by crawling through Grugoth's mouth, his body was discovered mutilated and hanging half out of the mouth. The word quickly spread of the Wrath of Grugoth.

The squirrels are nasty, evil little brutes that enjoy gnawing upon fingers. They have also accumulated quite a little hoard of "shiny things" which are spread out among the nesting material on the floor of the niche.

**OR15. KITCHEN**

**Encounter:** half-orc 0-level cook

**Potential Yield:**

- Kill the half-orc cook (EPV = 27)

The floor of this kitchen area is so coated with built up grease and grime that it's difficult to walk without slipping. The walls are likewise stained with greasy food stains. A fire is burning in the small hearth poorly illuminating the space and causing the air to be hot and particularly foul.

The half-orc cook is horribly abused by the Orcs of the lair, all of whom are not wise enough to know that you never offend someone who prepares your food. He regularly "flavors" the meals with snot, waste matter and other nasty little surprises. This is his only joy in life – he is so demoralized that he will not defend himself if attacked.

A barred gate to a tunnel beyond is built into the rear of the chamber. The cook holds the key to the good quality lock. This tunnel allows a natural draft to help vent the smoke created in the kitchen. Unfortunately the smell of food also attracts the Otyugh from the caverns below the lair. Thus the Orcs needed to install the gate as a security measure after losing their first cook.

**OR16. KAH'RUAZH'S TREASURE ROOM**

**Encounter:** none

**Potential Yield:**

- 4,601 copper pieces (GPV = 4,601 cp)
- 18,948 silver pieces (GPV = 18,948 sp)
- 1,944 gold pieces (GPV = 6,944)
- 11 uncut rubies (GPV = 550)
- 1 suit of unused human-sized platemail (GPV = 2,000 gp)

This small, circular chamber is crudely cut from the stone around it. Thankfully, there is not much activity back in this part of the complex so the air is comparatively fresh here. The room is the quintessential treasure horde, with coins piled everywhere. Some red gems are likewise mixed in among the coins and the arm of a suit of armor protrudes from the pile. A battered old bugle can also be seen.

This is Kah'ruzah's private treasure hoard. Fortunately for the guards who occasionally pilfer from it, the Orc chieftain's math skills are atrocious. Anyone examining the bugle and making a successful History, Local check (Easy) will see that it is stamped with the regimental seal of a long disbanded orc unit.

## OR17. UPPER BARRACKS

**Encounter:** Sleeping Highland Orcs (8)

**Potential Yield:**

- Kill Highland Orcs (EPV = 280)
- 8 Highland Orc spiked clubs (GPV = 16 cp)
- 61 silver pieces (various belt pouches) (GPV = 61 sp)
- 44 gold pieces (various belt pouches) (GPV = 44)
- Black pearl (GPV = 500)

A dozen or more beds are scattered throughout this dark, musty room. The stench of unwashed bodies fills the air and makes your eyes water. The chamber is buffeted by guttural snoring and occasional gagging sounds.

Called the "upper barracks" by Orcs of the lair, this room houses most of the Highland Orcs. Any Orkin Bandits or half-orcs found crashed out in this area are severely beaten. A piece of the stone floor is loose under the legs of one of the beds and an Orc has hidden a black pearl under it.

When the PCs enter this room, roll for surprise (with the Orcs receiving a -3 penalty) to simulate the possibility that someone is lying awake. If the PCs are surprised and the Orcs are not, then someone was certainly awake!

If combat ensues, roll d100 for each sleeping Orc every round. There is a 50% chance each round that each Orc will wake and join the fray.

## OR18. SUB COMMANDER BARRACKS

**Encounter:** Gnardo, Highland Orc sergeant, Bruntog, Highland Orc sergeant

**Potential Yield:**

- Kill Gnardo (EPV = 35)
- Kill Bruntog (EPV = 35)
- Highland Orc spiked club (GPV = 2 cp)
- Long Sword +1** (GPV = 2,000) (EPV = 400)
- 1,100 gold pieces (Gnardo's room) (GPV = 1,100)

A hallway leads to various small rooms. Two of the five rooms contain a bed and a reeking pile of clothing. The rest are empty. Flies buzz around the rooms, feasting on old, forgotten food scraps.

The Highland Orc sub commanders quarter in this part of the lair, though at this time there are only two sergeants: Gnardo and Bruntog. These two Highland Orcs don't trust each other and each believes the other is plotting to steal his stuff. To make matters worse, they fight constantly because in Highland Orc, Bruntog is a female's name. Apparently Bruntog's mother was so aggrieved by the pain of his breech birth that she gave her son a female name to get back at him.

If the PCs stand near this hall long enough, they will catch a glimpse of either Gnardo or Bruntog creeping back and forth among the five rooms. They are playing some idiotic game of hide-and-seek as each attempts to catch the other stealing from him! Gnardo sleeps in the room marked A and Bruntog sleeps in the room marked B. Bruntog is the stablemaster and the key to area OR4 is buried in the junk in his room. Similarly, Gnardo is the master-at-arms and the key to area OR19 is buried in his junk.

## OR19. ARMORY

**Door:** The door leading into this room is locked. PCs with sufficient Strength may attempt to force open the locked door. Thieves may also attempt to pick the lock. The lock is poor quality as per Table 16H: Lock Quality on page 202 of the *GameMaster's Guide*, thus giving a +15% bonus to Open Locks checks.

**Encounter:** None

**Potential Yield:**

- 49 Highland Orc spiked clubs (GPV = 98 cp)
- 5 short bows (GPV = 150)
- 109 flight arrows (GPV = 218 cp)
- 18 suits of hide armor (GPV = 1350)
- 15 basinet helmets (GPV = 120)
- Grawdyng's Ring of Servitude** (GPV = 1,000)

The walls of the room are lined with complex weapon racks and armor holders, all in all quite a good organizational system...if it were actually used. Most of the weapons and suits of armor are battered beyond usefulness but some are still serviceable. The equipment is gathered in piles, slung over the backs of chairs or simply haphazardly strewn about on the floor. Several doors lead to small alcoves where more piles of equipment lie.

This is the Orc lair's armory and it's obviously in utter disarray. Each useable item recovered will take the PCs 1d3 minutes to sort out from among all the trash. In alcove A there is nothing but a small black velvet bag that contains Grawdyng's Ring of Servitude. Kah'ruzah found the bag and ring years back during the great retreat. He locked it away in this room meaning to experiment with the ring further but has long since forgotten about it, so here it has sat untouched for years. He also lost the key to the door many years ago. The lock is superior quality as per Table 16H: Lock Quality on page 202 of the *GameMaster's Guide*, thus giving a -40% penalty to Open Locks checks.

Area B contains a secret door that leads to an escape passage. Presently, only Gnardo knows the door exists and has convinced himself that it's due to his superior Intelligence. The door is activated by sliding an arrow tip into a slot located just above the floor. The dozens of broken arrows strewn on the floor of the room might be a clue as to its operation.

## HOBGOBLIN LAIR (HI-H25)

*Important GM Note: The Hobgoblins are fairly smart, well organized and alert, but Hobgoblin losses cannot be replaced over the likely course of this scenario. If intruders are soundly defeating the Hobgoblins and their chief is slain, they will attempt to flee through the Orc caverns. Survivors reinforce the Orcs, unless their attackers are very dangerous and the Hobgoblins can see that the whole area of the Mines is in trouble. Also note that many of the room descriptions may change depending on whether or not the lair is alerted to the presence of intruders.*

*Unless otherwise noted, room and hallway ceiling heights are about eight feet tall. Also note that all Hobgoblin arms and armor are of superior quality unless otherwise noted. Unless otherwise specified those Hobgoblins who have an AC better than 10 have an appropriate armor type. Though they may be taken as treasure, standard armor and weapons used are not normally listed in potential yield unless the number of items varies among individuals holding them.*

## HI. ENTRY CAVERN

**Encounter:** none

**Potential Yield:** none

From outside this cave, you see a crude stone chimney off to the right and slightly up the slope, with a tiny stream of smoke creeping out.

The smoke issuing from the chimney to the right of the entrance is from the kitchen area H15. If someone samples the smell of the smoke, it will be obvious that it is food. Astute observers might also notice (15% chance) another chimney higher up the slope and slightly off to the left of the cave entrance. This smoke emanates from the armory area H4. It is a much sootier exhaust. If one goes up the bluff to search this area, he is also likely to stumble upon the ditch in which the Hobgoblins dump their chamber pots. This filthy place has a putrid stench and holds nothing of value. Anyone that falls in here suffers a -1 penalty to his temporal Honor.

If the PCs enter the cave, read:

Upon entering the cave mouth, you find yourselves in an old mining tunnel. Only periodic ancient mining timbers adorn the walls and ceiling.

The timbers are very old. They groan periodically and if touched or otherwise disturbed, they issue forth dust and sediment.

If the PCs continue to the back of the cave, read:

H4. ARMORY

The mine loops around to form a figure eight. Near the back of the cave stands a stout oaken door. Skulls line the walls, and several hang affixed to the oaken door to highlight a message written in common runes: "Come in - we'd like to have you for dinner!"

DISPLAY ILLUSTRATION 9 ON PAGE IQ6.



Efforts to force the door (which is barred from the other side) alert the guards in area H2. In such an instance, they slide open a small panel to see who is on the other side. If they believe the caller is authorized (another Hobgoblin for example) the guards open the door without trouble. If they see unauthorized persons, they instruct the visitors to wait there while they go ask for permission to open the door. In reality, they send a detachment of troops from areas H8 and H9 around to the secret door that leads to the entry chamber so that they can surround their prey (they are careful to close the secret door behind them). When the guards from H8 and H9 attack from the rear, the door guards shoot their crossbows through the slot in the door, each taking a turn as the other reloads. The Hobgoblins from H8 and H9 attack to subdue in an effort to take prisoners. They are fairly sadistic, though, so one attack in four is for real damage (as are the crossbow bolts). As soon as the party slays one Hobgoblin, they attack to kill and hope to tend wounds of the fallen later (when victorious). Subdued characters will be thrown in the jail cells.

H2. ENTRY GUARD CHAMBER

Encounter: Hobgoblin guards (2)

Potential Yield:

- Slaying Hobgoblin Guards (EPV = 70)
- Two suits of ring mail (GPV = 170)
- Two small shields (GPV = 52)
- Two morning stars (GPV = 26)
- Two heavy crossbows (GPV = 100), average quality
- 20 heavy bolts (GPV = 4), average quality
- Two daggers (GPV = 4), average quality
- Coinage - 33 cp, 14 ep (GPV = 7)

This Spartan guard chamber contains two wooden stools and a simple wooden table. On the table rests a pile of papers tied to a board with a piece of twine.

The paper contains a duty roster and sign in sheets (all written in the hobgoblin tongue). It also includes lists of authorized visitors including name and position as follows: Sumali (Goblin chief), Kah'ruzah (Orc chief), Gureelio (Goblin shaman), Gnardo (Orc sergeant), Grunch (Orc guard captain), Goolash (Gnoll chieftain), Bruilla (Gnoll shamanness).

H3. STAIR GUARD CHAMBER

Encounter: Hobgoblin guard (1)

Potential Yield:

- Slaying Hobgoblin Guard (EPV = 35)
- One suit of ring mail (GPV = 85)
- One small shield (GPV = 26)
- One morning star (GPV = 13)
- One dagger (GPV = 2), average quality
- Coinage - 3 cp, 7 ep (GPV = 3.5)

One small, plain wooden stool sits lonely along the south wall of this otherwise empty and spotless chamber.

This guard station is the Hobgoblins' secondary defense in case intruders enter the upper part of the lair. The Hobgoblin on guard here watches the hallway to the north. If he sees anyone unknown and threatening, he immediately retreats through the door to his right (east), bars it and heads to area H18 to raise the alarm.

Encounter: Hobgoblin armorers (3)

Potential Yield:

- Slaying Hobgoblin armorers (EPV = 105)
- Three suits of ring mail (GPV = 255)
- Three small shields (GPV = 78)
- Three morning stars (GPV = 39)
- 1 suit of man-sized damaged plate mail (AC 4), average quality (GPV = 1,000)
- 1 suit of dwarf-sized damaged plate mail (AC 5), average quality (GPV = 350)
- 3 suits of man-sized damaged chain mail (AC 7), average quality (GPV = 40)
- 2 suits of elf-sized damaged chain mail (AC 6), average quality (GPV = 120)
- 7 suits of man-sized leather armor (GPV = 5), average quality
- 11 small shields (GPV = 286)
- 1 axe (GPV = 1), average quality
- 2 footman's maces (GPV = 16), average quality
- 3 bastard swords (GPV = 75), average quality
- 2 bows (short) (GPV = 60), average quality
- 1 longbow (GPV = 75), average quality
- 11 light crossbows (GPV = 385), average quality
- 180 flight arrows (GPV = 9), average quality
- 14 arrows, silver head (GPV = 350), average quality
- 160 bolts, light (GPV = 16), average quality
- 41 spears (GPV = 41)
- 19 halberds (GPV = 247)
- 32 helmets of various sizes (GPV = 256), average quality
- Carpentry tools (GPV = 50)
- Flint and steel (GPV = 5 sp)
- 5 ring mail repair kits (GPV = 25)
- Blacksmith tools (GPV = 50)
- Leatherworking tools (GPV = 2)
- 10 applications of armor oil (leather) (GPV = .5)
- 10 applications of armor polish (metal) (GPV = 1)
- 10 applications of shield and weapon oil (wood) (GPV = 1 sp)
- 10 applications of weapon polish (metal) (GPV = 2 sp)
- Armor and weapon maintenance tools (GPV = 2 cp)
- Coinage — 45 cp, 18 ep (GPV = 7)

If the party has managed to penetrate the lair this far without raising the alarm or engaging in melee, read:

You open the door to reveal a warm smoky room littered with metal working tools, weapons and armor in various stages of repair. A large stone fireplace lies against the back wall. There is a door on the west wall. Three Hobgoblins labor over the materials.

Three Hobgoblin armorers are on duty here at all times. If warning comes about a lair invasion, two move to the door to wait in ambush and the other goes through the door on the west wall to alert the sleeping armorer in area H5. In this instance, read:

You open the door to reveal a warm smoky room littered with metal working tools, weapons and armor in various stages of repair. Completed arms and armor line the walls and racks throughout the room. A massive fire burns in a large stone fireplace on the back wall. There is a door on the west wall.

If the PCs enter or ask any question regarding the room that cannot be determined by the description, roll for surprise for the ambushers (the Hobgoblins cannot be surprised).

All weapons and armor hang from stands, racks or pegs on the wall. The tools hang from pegs on the walls as well. The various cleaning solutions, oils, etc. lay on various tables and workbenches. Three sacks of coal, a bundle of twigs and a massive pile of firewood all rest not far from the fireplace.

## H5. ARMORERS' QUARTERS

**Encounter:** sleeping Hobgoblin armorer (1)

**Potential Yield:**

- Slaying Hobgoblin armorer (EPV = 15 if sleeping, 30 if awake, 35 if awake and fully armed)
- One suit of ring mail (GPV = 85)
- One small shield (GPV = 26)
- One morning star (GPV = 13)
- Coinage - 4 cp, 7 ep (GPV = 3.5)
- Four books (GPV = 4)
- Playing cards and dice (GPV = 1)
- Chewing tobacco (GPV = 5 cp)
- Four topaz gems (GPV = 2,000)

If the PCs have made little noise up to this point (especially if they have avoided melee), and the alarm has not been raised, read:

You open the door to this chamber to reveal four wooden bunks. The sound of obnoxiously loud snoring saws at your ears. The room is neatly organized with each bunk placed at regular intervals within the room. The source of the snoring occupies the bunk in the southwest. Each bunk has a trunk at the foot. A bronze chamber pot rests in the northwest corner. A framed wall hanging depicting a mountaintop adorns the west wall.

If the alarm has been sounded or the PCs have made considerable noise (such as melee within the complex), the armorer will be hastily arming himself or already alerted by another armorer. Without assistance, he can don leather armor (his under-armor), in 2 rounds, but it takes him 15 rounds to put on all his ring mail. With assistance, it takes only one round to don his leather and 5 to fully armor himself. He attempts to arm himself fully if possible, but will go into battle with only leather, shield and morning star.

After he is defeated, read:

Four evenly spaced wooden bunks dominate this neatly organized chamber. A trunk stands at the foot of each bunk. A bronze chamber pot rests in the northwest corner. A framed wall hanging depicting a mountaintop adorns the west wall.

One can find at least one of the four armorers who support the Hobgoblin community here at any given time. Hobgoblin script decorates the wall hanging; it reads: *"It's lonely at the top. But it's better than being stepped on with everyone at the bottom."* The trunks contain personal effects of the Hobgoblin armorers. These include extra clothing, four books on repairing light armor (written in hobgoblin), a deck of playing cards (trunk 2), a pair of bone six-sided dice (trunk 4), a pouch of chewing tobacco (trunk 1). Hidden in a sock in trunk 3 is a small pouch with four topaz gems.

## H6. STOREROOM

**Encounter:** none

**Potential Yield:**

- Rope, 50 feet (GPV = 1), average quality
- Whip (GPV = 1 sp), average quality
- Two 10-foot poles (GPV = 20 sp), average quality

This room contains rope, crates, bales of tall grass, barrels, a set of keys on a peg in the wall, a whip and two ten foot long wooden poles.

The crates contain vegetables for feeding the apes in area H7, though their trainers are trying to introduce meat into their diet in an effort to make the apes tougher (like Carnivorous Apes). The trainers also use meat as special treats for the apes during training. So far it has only produced bad gas and nauseating diarrhea. The Hobgoblins use the bales of grass to line a portion of the ape lair as a sanitation measure. The barrels contain fresh drinking water that is stored on this level to make it easier on the inhabitants when they become thirsty. This supply is also used for the apes. The keys work the lock in the door to the ape chamber in area H7.

## H7. PACK APE CHAMBER

**Encounter:** Pack Apes (2)

**Potential Yield:**

- Killing Pack Apes (EPV = 350)
- Two backpacks (GVP = 4)

A large, odiferous chamber lies behind a barred gate. Two apes wearing backpacks roam the space freely. A couple of battered helmets rest haphazardly on the floor.

The backpacks are empty but their trainers believe it is a good idea to keep them on at all times so that the apes become accustomed to wearing them. The apes are reasonably well trained to bear burdens. If freed, they leave the area and look for one of their handlers. If they cannot find them, the gorillas return to their lair until they become hungry. At that time, they search the lair and/or outdoors for food. The simians do not attack intruders unless threatened. If anyone fires missile weapons at them from the gate, they retreat into full cover in one of the cave tunnels. The helmets are playthings for the apes.

## H8. PRISONER GUARD ROOM

**Encounter:** Hobgoblin guard (1)

**Potential Yield:**

- Slaying Hobgoblin Guard (EPV = 35)
- One suit of ring mail (GPV = 85)
- One small shield (GPV = 26)
- One morning star (GPV = 13)
- One dagger (GPV = 2), average quality
- Coinage - 4 cp, 8 ep (GPV = 4)

This barren chamber contains one lonely wooden stool. A metal lever protrudes from a slot on the east wall.

The guard normally stationed here serves two purposes. If there are any prisoners stored in area H10 he is in charge of their care (or lack thereof) and security. He is also trained to muster the troops from the barracks in area H9 if necessary to defend against intruders to the lair. If he hears the door being battered or is alerted by a guard from area H2, he rushes into the barracks in area H9 to rally his associates. It takes two rounds for them to muster. This guard will join his brethren in repelling any assault.

The lever is raised. One can lower the lever to raise the portcullis in area H10 that connects to the Minotaure's lair. It is normally closed.

## H9. BARRACKS

**Encounter:** Hobgoblin guards (4) (the weaker two are females).

**Potential Yield:**

- Slaying Hobgoblin Guard (EPV = 140)
- Four suits of ring mail (GPV = 340)
- Four small shields (GPV = 104)
- Four morning stars (GPV = 52)
- Four daggers (GPV = 2), average quality
- Barrel of beer (GVP = 10)
- Coinage - 16 cp, 31 ep (GPV = 15)

This place looks to quarter eight or more Hobgoblins. There are heaps of cloth and skins for beds, some odds and ends of furniture, a small barrel, buckets, armor and weapons. A tapestry that depicts a group of four smiling Hobgoblins hangs from the west wall.

The Hobgoblins here are off-duty but are trained to be battle-ready at a moment's notice. The wall hanging has some hobgoblin writing that reads: *"Sometimes the best solution to morale problems is just to kill all of the unhappy people."* The barrel contains beer.

Each adult Hobgoblin carries a small pouch of coins with 4 cp and 7 ep, the weaker female has 10 extra ep won gambling.

## Little Keep on the Borderlands

Three very young and scared Hobgoblins (HP 12, 7, 6) hide under bedding in the northwest corner of the room. They are non-combatants, but may grow up to be evil, murderous humanoids.

### H10. UPPER LEVEL CELLS

**Encounter:** none  
**Potential Yield:** none

This prison room contains a long hallway that faces a dozen cells set against the east wall. A key hangs from a peg on the west wall.

This area is where the Hobgoblins house prisoners. From time to time, they open the secret door and raise the portcullis that leads to the Minotaress' lair. She comes to devour one or more prisoners. In return, she fights for the Hobgoblins when requested (but only until she drops to half her hit points). Currently, no living prisoners remain, as she feasted only a few days ago.

The Hobgoblins like to taunt prisoners (especially adventurers) before feeding them to the Minotaress. They often feed one to her just to get information out of the others.

### H11. APE HANDLER QUARTERS

**Encounter:** Hobgoblin Pack Ape Handlers (4)  
**Potential Yield:**

- Slaying Hobgoblin Ape Handler (EPV = 140)
- Four suits of ring mail (GPV = 340)
- Four small shields (GPV = 104)
- Four morning stars (GPV = 52)
- Four daggers (GPV = 8), average quality
- Coinage approx (GPV = 36 approx)
- Gems & jewelry (GPV = 600)
- Four whips (GPV = 4 sp)
- Four books (GPV = 8 sp)

This room contains four low wooden bunks with a blanket covering each one. A trunk rests at the foot of each bunk.

The Pack Ape handlers reside here. Each trunk contains extra clothing and a whip.

Trunk number one contains books (written in hobgoblin) about animal lore, animal handling and animal training.

Trunk number two contains a book about Pack Apes (written in common). Each book is worth 2 sp.

Trunk number three contains an ornate silver bracelet (200 gp) wrapped up in a piece of dirty cloth.

Trunk number four contains a pair of trousers with four zircon gems (100 gp each) in the front right pocket.

### H12. NURSERY

**Encounter:** Hobgoblins (female) (9), Hobgoblin adolescents (25)  
Hobgoblin children (29)

**Potential Yield:**

- Kill female Hobgoblins (EPV = 315)
- Kill adolescent Hobgoblins (EPV = 375)
- Kill child Hobgoblins (EPV = 290)
- 34 daggers (GPV = 68 gp)
- Books (GPV = 14 sp)
- Misc coinage approx (GPV = 25 approx)

This room contains a series of small wooden desks set in rows. Chalk marks cover a smooth section of the wall. An area near the south wall contains bedding.

## Chapter 3: The Mines of Chaos

This is the Hobgoblin schoolroom. Books sit atop some of the desks, 14 in all. Three of these are language books; one details the hobgoblin tongue, one is a hobgoblin to common dictionary and one is a hobgoblin to orkish dictionary. There are also books on mining, military battle sense, military small unit tactics, military operations, military leadership, armor and weapon maintenance and one treatise discussing the philosophical underpinnings of rule by superior might. Each book is worth about 1 sp and weighs 4 gp.

### H13. TORTURE CHAMBER

**Encounter:** Large, ugly Hobgoblins (2)

These big, ugly brutes will attack intruders on sight and without question.

They will do so quietly, without even considering raising an alarm (they typically perform their duties in silence and are simply accustomed to mutely inflicting pain and suffering.).

**Potential Yield:**

- Kill large Hobgoblins (EPV = 130)
- Silver armlet (35-hp Hobgoblin) (GPV = 135)
- Coinage (GPV = 14)

Six hapless souls hang chained to the walls. Two chairs, a small table and various implements of torture dominate the chamber. A set of keys hangs on the wall in the southwest corner. A wall hanging depicts a smiling Hobgoblin on the torture rack.

The prisoners are:

**Chesterton**—a plump, half-dead halfling merchant (hp 24, currently 2), scheduled to be eaten tonight at a special banquet. If he is rescued and returned to the Little Keep, the Guild will pay a 100 gp reward, grant the rescuers honorary Guild status, and exempt them for one year from any fees, dues, taxes, and the like which the Guild would normally collect.

**Vina**—a female halfling (the merchant's wife, in fact, hp 22, currently 20) who is also slated for the big feast. She will personally reward her rescuers by giving them a **Dagger +1** she has hidden in her room back at the Little Keep.

**Rokko**—an Orc (hp 24) who will gladly fight Goblins and Hobgoblins, if handed a weapon. Of course, he seeks to escape from the adventurers at first chance, taking whatever he can with him, and informing his fellows of what happened.

**Zeke**—a man-at-arms (MUN # 6) who formerly served as a guard for Chesterton. If given armor and weapons, he will take service with his rescuers for one year if an offer is made, for room and board only.

**Deke**—Zeke's brother and another man-at-arms (MUN # 6) who behaves in the same way as his companion.

**Faido**—a crazy **Gnoll** (HF 1, EP 65, Int 6, AL CE, AC 10, MV 9", HD 2, HP 16, SZ L, #AT 1, D by weapon, SA Nil, SD Nil, Lang: Gnoll, Hobgoblin, Hon: Dis (-1 to all rolls), TOP 14, Crit BSL: Def AC-0, FF 5, Reference HOB 3 p 73) who will snatch up a weapon and attack his rescuers if he is freed. (He makes attack and damage rolls at -1, due to his weakened state.)

The wall hanging has writing in Hobgoblin, it reads: "*If you don't enjoy learning your duty, learn to enjoy the rack.*"

### H14. PANTRY

**Encounter:** none

**Potential Yield:**

- Miscellaneous foodstuffs (GPV = 598)

This room is neatly organized and obviously kept impeccably clean. From floor to ceiling, shelves line the west, south and east walls of the room. The shelves hold all manner of neatly stacked boxes and sacks.

This is where Juno (see area H15) stores non-perishable food items. It is never locked, as few would risk Juno's ire by daring to enter here without permission. On the back of the door hangs a small tapestry depicts a frowning Hobgoblin being thrown in a prison cell by two smiling Hobgoblin guards. Writing below the picture that states, "*Food thieves go to jail.*"

The small boxes and sacks contain dried food goods as follows:

- 14 1-pound sacks of salt
- 42 weeks of dry rations
- 17 1-pound sacks of course sugar
- 46 servings of smoked, dried venison
- 8 barrels of pickled fish
- 72 1-pound sacks of potatoes
- 44 1-pound sacks of carrots
- 11 barrels of pickled eggs
- 6 barrels of fresh water
- 2 large crates of raspberries

**H15. KITCHEN**

**Encounter:** Juno, Hobgoblin cook (male), Hobgoblin adolescent assistants (5)

**Potential Yield:**

- Kill Juno (EPV = 268)
- Kill Hobgoblin kitchen boys (EPV = 75)
- 11 daggers (GPV = 22)
- Coinage and gems (GPV = 1115)

This room has a central stone fireplace with a chimney that goes up through the ceiling. It is obviously a kitchen because the cooking implements are neatly arranged on tall shelves or suspended from pot racks mounted to the ceiling.

Juno is an old Hobgoblin battle veteran who served in special forces units performing expert combat tactics. Age and experience have mellowed old Juno (thus his LN alignment) and he has retired from the military to pursue his real love: cooking. This might normally be a subject of concern in combat-oriented Hobgoblin society, but Juno is such an amazing cook that nobody ever questions him. Truth be told, he is also somewhat feared due to the (accurate) rumors of his fighting prowess.

The five Hobgoblin boys who work with Juno in the kitchen have really grown to care about the old guy and he is quite influential in their lives (thus their LN alignments). Juno has never lost a fair fight in the kitchen, so his morale rises to 15 there. No morale check is necessary if he is defending “the boys” because he’ll fight to the death to protect them. Some members of the lair have started questioning Juno’s influence on his assistants but they tend to let it slide because Juno once threw a Hobgoblin on top of a hot stove for teasing his helpers. Plus he makes the most *amazing* raspberry parfait.

The kitchen is very well supplied. There are 13 pots ranging in size from a small mixing bowl to a pot large enough to cook three humanoids. There are 11 cooking pans, ranging in diameter from six inches to over three feet. The shelves contain 37 spoons, 20 wooden and 17 metal. Half have slits for draining liquid. There are 47 empty glass jars as well as a wooden rack with 23 glass vials, each containing a different spice ranging from the most mundane (salt) to the exotic (phoenix dandruff flakes, a very hot seasoning). There are five spatulas and seven large forks. An old tree branch holds sixteen knives of different sizes in custom-made slots carved into its side. Half of these knives are serrated, and one is a small paring knife. There are also some unique inventions, including a wire apparatus used to slice fruit and vegetables, and metal sheet for grating cheese and vegetables and a large set of rotating knives contained in a special bowl to purify various mixtures. A large stack of firewood is piled next to the large, iron stove.

There is almost always some type of food being cooked or prepared by the teenaged Hobgoblin cooking assistants. The room is fastidiously clean and one would be hard pressed to find so much as a single smudge of dirt anywhere in the room.

The smoke from this fireplace is visible at the cave entrance, area H1.

**H16. OWLBEAR GUARD ROOM**

**Encounter:** Hobgoblin jailer, male (1), Hobgoblin guards, male (2), Hobgoblins, female (2)

**Potential Yield:**

- Kill Hobgoblins (EPV = 175)
- 2 suits of chain mail (GPV = 700)
- 2 light crossbows (GPV = 70)
- 24 light quarrels (GPV = 24 sp)
- 2 long swords (GPV = 30)
- 2 daggers (GPV = 4)
- Misc. coinage (GPV = 35)

This small chamber overlooks jail cells to the east. There are some

table and chairs that seem to say, “sit and play cards!” The east wall has two arrow slits that offer a view of the detention area. A large lever protrudes from the south wall. A large box sits against the wall near it. Next to the lever hangs a decaying piece of parchment with hobgoblin text and a picture depicting a hobgoblin military official shaking his finger.

If attackers are seen, one female alerts area H17, the other awaits her return, then both fight.

The box is filled with soiled clothing. The guards in this area are in charge of security for prisoners incarcerated in the neighboring chamber to the east. Rather than keeping them in individual cells, the prisoners are chained in manacles attached to the east wall. When the Hobgoblins want to feed the neighboring Owlbear, they pull the lever, which raises the portcullis leading to its lair, and then watch the action from the narrow view ports in the east wall of this room.

The writing on the wall hanging is written in hobgoblin. It reads, “*Don’t make your death serve as a warning to others.*”

The door to the small room in the southeast corner leads to a privy. It smells incredibly foul. There is nothing of value there.

**H17. MESS HALL**

**Encounter:** Hobgoblin adolescents (7)

**Potential Yield:**

- Kill adolescent Hobgoblins (EPV = 105)
- 7 daggers (GPV = 14)
- Set of pewter dishes (GPV = 25)

This room contains several rows of wooden tables and benches. A stack of wooden dishes and eating utensils sit on one table in the southwest corner. A small group of adolescent Hobgoblins are busily cleaning the tables and scrubbing the floors. A wall hanging depicts a broken wagon wheel sitting on a pile of other refuse and filth. It has writing underneath the image.

The Hobgoblins here will use their daggers to defend themselves.

The writing on the wall hanging is in Hobgoblin and reads: “*The squeaky wheel gets thrown in the trash heap.*”

This large place is used for meals, meetings and general revels of the Hobgoblin tribe. There are many tables and benches set out now because the place is being readied for the coming feast. The head table has a set of pewter dishes on it (25 gp value for the set).

**H18. SUB-CHIEFS’ QUARTERS**

**Encounter:** none

**Potential Yield:**

- MU Scroll** (GPV = 2,700) (EPV = 900)

Read the following text for each room:

This sleeping chamber is Spartan in decoration and appears to be kept impeccably neat. It contains a simple bed, a small wooden chest, a chair and a writing desk. The door stands open.

The sub-chiefs from area H19 each have a room in this hallway, as do the torturers from area H13. Each of the chests is padlocked. The locks are good quality as per table 16H: Lock Quality on page 202 of the *GameMaster’s Guide* and offer no modifier to Open Locks checks.

The chest in the room marked “A” contains a scroll with the following three magic-user spells: **Monster Summoning I**, **Protection from Normal Missiles** and **Slow**. The sub-chief discovered it during a raiding party and has hidden it away. He suspects it is magical but is unsure what it does. The other chests simply contain clothing and non-valuable personal items.



## H19. SUB-CHIEF BODYGUARD ROOM

**Encounter:** Hobgoblins sub chiefs, male (3)

**Potential Yield:**

- Kill sub-chiefs (EPV = 195)
- 3 suits of chain mail (GPV = 1050)
- 3 small shields (GPV = 60)
- 3 khopesh swords (GPV = 30)
- Gems and coins: (GPV = 695)

The room is rather bare, having only a few wooden stools and a large barrel. It seems to be some kind of waiting room or guard area. Hanging on one wall is a small tapestry that depicts a Hobgoblin hanging in a noose, apparently dead. It has writing underneath.

The sub-chiefs who stand guard in this room are personal bodyguards to the Hobgoblin chief. They halt anyone who tries to enter area H20 to determine if they should be permitted entrance to the Throne Room. These three warriors are intelligent and savvy and are not easily outwitted. Plus they know that if they screw up, they will end up as subjects in area H13.

The barrel holds drinking water. The wall hanging text is written in Hobgoblin. It reads: "The secret to success is knowing who to blame for failure."

## H20. THRONE ROOM

**Encounter:** none

**Potential Yield:** none

This large hall is clearly a throne room and meeting area. A large and elaborate wooden throne rests on a raised dais on the north wall. A great oak table with many chairs sits before the throne. Lining the south wall, suspended from the ceiling, are dried out corpses of various human and demi-human races. Exquisitely painted scenes depicting a great battle in which Hobgoblin warriors slaughter humans covers the ceiling. One great Hobgoblin warrior, dashing portrayed by the artist, stands placidly amidst the fray.

If anyone cares to count, there are 26 desiccated corpses in all (1 pixie fairy, 2 Grel, 6 high elves, 3 gnomelings, 1 gnome, 1 gnome titan, 9 humans, 2 dwarves and a half-ogre).

## H21. HOBGOBLIN CHIEF'S QUARTERS

**Encounter:** Akamere, Hobgoblin Chief, Hobgoblin, female (1), Hobgoblin children (4)

**Potential Yield:**

- Kill Akamere (EPV = 510)
- Kill Hobgoblin female (EPV = 35)
- Kill Hobgoblin child (EPV = 40)
- Plate mail (GPV = 2,000)
- Scimitar (GPV = 15)
- Warhammer +1** (GPV = 2,500) (EPV = 500)
- Ring of Protection +1** (GPV = 5,000) (EPV = 1,000)
- Gems and coinage (GPV = 2839)
- Room trinkets (GPV = 97.5)
- 8 average garnets (800 gp)
- 1 small diamond (1,000 gp)
- 899 gold pieces (899 gp)
- 1,400 silver pieces (140 gp)

This lushly decorated living chamber obviously belongs to someone important. Against the north wall is a large and opulent bed covered with silk sheets. Azure satin cloths hang from its canopy. Another sleeping area consisting of a pit of silk pillows is set against the south wall. Near the bed is a great iron-banded chest with a thick padlock. Many candles light the room, and the relaxing smell of incense hovers in the air.

Akamere rather fancies himself to be a modern scholar-warrior. He believes he is superior to any other Hobgoblin alive because he balances his mind with his body. Truth be told, for a Hobgoblin, he is rather intelligent and well-read. In battle, his skills are savage and his attacks relentless.

If this warrior has a tactical weakness it is his love for his mate and children. When defending them, he never retreats and if things are going badly, he attempts to negotiate for their lives. Akamere is not foolish either. If the PCs make it to his chamber he must assume they are skilled and he therefore might attempt to parley with them if he feels he cannot defeat them outright. Naturally, he will be quite willing to mislead and lie in his negotiations, and he will not hesitate to strike when the PCs are unsuspecting.

Items of value scattered around the room include: 4 silk pillows (10 gp ea), azure satin cloth (1 gp), silk sheets (1 gp), 10 candles (10 cp), 12 sticks of incense (5 cp), incense burners (1 gp), an opulent bed (50 gp), 6 hobgoblin fiction books (30 cp), a wooden riding horse toy (1 sp), a drum (4 gp)

Akamere's monetary treasure is locked in the iron-banded chest. The padlock on the chest is of masterful quality as per Table 16H: Lock Quality on page 202 of the *GameMaster's Guide*. It confers a -60% penalty to open locks checks. Akamere's mate has the key on a chain around her neck. For purposes of breaking open the iron-banded chest, it has AC 6, effective armor hit points of 4, 40 hp and is susceptible to crushing or hacking attacks (see table 16G: Hit Points of Items on page 202 of the *GameMaster's Guide*).

The chest holds 8 average garnets (100 gpv each), 1 small diamond (1,000 gpv), 899 gold pieces and 1,400 silver pieces.

## H22. BARRACKS

**Encounter:** Hobgoblins, male (4) Hobgoblins, female, (5) Hobgoblin adolescents (9) Hobgoblin children (9)

If the lair has been alerted to intruders, the males will be off fighting rather than in this room. The females and young will be attempting to prepare for intrusion in the room. **If the lair has not been alerted**, when the PCs enter roll for surprise. The Hobgoblins receive a -3 penalty to their die roll because they are sleeping. If the PCs are surprised and the Hobgoblins are not, it means one or more of them are awake. If combat ensues, all adult and adolescent Hobgoblins who are not sleeping join the fray. Each round, roll percentile dice for each sleeping Hobgoblin. There is a 75% chance per round that each sleeping adult or adolescent wakes up and a 50% chance per round that each sleeping child will awaken.

**Potential Yield:**

- Kill adult Hobgoblins (EPV = 315)
- Kill adolescent Hobgoblins (EPV = 135)
- Kill child Hobgoblins (EPV = 90)
- Misc coinage approx. (GPV = 60)

Read the following text only if the lair has not been alerted to intruders.

This large chamber is a barracks. The beds are neatly arranged along the walls for the male warriors. The females and young sleep on piles of pillows on the ground. The room is dark and sounds of snoring interrupt the tranquility.

Read this after the battle (assuming the lair was alerted):

This large chamber looks like a barracks as beds are neatly arranged along the walls. Large piles of pillows and bedding lie about on the floor.

Under each bed is a stack of extra clothes, children's toys and other worthless personal effects.

## H23. BARRACKS

**Encounter:** Hobgoblin Sergeant (1) Hobgoblin adolescents (6)

**Potential Yield:**

- Kill Hobgoblin sergeant (EPV = 35)
- Kill Hobgoblin adolescents (GPV n/a) (EPV = 90)

## Chapter 3: The Mines of Chaos

- ❑ Suit of ring mail (GPV = 65)
- ❑ Small shield (GPV = 20)
- ❑ Long sword (GPV = 15)
- ❑ 6 daggers (GPV = 12)
- ❑ Misc. coinage: (GPV = 21)

Read the following text only if the lair has not been alerted to intruders.

As you enter, you interrupt a well-armed Hobgoblin who is speaking to a half a dozen adolescents, all of whom are seated respectfully on the floor in front of him. He seems displeased by your interruption.

The furnishings in this barracks room are a bit more Spartan and spread out than the other barracks in this complex.

The Hobgoblin sergeant who sleeps here is responsible for the training of the offspring of the sub-chiefs. These youths are the cream of the crop of Hobgoblin society and his is a great responsibility.

### H24. TRAINING CAVERN

**Encounter:** Hobgoblins (8) Hobgoblin Elite Archers (6)

Unless the lair has been alerted to intruders, there are Hobgoblin warriors practicing here.

**Potential Yield:**

- ❑ 14 suits of ring mail (GPV = 910)
- ❑ 8 small shields (GPV = 160)
- ❑ 8 spears (GPV = 64 sp)
- ❑ 6 long bows (GPV = 450)
- ❑ 72 sheaf arrows (GPV = 360 cp)
- ❑ Misc. coinage approx (GPV = 125 approx)

The massive chamber is a naturally occurring cavern that has been converted into some sort of practice siege area. Near the eastern end of this great cave is stone wall with battlements atop. Practice siege equipment is set up near it.

This large chamber has a replica of the Little Keep built out of stone and timber. Anyone making an intelligence check will recognize the replica and a second successful check by the same character indicates he has made the connection and knows it is the Keep. The Hobgoblins practice for the inevitable day of their assault on the fortress. They are currently trying to train the Pack Apes to scale the wall using grappling hooks. There is a ballista aimed at the replica on one end of the cavern.

### H25. SECURITY PIT

**Encounter:** none

**Potential Yield:**

- ❑ Two rope ladders (GPV = 4)

An open 10-foot deep pit blocks the passageway in this area. There are a couple of metal hooks protruding from just below the top lip of the pit walls on each side. Rope ladders with wooden rungs hang from metal rings attached to each set of hooks.

The Hobgoblins created this pit in order to keep the Otyugh who dwells deeper within the Mines at bay. They installed the rope ladders so that they could pass freely should the need to escape arise.

## BUGBEAR LAIR (B1-B12)

The group of Bugbears is not numerous, but what it lacks in numbers, it makes up for in strength and cunning. They have successfully bullied the Goblin tribes into a subservient role and now largely rely on them to supply their food, treasure and menial work.

## Little Keep on the Borderlands

**GM Note:** While the armor and weapons used by the lair inhabitants can be taken as treasure, it is not listed in the yield section unless it is different or unusual.

### B1. CAVE ENTRANCE

**Encounter:** none

**Traps:** In each location marked on the map, is a trip-wire attached to a set of warning bells. Anyone moving through the caves without a light source will automatically trip them. Those with light may make a Wisdom check to detect the trap.



DISPLAY ILLUSTRATION 13 ON PAGE IQ8 AND READ:

Several wooden signs stand and hang around the entrance to this mine. The signs look new and well maintained. A rope dangles from a large bell attached to a rod above the entrance. The various signs appear to be written in many languages. The one in common reads:

#### "MINES OF CHAOS MERCENARY GUILD"

Interested in hiring the guild for a foray into another cave or the wilderness? Please ring the bell!

Interested in joining: Be a member of the few and the proud. Meet exotic humanoids and kill them or force them to serve you. All races, creeds and classes welcome for a tryout. Favorable pay. Ring the bell, then enter and find the recruiting station. Those accepted will receive an immediate bed assignment and hot meal."

The cave itself appears to be the entrance to an old mine. Its walls are moist indicating some water seepage and moss is prevalent around the entrance. Wooden support beams support the walls and ceiling near the entrance and, from what you can make out, every 8-10 feet along the interior.

There are signs beside the entrance cave in kobold, orcish, goblin, gnoll, bugbear, hobgoblin, common, elvish, dwarvish, pixie-fairy, gnomish, etc. Note that the sign in pixie-fairy simply reads: "We love Pixie-fairies. So, if you want to keep your skin, stay out! If you want to die slow-cooked over a spit, then by all means, please enter and be served!"

If anyone messes with the support beam, it will groan deeply and emit a shower of dust. The mine is still safe for the most part, but complete removal of any two supports will cause a cave-in. The areas marked with an "X" are relatively unstable. Any tinkering with the beams or outright melee in the area has a 1 in 6 chance per occurrence (or per round). The rubble from such a (partial) cave-in causes 3d6 damage to anyone within 10 feet in either direction and 6d6 directly under the beam. After such a cave-in, the corridor will still be passable, but with effort (slows movement by 50%).

If the PCs ring the bell, it will alert all Bugbears to their presence. Rodney, the Goblin lackey from room B2, will boldly jingle on up to the entrance (the Bugbears make him wear a small bell affixed to a metal collar on his neck) and ask the PCs what they want. If they answer that they want to hire some mercenaries, or another appropriate answer, he will lead them casually to room B2 (jingling all the way). If they give a poor answer, or give him lip, he will insult their dress, appearance, etc., and generally taunt them, reducing temporal Honor at a rate of one point per round of verbal abuse.

The Bugbears will defend their warrens until all are dead, save the chieftain, who will seek help from the Minotauress at L1. He will either try to escape through his secret passageway or, if they have not yet been invaded themselves, through the Goblin lair.

Four of the Bugbear males are out hunting. They will return eight hours after the PCs enter the Bugbear caves sporting a human corpse (merchant clothes, violently ruined) and a sack of loot (3 pieces of incense 1 gp each, 26 gp, 2 pp, 13 hsp, 114 cp, 34 sp, 2 nicely-oiled matching daggers, a light crossbow and 12 quarrels, a badly damaged gold arm bracer 26 gp, and horse meat leftovers from the merchant's mount). They will be placed on guard duty at 35, if appropriate. (HF 2, EP 175, Int 5-10, AL CE, AC 4, MV 9", HD 3+1, HP 39, 36, 33, 30, SZ L, #AT 1, D 2-8 or by weapon +2, SA surprise 5 in 10 SD: Nil, ML 12, TOP 20, 18, 17, 15, Crit BSL: Def AC + 1; FF 7, Reference HOB 1 p 96). They wield flails and each carries a hand axe to throw before closing for melee.

**B2. GUARD ROOM**

**Encounter:** Sergeant Durag (1), "Rodney" the Goblin Lackey (1), Bugbears (3)

**Potential Yield:**

- Slaying Bugbears (EPV = 700)
- Slaying Rodney (EPV = 15)
- 1 brazier (GPV = 2)
- 2 shovels (GPV = 1)

If the PCs somehow managed to sneak in and avoid the traps, DISPLAY ILLUSTRATION 14 ON PAGE IQ8 and read:



As you make your way through the natural cavern, you see up ahead another cave opening, but this one leads into an area with obvious worked stone. Blocking half the opening is a largish wooden desk, with some papers on it and what looks like a small bronze bar of some sort. A thin rope dangles from a large bell hung above the entrance. All around the opening to the cave are wooden signs written in many languages. Despite the moistness of the cave, they appear new. The one written in common reads:

"WELCOME TO THE MINES OF CHAOS MERCENARY GUILD" Congratulations, in discovering this installation, you have passed the first tryout. Ring bell for sergeant. Please sign in while you wait."

You can hear the crackling of embers and the smell of freshly cooking meat and BBQ smoke wafts gently from the cave.

If the players manage to sneak over to the cave opening undetected, read:

You see four massive, hairy humanoid lounging on stools near a smoking brazier, which has skewers of meat toasting over the coals. Their large maces rest along the walls nearby. Two cots and a large gong round out the area. One exit lies on the west wall of the room.

If the bugbears notice the PCs but have not been attacked, they will not immediately launch a defense. Instead, Segeant Durag will stand, straighten his "uniform" (little more than a fancy tunic) and hail the PCs in common. He will refer to them as "cruits" and "fresh blood", saying that their "experienced demeanor" and "proper equipment" "encourage him". The other "soldiers" will pick up the meat, taste it and invitingly offer some to the PCs. If they still do not attack, skip past the next two flavor text entries and continue.

If the PCs have rung the bell, set off the traps, followed, attacked or exchanged insults with Rodney, read:

As you make your way through the natural cavern, you see up ahead another cave opening, but this one leads into an area with obvious worked stone. Blocking half the opening is a large, hairy humanoid, sitting at a large wooden desk. He holds some papers and a quill pen. The desk has papers all over it with some papers on it and what looks like a name plate. A thin rope dangles from a large bell hung above the entrance. All around the opening to the cave are wooden signs written in many languages. Despite the moistness of the cave, they appear new. The one written in common reads:

"WELCOME TO THE MINES OF CHAOS MERCENARY GUILD" Congratulations, in discovering this installation, you have passed the first tryout. Ring bell for sergeant. Please sign in while you wait.

You can hear the crackling of embers and the smell of freshly cooking meat and BBQ smoke wafts gently from the cave. The bugbear looks up from his work, and says in accented common:

"Ah, good. New 'cruits for the Guild. I am Sergeant Durag. Won't you sign the ledger, please?"

At that he stands, leans over the desk, points to some papers nearest you and holds out his pen expectantly. The hairy creature looks unarmed and wears some sort of tunic or uniform over his armor.

The nameplate says "Sergeant Durag, recruiter". Several names, primarily illegible markings, already occupy the ledger. Durag will constantly refer to the PCs as "cruits" and "fresh blood", saying that their "experienced demeanor" and "proper equipment" "encourage him".

If the PCs state that they wish to hire the mercenaries, Durag will seem to look dismayed, then he will ask for details, and finally determine a price (not less than 200 gp times the general hit dice of the cave inhabitants to be destroyed, paid in advance). If the party pays, the Bugbears will keep the money, but not bother with the mission. If they return angry, Durag will explain that it was the decision of Commander Arnkigourasj and will offer to bring them in for an audience as he still has office hours for another hour or so. He will then lead them to the TRAP at area B3.

If the party approaches the desk, they will see:

You see three other massive, hairy humanoids lounging on stools near a smoking brazier, which has skewers of meat toasting over the coals. Their large maces rest along the walls nearby. Two cots and a large gong round out the area. One exit lies on the west wall of the room.

The other "soldiers" will pick up the meat, taste it and invitingly offer some to the PCs. Durag, will continue to blather about opportunities for advancement, and all the enemies (you choose your hated race) you want to battle and plunder. Assignments are based on choice (rank determines first choice, obviously) and all mercenaries are matched with their top choices of enemy for missions, etc. He will then lead the party down the hall to "meet Commander Arnkigourasj" and receive their billeting. If they follow he will lead them over the TRAP at B3.

There are four stools in all (one for Durag; Rodney has to sit on the floor). The Brazier is bronze, badly dented and worth 2 gp, but has an encumbrance value of 220 gp. A half-full sack of coal lies nearby (2 cp).

**B3. PRIVY TRAP**

If the party is following Commander Durag, he will lead them straight toward some rungs in the wall. As he climbs the rungs ostensibly up a niche carved in the ceiling, he will pull the fifth rung and spring the pit trap, dropping all of the PCs in a 10 by 10 area down an old mine shaft and into the Goblin lair (area G24). Durag will hold onto the rungs to avoid falling, and then jump to safety. The three Bugbear guards will hasten over. Two will shovel the burning coals down on the PCs, while Rodney and the third urinate on them. Excrement, filth and other trash fill the bottom of the shaft (actually in the goblin lair). Total trap damage: 2d6 from the fall, 2 hp per coal from the hot coals and -7 to temporal Honor for all PCs involved for the urine.

**B4. COMMON ROOM**

**Encounter:** Unarmed Male Bugbears (3), Unarmed Female Bugbears (7), Unarmed Young Bugbears (3)

**Potential Yield:**

- Slaying Male Bugbears (EPV = 525)
- Slaying Female Bugbears (EPV = 245)
- Slaying Young Bugbears (EPV = 21)

There are piles of bedding and old garments here and there.

Blackened by soot, there is a silver urn worth 175 gp near the fireplace, but only close examination will reveal its true value.

## B5. MESS HALL

**Encounter:** Male Bugbears (2), Female Bugbear (1), Bugbear Waitress (1)

**Potential Yield:**

- Slaying 2 Male Bugbears (EPV = 350)
- Slaying 2 Female Bugbears (EPV = 35)
- Cutting knife (GPV = 5 sp)
- 3 large morning stars (GPV = 60)
- 3 javelins (GPV = 15 sp)

Three Bugbears (two male and one female) are snacking in this room. Technically, they are "on call" so they have their morning stars and javelins on the table near them. If there is combat in room B2 or B4, they will arm themselves and investigate. They hurl their javelins before wading into melee.

A female Bugbear serves the on-call guards. She will hurl a cutting knife, then run to the kitchen to get the cooks.

This area is obviously the mess hall as it reeks of burnt flesh and stewed vegetables. Five crude tables rest haphazardly about the place, and no less than twenty chairs stand here and there. Several of the chairs are overturned and a couple rest atop the tables. A waft of oily smoke seeps into this area from the passage to the west.

There is really nothing special about the room. The odor issues from the attached kitchen. If anyone checks, the Bugbears were dining on pickled ears of some type (they were pointy is all that can be discerned) and some rather foul smelling cooked cabbage. They used neither plate nor utensil (the food was plopped right on the table). Anyone searching the ceiling near the kitchen will notice that soot streaks out from there into the mess hall. The smoke and soot result from the lack of chimney in the kitchen.

## B6. KITCHEN

**Encounter:** Bugbear Cooks (2)

**Potential Yield:**

- Slaying Cooks (EPV = 70)
- 14 knives (GPV = 12)
- 3 daggers (GPV = 6)
- 6 cleavers (GPV = 6)
- Misc kitchen equipment (GPV = 5)

Waves of heat assault you, but the warmth is not nearly as uncomfortable as the stench of burning flesh is overpowering. Thick smoke fills the room and obscures the ceiling. A large preparation table occupies the center of the room. The northwest corner boasts a large brick fireplace, currently blazing. A massive iron stew-pot boils above the flames. Various pokers and implements rest near the fireplace. A massive fire pit burns in the southwest corner. Pots, pans, tubs, and utensils of all varieties hang from the walls and ceiling.

Two cooks slave away in this room. They are oblivious to noise and will only be ready if the waitress from the mess hall alerts them. The toddler has been crabby all day and they are considering throwing him into a boiling pot of water just to shut him up. If alerted, they will hide behind the preparation table, peering just over the top. When the party arrives, they will each hurl a cleaver (treat as hand axes), then knives until their selection is gone, then close to melee wielding daggers and cleavers. They have 50% cover behind the table. If the waitress from the mess hall ran here, she will be behind the table as well and will employ the same tactics. Note that all PCs must save against poison or suffer a -1 to all rolls due to the revolting stink in this area.

If anyone looks in the pot over the fireplace, he will find a stewing Goblin (with carrots and potatoes). A stack of firewood (much of which seems to be planks of wood and two bags of coal) rest near the fireplace. In all, 24 iron pokers, skewers and other odd-looking implements stand between the fireplace and fire pit.

The hindquarters of a pony char slowly over the fire pit (and the bones and unwanted leftovers of the other half lie among the ashes at the bottom). A huge pile of vegetables lies tossed under the table. Stacked along the south wall, under the table are three dozen jars of pickled body parts of various races, including dwarves, halflings, elves, humans as well as Kobold, Goblin, Hobgoblin, Orc and Gnom. The jars contain a foul smelling liquid plus toes, ears, noses, fingers, etc. Two pixie-fairy corpses dangle upside-down from the ceiling. They hang high enough that some of the smoke would have to clear in order to see them. One is missing her left arm (torn off for a snack).

**Hanging from the ceiling, in total are:**

- two wooden tubs
- an iron tub
- 6 iron pots of varying sizes
- a mesh grate that fits into the fireplace at various levels (to support pots and pans over the flames)
- three clusters of garlic
- five sacks of potatoes (marked from Arz)

## B7. GUARD ROOM

**Encounter:** Male Bugbears (2), Female Bugbears (3), Young Bugbears (3)

**Potential Yield:**

- Slaying Male Bugbears (EPV = 350)
- Slaying Female Bugbears (EPV = 135)
- 8 great spears (GPV = 8)
- Bugbear Coinage (GPV = 25)

There are five bedrolls, a bench, a long table, a water pail, and an open sack of meal scattered here and there in the chamber. Keys hang on the wall opposite the stairs.

Each bugbear in the room has a spear in addition to normal weapons, so that they can hurl this missile and then close to fight hand-to-hand. These bugbears tend to the slaves as well as help to guard the entrance to their lair. Each bugbear has a pouch with 5 gp, excluding the young bugbears. The keys are to rooms B8 and B10.

## B8. SLAVE PEN

**Door:** A bar, chain and heavy padlock secure this iron door.

**Encounter:** none

Opening the door reveals a jail cell. Chained to the wall with a common chain, 2 kobolds, a goblin, 3 orcs, 2 men, a dwarf and a grunge elf struggle to their feet in surprise. Sparse straw covers the floor. A bucket rests near the door.

Inside is a litter of straw, a bucket and the following slaves:

**2 Kobolds** (HF 0, EP 7, Int 6, AL LE, AC 8, MV 6", HD 1/2, HP 23, 22, SZ S, #Att 1, D 1d4 (claws), SA Nil, SD Nil, Lang: Kobold, Orcish, Hon: dishonorable (-1 to ALL die rolls), ML 6, TOP 11, Crit BSL: Def AC-6, FF 4, Reference HOB 4 p 66)

**1 Goblin** (HF 0, EP 15, Int 8, AL LE, AC 10, MV 6", HD 1-1, hp 22, SZ S, #Att 1, D 1 (unarmed), SA Nil, SD Nil, Lang goblin, bugbear, Hon Ave, TOP 11, Crit BSL Def AC-3, FF 5, Reference HOB 3 p 81).

**3 Orcs** (HF 0, EP 35, Int 8, AL LE, AC 10, MV 12", 9" Climb, HD 1+1, HP 27, 25, 23, SZ M, #Att 1, D (unarmed), SA Nil, SD Nil, Lang: Orcish, Hon: Ave, ML 12, TOP 13, 12, 11, Crit BSL: Def AC+1, FF 4, Reference HOB 6 p 37)

**1 Human Larigom** (HF 0, EX 34, AL NG, AC 10, MV 12", HD 0, HP 24, SZ M, #Att 1, D unarmed), SA Nil, SD Nil, Lang common, Hon Ave, TOP 12, Crit BSL Def AC -2, Quirks & Flaws: stutter; flutulent; maimed - missing both ears; chronic nose bleeds; albino; missing finger; nervous tic; near sighted right eye; blind in left eye, Talents: detect secret doors, Skills: survival 14.

**1 Human Feiniel** (HF 0, EX 34, AL LN, AC 10, MV 12", HD 0, HP 24, SZ M, #Att 1, D(unarmed), SA Nil, SD Nil, Lang common, Hon Ave, TOP 12, Crit BSL Def AC -2, Quirks & Flaws: anosmia; temper tantrums, Talents: astute observation, Skills: fire building 20; fishing 29; swimming 39.

**Larolian** (Dwarf, Fighter, Level 1, HF 1, STR: 15/17, DEX: 13/83, CON: 18/91, INT: 13/52, WIS: 13/77, CHA: 11/91, COM: 16/81, AL LN, AC: 1 (chain mail, medium shield), MV 12", HD 1, HP 34, SZ M, #Att 3/2 D Battle Axe (specialized) +4/+6, SA Nil, SD Nil, Lang, common, dwarven, Honor 19, TOP 17, Crit BSL: Def AC +2, Quirks & Flaws: loud boor; alcoholic, Talents: axe bonus, Skills: blacksmithing tools; blacksmithing 22; weaponsmithing 21; military - battle sense 13; military - small unit tactics 18)

**Relf Darkmusik** (Grel Hunter, Level 1, HF 2, EP 82, STR 14/30, DEX 13/04, CON 14/77, INT 11/96, WIS 14/20, CHA 13/85, COM 14/77, AL CE, AC 8, MV 12, HD (1+1), HP 27, SZ M, #Att 1, D (By weapon, short bow +2 to hit, dagger +2/+2), SA: Nil, SD Nil, Lang, common, elven, Honor ave, TOP 14, Crit BSL Def AC,

Quirks & Flaws: facial scar; alcoholic; gambling addiction, Talents: seeking grasping hands 19; track game animal, Skills: hunting 34; mapless travel 27; animal lore 21; woodland lore 43)

The chain that binds them loops through manacles on their feet, iron rings in the wall and is held shut by a heavy padlock. All will fight against the Bugbears if given weapons and released. The dwarf and grel may agree to help the adventurers as long as they stay in the Mines' area continuously and fight. The other creatures will desert at first opportunity (and will flee to their home caves).

**B9. STORAGE AREA**

**Encounter:** Male Bugbears (2)

**Potential Yield:**

- Slaying Male Bugbears (EPV = 300)
- 2 Clubs (GPV = 2 cp)
- 2 Spears (GPV = 1.6)
- Coinage (GPV = 15.4)

This room is little more than a hallway. Sacks, boxes and barrels line the walls.

A guard "protects" these provisions. He is currently turning a blind eye to his buddy, who is rummaging for a snack. They give a loud growl and attack any intruders. They will toss spears first, and then engage with massive clubs. Each has a pouch with 7 gp and 7 sp.

The sacks contain meal. The boxes and barrels contain provisions and watered wine. Each container weighs between 15 and 60 pounds. If the PCs investigate or open one, roll a die (d20) on the Container Contents table to determine its code marking, and if it is broken open, the appropriate contents that will be discovered. There are a dozen containers.

**Container Contents (d20)**

Result	Code	Contents
1	TL	Whole barley
2	B	Wheat flour*
3	FT	Rye flour*
4	MK	Salted pork
5	GG	Dill pickles*
6	HU	Raisins*
7	EJ	Salted Cod
8	Y	Dried Cranberries*
9	PF	Dried Peas*
10	SD	Ale*
11	Z	Honey*
12	AW	Wine (watered)*
13	OG	Pickled Cabbage*
14	XR	Dried Peppers*
15	LC	Salt*
16	VV	Lard
17	QS	Beef Jerky
18	RH	Sunflower seeds*
19	UT	Hard candy*
20	JS	Dried mushrooms*

\* Barrels of this type can be sold for 2-20 gp to an interested merchant.

**B10. SLAVE PEN**

**Door:** The iron door is barred, chained and padlocked.

**Encounter:** none

Opening the door reveals a prison cell. Three Hobgoblins, a brutish-looking Bugbear and a wild-eyed and disheveled human climb to their feet. Sparse straw covers the floor. A bucket piled full of excrement rests near the door. The unmistakable sound of buzzing flies hopping about fills the air.

3 **Hobgoblins** (HF 0, EP 35, Int 9, AL LE, AC 10, MV 12", HD 1+1, HP 25, SZ M, #AT 1, D (unarmed), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: dishonorable (-1 to ALL die rolls), ML 12, TOP 12, Crit BSL: Def AC-1; FF 5, Reference HOB 4 p 10). If freed, these slaves will attempt to flee, although they will attack Bugbears that are in the way of their escape.

A **Bugbear (rebel)** (HF 2, EP 175, Int 6, AL CE, AC 4, MV 9", HD 3+1, HP 34, SZ L, #AT 1, D 2-8 or by weapon + 2, SA surprise 5 in 10 SD: Nil, ML 12, TOP 17, Crit BSL: Def AC + 1; FF 5-8, Reference HOB 1 p 96). This big Bugbear rebel hates his fellows, and will take arms and fight against them or any of the other inhabitants of the whole area; he will continue to do so for as long as the party stays there.

A **huge human**. A seeming wildman, with mighty muscles, shaggy hair and beard, and staring eyes. **Frenid (human male fighter)** (Str 18/91, Dex 12/31, Con 10/82, Int 11/20, Wis 12/55, Cha 9/95, Com 14/80, AL CE, AC 10, MV 12", Ftr 4, hp 44, SZ

M, #AT 2 (ambidexterous), D (unarmed) +3/+6 (Strength), SA Nil, SD nil, Lang common, Hon dishonorable (-1 to ALL die rolls), TOP 22, Crit BSL Def AC-3, FF 5, Age 26, Height 5' 11", Weight 204 lbs., Quirks and Flaws anosmia, Hackfrenzy, Hacklust, Proficiencies broad sword, long bow, crossbow, dagger, Talents ambidexterous, sixth sense, Skills weapon maintenance, dibs calling 39, slaughter game animal 40, armor maintenance. His enslavement has driven him quite mad. The "hero" is chaotic evil to the core; once he is armed, and after battle madness leaves him, he will either kill the adventurers who freed him, so as to have all their treasure for himself, or else he will steal whatever is most valuable and then sneak off. He does the latter only if he knows the party is too strong for him.

**B11. SPOILS ROOM**

**Door:** The heavy door is locked, and the key is in the pouch of the chieftain (B12). Breaking the lock by smashing the door will bring the guards from B9 and the chieftain and his mate from B12.

**Encounter:** none

**Potential Yield:**

- Body Shield +1** (GPV = 200, EPV = 500)
- 23 Leather Hides (GPV = 92)
- Assorted Foodstuffs (GPV = 30.05)
- Lamp Oil (GPV = 1.2)

DISPLAY ILLUSTRATION 10 ON PAGE 106 AND READ:

The door swings open to reveal a jumbled room. Various crates and boxes stand stacked in odd ways in the far left corner, three barrels are arrayed before the boxes, a pile of leather hides lie heaped in the far right corner, a small keg resting precariously on top. A large tun sits just to the right of the door and a tray sits in the center of the room, piled high with a dried herb of some sort. A few small rats rush for hiding places.

The dried herbs are in fact catnip (something these particular Bugbears relish). There is about a pound of the weed (5 cp).

The "tray" is actually a **Body Shield +1** (GPV = 200, EPV = 500)

30 various boxes and crates of high quality dried or salted foodstuffs. Refer to the Container Contents Table used earlier for room B9.

23 leather hides worth 4 gp each

3 barrels of ale (5 gp ea)

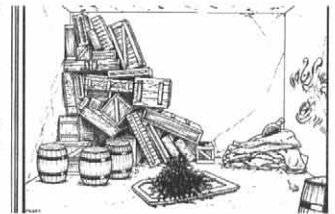
3 "gold" ingots weighing 25 pounds each (each has been covered in gold colored paint) and stamped .9999 fine bullion. The bugbears have not discovered this simple ruse.

a tun of watered wine (15 gp)

a small keg of lamp oil (20 flask capacity, 120 cp)

The "graffiti" on the wall is meaningless doodling. The box stacking is also meaningless - it was done by bored Bugbears.

The rats are common mice, though the PCs may choose not to believe that.



**B12. CHIEFTAIN'S ROOM**

**Encounter:** Bugbear Chieftan ("Commander Arnkigourasi") (1),

Concubine Bugbear (1)

**Potential Yield:**

- Slaying Bugbear Chief (EPV = 270)
- Slaying Bugbear Concubine (EPV = 175)
- 3 pearls (GPV = 300)
- Coinage (GPV = 145)
- Earrings (GPV = 200)
- 6 silk pieces (GPV = 120)
- Statue (GPV = 200)
- 2 **Potions of Healing** (GPV = 800) (EPV = 400)
- Battle Axe +1** (GPV = 2500) (EPV = 500)
- Bastard Sword (GPV = 25)
- Hand axe (GPV = 1)
- Large morning star (GPV = 20)

This room reeks of wet dog hair and mold. The furnishings of the room are battered and crude. There is a table of sorts (uneven), two large, yet rickety-looking chairs, and a massive pile of disgusting hides, furs, twigs, leaves and other things you don't dare guess.

The tough old bugbear is equal to an ogre. He has a pouch with a key, 29 pp, and 3 100 gp pearls in it. He will attempt to hurl a **Battle Axe +1** (displayed on the wall) at the PCs before engaging with his massive morning star. He knows of the secret door; it is his escape route in desperate situations. If he has time, he will grab the chest before fleeing. If pursued, he will whack each beam he passes in an effort to cause a cave in (he will be past the cave in when it occurs). With him is a female bugbear equal to a male. She has gold earrings worth 100 gp each. She will hurl a hand axe before engaging with her bastard sword.

The furnishings are all worthless, except that several pieces of silk are mixed up with the bedding. PCs may find these on a 2 in 6 per round of searching. In all, 6 may be found; the party will be able to sell them for 20 gp each.

**Hidden:** There is a large gray chest stuck up on a ledge near the southeast corner of the ceiling, which will only be spotted if the room is carefully searched and a player actually states that he's looking at the ceiling or tops of the walls. It contains 4,462 silver pieces, a 30 pound statue of alabaster and ivory (worth 200 gold pieces), and 2 **Potions of Healing** (which will break if the chest is roughly handled). It will take three or four strong characters to bring this down safely, any less and it falls, shattering the two potions.

The secret passage is similar in all respects to the mine area.

## Gnoll Lair (GNI–GNI8)

The Gnolls occupy one of the oldest areas in the Mines of Chaos. Their lair is in a strategically unsound part of the mine on the southeast corner once occupied by the hobgoblins but long ago abandoned by them. By any standards, the Gnolls are by far the dumbest creatures to control a lair in the mines and even their goblin neighbors regularly outsmart them.

A chieftain named Goolash leads this band of particularly savage Gnolls. As cruel as he is stupid, Goolash rules the other Gnolls through fear and brutality. He tortures or kills his underlings for seemingly trivial offenses.

Several years ago, the Hobgoblins abandoned a section of the Mines of Chaos after determining that it was indefensible. A Gnoll scouting party discovered it and reported back to their superiors. As Gnolls often do, however, the scouts' superiors forgot about the report after a particularly rowdy night of drinking. If not for a discovery by a clever young shamaness, the current Gnoll lair in the Mines of Chaos might remain unoccupied to this day.

Gnoll society, being primarily patriarchal, leaves little room for females to rise in power, but a shamaness named Bruilla from a nearby tribe stumbled across a remarkable process after experimenting with mushrooms. She discovered how to brew a **Potion of Good, Smart Thinking** using simple ingredients. The improved Intelligence she gained from the elixir allowed her to manipulate her way into increased responsibility. Unfortunately, she soon ran out of the special mushrooms that she needed to brew the potion. Wise enough to know she was toast without her "edge", she left the tribe to search look for replacement mushrooms.

Eventually Bruilla, a follower of Yi'Gor, Gawd of Treachery, stumbled across a supply of the mushrooms while hiding from the Minotaur in the abandoned Hobgoblin mine. Knowing that the mines were far too small to accommodate her large tribe, she began to whisper dreams of power into the ear of an up-and-coming lieutenant named Goolash. This Gnoll lieutenant came to the dimwitted conclusion that he should be the leader of his own tribe and took some of his loyal followers to the mines to set up shop. They declared themselves an independent tribe called the Margresh Gabata, which roughly translates into common as the Tribe of the Pulled Groin Muscle.

**Attracting attention:** The Gnolls live under such brutal oppression from their leader that they have developed a strong tendency to mind their own business. Therefore, in the Gnoll lair, unless a prolonged or particularly noisy battle breaks out, it is unlikely that nearby inhabitants will investigate the ruckus.

Unlike many of the other humanoid lairs in the area, Gnoll losses can be replaced. At any given time there are about forty Gnolls who are out hunting or just lost in the woods. However, they will eventually return to their home and even if they return to find everyone slaughtered, they will continue to make the most of their lives in the Mines of Chaos.

## GN1. ENTRY CAVE

**Encounter:** none  
**Potential Yield:** none

This damp, stinky little room smells like some combination of old undergarments and wet dawgs. The ceiling of this crudely cut rock chamber is approximately ten feet high. On the floor next to the eastern door is an old plank of wood with some words hastily written in red paint.

If anyone with the mining skill or a similar talent looks at the ceiling he will immediately recognize that the top two or three feet of the room were carved more recently than the rest of the room. The Gnolls did this because they grew tired of bending down all the time (the Gnolls stand a foot taller than the original human miners and later Hobgoblin residents). Further, troll guards, who are about nine feet tall on average, occupy the first few rooms of the lair. The sign is written in Gnoll and is to remind the lair's dimwitted inhabitants that they must provide a password to the Trolls in the next room or be smashed to bits. The sign reads: "Say Goolash Rules All!"

## GN2. GUARD ROOM

**Encounter:** Big One-armed Troll "Rickie" (1), Rukfookasha the Troll (1)  
Rickie the troll was born with the amputee (right arm) flaw. He is doubly mean to make up for it, often intimidating the others with feats of strength. The two trolls are allied with the Gnolls and they guard entrance into the lair. The password (as indicated in area GNI1) is "Goolash Rules All!" Anybody who gives that password to the Trolls will be allowed passage, regardless of who they are.

**Potential Yield:**

- Killing the Trolls (EPV = 2800)
- 8,366 copper pieces (GPV = 83.66)

DISPLAY ILLUSTRATION 11 ON PAGE IQ7 AND READ:



There are two piles of filthy, greasy rags on the floor, one in the southeast corner of the room and one in the southwest corner. A hastily drawn chalk line on the floor seems to delineate the two piles from one another. A fetid mixture of dried branches and feces sticks to south wall.

Anyone with the mining skill or similar talent can tell that this approximately 30-foot square chamber has been hewed with below average to average stonework skill up to about eight feet from the floor. Above that point, it looks like it was literally gouged out with brute force without regard for décor.

The trolls bicker constantly. As a result, they have drawn a Do Not Cross chalk line on the floor between the piles of rags where they sit and count their treasure.

Rukfookasha and Rickie store their treasure amid their rag piles. Rukfookasha has 3,801 cp stuffed among his rags and Rickie has 4,565 cp. The Gnolls pay them a pile of copper every few weeks to guard the lair. The Trolls have no idea how many coins they really have because they cannot count. Additionally, they always steal handfuls of coins from each other, and when they leave, the Gnolls reclaim handfuls in order to pay them the next week.

The branch/feces mixture affixed to the south wall conceals a passage.

## GN3. TROLL SLEEPING CHAMBER

**Encounter:** None  
**Potential Yield:**

- Ankle Bracelet of Gender Bending Type III** (GPV = 2,500) (EPV = n/a)

The overwhelming stench of waste matter, both dry and fresh, hangs in the air like a hot, thick curtain. Fecal matter blankets the floor of

this crudely dug cave. Toward the back of the room, the material is old and dried. Near the door, it's fresh and wet. Scrape marks on the floor seem to indicate that someone has recently pushed some of it back to make more room.

This room was originally dug to offer the Trolls from area GN2 a place to sleep. However, neither Troll will leave his treasure pile alone because he knows the other will steal it. So now this is where the Trolls do "their business." If some poor sap decides to dig through this nasty mess, he will be "rewarded" with an **Ankle Bracelet of Gender Bending Type III** that is completely buried near the back of the room. Rickie took it from an adventurer he killed and stashed it here for safe keeping about a year ago. He has long since forgotten it was here.

#### GN4. BARRACKS

**Encounter:** Gnolls (11)

**Potential Yield:**

- Kill Gnolls (EPV = 715)
- Weapons (GPV = 90)
- Misc. coinage (ave.) (GPV = approx 707)

About two dozen old beds are scattered around this room with seemingly no rhyme or reason to their placement. Some of the beds have battered wooden footlockers near them, though most of the footlockers are opened with their contents half hanging out on the floor. It's difficult to tell if the chamber is supposed to look like this or if it's been recently ransacked.

There are eleven Gnolls bedded down in this room. When the party enters, roll for surprise (with the Gnolls receiving a -3 penalty because they are sleeping). If the PCs are surprised and the Gnolls are not, it means someone is awake and will notice the party enter.

If combat ensues, each round before rolling initiative roll percentile dice for each sleeping Gnoll. There is a 50% chance that each Gnoll will awake and join the fray.

This is Barracks where the most junior of the Gnolls live. Either on their person or on or about the cot where each slept, the Gnolls carried their personal treasure (in large belt pouches). Each carries 3-12 ep, 2-8 gp, 3-18 hsp, 2-12 pp.

#### GN5. HYENA CAVE

**Encounter:** Gnoll Hyena handler "Kuch" (1), Hyenas (7)

**Potential Yield:**

- Kill Gnoll Hyena handler (EPV = 65)
- Kill Hyenas (EPV = 455)
- Misc. coinage (GPV = 64)

Just inside the entrance of this dark, spacious, natural cavern is a neatly made bed and a pile of folded clothes. Mounted to the wall opposite the bed are two troughs. One is empty and the other is filled with water. The cave is darker as it extends deeper into the distance and a pungent, musky odor fills the air.

The Hyena's handler is an old Gnoll named Kuch. He is an old man, which is very rare for Gnolls, who tend not to live much past their adult prime. Due to his age and general weariness, Kuch tends to lean toward CN alignment rather than the standard CE for Gnolls.

Because Kuch is the only member of the tribe to actually treat the Hyenas with kindness, they are very loyal to him. They will fearlessly attack anyone who harms or threatens Kuch and never need to make Morale checks in combat when he is involved.

This is where the Gnolls keep their Hyena pack, which they use for hunts and war parties. The bed has nothing special about it. Kuch hid his personal stash in his pillow. Among the straw is 4 ep, 5 gp, 11 hsp, and 7 pp.

#### GN6. GUARD ROOM

**Encounter:** Gnoll Guard Captain

**Potential Yield:**

- Kill Gnoll Guard Captain (EPV = 65)
- Long bow, arrows & morning star (GPV = 85)
- Ring of Protection +2** (GPV = 10,000) (EPV = 2,000)
- Miscellaneous coinage (GPV = 129)

This small chamber looks like it's used for the temporary holding of prisoners. Firmly bolted to the west wall are steel manacles. Against the east wall is a small table and two chairs, all of which look like they were quite strong and sturdy when they were constructed twenty years ago. Hanging in one of the set of manacles is a naked gnome. He has been badly injured and seems barely conscious.

The captain has 6 flight arrows, but no quiver. He has a small sack holding his personal treasure (8 ep, 10 gp, 20 hsp, and 15 pp) and his arrows. The Captain is only in charge of the Gnoll guards; the Gnarl-rons consider themselves superior to Gnolls and will pay no heed to him.

The gnome is a thief named Krik who was captured by the Gnolls while he was searching their lair for treasure. He lives in Frandor's Keep and knows almost nothing about the Mines of Chaos because he was captured very soon after his arrival at the mines. He does know that there is a concealed door leading from area GN7 to GN8.

**Krik, Gnome Thief** (HF 0, EP 64, AL N, AC 7 (Dexterity), HD 1d6 (1st level thief), HP 22, #AT 1, D by weapon, SA Backstab, SD Nil, Lang: Gnome, Common, Orc, TOP 11, Crit BSL: Def AC-5 (Def AC-1 for missile weapons), FF 6, Str 11/81, Dex 17/90, Con 11/49, Int 14/84, Wis 11/01, Cha 10/50, Com 11, Pick Pockets 25%, Open Locks 35%, Find Traps 25%, Remove Traps 15%, Move Silently 20%, Hide in Shadows 35%, Detect Noise 25%, Climb Walls 65%, Read Languages 0%)

#### GN7. TORTURE CHAMBER

**Encounter:** Common Leopard (1)

**Potential Yield:**

- Kill Common Leopard (EPV = 420)
- Miscellaneous tools (GPV = 10)

The center of this room is dominated by a large, sturdy wooden chair that is fitted with restraints to hold a humanoid figure's neck, chest, waist, arms and legs. The seat of the chair is metal. Accoutrements of torture surround the chair. The walls are lined with cages where people can wait until it is their turn in the "seat of honor." Most of the cages are empty but some contain the corpses of gnomes.

As it turns out, the Gnolls just love the flavor of roasted gnome. In fact, one of the only things the Gnolls love to do more than eat roasted gnome is to torture them before they cook them. Fortunately for the gnomes, the Gnolls' savagery is surpassed only by their stupidity, therefore "sessions" in this room do not last very long for the doomed demi-humans.

The room holds nineteen empty cages and nine cages occupied by gnome corpses. Anyone examining under the iron chair will discover the underside is covered with soot and a small pile of ashes and charred wood lie directly beneath it. The torture implements include pincers, scalpels of all sizes, pliers, thumbscrews, 3 small hammers, a metal nutcracker, a handful of wooden shims, 6 dull and rusty daggers of varying size, several metal punches, flint and steel and 2 unlit torches.

A few weeks ago, one of the hunting parties got lucky and captured a Common Leopard in a trap. They brought the animal back here and put it in a cage, hoping to terrorize gnomes with it. In the end, the animal was just as afraid of the gnomes as they were of it and nothing became of it. So the Gnolls decided to torment the animal with sticks whenever they were bored. They also have forgotten to feed the creature. Now it has escaped from its cage. Due to the cruel treatment it has received and its intense hunger, it will attack the PCs savagely.

## GN8. BRUILLA'S CHAMBER

**Encounter:** none**Potential Yield:**

- 4 Potions of Good, Smart Thinking (GPV = 1600) (EPV = 1000)
- Magic-user Scroll (GPV = 3000 gp) (EPV = 1000)
- Chainmail made of elven steel (GPV = 700)
- 855 gold pieces (GPV = 855)
- Fine fox cape (GPV = 350)
- 4 Disgusting paintings (GPV = 4)

Obviously some kind of very odd bedroom, skulls and horrific paintings decorate this chamber. In the southeast corner is a crudely built four-poster bed with a canopy of black satin cloth. A large cabinet dominates the north wall. Terrible stone gargoyles loom over the cabinet as if to chase away intruders.

This is Bruilla's room. She knows that none of the Gnarl-rons or Gnolls would dare enter this place. Likewise, she knows that Goolash will freely come into her chamber whenever he pleases. She assumes that if she locks her valuables away Goolash will simply break into whatever storage unit she uses. Thus, she keeps everything in an unlocked cabinet, but has small stone statues of gargoyles over it. Goolash is terrified of the gargoyles and never comes here alone.

The cabinet contains trophies from a couple of adventurers that Bruilla killed (and ate). These are: an unlocked coffer with 855 gp, a man-sized suit of Chain mail fabricated from elven steel (not elven chain mail, it is non-magical, See GMG p205), a Fox Cape worth 350 gp and Scroll of 6 MU spells at 7th level. The spells are: **Shocking Grasp**, **Magic Shield**, **Merge Coin Pile**, **Heat Seeking Fist of Thunder**, **Continual Light** and **Grow**.

The four pieces of artwork depict disgusting acts of violence and sadistic sexual exploits.

There are two concealed doors in this room. On the northeast wall, a large painting of a human being skinned alive by Gnolls conceals a door that leads into area GN7. The black silk canopy hides a door that leads down to area U1. Not even Goolash knows about the door to U1.

## GN9. HALL OF YI'GOR

**Encounter:** none**Potential Yield:** none

This huge torch-lit chamber appears to be some kind of gathering or worship hall. Thick, wooden benches face the front of the room where some type of table or altar sits. Alternating black and red two-foot square tiles cover the floor.

The Gnolls gather in this worship hall of Yi'Gor when called by Goolash or Bruilla, or to rally for a hunting party. Simply a poor attempt to decorate the hall of their gawd, the tiles sink slightly into the dirt due to poor workmanship, which in turn causes the surrounding tiles to rise a bit. This is not a trap or puzzle, but should provide a GM with amusement as PCs try to "figure it out."

## GN10. KITCHEN AND GNOME ROASTERY

**Hidden Encounter:** Rot Grubs (15)**Potential Yield:**

- Kill Rot Grubs (EPV = 15)

About the only thing that indicates that this room is a kitchen is the large oven in the southwest corner of the room. The room is otherwise in shambles and the stench of burnt flesh dominates the air. A large countertop has separated from the eastern wall and spilled some kind of nasty, rotting meat on the floor. There seems to be nothing of value or interest in this room.

The term "There seems to be nothing of value or interest in this room" is perhaps one of the most insidious phrases a GM can utter. It is a guarantee that the PCs will not rest until they have discovered something of value in the room which you, the GM, are obviously hiding. Well in this room, there truly is nothing of value! The Rot Grubs will immediately attack any PC foolish enough to dig around in the decaying meat.

## GN11. MESS HALL

**Encounter:** Poisoned Gnolls (12)**Potential Yield:**

- Kill Gnolls (EPV = 780)
- Miscellaneous coins (ave) (GPV = approx 780)
- 6 Long swords (GPV = 90)
- 6 Battle Axes (GPV = 30)

About a dozen hyena-faced humanoids sit among a dozen or so tables and chairs. Some howl and hold their bellies, others have their head down on the table, while still more hold their face in their hands. All things considered, given the appearance of the rest of this area, this room is relatively tidy. Over a dozen tables and maybe thrice as many chairs stand about the room, indicating that this is likely the mess hall.

The Gnolls in this room suffer from food poisoning, a fairly common occurrence here in the Groll lair. The lair's previous inhabitants, the Hobgoblins, constructed a secret door leading from storage room GN18 to area GB12, the goblins' then-storage area. The hobgoblins frequently stole from their smaller cousins. The dim-witted Gnolls, however, left the secret door ajar one too many times. The Goblins caught on after awhile. Sadistic creatures themselves, the little buggers decided against sealing off the breach. Instead, they leave food, especially cakes, treats and pickled halfling or gnome parts in area GB12 for the Gnolls to "steal". Naturally, the Goblins fill these goodies with all kinds of nasty substances. The dense Gnolls still have not made the connection and fall for it every time.

Gnolls thus afflicted with food poisoning from the little "delicacies" have their Strength reduced to 6/01 for 4d12 hours.

Each Groll carries 3-12 ep, 2-8 gp, 3-18 hsp, 2-12 pp in a large belt pouch. The Groll with 27 hit points has a small iron key in with his money. It works his footlocker in area GN13.

## GN12. GOOLASH'S ROOM

**Encounter:** Goolash, Groll Chieftan, Supreme Ruler of the Tribe of the Pulled Groin Muscle (1)**Potential Yield:**

- Kill Goolash (EPV = 600)
- Two-Handed Sword +2** (GPV = 4,000) (EPV = 800)
- Long Sword (GPV = 15)
- Scale Mail +2** (GPV = 5,120) (EPV = 1,000)
- Miscellaneous coins (GPV = 820)
- Fire opal (GPV = 1,000)

The complete disorder of this chamber is exceeded only by the omnipresent rank odor of diseased meat. Obviously a living chamber of some sort, here disarray reigns supreme. The bed sheets, greasy and stained with all manner of foul colors, lie strewn haphazardly on the bed. Whetstones and other instruments of weapon care clutter a table near the door. A dried, desiccated body of some type of small humanoid, perhaps Goblin or Kobold, hangs by its shriveled arms from the ceiling.

A powerful and capable fighter with superior morale and Strength, even Bruilla fears Goolash's wrath. The Gnarl-rons respect Goolash's combat abilities and even though he is a Groll, they obey him. Due to his great size, he is able to wield a two-handed sword in one hand and a long sword in the other. When fighting alongside Goolash, the lair's inhabitants receive a +4 bonus to their morale checks. It is virtually impossible to parley with Goolash. He will savagely attack the PCs on sight.

This is Goolash's room and where he can most often be found. Nobody... *NOBODY*... dares enter this room without his permission.



Even a cursory search reveals coins and other valuables hidden among the clutter (dead rats, old shoes, bones, dented helmets, broken weapons, dry branches, dead leaves, nettles, egg shells, nuts, rotten vegetables, feces, torn cloth, glass, shreds of parchment, wood fragments, etc.). For each man-round spent searching, the PCs can find d20 cp, d12 sp, d10 ep, d8 gp, d6 hsp and d4 pp. 25 rounds of searching will find the total (20 pp, 168 hsp, 216 gp, 264 ep, 312 sp, 504 cp.)

Formerly a kobold thief, the desicated remains contain a fire opal worth 1000 gp (hidden in its intestines). This thief stole Goolash's prize fire opal and escaped, only to be caught in the woods while relieving himself. Goolash accidentally killed him before torture could reveal the gem's location and his secret literally died with him. The truth is, the kobold hid the gem in an, um, *uncomfortable* place and was trying to retrieve it when Goolash found him. It can be found on the corpse, if anyone is disgusting enough to search for it.

### GN13. BARRACKS

**Encounter:** Off-duty Gnolls (6)

**Potential Yield:**

- Kill Gnolls (EPV = 390)
- 16 Spears (GPV = 12.8)
- 8 Morning Stars (GPV = 80)
- Miscellaneous coins (ave) (GPV = approx 330)

Considering the tremendous disarray of the rest of this complex, this dark and cool room is in good shape. Two dozen unmade beds line the north and south walls, each with a footlocker nearby.

These off-duty Gnolls are lounging around, trading insults, dirty jokes and vile bodily noises. They wear their armor and have an array of spears and morning stars at their disposal. They will throw their spears until engaged or they run out of ammo (at which point they will engage in melee).

A padlock keeps safe each of the 24 footlockers. The locks are all poor quality as per Table 16H: Lock Quality on page 202 of the *GameMaster's Guide* and thus offer a +15% bonus to Open Locks checks. None of the footlockers contain anything of value (dirty socks, rags, bits of wood, string, twigs, stones, etc.). Gnolls may be dumb but they are not moronic enough to leave valuables lying around in barracks footlockers. All but two of the Gnolls (the one with 24 hit points and another in room GN11 each have an iron key that works one of the lockers) have lost the keys to their lockers anyway and have long since forgotten their contents.

Each Gnoll carries 3-12 cp, 2-8 gp, 3-18 hsp, 2-12 pp in a large belt pouch.

### GN14. BARRACKS

**Encounter:** Hoppy the Goblin (1)

**Potential Yield:**

- Kill Hoppy (EPV = 1)

This large room is obviously designed to house troops. There are beds lining both the north and south wall, though none of them are made and the sheets are pretty grimy and smelly. Each of the beds has a footlocker somewhere in the vicinity of it, though the entire room looks like it was chaotically arranged with no order or reason. There is a small, green humanoid of some type sitting on the floor. His arms are bound to the frame of a bed and he's obviously badly beaten. He appears to be breathing.

Hoppy is a Goblin from "down the way" and he was captured while nosing around the Gnoll lair. The Gnolls know that the Goblin is going to suffer an unspeakably cruel fate and equally cruel death at the hands of Goolash, so they are having some fun with him before turning him over to their chieftain.

As Goblins go, Hoppy is pretty damned smart. He has become disillusioned with Goblin tribe life and was in the Gnoll lair attempting to steal enough money to strike out on his own. If the PCs assist him, his alignment, which has almost teetered over to LN already, will complete the transition and he will gladly befriend them. Hoppy knows about the treasure under the stone slabs in area GN16. He will share that information if he feels that he would benefit from it.

There are 16 beds and 16 padlocked chests in total. They are identical to those in room GN13 (except these keys are nowhere to be found).

### GN15. BARRACKS

**Encounter:** Off-duty Female Gnolls (6), Gnoll pups (3) (defenseless infants).

**Potential Yield:**

- Kill female Gnolls (EPV = 390)
- Kill Gnoll pups (EPV = 0)
- Mixed coinage (GPV = 1789)
- 72 flight arrows (GPV = 1.8)
- 6 quivers (GPV = 4.8)
- 6 battle axes (GPV = 30)
- 6 longbows (GPV = 450)

Although definitely not clean by any sane standard, this room is definitely one of the tidier in the complex. It's a barracks of some type obviously, but it's small and seems intended to house few people. A dozen beds line the south wall. A pen in the northeast corner holds some small animals.

The female Gnolls of the "tribe" live here. They will fight fearlessly in defense of their young (and their stash). Morale checks are not necessary if combat ensues. If things are obviously going badly for them, they will attempt to communicate with the PCs and strike a deal. They are willing to give up half of their hoard to save their lives and the lives of their young. They will fight to the death rather than give up all their treasure.

They wear their armor and have longbows, 12 arrows and battle axes. The first round, three will fire arrows, while the other three overturn cots for cover (giving 50% cover, +4 AC bonus) until engaged or they run out of ammo (at which point they will engage in melee).

The pen actually holds Gnoll pups.

Due to the severe abuse they receive from their chieftain, the female Gnolls are always plotting an escape. A bit savvier and more frugal than the males of the tribe, they have managed to collectively stash away a sizeable horde of money that they have hidden in the pup pen (a place they know the males will never look). They females dug a niche behind the pen (concealed by a blankie). The niche has a considerable pile of mixed coinage. 177 hsp, 988 gp, 250 ep and 3422 sp.

### GN16. GNARL-RON BARRACKS

**Encounter:** Gnarl-ron elite troops (8)

**Potential Yield:**

- Kill Gnarl-rons (EPV = 960)
- 8 suits medium size ring mail (GPV = 520)
- 8 small shields (GPV = 160)
- Miscellaneous Gear (GPV = 269)
- Eleven **Crossbow Bolts +2** (GPV = 2500) (EPV = 500)
- Gems and coinage (GPV = 2170)

This barracks room is in outstanding condition. Eight beds line the west wall, each made to absolute perfection. At the foot of each bed is a padlocked footlocker and on the south wall is a padlocked locker.

This is where the Gnarl-rons live. There isn't a spec of dust or a tiny scrap of refuse to be found in this room.

The Gnarl-rons act as Goolash's elite enforcer unit. Under normal circumstances, Gnarl-rons would never follow a Gnoll chieftain but in this case they are well aware of Goolash's powerful combat skills and no one of them is bold enough to step up to challenge him. Goolash may be an idiot, but he has enough instinct to realize the nature of the precarious relationship so he is careful to ensure that the Gnarl-rons enjoy special status in the lair.

The eight padlocks on the foot lockers as well as the lock on the south wall cabinet are of excellent quality as per table 16H: Lock Quality on page 202 of the GMG. They confer a -20% penalty to Open Locks checks.

The foot lockers contain nothing of value or usefulness. The Gnarl-rons simply use them for clothing storage.

The locked cabinet stores various supplies including five 50-foot lengths of hemp rope, a 25-foot length of heavy chain, 10 winter blankets, 6 crowbars, 10 grappling hooks and 10 man weeks worth of dry rations.

**Secret Door:** If the PCs move aside the cabinet and make a successful find secret doors check (or a successful detect unsafe floors or mining sense roll), they will notice a secret panel. This false stone panel, removable by prying it up (a dagger or other appropriate object can be used for leverage), hides a niche.

The Gnarl-rons hid their most valuable booty in this niche. Contained herein are 11 crossbow bolts +2, a large, excellent Tiger Eye (500 gp), a tiny, good Jacinth (500 gp), a very large, average Onyx (500 gp), an average Topaz (500 gp) and 234 platinum pieces.

**GN17. ARMORY**

**Encounter:** None

**Potential Yield:**

- 28 long swords (GPV = 420)
- 90 misc. pole-arms (GPV = 635)
- 33 battle axes (GPV = 165)
- 1 suit of splint mail (GPV = 600)
- 3 medium shields (GPV = 90)
- 11 long bows (GPV = 825)
- 37 morning stars (GPV = 370)

This large weapon storage area is in utter shambles. There aren't even weapon racks! Everything is strewn about on the floor. Several dozen obviously broken pole arms protrude from the pile, but there must be hundreds and hundreds of weapons in all. You can make out an occasional shield as well.

For every useable item in this room, there are at least half a dozen broken counterparts. For each full minute the party searches the room, they can find one useable item. Roll 1d12 and consult the Gnoll Armory table.

In all, there are 28 long swords, 33 battle axes, 1 suit of splint mail, 3 medium shields, 11 long bows, 37 morning stars and 90 misc. pole-arms (5 of each type from the PHB, pages 118-119)

**GN18 SUPPLY ROOM**

The stench emanating from this room issues forth down the hall a good ten feet. All but those suffering from anosmia notice straight away.

**Encounter:** None

**Potential Yield:** None

Well, you've discovered the source of the reeking odor. All manner of rotting junk fills this room. You see kegs, bottles, rat carcasses and worse strewn all over this room in a messy jumble.

Well in theory, this is where the Gnolls store their supplies. The fact of the matter is, if there were even a single useable item in this disgusting, stench-ridden, parasite-infested crap hole then Thor himself would probably fall over dead. A list of findable items is below. Feel free to add to this list if your players are stubborn enough to search after finding all of these little treasures. If they try your patience, start rolling on the disease tables in the GMG (Table 1Q).

- Smashed, dried eggs
- Rotten, desiccated meat
- 5 dead rats
- 4 kegs of tepid, algae-ridden water
- 6 bottles of Gnoll urine
- a punctured, dried-out wine skin
- a dead garter snake
- 7 dead birds (sparrows)
- 8 rusty door hinges
- 37 bricks
- assorted timbers (termite infested)
- 17 boots (none of which are a matching pair)
- a box of hard candy (crawling with ants)

**Gnoll Armory**

Result	Item Found*
1-4	pole arm
5-6	long sword
7	long bow
8-9	battle axe
10	long bow
11	medium shield
12	splint mail**

\* If there are no more of the indicated item remaining then reroll.

\*\* Each result of a '12' yield 1/3 of a suit of splint mail, so three successful attempts must be made.

**LABYRINTH OF THE MINOTAUR (L1-L6)**

**Potential Yield:**

- Slaying Heffer the Minotaress (EPV = 1400)
- Chainmail Bikini of Remote Eye Gouging (GPV = 2000) (EPV = 500)
- Ranseur +3 (GPV = 10,000) (EPV = 2,000)
- Horseshoes of Speed. (GPV = 15,000) (EPV = 1,000)
- Miscellaneous treasure outside cave (GPV = variable)

A number of unsavory monsters call this maze home, but the nastiest is by far a wickedly resourceful Minotaress (female Minotaur) who resides herein. The great-grandfather of the current main-occupant was a Free Range Minotaur named Minos. After banishment, he moved his family here because of the ready supply of water and food (the nearby woods and caves housed plenty of humanoids, especially gnolls, for whom they have a special family BBQ recipe). Unfortunately, the mighty Minotaur family fell to Mad Cow disease and perished, except for Heffer, the current resident. She merely has a chronic case that manifests itself periodically in the form of various quirks (see her description, below). Now Heffer hunts alone, but the eatin' is still good.

Heffer will agree to help the Hobgoblins against invaders at the cost of one humanoid, human or demi-human for every three days of service. The payment will, of course, be devoured during that time, except for male humans with 15 or greater Strength, whom she will keep as described below. Heffer keeps only the choicest of treasures, tossing unwanted loot to whomever happens to find it at the mouth of the labyrinth.



L1. LABYRINTH ENTRANCE

Encounter: Heffer the Minotaure (1)

The entrance to this cave is a cluttered mess. Piles of refuse, bones, animal carcasses, humanoid bodily remains, pieces of metal, bits of fur, leaves and other miscellaneous items lie scattered in a rough arc around the mouth as if tossed there randomly by some trash launcher.

If the players investigate, they will find the following items randomly at a rate of one per round per person searching (duplicate items indicate nothing found that round by that searcher). Most of the stuff is useless because sneaky Kobolds, Goblins or bold larger humanoids sometimes scavenge here.

For every 5 man-rounds that the party searches, there is a 1 in 6 chance the Minotaure becomes alert to their presence. In such a case, she cannot be surprised and will wait in her lair for the party to enter to gain surprise on them! If there are only one or two visible characters, she will charge out and attack, but if more join the fray, she will retreat to her labyrinth. See below for her specific tactics. If anyone approaches the cave, read:

The inky-dark opening leads into a rough-hewn cavernous area. Glistening natural-stone walls form tunnels heading left and straight ahead. Given the piles of junk out front, you would have expected a foul stench to overwhelm you, but no such aroma issues forth from the cave mouth.

This cave system is exceptional, not due to its meandering nature, but because immediately upon entering the place, adventurers will feel a tad light-headed. This dizziness is all thanks to great-grandpappy Minos; he cast a spell on the caves that causes this confusion effect. Minos did this to keep out those sneaky and annoying Kobolds (and once word got around, it worked to a great extent). After 30 feet past the cave mouth, grandpappy Minos' spell of Direction Confusion will begin to function. You should simulate this by deliberately misdirecting the players, i.e., name incorrect directions: southeast instead of northeast, east instead of west, etc. Try not to avoid over-use of opposites or any other pattern (but do not roll randomly either or the players might hear your dice and figure it out; simply call false directions at your whim or roll randomly before the game and keep a list). Pay no heed to calling the same passage as a different direction should they travel over the same route twice – that is merely the effect of the magic on them. Any natural or talent-based direction sense or even spells will automatically fail in here. Allow any character that makes a successful (secretly rolled by you) cartography skill check a secret saving throw versus spells.

When intruders enter the area, Heffer immediately begins to stalk them. She will position herself so that she can view area L2 and watch the party battle the Tarantubats. Her goal is to discover the largest, strongest and most charismatic human male so that she can make him her mate (she's currently in heat and her biological clock is tick-tick-ticking and her **Horseshoes of Speed** aren't helping the matter one bit). She will target the human male that is best in the following categories: Strength, Height, Weight and Charisma. Ties go to best Strength. If there are no humans in the party, she will look for a half-human. If there are none of those, she will simply consider this encounter as an opportunity for food and no more.

Once she has chosen her victim and the party has made it past the Tarantubats, she will move into the front of the party and attack with her **Chainmail Bikini of Remote Eye Gouging**, then use her superior speed and knowledge of the maze to move into a flanking position. When she is ready to attack, DISPLAY ILLUSTRATION 6 ON PAGE IQ4.



From there, she will charge (note that because of her speed, Heffer only needs 7 feet of room to initiate a charge) into her chosen mate (inflicting full damage) and attempt to carry him off into the maze (inflicting another 1-3 points from the **Chainmail Bikini of Remote Eye Gouging**). She will head through area L3, then circle back to hide and wait for the party to give up the search. If her victim resists, she will drop him after one round (separating him from the party) and head back into the maze. Then she will blind him from the front, then charge him from the rear in an effort to take him down. She will continue her charge-by tactics until he falls. Once down, she will tend his wounds, then carry him with her in the maze, avoiding the party until they grow bored and leave. If he dies from the charges, she will repeat the procedure on her second choice. If the party stubbornly remains, she will secret her victim in area L6, then attempt to repel the intruders using her blinding and charge-by methods. If she succeeds in capturing a mate, she will hold him captive in area L5.

Labyrinth Entrance Heap Search Results

D100	Item	Item
1	d3 cp	52 Quarterstaff (cracked in half)
2	d3 sp	53 Pouch (Sewing needle, thread, dried fruit)
3	d3 ep	54 Whip
4	d3 gp	55 Small shield
5	d3 hsp	56 Saddle
6	d3 pp	57 Small pouch <sup>a</sup>
7	belt pouch <sup>1</sup>	58 Large belt pouch (rice)
8	half-burnt torch	59 50 feet hemp rope
9	rusty hooded lantern (unusable)	60 9 feet silk rope
10	halfling-sz chain mail, damaged (AC6, 4 HP left)	61 backpack <sup>a</sup>
11	med. metal shield, dented (1 HP left at +3)	62 sack with a half-pound pistachios
12	Body shield, metal, demolished	63 Hourglass
13	Human-sz splint mail pieces (AC8 1 HP left)	64 Small metal mirror
14	Great Helm (size 7 1/4)	65 waterskin (wine, spoiled to vinegar)
15	Hide armor, ripped, bloodied and useless <sup>2</sup>	66 Hobgoblin arm (from shoulder)
16	Broken wagon wheel	67 Small pouch (bar of soap)
17	Large saddle bags (one has a hole in it)	68 Blanket, dirty
18	Bit and bridle (good condition)	69 Small pouch (corn dodgers, rotten)
19	Small oar (canoe)	70 Ram's horn
20	Blue robes, human-sized <sup>3</sup>	71 Flute, broken
21	Blue conical hat <sup>a</sup>	72 Large feather (unknown)
22	Spiked buckler, full HP	73 Rusty nail
23	Ravaged ring mail (AC9, 1 HP)	74 2-foot long piece of lumber (2x4)
24	Blowgun, bent and useless	75 fish bone comb
25	Quiver, empty	76 belt
26	A broken flight arrow	77 Goblin hand with iron finger ring (3 sp)
27	Flask of oil	78 waterskin (dry)
28	Light crossbow	79 rusty iron spike
29	Broken longbow	80 dagger, rusty, loose handle
30	Rusty shortsword	81 whetstone
31	Longsword (blade sheared)	82 corncob pipe, used but good
32	Pouch with 11 sling bullets	83 canvas strip
33	Leather pouch with 3 darts (set)	84 jar of honey
34	Bandolier w/7 throwing daggers (room for 9)	85 rusty grappling hook
35	Normal hammer	86 crampons
36	Crowbar, rusty	87 left boot
37	Kobold head	88 hacksaw, rusty
38	Orc skull	89 pile of leaves
39	Bugbear lower jawbone	90 large bone/femur (unknown origin)
40	Sheaf arrow	91 2 molars (possibly human)
41	Wooden spear	92 broken glass
42	Mule head	93 skivvies (human, dirty)
43	Ape skull	94 ink pot (ink dried)
44	Ape hide	95 crude fishing pole
45	Basket, small	96 right gauntlet (human plate mail)
46	Small broken chest	97 basinet (size 6 7/8)
47	Dead robin	98 pouch <sup>a</sup>
48	Bird's nest	99 leash or lunge line, snapped
49	Bundle of firewood	100 nothing
50	Glaive	
51	Flail	

- 1- containing a large dried spider, rotten sparrow egg, 2 pieces of string
- 2- with the rotted, partial Gnoll remains still in it
- 3- bearing star and moon pattern (badly ripped)
- 4- moon and star pattern, slightly bent
- 5- containing a fishhook & line, 3 shells, a rock, a

- dried frog
- 6- containing a quill, 3 sheets papyrus, prayer beads, incense, sealing wax, half-pound raisins
- 7- containing a dead mouse, fish hook, rusty nail, iron buckle, egg shell

Heffer knows this area so well that the only way for victims to escape is to go through one of the secret exits or flee the maze, then climb a large tree.

Heffer is a massive female Minotaur specimen, looking for an appropriate mate. She has AC 4 due to her natural armor plus her **Chainmail Bikini of Remote Eye Gouging** (Command word is: "Perverts!" shouted sneeringly in common). She wields a **Ranseur +3** that she can wield one-handed if need be. She's doubly-dangerous as she moves about quickly in her sporty **Horseshoes of Speed**.

L2. TARANTUBAT CAVE

Encounter: Spider, Tarantubat (16)

Potential Yield:

- ☐ Slaying Tarantubats (EPV = 560)

The walls of this cavern are barely visible beneath the webbing that lines the walls and ceiling. Two ominous-looking and large oblong figures hang in the webs on the left hand side. Two exits are visible through the wispy strands, one straight and one to the left.

There are 16 of these flying arachnids here. They are hungry because Heffer often takes down their kills before they can devour them.

The Minotauress loves to catch and eat these spiders, so they avoid her. The oblong figures are two former victims, an over-curious Kobold and an Orc that entered on a dare (he won, but obviously could not collect any Honor for his trouble). They have no treasure (Heffer takes anything they collect).

**L3. FIRE BEETLES:**

- Encounters: Fire Beetles (3)  
**Potential Yield:**  
 Slaying Fire Beetles (EPV = 105)

A warm red glow comes from the passages up ahead. It looks to be light from a small campfire or evening sunset's glow through the cave mouth.

The glow comes from the three Fire Beetles that dwell in this area. If the party gets into position to look into the cavern, read:

Peering toward the light source, you see three huge beetles, two to three feet long each, with ominous glowing red eyes and glowing red abdomens. Mandibles clicking, they scurry your direction.

They too are hungry and will hasten to attack any persons (save Heffer) entering their area. It is unlikely they will attack Heffer as she moves too quickly for them (and surprises too often). They have no treasure but their glow glands. They glow with a red light, 10' radius, for 1-6 days after the beetle is killed.

**L4. PRIVY WITH DUNG BEETLES:**

- Encounter: Dung Beetles (5)  
**Potential Yield:**  
 Slaying Dung Beetles (EPV = 175)  
 Incense burners (GPV = 40)  
 Incense (GPV = 36)

As you round the corner, the smell of sweet incense, mixed with something more pungent, yet familiar, assaults your nostrils. Looking around you see a massive pile of cow dung, by far the largest you have ever seen. A small wooden box sits closed across from the dung heap. Evenly spaced about the cavern are several wall sconces, each supporting a large incense burner. Besides where you entered, there is one other exit directly across from you.

Five Dung Beetles wallow here. Anyone observing the bullshit has a 1 in 6 chance per round of noticing movement or feelers. The Dung Beetles can feel vibrations and will be aware of anyone entering the cavern. They will simply wait patiently for an addition to their pile. If the dung is disturbed in any way other than adding excrement, they will climb out and attack. They hate the Fire Beetles and will attack them on sight. Likewise, they will attack anyone carrying a glow gland from the Fire Beetles.

The Dung Beetles have no treasure. The incense burners are brass and worth 10 gp each. The incense they contain is partially used and worthless. The wooden box contains 7 pounds of cheap, but strong incense (36 gp in value). Heffer bought it from the Bugbears (who got it from a raid on the Orcs; the Orcs looted it from a merchant caravan). Heffer burns it often and is overly sensitive about the smell.

**L5. THE MINOTAURESS' BEDROOM:**

- Potential Yield:**  
 Escaping Captivity (EPV = 500)  
 Hides and furs (GPV = 42)  
 Decorative Candles (GPV = 36 sp)  
 Bronze candelabras (GPV = 226)  
 Perfume & Bottle (GPV = 5)

This neatly decorated, but ominously macabre, cavern seems to be a bedroom. Animal skins and furs are arranged in a comfortable-looking sofa and four-poster bed. Skulls and bones by the thousands and in all shapes and sizes lie arrayed in decorative patterns and seem to form the frames of both the bed and the couch. The wall behind the bed, just above the headboard (made of wood rather than bones) boasts a set of manacles and maybe six feet of heavy chain. A not wholly distasteful aroma of perfume and barnyard scent fills the air. A crude nightstand and several standing candelabras, loaded with candles, round out the furnishings.

Heffer calls this place home. It has an obvious feminine touch to it (as far as monster lairs go). The manacles are for her future lover, so he cannot get any wise ideas, like running away. She will keep any male humanoid prisoner here until she conceives (it takes one month of effort) at which time she will get too hungry to keep him any longer. She will nurse her victim to at least five hit points before beginning her amorous pursuits (and will begin that very evening if the character already has at least 5 hit points). Heffer will serve her prisoner a diet of humanoid meat (cooked only if requested). The prisoner will be unable to regain lost hit points and will actually suffer 1d6 points of damage per night of "activity" as she can get quite wild when aroused. Anyone that survives such an ordeal loses 5 points of temporal Honor per "encounter". If discovered by others, an additional 10 points of temporal Honor are automatically deducted.

Most of the animal hides are worthless (moth-eaten, stained or have cow perma-stink), but the few that are valuable are: 1 beaver pelt, 1 fox collar trimming, and 1 bearskin rug.

The mattress and sofa are straw-filled (naturally). Heffer stores a long box of candles under the bed (36 candles left, each 18 inches in height. Due to their decorative nature, each candle is worth 1 sp. If anyone tears apart the mattress, they'll find three keys. They all look similar (skeleton keys of brass, around the same size).

The skulls and bones are all from former victims (as are several dried and cured human and humanoid skins).

The thick manacles are held by a stout chain and held by an iron ring set directly into the stone. They can be broken only with a successful bend bars/lift gates roll at -10%.

The seven candelabras are made of bronze and are worth 10, 6, 15, 35 and 160 gp. Their value varies by size and beauty. Their encumbrance values are: 30, 10, 100, 65 and 350 gp in weight/bulk.

The nightstand is little more than a small table. A largish bottle of perfume (worth 1 gp for the bottle and 4 gp for the perfume), a tinderbox (for the candles) and the smallest candelabra (the 6gp/10 gp encumbrance one) rest upon it.

All other furnishings are worthless.

**L6. TREASURY**

- Encounter: none  
**Potential Yield:**  
 Staff of Curing (GPV = 15,000) (EPV = 4,000)  
 Potion of Diminution (GPV = 500) (EPV = 300)  
 Potion of Delusion (GPV = 150) (EPV = 0)  
 Potion of Hill Giant Strength (GPV = 900) (EPV = 550)  
 Plate mail +2 (GPV = 8,000) (EPV = 1,000)  
 Coinage (GPV = 1086)  
 Jewelry (GPV = 2800)  
 Painting (GPV = 1)

The secret door is actually a slab of stone that takes not less than 36 Strength to move (or 18 Strength and 450 foot-pounds of leverage). The secret door will be noticed by careful checking of the walls, but each man-round searching only produces a 1 in 6 chance to find the handle where it can be grasped.

**The Minotauress' most valuable treasure hides behind this slab of rock:**

**Large locked chest** (with poison needle in lock, save at -2 or lose 2 hp/round for 10 rounds, save reduces damage to 1 hp/round) - contents 931 gp and 310 hsp

**Staff of Curing** (18 charges). Command word "Mercurochrome" is inscribed in the handle.

1 suit of human-sized magic **Plate mail +2** (60 HPs)

**Locked coffer** that holds 3 potion bottles: brown and viscous, smelling of tree-bark (**Diminution**); yellow, clear, smelling of alcohol (**Delusion** [imber will believe it to be Extra-Healing]); amber, clear with some solid matter floating in it, smelling of urine (**Hill Giant Strength**).  
**Locked coffer** containing 3 pieces of jewelry worth 1600, 900, and 300 gp respectively. Jade pendant, wrought gold locket, and an ivory brooch.  
 A lovely and expensive-looking **painting** (rolled in a tube) of a pleasant meadow with a red barn in the background. Heffer has been meaning to put this up, but has not gotten around to making a frame for it. Turns out it is a fake and worth only 1 gp for the parchment.

The keys to the chest and both coffers are in Heffer's bed. Using the wrong one (it's impossible to tell which goes to which lock) will set off the trap in the chest. Clever players will open the coffers first.

## Shrine of the Ape Gawd (SI-S20)

Several years ago, in the distant jungles far to the south, the ape village of Kawaxir had a problem: success. It was growing too fast as the Ape Shaman numbers continuously increased. Life had grown easy, and most of the Ape Shamans lived well, or at least in reasonable comfort, and things were alarmingly peaceful in the surrounding area.

This did not sit well with one young Ape Shaman. Agor the Unlucky, an Ape Shaman with a vision, believed that apes were superior to all other races. He saw that the village had grown powerful enough to not only start, but to win, a war against his foes (neighboring humans and humanoids). Stories of the Southern Orc League and Akh'Tang's success haunted and taunted him. He dreamed of an empire, with apes enslaving the lesser beasts and with himself controlling the lesser Ape Shamans. If Orcs could do it, why not apes?

Unfortunately for Agor, many Ape Shamans did not share his views. At first he openly spoke of some of his plans, but he quickly learned the value of subtlety. He began to create cover stories to increase his own power. He took on more and more personal bodyguards as his faction began to grow to significant size. Agor the Unlucky was an up-and-coming player in the Great Ape Village of Kawaxir. For two full years he continued to expand his power base, frequently making enemies but also increasing his number of followers. But alas, Agor was still young and impatient. He had drawn more attention from his higher-ups than he knew, and he took too many risks. Agor attempted to oust an older, more established Ape Shaman before the time had grown ripe. Driven out of Kawaxir along with his most loyal followers, he grew increasingly bitter. His first plan involved building his army and attacking Kawaxir outright. He lost most of his troops in the attempt.

Agor's next plan involved building his own village. He drove his followers too hard, though, and none knew enough of engineering or architecture to successfully construct anything beyond a small hut. Some deserted.

Agor left the jungle in a state of desperation. He needed a new plan, and he needed time to make it. Life outside the jungle was harsher than he had known, and he grew ever more demanding of his followers just to survive. None knew much of survival outside their homeland, either, but he abused them for their ignorance.

Eventually, he wandered near the Keep. When Simian Orcs attacked, things looked bad. As his followers fell to these lesser creatures, Agor had an inspiration. Having heard the Simian Orcs in action and from prior knowledge, he guessed what they valued most: battle. He offered to join forces. If they accepted his guidance, he would find numerous foes for them to chop up into little pieces. This, he claimed, was the message of the Ape Gawd.

So he came to the Caves. He found an area relatively uninhabited and moved in. His followers have been expanding and perfecting their new home for the last eighteen months, though Agor does not yet have everything just the way he wants it. Agor has learned some caution, so he plans to expand his forces considerably before making decisive moves. In the meantime, the Simian Orcs have some enemies to fight and Agor and his Ape Shaman Warriors have a base of operations.

### SHRINE OF THE APE GAWD

A foul draft issues from the 10-foot wide cave mouth that opens into 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.

The trees and vegetation have been twisted and overfed by zealous Ape Shaman Warriors trying to make this area more jungle-like. As soon as visitors enter the cave mouth a dim awareness of lurking anger pervades their senses. Red strata intertwine with bulging black veins running through the hewn rock walls beyond the entrance. Somehow, the bitterness of the exiled Ape Shaman Warriors comes through even in the digging they have done to expand their caves. The wide corridors and chambers are deathly still when not interrupted by Ape Shaman Warrior or Simian Orc voices. These voices always yell, since a few months ago Agor had to forbid Ape Shaman Warriors and Simian Orcs from killing each other. They continue their contests by body counts (of enemy races) and shouting.

The floors are worn smooth by the tread of countless feet pacing, waiting for the next opportunity to brutally assault unworthy foes. Even the footsteps of intruders echo loudly in these vaulted halls, though they also carry the voices of the inhabitants. The noise is difficult to get used to, but the effects balance out and both sides have normal chances to be surprised.

The Simian Orcs have converted to the Ape Gawd's worship. Agor tries to avoid leaving them to their own devices. If he did, they would likely kill his guests and that would harm his future plans. However, because of the difficulty with Simian Orcs he is accustomed to commotion in the lair and not likely to panic even when fights break out. Nonetheless, he is desperate to maintain the power he has gained so far and does not dawdle when his followers' lives are on the line.

Eight Simian Orcs wander the lair, ready to worship their new Ape Gawd by beating the tar out of passersby at the slightest opportunity. They do not attack characters under Ape Shaman guard, however, as they fear Agor's wrath for disobeying orders. Eight more are usually out gathering supplies or frightening travelers, though they may come back at any time.

### Wandering Encounter

#### Patrol of Simian Orcs (8)

**GM NOTE:** If (when) the characters run in and begin hacking in the Reception Room, they draw attention first from S6 (after three rounds of combat). After four rounds of noisy combat, a wandering patrol arrives. Then any Ape Shaman Warriors from S7 show up (after six rounds of combat) and finally Okala (from the Kitchen or Cafeteria, after seven rounds).

Sheego (from S6) attempts to assess the party's strength and seeks Agor's help if they seem tough enough to defeat his students. Even if he fails, Okala uses Sanctuary on himself to get past any battle and seeks out Agor.

If warned of an assault on the lair, Agor and his companions (from S13) arrive after twelve rounds of noisy combat. If not warned, he passes through the Reception Room about thirty minutes after the party enters. The Ape Shamans might only seek to drive out intruders, but the Simian Orcs want to kill them, painfully.

If he has time and the party is winning slowly, Agor organizes all his forces (including undead) for a stand in the main temple (S13). All Ape Shamans and Ape Shaman Warriors are +3 to morale in that hall.

### SI. RECEPTION HALL.

#### Encounter: Ape Shaman Warriors (3),

#### Carnivorous Apes (2)

#### Potential Yield:

- Jade Necklaces and bone holy symbols (GPV = 639)
- Killing Apes (EPV = 1,360)

DISPLAY ILLUSTRATION 17 ON PAGE IQ10 AND READ:



The tunnel ends in a large rectangular hall, fifty feet to the far wall and sixty feet long. On the far side is a twenty-foot long section at least ten feet deep, with a large set of double doors. To the right is a ten-foot wide opening leading into a passageway. Various decorations and tapestries depicting apes and bananas hang on the wall. Several include religious markings. Long wooden benches line the wall space below the decorations.

A large, heavy but apparently poorly built table rests in the middle of the room. In the midst of the room are also several chairs and some wood splinters. A large ape wearing a necklace of jade with beads and claws sits in one of the chairs, talking with two other apes that stand about eight feet tall. Each wears similar jewelry and simple loincloths. All have some type of curved sword at their waist in addition to sharp-looking claws.

One of the standing apes holds two leashes. They end in collars around two smaller apes (though still bigger than an average human). Those two have long fangs, no jewelry or clothes, and feral expressions.

## Chapter 3: The Mines of Chaos

The decorations are meant to glorify the Ape Gawd, as any character with a religion skill can tell with a successful check. The Ape Shamans teach that the banana is a special gift from the Ape Gawd to his chosen.

The Ape Shaman Warriors are suspicious of human and demi-human visitors, but do not automatically suspect them of being enemies. Agor encourages worshipers to visit the temple. He also has many plans in the works at any given time, and these guards do not attack immediately. Normally Chawinga, the Ape Shaman Warrior sitting at the table, would have visitors escorted to the cafeteria to await further instructions. He also sends his underling (Nando) to gather some Simian Orc guards from S6 and S10, preferring one per each visitor (more if he thinks them especially dangerous).

The Carnivorous Apes (Bobo and Chukky) are in training to become guards for the lair. Their trainer Siiku releases them to defend the lair if attacked.

### Each Ape Shaman Warrior's wears a:

- jade necklace is worth 200 gp and
- a bone carving of a conch shell, the unholy symbol of the Ape Gawd, worth 13 gp

## S2. CAFETERIA.

**Encounter:** Okala, young Ape Shaman (1)

### Potential Yield:

- Killing Okala (EPV = 175)
- Scroll of Protection from Plants** (GPV = 2,500) (EPV = 500)
- Scroll with 5 spells: Cause Serious Wounds, Know Alignment, Magical Vestment, Minor Raise Dead and Slow Poison** (GPV = 4,500) (EPV = 1,500)
- Potion of Fire Breath Protection** (GPV = 750) (EPV = 1,200)
- A carved bone holy symbol of the Ape Gawd, a conch shell (GPV = 20)
- 2 jasper stones worth 50 gp each and a piece of coral worth 100 gp (GPV = 200)
- Key to Pantry (S4) (GPV = 1 sp)
- Key to small chest (northern side) in S8 (young Ape Shaman's Quarters) (GPV = 1 sp)

The passage opens up into a large, rectangular room. The far wall is forty feet away and the room extends twenty feet to each side of the ten-foot wide passageway.

Rows of tables with benches line the southern and middle parts of the room, parallel to the longer dimension of the room. In the north wall, near the northwest corner, is a closed door. The tables and benches appear to be slightly askew from their intended orientations.

Nearer the door several very long tables hold a few scattered pots, pans and dirty dishes.

If the PCs spend more than three minutes in this room, a young Ape Shaman emerges from the door to retrieve some of the dishes. There are always a few dirty dishes on the serving tables, even during meals, because everyone is above dishwashing (and the Simian Orcs cannot be trusted to avoid throwing dishes at each other).

Okala, the young Ape Shaman, is in training under Agor, currently serving extra chores as punishment. He assumes the party is here on legitimate business unless they attack, in which case he flees through the kitchen and locks himself in the pantry. He carries several pouches and has some papers tucked into his belt. Most are notes, prayers and mnemonic tricks for his lessons, but the scroll with 5 spells is among them. In a special hidden pouch under his neck fur he hides a crib sheet (for Agor's tests) and the Scroll of Protection from Plants. Other items Okala carries are listed in the potential yield section.

## S3. KITCHEN.

**Encounter:** possibly Okala if not encountered in S2.

**Potential Yield:** See S2.

This large room is crowded with tables, stands, pots, shelves and is quite warm. The most open section is directly near the two doors: one in the south wall and one to the east. To the west, the room opens into a large area. A massive stove sits near the west wall, with several smaller stoves throughout the room. A distinct odor fills the area.

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Draw this room to give the players an idea of the dimensions. Okala may be in the kitchen cleaning up if not encountered in the cafeteria. If so, there are sounds of pots banging and muttered curses as the Ape Shaman works. If disturbed in the kitchen, he demands the PCs identify themselves and becomes worried when the answers do not match any of the visitors he knows about. However, he is a clever young ape and will attempt to bluff his way out of the situation if outnumbered. He offers to lead the party to the great treasure of the lair (if that seems most likely to interest them) or a chance to see the main temple (if they are relatively polite). Either way, he tries to reach the main temple area (S12) and warn Agor, whom he believes can dispatch troublemakers.

The odor is that of bananas and the banana bread. A supply of banana bread dough is always at the ready for feasts and offerings.

## S4. PANTRY.

**Door:** This door is normally locked. Okala holds one key, as does Sheego, the Ape Shaman Warrior giving a lesson in the Indoctrination Room (S6) holds the other.

**Encounter:** none

**Potential Yield:**

- Foodstuff (GPV = 5)

Poorly conceived shelving and numerous crates clutter this entire room. The clutter appears to be vegetables, dried meat, nuts and other foodstuffs.

There are a lot of bananas here. Signs of rat and insect problems are obvious; the cook simply throws them into his pots.

If Okala locks himself in, he piles crates near the door (which opens inward). If it becomes obvious that the PCs will break through, he prepares to ambush them, freely using all his spells and those from the scrolls.

## S5. BOULDER FILLED PASSAGE.

**Encounter:** none

**Potential Yield:** none

This area is filled with large rocks and boulders.

Agor ordered this passage off limits when he lost a Simian Orc in a cave-in while they were trying to clear it out. It would take 100 man (or ape)-turns to open a way large enough for a Small creature to pass through into the area beyond, and 150 turns to make an opening large enough for a human. Up to three Man-sized or four Small-sized creatures can work at once. Doing so would risk another cave-in with a 5% chance per turn of digging. A cave-in would result in 10d6 points of damage to those digging or half if they make a saving throw versus paralyzation. Anyone with the mining skill or a similar talent would be able to identify this area as unstable. (This passage may lead to the outside somewhere to the southwest of the Mines of Chaos, or you may choose to have it wander southeast all the way to the Mercy's Fortune Mine. If you opt for the latter case, you must, of course, prepare an appropriate underground area map and stock it with monsters and treasures.)

## S6. INDOCTRINATION HALL.

**Encounter:** Sheego, Ape Shaman Warrior (1), Shama, Young Ape Shaman (1), Simian Orcs (12)

**Potential Yield:**

- Keys (GPV = 2 sp)
- Killing Ape and Simian Orcs (EPV = 1,885)

The wide opening in the north of this thirty by forty-foot room enters in the northeast corner, in the east wall. Against the opposite wall is a small stage with a stand. Four rows of benches stand in the middle of the room.

On the stage a large ape-creature is speaking passionately, with grand, sweeping gestures and theatrics. Another ape creature sits in the first

row, paying rapt attention. A dozen Orc-like creatures with simian features are scattered about the other benches. Most appear bored and distracted. A few look in your direction.

This chamber is where Agor tries to reinforce his version of the Ape Gawd's teachings, especially on the Simian Orcs. Visitors are welcome if they seek to learn about the Ape Gawd. Sheego, the speaker, is Agor's second in command and a serious follower of the Ape Gawd. He has not adapted his style to the extremely short attention span of the Simian Orcs, but he and Agor will continue beating the lessons into their heads until they all get through. Sheego is also the lair's main cook. If the characters do not attack, Sheego invites them to listen. After his speech, he gladly answers questions with references to the Ape Gawd, admitting his sorrow for the PCs as they are not of the chosen race.

If attacked, all the creatures fight. Sheego hangs back to get an impression of the party's power. If the Simian Orcs can defeat the PCs and drive them out of the lair, so much the better. If not, he joins in or seeks assistance.

Sheego carries a key (worth 1 sp) to Room S4; Pantry. Shama carries a key (worth 1 sp) to small chest (against southern wall) in S8

### S7. APE SHAMAN WARRIOR QUARTERS.

**Encounter:** possibly Ape Shaman Warriors from other parts of the lair  
**Potential Yield:**

- Coinage and trinkets (GPV = 189.2)

The door opens into a short corridor that ends in a square room twenty feet on a side. A large cot rests against each of the north and south walls. A table in the middle stands near two chairs.

Each of these rooms houses two Ape Shaman Warriors. There is a 25% chance of one Ape Shaman Warrior being in any given room, but in no case are more than three Ape Shaman Warriors in quarters.

The doors are not locked, so he will be startled if disturbed but not necessarily immediately hostile. His first reaction is to shout at the PCs to go away. He only attacks if attacked first. If combat breaks out, each round there is a 50% chance that another Ape Shaman Warrior from another room joins in (if one currently occupies another room).

**A cot against the west wall in S7a hides a small locked chest holding:**

- 432 sp and
- 119 gp.

**The rest contain only trinkets and extra ape loincloths. A very thorough search of all four reveals:**

- a pan flute with slobber stains (one of the Warriors practices in secret, thinking the others do not know) (GPV = 3)
- two pairs of bone dice (GPV = 2)
- and a tarnished silver dagger (worth 20 gp if vigorously cleaned).

### S8. APE SHAMAN APPRENTICE QUARTERS.

**Encounter:** possibly Ape Shaman Warriors from other parts of the lair  
**Potential Yield:**

- Bookcase (GPV = 5)
- 2 bone holy symbols and prayer beads (GPV = 28)
- 2 chests (GPV = 2)
- Contents of Shama's chest (GPV = 136.5)
- Scroll of Bestow Curse and Detect Charm** (GPV = 1,500) (EPV = 500)

This square room contains two large cots, a table with two chairs and a bookcase against the east wall.

Under each cot lies a small, locked chest containing spare unholy symbols, prayer beads and notes about the teachings of the Ape Gawd as explained by Agor. The bookcase holds several wooden carvings (made by Shama). They are not very good. The bookcase holds odds and ends (utensils, scraps of paper, an empty small pouch, a piece of brown cloth) but no books. (It was captured from the previous owners and Agor took them.

The north cot belongs to Okala. He does not trust Shama after catching him trying to pry open the locks, so he keeps only religious paraphernalia there now.

In his chest (the southern) Shama keeps his:

- woodcarving knife
- 2 lapis lazuli stones worth 13 gp each
- a sardonyx worth 110 gp, and
- his prize possession – a scroll with two cleric spells.

### S9. a-c VISITOR QUARTERS.

**Encounter:** none  
**Potential Yield:** none

This square room holds several cots, a table and one chair.

These rooms are used to house visitors from afar and potential converts.

### S10. SIMIAN ORC BARRACKS.

**Encounter:** Simian Orcs (8)  
**Potential Yield:**

- Coinage, armor and weapons (GPV = 1,325.4)

This rectangular room is lined with several heavy bunk cots. Several cots appear to be occupied. Two large chests rest against the south wall next to the door, amidst weapons and armor piled on the floor.

If battle is joined, the Simian Orcs call for their companions to join in on the fun. Each round after the third, there is a 20% chance that a guard patrol of 8 Simian Orcs arrives. If both patrols arrive, stop checking.

There are forty cots in all, though the Simian Orcs rarely all rest at the same time. The chests hold Simian Orc clothes and other personal effects, too large for most player characters to use and distinctly foul-smelling. They hide their bloody, dirty treasure under their blankets. It takes thirty minutes to gather it all.

Hidden amongst the cots is the Simian Orc hoard:

- 5,354 silver pieces (GPV = 535.4)
- 395 hard silver pieces (GPV = 790)

(Agor tells them that the Ape Gawd likes gold and needs it to do his work, so they donate gold to the temple.)

The weapons against the south wall include:

- over-sized battle axes
- three spears,
- a ranseur and
- 14 large clubs,

all sized for Simian Orcs.

The armor is in pieces (remnants, actually) except for:

- a human-sized suit of leather armor and
- 2 suits of rusty chain big enough for a Simian Orc or a half-orc.

### S11. PRIMATE SHRINE.

**Encounter:** Ape Shaman Warriors (2)  
**Potential Yield:**

- Jade necklaces (GPV = 400)
- Killing Simian Orcs (EPV = 540)
- 4 obsidian blades (GPV = 120 unused)

You enter a twenty by thirty-foot room with a ten by ten alcove in the middle of the south wall. A door can be seen in the northern part of the west wall.

Within the alcove, on a raised stone platform, rests an altar. The altar takes the shape of a carved ape paw holding a bowl. A symbol hangs on the wall behind the altar.

Kneeling before the altar are two large ape creatures constructing some oddly shaped weapons.

These two Ape Shaman Warriors are making extra obsidian blades, hoping the Ape Gawd will bless their work. They believe that the special qualities of the weapons are direct blessings. They react in an angry manner, threatening the "infidels" who "defile the divine paw". Though they do not necessarily plan to attack, they gladly defend themselves when the PCs attack them. If the battle goes poorly, one flees through the door to the crypts.

Each Ape Shaman Warrior wears a jade necklace worth 200 gp. Each also carries an obsidian blade and two completed extras lie on the floor before the altar.

## S12. TEMPLE OF THE APE GAWD.

**Encounter:** None

**Potential Yield:**

- Bronze bowl (GPV = 2,000)
- Bronze pair of goblets worth 1,000 gp each (total GPV = 2,000)
- Bronze ewer (GPV = 2,000)
- 5 wooden unholy symbols (GPV = 5)
- 5 bone unholy symbols (GPV = 15)
- 3 iron unholy symbols (GPV = 15)

This place has passages in the northwest and southeast. It is constructed of red stone, the floor a mosaic checkerboard of red and dark green. Two large oval rugs with geometric patterns lie near the middle of the room.

Tables and stands line the north and east walls, each holding some sort of armor, jewelry or trinket. Many are religious symbols carved from bone or wood. Many lie next to loaves of a peculiar bread.

A huge tapestry covers the south wall. It depicts a dark landscape of twisted trees, snaking vines and unidentifiable but horrible shapes in silhouette. The gray sky is torn by wisps of purple clouds, and a bloody moon with an ape-skull-like face on it leers down upon the scene. Four black pillars support a domed ceiling some 25 feet overhead. Between these columns, just in front of the tapestry, is a stone altar of red veined black rock, rough-hewn and stained brown with dried blood. Upon it are four ancient bronze vessels - a shallow bowl, a pair of goblets, and a ewer (a vase-shaped pitcher).

The vessels are also bloodstained but obviously valuable. However, these relics are dedicated to the evil aspect of the Ape Gawd and carry a type of curse:

Any character possessing them refuses to part with them or sell them, or even to allow others to handle them. For each character who picks up one of these objects feels a growing urge to groom his companions for ticks and fleas (and eat them) for a week. They are also prone to grunting in the middle of speech.

Roll a secret saving throw vs. spell at -2. Any who save successfully will get "a feeling of great evil" about the object and the character may voluntarily put it down. If the save fails, the character rapidly falls under the influence of avaricious evil and within 6 days converts to worship of the evil aspect of the Ape Gawd. He seeks to return the items here and stay as a guard forever after. If the character who has taken them has a Dispel Magic and then a Bless spell cast upon him, there is a 60% chance of removing the evil on the first day, 50% on the 2nd, 40% on the 3rd, 30% on the 4th, 20% on the 5th, and 10% on the 6th. Otherwise, a Limited Wish or Wish spell is required or divine intervention!

If someone attempts to destroy these relics the bronze item resonates with a very loud sound like a bell. This echoes through the whole lair and the Shrine's remaining residents come running in 3 rounds. If one casts a Detect Evil spell upon these items, they glow a creepy indigo color and all good-aligned characters feel instant loathing just for looking at them.

Agor has plans to replace the tapestry when he can (it remains from earlier occupants). Aside from the unholy symbols of the Ape Gawd, the trinkets on display have no monetary value. The banana bread is stale but surprisingly good.

The temple is currently unoccupied as Agor is discussing some plans with two of his Ape Shaman Warrior guards.

## S13. AGOR'S QUARTERS.

**Encounter:** Agor the Unlucky, Ape Shaman (1), Ape Shaman Warriors (2), Aarnz Hounds (2)

**Traps:** Behind the screen is a large, locked chest. It is protected with a Glyph of Warding that deals 8d4 points of electrical damage to anyone other than Agor who opens it.

Hidden under his bed is a spell book. A Glyph of Warding blinds unauthorized viewers (as Cause Blindness).

**Potential Yield:**

- Slaying Agor the Unlucky (EPV = 175)
- Slaying the Ape Shaman Warriors (EPV = 540)
- Slaying the Aarnz Hounds (EPV = 170)
- Assorted Coinage (GPV = 755)
- Assorted Gems and Jewelry (GPV = 2100)
- Golden Flagon (GPV = 500)
- Seven Cups (GPV = 560)
- Scroll of Protection from Fire (GPV = 5,000) (EPV = 1,000)
- Ring of Protection +2 (GPV = 10,000) (EPV = 2,000)
- Potion of Gaseous Form (GPV = 400) (EPV = 300)
- Hood of Misty Shadows (GPV = 25,000) (EPV = 1,500) (+4 AC to Agor's head)
- Footman's Mace +1 (GPV = 2,500) (EPV = 500)
- Footman's Mace (GPV = 4)

Lavish furnishings decorate this long, rectangular room. Thick, dark green carpet covers the stone floor, furniture of dark wood with velvet upholstery of scarlet, blue, white and green sits up on the carpet. Several comfortable-looking chairs rest here and there throughout the room. A large bed covered very dark green and gold cushions stands in the middle of the north wall. An idol depicted an ape baring its fangs leers from the wall to the north, directly over the bed. Near the bed on the west wall stands a large wooden wardrobe.

A free-standing screen with a dark jungle scene painted upon it stands in the southwest corner. Near the middle of the east stands a large table. An ape in robes with a hood sits behind it, apparently talking to the two larger ape creatures sitting on the other side.

Agor and his guards do not look upon interruptions kindly. Agor quickly decides on his actions based on the PCs' demeanors. If they seem belligerent, he orders an attack. If not, he calmly suggests that they wait in the appropriate place (out in the temple) and he will inform them when he is ready. Agor attempts to call the ape-zombie guards from S13 to cover his own retreat to the crypts if things go badly. He calls the two sleeping Aarnz Hounds from behind the screen (they run around it) immediately once combat begins.

The wardrobe contains extra clothes, robes and numerous conch shells. While not actually trapped, if anyone other than Agor opens it, there is a 50% chance that it falls forward, causing 2-12 points of damage to anyone in the path. Characters with the ability to find traps have half their normal chances of figuring out the balancing trick, if they specifically examine the wardrobe.

The carving has been altered, though it takes a successful art: sculpture check to realize it. Two zircons (100 gp value each) still form the eyes.

**Behind the screen is a large, locked chest, containing:**

- 500 gold pieces and
- 50 hematite gems, each of 10 gold piece value.

**Under the table is a small, locked chest containing:**

- a golden flagon (worth 500 gp) and
- seven cups (worth 80 gp each)

Hidden under his bed, strapped to the underside with a simple rope device (looped under the mattress) is a spell book (captured from Melish, see S20). The book has a lock that no longer functions, but Agor has trapped it. The book contains the following magic-user spells: 1st level - Affect Normal Fires, Firewater, Merge Coin Pile, Phantom Armor, Push, Read Magic, Write; 2nd level - Cheetah Speed.



Agor has:

- Scroll of Protection from Fire** (GPV = 5,000) (EPV = 1,000)
- Ring of Protection +2** (GPV = 10,000) (EPV = 2,000)
- Potion of Gaseous Form** (GPV = 400) (EPV = 300)
- Hood of Misty Shadows** (GPV = 25,000) (EPV = 1,500) (+4 AC to Agor's head)
- Footman's Mace +1** (GPV = 2,500) (EPV = 500)
- normal footman's mace (GPV = 4)
- gold ring with emerald (GPV = 1,400)
- small pouch with 51 pp (GPV = 255)

Agor attacks with his **Footman's Mace +1**, though he has a normal mace at his belt. He uses his **Potion of Gaseous Form** to escape through the boulder-filled corridor (S5) when all else fails.

While Agor does keep scraps of paper around, he never writes down his plans or orders for fear of someone stealing them. He keeps it all in his head for when he needs it. Currently his main concerns are: increasing the number of followers, finding female Ape Shamans for his band and the fact that his undead apes are more powerful than his living servants.

### S14. HOLY OF HOLIES.

**Encounter:** Ape Monster Zombies (2)

**Potential Yield:**

- Slaying the Ape Monster Zombies (EPV = 1,300)

Two ape corpses stand at attention, facing the entry passage. Behind them lies a wooden stand with a glass case holding some sort of skull.

Two ape Monster Zombies guard an altar with an ancient Ape Shaman skull, stolen by Agor from Kawaxir's main temple. They obey Agor completely and attack anyone who crosses into the room without first speaking the word "Gontzar", a sacred term in the ape tongue. Only Agor and Okala know the word.

The skull has no intrinsic value.

### S15. THE MONKEY'S PAW.

**Encounter:** Ape Monster Skeleton (1)

**Trap:** The chest holds a poison needle trap: 1 point of damage plus Class E poison (Death/2d20, see GMG p 206).

**Potential Yield:**

- Slaying Ape Monster Skeleton (EPV = 650)
- Monkey Hand (GPV = 0)

This 20 by 20-foot room has an alcove in the northwest. It appears to be empty except for a large skeleton lying against the north wall.

If any living character touches the skeleton (or the chest in the alcove), it leaps to its feet and attacks.

Nestled in the far corner of the alcove, near the south, is a stone-colored wooden chest. Only those actively searching the area can find the chest. (Dwarves and elves locate it as a concealed door, on 3 in 6. Others can find it on a 2 in 6.) The lock on the chest is superior (-40% to open locks checks, see GMG p 202-203). The chest, but not the lock itself holds a poison needle trap.

Agor used his last dose of rare poison from the jungle to protect the severed paw. He found this severed monkey paw soon after leaving the jungle. He claimed it had fallen from the sky as a sign of the Ape Gawd's favor. It is, in fact, from a monkey and not an ape but only an expert (or a 3rd level druid) can tell. Agor brings it out only for special ceremonies to reward loyal servants or bless powerful converts. The Ape Shamans and Shaman Warriors believe that Agor stores this paw in his quarters.

When found, the paw has three fingers and a thumb. The index finger and the thumb are folded over each other, so that it looks as if the paw's other two fingers (still straight) make a "V". Characters who know legends may find it quite similar to the wish-granting monkey's paws sometimes found in tales. In fact, this paw does not radiate magic or evil and is entirely mundane. The fingers do not move due to rigor mortis. If someone with a 17 or higher Strength tries to bend them, he can roll an open doors check. If he fails, the fingers still do not move. If he succeeds, the finger breaks off.

### S16. TEMPLE OF THE FALLEN.

**Encounter:** Ape Monster Skeletons (4)

**Potential Yield:**

- Slaying Ape Monster Skeletons (EPV = 2600)
- Ivory Throne (GPV = 2,000)
- 4 brown-green garnets (GPV = 400)
- 2 bronze candle stands worth (GPV = 20)

This huge chamber has an arched ceiling that reaches 30 feet high in the center. The floor is polished black stone with swirling patterns of red veins. As you enter, dark candles on the arms of the throne and two huge bronze candle stands of its dais (on the north side of the room) seem to light themselves. The throne-like ivory chair is set with 4 large brown-green gems in its semi-circular alcove. A pair of large skeletons is propped against each of the east and west walls, clad in ragged remnants of chain mail and bearing battered shields and rusty scimitars.

These bony guards do not move, and any attempt to turn them immediately upon entering the chamber has no effect, as they are obviously not animated. However, as soon as intruders touch the dais, the throne or the skeletons themselves, these skeletal corpses spring to action from their positions on either wall of the chamber.

This room is used to honor those fallen in the service of the Ape Gawd.

Once the skeletons are disposed of, it is an easy matter to pry the 4 garnets from the back of the chair. Agor captured it from its previous owner. Detailed examination reveals that attempts have been made to carve out the old sigils of chaos, though most of the evil runes remain. The throne is somewhat smaller than it used to be, and it would be too small for an Ape Shaman to use comfortably. Thus, even Agor does not use the throne (though he does sometimes stand on the dais during ceremonies), as no ape is above their gawd. There were once more gems on the throne, but Agor has used them to fund his long-term plans.

He also uses this room to actually animate bodies once they are deemed ready.

### S17. CRYPTS.

**Encounter:** Blind Wretched Pursuer (1)

**Potential Yield:**

- Slaying Blind Wretched Pursuer (EPV = 3,000)
- Poisoned Dagger of Hives +1** (GPV = 3,000) (EPV = 350)
- Cursed Long Sword -2** (GPV = 1,000) (EPV = nil)
- Stud of Many Tongues** (GPV = 2,000) (EPV = 500)

A single stone slab rests at the far end of this recess.

If it is occupied, add:

A single corpse lies atop it.

The corpses are unadorned and have no treasure. There are 23 crypts with bodies (15 Simian Orcs, 6 Ape Shaman Warriors, 2 Ape Shamans) and nine empty. Agor constantly re-thinks his organization plan and moves them into new configurations. Agor plans to use all of them, eventually, though most of his followers do not know about this.

When the party looks into a crypt, roll 1d20 + 1d12. A 2-15 indicates a Simian Orc, a 16-21 indicates an Ape Shaman Warrior and a 22-23 indicates an Ape Shaman. A 24-32 indicates an empty crypt. Of course, the only difference between Ape Shamans and Ape Shaman Warriors (to outsiders) is one of size. Also, there are never corpses in the crypts with secret doors.

Let the players squirm while you roll to determining what a crypt contains.

Agor has placed one of his special undead creations here. His "success" has, so far, been unrepeatable but he continues his experiments (see S18). This corpse ended up blind. (Agor theorizes that one reason his other undead creations are not as powerful is that they were dead before the animation process. Brena was killed as part of the animation process.)

Brena is now a Blind Wretched Pursuer. In life, she suffered from club feet so, unlike most Pursuers, she does not move very quickly. She is determined, though, and like all Pursuers she seeks to replace her eyes with those of anyone who disturbs her.

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Brena attacks immediately upon discovery. Announce the movement without hesitation when the players get to the fourth crypt.

Agor guides her back to the crypts when necessary. However, she still insists on crawling back onto a slab on her own, so she frequently appears in different slots.

Treasure from a previous inhabitant can be found in a secret compartment at the bottom of a slab. This slab ("A" on the map) is empty unless Brena occupies it. Most PCs have 1 in 6 chance to discover it on searching and only elves and half-elves can find it without specifically searching in the area. Its contents are listed in the potential yield.

### S18. HALL OF FUTURE UNDEAD WARRIORS.

**Encounter:** None  
**Potential Yield:** None

Directly across from this entrance is another door, thirty feet away. The room is 40 feet wide, but long tables clutter most of the floor space. Corpses of various human, demi-human and humanoid creatures lie heaped on tables, on the floor and in pieces scattered about. A few small knives break up the hideous scene.

These are fallen foes, future guardians and research subjects. Agor has more corpses than he knows what to do with now. Back in the early days, he had some dragged in from outside, as he worried that he might not have enough corpses for his research. The Ape Shamans of Kawaxir did not teach him much about undead.

All of these spare bodies and parts are long dead and thoroughly looted.

### S19. UNDEAD STORAGE.

**Encounter:** Skeletons (10), Zombies (10)  
**Potential Yield:**

- Slaying Skeletons (EPV = 650)
- Slaying Zombies (EPV = 650)
- 2 khopesh (GPV = 5)

Lined up before you in this room are many standing corpses. Two lines of skeletal corpses stand against the west wall; each holds a rusty khopesh and a rusty small shield. Two lines of corpses with rotting flesh still attached stand against the east wall; they have no weapons. All four ranks face each other.

There are four files of the undead here, two of five Skeletons each, two of five Zombies each. They have no treasure. Two of the khopesh could be considered normal weapons if cleaned up, everything else is past the point of usefulness.

There is nothing of value within, although the tapestries adorning the walls (things picturing evil cruelties and obscene rites) appear expensive. Beneath a velvet cloth on the table is a polished mirror.

### S20. STORAGE CHAMBER.

**Encounter:** Melish, human female 3rd level magic-user (1)

This large room is cluttered with boxes, crates, barrels and sacks, all apparently strewn about with no sense of order. Atop many of the piles lie branding irons, chains, hooks, fetters, tongs, pincers, whips, iron boots and manacles.

These are basic supplies and the remnants of torture devices left by the previous occupants. (Agor prefers to simply kill his victims and make them into undead – he IS evil, but he is not gratuitously cruel.) Among his many projects are sorting through and organizing the storage area, but he is a very busy ape. In the northeast corner of the room is a large wooden crate. Those who spend more than five minutes in the room may hear something from inside it (detect noise check for those who pass within ten feet). The lid is latched but unlocked, and easily opened from the outside.

The banging sound is the sole living prisoner of the Ape Shamans: a female human magic-user named Melish. When her party came a week or so back, they tried to talk with the Ape Shamans but their berserker attacked. All the others were slain. Agor has

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not decided what to do with her yet, but he thinks she may be more useful alive than undead.

Unfortunately for Melish, when she used a Paralyzation spell from a scroll, she suffered a spell mishap. She now believes that she is a Medusa. Several days in a box with minimal food has not helped her sanity or her hair, which has taken on a wild, vaguely snake-like appearance.

If freed, she attempts to avoid gazing on her rescuers and babbles on about poisonous snakes in her hair, turning flesh to stone and stoning companions. She does offer to help the party if they lead her out, but continually admonishes them to not look at her. Once on the surface, she flees at the first opportunity.

It is up to the GM to determine if killing her is an act of evil or an act of mercy. In any case, as she has neither spells nor special abilities, slaying her is worth no more than 36 EP.

## Dolomite Caves (UI-U13)

Secreted beneath the Mines of Chaos are a vast network of interconnected caverns. Slowly carved out of dolostone by the corrosive effect of groundwater, the caves dried up when the subterranean aquifer that created it began to recede centuries ago. Faults in the overlying rock strata permitted access to the caves and a number of onerous creatures took up abode therein.

Said faults were excavated by the original miners of the site but fortuitously for them the veins of ore they were chasing did not lead down into the cave system or perhaps their operations would have been prematurely halted. The same good fortune was not had by the recent humanoid tenants. Exploration parties dispatched by both the Kobolds and Ores to investigate the tunnels which led deep into the earth never returned (save for the Gnoll Priestess Bruilla). As such, they are regarded as extremely dangerous and shunned. Even Bruilla recognizes the danger they pose and has placed Glyphs of Warding to ward off any intruders. Since she occasionally finds the Glyphs discharged, it is only with great trepidation that she ventures down to her mushroom patch.

In general, the passageways are approximately 10 to 15 feet in width and 20 feet high. The caverns are 60 feet or more in height and the vaulted ceilings are covered in an array of stalagmites.

### UI Mushroom Patch

**Encounter:** Bruilla, Gnoll shamaness of Yi'Gor (1)

**Potential Yield:**

- Kill Bruilla (EPV = 495)
- Footman's Mace +2** (GPV = 5,000) (EPV = 1,000)
- Potion of Good, Smart Thinking** (GPV = 400) (EPV = 250)
- Tiny, good diamond (GPV = 500)
- Very small, good diamond (GPV = 1,000)
- Large Belt Pouch (GPV = 1)

DISPLAY ILLUSTRATION 12 ON PAGE IQ7 AND READ:

This naturally formed cave has an eerie kind of quiet to it. A fragrant smell rises from the odd, red-tinted mushrooms that grow freely in patches all around the chamber.



Bruilla is intelligent and selfish. She will attempt to thwart the party and flee rather than face them in open combat unless she is absolutely confident she can be victorious. If captured, she will readily betray any secrets she knows of the Gnoll lair to preserve her own life. If she is caught totally by surprise, she will attempt to play the roll of a badly abused slave who was commanded to harvest mushrooms.

In addition to the magical mace she wields, Bruilla also has a large belt pouch containing a Potion of Good, Smart Thinking and two diamonds.

**Typical spell selection:** (the GM is encouraged to customize this list as he sees fit)

#### First Level

Command  
Cause Light Wounds (x2)  
Darkness  
Protection from Good  
Sanctuary (x2)

#### Second Level

Silence, 15' Radius  
Spiritual Hammer  
Withdraw

#### Third Level

Meld Into Stone

## Little Keep on the Borderlands

This is the chamber where Bruilla grows and harvests the mushrooms she needs to brew her Potions of Good, Smart Thinking. None of the Gnolls or Gnarl-rons from the lair know this place exists and she guards the secret jealously.

Bruilla has cast Glyphs of Warding on the west and north entrances to the cave. They are set to activate if anybody other than she passes through those doors. Since they are intended to keep outsiders from entering the chamber from the cave complex, the PCs might be in for quite a surprise if they enter this chamber from the Gnoll lair and then attempt to go explore the caves. The Glyphs are set to Cause Blindness (save versus magic negates).

## U2. ENTRY CAVERN

**Encounter:** Subterranean Lizards (2)

**Potential Yield:**

- ☐ Slaying Subterranean Lizards (EPV = 840)

The sloping, winding tunnel you've been traveling down opens into a large vaulted cavern at least 60 feet-in width and deeper than the range of your illumination. The uneven floor is littered with bits of broken rock. Along the southern wall, at the very edge of your torchlight, the glint of metal can be seen.

The glint of metal comes from a jumbled pile of Kobold and Orc bones, pieces of armor and shields (all thoroughly gnawed and worthless), rusty weaponry and sundry equipment which lie about 40 feet southeast of the entrance from the upper level.

Two Subterranean Lizards call this cavern home. Their ability to lie in wait on the ceiling, coupled with their matte blackish-green scales and low infrared signature (due to reptilian body temperature), has made them very successful predators — too successful in point of fact. The disappearance of scouting parties sent by both the Kobolds and Orcs has convinced both of those tribes that the lower caverns are best left unexplored! This resultant lack of prey has forced them to subsist on the fungi that sprout intermittently throughout the cave. Having grown accustomed to tastier fare, they are now desperate for more and highly attuned to its approach. Unless special precautions are taken (such as elves and halflings in non-metallic armor scouting ahead), the lizards will be alerted to the party's approach and will be lying in ambush. The stronger of the pair will be clinging to the wall some 30 feet up from the bone pile while its weaker companion will be skulking on the ceiling just above the entrance. If PCs do not state that they are examining the ceiling, these creatures will surprise on a 5 in 10. The larger lizard will initiate combat with anyone examining the bone pile while the other cuts off the party's escape route and attacks the rearguard.

The lizards will fiercely attack until reduced to 15 hp or less at which point they will attempt to scurry up the walls out of harm's way. They will not pursue anyone fleeing the cave as they are aware that creatures even tougher than they dwell beyond...

## U3. RIDDLE ME THIS

**Encounter:** Larantula (1)

**Potential Yield:**

- ☐ Slaying Larantula (EPV = 400)
- ☐ **Dagger of Vital Organ Seeking +3** (GPV = 3000) (EPV = 500)
- ☐ **Ring of Delusion** (GPV = 2000) (EPV = Nil)
- ☐ **2 Antivenom Potions** (GPV = 1000) (EPV = 500)

As you are walking along, your front rank blunders into unusually sticky webbing.

A Larantula dwells in this cavern and has spun webs throughout the ingress corridors. These webs are only 10% likely to be noticed under torchlight. When it senses vibrations in the webbing, it will hasten to the attack. It will attempt to bite anyone caught in the webbing (at +4 to hit) but will retreat after the first successful attack or after taking 18 HP of damage. It will then call to the party [who may be shocked to hear a spider speak to them!] and offer to engage in a riddle contest. It will offer either a cure for the poisonous bite it inflicted or, failing that, a cache of gems. Of course, since this is a contest, it will want the party to ante up something of comparable value.

Like others of its kind, the Larantula has no intention of abiding by the terms of the contest *should it lose*, but certainly expects others to do so. This is all in keeping with the fact that it possesses the 'jerk' quirk. This quirk will manifest itself as it mocks anyone "too afraid" to engage in a riddle contest with an arachnid or breaks into a cursing fit should anyone solve one of its brilliant riddles.

## Chapter 3: The Mines of Chaos

The spider makes its lair in some webbing near the ceiling by the stone column in the eastern portion of the room. In it is a corpse of an idiotic halfling thief who decided to play a little riddle game instead of hacking with the **Dagger of Vital Organ Seeking +3** he still has sheathed on his belt. Perhaps the plain gold **Ring of Delusion** on his right pinkie clouded his judgement. Also located in the nest are two **Antivenom Potions**.

Note: If players whack the nest like it's a gawd damned piñata, it will release its contents but the potion bottles will certainly break!

### RIDDLES THE LARANTULA KNOWS:

*Q: What is black when you buy it, red when you use it, and gray when you throw it away?*

A: The answer is coal.

*Q: What force and strength cannot get through, I with a gentle touch can do. And many in the street would stand, were I not a friend at hand.*

*What am I?*

A: A Key.

*Q: I can sizzle like bacon,*

*I am made with an egg,*

*I have plenty of backbone, but lack a good leg,*

*I peel layers like onions, but still remain whole,*

*I can be long, like a flagpole, yet fit in a hole,*

*What am I?*

A: I'm a snake.

*Q: Many things can create one. It can be of any shape or size. It is created for various reasons, and it can shrink or grow with time. What is it?*

A: It's a Hole.

*Q: I am the ruler of shovels*

*I have a double*

*I am as thin as a knife*

*I have a wife*

*What am I?*

A: The King of Spades (from a deck of cards)

*Q: I soar without wings, I see without eyes. I've traveled the universe to and fro. I've conquered the world, yet I've never been anywhere but home.*

*Who am I?*

A: I'm your imagination

## U4. BY HOOK OR BY CROOK

**Encounter:** Hook Horrors (4)

**Potential Yield:**

☐ Slaying Hook Horrors (EPV = 480)

☐ Assorted Coinage (GPV = 315.63)

☐ 23 Light Crossbow Bolts (GPV = 2.3)

☐ **4 Bolts of Thermal Fury +1** (GPV = 1600) (EPV = 400)

As you enter this large cavern you spot four large humanoids some nine feet tall with large chitinous hooks at the end of their arms. Two are lying in wait on either side of the corridor as if waiting to ambush you but surprisingly they do not pounce.

The four Hook Horrors are under the delusion that they possess the ability to blend into the background and as such are waiting to pounce upon the middle of the party as it passes them by. Of course, they possess no such skill and can be readily seen. Should the PCs foolishly afford the Hook Horrors the opportunity to strike at the second and third ranks they will gladly do so! However, if they are promptly engaged in combat they will break off the "ambush" and attempt to slay their attackers with normal combat.

Despite their dubious tactics, the Hooks are still fearsome opponents and have felled their fair share of nosy intruders. The cul-de-sac in the southwest corner of the cavern contains the jumbled remains of various humanoids and demi-humans alike. A thorough search will uncover 2303 cp, 456 sp, 247 gp, and 27 light crossbow bolts (four of which are Bolts of Thermal Fury +1).

**U5. FUNKADELIC HIDEAWAY**

**Encounter:** None  
**Potential Yield:** None

Translucent striated crystal formations in the walls of this chamber pulse with an eerie yet soothing light. In the southernmost corner of the room a small pool of water beckons.

The bizarre magneto-resonance of the crystal formation in this cavern is a very weak uplink to the upper planes of goodness. Evil aligned PCs as well as all inhabitants of the lower caves will be ill at ease here and desire to leave. The party (well, any non-evil members at least) will be able to make camp here with the certainty of being unmolested. The spring-fed pool will restore 2-5 HP of damage once per day to any good aligned person that drinks from it. Subsequent imbibing (or any consumption by neutrally aligned persons) will be refreshing but not curative. Evil persons who drink from it will become nauseous (treat as sloshed, see page 170 of the GMG).

**U6. COME INTO MY PARLOR**

**Encounter:** Ettercaps (2)  
**Potential Yield:**  
 Slaying Ettercaps (EPV = 1300)  
 **Medium Shield +2** (GPV = 5000) (EPV = 1000)

As you enter this cavern, a sticky net falls from the ceiling entrapping you!

A mated pair of Ettercaps has trapped the entrances to their lair with sticky web nets 20 feet square. Upon hearing intruders, the female (HP 40) will pull the retaining line and drop it - effectively trapping those beneath it as if in a Web spell. She and her mate will then rush forward to attack those trapped within in the hopes of an easy meal. Her mate is blind (having set off a Glyph of Warding protecting the mushroom patch in U1) and so attacks at -4, suffers +2 to initiative and is effectively AC 10.

Their nest is in the northern spur cave. In it are the remains of several dead Gnolls, one of which has a **Medium Shield +2** still strapped to its [gnawed] arm.

At one time they attempted to cooperate with the Larantula in an effort to drive the Gnolls away from the mushroom patch but it was such a jerk that they now avoid it. If the PCs for some reason mention the Larantula, especially having done something nasty to it, they will be favorably disposed and will go out of their way to help to party.

**U7. SKINK HOARD**

**Encounter:** Pink Skinks (28)  
**Potential Yield:**  
 Slaying Pink Skinks (EPV = 1820)

High pitched squeaks echo throughout this large cavern. Without warning, a hoard of three-foot long white furry creatures rushes to the attack.

This cavern is infested with Pink Skinks — 28 of them in all. These hungry varmints will rush to the attack, hoping to overwhelm their prey through sheer numbers. If reduced by attrition such that they no longer outnumber the party by a ratio of 3 to 1, they will flee.

The skinks are basic nutrition for the other creatures that dwell within the cavern complex. It is only their great fecundity that allows them to survive.

**U8. EVEN THE WALLS HAVE MOUTHS**

**Encounter:** Cave Chameleon (1)  
**Potential Yield:**  
 Slaying Cave Chameleon (EPV = 975)  
 Platinum Pieces (GPV = 1890)

The narrow cave suddenly collapses, trapping the lead party member!

A Cave Chameleon has been lying in wait in the intersection of the narrow corridors. Unless seen (30% likely under torchlight), it will simply shut its mouth on the first person to enter. The victim will suffocate in 2-7 rounds unless rescued.

If the Cave Chameleon takes a beating (> 30 HP damage) it will negotiate. First it will offer to free its victim provided the party gives it food and promises to go away and never return. Failing that, it will offer information. It knows that a tricky jerk of a spider lives "a couple of caves up" and that "The Old Egg" lives in a hole in the grand central cavern. "Just leave him alone and you'll be OK", it adds. If the party seems intent on killing it, it will offer up its treasure: 378 platinum coins. It will also begin to sob uncontrollably and be able to speak only with great difficulty between whimpers.

**U9. A SNIPPY BEETLE**

**Encounter:** Giant Predacious Carnage Beetle (1)  
**Potential Yield:**  
 Slaying Giant Predacious Carnage Beetle (EPV = 420)  
 **Right Boot of Speed** (GPV = 10,000) (EPV = 1250)  
 **Left Gauntlet of Dexterity** (GPV = 7500) (EPV = 500)

An enormous hornless stag beetle rushes forth from behind a large stone column

The Giant Predacious Carnage Beetle hasn't had a meal in a while and is looking for some tasty limbs. If reduced to 20 HP or less, it will grab any limbs it may have severed in combat and flee to feast upon them elsewhere.

In its nest (a giant smelly pile of dung) are a number of skeletal limbs. One leg is still wearing a [right] **Boot of Speed** and another arm wears a [left] **Gauntlet of Dexterity**. The former is nigh useless but the latter will offer some tangible benefit. Wearing it will increase one's Dexterity by 2 if the score was initially 6 or less and by 1 if the score was 7-13. Additionally, it grants the ability to pick pockets (22% chance) and open locks (18% chance) as if a 4th level thief. If worn by a thief, the chances for each of these skills increases by 4%.

**U10. DEATH FROM ABOVE**

**Encounter:** Gargoyles (2)  
**Potential Yield:**  
 Slaying Gargoyles (EPV = 840)  
 Platinum Pieces (GPV = 4915)  
 Gems (GPV = 600)

Out of the darkness swoops a grey, demonic looking being with large bat wings. From the opposite direction swoops another!

These Gargoyles are just nasty SOBs looking for a fight. Tired of sitting around and eating skink, they just want to mix it up - knowing full well that their immunity to normal weaponry makes it less than a fair fight. If confronted by PCs wielding magic weapons and dealing out more damage than they care to endure, they will fly up to their ledge redoubts and only attack from a favorable vantage point.

Sequestered high up on said ledges is their treasure: 983 pp and six 100 gp gems.

**U11. BRIDGE OF DEATH**

**Encounter:** Crevice Lunger (1)

**Potential Yield:**

- Slaying Crevice Lunger (EPV = 650)
- Chain Mail +3 (GPV = ) (EPV = 1500)

The rear portion of this cave is segmented by a deep crevice spanned by a narrow rope bridge. A large stone column sits near the southern end of the bridge.

Lurking on a stone column with an excellent vantage point over the bridge is a Crevice Lunger. It will hide and watch the PCs check the stability of the bridge and whatever other steps they take before actually crossing. Only after two people have crossed the bridge will it pounce. A successful to-hit on the third bridge-crossed means that it has knocked him off the bridge and both will go tumbling down into the 50 foot deep crevice (5d6 damage). If it makes a save vs. paralysis it will sustain no damage from the fall - otherwise it takes half. Once on the bottom it will fiercely attack its victim. Should it miss on its lunge attack, the party will see the beast leap through the air and down into the crevice like a big dork! In this case it will attempt to scurry away and hide.

Note: If the party approaches from the south and specifically states that they are looking at the stone column, they will have a 50% chance of spotting the Lunger.

At the bottom of the crevice is a jumble of the remains of past victims. One is wearing [human-sized] Chainmail +3.

**U12. JUNKYARD**

**Encounter:** Russet Mold (1)

**Potential Yield:**

- Slaying Russet Mold (EPV = 65)

Piled in the center of this cave are a number of rusty suits of armor, shields and weaponry.

While many of the items are, in fact, quite rusty, the effect is enhanced by a coating of russet mold. Anyone examining the debris will suffer 5-20 HP of damage and must save vs. poison or become infected with spore sickness and die in 30 minutes. None of the items are of any value.

**U13. THE OLD EGG**

**Encounter:** The Old Egg (Beholder) (1), Shriekers (25)

**Potential Yield:**

- Slaying Beholder (EPV = 14,000)
- Slaying Shriekers (EPV = 3000)
- Right Eye of Pagnyr'Parkus (GPV = 100,000) (EPV = 1200)

A patch of shriekers has been cultivated at the mouth of the three southern entrances to this grandiose cavern. Each patch consists of 7-10 individuals (hp 30 each) in roughly a 30 foot diameter grove. The patches do not extend to the cave wall. Rather, there is approximately a 10 foot wide clearing between the edge of the patch and the cave wall (actually, it is no less than 11 and a half feet at any given point). Were an individual to *slowly and carefully* hug the wall without the aid of an illumination source, he would be able to skirt the shriekers and not trigger their wail.

Should the party blunder forward torches blazing, read the following passage:

Your torches [or lanterns as the case may be] illuminate a patch of huge fungi which immediately begin to shriek a warbling cry.



The undoubtedly paranoid PCs will be surprised to see no immediate response to this alarm. While the nearby denizens will hear the shriekers, they know better than to investigate. Instead, the cavern will grow deathly silent (except for the shriekers) as the Grand Old Egg rises from its slumber.

Read the follow passage if the party enters the cavern:

You enter a grandiose vaulted cavern larger than any other you've explored. High above, your lanterns barely illuminate the tips of giant stalactites. In the center of the chamber is a gaping hole at least fifty feet in diameter and of unknown depth. A narrow stairway built into the very walls of this abyss leads down into the darkness.

The stairs are chiseled out of the rock itself and though only two and one half feet wide they are very sturdy. A dwarf or creature with similar abilities detecting for sliding/shifting walls or stonework pits, traps and deadfalls will be assured of the structural integrity of these stairs. The staircase winds in on itself as it descends with the shaft getting slowly but perceptively narrower. The shaft is 150 feet deep but it is unlikely that the PCs will be able to descend its full depth before encountering its occupant.

Levitating a few feet above the bottom of the shaft is the creature known as the Old Egg, a cranky venerable Beholder who's lived in these caverns for 352 of its 568 years. Once a fearsome beast that delighted in terrorizing the area for leagues around, it now is a bitter curmudgeon who just wants to be left alone and naps most of the time. Woe to those, however, who dare to disturb its sleep.

If it has been disturbed by the shriekers, it will slowly awaken. Should the shrieking quickly stop (e.g. the PCs back away from or quickly bypass the shriekers) it will react much as if someone turned off the alarm clock and pitch over back into blissful slumber. Should the alarm go off again or if it is struck by a falling object (e.g. a PC dropping a stone into the pit to gauge its depth...) it will truly wake up and be in a sour mood to boot! It will then levitate up from the bottom to give the whippersnappers a piece of its mind. Five rounds are required to levitate to the surface of the shaft so keep careful track of the PCs action during this critical period. Running into the Old Egg while descending the staircase could be a murderous affair!

Read the follow passage as the Old Egg rises to battle:

You see a horrifying visage rise from the murky blackness of the pit. A floating orb some five feet in diameter, armored in chitinous plates and sprouting ten eyestalks turns a large bloodshot central eye towards you. Around it orbits a huge red gem - the biggest you have ever seen!

**The Old Egg (Beholder)**

- 1) Charm Person (120 foot range)
- 2) Charm Monster (60 foot range)
- 3) Sleep (30 foot range, duration 55 rounds)
- 4) Telekinesis (250 lbs.) will be used to drag someone into the pit
- 5) Flesh to Stone Ray (30 foot range)
- 6) Disintegration Ray (20 foot range)
- 7) Fear (60 foot long cone, 20 feet wide at base)
- 8) Slow (200 foot range, up to 11 creatures in a 40 foot cube affected)
- 9) none (has the flaw Amputee)
- 10) Death Ray (40 foot range)

See the diagram below that details which quadrant each of these eyes is able to operate in.

Orbiting the Old Egg is a giant, dusty rose gem approximately the size of a honeydew melon. It rolls, pitches and yaws as it circles the beholder in an eccentric 21 RPM orbit. This is the **Right Eye of Pagnyr'Parkus**.

The Old Egg is undoubtedly extremely cranky at this point and will commence attacking everyone it sees. Its central eye will be directed at the first person it sees. Be sure to carefully monitor the position of each PC as this will determine which eyestalks the beholder can bring to bear on them. The Old Egg will fight to the death as it would rather go out in a blaze of glory than die of old age. Should the PCs be so lucky as to kill the Old Egg, it will use its sibling empathy talent to notify its distant kin who will certainly not be pleased with such an affront to their kind. This could perhaps earn the PCs an arch nemesis of a related Beholder for years to come.

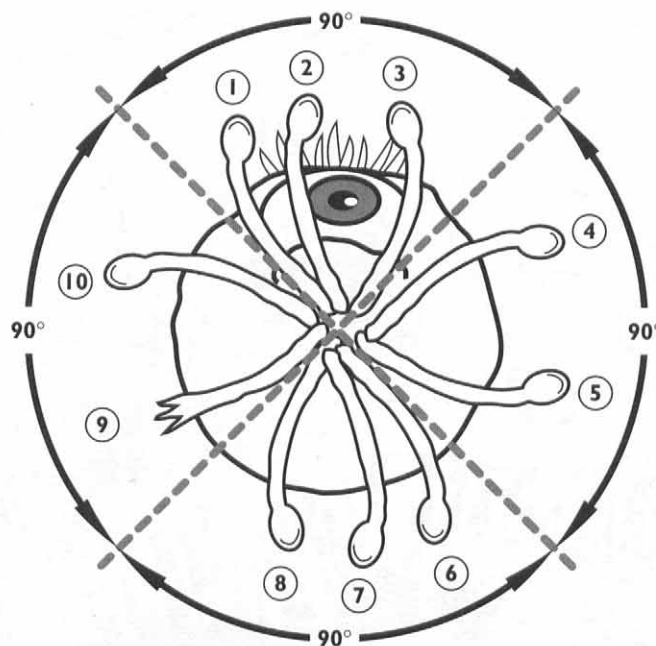
The bottom of the shaft is empty. The Right Eye of Pagnyr'Parkus is the only thing of value the Egg possesses.

**Epilogue**

After the normal possibilities of this module are exhausted, you might wish to continue to center the action of your campaign around the Keep by making it the base for further adventures of your design. (You may also want to buy one of the other HackMaster modules set in the area).

For example (assuming that the group has done good service for the Prefect), have a large force of bandits move into the area, and then appoint the group to command an expedition of Keep troops, mercenaries, and so on to wipe them out. Or the party might become "traders" operating out of the place, hoping to find adventures as they travel in the surrounding area.

Another possibility is to have the party hired on as scouts to help rid the area of monsters and orcs (and collecting bounties in the process).



# Appendices

## Appendix A: Notable Personalities

(<sup>Aw</sup> denotes membership in the Gold Conspiracy)

### 1) Arkky<sup>Aw</sup>, Master Blacksmith, human male 0

STR	18/34	HP	31
DEX	16/24	+H/+D	+3/+6
CON	17/69	AC	7
INT	08/43		
WIS	11/01		
CHA	12/00	HON	Ave
COM	10/43	AL	NE

**Skills:** blacksmith skill set (94), trader/barterer skill set (38)

**Quirks/Flaws:** wuss of heart

**Equipment of Note:** Typical forge equipment, including gold smelting equipment hidden away in a secret compartment. Various abandoned weapons and armor that customers have either never picked up or could not pay for.

**His Story:** Arkky is and always was an impressive physical specimen, but never the sharpest tool in the shed. His love in life was making things, and he took to blacksmithing with a passion. Unfortunately, the officials of Arz soon took notice of the young man's unusual strength, stamina and dexterity. They shipped him off to the Keep at Hell's Throat to help in the defense of the land. Arkky, however, had other plans, and upon his arrival at the keep, announced that he was the new blacksmith. Luckily for him, there was at the time a great demand for a blacksmith, and no one questioned him. He has yet to do military service, and he plans to keep it that way.

### 2) Arvid, Battle Mage, Level 2 (dwarf)

STR	15/36	+H/+D	+1/+3
DEX	13/22	AC	3 (10)
CON	15/01	HP	19
INT	14/50	D	2d4
WIS	11/37		
CHA	13/98	HON	Ave
COM	12/18	AL	LN

**Skills:** endurance (62), spellcraft (44), survival skill suite (58)

**Equipment of Note:** Hide armor, medium shield, battle axe, short bow

**His Story:** A loud, blustering dwarf with fiery red hair and beard, Arvid enjoys two things in life (and precious little else): ale and killing Orcs. He is open-minded enough to also appreciate killing Goblins, Kobolds, Minotaurs, Hobgoblins, etc.

Spell book: 1st level – Burning Hands, Color Spray, Light, Magic Missile, Push, Read Magic, Write.

### 3) Bandrus Far'Raven<sup>Aw</sup>, Keep Prefect, human male cavalier 5

STR	15/92	+H/+D	+1/+3
DEX	16/68	AC	-1 (7)
CON	15/81	HP	66
INT	13/24	D	1d8+2
WIS	13/37		
CHA	16/18	HON	AVE
COM	18/19	AL	LN

SA - +1 to-hit with lance, long sword and horseman's mace

**Skills:** armor maintenance, administration (90), knowledge of courtly

affairs (52), leadership, basic (94), maintenance/upkeep, military: battle sense (82), military:leadership (61), military:operations (70), military: small unit tactics (81), recruit army (45), riding, land based (97), rules of fair play (54), shaving/grooming, weapon maintenance

**Quirks/Flaws:** Depression

**Equipment of Note:** Armor of Command, +4 Gold Dagger, +2 Long Sword, Ring of Truth, 1000 gp ruby (hidden in quarters)

**His Story:** Bandrus watches over his Keep every day. Not wanting to let his petulant broken heart lower the morale of his troops, he usually does this from the towers and cat walks. He lunches with his commanders every day to stay current, and every so often invites one member of the guard to join the officers. He believes the guards consider this a great honor, and most did before the whole Melance affair. Now they try to avoid it as the sight of the once upbeat Prefect, now sullen, unnerves them.

When asked about his retainers, Bandrus answers only that they "are on a mission", elaborating no further.

### 4) Biggles Gumgrad, Stable Master, half-elf male fighter 3

STR	15/51	+H/+D	+1/+3
DEX	11/93	AC	8
CON	14/12	HP	38
INT	13/09	D	1d6
WIS	11/83		
CHA	17/44	HON	Ave
COM	11/01	AL	NG

**Skills:** animal handling (78), animal training (59), healing (43), riding, land-based (84)

**Equipment of Note:** leather armor, +1 Dagger, short sword.

**His Story:** Biggles was raised by his human father, a member of the Keep's cavalry, but the elven blood runs strong in his body. He has a natural affinity for animals, and even as a young boy he cared for the horses of the soldiers around him. When he reached maturity, he let it be known that he wanted to search out his mother. He was gone for ten years, and when he returned, he brought with him the pack apes Hunley and Marcus, a new respect for the Keep and its members and a healthy amount of cynicism. Biggles is once again at home in the Keep, where he tends to the horses and runs the stables. He will gladly give what information he possesses to anyone willing to listen, but will never discuss his mysterious journey.

### 5) Crazy Zedar, Trader, human male fighter 2

STR	13/33	+H/+D	+1/+1
DEX	12/09	AC	8 (10)
CON	13/65	HP	37
INT	15/09	D	1d6
WIS	13/67		
CHA	14/22	HON	Ave
COM	13/90	AL	CN

**Skills:** ancient history (74), current affairs (54), identify animal by tracks (61), weather sense (70)

**Quirks/Flaws:** pack rat, poor bargain sense, hearing impaired, lisp, nervous tick

**Equipment of Note:** leather armor, short sword, club, dented helmet (he will talk anyone's ear off with the story about how the helmet saved him from being killed by a small boulder thrown by a giant).

**His Story:** Crazy Zedar has seen just about everything in his world and he tries to sell as much of it as he can. He is an eccentric little fellow and the type of person who wants to do everything. In his younger years, he was a sharp business man and was able to provide his customers with rare and weird items that could not be found anywhere else. Age

## Appendices

has not been kind to Zed, however, and he is now a mere shell of his former self, occasionally capable of his former brilliance, but usually just a muddling buffoon. He has many fabulous tales he is always ready to share with a friendly ear.

### 6) Dediur Fraunch<sup>Au</sup>, Armorer, human male 0

STR	12/00	+H/+D	+0/+1
DEX	15/23	AC	2 (8)
CON	13/01	HP	28
INT	14/33	D	1d6
WIS	11/01		
CHA	09/12	HON	Ave
COM	07/01	AL	N

**Skills:** armorer (98), armor repair, basic (97), armor repair, advanced (89), armor repair expert (75), blacksmith tools (95), blacksmithing (88), leatherworking (87), metalworking (99)

**Quirks/Flaws:** strange body odor

**Equipment of Note:** dagger, short sword, chain mail +1, mallet for pounding metal.

**His Story:** Dediur was a fat little kid and the other kids always made fun of him because of it. His parents told him that when he grew up, he'd be thin, and he'd be the one laughing. Well, Dediur grew up alright, but he did not get any thinner, and the kids, who had also grown up, did not stop teasing him. He spent more and more time inside, away from others, and became an armorer almost out of necessity. Luckily for him, he was very good at it, and it was the only thing that brought him joy. He is now somewhat of a mystery, spending his time making armor or defending little fat kids from their peers.

### 7) Drevan Woodlass, Inn Keeper, human male fighter 3

STR	15/17	+H/+D	+1/+3
DEX	12/42	AC	4 (10)
CON	9/31	HP	34
INT	10/52	D	2d4
WIS	10/30		
CHA	16/83	HON	Great (+1 to all rolls)
COM	8/10	AL	N

**Skills:** current affairs (64), gaming (57), idle gossip (80), poker face (23), street cred (66)

**Quirks/Flaws:** missing finger x 3, gambling addiction

**Equipment of Note:** Banded mail, broad sword

**His Story:** Drevan seems unsavory to many and ugly rumors surround him but he has a mysterious likeable quality about him. Nonetheless, nothing has ever been proven so he continues to flourish amidst such gossip. Some think he enjoys it. Some rumors suggest that he pays off the Commander of the Bailey, but again there is no proof. Neither will dignify questions in that area by answering yea or nay. Once a Keep Soldier, Drevan left the service after losing three fingers on his sword hand (his right hand). He is a somewhat sloppy innkeeper with a penchant for gambling and easily goaded into wagering more than he can really afford. One such escapade left him with a huge debt that eventually allowed the Thieves Guild to move in to the Keep using the Burning Dawg as a front.

### 8) Durwyn Franaas, Master Fletcher, human male ranger 2

STR	17/45	+H/+D	+2/+5
DEX	16/76	AC	5 (7)
CON	15/78	HP	35
INT	14/12	D	1d6
WIS	14/98		
CHA	14/01	HON	Ave
COM	13/93	AL	NG

**Skills:** bowyer/fletcher (88), plant identification: holistic (25), woodland lore (48)

**Equipment of Note:** short sword, short bow, 2 daggers, leather armor, 1 arrow of direction.

**His Story:** Only a few short years ago, Durwyn could not imagine a time in the future when he would be this happy. His father had just passed away and young Durwyn was tasked with the job of resurrecting a failing business. But instead of backing away, Durwyn plunged into his work. He soon developed a passion for making bows, and with that passion came quality and respect. Now, his business is successful,

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he has a fat government contract and he is finally happy. He cannot believe how far he has come in just a short time. But he can never forget his father and what happened to him, for the same could seize him at any time.

### 9) Erig Cenkar, Upper Bailey Commandant, human male fighter 4

STR	16/99	+H/+D	+2/+4
DEX	12/79	AC	3 (10)
CON	13/23	HP	44
INT	13/25	D	2d4+1
WIS	13/89		
CHA	12/89	HON	Ave
COM	17/10	AL	LN

**Skills:** armor maintenance, administration (71), establish ambush zone (56), leadership, basic (98), maintenance/upkeep, military: battle sense (88), military: small unit tactics (76), shaving/grooming, weapon maintenance

**Quirks/Flaws:** Depression

**Equipment of Note:** Plate mail, +1 Broad Sword

**His Story:** Erig is an unstable but loyal officer of the Keep. He often seems distracted but quickly changes the subject when asked about it. His subordinates have learned to live with his eccentricities because he is otherwise honest, competent, fair and really seems to look out for his men. While some of his men-at-arms may joke about Melanee, they are harshly rebuked by their sergeants for this. "Shut yer trap, private! You ain't seen half the hell the Commandant's been through. Jes let him be a warnin' to ya when ya head out to the Tilted Keg!"

Ironically, he and Bandrus (NOT #3) have become tight after Melanee "urged" him to take up residence in the Keep Fortress. They often share a few beers together.

### 10) Fleck Mauer, Captain of the Tower, human male fighter 3

STR	18/98	+H/+D	+3/+6
DEX	11/71	AC	6 (10)
CON	13/31	HP	31
INT	10/67	D	1D6
WIS	13/37		
CHA	16/96	HON	Ave
COM	14/79	AL	CN

**Skills:** dirty fighting (60), gaming (51), leadership (77), military: battle sense (69), military: small unit tactics (65), threat gesture (31)

**Equipment of Note:** Scale mail, morning star, short sword

**His Story:** Abrasive and moody, Fleck likes to fight. To many, he seems to be waiting for a major attack so he can utilize all his talents. He likes to be different, taking the opposite side in arguments or just acting in unusual ways (though he claims he does not want attention). Fleck is prone to threaten people, if actual violence is out of the question. He also enjoys games of strategy and dueling.

### 11) Flim the Elder, Battle Healer, human male 0

STR	10/34	+H/+D	+0/+0
DEX	16/12	AC	8
CON	16/90	HP	27
INT	17/34	D	1d6-1
WIS	16/99		
CHA	12/01	HON	Ave
COM	10/50	AL	N

**Skills:** blacksmithing (47), blacksmith tools (67), leatherworking (61), metalworking (54),

**Equipment of Note:** various medical equipment, dagger of sharpness (he uses it in his "practice")

**His Story:** Despite his status as the Keep Battle Healer, Flim is not a doctor in any sense of the word. He does not, in fact, know anything about healing. Flim was originally trained as an armorer's apprentice, and was aiding his master at a large battle when a catapult boulder landed nearby. Flim found himself surrounded by injured men, all of whom cried for his help. Using his mechanical knowledge, he began piecing people together to the best of his knowledge. Most of his "patients" died, but enough survived that when the army general came by to survey the damage, he promoted Flim to Battle Healer on the spot. The pay was good and the chicks dug his scars, so he continues today with his unorthodox healing.



**12) Flitter Fernwise, Courier, pixie-fairy female thief 2**

STR	08/12	+H/D	-1/-1	Pick Pockets: 30%
DEX	17/34	AC	5 (7)	Open Locks: 5%
CON	12/77	HP	20	Find Traps: 5%
INT	14/77	D	1d6-1	Remove Traps: 5%
WIS	14/37			Move Silently: 60%
CHA	18/02	HON	Ave	Hide in Shadows: 60%
COM	19/93	AL	NG	Detect Noise: 50%
				Climb Walls: 10%
				Read Languages: 0%

**Skills:** intelligence gathering (45), slip away into the shadows (77), stealthy movement (69), tracking (55)

**Quirks/Flaws:** alcoholic

**Equipment of Note:** dagger, padded armor

**Her Story:** Flitter works with Madame Kandaree in her fortune telling business. Flitter's job is to act as courier to obtain the information that Madame Kandaree uses to convince the client that the fortune telling is true. She was originally a courier on the upper bailey, but her drinking problem led him to crash into the tower windows one too many times. After ending up half dead and drunk on Tower Pegasus, she was discharged. Madame Kandaree, however, saw her usefulness, and arranged to sponsor Flitter. Flitter was very grateful, and agreed to work for the Madame, which she has been doing ever since.



**Flitter Fernwise**

**13) Fowler Thriftaxe, Paymaster, human male 0**

STR	13/32			
DEX	10/24			
CON	9/14	HP	21	
INT	14/14			
WIS	10/51			
CHA	9/39	HON	Ave	
COM	13/67	AL	LN	

**Skills:** administrator skill set (78), anatomy, vital [bugbear, goblin, hobgoblin, gnoll, kobold, lizardman, orc] (all at 25+1d10), coin pile numerical approximation (87)

**Equipment of Note:** ink, quills, lots of extra paper

**His Story:** Fowler is deadly serious about his work and insists that no one get special treatment. He enjoys his power as the arbiter of bounties and is not above holding it over someone. He is also an expert in identifying the ears of the nearby humanoid races. No one can remember his being fooled. If such a thing ever did happen, he would bar those responsible from ever receiving pay again and insist that the Commander expel them from the Keep permanently. Fowler's superiors are quite happy with his work and attention to detail. They do not want to be forced to have to replace him and as such will side with him even if it is somehow wrong.

**14) Gandle Stoopnagel, leather goods proprietor, dwarf male fighter 2**

STR	15/34	+H/D	+1/+3
DEX	12/50	AC	10
CON	9/39	HP	29
INT	10/86		
WIS	10/98		
CHA	9/01	HON	Ave
COM	11/59	AL	N

**Skills:** leatherworking (45), peg leg proficiency, trader/barterer (78)

**Flaw:** Amputee, both legs

**Equipment of Note:** peg legs

**His Story:** Gandle has no legs. Well actually, he has a set of wooden peg legs with silver inlays that are quite nice, but he is too embarrassed to use them in public. If caught in private, he becomes very angry. He refuses to acknowledge his lack of legs, and always tries to turn any conversations away from that topic. Usually, he seeks to turn it towards profits, as his mind rarely strays from matters of trophies and sales.

**15) Gin Sass, Bouncer, male human 0**

STR	16/13	+H/D	+2/+4
DEX	16/30	AC	8
CON	13/91	HP	26
INT	9/26	D	1d6
WIS	10/76		
CHA	10/89	HON	Ave
COM	13/53	AL	N

**Skills:** art of beating (45), feign toughness (68), flex muscle (79), groin punch (77), intimidation (44), pugilism (56)

**Quirks/Flaws:** gambling addiction

**Equipment of Note:** club, loaded pair of carved bone dice, honest pair of carved bone dice, 1 deck of marked cards

**His Story:** Gin has an enormous weakness for gambling and is a very, very sore loser. He readily accuses opponents of cheating. A former orphan, Gin was raised by Jarl himself. As the boy grew and began to fill out a massive frame, the bar owner put him to work in his establishment. Though Jarl raised him, he does not really treat Gin as a son, and Gin responds accordingly. They have a good business relationship, and Gin and Yurl have become very close.

**16) Gnat Drungus<sup>Aw</sup>, Guard (Draw House), human male fighter 4**

STR	14/91	+H/D	+1/+2
DEX	13/12	AC	1 (10)
CON	18/01	HP	41
INT	11/96	D	2d4
WIS	13/29		
CHA	11/34	HON	Ave
COM	12/40	AL	NE

**Skills:** berate (54), feign toughness (34)

**Equipment of Note:** Splint mail, medium shield, short sword, battle-axe, potion of healing, pearl (value 35 gp).

**His Story:** Gnat grew up with Nargus in the town of Hangnail [D7.05.18] as they were neighbors and their parents were very close friends. Gnat is a follower, but he is

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Nargus' best friend and partner in crime. He is almost always with Nargus, and Nargus sometimes takes advantage of him, but in the long run, it averages out. He is just one rank below Nargus, as the group that is helping Nargus along in his path is also helping Gnat. While Gnat is above average in smarts, he is definitely not the brains of the outfit.

**Nargus and Gnat:** Nargus and Gnat are inseparable. Using their ill-gotten gold, they pay other soldiers to swap duty/watches with them so they will always have furlough at the same time. Gnat and Nargus killed another guard who found out about their mine and threw his body over the falls.

If Nargus and Gnat are rotated from gate duty or are on furlough, the mundane guards who take their place are just as likely to cause the party grief.

### 17) Grafor Bindlestick, Jewel Merchant, human male thief 5

STR	12/24	+H/+D	+0/+1	Pick Pockets: 90%
DEX	15/02	AC	6 (8)	Open Locks: 35%
CON	12/01	HP	45	Find Traps: 10%
INT	14/90	D	1d6	Remove Traps: 10%
WIS	12/66			Move Silently: 15%
CHA	15/00	HON	Ave	Hide in Shadows: 10%
COM	12/08	AL	LN	Detect Noise: 25%
				Climb Walls: 65%
				Read Languages: 70%

**Skills:** appraisal, gemstone (90), trader/barterer skill set (88)

**Equipment of Note:** leather armor, short sword (kept under the counter), 3 regular daggers, one dagger +2. He also has amassed quite a number of gems and has a locked iron box with 200 platinum pieces and 100 gold pieces inside. Secreted on his belt are 10 gems each worth about 100 gp each. Grafor and his wife Arnylia are guarded by a pair of hired guards (MUN #10).

**His Story:** Grafor's Gem Getaway, as his original gem selling business in Arz was called, was a financial disaster. A group of adventurers sold a large cache of gems to him, and he considered it quite a score. They neglected to tell him, however, that the stones contained the soul of a demon. When Grafor touched the stones with his bare hands, he released the beast. The demon was eventually slain, but no one would enter his business again. Grafor decided to move to the Keep to start anew. He is amassing a small fortune in gems with the hope of one day returning to Arz to restart his business.

### 18) Greytar the Gentle, Counselor/Sage, half grey elf male magic-user 5

STR	13/32	+H/+D	+1/+1
DEX	15/24	AC	8
CON	11/14	HP	32
INT	18/14		
WIS	13/51		
CHA	8/39	HON	Ave
COM	13/67	AL	N

**Skills:** ancient history (88), astrology (74), culture [orcs] (45), current affairs (47), customs and etiquette [human] (64), geology (56), history, local (89), history, world (79), religion, general (57)

**Equipment of Note:** books, writing materials, Spell Book (1st level: *Aura of Innocence*, *Detect Magic*, *Light*, *Magic Mouth*, *Mend*, *Read Magic*, *Smell Immunity*, *Unseen Servant*, *Wizard Mark*, *Write*; 2nd level: *Forget*, *Gandle's Feeble Trap*, *Levitate*, *Protection from Cantrips*, *Wizard Mark*; 3rd level: *Dispel Magic*, *Explosive Runes*, *Hold Person*, *Polymorph to Primate*)

**His Story:** Greytar rarely leaves the Fortress in the Upper Bailey. The majority of his time is spent reading either in his library or quarters. He is known for keeping odd hours - rising at dusk and sleeping all day. The Prefect is often annoyed at this habit since they are on completely opposite schedules and when he needs Greytar's counsel on some matter the sage is invariably asleep! (A rumor is circulating amongst many of the Men-at-Arms that Greytar is actually a Vampire and Bandrus' erratic behavior is the result of him being *Charmed*. Much of the Keep's soldiery is accordingly very uncomfortable around Greytar.) On rare occasions he ventures down to the Middle Bailey with two Battle Mages in tow to follow up on any rumors of new books or scrolls popping up in the shops. Once a month (on the first), Greytar exits the keep to stroll along the outer walls. On these walks he always visits the Old Garrison Cemetery (46) and offers a libation of wine to the nameless grave at 46b. No one knows exactly why he does this and he refuses to offer an explanation.

Greytar has been a fixture at the Keep for fifty years ever since it was rebuilt after the Orkin War of Reprisal. He arrived at the Keep as a member of the professional adventuring party, *Cretins of Flander's Meadow*, which had taken him on as a consultant. The

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group was in search of the legendary Dungeons of Kreatan Faarpang (Module B5) and a fragment of a rotted scroll had convinced them it lay hidden someone in the area. The party later met its demise in the Mines of Chaos. Greytar (a non-combatant usually left behind on such forays) suddenly found himself friendless, broke and among strangers. He eventually bartered a trade for room and board at the Three Leaves to the Wind Inn, in exchange for telling stories at evening meal for the Innkeeper's children.

Later the Keep Prefect was informed that a 'learned man' was staying at the Inn and invited him to the Upper Bailey to dine. The two struck off a friendship that deepened and would last for years. He allowed Greytar to move into the East Tower and the sage served as his personal counselor. (Note: It was Greytar who gave the Prefect one of the Eyes of the Idol stolen from the Temple of Pagnyr' Parkus which transformed him to the 'madman of the wood'). When Prefect went insane and disappeared, each succeeding commander kept Greytar on as an advisor.

He spends most of his time working on his personal memoirs. Over the years he has written a dozen books including one on the adventures of his old professional adventuring party and another on the history of the Keep and Hell's Pass. The old sage is a very private person and finds it difficult to tolerate the company of others. He hates being disturbed unless someone is seeking to hire him for his services.

### 19) Grip Gundor, Inn Keeper, human male 0

STR	13/65	+H/+D	+1/+1
DEX	9/98	AC	8 (10)
CON	10/15	HP	22
INT	15/10	D	1d6+1
WIS	13/58		
CHA	13/23	HON	Ave
COM	14/26	AL	LN

**Skills:** idle gossip (89), joke telling (75), poker face (64), trader/barterer skill set (89)

**Equipment of Note:** leather armor, club, footman's mace

**His Story:** Grip busily tends to his inn and his customers all day long (he can be grumpy when disturbed at night, unless the matter is serious). Grip likes to check on all his people at least once per day; he feels it is important to be seen even if he does not actually do much manual labor anymore. Over the years he has developed the ability to appear to be paying rapt attention to a customer while six other matters run through his head. He has a lightning quick mind when it comes to calculating coinage totals, conversions and percentages but easily gets lost if there is no money involved. Grip always seems genuinely concerned about his customers comfort and their lives in general, but he never forgets why: happy customers pay more. Customers appreciate his knack for interrupting potentially unpleasant conversations with questions about their rooms, meals, pillows or anything else that might provide an escape route. Grip does not judge his customers or their behavior. His main enemy is trouble, and his goal in life is to keep it out of his inn so that the flow of coin will not be interrupted.

### 20) Gurge, Bounty Hunter, half-ogre male fighter 4

STR	19/34	+H/+D	+3/+7
DEX	14/23	AC	4 (9)
CON	15/82	HP	63
INT	9/73	D	1d8+1
WIS	11/78		
CHA	9/77	HON	Ave
COM	7/49	AL	N

**Skills:** forestry (57), map sense (55), tracking (87), woodland lore (78)

**Equipment of Note:** Chain mail, Bec de Corbin +1, 4 hand axes, Potion of Extra-Healing.

**His Story:** The half-ogre bounty hunter is rarely home; he spends most of his time outside the Keep seeking bounties. He returns to the Keep about once every two weeks, collects his bounties and then hits the Tilted Keg (20). At night, Gurge sleeps on a pile of hides and keeps various implements of his trade in his room: rope, knives, winter gear, etc. When out, he carries a very large walking stick with a knotty-knob on the end that serves as a club. On the stick are 372 notches — the number of Orc bounties he has collected from the Paymaster. He avoids the Mines, instead picking off stragglers and small patrols.



**Gurge**

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21) Gwindle Pennythrif<sup>Au</sup>, Money Teller, human male fighter 5

STR	12/12	+H/+D	+0/+1
DEX	14/65	AC	5 (9)
CON	13/01	HP	53
INT	14/12	D	1d8+2
WIS	14/44		
CHA	14/71	HON	Ave
COM	13/01	AL	N

**Skills:** trader/barterer skill set (87)

**Equipment of Note:** short sword, leather armor +2, crossbow (with bolt of stunning +2) mounted under the counter,

**His Story:** Gwindle spent his early days as a member of the adventuring party The Company of Blades. It was here that he developed an eye for things of value and a love for finding bargains. As he spent more and more time at city markets and bazaars, his companions became more and more upset with his participation. Eventually, he was bought out of the group, but at that point he did not care. He had amassed a fine collection of valuable wares and set out to the Keep to start his own business. Along the way he rescued a meek young magic-user named Nivers. The young spellcaster impressed Gwindle, and he soon made him his partner. He has lived happily in the Keep ever since.

22) Haathor Pacarast, Guild Master, human male 0

STR	12/44	+H/+D	+0/+1
DEX	15/12	AC	6 (8)
CON	16/32	HP	22
INT	16/09	D	1d6
WIS	15/33		
CHA	14/97	HON	Ave
COM	13/22	AL	LN

**Skills:** administrator/politician skill set (95), knowledge of courtly affairs (78), mingling (balls, parties) (65), orchestrate task (78)

**Equipment of Note:** Leather armor, short sword, light crossbow, Ring of Hindsight (3 charges)

**His Story:** Haathor's story is a classic tale of a man working hard to achieve his goals. Haathor arrived at the keep a young man, and immediately began working at the guild headquarters as a scribe. An attention to detail and a strong work ethic brought him to the attention of the guild masters, and he soon climbed through the ranks. But his progress was not fast enough, and Haathor soon used other methods to grease the wheels of success. Now he is one of the most powerful men in the Keep, and has potentially damaging information on just about anyone. Despite this, he does not know who is behind the gold conspiracy and will gladly pay money and respect to those that bring him relevant information.

23) H Marcus Doudalus, Yigorian Priest, human male cleric 7

STR	12/45	+H/+D	+0/+1
DEX	14/86	AC	-3 (9)
CON	18/25	HP	63
INT	19/83	D	1d6+1
WIS	16/79		
CHA	17/89	HON	Ave
COM	15/02	AL	CE

**Skills:** botany (85), herbalism (76), religion, general (87), religion, yi'gor (94), religion, shonayian (64)

**Spells:** 1st level: *Befriend*, *Command* x2, *Cure Light Wounds* x2, *Detect Evil*, *Detect Good* 2nd level: *Premonition*, *Resist Fire/Cold*, *Silence 15' radius*, *Unknowable Alignment*, *Wyvern Watch* 3rd level: *Speak to the Dead*, *Ward off Good* 4th level: *Touch of Death*

**Equipment of Note:** Plate Mail +1, Medium Shield +1, War Hammer +1, scroll with 2 spells: *Hold Person* and *Silence, 15' Radius*.

**His Story:** H Marcus is a high ranking member of the secret organization the Shadow Cleavers. As a high priest of Yigor, he is at the Keep searching for a sacred relic of his faith which he believes to be located in the mines of chaos. However, H Marcus is also plotting to take over his order. He believes that his mission was more a way to get rid of him than an important search for this lost relic. As soon as he finds the relic, H Marcus plans to enslave the Keep and use its resources to control the shadow cleavers. Unfortunately for H Marcus, the relic he seeks is actually located in the dungeon of Kreatin Faarpang, not the mines of chaos.

24) Jarl Pakor, Barkeep/Owner, human male thief 3

STR	14/74	+H/+D	+1/+2	<i>Pick Pockets:</i> 20
DEX	15/76	AC	5 (8)	<i>Open Locks:</i> 30
CON	11/66	HP	32	<i>Find Traps:</i> 8
INT	11/72	D	1d6	<i>Remove Traps:</i> 7
WIS	12/93			<i>Move Silently:</i> 45
CHA	13/95	HON	Ave	<i>Hide n Shadows:</i> 45
COM	6/45	AL	CN	<i>Detect Noise:</i> 40
				<i>Climb Walls:</i> 70
				<i>Read Languages:</i> 0

**Skills:** appraising (54), feign toughness (89), first aid skill suite (43), idle gossip (75), intimidation (84), seduction, art of (69)

**Quirks/Flaws:** facial scar

**Equipment of Note:** studded leather armor, short sword, 2 daggers, likes to keep 2d20 gold pieces in his purse at all times, Boots of Stealth

**His Story:** Jarl is a middle-aged man, very strong and despite his appearance (he carries several scars, including a large one on the right side of his forehead), he is quite the lady's man. He has brilliant red hair and a temper that is famous in the Keep. He once threw a man over the Bailey wall (and over the falls) after he caught him cheating with his wife. (The wife disappeared soon afterwards). It is said he once pulled an officer of the Keep's Cavalry off his horse and crowned him for splashing mud on him. (He served three months in Keep's dungeons for that episode, and learned valuable secrets of its layout.) His sense of humor is outrageous and often bawdy, and he is prone to go from wall-shaking anger to his obnoxious chortling (or vice versa) in moments. Jarl was once a petty thief but retired from the trade years ago. ("I lost the hands for it!" he claims). During his enlistment in the military he learned the skills of treating battle wounds and many of the soldiers prefer to come to him for treatment rather than letting the Battle-Healer treat them. He also runs a brothel on the second story.

25) Jaspas Churdagan, human male thief 3

STR	13/02	+H/+D	+1/+1	<i>Pick Pockets:</i> 60%
DEX	16/24	AC	6 (8)	<i>Open Locks:</i> 20%
CON	13/93	HP	31	<i>Find Traps:</i> 10%
INT	13/11	D	1d6 -1	<i>Remove Traps:</i> 10%
WIS	11/66			<i>Move Silently:</i> 40%
CHA	13/98	HON	Low	<i>Hide in Shadows:</i> 35%
COM	11/76	AL	CN	<i>Detect Noise:</i> 20%
				<i>Climb Walls:</i> 65%
				<i>Read Languages:</i> 5%

**Skills:** mapless travel (25), pinch (34)

**Equipment of Note:** At the moment, his torn and ratty clothing is his only possession. His leather armor and daggers were confiscated when he was caught trying to pinch the purse of a well guarded citizen.

**His Story:** Jaspas's story is not a happy one. An abusive father, a drunk unloving mother and an uncaring, bureaucratic government forced him into a life crime. He is a victim of the system, and will gladly tell his piteous tale. He is currently stuck in the stocks for robbing an influential citizen. Though he is just a common thief, Jaspas is intimately familiar with the Keep, and knows the secret way into the lower bailey. He also knows of the mines of chaos and where an entrance can be found.

26) Jor Neder'Maud, Stable Master, human male 0

STR	17/37	+H/+D	+2/+5
DEX	18/04	AC	6
CON	8/33	HP	25
INT	14/54		
WIS	15/96		
CHA	13/02	HON	Ave
COM	10/84	AL	LG

**Skills:** anatomy basic, [horses] (42), animal handling (73), animal training (44)

**Quirks/Flaws:** trick knee

**Equipment of Note:** dwarven war horse

**His Story:** Jor likes people and horses, but he has no patience at all for people who are cruel to horses. He makes allowances for jousting accidents, but to him the jousters are less important than their steeds. He rides as often as possible due to a trick knee. Jor remembers people by their mounts ("Oh, Sir Whatsisname, yeah I recall him - rode a beautiful chestnut war horse. Went too far in breaking him, though, no one else could ride that thing. Kept the mane braided, too...").

**27) Kamyar Harkinmoore, Cpt of the Great Tower, human male fighter 4**

STR	10/26	+H/+D	+0/+0
DEX	13/96	AC	2 (9)
CON	11/74	HP	52
INT	15/03	D	1d8+2
WIS	12/06		
CHA	18/16	HON	Ave
COM	11/06	AL	LN

**Skills:** leadership, basic (87), military: battle sense (74), military: leadership (54), military: operations (65), military: small unit tactics (64)

**Equipment of Note:** Plate mail, Long Sword +2

**His Story:** Kamyar approaches everything and everyone with suspicion. Despite his arrogance and downright rudeness at a time, people seem to like him. They often assume that he is just joking. No one who has looked into the matter understands (or has even identified) his mysterious likeable quality.

**28) Kigel, Benyaran Acolyte, human male cleric 1**

STR	14/51	+H/+D	+1/+2
DEX	15/83	AC	-2
CON	7/71	HP	24
INT	10/85	D	1d6+1
WIS	14/18		
CHA	12/44	HON	Ave
COM	5/43	AL	LG

**Skills:** healing (43), religion, general (56)

**Equipment of Note:** plate mail, medium shield, footman's mace

**His Story:** Kigel is a faithful and loyal follower who rarely questions Relgus. He normally has the following spells memorized: *Bless, Cure Light Wounds and Detect Evil*. He was sent by his parents to the Keep so that he could experience the world. He is still young, but he has already experienced a great deal. Kigel is quite naïve and can be influenced easily.

**29) Ki'Mander the Mad Hermit (aka Hullman Vingal), human male Fighter 4**

STR	19/02	+H/+D	+3/+7
DEX	14/19	AC	7
CON	13/15	HP	44
INT	11/27	D	1d6+1
WIS	16/03		
CHA	17/65	HON	Dishonorable (-1 to all die rolls)
COM	13/60	AL	N

**Skills:** armor maintenance, administration (78), knowledge of courtly affairs (47), leadership, basic (91), maintenance/upkeep, military: battle sense (77), military: leadership (58), military: operations (65), military: small unit tactics (88), mingling (33), recruit army (49), riding, land based (52), shaving/grooming, weapon maintenance. *Note: In his current mental state, Hullman has lost the ability to employ any of these skills.*

**Quirks/Flaws:** Insanity (see *Left Eye of Pagnyr'Parkus* on p. 88 for details)

**Equipment of Note:** Left Eye of Pagnyr'Parkus, Potion of Invisibility, broken longsword (-50% damage), Dagger +1

**His Story:** See area 7 in the Wilderness section (p. 28) for details.

**30) Kroon, human male battle mage 4**

STR	12/18	+H/+D	+0/+1
DEX	14/76	AC	6 (9)
CON	12/66	HP	27
INT	13/27	D	1d10
WIS	13/36		
CHA	12/51	HON	Ave
COM	16/51	AL	LN

**Skills:** administrator/politician skill set (34)

**Equipment of Note:** Ring mail, two-handed sword, hand axes (2), heavy crossbow

**His Story:** Kroon acts friendly and diplomatic to everyone, until he discovers whether they can help him attain his main goal: joining The Circle of Sequestered Magicks. Those who cannot he largely ignores. He resents Maldo's greater potential, which may be part of the reason he always emphasizes the importance of training. Kroon insists on discipline and truly cannot understand why everyone else is not as thoroughly organized and neat as he is. He considers himself the captain of the battle mage contingent at the Keep, despite the fact that the Prefect has never formally appointed him. The other battle mages allow Kroon to believe this, as he is the only one who wants the extra paperwork.

**Spell book:** 1st level – *Chromatic Orb, Sidewinder Fireball (Factor 1), Light, Magic Missile, Minor Sphere of Perturbation, Read Magic, Sleep, Taunt, Write*; 2nd level – *Blindness, Chain of Fire, Heat Seeking Fist of Thunder, Mirror Image, Stinking Cloud, Summon Swarm, White Hot Metal*.

**31) Kryleena, Outlaw, female high elf fighter 4**

STR	12/81	+H/+D	+0/+1
DEX	17/05	AC	7
CON	12/99	HP	44
INT	11/33	D	1d6-1
WIS	8/23		
CHA	12/86	HON	Ave
COM	16/33	AL	CN

**Skills:** coin pile numerical estimation (76), pinch (45), seduction, art of (42)

**Equipment of Note:** dagger tucked in belt, (hidden: 23 pp, 42 hsp, 89 gp, 119 ep, 400 sp, Composite Long Bow +1, long sword, Studded Leather Armor, 600 gp ruby & gold ring, Boots of Elvenkind)

**Her Story:** Kryleena bides her time at the Keep until she feels the furor over a "misunderstanding" in Arz has subsided. A passable server, she does not appreciate lewd looks or remarks, as she fears bounty hunters and lawmen. She bilked a series of men, ending with a scam pulled on a prominent merchant, from whom she acquired significant funds about a year ago. After fighting off some of the old merchant's guards, she decided to hide out in a place where she could remain inconspicuous until she chose to leave (and she could slip out amongst other travelers without raising suspicions). Kryleena does her best to blend in with the other girls, though she considers herself superior to them. When customers get rude or grabby, she often pulls her dagger to make her point. (In her mind, such people are about to try to capture her.) She keeps almost all of her loot and adventuring equipment hidden in her quarters under a removable floor stone. She checks it every day, always making sure absolutely no one is nearby when she does.

**32) Ledra Moss, Counselor, human male cleric 2 (Zeus the Diminished)**

STR	10/85	+H/+D	+0/+0
DEX	12/35	AC	5 (10)
CON	10/75	HP	34
INT	16/27	D	1d6+1
WIS	17/37		
CHA	13/22	HON	Ave
COM	9/20	AL	LG

**Skills:** administrator/politician skill set (73), leadership, basic (75), leadership, committee (62)

**Talent:** Photographic Memory

**Equipment of Note:** Chain mail, Spear +1, javelins (4), silver holy symbol, four 100 gp gems.

**His Story:** Ledra is anal retentive and obsessed with making the records accurate, proper and neat. He has lost his taste for battle and some guards secretly call him "Ledra the Diminished", as he is far less obsessive in his service to Zeus than to his scribe work. For unknown reasons, Ledra is paranoid about being poisoned. When he is not writing, he needs to keep his right hand moving. He often scratches his head when talking to people, leaving ink marks and making him seem distracted. In fact, he has a photographic memory and a knack for processing and organizing information in his head before writing it down.

**Spells normally memorized:** *Bless, Detect Magic, Light, Purify Food & Drink (x3)* (he always casts Purify on his food before eating).

33) Luge Road, Aide-de-Camp, half-elf male fighter 3

STR	14/84	+H/+D	+1/+2
DEX	13/56	AC	4 (9)
CON	11/86	HP	41
INT	12/29	D	1d6
WIS	15/09		
CHA	07/95	HON	Ave
COM	18/02	AL	LN

**Skills:** administrator/politician skill set (75), knowledge of courtly affairs (64)

**Quirks/Flaws:** Obsessive/Compulsive Disorder: must ensure the security of the Keep

**Equipment of Note:** Chain mail, footman's mace, Potion of Persuasiveness, 300 gp.

**His Story:** Luge treats everyone with respect. His exacting nature and thoroughness make him useful to Bandrus, but they also cause the men to shun him. No one wants to draw much attention from Luge, as he is only interested in Keep security. Rumor has it that he will do anything not specifically prohibited to ensure the Keep's safety.

34) Madame Kandaree, Fortune Teller, human female 0

STR	10/00	+H/+D	+0/+0
DEX	14/24	AC	9
CON	13/09	HP	24
INT	14/22	D	1d6-1
WIS	15/01		
CHA	16/23	HON	Ave
COM	17/93	AL	CN

**Skills:** intelligence gathering (87), liar, skilled (78), tracking (53)

**Quirks/Flaws:** enmity towards dwarves

**Equipment of Note:** faux crystal ball (glass sphere), fortune telling deck (players may think it is a deck of many things – its not), dagger

**Her Story:** Madame Kandaree originally planned to stop at the Keep for only a short time. The easily duped citizens with gold to spare changed her mind, however, and she has permanently set up shop. She did not always prey upon the weak-minded fools. She started life as a legitimate insurance saleswoman. She would travel from town to town trying to sell her policies. Unfortunately, there were not many buyers, and she often cursed out customers as they left her stall, foretelling their grisly death at the hands of some monster. It was a generic curse, but more often than not, it came to pass. She soon gained a reputation for her prophetic ways, and took up the career of fortune teller soon afterwards. She really hates dwarves for some reason, and will always predict a bad fortune for them.

35) Maldo human male 1 battle mage

STR	13/33	+H/+D	+1/+1
DEX	12/56	AC	7 (10)
CON	17/43	HP	18
INT	17/10	D	2d4
WIS	15/80		
CHA	11/52	HON	Ave
COM	8/56	AL	N

**Skills:** leadership, basic (34)

**Equipment of Note:** Studded leather armor, broad sword, heavy cross-bow

**His Story:** Maldo studies under Kroon. He hopes to learn spells from Yakomina and Arvid, as well, but he has no special loyalty to the Keep. He sees this service as a temporary duty along the way to bigger and better things. Maldo can be overbearing; he bullied his way into Kroon's life, making it easier to teach him a few spells than go to the great effort of ignoring him.

Spell book: 1st level – *Color Spray, Grease, Jump, Magic Missile, Magic Shield, Read Magic, Sleep, Write.*

36) Marcello Knotz, Captain of Wolf Tower, human male fighter 6

STR	15/36	+H/+D	+1/+3
DEX	15/90	AC	-4 (8)
CON	17/21	HP	65
INT	12/90	D	1d8
WIS	12/01		
CHA	14/39	HON	Ave
COM	13/27	AL	LN

**Skills:** leadership, basic (97), maintain self-discipline (82), military: battle sense (92), military: small unit tactics (89)

**Equipment of Note:** Plate Mail +1, Medium Shield +1, long sword, short bow, ring made of mithral that he was given by his uncle. He believes it to be magical – it does have an aura of magic to it, but he has tried to get it identified to no avail.

**His Story:** Marcello was orphaned at a very young age and spent much of his life in an orphanage. His early years were tough, and Marcello survived by developing a rigid personal code. As a result, Marcello is rarely out of control. He speaks in a cool, even manner. He carefully weighs his thoughts before he speaks, and as a result, is often very thoughtful and profound. He also keeps himself in excellent physical shape, and would never drink too much at the Tilted Keg. Unfortunately, as much as his personal code has made him the man he is today, it has also kept him very alone. If befriended, Marcello could be convinced to give up any information he may have.

37) Melanee

**Her Story:** Melanee is a stunningly beautiful [COM 24] young woman whose appearance and sudden disappearance has been the talk of the Keep and fodder for discrete rumors. Those that have had the pleasure of being briefly graced with her company still remark as to her wit, erudition and charm (even the normally unemotional Greytar.)

Unfortunately for those she chooses to become involved with, she has a dark side. Utterly narcissistic, she's well equipped to manipulate almost anyone to get what she wants. Formerly the girlfriend of Lord Roghan of Quasqueton (see Module B1: Quest for the Unknown), she soon grew bored of him and began to secretly consort with his trusted Captain Erig Cenkar (NOT #9). When Roghan and his henchmen left on their ill-fated expedition, she convinced Erig to abandon his post and find somewhere better for "them" to live.

Upon arriving at the Keep she quickly surmised the situation and turned her irresistible attention towards Bandrus Far'Raven, the Keep Prefect (NOT #3). With a seemingly sincere, "It's not you honey, it's me. I'm holding you back from your career. Don't you think it would be best if we had some time apart?" she left the shattered Erig. Free of that baggage, she quickly moved into the Prefect's Residence.

Not surprisingly, she quickly began to require a number of amenities from Bandrus. These were gratefully provided but never adequate. Soon the Keep Prefect found himself deep in debt, distracted from his duties and utterly miserable. The final indignity was Melanee's insistence that he take a room at the Keep Fortress (37) because his awful snoring was disrupting her beauty sleep.

Having grown tired of the Keep (and perhaps fearing a backlash), she left for Arz three months ago. Surreptitiously billed as a two-week holiday, she has yet to return.

**38) Nargus Finch<sup>au</sup>, Corporal of the Guard (Outer Bailey), human male fighter 4**

STR	17/01	+H/+D	+2/+5
DEX	16/43	AC	0 (7)
CON	16/90	HP	39
INT	16/11	D	1d8
WIS	10/23		
CHA	15/01	HON	Ave
COM	13/99	AL	LE

**Skills:** dirty fighting (65), pimp slap (74)

**Equipment of Note:** Scale mail, medium steel shield, ring of protection +1, long sword.

**His Story:** Nargus is on the fast track to the top. He was one of the original four soldiers who discovered gold at the Mercy Fortune Mine. His co-conspirators have pulled strings to have him promoted three times in just under 18 months. He was smart enough to stash away a small fortune in gold nuggets rather than have his share minted as counterfeit coins. Nargus is a brash young soldier whose recent promotion to Corporal over his more deserving peers has gone to his head. He likes nothing more than to mess with strangers who approach his post and will demonstrate first-hand that it is HE (by his way of thinking) who holds all the power where entry to the Keep is concerned. He talks down to people, is insulting and unabashedly rude. Because of their ill-gotten influx of gold, it is impossible to bribe Nargus or Gnat. (However, if the party discovers their secret, he could very well be blackmailed.)

**Nargus and Gnat:** Nargus and Gnat are inseparable. Using their ill-gotten gold, they pay other soldiers to swap duty/watches with them so they will always have furlough at the same time. Gnat and Nargus even killed another guard who found out about their mine and threw his body over the falls.

If Nargus and Gnat are rotated from gate duty or are on furlough, the mundane guards who take their place are just as likely to cause the party grief.

**39) Nivers , magic-user/clerk, human male magic-user 5**

STR	10/03	+H/+D	+0/+0
DEX	13/46	AC	9
CON	12/20	HP	37
INT	17/45	D	1d6-1
WIS	14/22		
CHA	11/39	HON	Ave
COM	14/00	AL	NG

**Skills:** ancient history (54), appraising (61)

**Equipment of Note:** dagger, spell book, spell components, Wand of Aneurisms (4 charges), robes

**Spells:** 1st level: *Alarm, Identify, Mend, Merge Coin Pile, Shift Blame, Unseen Servant* 2nd level: *ESP, Preserve* 3rd level: *Delude*

**His Story:** Nivers lived in seclusion for most of his life. He enjoyed the study and quiet that came with his career as a magic-user. Fate, it would seem, had larger plans for the young boy. One day, Nivers' master was struck down in a magical battle, and his tower was destroyed. Masterless and homeless, the young Nivers took to wandering aimlessly through the wilderness. As he wandered, he was rescued from a pack of kobolds by a merchant named Gwindle, who was caring many valuable possessions to the Keep at Hell's Throat. He was able to identify one of them on the way, and reveal it to be worth much more than Gwindle originally thought. Gwindle was very impressed and made him a partner. He and Gwindle now run a successful pawn shop in the Keep.

**40) Old Man Quid, magic-user/herbalist, human male magic-user 4**

STR	08/21	+H/+D	+0/+0
DEX	11/42	AC	10
CON	12/80	HP	31
INT	17/15	D	1d6-1
WIS	15/98		
CHA	11/39	HON	Ave
COM	11/08	AL	N

**Skills:** botany (57), herbalism (67), plant identification:holistic (45)

**Talent:** acute alertness

**Spells:** 1st Level: *Read Magic, Aura of Innocence, Identify (x2), Hold Portal;* 2nd Level: *ESP, Preserve*



**Nargus Finch**

**His Story:** A skilled herbalist, Quid makes a decent living peddling his herbal cures to the residents of the Keep. It also both funds and serves as a cover for his true passion – magic.

The Keep's leadership is fearful of magic use by civilians use since it could disrupt their carefully laid defensive planning. As such, no resident magic-users are permitted and ostentatious spell use by travelers will draw the attention of Luge Roard (NOT #33). Old Man Quid is therefore very discreet and clientele are screened by intermediaries. Anyone so brash as to inquire about spell components or request casting services sans the prescreening process will be met with a jocular, "Magic? I don't have time for that nonsense. Now how about this fresh colewort I have on sale. Many medicinal properties you know and, for you, I have a special deal..." If the indiscrete party appears to have money, however, he will suggest that Jarl Pakor (NOT #24) might possibly know of someone that could help. "If you're headed that way, could you do me a favor and drop off this lycopodium moss he ordered?" This serves as a message to Jarl as to the nature of the party's inquiry.

**41) Poadine Ganch, Corporal of the Cavalry, human male fighter 4**

STR	13/04	+H/+D	+1/+1
DEX	12/85	AC	3 (10)
CON	13/00	HP	44
INT	12/91	D	2d4+1
WIS	12/56		
CHA	10/68	HON	Ave
COM	6/94	AL	LN

**Skills:** leadership, basic (64), military: battle sense (53), military: small unit tactics (34), riding, land-based [horses] (97)

**Equipment of Note:** Heavy war horse ("Praetor"), chain barding, Broad Sword +1, plate mail armor.

**His Story:** Poadine is taciturn and aloof near people, preferring to work with horses. He tolerates people if they share his love of riding, so long as they obey proper procedure. Poadine would prefer to work nearer the plains, but he serves at the Keep so that he can have a higher office (the focus of his life).

42) Pouches Marang, Merchant

STR	15/34	+H/+D	+1/+3
DEX	13/01	AC	10
CON	15/33	HP	22
INT	12/30	D	1d8
WIS	13/44		
CHA	12/00	HON	Ave
COM	17/22	AL	LN

**Skills:** trader/barterer skill set (62)

**Quirks/Flaws:** Depression

**Equipment of Note:** 3 daggers, light crossbow

**His Story:** Pouches Marang arrived at Frandor's Keep with a gleam in his eye, money in his pocket and a song in his heart. He was ready to make a living and make a difference, but the weight of the world soon took its toll. His wife became pregnant and gave birth to two children. Unfortunately, Pouches believes that he had nothing to do with it. Then Crazy Zedar opened up his shop and started taking business away from him. But most of all, the decadence and filth of the keep slowly dragged Pouches into depression. Now, his only joy is fishing near the falls in the early morning.

43) Quintius Dunje, Corporal of the Tower, human male fighter 3

STR	17/13	+H/+D	+2/+5
DEX	9/32	AC	1 (10)
CON	15/14	HP	35
INT	10/31	D	1d8
WIS	11/13		
CHA	11/70	HON	Ave
COM	12/17	AL	LG

**Skills:** leadership, basic (44)

**Equipment of Note:** Banded mail, medium shield, long sword

**His Story:** Recently promoted, Quintius is out to prove himself. He acts in a friendly manner to everyone, below or above his station, but is always conscious of procedure and position. He is overzealous in his attempts to find minor problems; he hopes that by proving his thorough understanding of all the regulations he can gain further prestige. While he does not seek major problems, he would try to resolve such an issue as efficiently as possible. Quintius constantly seeks to improve his position.

44) Relgus Banthor, Benyaran Priest, human male cleric 8

STR	13/04	+H/+D	+1/+1
DEX	10/10	AC	-2 (10)
CON	14/03	HP	64
INT	13/40	D	1d6+1
WIS	15/12		
CHA	11/70	HON	Ave
COM	8/66	AL	LG

**Skills:** religion, general (76), religion, benyar (55)

**Spells:** 1st level: *Befriend, Bless, Create Water, Cure Light Wounds* x2, *Detect Magic, Protection from Evil* 2nd level: *Cure Moderate Wounds, Know Alignment, Premonition, Protection from Evil* 3rd level: *Cure Disease, Remove Curse, Stirring Sermon* 4th level: *Minor Raise Dead, Neutrilize Poison*

**Quirks/Flaws:** inappropriate sense of humor

**Equipment of Note:** Plate Mail +1, medium shield, and a Ring of Protection +1. He wields a Footman's Mace +1 or more usually his Staff of the Serpent (Python).

**His Story:** The Priest normally carries the spells listed above. He only uses his curative spells on a member of his congregation, such as an officer of the Guard or a shopkeeper, though he may use other spells in exchange for an appropriate donation. Banthor is jovial, loud and obnoxious. He suffers from an inappropriate sense of humor, thinking that he can expand his church's influence by appealing to the masses (whom he is convinced think all clerics are dour and boring).

45) Rorey Tenderfelt, Quartermaster, human male fighter 4

STR	15/23	+H/+D	+1/+3
DEX	12/34	AC	-1 (8)
CON	14/23	HP	42
INT	14/92	D	1d8
WIS	14/99		
CHA	15/02	HON	High
COM	12/44	AL	LG

**Skills:** bargain sense (13), bartering (18), flex muscle (54)

**Quirks/Flaws:** amputee, leg; obsessive/compulsive disorder: must count everything

**Equipment of Note:** Chain mail, medium shield +1, long sword, ring of protection +2, potion of giant strength.

**His Story:** Rorey was a highly trained bodyguard when he first came to the Keep. However, the man he was guarding was jumped one night when coming home from the Tilted Keg. His client lost his life, and Rorey lost his leg. Unable to work without his leg or his pride, he offered his services to the guards of the lower bailey. They put him in charge of the warehouse, where he has been ever since.

46) Shard, Benyaran Acolyte, male half-elf cleric 1

STR	10/37	+H/+D	+0/+0
DEX	10/80	AC	1
CON	12/34	HP	28
INT	8/28	D	1d6
WIS	17/27		
CHA	10/77	HON	Ave
COM	13/86	AL	LG

**Skills:** religion, general (41), religion, benyar (98)

**Spells:** 1st level: *Ceremony, Detect Evil, Magic Stone, Sanctuary*

**Equipment of Note:** Plate mail, small shield (AC 1), club

**His Story:** Shard studies and works for the church, and while he has no special loyalty to Relgus, he is faithful to Benyar. Shard has bigger plans, though; he hopes to one day achieve greatness. Deep down, he is convinced that he should one day become the high priest of Benyar. He is afraid people will mock him for this, though, so for now he just tries to impress people by being clever and working hard. He will not admit that he is not really all that clever. Even so, he can always quote an appropriate teaching from the texts of Benyar (a trait many, some even in his own church, find annoying).

47) Svar Gattchee, Inn Keeper, gnomeling male fighter 7

STR	12/86	+H/+D	+0/+1
DEX	16/88	AC	5 (7)
CON	11/98	HP	61
INT	17/04	D	1d6
WIS	12/77		
CHA	17/00	HON	Ave
COM	12/55	AL	NG

**Skills:** ancient history (74), astrology (63), idle gossip (98)

**Quirks/Flaws:** amputee, leg, loss of eye, amputee, arm

Talents: dagger bonus, potion identification

**Equipment of Note:** crossbow, short sword (he uses it two-handed), bandolier of daggers (8), plus another 6 daggers secreted about his clothing and another 12 daggers in sheathes at various points behind the bar including one dagger +1, leather armor.

**His Story:** Svar has one eye, one leg and one arm. He claims his wounds are the result of a mano-a-mano fight with the ancient Albino Scoria dragon, Spaz, but the truth is he tried to rush through Fallow Gate one night and was pinned under the portcullis. His life was not always as humiliating, however. As a young gnomeling, he was hired as a torch bearer for the professional adventuring party The Crusaders of the Red Hand. In this role, he had many adventures, all the time studying the party fighters and imitating their skills on his off time. On one fateful adventure, he managed to slay an orc and drag the party leader to safety. He was immediately inducted into the party as a full member and began his career as a fighter. After many years of adventuring, he decided to settle down in the Keep, where he runs the adventurer's hospice and exercises his ancient bragging rights.

## Appendices

### 48) Tirus Moardrae, Gate House Commander, human male fighter 4

STR	13/34	+H/+D	+1/+1
DEX	10/64	AC	3 (10)
CON	11/78	HP	45
INT	8/99	D	1d8+2
WIS	15/65		
CHA	8/38	HON	Ave
COM	10/11	AL	LN

**Skills:** leadership, basic (53), liar, skilled (85)

**Equipment of Note:** Plate mail, bastard sword +2, broad sword

**His Story:** Modest to the point of annoying those around him, Tirus expects the same sort of obsequious toadying from his men that he uses on his superiors. If he were not a competent officer with a knack for getting things done quickly, he might be stationed elsewhere.

### 49) Vidania Sagenthor, Commander of the Guard, human male fighter 5

STR	16/94	+H/+D	+2/+4
DEX	12/38	AC	2 (10)
CON	13/54	HP	55
INT	11/93	D	1d10+1
WIS	13/81		
CHA	14/28	HON	Ave
COM	10/55	AL	LG

**Skills:** leadership, basic (95), leadership, committee (85), military: battle sense (92), military: leadership (74), military: operations (88), military: small unit tactics (87)

**Equipment of Note:** Plate Mail +1, long sword, Halberd +1, Potion of Healing

**His Story:** Vidania is a man of few words. Forceful in action and command, he assumes that he was born to command. He truly believes he commands because he knows what is best: for his men, for the Keep, for travelers, for everyone. Not given to fraternize with those beneath his station (which includes most of the Keep), Vidania has a habit of thinking for several seconds when asked a question. This can seem interminably long to others. The one exception is when giving direct commands, though he only gives them to his troops. These commands are sharp, immediate and final. Even when talking to strangers and newcomers, after his period of consideration, he gives brisk, one-sentence answers and expects that to be the end of the discussion. Usually, he turns and marches off as soon as he is done speaking.

### 50) Yadriss Klintell, Lower Bailey Commandant, human male fighter 7.

STR	16/72	+H/+D	+2/+4
DEX	14/89	AC	1 (9)
CON	17/21	HP	57
INT	13/02	D	1d8
WIS	12/43		
CHA	14/96	HON	Ave
COM	10/12	AL	LN

**Skills:** Angawa battle cry (43), leadership, basic (78), military: battle sense (71), military: leadership (59), military: operations (71), military: small unit tactics (68), riding, land-based [horses] (85)

**Equipment of Note:** Chain mail, long sword, medium shield, family heirloom: gold ring with sliver of mithral surrounding a flawless one-half carat bloodstone. Yadriss likes to tell the story of how, many generations ago, the ring was given to his great grandfather for saving a noble's life. The truth is he won it in a game of keepsies while on furlough in Farzy.

**His Story:** Yadriss is a disgruntled cavalry officer who was purged from the ranks after being set up by a fellow officer. Yadriss made the mistake of asking too many questions when he noticed some of his comrades were living beyond the means of a soldier's pay. He was demoted and transferred to the Outer Bailey, where he was made Captain of Falcon Tower and given the thankless task of Lower Bailey Commandant. The Gold Conspirators placed him here because its suits their plans — soon he will have a little 'accident' and disappear over the falls. Yadriss is clueless as to why he was framed, but he is determined to find out why.

## Little Keep on the Borderlands

### 51) Yakomina, half-elf female 3 battle mage

STR	14/20	+H/+D	+1/+2
DEX	15/46	AC	3 (8)
CON	14/58	HP	24
INT	16/30	D	1d8
WIS	11/79		
CHA	14/21	HON	Great (+1 to all rolls)
COM	17/86	AL	LG

**Skills:** appraising (53), shaving/grooming, map sense (23), spellcraft (85)

**Equipment of Note:** Elven chain mail, long sword, long bow

**Her Story:** Yakomina fell into her role defending the Keep against goblinoids two years ago. She is an optimistic sort who believes that she serves the cause of goodness in her role. As a half-elf, she had trouble fitting in anywhere else, but now the inhabitants of the Keep accept her. Many do not even realize that she has elven blood.

**Spell book:** 1st level — Detect Magic, Feather Fall, Fireball Barrage, Grease, Magic Missile, Magic Shield, Phantasmal Fireball, Read Magic, Write; 2nd level — Blindness, Flaming Sphere, Glitterdust, Levitate, Magic Missile of Skewering, Munz's Bolt of Acid, Stinking Cloud.

### 52) Yurl, Bouncer, human male 0

STR	18/36	+H/+D	+3/+6
DEX	13/56	AC	5 (9)
CON	15/43	HP	27
INT	11/39	D	1d6
WIS	9/46		
CHA	12/28	HON	Ave
COM	10/95	AL	CG

**Skills:** brawler (64), dirty fighting (84), groin punch (74), pimp slap (66)

**Equipment of Note:** Hide armor, club, 3 rolled up papyrus sheets with mediocre love poetry tucked in his belt

**His Story:** Yurl is faithful and loyal, but strangely quiet and has an air of sadness about him. (He is secretly in love with Kryleena the elven serving wench, but she doesn't return his affections). He watches all customers carefully, seeking out those who might have an eye for the elf. Yurl becomes insanely jealous in his mission to protect her, whether the "danger" really exists or not. He does not usually wear his armor, but he does keep his club at close range.

## Appendix B: MUNDANES (MUN)

#	Type	HackData
MUN #1	Man-at-arms (archer)	[0-level human male,] Str 10/61, Dex 12/53, Con 10/71, Int 8/48, Wis 11/25, Cha 6/18, Com 10/94, AL LG, AC 6, HP 26, #AT 1, studded leather armor, buckler, long bow, short sword, can operate a ballista or catapult.]
MUN #2	Man-at-arms (guard)	[0-level human male, Str 12/53, Dex 10/49, Con 11/18, Int 12/26, Wis 10/34, Cha 10/57, Com 9/27, AL LN, AC 6, HP 28, #AT 1, scale mail, halberd, can operate a ballista or catapult.]
MUN #3	Man-at-arms (guard)	[0-level human male, Str 11/15, Dex 11/86, Con 13/41, Int 9/72, Wis 8/18, Cha 7/51, Com 9/86, AL LG, AC 6, HP 28, #AT 1, scale mail, awl pike, can operate a ballista or catapult.]
MUN #4	Man-at-arms (crossbow)	[0-level human male, Str 10/61, Dex 12/73, Con 10/71, Int 8/48, Wis 11/25, Cha 6/18, Com 10/94, AL LN, AC 5, HP 27, #AT 1, studded leather armor, light crossbow, short sword, buckler, can operate a ballista or catapult.]
MUN #5	Man-at-arms (drum/bugle)	[0-level human male, Str 11/41, Dex 10/23, Con 11/31, Int 10/16, Wis 11/46, Cha 9/72, Com 11/86, AL LN, AC 2, HP 26, #AT 1, chain mail, medium shield, short sword, helmet (basinet), drum or bugle or horn (as appropriate), skills: brass or percussion instrument (53), can operate a ballista or catapult,]
MUN #6	Man-at-arms (watch)	[0-level human male, Str 12/53, Dex 10/49, Con 11/18, Int 11/26, Wis 10/34, Cha 10/57, Com 12/27, AL LG, AC 7, HP 27, leather armor, buckler, club.]



## Little Keep on the Borderlands

MUN #7	Man-at-arms (signalman)	[ 0-level human male, Str 17/97, Dex 13/08, Con 16/53, Int 13/19, Wis 9/91, Cha 10/76, Com 14/79, AL LN, AC 6, HP 28, #AT 1, brigandine armor, short bow, shortsword, dagger, torch, oil (3 flasks), can operate a ballista or catapult.]
MUN #8	Man-at-arms (cavalry)	[ 0-level, human male, Str 13/34, Dex 14/14, Con 12/52, Int 9/51, Wis 9/74, Cha 14/27, Com 12/25, AL LN, AC 3, HP 28, chain mail, small shield, medium lance, short sword, ride skill (75).]
MUN #9	Man-at-arms (Quartermaster)	[ 0-level, human male, Str 12/53, Dex 10/49, Con 11/48, Int 11/29, Wis 11/43, Cha 8/57, Com 11/07, AL LN, AC 5, HP 28, studded leather armor, small shield, short sword, skills: clever packer (60), resist persuasion (70).]
MUN #10	Man-at-arms (hired guard)	[ 0-level human male, Str 13/34, Dex 14/14, Con 12/52, Int 12/54, Wis 8/74, Cha 10/27, Com 13/25, AL N, AC 6, HP 31, #AT 1, leather armor, shield, short sword, footman's mace, dagger.]
MUN #11	Corporal	[ human male ftr I, Str 13/19, Dex 12/27, Con 11/44, Int 11/53, Wis 11/52, Cha 13/48, Com 9/46, AL LN, AC 3, HP 28, #AT 1, chain mail, small shield, spear, broad sword, dagger.]
MUN #12	Sergeant	[ human male ftr I, Str 16/25, Dex 11/53, Con 15/42, Int 11/16, Wis 10/28, Cha 14/74, Com 10/48, AL LG, AC 2, HP 30, #AT 1, chain mail, medium shield, broad sword, dagger.]
MUN #13	Sergeant (cavalry)	[ human male ftr I, Str 13/41, Dex 14/26, Con 12/43, Int 11/16, Wis 11/46, Cha 15/72, Com 11/86, AL LN, AC 2, HP 31, #AT 1, chain mail, buckler, dagger. Skills: ride (90).]
MUN #14	Captain	[ human male ftr 5, Str 18/51, Dex 15/23, Con 15/76, Int 11/38, Wis 17/24, Cha 17/57, Com 9/72, AL LG, AC 3, HP 51, #AT 1, chain mail, long bow, long sword, dagger.]
MUN #15	Scribe	[ 0-level human male (age 40+1d20), Str 10/10, Dex 12/25, Con 11/70, Int 15/89, Wis 12/54, Cha 10/19, Com 8/76, AL LN, AC 10, HP 21, Skills: read/write common (80), civil administration (44).]
MUN #16	Runner	[ 0-level human male (age 10+1d6), Str 9/10, Dex 13/22, Con 10/74, Int 9/18, Wis 8/98, Cha 11/45, Com 11/23, AL N, AC 9, HP 21.]
MUN #17	Apprentice	[ 0-level human male, Str 15/77, AL LG, AC 10, HP 24.]
MUN #18	Lackey	[ 0-level human male, AL LN, AC 9, HP 25.]
MUN #19	Pixie fairy (runner)	[ pixie fairy male, AL N, AC 8, HP 14.]
MUN #20	Tenant (1/10)	[ human male, AL LG, AC 9, HP 24.]
MUN #21	Tenant (2/10)	[ human male, AL LN, AC 9, HP 24.]
MUN #22	Tenant (3/10)	[ human male, AL N, AC 10, HP 22.]
MUN #23	Tenant (4/10)	[ half-orc male, AL CE, AC 9, HP 27.]
MUN #24	Tenant (5/10)	[ human female, AL LN, AC 10, HP 25.]
MUN #25	Tenant (6/10)	[ human male, AL LE, AC 9, HP 23.]
MUN #26	Tenant (7/10)	[ dwarf female, AL LG, AC 10, HP 24.]
MUN #27	Tenant (8/10)	[ half-orc female, AL CN, AC 11, HP 29.]
MUN #28	Tenant (9/10)	[ human female, AL NE, AC 9, HP 26.]
MUN #29	Tenant (10/10)	[ dwarf male, AL LN, AC 9, HP 28.]
MUN #30	Merchant	[ human male, AL N, AC 9, HP 21, Skills: trader/barterer skill set (87).]
MUN #31	Merchant's wife	[ human female, Com 10+1d6, AL N, AC 10, HP 22.]
MUN #32	Adolescent	[ human male, AL LN, AC 9, HP 22.]

## Appendices

MUN #33	Bouncer	[ 0-level human male, Str 18/62, Dex 15/23, Con 14/19, Int 11/86, Wis 11/32, Cha 12/65, Com 8/47, AL LN, AC 5, HP 38, #AT 1, studded leather armor, club, dagger. Skills: pugilism (80), intimidation (67).]
MUN #34	Dancing girl: half-elf	[ half-elf female, Dex 14/91, Com 19/76, AL N, AC 9, HP 24, Skills: art of seduction (77), basic looting (55), dancing (92).]
MUN #35	Dancing girl: half-orc	[ half-orc female, Com 10/03, AL CN, AC 10, HP 25, Skills: art of seduction (07), dancing (83).]
MUN #36	Dancing girl: human	[ human female, Com 17/55, AL CN, AC 10, HP 23, Skills: art of seduction (65), appraising (36), dancing (77).]
MUN #37	Dancing girl: elven	[ elven female, Dex 16/08, Com 18/66, AL N, AC 8, HP 23, Skills: art of seduction (71), dancing (80).]
MUN #38	Masseuse	[ human female, AL N, AC 9, HP 24, Skills: anatomy, basic (36).]
MUN #39	Assistant (Medical)	[ 0-level human male, AL LN, AC 9, HP 28, Skills: healer/doc tor skill set (78).]
MUN #40	Acolyte	[ human male clr I, Str 10/21, Dex 8/14, Con 13/48, Int 13/72, Wis 14/88, Cha 11/66, Com 15/25, AL CE, AC 4, HP 26, #AT 1, D 2-7, chain mail, medium shield, footman's mace] SPELLS: Command x2, Detect Good, Darkness, Putrify Food/Drink Skills: religion, general (37), religion, yi'gor (51), religion, shonayian (26)
MUN #41	Ridley Twins	[ human male th I, Str 11/16, Dex 15/84, Con 11/28, Int 13/12, Wis 11/22, Cha 12/46, Com 15/05, AL N, AC 8, HP 26, #AT 1, D 1d6-1, dagger, Skills: animal lore (51), animal handling (38).]

Use the following table for quick naming:

### Mundane Names

Roll (d20)	First name (male/female)	Surname
1	Grillkin/Glendah	Thornton
2	Horst/Svedlannah	Banforth
3	Lander/Lealia	Blakwood
4	Eiric/Jillian	Longacre
5	Elroy/Ursala	Grynwell
6	Declan/Talith	Doubanian
7	Lorum/Lorna	Greenlar
8	Marcel/Alamarra	Edkins
9	Enis/Denise	MacConagall
10	Galen/Jenna	Bradlauw
11	Brannock/Erszbet	Remmipor
12	Ardos/Mergit	Haul
13	Rupert/Rhiana	Senndison
14	Derwood/Hannel	Calderwood
15	Toredus/Alainia	Witterbirn
16	Devon/Inga	Kinurra
17	Gunter/Coreen	Shurnar
18	Errol/Gildah	Diachuck
19	Sildar/Lida	Andersen
20	Wiggin/Delia	De Ferria

## Appendix C: New Magic Items

### Potion of Brownie Strength

**EP Value = 100**      **GP Value = 800**

Created by the cantankerous brownie alchemist Vishny, the merest sip of this potion is sufficient to reduce the drinker's physical strength to that of a humble brownie. While under its effects, the victim's effective Strength ability score is determined by rolling a single d6 (see HackMaster Player's Handbook p. 16 for resultant penalties). No saving throw is allowed. The efficacy of any particular batch is highly variable such that the duration can be from one to twenty days.

In certain cases, this potion may actually have a favorable effect – most notably for extremely weak pixie-fairy characters.

These potions often have a very distinctive chocolatey aftertaste. Whether this is a clue to notify the imbiber that he's just been hosed or a side effect of the brewing process, no one knows for sure. What is known is that Vishny would brew up a special batch whenever his neighbors would pester him to fix things they destroyed through negli-

New Weapons												
Item	Cost	Weight	Size	Damage Type <sup>a</sup>	Speed Factor	Damage vs.			Base Availability			
						S	M	L	H	Med	Low	
Highland Orc Spiked Club	2 cp	4 lbs.	M	P	0	1d8	1d8-2	1d6	95	90	85	
Large Footman's Mace	15 gp	20 lbs.	L	C	5	1d8+1	1d6+2	1d6+1	50	30	20	
Large Morning Star	20 gp	20 lbs.	L	C	5	2d4+2	2d4+1	1d6+2	50	30	20	
Obsidian Blade	30 gp (unused) 10 gp (used)	5 lbs.	M	H	2	2d4	2d4	2d4	5	2	1	

gence or careless maintenance. "Oh sure, go on and drag that contraption down to my workshop and I'll take a look at it. But first, why don't we share a tasty beverage while you tell me all about how you left it out in the rain for three years..."

**Potion of Good, Smart Thinking**

EP Value = 250 GP Value = 400

When consumed, a Potion of Good, Smart Thinking increases the imbiber's Intelligence by 2d4 points for 1d3 days. When the potion's duration has ended, the imbiber loses a point of Intelligence every eight hours until he returns to his normal value.

**Potion of Antivenom**

EP Value = 500 GP Value = 1000

This bitter fluid is an antidote to all forms of poison be they ingested, injected or magical in nature. All further damage or death is immediately halted. Ability scores and/or movement rates compromised by the toxin(s) are also restored to normal. Any damage sustained is, however, not restored nor will it raise from the dead an individual killed by poison. Since the imbiber must be able to consume the potion, it is ineffective against sleep or paralyzing poisons that have already gone into effect.

**Wand of Wuss-slapping (cursed)**

EP Value = -- GP Value = 2000

The two-foot long wand carved from ivory has a hand on the end of it with open outstretched palm. (The wand is used like a swinging-weapon). A successful hit on an Honor-bearing target causes 1d6 of the wielder's Honor to be transferred to the target.

**Stone of Truthfulness**

EP Value = 1000 GP Value = 5000

A minor magical device has been assigned to the outer gate to help screen visitors — a Stone of Truthfulness. About the size of a quail egg, the stone is secured in the Scribes' desk in the Sturm Tower (1a) at night.

During the day it is passed off among the scribes as they change over duties. The Stone can only be used three times a day, so the Scribe only uses it if he must. (There is a base 20% chance that he will use it if a visitor's appearance, demeanor or answers are suspect.) When held under the chin of an individual as he answers a question, the stone glows brightly the answer if false or if the individual is being deceptive. It will not yield the truth — only indicate deception.

**Crossbow Bolt +1, +4 vs. Reptiles**

EP Value = 75 GP Value = 250

These bolts have a to-hit and damage bonus of +4 against such creatures as dinosaurs, dragons, hydras, lizardmen, snakes, wyverns, etc.

**Left Eye of Pagnyr'Parkus**

EP Value = 0 GP Value = 1500

Like the Right Eye (See area U13 in the underground lair of the Beholder in the Mines of Chaos) this relic is a giant 1450-carat rose red spinel gem. However it is horribly flawed and only has a value of 850 gp as a gemstone. This stone was once a powerful relic but it was severely damaged after being misused. In its current state it has retained only a glimmer of the original powerful magic it contained.

Even so it's magic is still relatively powerful and dangerous — it is what drove poor Ki'Mander mad. Anyone who possesses the stone is slowly driven insane over time — there is no escaping this conclusion. The only question is how fast insanity grasps the victim's mind and to what degree.

Each day the stone is in the possession of a character, he must make a Wisdom check with a -1 penalty. The modifier is cumulative so on the second day the check would be made at -2, the third day -3 and so on.

Ape Shaman Armor								
Item	Cost	AC	HP	Weight	Bulk	Base Availability		
						Hi	Med	Low
Wooden Armor	125 gp	6	4	45 lbs.	fairly	20	15	5

Hit Point Absorption Regression for Ape Shaman Armor									
Item	Armor Class								
	1	2	3	4	5	6	7	8	9
Wooden Armor	—	—	—	—	—	4	3	2	1

Failure indicates the character has taken on a special delusional quirk. Each subsequent failure indicates an additional quirk. Quirks are gained in the sequence they are listed, as follows:

**Paranoia:** The first failure causes the character to become paranoid. He believes others are plotting against him. They covet his prize (the Eye). He feels compelled to isolate himself and withdraw. Attempts by others to help or to inquire as to what might be wrong are seen as an intrusion and proof that the character's suspicions were correct.

**Flight:** The second failure causes the character to feel endangered. He believes his enemies are about to put their 'plots' in action. If he doesn't flee and steal away they will surely make a move against him. He must take his 'prize' and slip away. He must hide.

**Invincible:** The third failure causes the character to feel he is invincible. No one can touch him. There is still a sense of strong paranoia that others are out to destroy him and steal his 'prize' but there is now a strong sense of renewed confidence. The character is no longer afraid. He still feels compelled to remain withdrawn from others but he believes he can destroy anyone who tries to take from him what is his.

**Touched:** A fourth failure nudges the character into full insanity. Though he lives in the material world his mind is in another. He is totally delusional. Oblivious to what's going on around him. Those who engage him are seen as strange mysterious creatures speaking in broken streams of thought. Some appear friendly — at first. But then paranoia kicks in. There are no "friendlies", only enemies. A touched-character will drift from one stage to the next, almost appearing to be coherent at times, but then he will quickly plunge into the depths of his insanity again.

Once a character has been 'touched' he will remain that way until the Eye is removed from his presence by at least 100 feet (For each week the character is removed from the stone's influence he regains one stage of sanity).

The stone does imbue the possessor with certain powers. While under the stone's power the character will be magically protected (-2 to hit/-2 to damage to all attacks made against him). He also enjoys protection from all animals and monsters of low Intelligence and below. Such creatures shun the character and can do him no harm.

**Right Eye of Pagnyr'Parkus**

EP Value = 1200 GP Value = 100,000

This giant (1450 carat) rose red spinel has a brilliant round cut. As a gemstone, its market value is 89,277 gp. However, it is also highly magical and functions as a quadruple strength Ioun Stone (+4 to AC and saving throws). If exposed to attack, it is treated as AC -7 and takes 20 points of damage to destroy. It saves as if it were hard metal with a +6 bonus to the roll.

Having a rock weighing over 10 ounces orbiting around one's head can be rather disorientating. Creatures weighing less than 300 pounds will suffer effects similar to being buzzed (-1 to Int, Wis and movement).

**Appendix D: New Quirks and Flaws**

**Quirk, Minor (personality): Poor Bargain Sense** - a person inflicted with poor bargain sense will always buy an item for 1d20% more than it's actual value and sell an item for 1d20% below it's actual value. BP Bonus 5.

**Appendix E: New Weapons and Armor**

See the tables above, titled New Weapons and New Armor.

# Appendix F

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Frاندor's Keep (Ch.1)/Wilderness (Ch.2): Battle Sheet

CHAPTER 1: FRANDOR'S KEEP

46. Old Garrison Cemetery: Ektor the Gnomeling Ghoul (1)

(HF 4, EP 175, AL CE, AC 6, MV 4", HD 2, HP 29, SZ S, #AT 3, D 1d4-1/1d4-1/1d6 (claw/claw/bite), SA Paralyzation, SD See Description, Lang: gnomeling, gnome, halfling, common, ML 20, TOP 14, Crit BSL: Def AC+0, FF 5, Reference HOB 3 p 51)

1) HPs:

→ \_\_\_\_\_ →

CHAPTER 2: THE WILDERNESS

I. Vagrant's Camp: Halfling Thugs (15) and Vagrants (1d20)

(1-7): Errol, Bob, Clive, Chauncey, Stu, Bertie, Jiminy (halfling thieves 1), Str 11/41, Dex 14/74, Con 10/16, Int 11/63, Wis 8/94, Cha 5/23, Com 7/41 AL CN, AC 6, HP 22, leather armor, daggers

(8-12): Rupert, Eli, Tuppy, Gladys, Frank (halfling thieves 2) Str 13/62, Dex 15/19, Con 11/84, Int 12/47, Wis 8/26, Cha 7/75, Com 8/17 AL CE, AC 6, HP 27, leather armor, daggers

(13-15): Jeeves, Wallace, Seamus (halfling thieves 3) Str 13/64, Dex 17/37, Con 12/29, Int 14/67, Wis 11/47, Cha 10/29, Com 11/43, AL CE, AC 6, HP 31, leather armor, daggers

(16-35): Vagrants (roll 1d20) (MUN #6 x 1d20; alter race and alignment as necessary) Men-at-arms (Str 12/53, Dex 10/49, Con 11/18, Int 11/26, Wis 10/34, Cha 10/57, Com 12/27, AL LG, AC 7, HP 27, leather armor, buckler, club.

1) HPs:     
 Leather armor:  
 AC 8 9  
 HP

2) HPs:     
 Leather armor:  
 AC 8 9  
 HP

3) HPs:     
 Leather armor:  
 AC 8 9  
 HP

4) HPs:     
 Leather armor:  
 AC 8 9  
 HP

5) HPs:     
 Leather armor:  
 AC 8 9  
 HP

6) HPs:     
 Leather armor:  
 AC 8 9  
 HP

7) HPs:     
 Leather armor:  
 AC 8 9  
 HP

8) HPs:     
 Leather armor:  
 AC 8 9  
 HP

9) HPs:     
 Leather armor:  
 AC 8 9  
 HP

10) HPs:     
 Leather armor:  
 AC 8 9  
 HP

11) HPs:     
 Leather armor:  
 AC 8 9  
 HP

12) HPs:     
 Leather armor:  
 AC 8 9  
 HP

13) HPs:

Leather armor:  
 AC 8 9  
 HP

14) HPs:

Leather armor:  
 AC 8 9  
 HP

15) HPs:

Leather armor:  
 AC 8 9  
 HP

16) HPs:     
 Leather armor:  
 AC 8 9  
 HP

Buckler:  
 AC +1  
 HP

17) HPs:     
 Leather armor:  
 AC 8 9  
 HP

Buckler:  
 AC +1  
 HP

18) HPs:     
 Leather armor:  
 AC 8 9  
 HP

Buckler:  
 AC +1  
 HP

19) HPs:     
 Leather armor:  
 AC 8 9  
 HP

Buckler:  
 AC +1  
 HP

20) HPs:     
 Leather armor:  
 AC 8 9  
 HP

Buckler:  
 AC +1  
 HP

21) HPs:     
 Leather armor:  
 AC 8 9  
 HP

Buckler:  
 AC +1  
 HP

22) HPs:     
 Leather armor:  
 AC 8 9  
 HP

Buckler:  
 AC +1  
 HP

23) HPs:     
 Leather armor:  
 AC 8 9  
 HP

Buckler:  
 AC +1  
 HP

**Battle Sheet**

- 24) HPs:
- Leather armor:  
AC 8 9  
HP
- Buckler:  
AC +1  
HP
- 25) HPs:
- Leather armor:  
AC 8 9  
HP
- Buckler:  
AC +1  
HP
- 26) HPs:
- Leather armor:  
AC 8 9  
HP
- Buckler:  
AC +1  
HP
- 27) HPs:
- Leather armor:  
AC 8 9  
HP
- Buckler:  
AC +1  
HP
- 28) HPs:
- Leather armor:  
AC 8 9  
HP
- Buckler:  
AC +1  
HP
- 29) HPs:
- Leather armor:  
AC 8 9  
HP
- Buckler:  
AC +1  
HP
- 30) HPs:
- Leather armor:  
AC 8 9  
HP
- Buckler:  
AC +1  
HP
- 31) HPs:
- Leather armor:  
AC 8 9  
HP
- Buckler:  
AC +1  
HP
- 32) HPs:
- Leather armor:  
AC 8 9  
HP
- Buckler:  
AC +1  
HP
- 33) HPs:
- Leather armor:  
AC 8 9  
HP
- Buckler:  
AC +1  
HP
- 34) HPs:
- Leather armor:  
AC 8 9  
HP
- Buckler:  
AC +1  
HP

**Little Keep on the Borderlands**

- 35) HPs:
- Leather armor:  
AC 8 9  
HP
- Buckler:  
AC +1  
HP



*Lizardman - Hacklopedia of Beasts, Volume 4, page 92*

**2. Lizardman Mound**

Lizardmen (10), guards, females and leader (with maximum hp) (HF 1, EP 65, Int 6, AL NE, AC 5, MV 6", 12" swim, HD 2+1, HP 37, 35, 33x2, 30, 29x2, 28x2, 27, SZ M, #AT 3, D 1-2/1-2/1-6, SA Nil, SD Nil, Lang: lizardman, Hon: Ave, ML 14, TOP 18, 17, 16x2, 15, 14x4, 13, Crit BSL: Def AC-0; FF 6, Reference HOB 4 p 92)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:
- 9) HPs:
- 10) HPs:

**3b. Living Quarters: Predacious Howlers (2)**

(down half their hit points) (HF 2, EP 120, Int 6, AL CE, AC 5, MV 12", HD 2, HP 17, 15, SZ S, #AT 3, D 1-4/1-4/1-8, SA leap attack, SD fear howl, Lang: none, Hon: n/a, ML 12, TOP 17, 15, Crit BSL: Def AC-0; FF 6, Reference HOB 6 p 92)

- 1) HPs:
- 2) HPs:

**3d. Recess: Carnivorous Hornets (10)**

(HF 0, EP 1, Int non, AL N, AC 10, MV 12" fly, HD <1-1, HP 1, SZ T, #AT 1, D poison, SA attack armored victims at AC 10, poison: 1 dam and blindness for 2-20 rounds unless save, -1 to save per sting. SD Nil, Lang: none, Hon: n/a, ML 20, TOP n/a, Crit BSL: Def AC-4; FF n/a, Reference HOB 4 p 16)

- 1) HPs:  4) HPs:  7) HPs:  10) HPs:
- 2) HPs:  5) HPs:  8) HPs:
- 3) HPs:  6) HPs:  9) HPs:

**4. Escaped Pack Ape Camp: Run Away Pack Apes (7)**

(HF 3, EP 175, Int 6, AL N, AC 6, MV 12", HD 4+1, hp 49, 42, 41, 40, 39, 36, 30, SZ L, #AT 1, D 1-6/1-6/1-4 (arm/arm/bite), SA squeeze, SD Nil, Lang: none, Hon: N/A, ML 9, TOP 24, 21, 20x2, 19, 18, 15, Crit BSL: Def AC+2; FF 6, Reference HOB 1 p 26).

- 1) HPs:
- 2) HPs:
- 3) HPs:







## Mines of Chaos (Ch.3): Battle Sheet

## KB. KOBOLD LAIR

## KB1. Roaming Woodland Kobold Patrol (4)

(HF 0, EP 7, Int 9, AL LE, AC 8, MV 9", HD 1/2, HP 24, 23, 23, 21, SZ S, #AT 1, D 1d6 (club), 1d6 (javelin), 1d4 (claws), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 9, TOP 12, 11x2, 10, Crit BSL: Def AC-4, FF 5, Reference HOB 4 p 66)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

## KB2a. Lesser Kobold Guards (3)

(HF 0, EP 7, Int 6, AL LE, AC 7, MV 6", HD 1/2, HP 23, 22, 22, SZ S, #AT 1 (at -2 to hit because of narrow opening), D 1d6 (javelin), 1d6 (short sword) 1d4 (claws), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 6, TOP 11, Crit BSL: Def AC-6, FF 5, Reference HOB 4 p 66)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

## KB2b. Lesser Kobold Guards (3). Same statistics as KB2a.

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

## KB5. Lesser Kobold Guards (9)

(HF 0, EP 7, Int 6, AL LE, AC 7, MV 6", HD 1/2, HP 24, 24, 23, 23, 23, 22, 22, 22, 21, SZ S, #AT 1, D 1d6 (javelin), 1d6 (short sword) 1d4 (claws), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 6, TOP 12x2, 11x6, 10, Crit BSL: Def AC-4, FF 5, Reference HOB 4 p 66)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 7) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 8) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 9) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

## Ror'Nash the Greater Kobold Guard Captain (1)

(HF 1, EP 15, Int 11, AL LE, AC 5 (hide armor and wicker shield), MV 9", HD 1, HP 26, SZ S, #AT 1 (at +1 to hit from short sword+1), D 1d6+1 (short sword +1), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-1, FF 6, Reference HOB 4 p 66)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- Hide armor:  
AC 6            7            8            9  
HP □□□□ □□□□ □□□□ □□□□
- Wicker Shield:  
AC -  
HP □

## KB6. Common Weasels (10)

(HF 0, EP 7, Int 1, AL N, AC 6, MV 15", HD 1-4 hp, HP 4, 4, 3, 3, 3, 3, 2, 2, 2, 1, SZ S, #AT 1, D 1 (bite), SA Blood Drain, SD Nil, Lang: n/a, Hon: Ave, TOP 2, 1, Crit BSL: Def AC-4, FF 5, Reference HOB 8)

- 1) HPs: □□□□            5) HPs: □□□            9) HPs: □□
- 2) HPs: □□□□            6) HPs: □□□            10) HPs: □
- 3) HPs: □□□            7) HPs: □□
- 4) HPs: □□□            8) HPs: □□

## Giant Weasel (1)

(HF 2, EP 125, Int 1, AL N, AC 6, MV 18", HD 3+3, HP 38, #AT 1, D 2d6 (bite), SA Blood Drain, SD Nil, Lang: n/a, Hon Ave, TOP 19, Crit BSL: Def AC+2, FF 8, Reference HOB 8)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

## KB7. Lesser Kobold Guards (6), Same statistics as KB5

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

## KB9. Buzzed Lesser Kobold Loafers (10)

(HF 0, EP 7, Int 5, AL LE, AC 8, MV 5", HD 1/2, HP 24, 23, 23, 23, 23, 22, 22, 22, 21, 21, SZ S, #AT 1, D 1d6 (club), 1d4 (claws), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 7, TOP 12, 11x7, 10, Crit BSL: Def AC-4, FF 5, Reference HOB 4 p 66)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 7) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 8) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 9) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 10) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

## Hal'Gallah the Greater Kobold Brewmaster (1)

(HF 1, EP 15, Int 12, AL LE, AC 4 (Ring of Protection +1, hide armor and wicker shield), MV 9", HD 1, HP 28, SZ S, #AT 1 (at +1 from shortbow +1), D 1d6 +1 (shortbow +1), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-2, FF 6, Reference HOB 4 p 66)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- Hide armor:  
AC 6            7            8            9  
HP □□□□ □□□□ □□□□ □□□□
- Wicker Shield:  
AC -  
HP □

## KB10. Giant Rats (15)

(HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", HD d4+8 hp, HP 12 (x5), 11 (x5), 10, (x5), SZ S, #AT 1 (+1 to hit due to Great Honor), D 1d6-1 (bite, +1 due to Great Honor), SA Disease, SD Nil, Lang: n/a, Hon: Great, TOP 6x5, 5x10, Crit BSL: Def AC-3, FF 5, Reference HOB 6 p 114)

- 1) HPs: □□□□ □□□□ □□ □□
- 2) HPs: □□□□ □□□□ □□ □□
- 3) HPs: □□□□ □□□□ □□ □□
- 4) HPs: □□□□ □□□□ □□ □□
- 5) HPs: □□□□ □□□□ □□ □□
- 6) HPs: □□□□ □□□□ □□ □□
- 7) HPs: □□□□ □□□□ □□ □□
- 8) HPs: □□□□ □□□□ □□ □□
- 9) HPs: □□□□ □□□□ □□ □□
- 10) HPs: □□□□ □□□□ □□ □□
- 10) HPs: □□□□ □□□□ □□ □□
- 11) HPs: □□□□ □□□□ □□ □□
- 12) HPs: □□□□ □□□□ □□ □□
- 13) HPs: □□□□ □□□□ □□ □□
- 14) HPs: □□□□ □□□□ □□ □□
- 15) HPs: □□□□ □□□□ □□ □□



O. OGRE CAVE

OGI. Common Low Ogre (1)

(HF 2, EP 270, Int 8, AL CE, AC 4, MV 9", HD 4+1, HP 45, SZ L, #AT 1, D 1-6 (club) +3/+7 (Strength), SA Nil, SD Nil, Lang: Ogre, Goblin, Hon Ave, TOP 22, Crit BSL Def AC+5, FF 8, Reference HOB 6 p 24). This huge Ogre has AC 4, due to another thick bearskin he wears for protection (2 hp absorption).

- 1) HPs: [grid]
Bearskin armor: AC 9/HP [grid]

Black Bear (1)

(HF 1, EP 175, Int 3, AL N, AC 7, MV 12", HD 3+3, HP 38, SZ M, #AT 3, D 1-3/1-3/1-6, SA hug, SD Nil, Lang none, Hon Ave, TOP 19, Crit BSL Def AC-1, FF 8, Reference HOB 1 p 56).

- 1) HPs: [grid]

→ \_\_\_\_\_ →

GB. GOBLIN LAIR

GB1. Wandering Goblins, male (6)

(HF 0, EP 15, Int 8, AL LE, AC 6 (leather armor and small wooden shield), MV 6", HD 1-1, hp 27, 26, 25, 24, 23, 22, SZ S, #AT 1, D 1-6 (javelin), SA Nil, SD Nil, Lang goblin, bugbear, Hon Ave, TOP 13, 13, 12, 12, 11, 11, Crit BSL Def AC-3, FF 6, Reference HOB 3 p 81).

- 1) HPs: [grid]
Leather armor: AC 8 9, HP [grid]
Small wooden shield: AC +2 +1 +0, HP [grid]
2) HPs: [grid]
Leather armor: AC 8 9, HP [grid]
Small wooden shield: AC +2 +1 +0, HP [grid]
3) HPs: [grid]
Leather armor: AC 8 9, HP [grid]
Small wooden shield: AC +2 +1 +0, HP [grid]
4) HPs: [grid]
Leather armor: AC 8 9, HP [grid]
Small wooden shield: AC +2 +1 +0, HP [grid]
5) HPs: [grid]
Leather armor: AC 8 9, HP [grid]
Small wooden shield: AC +2 +1 +0, HP [grid]
6) HPs: [grid]
Leather armor: AC 8 9, HP [grid]
Small wooden shield: AC +2 +1 +0, HP [grid]

GB2. Dire Wolves (2)

(HF 1, EP 120, Int 6, AL N, AC 6, MV 18", HD 3+3, hp 39, 37, SZ M, #AT 1, D 2-8, SA Nil, SD Nil, Lang none, Hon N/A, TOP 19, 18, Crit BSL Def AC+1, FF 8, Reference HOB 8).

- 1) HPs: [grid]
2) HPs: [grid]

Common Wolves (3)

(HF 0, EP 65, Int 3, AL N, AC 7, MV 18", HD 3, hp 36, 34, 34 SZ S, #AT 1, D 2-5, SA Nil, SD Nil, Lang none, Hon N/A, TOP 18, 17, 17 Crit BSL Def AC+1, FF 8, Reference HOB 8).

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]

GB3. Goblin guards, male (4). Same statistics as GB1.

- 1) HPs: [grid]
Leather armor: AC 8 9, HP [grid]
Small wooden shield: AC +2 +1 +0, HP [grid]
2) HPs: [grid]
Leather armor: AC 8 9, HP [grid]
Small wooden shield: AC +2 +1 +0, HP [grid]
3) HPs: [grid]
Leather armor: AC 8 9, HP [grid]
Small wooden shield: AC +2 +1 +0, HP [grid]
4) HPs: [grid]
Leather armor: AC 8 9, HP [grid]
Small wooden shield: AC +2 +1 +0, HP [grid]

GB5. Goblin guards, male (8).

Same statistics as GB1 except hp 27, 26, 25, 24, 24, 23, 23, 22, TOP 13, 13, 12, 12, 11, 11, 11.

- 1) HPs: [grid]
Leather armor: AC 8 9, HP [grid]
Small wooden shield: AC +2 +1 +0, HP [grid]
2) HPs: [grid]
Leather armor: AC 8 9, HP [grid]
Small wooden shield: AC +2 +1 +0, HP [grid]
3) HPs: [grid]
Leather armor: AC 8 9, HP [grid]
Small wooden shield: AC +2 +1 +0, HP [grid]



- 4) HPs:
- Leather armor:  
 AC 8            9  
 HP
- Small wooden shield:  
 AC +2            +1            +0  
 HP

**GB14. Goblin cooks, male (2).**

Same statistics as GB1 except AC 7 (no shields), D 1d6-2 (knife).

- 1) HPs:
- Leather armor:  
 AC 8            9  
 HP
- 2) HPs:
- Leather armor:  
 AC 8            9  
 HP

**GB15. Goblin sub-chiefs, male (3)**

(HF 0, EP 15, Int 9, AL LE, AC 5 (studded leather armor and small wooden shield), MV 6", HD 1-1, hp 27, 26, 25, SZ S, #AT 1, D 1-6 (javelin), SA Nil, SD Nil, Lang goblin, bugbear, Hon great (+1 to ALL die rolls + mulligan), TOP 13, 13, 12, Crit BSL Def AC-3, FF 7, Reference HOB 3 p 81)

- 1) HPs:
- Studded leather armor:  
 AC 7            8            9  
 HP
- Small wooden shield:  
 AC +2            +1            +0  
 HP
- 2) HPs:
- Studded leather armor:  
 AC 7            8            9  
 HP
- Small wooden shield:  
 AC +2            +1            +0  
 HP
- 3) HPs:
- Studded leather armor:  
 AC 7            8            9  
 HP
- Small wooden shield:  
 AC +2            +1            +0  
 HP

**GB17. Goblins, male (10).**

Statistics similar to GB1 except hp 26(x5), 25(x5), TOP 13(x5), 12(x5), unarmed, AC 8 (no shield).

- 1) HPs:
- Leather armor:  
 AC 8            9  
 HP
- 2) HPs:
- Leather armor:  
 AC 8            9  
 HP
- 3) HPs:
- Leather armor:  
 AC 8            9  
 HP
- 4) HPs:
- Leather armor:  
 AC 8            9  
 HP
- 5) HPs:
- Leather armor:  
 AC 8            9  
 HP
- 6) HPs:
- Leather armor:  
 AC 8            9  
 HP

- 7) HPs:
- Leather armor:  
 AC 8            9  
 HP
- 8) HPs:
- Leather armor:  
 AC 8            9  
 HP
- 9) HPs:
- Leather armor:  
 AC 8            9  
 HP
- 10) HPs:
- Leather armor:  
 AC 8            9  
 HP

**Goblins, female (20).**

Statistics similar to those in area GB7, hp 23(x7), 22(x6), 21(x7).

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:
- 9) HPs:
- 10) HPs:
- 11) HPs:
- 12) HPs:
- 13) HPs:
- 14) HPs:
- 15) HPs:
- 16) HPs:
- 17) HPs:
- 18) HPs:
- 19) HPs:
- 20) HPs:



Goblin - Hacklopedia of Beasts, Volume 3, page 81

**GB18a-c. Gibbering Goblin, male (1)**

(HF 5, EP 420, Int 8, AL CE, AC 10, MV 6", HD 3+3, hp 40, SZ S, #AT 2, D (unarmed) /1 (bite), SA babbling, rabid bite, SD immune to mental attacks, Lang goblin, bugbear, Hon dishonorable (-1 to ALL die rolls), TOP 20, Crit BSL Def AC+1, FF 6, Reference HOB 3 p 81). Treat rabies infections from the bite of a Gibbering Goblin as an acute nervous system disorder with severity level determined from a random roll on Table 1Q in the GMG.

- 1) HPs:

**GB20. Gibbering Goblin, male cleric (1)**

(HF 5, EP 420, Int 10, AL CE, AC 5 (chain mail), MV 6", HD 3+3, hp 37, SZ S, #AT 2, D 1-6+1 (footman's pick)/1 (bite), SA babbling, rabid bite, SD immune to mental attacks, Lang goblin, bugbear, Hon great (+1 to ALL die rolls + mulligan), TOP 18, Crit BSL Def AC+1, FF 6, Reference HOB 3 p 81).

- 1) HPs:

Chain mail armor:

AC	5		6		7		8		9
HP	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

**GB21. Goblin guards, male (2). Same statistics as GB1.**

- 1) HPs:

Leather armor:

AC	8		9
HP	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Small wooden shield:

AC	+2	+1	+0
HP	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

- 2) HPs:

Leather armor:

AC	8		9
HP	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Small wooden shield:

AC	+2	+1	+0
HP	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

**GB22. Goblins, female (11).**

Same statistics as GB7 except hp 23 (x5), 22 (x4), 21 (x2).

- 1) HPs:     
 2) HPs:     
 3) HPs:     
 4) HPs:     
 5) HPs:     
 6) HPs:     
 7) HPs:     
 8) HPs:     
 9) HPs:     
 10) HPs:     
 11) HPs:

**Goblins, young (48). Same statistics as GB7.**

- 1) HPs:    
 2) HPs:    
 3) HPs:    
 4) HPs:    
 5) HPs:    
 6) HPs:    
 7) HPs:    
 8) HPs:    
 9) HPs:    
 10) HPs:    
 11) HPs:    
 12) HPs:    
 13) HPs:    
 14) HPs:    
 15) HPs:

- 16) HPs:     
 17) HPs:     
 18) HPs:     
 19) HPs:     
 20) HPs:     
 21) HPs:     
 22) HPs:     
 23) HPs:     
 24) HPs:     
 25) HPs:     
 26) HPs:     
 27) HPs:     
 28) HPs:     
 29) HPs:     
 30) HPs:     
 31) HPs:     
 32) HPs:     
 33) HPs:     
 34) HPs:     
 35) HPs:     
 36) HPs:     
 37) HPs:     
 38) HPs:     
 39) HPs:     
 40) HPs:     
 41) HPs:     
 42) HPs:     
 43) HPs:     
 44) HPs:     
 45) HPs:     
 46) HPs:     
 47) HPs:     
 48) HPs:

**GB25. Goblins, male (2).**

Stats similar to GB1 except hp 26, 23, D 1d6-2 (knife) or 1-6 (javelin), TOP 13, 11.

- 1) HPs:

Leather armor:

AC	8		9
HP	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

- 2) HPs:

Leather armor:

AC	8		9
HP	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**Soon-to-be Gibbering Goblin, male (1)**

(HF 2, EP 210, Int 9, AL NE, AC 7 (studded leather), MV 6", HD 2+1, hp 31, SZ S, #AT 2, D 1d6-2 (knife) /1 (bite), SA babbling (save at +4), rabid bite (+4 to save), SD immune to non-magical mental attacks, Lang goblin, common, Hon ave, TOP 15, Crit BSL Def AC+0, FF 5, Reference HOB 3 p 81).

- 1) HPs:

Studded leather armor:

AC	7		8		9
HP	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

**GB26. Goblins, male (12).**

Statistics similar to GB1 or specific Goblins identified elsewhere in lair (for skilled laborers) except 27, 26(x2) 25(x2) 24(x2), 23(x2) 22(x2), 21, TOP 13(x3), 12(x4), 11(x4) 10.)

- 1) HPs:

Leather armor:

AC	8		9
HP	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Small wooden shield:

AC	+2	+1	+0
HP	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>



2) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

3) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

4) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

5) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

6) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

7) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

8) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

9) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

10) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

11) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

12) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

**GB27. Goblins, male (12).**

Stats similar to wandering Goblins except Dexterity 13; hp 27, 26(x2) 25(x2) 24(x2), 23(x2) 22(x2), 21, TOP 13(x3), 12(x4); 11(x4) 10. Crit BSL Def AC-2 for missile weapons).

1) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

2) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

3) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

4) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

5) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

6) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

7) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

8) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

9) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

10) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP

11) HPs:

Leather armor:

AC 8 9  
HP

Small wooden shield:

AC +2 +1 +0  
HP



OR. ORC LAIR

ORI. Highland Orc guards (2)

(HF 0, EP 35, Int 8, AL LE, AC 7 (ringmail), MV 9" (12"), 9" Climb, HD 1+1, HP 27, 23, SZ M, #AT 1 (at -2 to hit due to arrow slits), D 1d6 (shortbow), SA Nil, SD Nil, Lang: Orcish, Hon: Ave, ML 12, TOP 13, 11, Crit BSL: Def AC+1 (when firing through the arrow slits); FF 5, Reference HOB 6 p 37)



Highland Orc - Hacklopedia of Beasts, Volume 6, page 37

1) HPs: [grid]

Ring mail armor:

AC 7 8 9
HP [grid]

2) HPs: [grid]

Ring mail armor:

AC 7 8 9
HP [grid]

OR2. Highland Orc guard

(HF 0, EP 35, Int 8, AL LE, AC 7 (studded leather), MV 9" (12"), 9" Climb, HD 1+1, HP 27, SZ M, #AT 1, D 1d8-2 (spiked club), SA Nil, SD Nil, Lang: Orcish, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-1; FF 5, Reference HOB 6 p 37)

1) HPs: [grid]

Studded leather armor:

AC 7 8 9
HP [grid]

OR3 Orkin Lowland Ponies (13)

(HF 1, EP 120, Int 1, AL N, AC 7, MV 24", HD 2+2, HP 39 (x2), 35 (x3), 32, 31, 30, 28 (x2), 27, 26, 25, SZ L, #AT 1, D 1d8, SA Nil, SD Poison/disease resistance, ML 11, TOP 17, Crit BSL: Def AC-0, FF 9, Reference HOB 6 p 42)



Orkin Lowland Pony - Hacklopedia of Beasts, Volume 6, page 42

1) HPs: [grid]

2) HPs: [grid]

3) HPs: [grid]

4) HPs: [grid]

5) HPs: [grid]

6) HPs: [grid]

7) HPs: [grid]

8) HPs: [grid]

9) HPs: [grid]

10) HPs: [grid]

11) HPs: [grid]

12) HPs: [grid]

13) HPs: [grid]

OR5 Orkin Bandit warriors (2)

(HF 1, EP 149, 122, Int 12, AL LN, AC 6 (studded leather and Dex), 7 (studded leather), MV 12", HD 2d10 (2nd level fighters), HP 38, 29, SZ M, #AT 1 (Gorkin gets +4 to hit due to his Magical Quarterstaff +2 and Strength, Jurkin gets +2 to hit due to his Strength), D 1d6+7 (Magical Quarterstaff +2, Strength), 1d6+4 (quarterstaff, Strength), SA Nil, SD Ambush resistance, Lang: Orcish, Common, Hon: Ave, ML 12, TOP 19, 14, Crit BSL: Def AC+4, Def AC+2, FF 5, 6, Reference HOB 6 p 41)

Gorkin: Str 17/11, Dex 15/36, Con 11/50, Int 12/97, Wis 10/41, Cha 8/01, Com 9/20
Jurkin: Str 16/74, Dex 11/08, Con 12/14, Int 12/08, Wis 15/15, Cha 10/81, Com 10/56.
Skills: armor maintenance, weapon maintenance, groin punch 15 (Gorkin), Muster Resolve 21 (Gorkin), Who's Yer Mamma Ankle Wrench 19 (Jurkin), Kidney Bruiser 18 (Jurkin).

1) HPs: [grid]

Studded leather armor:

AC 7 8 9
HP [grid]

2) HPs: [grid]

Studded leather armor:

AC 7 8 9
HP [grid]

OR6 Orkin Bandit handler

(HF 0, EP 35, Int 10, AL LE, AC 6 (studded leather and Dex), MV 12", HD 1+1, HP 26, SZ M, #AT 1, D 1d8-2 (Highland Orc spiked club), SA Nil, SD Ambush resistant, Lang: Orcish, Common, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-1, FF 5, Reference HOB 6 p 41) Animal Lore 75, Animal Handling 65, Animal Training 55.

1) HPs: [grid]

Studded leather armor:

AC 7 8 9
HP [grid]

Orkin Wardaws (16)

(HF 1, EP 125, Int 3, AL N, AC 6, MV 15", HD 2+2, HP 37 (x3), 35, 34, 34, 31, 30, 30, 29, 29, 27, 26 (x3), 21, SZ M, #AT 1 (bite) or 2 (claw), D 2d8+1 (bite) or 1d6/1d6 (claw), SA Nil, SD Nil, ML 13, TOP 14, Crit BSL: Def AC-0, FF 8, Reference HOB 6 p 43)



Orkin Wardaw - Hacklopedia of Beasts, Volume 6, page 43

1) HPs: [grid]

2) HPs: [grid]

3) HPs: [grid]

4) HPs: [grid]

5) HPs: [grid]

6) HPs: [grid]

7) HPs: [grid]

8) HPs: [grid]

9) HPs: [grid]

10) HPs: [grid]

11) HPs: [grid]

12) HPs: [grid]

13) HPs: [grid]

14) HPs: [grid]

15) HPs: [grid]

16) HPs: [grid]

**Battle Sheet**

**OR8. Drunken Highland Orcs (8)**

(HF 0, EP 35, Int 8, AL LE, AC 7 (studded leather armor), MV 9" (-2 due to drunkenness)(12"), 9" Climb, HD 1+1, HP (base) 27 (x2), 26, 25, 24, 23 (x3), SZ M, #AT 1 (-1 to hit due to drunkenness), D 1d8-2 (spiked club), SA Nil, SD Nil, Lang: Orcish, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-0; FF 5, Reference HOB 6 p 37) (-1 to wisdom based saving throws due to drunkenness)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□  
 Studded leather armor:  
 AC 7 8 9  
 HP □□□□ □□ □
- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□  
 Studded leather armor:  
 AC 7 8 9  
 HP □□□□ □□ □
- 3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □  
 Studded leather armor:  
 AC 7 8 9  
 HP □□□□ □□ □
- 4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□  
 Studded leather armor:  
 AC 7 8 9  
 HP □□□□ □□ □
- 5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□  
 Studded leather armor:  
 AC 7 8 9  
 HP □□□□ □□ □
- 6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□  
 Studded leather armor:  
 AC 7 8 9  
 HP □□□□ □□ □
- 7) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□  
 Studded leather armor:  
 AC 7 8 9  
 HP □□□□ □□ □
- 8) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□  
 Studded leather armor:  
 AC 7 8 9  
 HP □□□□ □□ □

**Half-orc servant (1)**

(HF 0, EP 28, Int 13, AL LE, AC 8 (Dex), MV 12", HD 1d6 (1st level thief), HP 23, SZ M, #1 AT 1 (+3 if throwing dagger), D 1d4 (dagger), SA Backstab, SD Hide in Shadows, Lang: Orcish, Common, Hon: Low, ML 9, TOP 11, Crit BSL: Def AC-5 (melee), Def AC-2 (missile), FF 5, Str 8/41, Dex 16/10, Con 11/54, Int 13/81, Wis 10/08, Cha 7/19, Com 5/30, Reference HOB 6 p 37). Skills: coin pile numerical approximation 21, set snares 15, pick pockets 15, open locks 50, find traps 20, remove traps 20, move silently 20, hide in shadows 20, detect noise 20, climb walls 85, read languages -10.

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

**OR10. Sleeping Orkin Bandits (8)**

(HF 0, EP 35, Int 10, AL LE, AC 6 (studded leather and Dex), MV 12", HD 1+1, HP 29, 27, 26, 26, 24, 23, 23, 23, SZ M, #AT 1, D 1d8-2 (Highland Orc spiked club), SA Nil, SD Ambush resistant, Lang: Orcish, Common, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-1, FF 5, Reference HOB 6 p 41)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
 □□□□  
 Studded leather armor:  
 AC 7 8 9  
 HP □□□□ □□ □
- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
 Studded leather armor:  
 AC 7 8 9  
 HP □□□□ □□ □
- 3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □  
 Studded leather armor:  
 AC 7 8 9  
 HP □□□□ □□ □
- 4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □  
 Studded leather armor:  
 AC 7 8 9  
 HP □□□□ □□ □
- 5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □  
 Studded leather armor:  
 AC 7 8 9  
 HP □□□□ □□ □

**Little Keep on the Borderlands**

- 6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
 Studded leather armor:  
 AC 7 8 9  
 HP □□□□ □□ □
- 7) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
 Studded leather armor:  
 AC 7 8 9  
 HP □□□□ □□ □
- 8) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
 Studded leather armor:  
 AC 7 8 9  
 HP □□□□ □□ □

**Sleeping half-orc 0-level servants (11)**

(HF 0, EP 27, Int 7, AL LE, AC 10, MV 12", HD 1d6, HP 24, 24, 23, 23, 23, 22, 22, 22, 21, 21, SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD Nil, Lang: Orcish, Common, Hon: dishonorable (-1 to ALL die rolls), ML 9, TOP 11, Crit BSL: Def AC-5, FF 4, Reference HOB 6 p 37)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 7) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 8) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 9) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 10) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 11) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

**OR11. Highland Orc guard captain**

(HF 0, EP 35, Int 8, AL LE, AC 7 (studded leather), MV 9" (12"), 9" Climb, HD 1+1, HP 26, SZ M, #AT 1, D 1d8-2 (spiked club), SA Nil, SD Nil, Lang: Orcish, Common, Hon: Ave, ML 13, TOP 13, Crit BSL: Def AC-1; FF 5, Reference HOB 6 p 37)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □  
 Studded leather armor:  
 AC 7 8 9  
 HP □□□□ □□ □

**OR12 Kah'ruzah, Highland Orc Chief**

HF 2, EP 220, Int 11, AL LE, AC 4 (hide armor, Dex bonus), MV 12", 9" climb, HD 3d10 (3rd level Fighter), HP 40, SZ M, #AT 1, D 2d4+2 (khopesh sword, Str bonus), 1d8 (longbow w/sheaf arrows), SA: Nil, SD: Nil, Lang: Orcish, Common, Hon: 36 (Great Honor - +1 to ALL die rolls and mulligan), ML 13, TOP: 20, Crit BSL: Def AC-3 (khopesh sword or unarmed), Def AC-0 (longbow), FF 6, Str 16/55, Dex 15/08, Con 12/44, Int 11/80, Wis 9/88, Cha 10/96, Com 6/01. Quirks/flaws: Chronic Nosebleeds (GMG pg 93), Loud Boor (GMG page 98), Narcolepsy (GMG pg 94). Skills: brass instruments 53, religion (general) 19, history (local) 21, mountaineering 37, feign toughness 40.

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
 Hide armor:  
 AC 6 7 8 9  
 HP □□□□ □□□□ □□ □

**Highland Orc guards (8)**

(HF 0, EP 35, Int 8, AL LE, AC 6 (hide armor), MV 9" (12"), 9" Climb, HD 1+1, HP 26, SZ M, #AT 1, D 1d6 (short sword), SA Nil, SD Nil, Lang: Orcish, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-1; FF 5, Reference HOB 6 p 37)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □  
 Hide armor:  
 AC 6 7 8 9  
 HP □□□□ □□□□ □□ □

**OR14. Giant Black Squirrels (2)**

(HF 0, EP 35, Int 2, AL NE, AC 6, MV 12", HD 1+1, HP 26, SZ S, #AT 1, D 1d4-1, SA Nil, SD Nil, ML 11, TOP 13, Crit BSL: Def AC-1, FF 7, Reference HOB 7 p 109)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □
- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □

**OR15. half-orc 0-level cook**

(HF 0, EP 27, Int 7, AL LE, AC 10, MV 12", HD 1d6, HP 22, SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD Nil, Lang: Orcish, Common, Hon: Low, ML 11, TOP 11, Crit BSL: Def AC-5, FF 4, Reference HOB 6 p 37) Skills: cooking 34.

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□

**OR17. Sleeping Highland Orcs (8)**

(HF 0, EP 35, Int 8, AL LE, AC 7 (studded leather), MV 9" (12"), 9" Climb, HD 1+1, HP 29, 27, 26, 26, 24, 23, 23, 22, SZ M, #AT 1, D 1d8-2 (spiked club), SA Nil, SD Nil, Lang: Orcish, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-1; FF 5, Reference HOB 6 p 37)

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□  
□□□□

Studded leather armor:

AC 7 8 9  
HP □□□□ □□ □

2) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

Studded leather armor:

AC 7 8 9  
HP □□□□ □□ □

3) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □

Studded leather armor:

AC 7 8 9  
HP □□□□ □□ □

4) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □

Studded leather armor:

AC 7 8 9  
HP □□□□ □□ □

5) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□

Studded leather armor:

AC 7 8 9  
HP □□□□ □□ □

6) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□ □□□□

Studded leather armor:

AC 7 8 9  
HP □□□□ □□ □

7) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□ □□□□

Studded leather armor:

AC 7 8 9  
HP □□□□ □□ □

8) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

Studded leather armor:

AC 7 8 9  
HP □□□□ □□ □

**OR18. Gnardo, Highland Orc sergeant**

(HF 0, EP 35, Int 8, AL LE, AC 6 (hide armor), MV 9" (12"), 9" Climb, HD 1+1, HP 27, SZ M, #AT 1, D 1d8-2 (spiked club), SA Nil, SD Nil, Lang: Orcish, Common, Hon: Ave, ML 13, TOP 13, Crit BSL: Def AC-1; FF 5, Reference HOB 6 p 37)

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

Hide armor:

AC 6 7 8 9  
HP □□□□□ □□□□ □□ □

**Bruntog, Highland Orc sergeant**

(HF 0, EP 35, Int 8, AL LE, AC 6 (hide armor), MV 9" (12"), 9" Climb, HD 1+1, HP 28, SZ M, #AT 1 (+1 to hit from Long Sword +1), D 1d8+1 (Long Sword +1), SA Nil, SD Nil, Lang: Orcish, Common, Hon: Ave, ML 13, TOP 13, Crit BSL: Def AC-2; FF 5, Reference HOB 6 p 37)

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□

Hide armor:

AC 6 7 8 9  
HP □□□□□ □□□□ □□ □



**H. HOBGOBLIN LAIR**

**H2: Hobgoblin guards (2)**

(HF 0, EP 35, Int 9, AL LE, AC 5 (ring mail and small shield), MV 9" (12"), HD 1+1, hp 27, 26, SZ M, #AT 1, D 2d4 (morning star) or 2d4+1 (heavy crossbow bolt) or 1d6-1 (dagger), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 13 (x2), Crit BSL: Def AC-1; FF 6, Reference HOB 4 p 10)



Hobgoblin - Hacklopedia of Beasts, Volume 4, page 10

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□

Ring mail armor:

AC 7 8 9  
HP □□□□□ □□ □□ □

Small shield:

AC +2 +1  
HP □□□□ □□□

2) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □

Ring mail armor:

AC 7 8 9  
HP □□□□□ □□ □□ □

Small shield:

AC +2 +1  
HP □□□□ □□□

**H3: Hobgoblin guard (1)**

(HF 0, EP 35, Int 9, AL LE, AC 5 (ring mail and small shield), MV 9" (12"), HD 1+1, hp 25, SZ M, #AT 1, D 2d4 (morning star) or 1d6-1 (dagger), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-1; FF 6, Reference HOB 4 p 10)

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

Ring mail armor:

AC 7 8 9  
HP □□□□□ □□ □□ □

Small shield:

AC +2 +1  
HP □□□□ □□□

**H4: Hobgoblin armorers (3)**

(HF 0, EP 35, Int 9, AL LE, AC 5 (ring mail and small shield), MV 9" (12"), HD 1+1, hp 29, 28, 24, SZ M, #AT 1, D 2d4 (morning star), SA Nil, SD Nil, Lang: hobgoblin, goblin, orc, Hon: Ave, ML 12, TOP 14(x2), 12, Crit BSL: Def AC-1; FF 6, Reference HOB 4 p 10). Skills: Weapon maintenance, armor maintenance, blacksmith tools, leatherworking 50, metalworking 50, weaponsmithing 26, armorer 26

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

Ring mail armor:

AC 7 8 9  
HP □□□□□ □□ □□ □

Small shield:

AC +2 +1  
HP □□□□ □□□

2) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

Ring mail armor:

AC 7 8 9  
HP □□□□□ □□ □□ □

Small shield:

AC +2 +1  
HP □□□□ □□□

3) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

Ring mail armor:

AC 7 8 9  
HP □□□□□ □□ □□ □

Small shield:

AC +2 +1  
HP □□□□ □□□

**H5: Sleeping Hobgoblin armorer (1)**

(HF 0, EP 35, Int 9, AL LE, AC 10, MV 9" (12"), HD 1+1, hp 25, SZ M, #AT 1, D 2d4 (morning star), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-1; FF 6, Reference HOB 4 p 10). Skills: Armor maintenance, weapon maintenance, blacksmith tools, leatherworking 50, metalworking 50, weaponsmithing 26, armorer 26

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□



- 6) HPs: □□□□ □□□□ □□□□ □
- 7) HPs: □□□□ □□□□ □□□□ □
- 8) HPs: □□□□ □□□□ □□□□ □
- 9) HPs: □□□□ □□□□ □□□□ □
- 10) HPs: □□□□ □□□□ □□□□ □
- 11) HPs: □□□□ □□□□ □□□□ □
- 12) HPs: □□□□ □□□□ □□□□ □
- 13) HPs: □□□□ □□□□ □□□□ □
- 14) HPs: □□□□ □□□□ □□□□ □
- 15) HPs: □□□□ □□□□ □□□□ □
- 16) HPs: □□□□ □□□□ □□□□ □
- 17) HPs: □□□□ □□□□ □□□□ □
- 18) HPs: □□□□ □□□□ □□□□ □
- 19) HPs: □□□□ □□□□ □□□□ □
- 20) HPs: □□□□ □□□□ □□□□ □
- 21) HPs: □□□□ □□□□ □□□□ □
- 22) HPs: □□□□ □□□□ □□□□ □
- 23) HPs: □□□□ □□□□ □□□□ □
- 24) HPs: □□□□ □□□□ □□□□ □
- 25) HPs: □□□□ □□□□ □□□□ □

**Hobgoblin children (29)**

(HF 0, EP 10, Int 9, AL LE, AC 10, MV 9", HD 1-1, hp 11 each, SZ M, #AT 1, D 1 (fist), SA Nil, SD Nil, Lang: Hobgoblin, Goblin, Common, Hon: Ave, ML 12, TOP 5 each, Crit BSL: Def AC-3, FF 6, Reference HOB 4 p 10). They have no treasure.

- 1) HPs: □□□□ □□□□ □
- 2) HPs: □□□□ □□□□ □
- 3) HPs: □□□□ □□□□ □
- 4) HPs: □□□□ □□□□ □
- 5) HPs: □□□□ □□□□ □
- 6) HPs: □□□□ □□□□ □
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- 9) HPs: □□□□ □□□□ □
- 10) HPs: □□□□ □□□□ □
- 11) HPs: □□□□ □□□□ □
- 12) HPs: □□□□ □□□□ □
- 13) HPs: □□□□ □□□□ □
- 14) HPs: □□□□ □□□□ □
- 15) HPs: □□□□ □□□□ □
- 16) HPs: □□□□ □□□□ □
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- 18) HPs: □□□□ □□□□ □
- 19) HPs: □□□□ □□□□ □
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- 23) HPs: □□□□ □□□□ □
- 24) HPs: □□□□ □□□□ □
- 25) HPs: □□□□ □□□□ □
- 26) HPs: □□□□ □□□□ □
- 27) HPs: □□□□ □□□□ □
- 28) HPs: □□□□ □□□□ □
- 29) HPs: □□□□ □□□□ □

**H13: Large, ugly Hobgoblins (2)**

(HF 1, EP 65, Int 7, AL LE, AC 5 (chain mail), MV 9", HD 2+1, hp 35, 33, SZ M, #AT 1 (+2 due to Str), D 1d8+4 (long sword, Str), SA Nil, SD Nil, Lang: hobgoblin, Hon: Ave, ML 12 TOP 17 (x2), Crit BSL: Def AC+2, FF 6, Reference HOB 4 p 10). Each carries a pouch with their individual treasure. The larger (35 hp) Hobgoblin's pouch contains a silver woman's (human) armlet (135 gp), 9 sp, 5 elp, and 5gp. The other carries 9 sp, 6 elp and 3 gp.

- 1) HPs: □□□□ □□□□ □□□□ □□□□  
□□□□ □□□□ □□□□
- Chain mail armor:  
AC 5 6 7 8 9  
HP □□□□ □□ □□□□ □□□□ □□ □
- 2) HPs: □□□□ □□□□ □□□□ □□□□  
□□□□ □□□□ □□
- Chain mail armor:  
AC 5 6 7 8 9  
HP □□□□ □□ □□□□ □□□□ □□ □

**H15: Juno, Hobgoblin cook (male)**

(HF 1, EP 268, AL LN, AC 10, MV 9", HD 3d10+9 (3rd level fighter), HP 52, SZ M, #AT 1 (+3 due to Str, Dagger Bonus, Honor), D 1d6+2 (dagger, Str, Honor), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: High (+1 to all rolls), ML 12 (15 in the kitchen), TOP 26, Crit BSL: Def AC+2 (melee), Def AC+1 (missile), FF 6, Str 14/01, Dex 10/09, Con 16/30, Int 11/75, Wis 11/62, Cha 9/08, Com 9, Talents: Brewing, Dagger Bonus, Detect Poison, Relevant Skills: cooking 82, culinary arts 77, establish ambush zone 62, eye of the tiger advantage 48, woodland lore 38, Quirks/Flaws: Obsessive/Compulsive (cleanliness), Reference HOB 4 p 10). He has a pouch with 24 cp, 12 elp, 9 gp, two 50 gp aquamarines and two 500 gp bloodstones.

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□  
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**Hobgoblin adolescent assistants (5)**

(HF 0, EP 15, Int 9, AL LN, AC 10, MV 9", HD 1-1, HP 21 each, SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 10 each, Crit BSL: Def AC-3, FF 6, Reference HOB 4 p 10). Each have 1-3 cp.

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □
- 2) HPs: □□□□ □□□□ □□□□ □□□□ □
- 3) HPs: □□□□ □□□□ □□□□ □□□□ □
- 4) HPs: □□□□ □□□□ □□□□ □□□□ □
- 5) HPs: □□□□ □□□□ □□□□ □□□□ □

**H16: Hobgoblin jailer, male (1)**

(HF 0, EP 35, Int 9, AL LE, AC 10, MV 9", HD 1+1, HP 24, SZ M, #AT 1, D 1d6 (club), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-1, FF 6, Reference: HOB 4 p 10). He carries a pouch with 21 cp, 6 gp and 11 elp

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

**Hobgoblin guards, male (2)**

(HF 0, EP 35, Int 9, AL LE, AC 5 (chain mail), MV 9", HD 1+1, HP 26, 25, SZ M, #AT 1, D 1d8 (long sword or light crossbow), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 13 (x2), Crit BSL: Def AC-1, FF 6, Reference HOB 4 p 10). Each carries a pouch with individual treasure of 9 cp, 4 gp and 7 elp, and 14 cp, 5 gp and 5 elp, respectively.

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □
- Chain mail armor:  
AC 5 6 7 8 9  
HP □□□□ □□ □□□□ □□□□ □□□□ □□ □
- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □
- Chain mail armor:  
AC 5 6 7 8 9  
HP □□□□ □□ □□□□ □□□□ □□□□ □□ □

**Hobgoblins, female (2)**

(HF 0, EP 35, Int 9, AL LE, AC 10, MV 9", HD 1+1, HP 23 (x2), SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD Nil, Lang: Hobgoblin, Goblin, Common, Hon: Ave, ML 12, TOP 12 (x2), Crit BSL: Def AC-1, FF 6, Reference Hob 4 p 10). Each carries a pouch with individual treasure of 11 cp, 2 gp and 3 elp, and 7 cp, 3 gp and 4 elp, respectively.

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

**H17: Hobgoblin adolescents (7)**

(HF 0, EP 15, Int 9, AL LE, AC 10, MV 9", HD 1-1, HP 21 each, SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD Nil, Lang: Hobgoblin, Goblin, Common, Hon: Ave, ML 12, TOP 10 each, Crit BSL: Def AC-3, FF 6, Reference HOB 4 p 10). Each carries 1-4 cp.

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □
- 2) HPs: □□□□ □□□□ □□□□ □□□□ □
- 3) HPs: □□□□ □□□□ □□□□ □□□□ □
- 4) HPs: □□□□ □□□□ □□□□ □□□□ □
- 5) HPs: □□□□ □□□□ □□□□ □□□□ □
- 6) HPs: □□□□ □□□□ □□□□ □□□□ □
- 7) HPs: □□□□ □□□□ □□□□ □□□□ □

**H19: Hobgoblins sub chiefs, male (3)**

(HF 2, EP 65, Int 10, AL LE, AC 3 (chain mail, small shield), MV 9", HD 2, HP 32, 30, 29, SZ M, #AT 1 (+1 due to Str), D 2d4+2 (khopesh sword, Str), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, ML 12, TOP 16, 15, 15, Crit BSL: Def AC+1, FF 6, Reference HOB 4 p 10). Their personal treasure (in order) is: excellent chalcadony (500 gp), 44 gp; 8 pp; 11 gp, average coral (100 gp).

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□

□□□□□ □□□□□ □□

Chain mail armor:

AC 5 6 7 8 9

HP □□□□□ □□ □□□□□ □□□□ □□ □

Small shield:

AC +2 +1

HP □□□□ □□□

2) HPs: □□□□□ □□□□□ □□□□□ □□□□□

□□□□□ □□□□□

Chain mail armor:

AC 5 6 7 8 9

HP □□□□□ □□ □□□□□ □□□□ □□ □

Small shield:

AC +2 +1

HP □□□□ □□□

3) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

□□□□□ □□□□□

Chain mail armor:

AC 5 6 7 8 9

HP □□□□□ □□ □□□□□ □□□□ □□ □

Small shield:

AC +2 +1

HP □□□□ □□□

**H21: Akamere, Hobgoblin Chief**

(HF 4, EP 510, AL LE, AC 0 (plate mail, Dex, Ring of Protection +1), MV 9", HD 5d10 (5th level fighter), HP 60, SZ M, #AT 2 at +4/+5 to-hit (2 weapons, Ambidexterity, +3 due to Str, +1 due to Honor, +1 with Warhammer +1), D 1d8+8 (scimitar, Str, Honor), 1d6+9 (Warhammer +1, Str, Honor), SA Nil, SD, Nil, Lang: hobgoblin, goblin, orc, gnoll, kobold, common, Hon: High (+1 to all rolls), ML 16, TOP 30, Crit BSL: Def AC+5 (scimitar), Def AC+7 (Warhammer +1), FF 7, Str 19/68, Dex 16/40, Con 14/80, Int 12/10, Wis 11/05, Cha 10/13, Com 10, Talents: Ambidextrous, Blind Fighting, Endurance, Stealth, Relevant Skills: Cricket-in-the-Pea Pod 48%, Jugular Swipe 51%, Round House Groin Kick 28%, Quirks/Flaws: Paranoid, Superstitious).

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

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Plate mail armor:

AC 3 4 5 6

HP □□□□□ □□□□□ □□□□ □□□□ □□□□□ □

□□□□□ □□ □□□□□ □□□

AC 7 8 9

HP □□□□ □□ □

**Hobgoblin, female (1)**

(HF 0, EP 35, Int 9, AL LE, AC 10, MV 9", HD 1+1, HP 23, SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD, Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-1, FF 6, Reference HOB 4 p 10). She carries no personal treasure.

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□

**Hobgoblin children (4)**

(HF 0, EP 10, Int 9, AL LE, AC 10, MV 9", HD 1-1, HP 11 ea, SZ M, #AT 1, D 1 (fist), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 5, Crit BSL: Def AC-3, FF 6, Reference HOB 4 p 10). They have no treasure.

1) HPs: □□□□□ □□□□□ □

2) HPs: □□□□□ □□□□□ □

3) HPs: □□□□□ □□□□□ □

4) HPs: □□□□□ □□□□□ □

**H22: Hobgoblins, male (4)**

(HF 0, EP 35, Int 9, AL LE, AC 5 (ring mail, small shield), MV 9", HD 1+1, HP 27, 27, 25, 24, SZ M, #AT 1, D 1d8 (long sword), SA Nil, SD, Nil, Lang: hobgoblin, goblin, common, Hon: Ave, TOP 13 (x2), 12 (x2), Crit BSL: Def AC-1, FF 6, Reference Hob 4 p 10). Each carries a pouch with individual treasure of 3-24 cp, 3-12 elp and 2-8 gp.

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

Ring mail armor:

AC 7 8 9

HP □□□□□ □□ □□ □

Small shield:

AC +2 +1

HP □□□□ □□□

2) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

Ring mail armor:

AC 7 8 9

HP □□□□□ □□ □□ □

Small shield:

AC +2 +1

HP □□□□ □□□

3) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

Ring mail armor:

AC 7 8 9

HP □□□□□ □□ □□ □

Small shield:

AC +2 +1

HP □□□□ □□□

4) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

Ring mail armor:

AC 7 8 9

HP □□□□□ □□ □□ □

Small shield:

AC +2 +1

HP □□□□ □□□

**Hobgoblins, female, (5)**

(HF 0, EP 35, Int 9, AL LE, AC 10, MV 9", HD 1+1, HP 23 each, SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD, Nil, Lang: hobgoblin, goblin, common, Hon: Ave, TOP 11 each, Crit BSL: Def AC-1, FF 6, Reference Hob 4 p 10). Each has a pouch with individual treasure of 2-16 cp, 2-8 elp and 1-4 gp.

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□

2) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□

3) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□

4) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□

5) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□

**Hobgoblin adolescents (9)**

(HF 0, EP 15, Int 9, AL LE, AC 10, MV 9", HD 1-1, HP 21 each, SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 10 each, Crit BSL: Def AC-3, FF 6, Reference HOB 4 p 10). Each carries 1-4 cp.

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

2) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □

3) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □

4) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □

5) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □

6) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □

7) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □

8) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □

9) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □

**Hobgoblin children (9)**

(HF 0, EP 10, Int 9, AL LE, AC 10, MV 9", HD 1-1, HP 11 each, SZ M, #AT 1, D 1 (fist), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 5 each, Crit BSL: Def AC-3, FF 6, Reference HOB 4 p 10). They have no treasure.

1) HPs: □□□□□ □□□□□ □ 6) HPs: □□□□□ □□□□□ □

2) HPs: □□□□□ □□□□□ □ 7) HPs: □□□□□ □□□□□ □

3) HPs: □□□□□ □□□□□ □ 8) HPs: □□□□□ □□□□□ □

4) HPs: □□□□□ □□□□□ □ 9) HPs: □□□□□ □□□□□ □

5) HPs: □□□□□ □□□□□ □





## Battle Sheet

2) HPs: □□□□ □□□□ □□□□ □□□□  
□□□□ □□□□ □□□□

### Hide armor:

AC 6 7 8 9  
HP □□□□ □□□□ □□ □

### Small shield:

AC +2 +1  
HP □□□□ □□□

3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□  
□□□□

### Hide armor:

AC 6 7 8 9  
HP □□□□ □□□□ □□ □

### Small shield:

AC +2 +1  
HP □□□□ □□□

## "Rodney" the Goblin Lackey (1)

(HF 0, EP 15, Int 8, AL LE, AC 10, MV 6", HD 1-1, hp 22, SZ S, #AT 1, D 1 (unarmed), SA Nil, SD Nil, Lang goblin, bugbear, Hon dishonorable (-1 to ALL die rolls), TOP 11, Crit BSL: Def AC-3, FF 4, Reference HOB 3 p 81.)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□

## B4. Unarmed Male Bugbears (3)

(HF 2, EP 175, Int 5-10, AL CE, AC 10, MV 9", HD 3+1, HP 37, 35, 33, SZ L, #AT 1, D 2d4 (unarmed) or by weapon + 2, SA surprise 5 in 10 SD: Nil, ML 12, TOP 18, 17, 16, Crit BSL: Def AC + 1; FF 5-8, Reference HOB 1 p 96).

1) HPs: □□□□ □□□□ □□□□ □□□□  
□□□□ □□□□ □□□□ □□

2) HPs: □□□□ □□□□ □□□□ □□□□  
□□□□ □□□□ □□□□

3) HPs: □□□□ □□□□ □□□□ □□□□  
□□□□ □□□□ □□□□

## Unarmed Female Bugbears (7)

(HF 0, EP 35, Int 5-10, AL CE, AC 10, MV 9", HD 1+1, HP 27, 26x2, 25x2, 24, 23, SZ L, #AT 1, D 2d4 (unarmed) or by weapon, SA surprise 5 in 10 SD: Nil, ML 12, TOP 13x3, 12x3, 11, Crit BSL: Def AC-1; FF 5-8, Reference HOB 1 p 96).

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

7) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

## Unarmed Young Bugbears (3)

(HF 0, EP 7, Int 5-10, AL CE, AC 10, MV 9", HD 1/2, HP 24, 22x2, SZ M, #AT 1, D 1d4 (unarmed) or by weapon, SA surprise 5 in 10 SD: Nil, ML 12, TOP 12, 11x2, Crit BSL: Def AC+4; FF 5, Reference HOB 1 p 96)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

2) HPs: □□□□ □□□□ □□□□ □□□□ □□

3) HPs: □□□□ □□□□ □□□□ □□□□ □□

## B5. Male Bugbears (2)

(HF 2, EP 175, Int 5-10, AL CE, AC 4 (hide armor, small shield), MV 9", HD 3+1, HP 37, 31, SZ L, #AT 1, D 1d6+4 (large footman's mace), 1d6+2 (javelin), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 19, 16, Crit BSL: Def AC + 1; FF 5-8, Reference HOB 1 p 96).

1) HPs: □□□□ □□□□ □□□□ □□□□  
□□□□ □□□□ □□□□ □□

### Hide armor:

AC 6 7 8 9  
HP □□□□ □□□□ □□ □

### Small shield:

AC +2 +1  
HP □□□□ □□□

## Little Keep on the Borderlands

2) HPs: □□□□ □□□□ □□□□ □□□□  
□□□□ □□□□ □

### Hide armor:

AC 6 7 8 9  
HP □□□□ □□□□ □□ □

### Small shield:

AC +2 +1  
HP □□□□ □□□

## Female Bugbear (1)

(HF 0, EP 35, Int 5-10, AL CE, AC 4 (hide armor, small shield), MV 9", HD 1+1, HP 25, SZ L, #AT 1, D 1d6+2 (large footman's mace), 1d6 (javelin), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 12x2, Crit BSL: Def AC-1; FF 5-8, Reference HOB 1 p 96)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

### Hide armor:

AC 6 7 8 9  
HP □□□□ □□□□ □□ □

### Small shield:

AC +2 +1  
HP □□□□ □□□

## Bugbear Waitress (1)

(HF 0, EP 35, Int 5-10, AL CE, AC 10, MV 9", HD 1+1, HP 27, SZ L, #AT 1, D 2d4 (unarmed), 1d6-2 (knife), SA surprise 5 in 10 SD: Nil, ML 12, TOP 13, Crit BSL: Def AC-1; FF 5, Reference HOB 1 p 96)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

## B6. Bugbear Cooks (2)

(HF 0, EP 35, Int 5-10, AL CE, AC 10, MV 9", HD 1+1, HP 27, 25, SZ L, #AT 1, D 1d6 (cleaver), 1d6-2 (knife), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 13, 12, Crit BSL: Def AC-1; FF 5, Reference HOB 1 p 96.)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

## Bugbear Toddler (non-combatant) HP 9

1) HPs: □□□□ □□□□

## B7. Male Bugbears (2)

(HF 2, EP 175, Int 5-10, AL CE, AC 4 (hide armor, small shield), MV 9", HD 3+1, HP 38, 36, SZ L, #AT 1, D 1d8+2 (great spear), 1d6+4 (large mace), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 19, 18, Crit BSL: Def AC + 1; FF 5-8, Reference HOB 1 p 96)

1) HPs: □□□□ □□□□ □□□□ □□□□  
□□□□ □□□□ □□□□ □□

### Hide armor:

AC 6 7 8 9  
HP □□□□ □□□□ □□ □

### Small shield:

AC +2 +1  
HP □□□□ □□□

2) HPs: □□□□ □□□□ □□□□ □□□□  
□□□□ □□□□ □□□□ □□

### Hide armor:

AC 6 7 8 9  
HP □□□□ □□□□ □□ □

### Small shield:

AC +2 +1  
HP □□□□ □□□

## Female Bugbears (3)

(HF 0, EP 35, Int 5-10, AL CE, AC 4 (hide armor, small shield), MV 9", HD 1+1, HP 27, 24, 23, SZ L, #AT 1, D 1d8 (great spear), 1d6+2 (large mace), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 13, 12, 11, Crit BSL: Def AC-1; FF 5-8, Reference HOB 1 p 96)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

### Hide armor:

AC 6 7 8 9  
HP □□□□ □□□□ □□ □

### Small shield:

AC +2 +1  
HP □□□□ □□□

**Little Keep on the Borderlands**

- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□  
 Hide armor:  
 AC 6 7 8 9  
 HP □□□□ □□□□ □□ □  
 Small shield:  
 AC +2 +1  
 HP □□□□ □□□
- 3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□  
 Hide armor:  
 AC 6 7 8 9  
 HP □□□□ □□□□ □□ □  
 Small shield:  
 AC +2 +1  
 HP □□□□ □□□

**Young Bugbears (3)**

(HF 0, EP 7, Int 5-10, AL CE, AC 4, MV 9", HD 1/2, HP 24, 22x2, SZ M, #AT 1, D 1d8 (great spear), 1d6+2 (large mace) 1d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 12, 11x2, Crit BSL: Def AC+4; FF 5, Reference HOB 1 p 96)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□  
 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□  
 3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

**B9. Male Bugbears (2)**

(HF 2, EP 175, Int 5-10, AL CE, AC 4 (hide armor, small shield), MV 9", HD 3+1, HP 34, 29, SZ L, #AT 1, D 1d6+2 (club), 1d6+2 (spear), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP X/2, Crit BSL: Def AC + 1; FF 5-8, Reference HOB 1 p 96)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□  
 Hide armor:  
 AC 6 7 8 9  
 HP □□□□ □□□□ □□ □  
 Small shield:  
 AC +2 +1  
 HP □□□□ □□□
- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□  
 □□□□ □□□□  
 Hide armor:  
 AC 6 7 8 9  
 HP □□□□ □□□□ □□ □  
 Small shield:  
 AC +2 +1  
 HP □□□□ □□□

**B12. Bugbear Chieftan "Commander Arnkigourasj" (1)**

(HF 2, EP 270 Int 10, AL CE, AC 4 (hide armor, small shield), MV 9", HD 4+1, HP 47, SZ L, #AT 1 (at +2 to hit due to strength), D 2d4+5 (battle axe +1), 2d4+5 (large morning star), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 24, Crit BSL: Def AC + 4; FF 9, Reference HOB 1 p 96).

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□ □□□□ □□□□ □□  
 Hide armor:  
 AC 6 7 8 9  
 HP □□□□ □□□□ □□ □  
 Small shield:  
 AC +2 +1  
 HP □□□□ □□□

**Concubine Bugbear (1)**

(HF 2, EP 175, Int 5-10, AL CE, AC 4 (hide armor, small shield), MV 9", HD 3+1, HP 33, SZ L, #AT 1, D 1d6+2 (hand axe), 1d8+2 (bastard sword), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 17, Crit BSL: Def AC + 1; FF 5-8, Reference HOB 1 p 96).

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□  
 Hide armor:  
 AC 6 7 8 9  
 HP □□□□ □□□□ □□ □  
 Small shield:  
 AC +2 +1  
 HP □□□□ □□□

**GN. GNOLL LAIR**

**GN2. Big One-armed Troll "Rickie" (1)**

(HF 12, EP 1400, AL CE, AC 4, MV 12", HD 6+6, HP 53, SZ L, #AT 2 (+3 due to Strength), D 1d4+6 (claw), 1d8+6 (bite), SA: Nil, SD: Regenerate, Lang: Troll, Gnoll, ML: 14, TOP: 27, Crit BSL: Def AC + 7, FF 8, Reference HOB 8).

**Rukfookasha the Troll (1)**

(HF 13, EP 1400, AL CE, AC 4, MV 12", HD 6+6, HP 48, SZ L, #AT 3 (+2 due to Strength), D 1d4+4 (claw), 1d8+4 (bite), SA: Nil, SD: Regenerate, Lang: Troll, Gnoll, ML: 14, TOP: 24, Crit BSL: Def AC + 7, FF 8, Reference HOB 8).

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□  
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**GN4. Gnolls (11)**

(HF 1, EP 65, Int 5, AL CE, AC 10, MV 12", HD 2, HP 35, 34, 31, 30, 30, 29, 29, 28, 27, 24, 23, #AT 1, D 2d4 (morning star), 1d8 (long sword x2), 1d6 (Awl Pike x2), 1d6 (Partisan x2), 1d6+1 (Spectrum x2), 1d8 (Battle Axe x2), SA Nil, SD Nil, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 11, TOP 18, 17, 16, 15, 15, 15, 15, 14, 14, 12, 12, Crit BSL: Def AC, FF 6, Reference HOB 3 p 72).



Gnoll - Hacklopedia of Beasts, Volume 3, page 72

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□ □□□□  
 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□  
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 3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
 □□□□ □  
 4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
 □□□□  
 5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
 □□□□  
 6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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 7) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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 8) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
 □□□  
 9) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□  
 10) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
 11) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

**GN5. Hyena Cave**

Encounter: Gnoll Hyena handler "Kuch" (1)

(HF 1, EP 65, Int 5, AL CE(N), AC 5 (studded leather, small shield), MV 9", HD 2, HP 27, #AT 1, D 1d6 (club), SA Nil, SD Nil, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 11, TOP 14, Crit BSL: Def AC, FF 6, Reference HOB 3 p 73).

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□  
 Studded leather armor:  
 AC 7 8 9  
 HP □□□□ □□ □  
 Small shield:  
 AC +2 +1  
 HP □□□□ □□□

**Hyenas (7)**

(HF 2, EP 65, Int 1, AL N, AC 7, HD 3, HP 44, 39, 34, 33, 28, 28, 26, #AT 1, D 2d4 (bite), SA Laugh, SD Nil, ML 9, TOP 22, 20, 17, 14, 14, 13, Crit BSL: Def AC+1, FF 8, Reference HOB 4 p 23)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

**Battle Sheet**

- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:

**GN6. Gnoll Guard Captain**

(HF 1, EP 65, Int 5, AL CE, AC 3 (Ring of Protection +2, studded leather, small shield), HD 2, HP 36, #AT 1, D 1d6 (bow) or 2d4 (morning star), SA Nil, SD Nil, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 11, TOP 18, Crit BSL: Def AC, FF 6, Reference HOB 3 p 73).

- 1) HPs:

Studded leather armor:  
 AC 7            8            9  
 HP

Small shield:  
 AC +2            +1  
 HP

**GN7. Common Leopard (1)**

(HF 4, EP 420, Int 3, AL N, AC 6, HD: 4+1, MV 15", HP 42, SZ L, #AT 3, D 1d3 (claw)/1d3 (claw)/1d8 (bite), SA Rear Claws 1d4x2, SD Surprised 1 in 10, ML 10, TOP 21, Crit BSL: Def AC+2, FF 8, Reference HOB 1 p 109).

- 1) HPs:

**GN10. Rot Grubs (15)**

(HF 0, EP 1, Int 0, AL N, AC 9, MV 1", HD 1-2 hp, HP 1 ea, SZ T, #AT 1, D 1, SA Burrow to hearth, SD Nil, ML 20, TOP n/a, Crit BSL: Def AC-4, FF n/a, Reference HOB 7 p 19)

- 1) HPs:       6) HPs:       11) HPs:
- 2) HPs:       7) HPs:       12) HPs:
- 3) HPs:       8) HPs:       13) HPs:
- 4) HPs:       9) HPs:       14) HPs:
- 5) HPs:       10) HPs:       15) HPs:



*Rot Grub - Hacklopedia of Beasts, Volume 7, page 19*

**GN11. Poisoned Gnolls (12)**

(HF 1, EP 65, Int 5, AL CE, AC 5 (studded leather, small shield), MV 9", HD 2, HP 36, 33, 30, 30, 29, 29, 29, 29, 28, 27, 25, 22, #AT 1 (-2 due to Strength), D 1d8-3 (long sword x6), 1d8-3 (Battle Axe x6), SA Nil, SD Nil, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 11, TOP 18, 17, 15, 15, 15, 15, 15, 15, 14, 14, 13, 11, Crit BSL: Def AC, FF 6, Reference HOB 3 p 73).

- 1) HPs:

Studded leather armor:  
 AC 7            8            9  
 HP

Small shield:  
 AC +2            +1  
 HP

- 2) HPs:

Studded leather armor:  
 AC 7            8            9  
 HP

Small shield:  
 AC +2            +1  
 HP

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- 3) HPs:

Studded leather armor:  
 AC 7            8            9  
 HP

Small shield:  
 AC +2            +1  
 HP

- 4) HPs:

Studded leather armor:  
 AC 7            8            9  
 HP

Small shield:  
 AC +2            +1  
 HP

- 5) HPs:

Studded leather armor:  
 AC 7            8            9  
 HP

Small shield:  
 AC +2            +1  
 HP

- 6) HPs:

Studded leather armor:  
 AC 7            8            9  
 HP

Small shield:  
 AC +2            +1  
 HP

- 7) HPs:

Studded leather armor:  
 AC 7            8            9  
 HP

Small shield:  
 AC +2            +1  
 HP

- 8) HPs:

Studded leather armor:  
 AC 7            8            9  
 HP

Small shield:  
 AC +2            +1  
 HP

- 9) HPs:

Studded leather armor:  
 AC 7            8            9  
 HP

Small shield:  
 AC +2            +1  
 HP

- 10) HPs:

Studded leather armor:  
 AC 7            8            9  
 HP

Small shield:  
 AC +2            +1  
 HP

- 11) HPs:

Studded leather armor:  
 AC 7            8            9  
 HP

Small shield:  
 AC +2            +1  
 HP

- 12) HPs:

Studded leather armor:  
 AC 7            8            9  
 HP

Small shield:  
 AC +2            +1  
 HP

**GN12. Goolash, Gnoll Chieftan, Supreme Ruler of the Tribe of the Pulled Groin Muscle (1)**

(HF 4, EP 600, AL CE, AC 4 (scale mail +2), MV 9", HD 5d10 (5th level fighter), HP 72, #AT 2 at +5/+3, (weapon in each hand, Ambidextrous, +3 for Strength, +2 with Two-Handed Sword +2), D 1d10+9 (Two-Handed Sword +2), 1d8+7 (long sword), SA Nil, SD Nil, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 16, TOP 36, Crit BSL: Def AC+6 (Two-Handed Sword +2), Def AC+4 (long sword), Def AC+1 (missile), FF 8, Str 19/40, Dex 13/22, Con 16/80, Int 6/01, Wis 7/08, Cha 9/44, Com 7, Relevant Skills: Intimidation 65%, Jugular Swipe 44%, Torture 51%, Talents: Ambidextrous, Taunt, Quirks/Flaws: Inappropriate Sense of Humor, Lisp, Reference HOB 3 p 73)

- 1) HPs:

Scale mail +2 armor:

AC 4	5	6
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
AC 7	8	9
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

**GN13. Off-duty Gnolls (6)**

(HF 1, EP 65, Int 5, AL CE, AC 5 (studded leather, small shield), MV 9", HD 2, HP 35, 32, 31, 31, 28, 24, #AT 1, D 1d6 (thrown spear), SA Nil, SD Nil, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 11, TOP 18, 16, 16, 16, 14, 12, Crit BSL: Def AC, FF 6, Reference HOB 3 p 73).

- 1) HPs:

Studded leather armor:

AC 7	8	9
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

Small shield:

AC +2	+1
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

- 2) HPs:

Studded leather armor:

AC 7	8	9
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

Small shield:

AC +2	+1
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

- 3) HPs:

Studded leather armor:

AC 7	8	9
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

Small shield:

AC +2	+1
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

- 4) HPs:

Studded leather armor:

AC 7	8	9
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

Small shield:

AC +2	+1
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

- 5) HPs:

Studded leather armor:

AC 7	8	9
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

Small shield:

AC +2	+1
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

- 6) HPs:

Studded leather armor:

AC 7	8	9
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

Small shield:

AC +2	+1
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

**GN14. Hoppy the Goblin (1)**

(HF 0, EP 15, Int 9, AL LE(LN), AC 7 (studded leather), HD 1-1, HP 22 (down to 3 from abuse), #AT 1, by weapon, SA Nil, SD Nil, Lang: Goblin, Hobgoblin, Gnoll, ML 10, TOP 11, Crit BSL: Def AC-3, FF 5, Reference HOB 3 p 81)

- 1) HPs:

Studded leather armor:

AC 7	8	9
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

**GN15. Off-duty Female Gnolls (6)**

(HF 1, EP 65, Int 5, AL CE, AC 5 (hide armor, buckler), MV 9", HD 2, HP 35, 35, 32, 31, 31, 28, #AT 1,2 D 1d8 (battle axe), 1d6 (longbow), SA Nil, SD Nil, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 11, TOP 18, 18, 16, 16, 14, Crit BSL: Def AC, FF 6, Reference HOB 3 p 73)

- 1) HPs:

Hide armor:

AC 6	7	8	9
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

Buckler:

AC +1
HP <input type="checkbox"/> <input type="checkbox"/>

- 2) HPs:

Hide armor:

AC 6	7	8	9
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

Buckler:

AC +1
HP <input type="checkbox"/> <input type="checkbox"/>

- 3) HPs:

Hide armor:

AC 6	7	8	9
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

Buckler:

AC +1
HP <input type="checkbox"/> <input type="checkbox"/>

- 4) HPs:

Hide armor:

AC 6	7	8	9
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

Buckler:

AC +1
HP <input type="checkbox"/> <input type="checkbox"/>

- 5) HPs:

Hide armor:

AC 6	7	8	9
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

Buckler:

AC +1
HP <input type="checkbox"/> <input type="checkbox"/>

- 6) HPs:

Hide armor:

AC 6	7	8	9
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

Buckler:

AC +1
HP <input type="checkbox"/> <input type="checkbox"/>

**GN16. Gnarl-ron elite troops (8)**

(HF 3, EP 120, Int 9, AL LE, AC 5 (ring mail, small shield), MV 9", HD 2+3, HP 37, 35, 35, 32, 31, 31, 31, 29, #AT 1 (+1 to hit due to Strength), D 1d6+2 (club), SA Disarm, SD Nil, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 11, TOP 19, 18, 18, 16, 16, 16, 16, 15, Crit BSL: Def AC+2, FF 7, Reference HOB 3 p 71). Each Gnarl-ron has the key to his locker.

- 1) HPs:

Ring mail armor:

AC 7	8	9
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

Small shield:

AC +2	+1
HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>



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- 3) HPs: [grid] Scale mail armor: AC 6 HP [grid]
4) HPs: [grid] Scale mail armor: AC 6 HP [grid]
5) HPs: [grid] Scale mail armor: AC 6 HP [grid]
6) HPs: [grid] Scale mail armor: AC 6 HP [grid]
7) HPs: [grid] Scale mail armor: AC 6 HP [grid]
8) HPs: [grid] Scale mail armor: AC 6 HP [grid]

S1. Ape Shaman Warriors (3)

(HF 3, EP 270, Int 10, AL NE, AC 6, MV 12", 9" Bc, HD 5+1, hp 45, 42, 41, SZ L, #AT 3, D 1-3/1-3/1-6, SA may substitute obsidian blade for one claw attack, SD Nil, Hon: Ave, ML 13, TOP 22, 21, 20, Crit BSL: Def AC +3, FF 7, Reference HoB 1 p 27)

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]

Carnivorous Apes (2)

(HF 4, EP 275, Int 7, AL N, AC 6, MV 12", 9" Bc, HD 5, hp 39, 35, SZ L, #AT 3, D 1-4/1-4/1-8 (claw/claw/bite), SA Rending 1-8, SD +2 on surprise, Hon: Ave, ML 11, TOP 19, 17, Crit BSL: Def AC +3, FF 6, Reference HoB 1 p 25)

- 1) HPs: [grid]
2) HPs: [grid]

S2. Okala, young Ape Shaman (1)

(HF 2, EP 175, Int 13, AL NE, AC 6, MV 12", 9" Bc, HD 4, hp 38, SZ L, #AT 3, D 1-3/1-3/1-6, SA Spells as a 2nd level cleric, SD Nil, Hon: Ave, ML 11, TOP 19, Crit BSL: Def AC +2, FF 6, Reference HOB 1 p 27). Spells currently prepared: Command, Create Water, Protection from Good, Sanctuary

- 1) HPs: [grid]

S6. Sheego, Ape Shaman Warrior (1)

(HF 3, EP 270, Int 10, AL NE, AC 6, MV 12", 9" Bc, HD 5+1, hp 50, SZ L, #AT 3, D 1-3/1-3/1-6, SA may substitute obsidian blade for one claw attack, SD Nil, Hon: Ave, ML 13, TOP 25, Crit BSL: Def AC +3 (+11 with obsidian blade on first strike only, +5 with obsidian blade thereafter), FF 8, Reference HoB 1 p 27)

- 1) HPs: [grid]

Shama, Young Ape Shaman (1)

(HF 2, EP 175, Int 14, AL NE, AC 6, MV 12", 9" Bc, HD 4, hp 35, SZ L, #AT 3, D 1-3/1-3/1-6, SA Spells as a 2nd level cleric, SD Nil, Hon: Ave, ML 11, TOP 17, Crit BSL: Def AC +2, FF 6, Reference HoB 1 p 27). Spells currently prepared: Command, Magical Stone, Protection from Good, Walking Corpse.

- 1) HPs: [grid]

Simian Orcs (12)

(HF 3, EP 120, Int 4, AL NE, AC 8, MV 12", 3" Bc, HD 3, hp 36, 34 (x4) 33, 32 (x3), 31 (x2), 30, SZ M, #AT 2, D 1d4-1/1d6+7, SA Nil, SD Nil, Hon: Ave, ML 19, TOP 18, 17 (x4), 16 (x4), 15 (x2), 14, Crit BSL Def AC +4, FF 8, Reference HoB 7 p 60)

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]
4) HPs: [grid]
5) HPs: [grid]
6) HPs: [grid]
7) HPs: [grid]
8) HPs: [grid]
9) HPs: [grid]
10) HPs: [grid]
11) HPs: [grid]
12) HPs: [grid]



Simian Orc - Hacklopedia of Beasts, Volume 7, page 60

S10. Simian Orcs (8)

(HF 1, EP 120, Int 4, AL NE, AC 8, MV 12", 3" Bc, HD 3, hp 40, 34, 33, 32 (x3), 31, 30, SZ M, #AT 2, D 1d4-1/1-6+7, SA Nil, SD Nil, Hon: Ave, ML 19, TOP 20, 17, 15, 16 (x3), 15 (x2), Crit BSL: Def AC +2, FF 7, Reference HoB 7 p 61).

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]
4) HPs: [grid]
5) HPs: [grid]
6) HPs: [grid]
7) HPs: [grid]
8) HPs: [grid]

**S11. Ape Shaman Warriors (2)**

(HF 3, EP 270, Int 10, AL NE, AC 6, MV 12", 9" Bc, HD 5+1, hp 45, 43, SZ L, #AT 3, D 1-3/1-3/1-6, SA may substitute obsidian blade for one claw attack, SD Nil, Hon: Ave, ML 13, TOP 22, 21, Crit BSL: Def AC +3, FF 7, Reference HoB 1 p 27)



*Ape Shaman Warrior - Hacklopedia of Beasts, Volume 1, page 27*

- 1) HPs:
- 2) HPs:

**S13. Agor the Unlucky, Ape Shaman (1)**

(HF 2, EP 175, Int 14, AL NE, AC 4 (ring of protection +2), MV 12", 9" Bc, HD 4, hp 42, SZ L, #AT 3, D 1-3/1-3/1-6, SA Spells as a 8th level cleric, SD Nil, Hon: Ave, ML 11, TOP 19, Crit BSL: Def AC +2, FF 7, Reference HoB 1 p 27). **Scroll of Protection from Fire, +2 Ring of Protection.** Spells currently prepared: 1st level - Befriend, Command, Cure Light Wounds, Protection from Good, Remove Fear, 2nd level - Animate Corpse, Heal Light Wounds, Resist Fire, 3rd - Animate Dead, Meld Into Stone, White Hot Metal, 4th - Heal Nasty Wounds, Stricks to Snakes

- 1) HPs:

**Ape Shaman Warriors (2)**

(HF 3, EP 270, Int 10, AL NE, AC 3 (wooden armor, small wooden shields, Dex), MV 12", 9" Bc, HD 5+1, hp 47, 46, SZ L, #AT 3, D 1-3/1-3/1-6, SA may substitute obsidian blade for one claw attack, SD Nil, Hon: Ave, ML 13, TOP 23, 23, Crit BSL: Def AC +3 (+13 with obsidian blade for first strike), FF 8, Reference HoB 1 p 27)

- 1) HPs:

Wooden armor:

AC	6	7	8	9
HP	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

Small wooden shield:

AC	+2	+1	+0
HP	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

- 2) HPs:

Wooden armor:

AC	6	7	8	9
HP	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

Small wooden shield:

AC	+2	+1	+0
HP	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**Aarnz Hounds (2)**

(HF 1, EP 85, Int 8, AL NE, AC 7, MV 18", 12" Bc, HD 2+2, hp 42, 41, SZ M (4' long), #AT 3, D 2-5/2-5/1-8, SA Nil, SD Nil, Hon: Ave, ML 7, TOP 21, 20, Crit BSL Def AC +0, FF 7, Reference HoB 1 p 10)

- 1) HPs:
- 2) HPs:

**S14. Ape Monster Zombies (2)**

(HF 8, EP 650, Int 0, AL N, AC 6, MV 9", HD 6, hp 46, 44, SZ L (8' tall), #AT 1, D 4-16, SA Nil, SD Undead immunities, Hon: Ave, ML 20, TOP n/a, Crit BSL: Def AC +4, FF n/a, Reference HoB 8).

- 1) HPs:
- 2) HPs:

**S15. Ape Monster Skeleton (1)**

(HF 11, EP 650, Int 0, AL N, AC 6, MV 9", HD 6, hp 46, SZ L (8' tall), #AT 1, D 1-10, SA Nil, SD Half damage from hacking and puncturing weapons, undead immunities, Hon: Ave, ML 20, TOP n/a, Crit BSL: Def AC +4, FF n/a, Reference HoB 7 p 66).

- 1) HPs:

**S16. Ape Monster Skeletons (4)**

(HF 11, EP 650, Int 0, AL N, AC 6, MV 9", HD 6, hp 47, 44 (x2), 42, SZ L (8' tall), #AT 1, D 1-10, SA Nil, SD Half damage from hacking and puncturing weapons, undead immunities, Hon: Ave, ML 20, TOP n/a, Crit BSL: Def AC +4, FF n/a, Reference HoB 7 p 66).

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:

**S17. Blind Wretched Pursuer (1)**

(HF 15, EP 3,000, Int 6, AL NE, AC 3, MV 10", HD 7, hp 48, SZ M (6' tall), #AT 2, D 1-8/1-8, SA Energy drain one level per hit, SD Undead immunities, immune to illusions, Hon: Ave, ML 13, TOP n/a, Crit BSL: Def AC +1, FF n/a, Reference HoB 1 p 80).



*Blind Wretched Pursuer - Hacklopedia of Beasts, Volume 1, page 80*

- 1) HPs:

**S19. Skeletons (10)**

(HF 2, EP 65, Int 0, AL N, AC 7, MV 12", HD 1, hp 26, 25 (x4), 24 (x4), 22, SZ M (6' tall), #AT 1, D 1-6, SA Nil, SD Undead immunities, half damage from hacking and puncturing weapons, Hon: Ave, ML 20, TOP n/a, Crit BSL: Def AC -2, FF n/a, Reference HoB 7 p 65).

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:
- 9) HPs:
- 10) HPs:

**Zombies (10)**

(HF 1, EP 65, Int 0, AL N, AC 8, MV 6", HD 2, hp 33, 30 (x2), 29 (x5), 27 (x2), SZ M (6' tall), #AT 1, D 1-8, SA Nil, SD Undead immunities, Hon: Ave, ML 20, TOP n/a, Crit BSL: Def AC -2, FF n/a, Reference HoB 8).

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:



Little Keep on the Borderlands

- 5) HPs: [grid]
6) HPs: [grid]
7) HPs: [grid]
8) HPs: [grid]
9) HPs: [grid]
10) HPs: [grid]

- 2) HPs: [grid]
3) HPs: [grid]
4) HPs: [grid]



Hook Horror - Hacklopedia of Beasts, Volume 4, page 13

S20. Melish, human female 3rd level magic-user (1)

(Str 9/37, Dex 12/90, Con 14/62, Int 15/51, Wis 7/54, Cha 7/70, Com 7/19, AL N, AC 10, MV 12", HD 3, hp 36, SZ M, #AT 1, D (unarmed), SA Nil, SD Nil, Lang common, elven, orcish, Hon 12, TOP 18, FF 7, Age 37, Height 5' 3", Weight 91 lbs., Quirks and Flaws Major Delusion (believes she is a Medusa), Proficiency dagger, Talent resistance, Skills arcane lore 35, seamstress 24.)

- 1) HPs: [grid]

→ \_\_\_\_\_ →

U. DOLOMITE CAVES

U1. Bruilla, Gnoll shamaness of Yi'Gor (1)

(HF 3, EP 495, AL CE, AC 5 (studded leather, small shield), MV 9", HD 5d8 (5th level cleric), HP 45, #AT 1 (+3 to hit), D 1d6+3 (Footman's Mace +2), SA Cleric spells, SD Cleric spells, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 11, TOP 23, Crit BSL: Def AC +3, FF 5, Str 11/12, Dex 17/44, Con 11/80, Int 13/41 (5/01), Wis 14/81, Cha 13/44, Com 11, Talents: Defensive Bonus, Freeze, Mace Bonus, Relevant Skills: Arcane Lore 31%, Dirty Fighting 45%, Divine Lore 30% Rousing Speech 73%, Quirks/Flaws: Hearing Impaired, Superstitious, (Reference HOB 3 p 73)

- 1) HPs: [grid]

Studded leather armor:

Table with 3 columns: AC 7, 8, 9; HP [grid]

Small shield:

Table with 2 columns: AC +2, +1; HP [grid]

U2. Subterranean Lizards (2)

(HF 7, EP 420, Int non, AL N, AC 5, MV 12", HD 6, HP 54, 50, SZ L, #AT 1, D 2-12, SA run along walls & ceilings SD: Nil, ML 14, TOP 27, 25, Crit BSL: Def AC +4; FF 7, Reference HOB 4 p 88)

- 1) HPs: [grid]
2) HPs: [grid]

U3. Larantula (1)

(HF 7, EP 400, Int 12, AL NE, AC 4, MV 12", HD 4, HP 35, SZ M, #AT 1, D 1-4, SA poison SD: Nil, ML 5, TOP 17, Crit BSL: Def AC + 2; FF 7, Quirks/Flaws: Jerk. (Reference HOB 4 p 74)

- 1) HPs: [grid]

U4. Hook Horrors (4)

(HF 3, EP 120, Int 5, AL N, AC 3, MV 9", HD 5, HP 54, 51, 48, 42, SZ L, #AT 2, D 1-8/1-8, SA: Nil SD: Nil, ML 15, TOP 26, 25, 24, 21, Crit BSL: Def AC + 3; FF 9, Reference HOB 4 p 13)

- 1) HPs: [grid]

U6. Ettercaps (2)

(HF 9, EP 650, Int 8, AL NE, AC 6, MV 12", HD 5, HP 45, 40, SZ M, #AT 3, D 1-3/1-3/1-8, SA: poison SD: Nil, ML 13, TOP 22, 20 Crit BSL: Def AC + 3; FF 6, Reference HOB 3 p 24)

- 1) HPs: [grid]
2) HPs: [grid]



Ettercap - Hacklopedia of Beasts, Volume 3, page 24

U7. Pink Skinks (28)

(HF 1, EP 65, Int 1, AL N, AC 9, MV 6", HD 1+4, HP 27 ea., SZ S, #AT 1, D 1-4, SA: Nil SD: immune to visual illusions and blinding spells, ML 15, TOP 13 Crit BSL: Def AC -1; FF 9, Reference HOB 7 p 70)

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]
4) HPs: [grid]
5) HPs: [grid]
6) HPs: [grid]
7) HPs: [grid]
8) HPs: [grid]
9) HPs: [grid]
10) HPs: [grid]
11) HPs: [grid]
12) HPs: [grid]
13) HPs: [grid]
14) HPs: [grid]
15) HPs: [grid]
16) HPs: [grid]
17) HPs: [grid]
18) HPs: [grid]
19) HPs: [grid]
20) HPs: [grid]
21) HPs: [grid]
22) HPs: [grid]
23) HPs: [grid]
24) HPs: [grid]
25) HPs: [grid]
26) HPs: [grid]
27) HPs: [grid]
28) HPs: [grid]

**U8. Cave Chameleon (1)**

(HF 12, EP 975, Int 7, AL N, AC 4, MV 2", HD 6, HP 55 SZ L, #AT 1, D 3-12, SA: suffocation, surprise SD: Nil, ML 10, TOP 27 Crit BSL: Def AC + 4, FF 7, Reference HOB 2 p 12)

- 1) HPs:



*Cave Chameleon - Hacklopedia of Beasts, Volume 2, page 12*

**U9. Giant Predacious Carnage Beetle (1)**

(HF 4, EP 420, Int 0, AL N, AC 3, MV 6", HD 6, HP 51 SZ L, #AT 1, D 2-16, SA: severing SD: Nil, ML 15, TOP 25, Crit BSL: Def AC + 4; FF n/a, Reference HOB 1 p 63)

- 1) HPs:

**U10. Gargoyles (2)**

(HF 4, EP 420, Int 6, AL CE, AC 5, MV 9", 15" Fly HD 4+4, HP 44, 39 SZ m, #AT 4, D 1-3/1-3/1-6/1-4, SA: Nil SD: +1 weapon to hit, ML 11, TOP 22, 19, Crit BSL: Def AC + 2; FF n/a, Reference HOB 3 p 47)

- 1) HPs:
- 2) HPs:

**U11. Crevice Lunger (1)**

(HF 6, EP 650, Int 2, AL N, AC 2, MV 6", HD 5, HP 45 SZ m, #AT 2, D 1-10/entangle, SA: Nil SD: 1/2 damage from falling, ML 12, TOP 22 Crit BSL: Def AC + 3; FF 6, Reference HOB 4 p 99)

- 1) HPs:

**U12. Russet Mold (1)**

(HF 0, EP 65, Int 0, AL N, AC 9, MV -, HD -, HP - SZ m, #AT 1, D 5-20, SA: poison spores SD: Nil, ML -, TOP -, Crit BSL: n/a; FF n/a, Reference HOB 5 p 36)

**U13. Shriekers (25)**

(HF 2, EP 120, Int 0, AL N, AC 7, MV Nil, HD 3, HP 30 (x25), SZ M, #AT 0, D Nil, SA Shriek, SD Nil, ML 20, TOP 15, Crit BSL: n/a, FF 5, Reference HOB 7 p 59).

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:
- 9) HPs:



*Shriekers - Hacklopedia of Beasts, Volume 7, page 59*

- 10) HPs:
- 11) HPs:
- 12) HPs:
- 13) HPs:
- 14) HPs:
- 15) HPs:
- 16) HPs:
- 17) HPs:
- 18) HPs:
- 19) HPs:
- 20) HPs:
- 21) HPs:
- 22) HPs:
- 23) HPs:
- 24) HPs:
- 25) HPs:

**The Old Egg (Beholder) (1)**

(HF 79, EP 14000, Int 16, AL LE, AC -4/-2/3, MV 3", HD 11, HP 50, SZ M, #AT 1, D 2d4\*, SA see below SD: Nil, ML 18, TOP 25 Crit BSL: Def AC + 9; FF 5, Reference HOB 1 p 69). Quirks and Flaws: amputee, Talents: sibling empathy, sixth sense. Its central eye fires an anti magic ray in a 90° arc to a range of 140 yards. The other 10 eyes have these powers:

- 1) Charm Person (120 foot range)
- 2) Charm Monster (60 foot range)
- 3) Sleep (30 foot range, duration 55 rounds)
- 4) Telekinesis (250 lbs.) will be used to drag someone into the pit
- 5) Flesh to Stone Ray (30 foot range)
- 6) Disintegration Ray (20 foot range)
- 7) Fear (60 foot long cone, 20 feet wide at base)
- 8) Slow (200 foot range, up to 11 creatures in a 40 foot cube affected)
- 9) none (has the flaw amputee)
- 10) Death Ray (40 foot range)



*Beholder - Hacklopedia of Beasts, Volume 1, page 69*

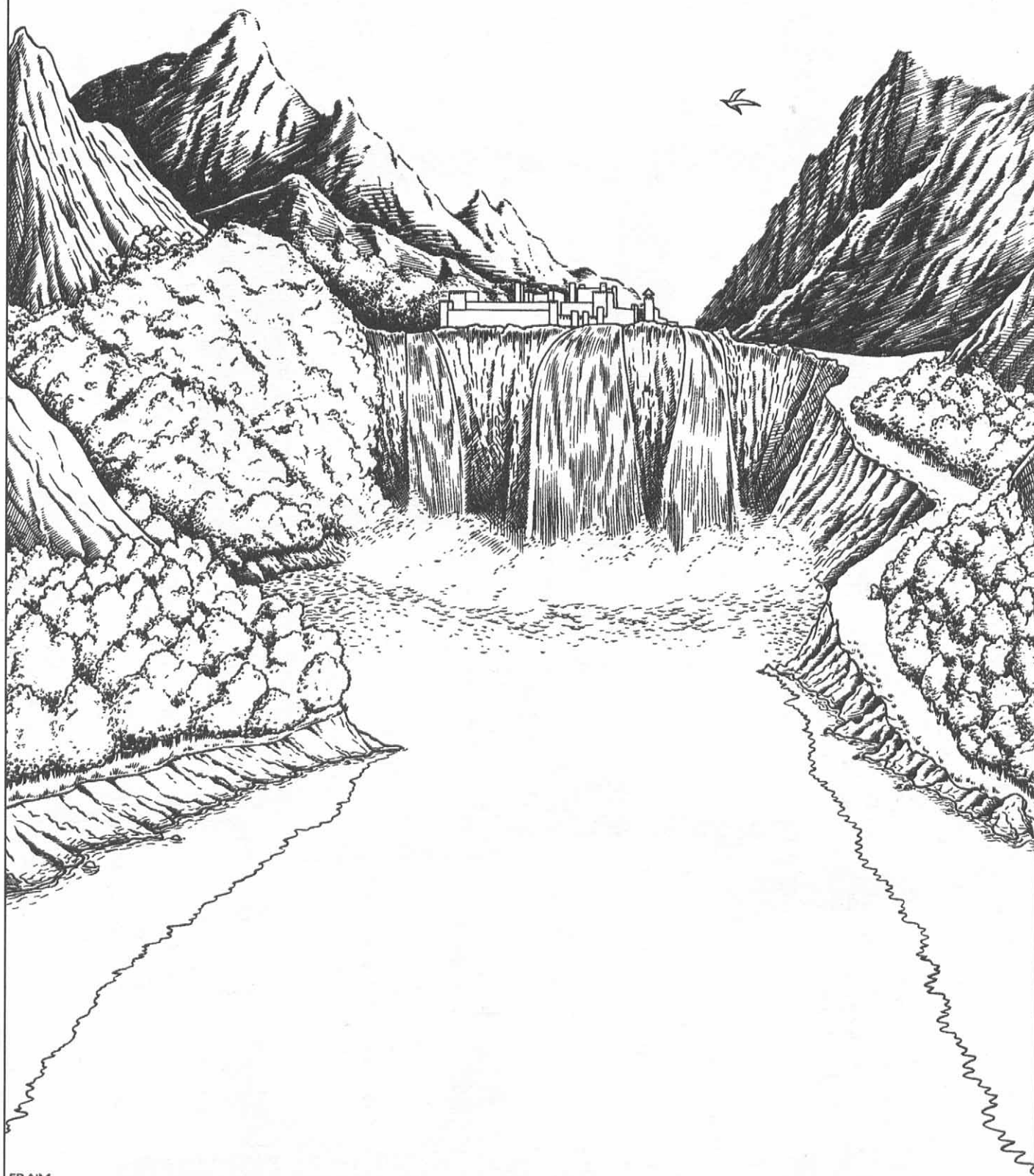
\* The Old Egg is suffering from advanced periodontal disease and is loath to actually bite someone in combat.

- 1) HPs:



The ImageQuest™ Adventure Illustrator is designed for use by the GM during play. The GM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the GM as to the precise time that each picture should be displayed. The GM's thumb should cover the picture number while the players are viewing the illustration so the players do not gain any unearned clues. GMs should also fold the page so that only one image is visible when showing the players. The maps at the end of the section are for GM use ONLY, unless labeled "Player Aid." We recommend each Player Aid be photocopied and given to the players as circumstances dictate.

1



**500 G.P. REWARD!!**  
For return of  
run away Pack Ape.  
See the Stable Master

**GRETCH!!**  
**I ARRIVED TWO DAYS ago!**  
**WHERE THE FIRK ARE YOU?**  
*staying at the*  
**CHARTER HOUSE!!**

**HEAR YE! HEAR YE!**  
by order of the Keep  
Prefect the FENS and  
their immediate  
**SURROUNDINGS**  
are now off limits.  
All Bounty Hunters  
are ordered to stay  
out of the area until  
further notice!

will owner of yeller  
bawg woth spiked collar  
please contact me  
**Ask for Durwryn**  
Framnag the fletcher

**FDR SALE!**  
Good horse cheap!  
ask for Gurge at  
*tilted keg.*  
**NO TRADES DR BARTERS.**

**Top Bounties Paid**  
For Orcs, Kobolds, Owlbears and  
odder deadly beasts and such.  
**See FROWLER**  
the Paymaster

clean rooms available! come to  
**three leaves to the wind.**

**HEALER FER HIRE!**  
*amputations, wound closures and  
sewing, bleedings and cure-alls.*

**MIDDLE BAILEY**  
**LOWER QUARTER!**  
**ASK AROUND**

**stittcg!**  
*you gabe Stronged me -  
you did not rise up to your  
end of the baggam.*  
*See must discuss consequences.*  
*seek me out, at Scatef your frank!!*

**NEED ARMED ESCORT**  
to FARZY  
will depart in two days  
good pay woth meals and drink  
Ask around for Gandle

**WANTED** - items of great antiquity,  
*maps and items thought unusual or touched!*

**LEAVE MESSAGE.**

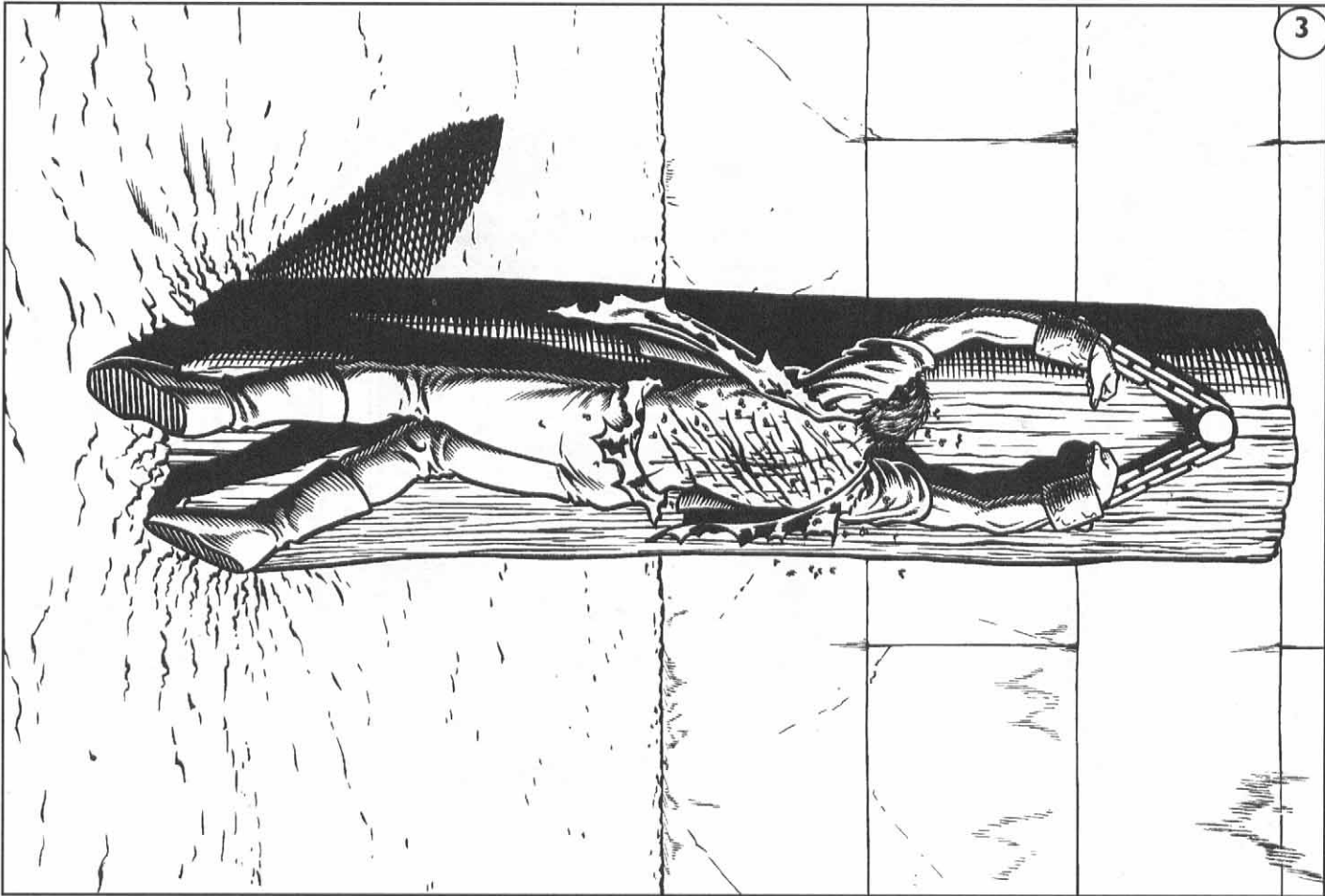
**GOTS A SWDRD - SEEMS**  
**PRETTY SPECIAL. BETTER GET**  
**WIT ME QUICK. I LEAVE FDR**  
**FARZY SDDN. LEAVE MESSAGE**  
**AT TITTLE KEG WITH BARKEEP.**  
**HRNLEY**

**NEED WORK!**  
will do damn near anythin.  
good with a sword.  
*strong back.*  
ask for Natch Hadley  
at **BURNING DAWG.**

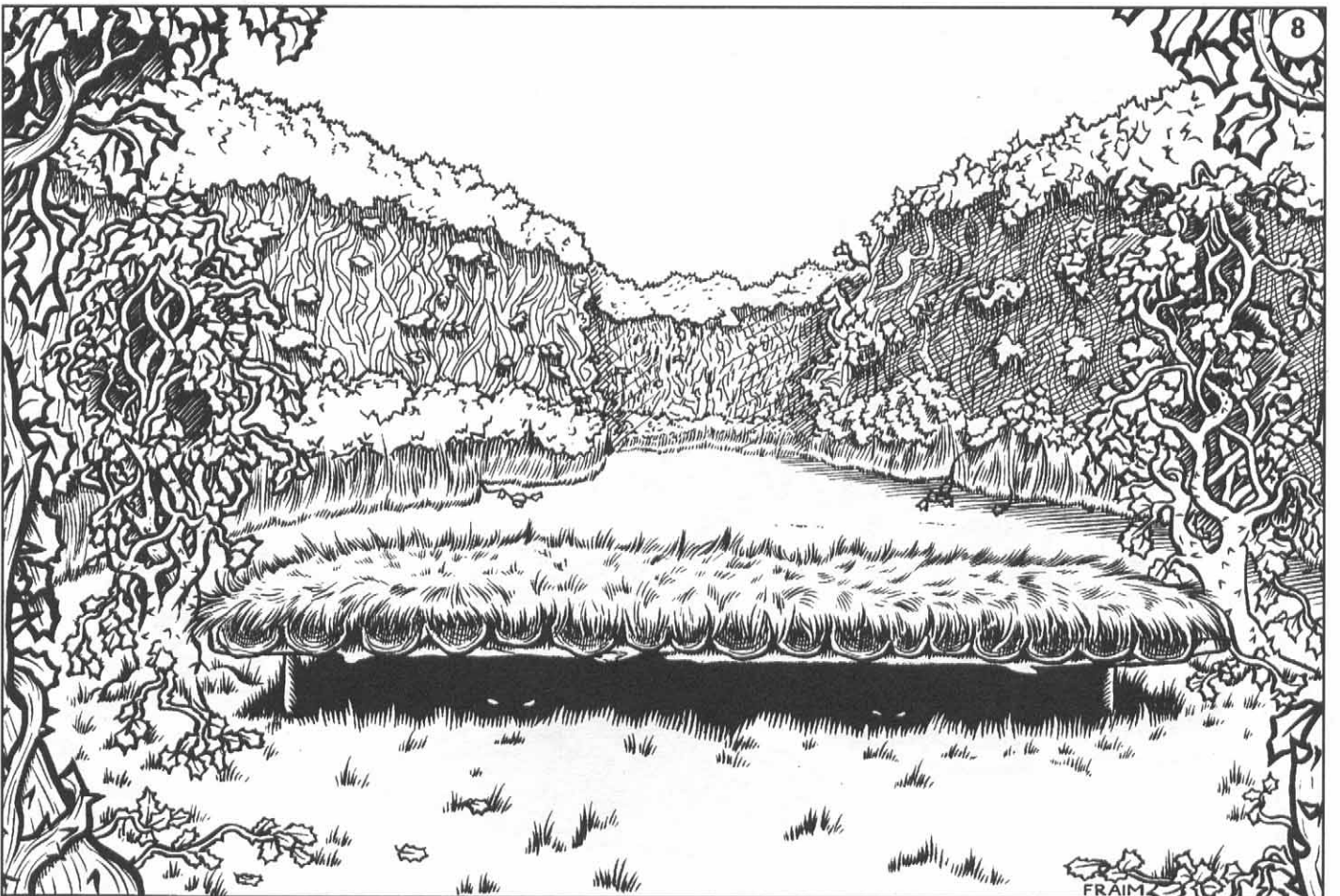
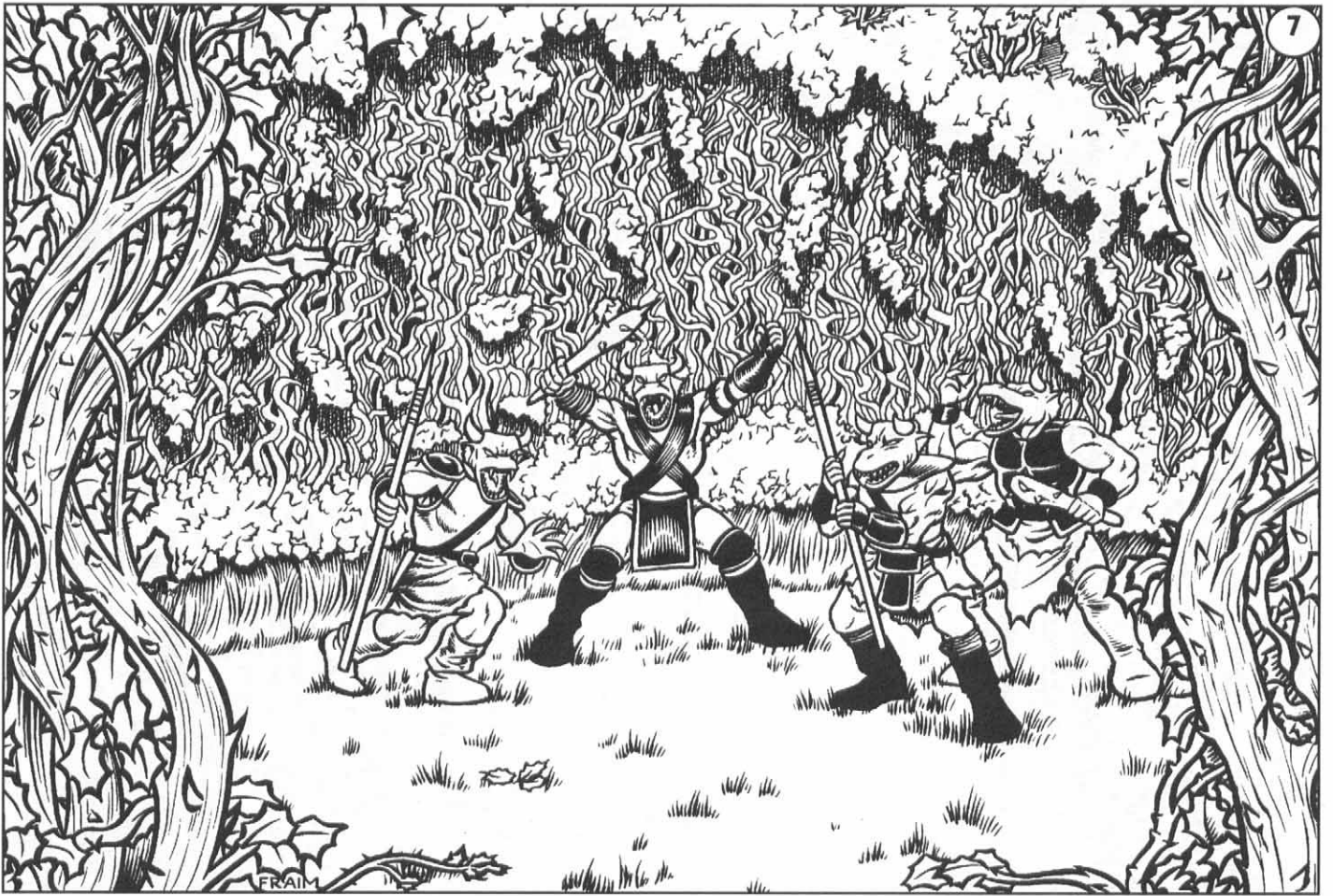
**STIRTRCH!**  
no good.  
failed to do as ask.  
need to talk.  
find me!

**NOTICE!**  
ALL OUTER GATES  
close at **SUNDOWN.**  
**NO EXCEPTIONS.**

*Father of four needs work.*  
**Will Port, Tor, Fight,**  
*and Do as told.*  
Will hire out onechild or  
all all four.  
**See Ruddlees.**

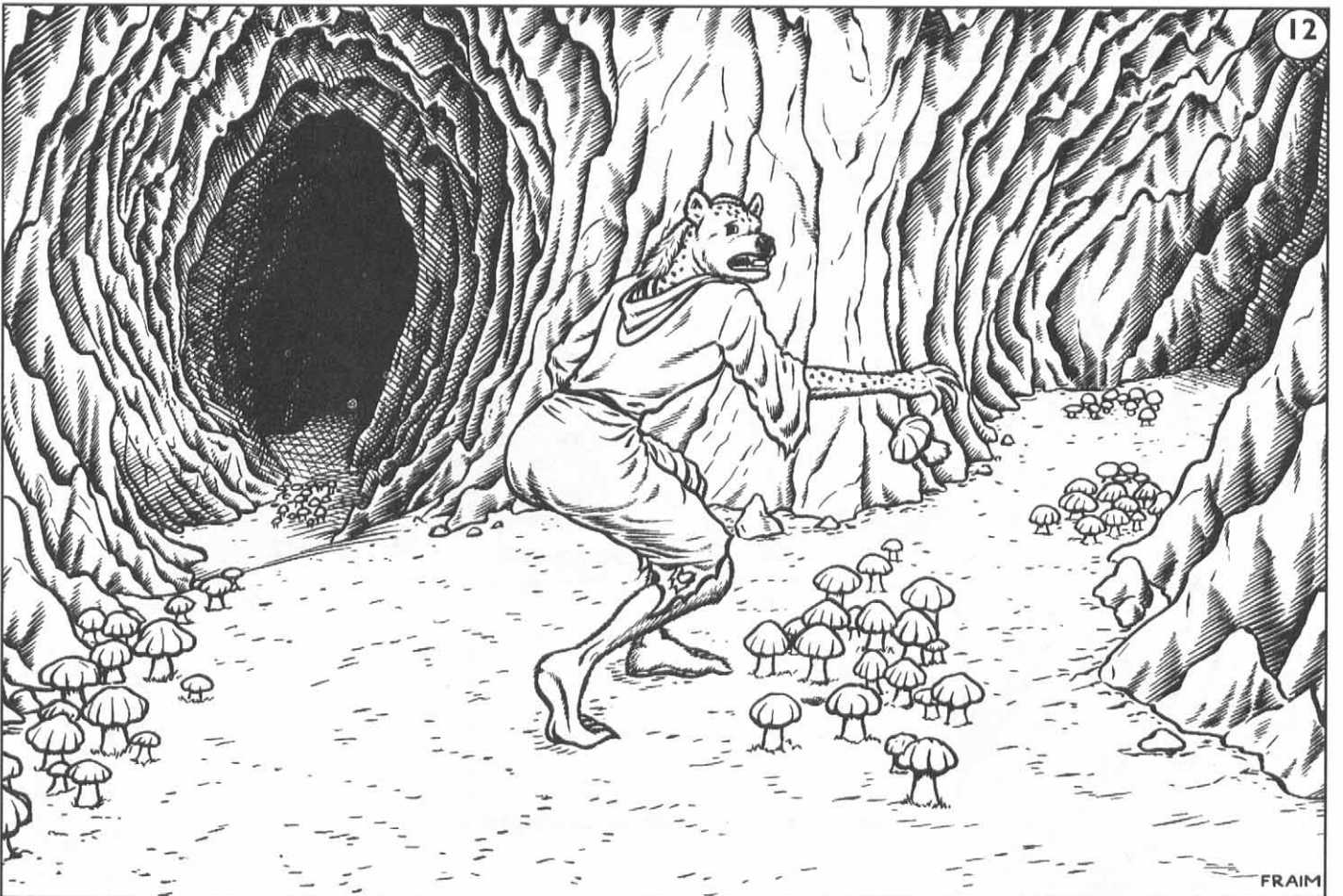
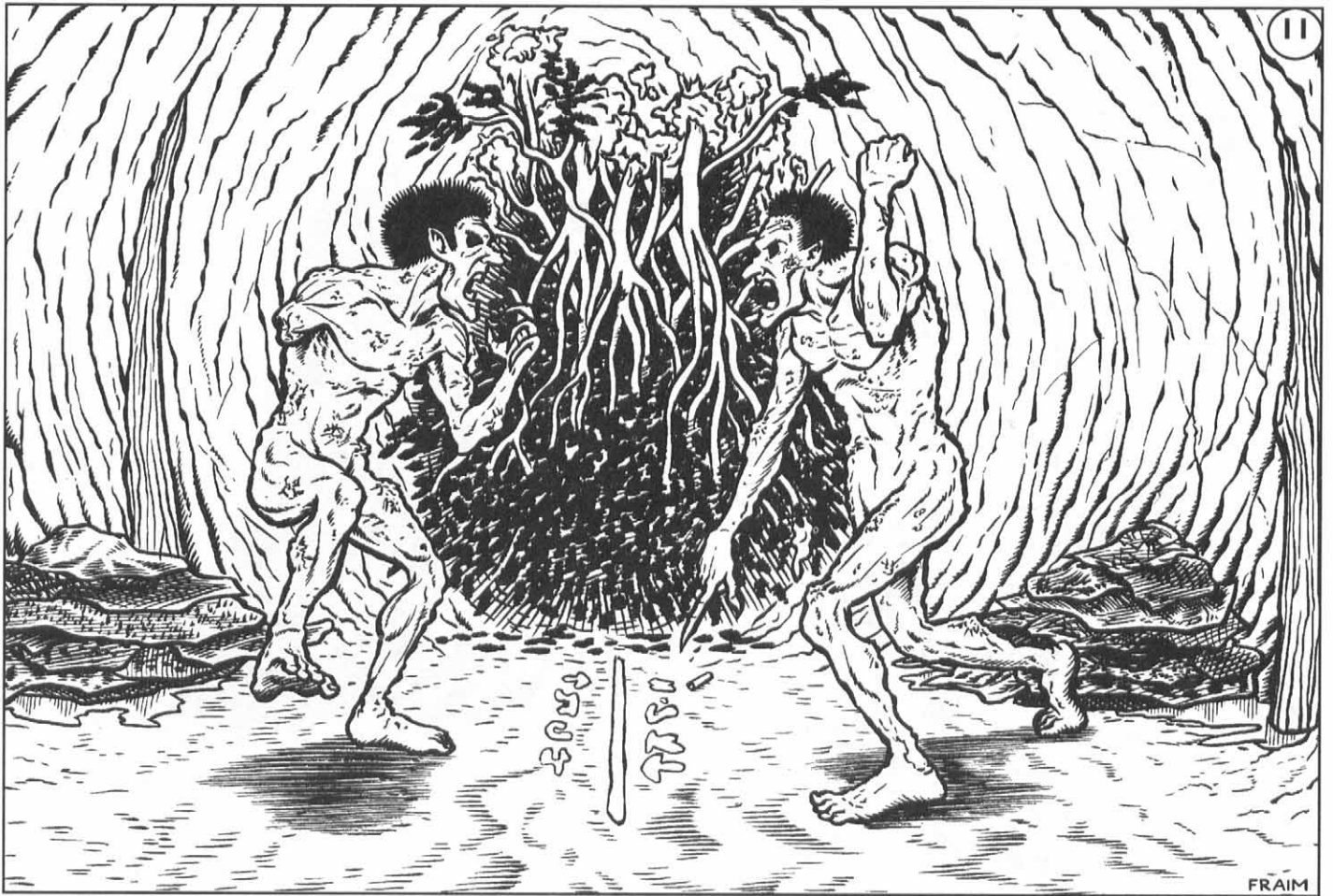


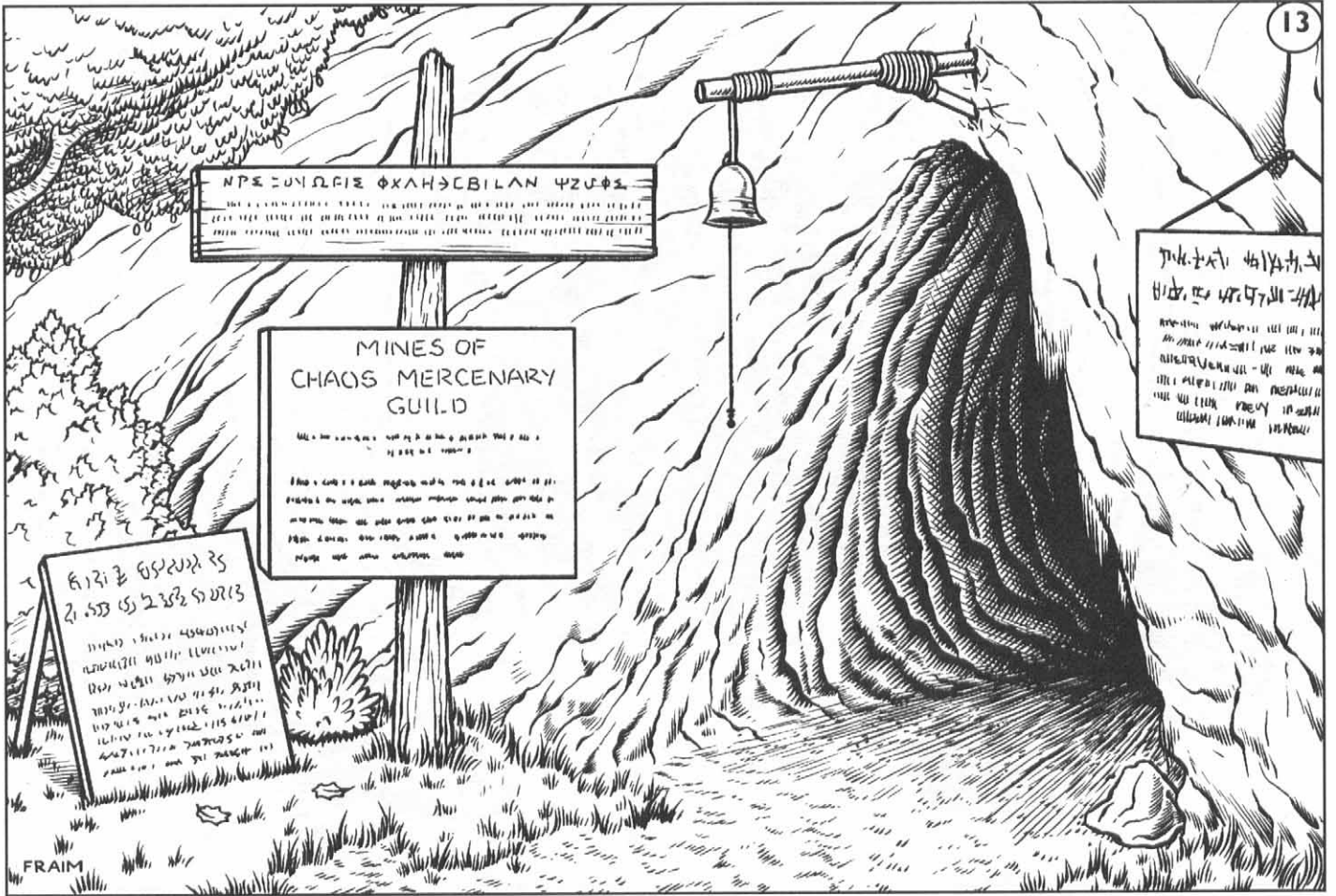












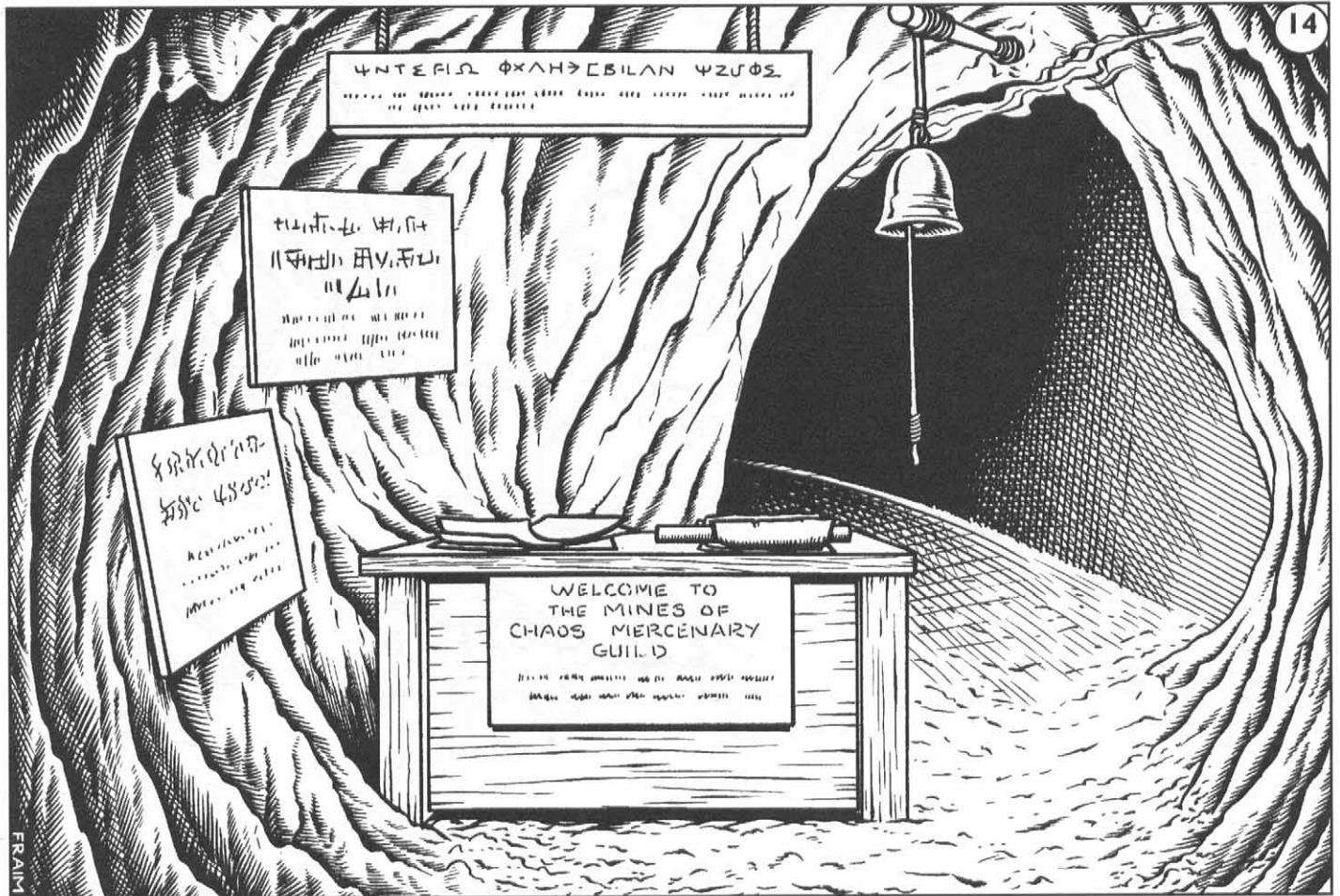
ΜΥΣΤΗΡΙΑ ΤΗΣ ΦΥΣΗΣ ΚΑΙ ΤΗΣ ΒΙΟΛΟΓΙΑΣ

MINES OF CHAOS MERCENARY GUILD

ΕΙΣ ΤΗΝ ΕΙΣΟΔΟΝ ΤΗΣ  
ΕΙΣ ΤΗΝ ΕΙΣΟΔΟΝ ΤΗΣ

ΤΑ ΜΥΣΤΗΡΙΑ ΤΗΣ ΦΥΣΗΣ  
ΚΑΙ ΤΗΣ ΒΙΟΛΟΓΙΑΣ

FRAM



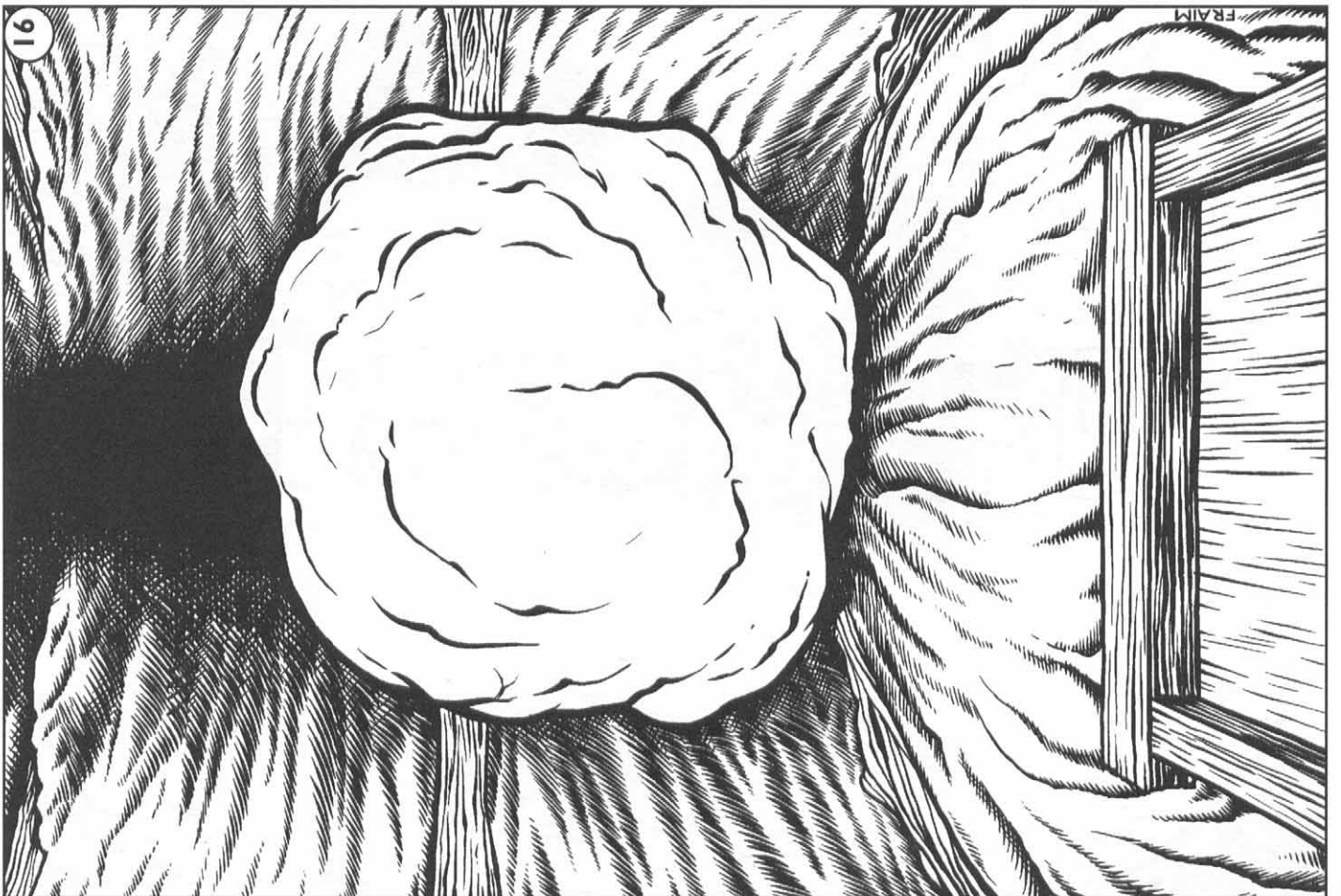
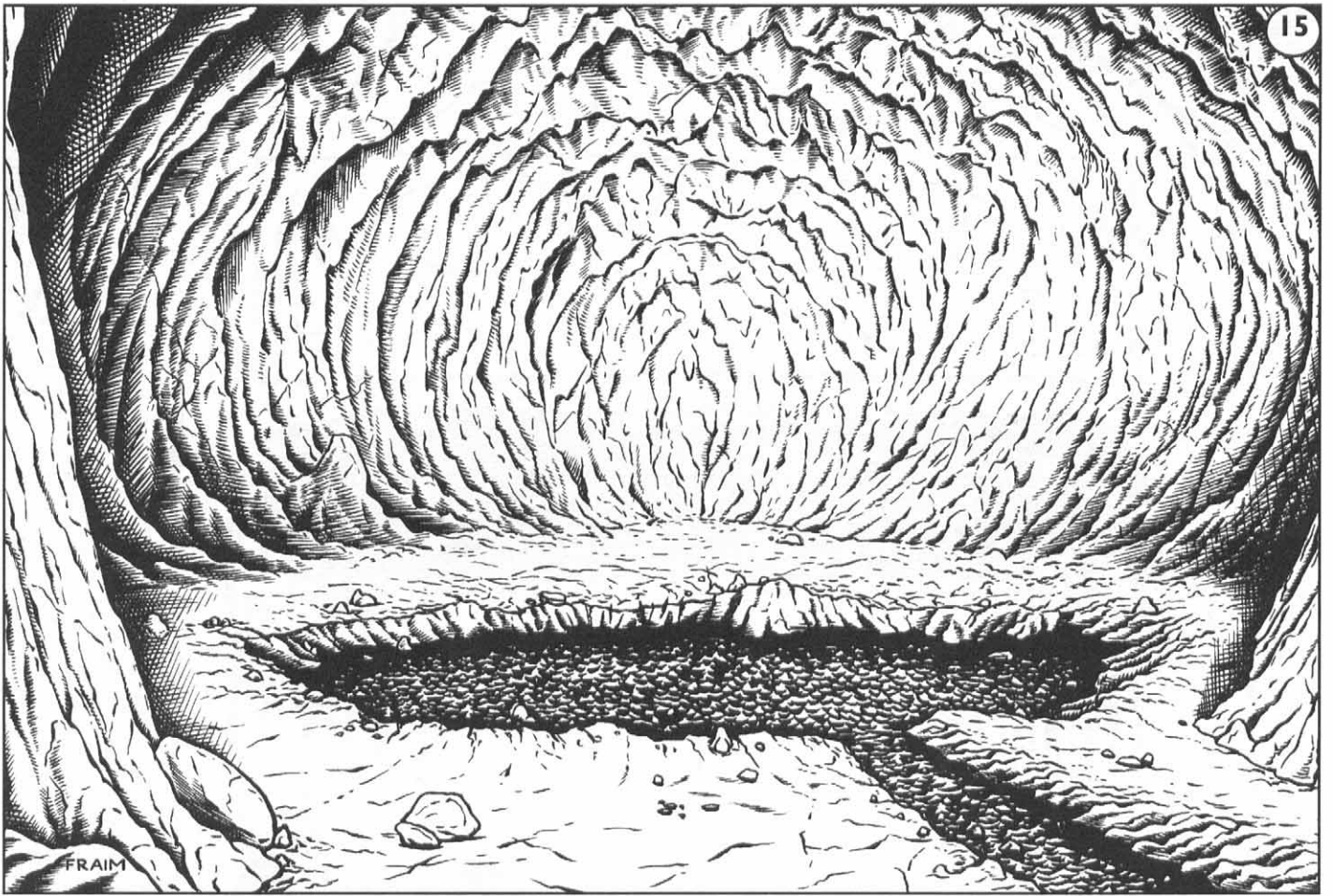
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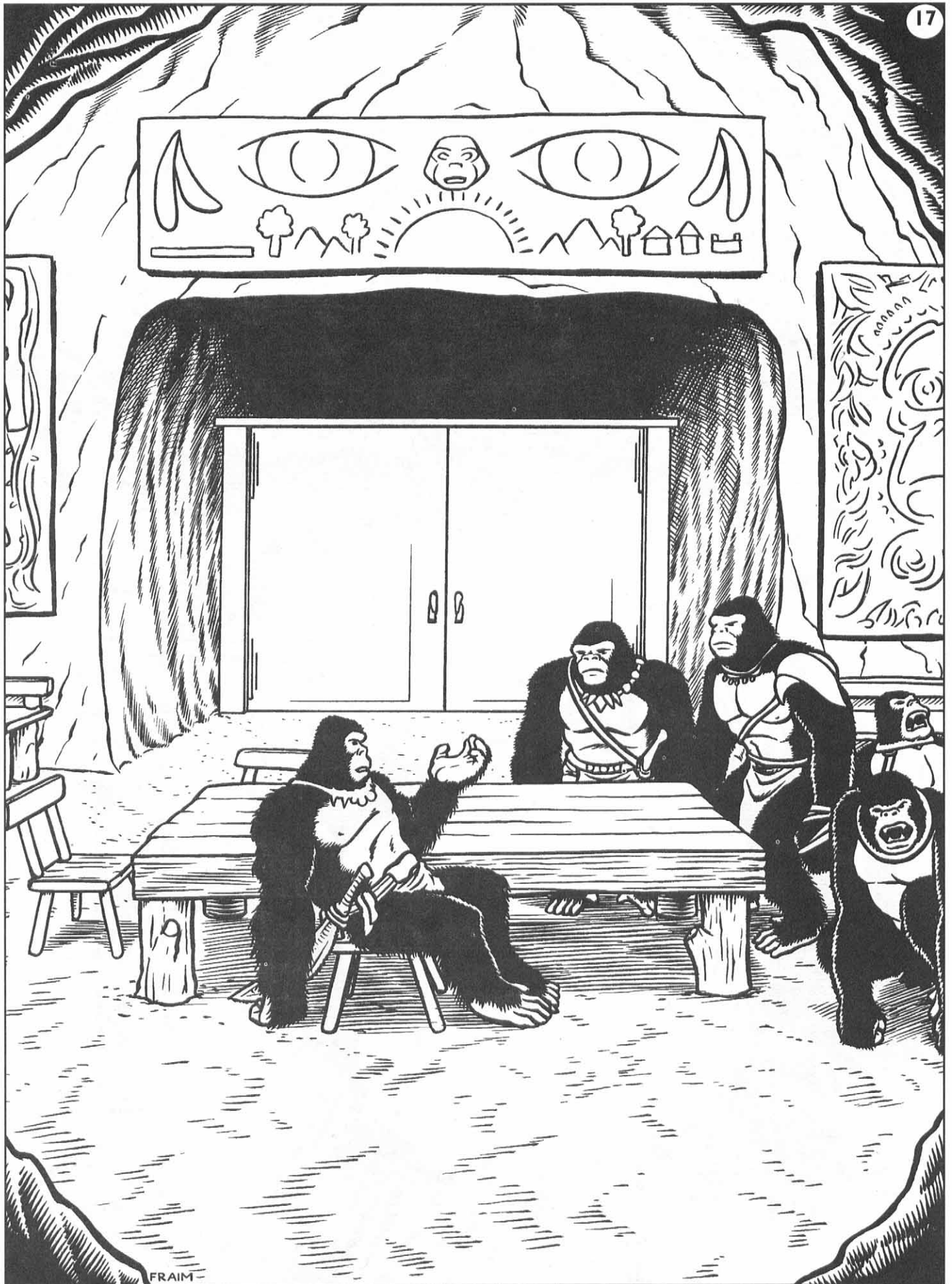
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ΚΑΙ ΤΗΣ ΒΙΟΛΟΓΙΑΣ

ΕΙΣ ΤΗΝ ΕΙΣΟΔΟΝ ΤΗΣ  
ΕΙΣ ΤΗΝ ΕΙΣΟΔΟΝ ΤΗΣ

WELCOME TO THE MINES OF CHAOS MERCENARY GUILD

FRAM



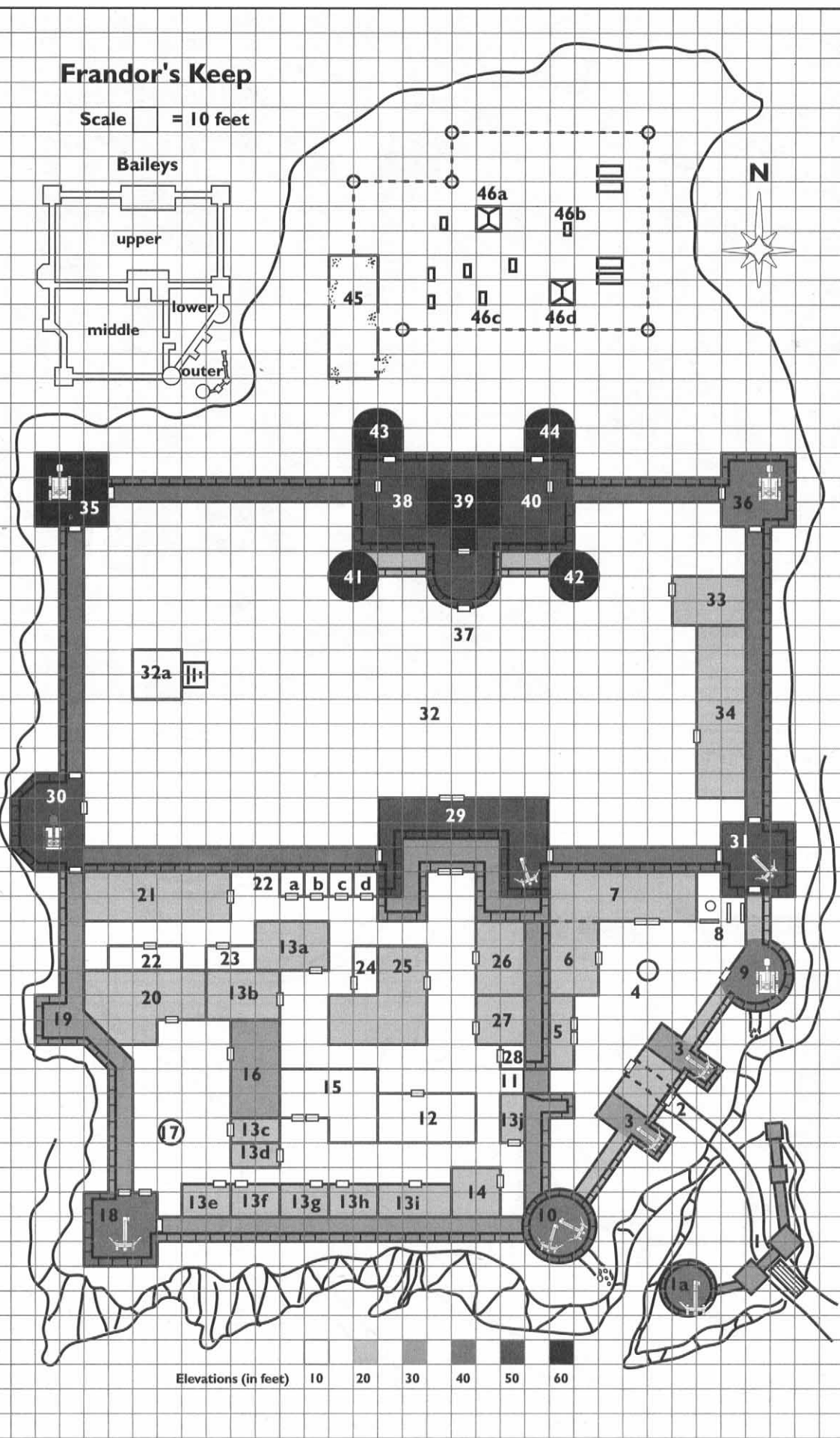
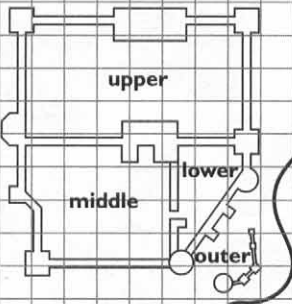


FRAM

# Frandor's Keep

Scale = 10 feet

## Baileys



## LEGEND

### OUTER BAILEY

- 1. Outer Gate House
- 1a. Sturm Tower

### LOWER BAILEY

- 2. Main Gate (Gate Best)
- 3. Flanking Towers
- 4. Entry Yard
- 5. Smithy and Armorer
- 6. Common Warehouse
- 7. Common Stable
- 8. Water Troughs
- 9. Tower Wolf
- 10. Falcon Tower

### MIDDLE BAILEY

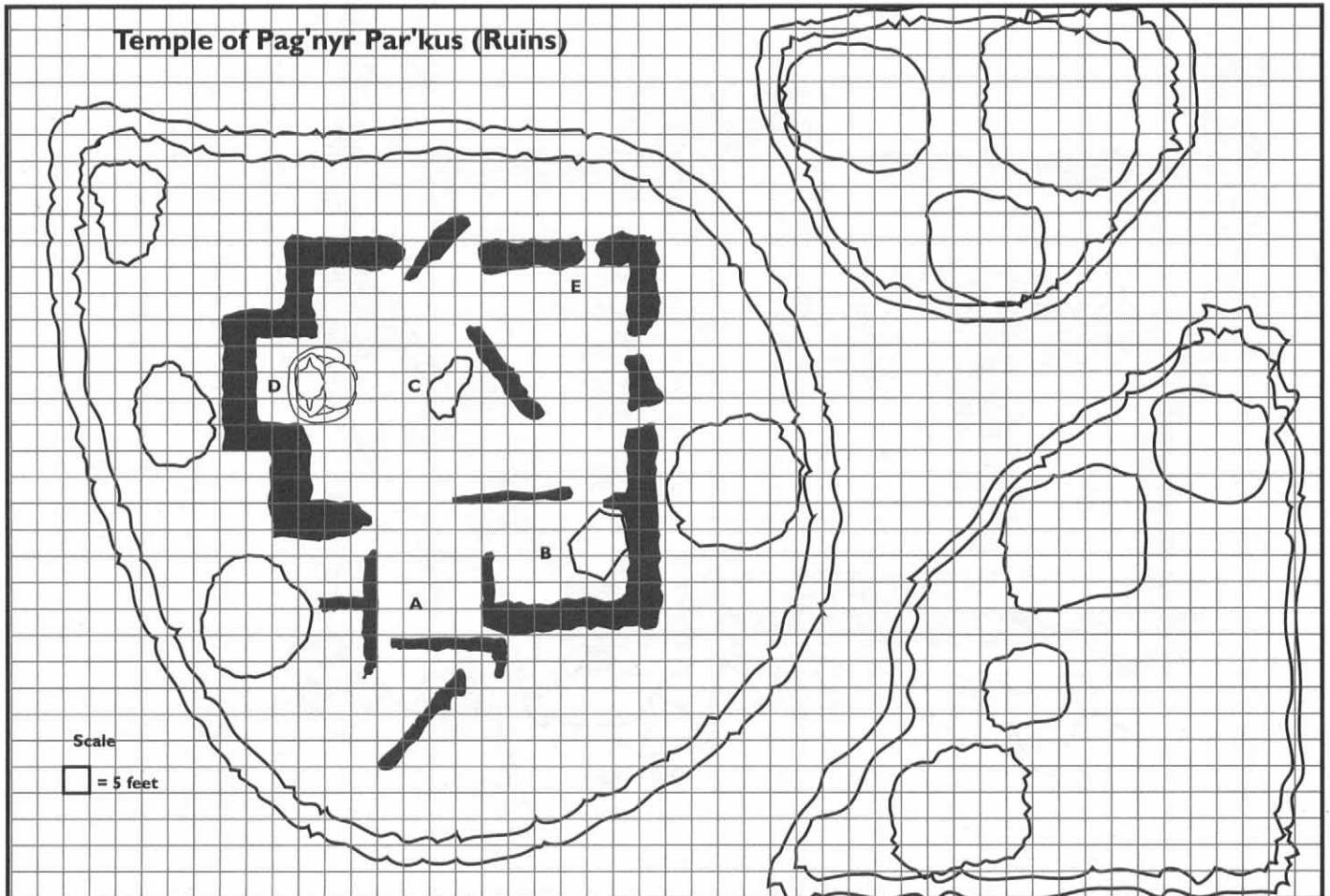
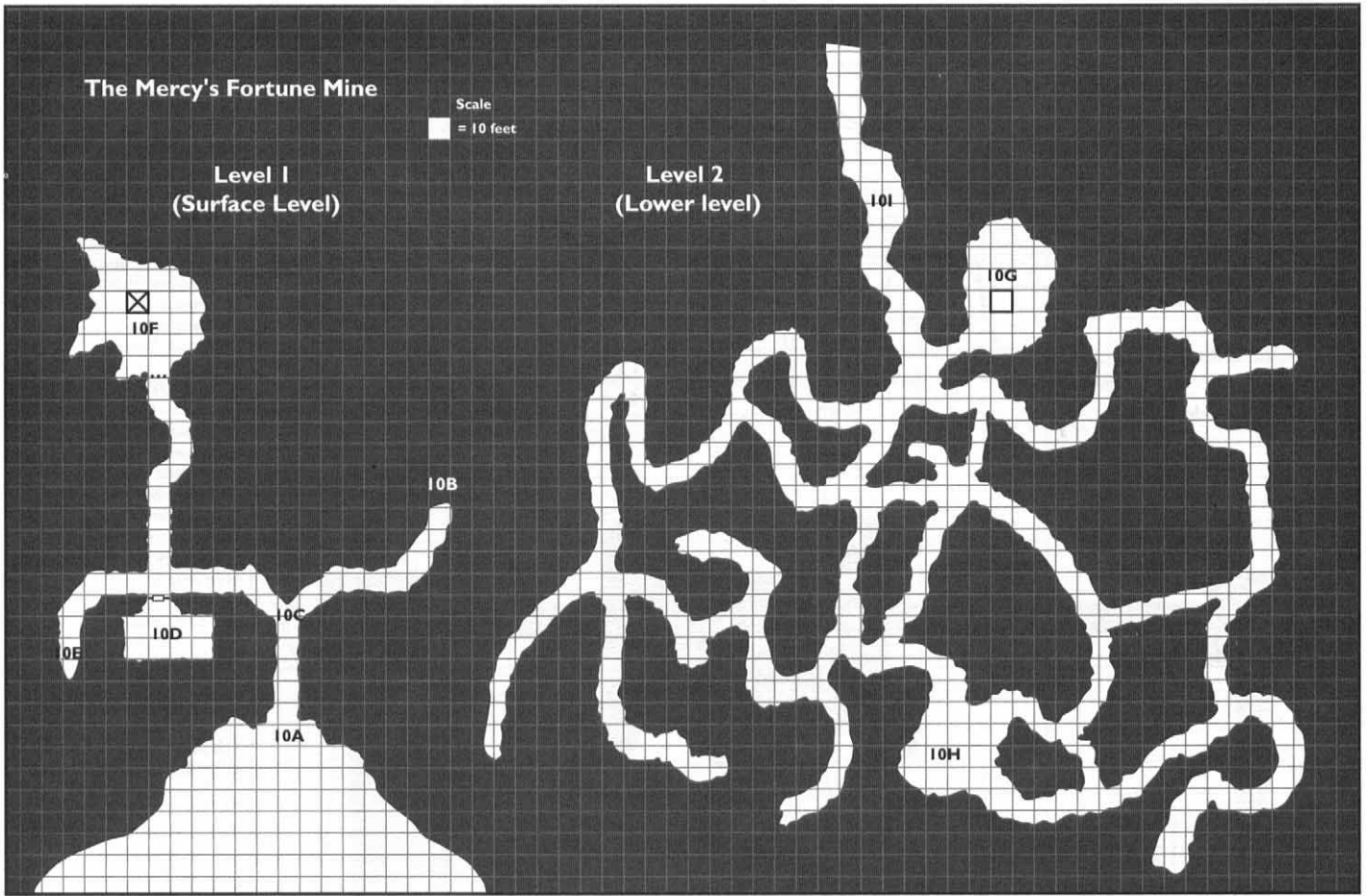
- 11. Fallow Gate
- 12. Stout Outfitter
- 13a. Jewel Merchant
- 13b. Cleric's Quarters
- 13c. Fletcher and Bower
- 13d. Gurge's Quarters
- 13e. Charter House
- 13f. Herbs and Medicinals
- 13g. Bakery
- 13h. Armorer
- 13i. Battle Healer
- 13j. Fortune Teller
- 14. Moneyteller (Bank/Loans)
- 15. Crazy Zedar (Trader)
- 16. Three Leaves to the Wind
- 17. Courtyard
- 18. Tower Lynx
- 19. Watch Tower
- 20. Tilted Keg Tavern
- 21. Temple of Benvar
- 22. Garrison Kitchen
- 23. Bathhouse
- 24. Cell Block
- 25. Guild House
- 26. Burning Dawg Inn
- 27. Gandle's Leather Shop
- 28. Paymaster's Block

### UPPER BAILEY

- 29. Inner Gate House
- 30. Tower Defiant
- 31. Tower She-Bitch
- 32. Flataroy Field
- 32a. Shrine of the Standard
- 33. Cavalry Barracks
- 34. Cavalry Stables
- 35. Great Tower
- 36. Tower Pegasus
- 37. Keep Fortress
- 38. Hound Tower
- 39. Prefect's Residence
- 40. Sage Tower
- 41. Raven Tower
- 42. Boar Tower
- 43. West Tower
- 44. East Tower

### OUTER GROUNDS

- 45. Temple/Chapel Ruins
- 46. Old Garrison Cemetery

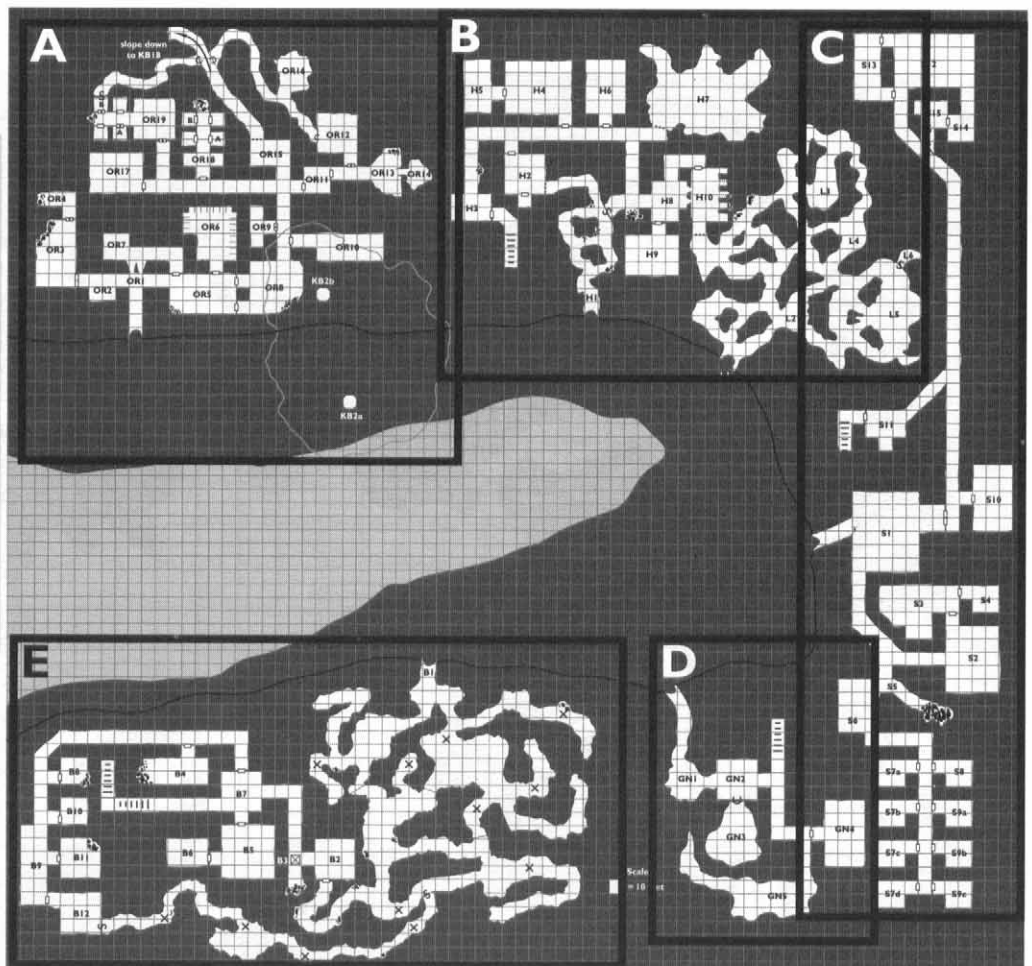


## The Mines of Chaos Level 1

### LEGEND

Throughout the Mines of Chaos, the scale of the map is:  
1 square = 10'

- Area A – Orc Lair, Maps7
- Area B – Hobgoblin/Minotaur Lair, Level 1, Maps8
- Area C – Shrine of the Ape Gawd, Level 1, Maps6
- Area D – Gnomel Lair, level 1, Maps7
- Area E – Bugbear Lair, Maps9

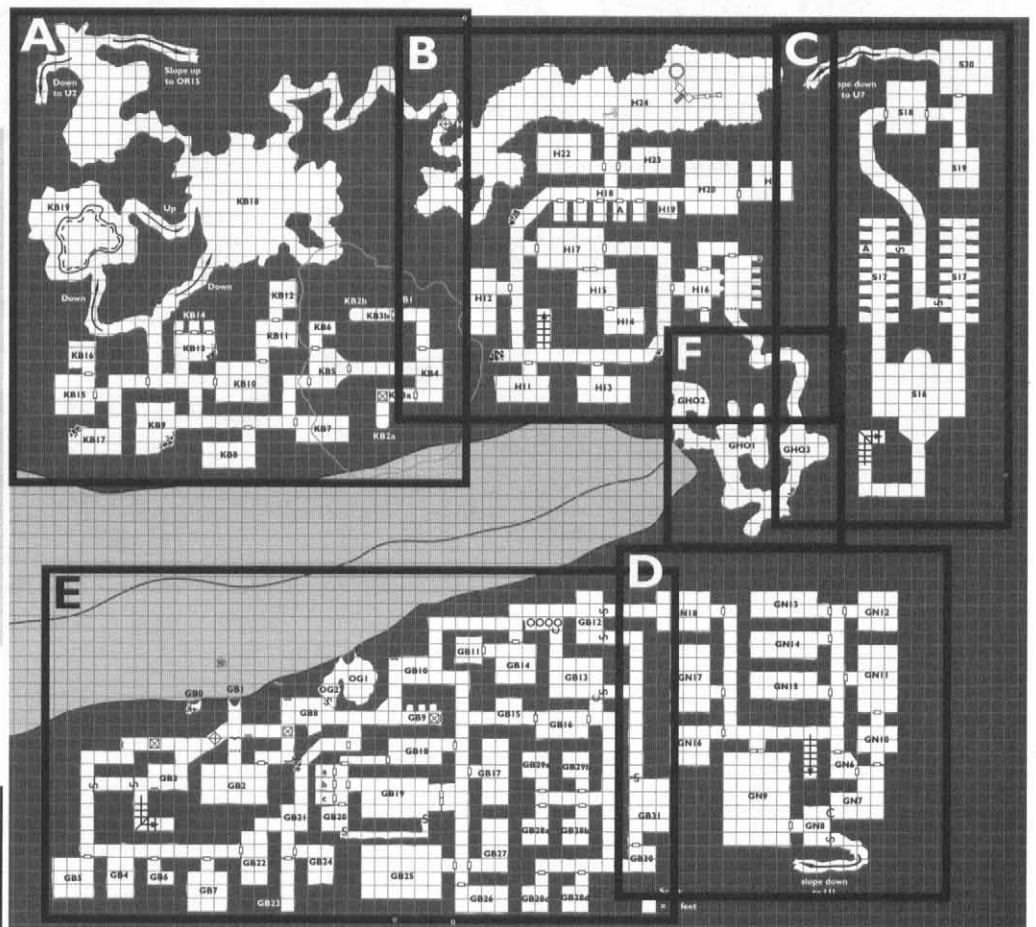


## The Mines of Chaos Level 2

### LEGEND

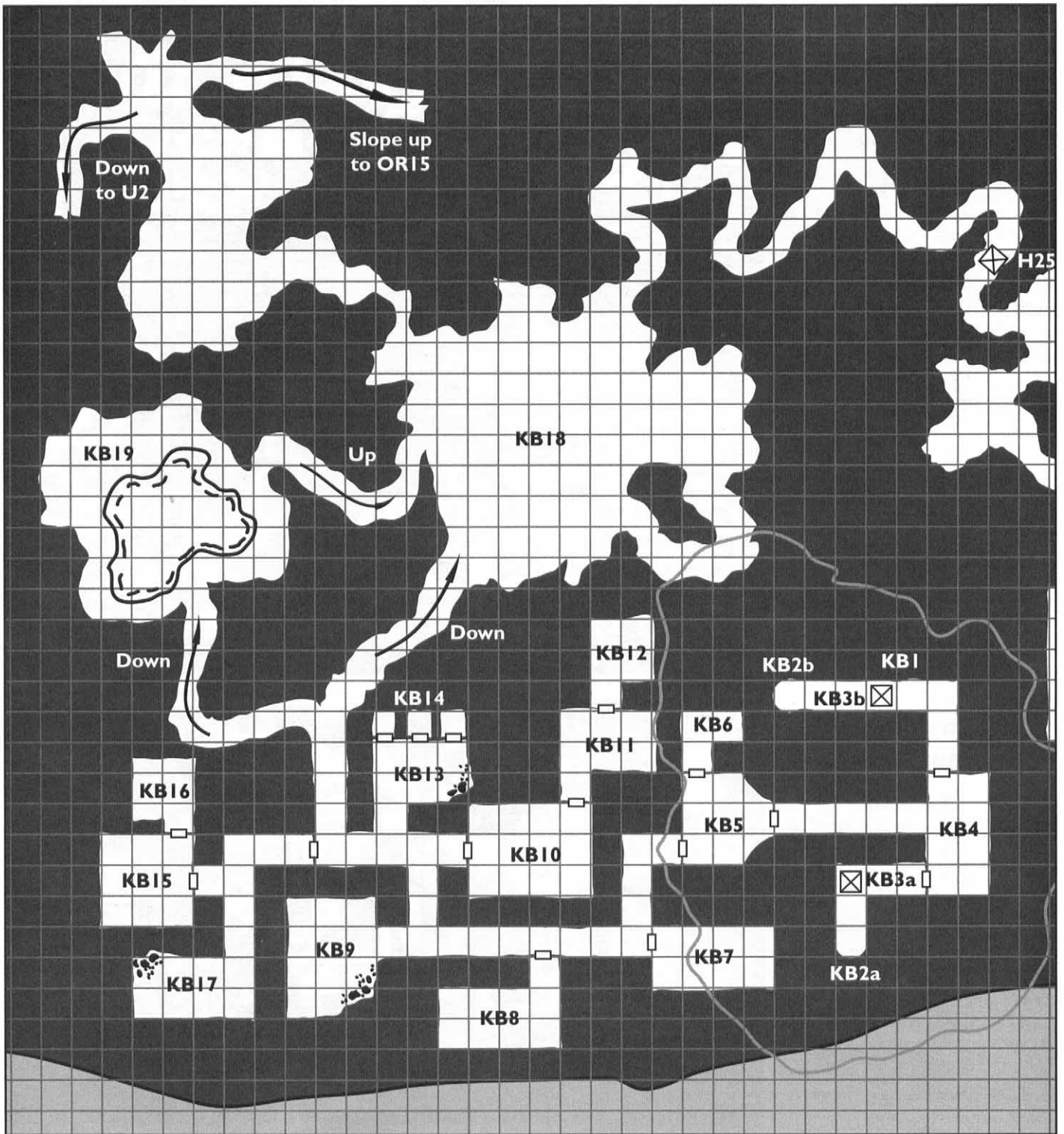
Throughout the Mines of Chaos, the scale of the map is:  
1 square = 10'

- Area A – Kobold Lair, Maps4
- Area B – Hobgoblin Lair, Level 2, Maps8
- Area C – Shrine of the Ape Gawd, Level 2, Maps6
- Area D – Gnomel Lair, level 2, Maps7
- Area E – Goblin/Ogre Lair, Maps5
- Area F – Owlbear Lair, Maps6



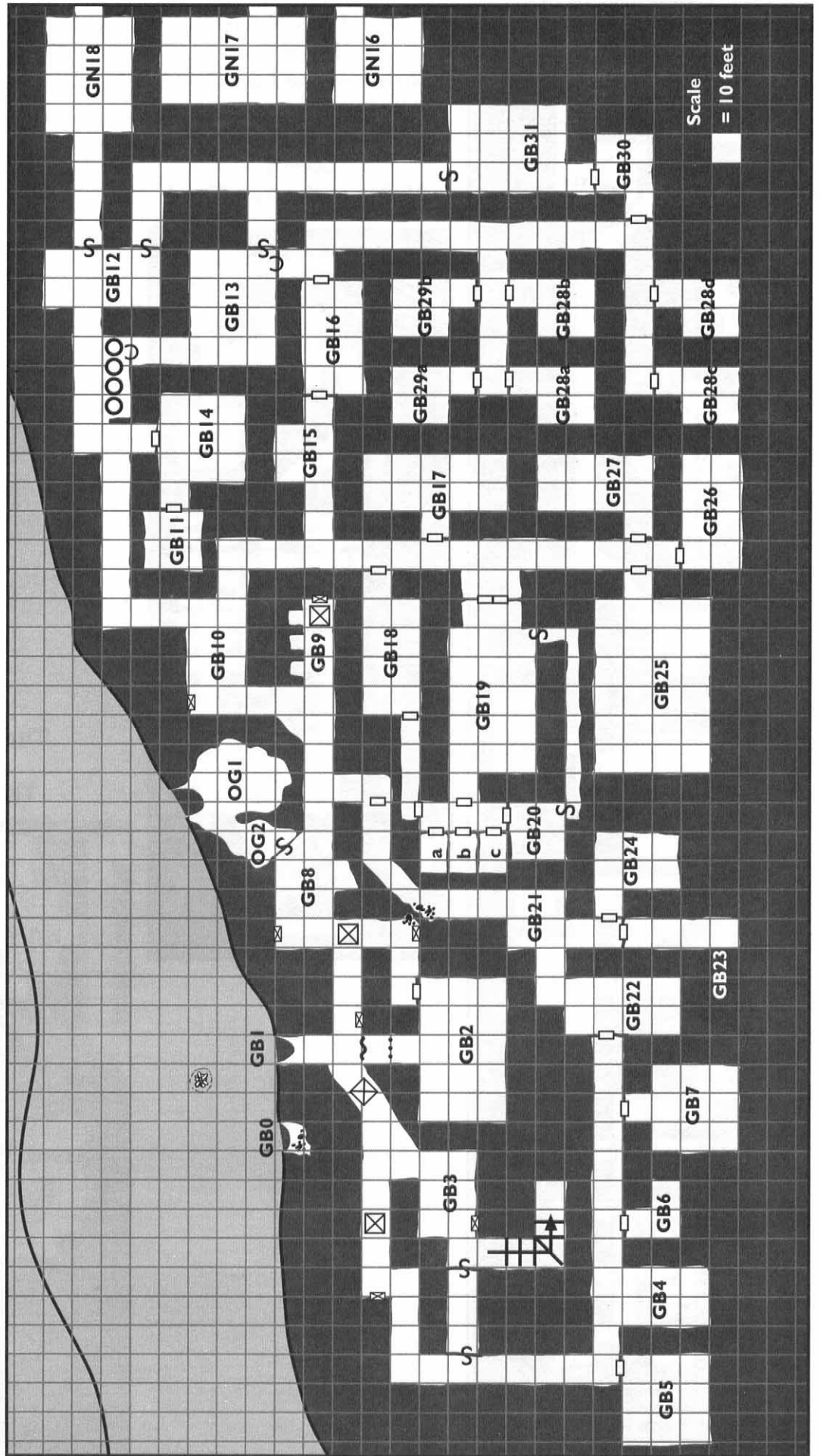
A key to all map symbols can be found on pages 351-352 of the Player's Handbook. In order to maintain the classic feel of the original, this 4th edition module uses the 1st-3rd edition standard 'door' symbol.

# The Mines of Chaos – Level 2 – The Kobold Lair



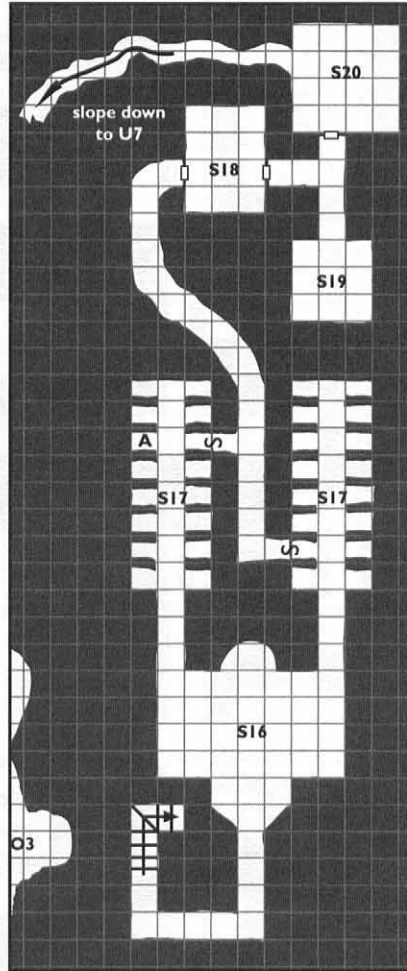


The Mines of Chaos – Level I – The Ogre cave & Goblin Lair

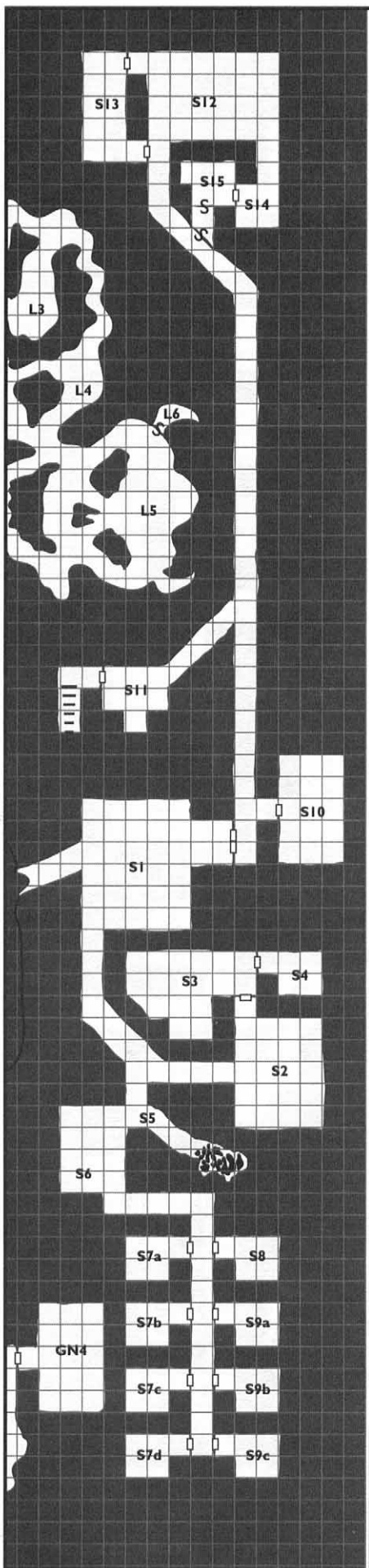
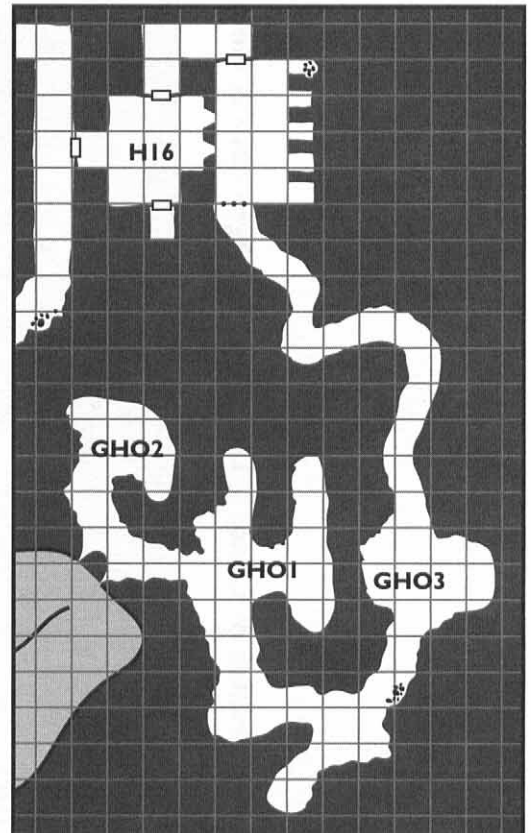


**The Mines of Chaos  
Level 1  
Shrine of the Ape Gawd**

**The Mines of Chaos  
Level 2  
Shrine of the Ape Gawd**

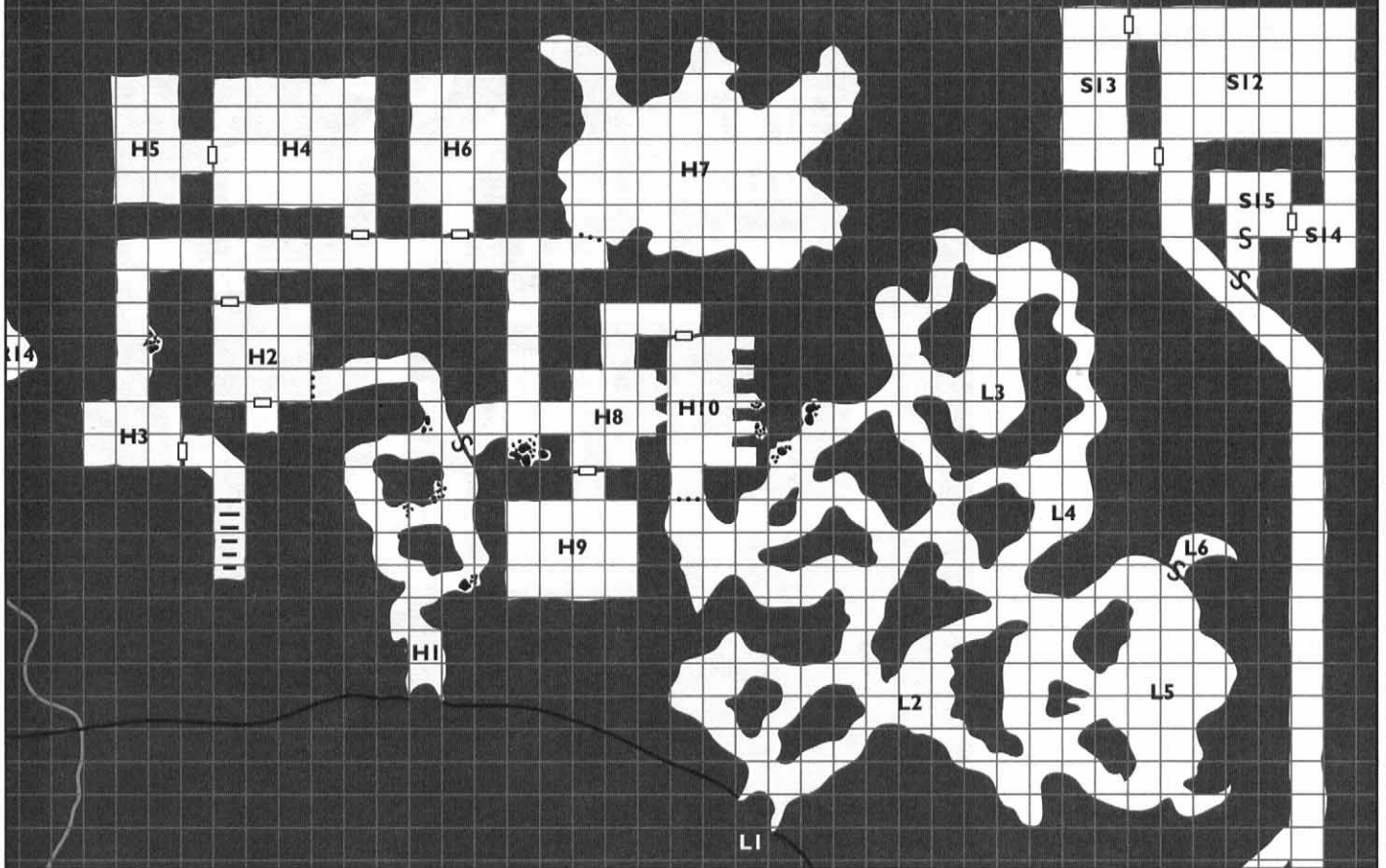


**The Mines of Chaos  
Level 2  
The Owlbear Lair**

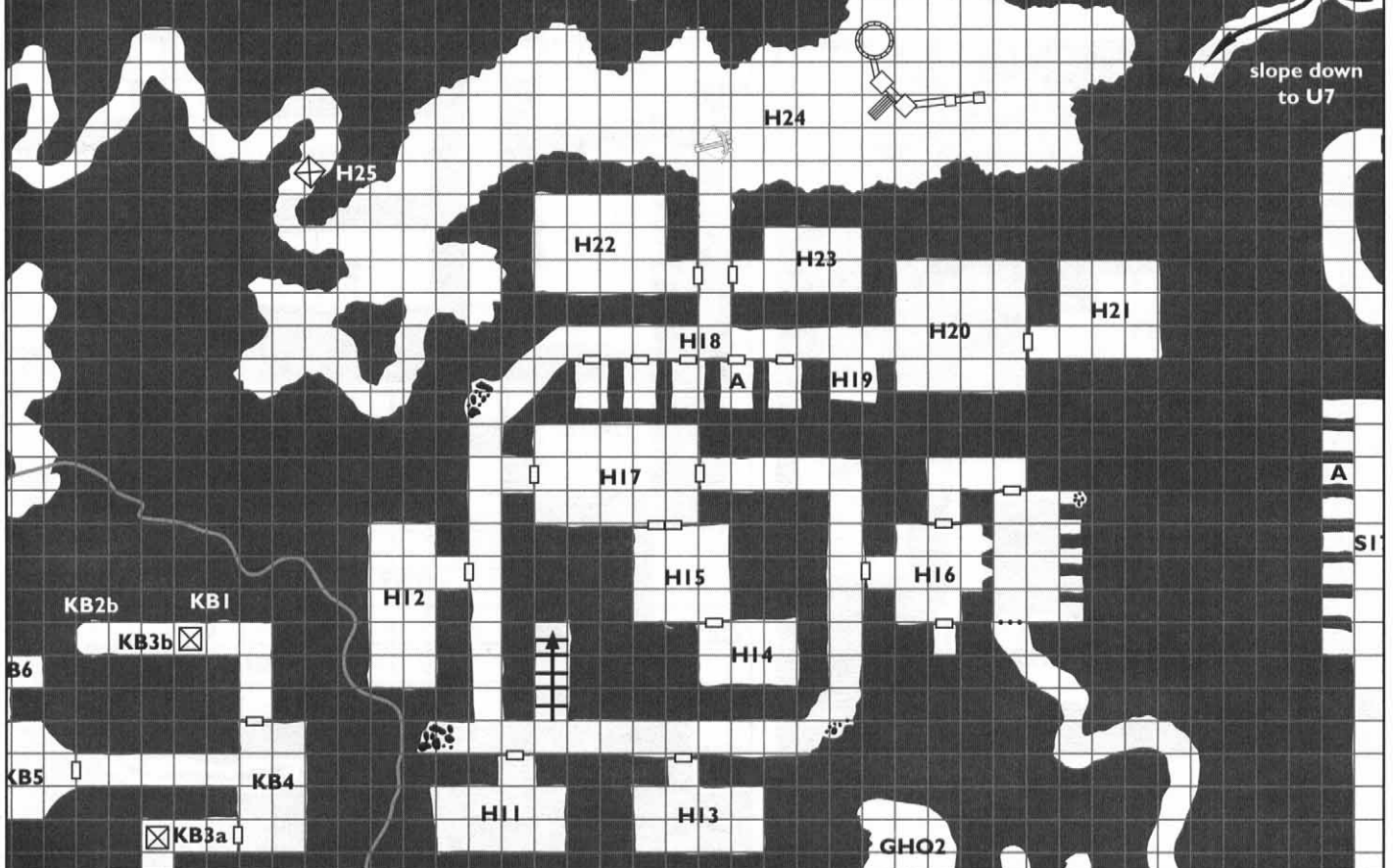




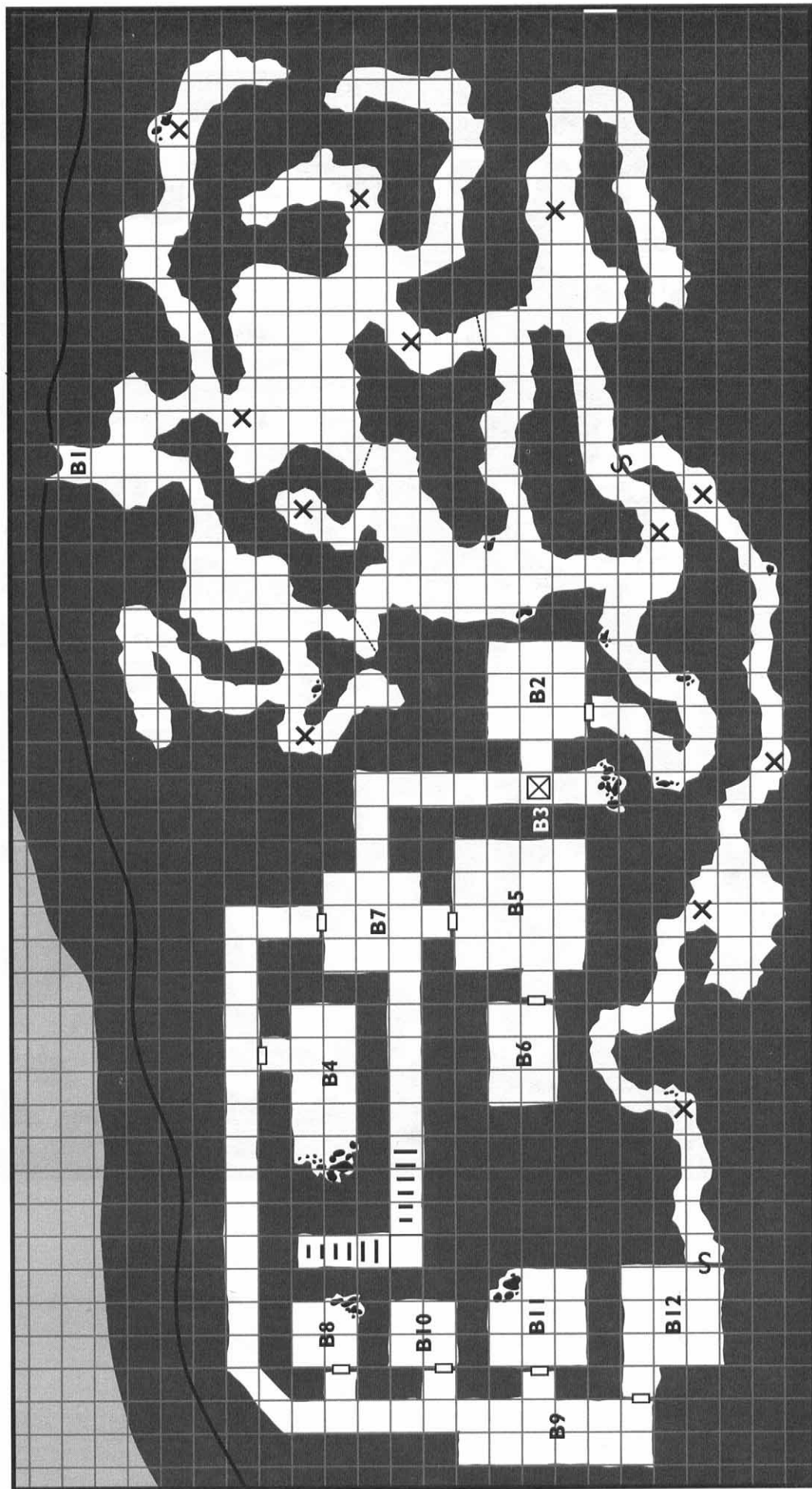
# The Mines of Chaos – Level 1 – The Hobgoblin Lair and Minotaur Labyrinth



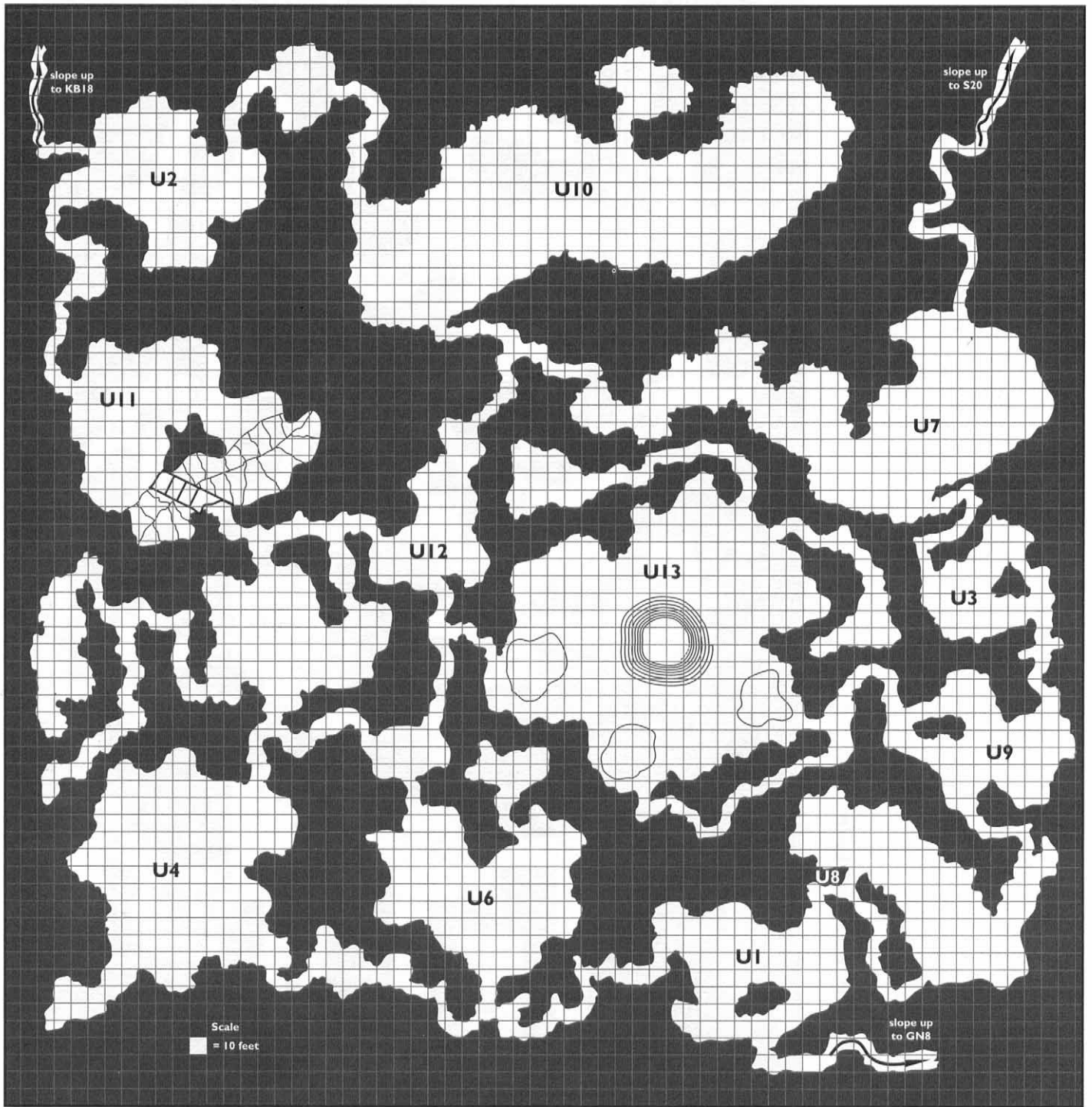
# The Mines of Chaos – Level 2 – The Hobgoblin Lair



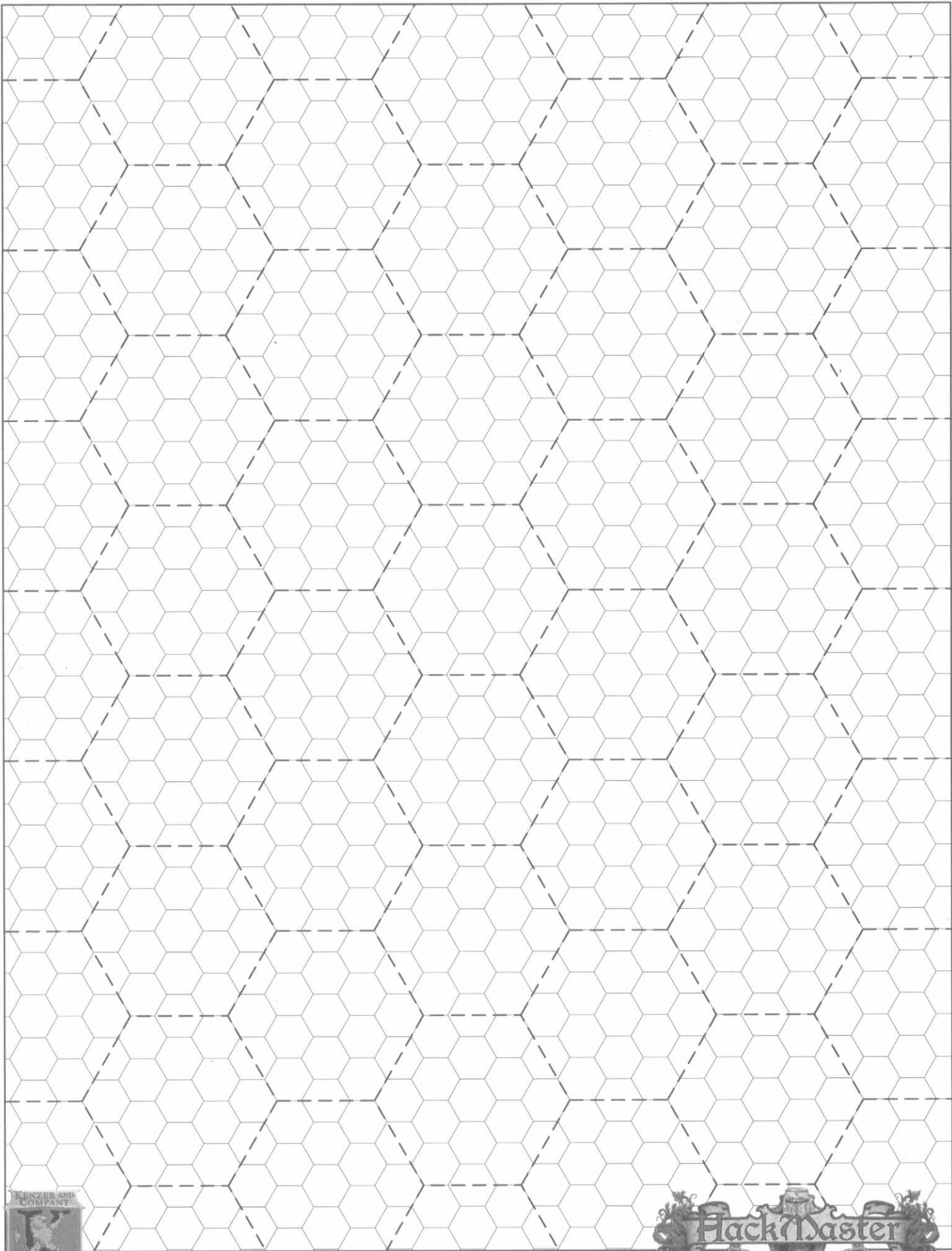
The Mines of Chaos – Level I – The Bugbear Lair



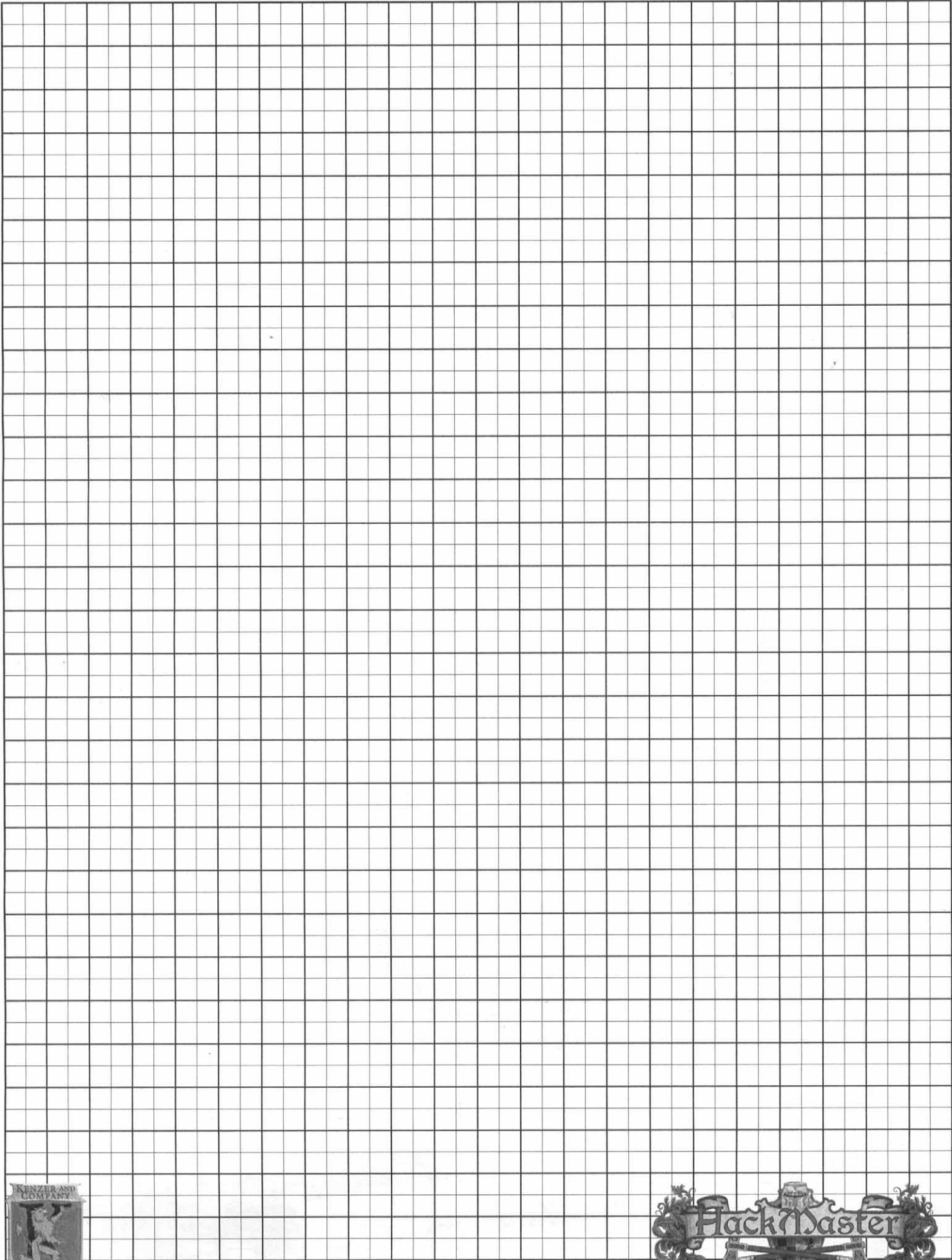
# The Mines of Chaos – Level 3 – Dolomite Caves

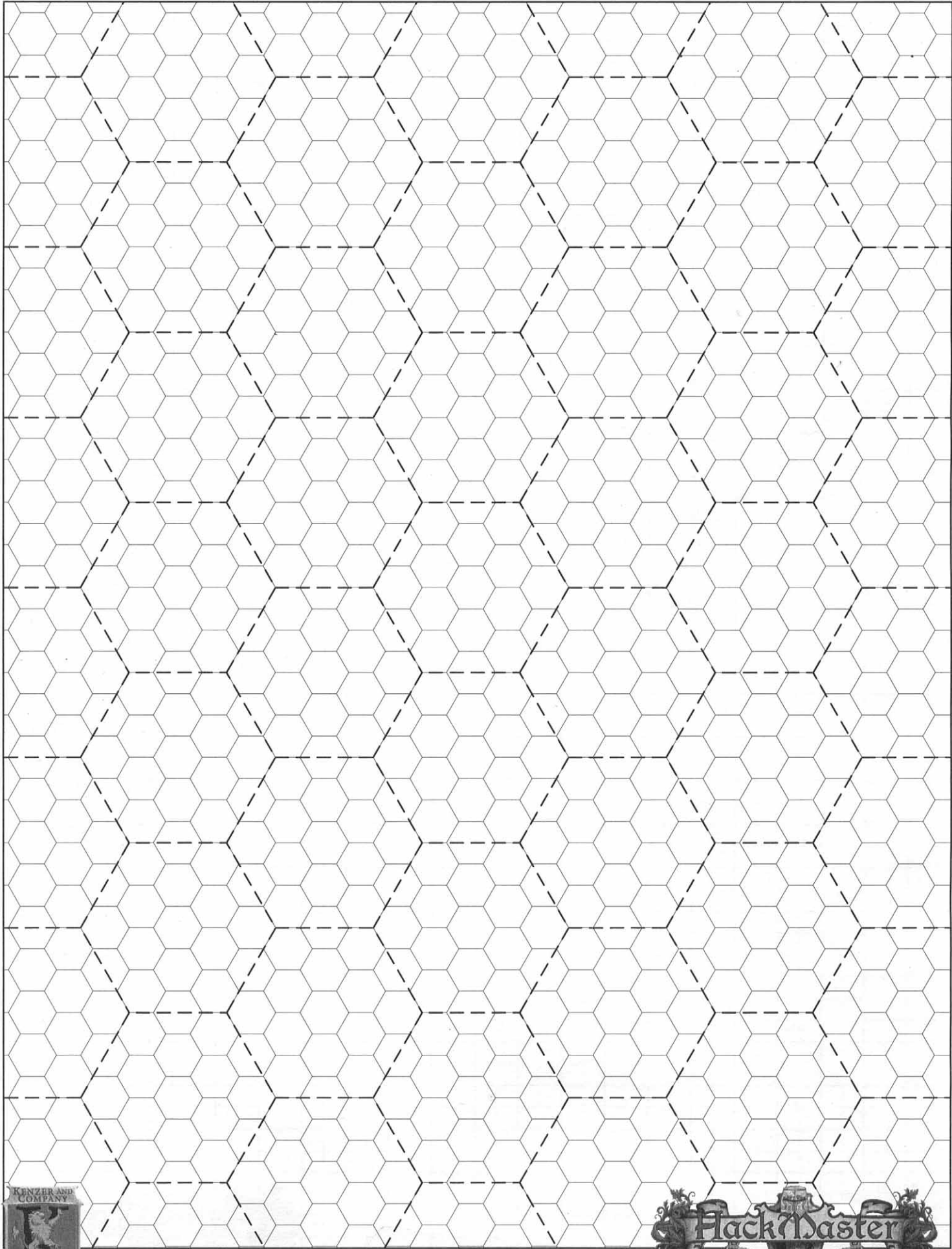














Frantor's  
Keep

Blackthorn  
Lake

Scale  
1/2 mile

8

10

9

7

6

5

2

3

4



Strap on your sword and gird up your loins my friend, for the book you hold in your hands is about to fling you into the fray. You will land with both feet in a strange land where unfettered magic and great evil monsters lurk in every darkened corner.

Be forewarned. This is not a place for the meek spirited or the wuss of heart. You will need more than a d20 to survive here. This hefty tome is more than a simple adventure. It is a mini-campaign setting that allows the GM to unlock the portals to the realms known as Garweeze Wurd, a land embroiled in an epic struggle that has raged for countless eons. Where the forces of evil war against those of good, where law struggles to keep chaos in check, where adventure and the art of hack are the meat and drink of all who would seek to carve their niche in such a hostile, forbidding and unforgiving environment. This is the realm of HackMaster.

Other releases of additional items relating to HackMaster are planned for the future.

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[www.kenzerco.com](http://www.kenzerco.com)

As you will soon learn, the plight of mankind in Garweeze Wurd is indeed great. And although there are those who deny the obvious, man's future here looks bleak. On all sides, the forces of evil and chaos press upon its borders seeking to bring mankind to its knees, intent on enslaving its populace, raping its riches and claiming mankind's lands as its own.

Cast in the middle of this chaos, like an island in the midst of a tempest-tossed sea, stands the little Keep on the Borderlands. Its small garrison is the only thing keeping evil from pouring through the pass of Hell's Throat and into the realms of humanity. It is a battle they have fought well, but one they are slowly losing. New heroes are needed to bolster their ranks. Do you have the mettle within to become great and answer the call?



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