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Dungeon Crawl Classics #0 Legends are Made, not Born

by Chris Doyle
AN ADVENTURE FOR 0-LEVEL CHARACTERS



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

For the past few years, an ogre that lairs in a cave near the wilderness town of Dundrville has demanded tributes of ale and supplies. The villagers were happy to comply, lest the brute attack them or destroy their property. But recently, the ogre changed his demands. Now he wants gold, building supplies – and captives! When the ogre walked into town only to have his request denied, he flew into a rage. The brute dragged two townsfolk off to his cave, to be eaten for sure! The villagers have no heroes to protect them – so someone must rise to the challenge! Six determined townsfolk have taken decided to take justice into their own hands. Can these village commoners defeat the ogre in his own lair before their fellows are eaten?

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!



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Credits

Writer: Chris Doyle
Front Cover Artist: Erol Otus
Back Cover Artist: Jason Edwards
Interior Artists: Ian Armstrong, Friedrich Haas, Jim Holloway, Cliff Kurowski, Brad McDevitt, Stefan Poag
Cartographer: Jeremy Simmons
Editor and Graphic Designer: Joseph Goodman
Playtesters: Isaiah Choczynski, Christine Doering, Lisa Doyle, Mark Forth, Jeffrey L. Kubiak, Steve Labun, Devin McCullen, Cindy Moore, Scott Moore, Adrian Pommier, Jay Prabucki

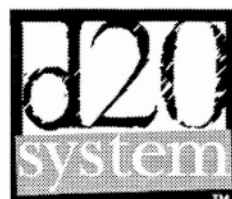
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Introduction

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

Legends are Made, not Born is designed for six 1st-level NPC-classed PCs. Note that the adventurers should have NPC classes, so their total challenge rating should only be 3. The adventure assumes the PCs are all townsfolk, and the appendix contains pre-generated PCs intended for use. See the "Scaling Information" section for ways to tailor this adventure to regular PC classes, or your group's size and unique style of play.

Adventure Summary

The PCs are all townsfolk from the wilderness village of Dunderaville. For the past few years, an ogre that lairs in a nearby cave has extorted goods from the town, in exchange for not attacking or destroying town property. Up until now, the ogre's demands have been ale, sheep, and mundane supplies. The townsfolk complied, and the ogre never bothered them. But last month, the ogre's demands included gold and building supplies. This set the townsfolk on edge and then, just last week, the ogre returned to town two weeks early to demand more ale, gold, and, even worse, captive townsfolk! The good folk of Dunderaville decided something had to be done. They put together a plan to spike the ogre's ale with poison, but when they delivered the ale to the ogre without any prisoners in tribute, the ogre flew into a rage. The brute dragged two townsfolk off to its cave, to be eaten for sure. The ogre's reign of terror must be stopped. Six brave citizens of the town have banded together with a plan to put an end to the evil ogre's villainy!



Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. The abbreviations used are: Loc - the location number keyed to the map for the encounter, listed by area and room number. Pg - The module page number on which the encounter can be found. **Type** - this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** - the key monsters or traps that can be found in the encounter. Names in *italics* are notable NPCs. EL - the encounter level.

Loc	Pg	Type	Encounter	EL
1-2	6	P	7 sheep	-
1-3	6	C/P	<i>Gurt</i> , hobgoblin War2	1
1-4	7	C/P	Wolf	1
1-5	7	T	Log deadfall trap	1
1-7	8	C	<i>Blogg</i> , ogre	3
1-8	9	C	Carrion vulture	1/2
2-2	10	C/P	Bat swarm	1
2-3	11	C/P	Dire skunk	1
2-4	11	C	<i>Lord Tulwar</i> , ghoul	1
2-5	12	C	3 giant fire beetles	1
2-6	13	T	Mushroom field	1/2
2-7	13	C	6 tiny centipedes	3/4
3-1	14	T	Ladder trap	1/2
3-2	14	T	Swinging greatclub trap	1
3-3	14	C	Animated broom	1
3-4	16	C/T	3 animated books Small viper	3
3-5	16	C/P	<i>Durbin</i> , dwarf Exp2	1
3-6	17	C/T	Shrieker	1
3-7	17	C	<i>Suto Lore</i> , Wiz(Conj)5	4
3-8	19	C	<i>Quast</i> , male quasit	2

Scaling Information

Legends are Made, not Born is designed for six NPC-classed characters of 1 st level, but can be modified for parties of different sizes or levels. Consider adapting the adventure using any of the following suggestions:

- **Weaker Parties (5 or fewer NPC-classed PCs):**
Convert *Gurt* to a goblin War1, and the wolf in area 1-4 to a dog. Remove one giant fire beetle from area 2-5, and two monstrous centipedes from area 2-7. Remove the trap in area 3-2. Remove two of the animated books from area 3-4, and convert the viper to Tiny size. Remove one level from *Suto Lore*.

- **Stronger Parties (7 or more characters, or 1st level PC-classed characters):** Add two levels to Gurt. Replace the bat swarm with the carnivorous variety presented in the MM (making it an EL 2 encounter). Convert Blogg to a normal ogre War1 and make sure he always has his club. Double the number of giant fire beetles in area 2-5. Convert the monstrous centipedes in area 2-7 to Small size. Add another animated object to area 3-3 (such as a table or carpet). Add another animated book to area 3-4, and convert the viper to Medium size.

Getting the Players Involved

If the PCs are not townsfolk from Dundrville, the following hooks can be used to get the players involved in the adventure:

- The PCs are traveling and spend the night in Dundrville. While in the local tavern, they learn of the ogre's unreasonable monthly tribute demands. In the morning, they are approached by the mayor and hired to bring the ogre to justice.
- A family member of a PC resides in Dundrville. The PC receives an urgent message stating the family member has been kidnapped by an ogre. The town needs heroes to put an end to the ogre's unreasonable tribute demands.
- This hook works well if one of your regular players misses a gaming session. While the PCs visit the town of Dundrville, one of the PCs (the player not at the session) is kidnapped by an ogre menacing the town. To save their comrade, the PCs track down the ogre and attempt to bring him to justice.

Character-Constructed Traps

There is a good chance the PCs will attempt to construct traps in an effort to defeat the ogre. This is an excellent idea, but the PCs don't have weeks to spend designing and building extensive traps in the wilderness. Limit their options to pits, snares, and simple deadfalls. It's suggested the CR of any trap designed be no higher than 2. Follow the steps below to determine the success of building such a trap in a few hours.

- 1 Have the PCs explain the idea behind the trap, and gather the materials needed.
- 2 Determine the trap's CR and effects (see "Designing a Trap" in the *Traps* section of Chapter 3: Adventures in the DMG).
- 3 Have a PC make a Craft (trapmaking) check. A CR 1 trap requires a DC 15 check. A CR 2 trap requires a DC 20 check. If improper materials are substituted (e.g., vines are used instead of rope), increase the DC by +5.
- 4 Have the PCs explain how they plan to lure the ogre into the trap.

Rumors

The PCs may visit locations and NPCs in town to gather rumors regarding the ogre and his lair. Consult the appendix on Dundrville for details on which rumors are known by which NPCs, and how the PCs can obtain the information. PCs can also attempt a DC 14 Knowledge (local) check to gain randomly determined rumors from the table below.

d10 Rumor

- 1 "Months ago, I saw the strangest thing. A large dog attacked a rat in town. The bite should have cut the rat in half, but instead had no effect. With a single bite from the rat, the dog fled." (True; the rat was Quast in alternate form poking around town and the catacombs below)
- 2 "A few years back, I found a cave entrance on the west side of Skulltop Hillock. The caves head directly into the hillside, and perhaps are a back entrance to the ogre's lair." (True; see part 2)
- 3 "An ancient warrior of great renown is buried under Skulltop Hillock. His tomb contains many magical treasures." (True and false; see area 2-4, but he was buried with no magical treasures)
- 4 "The last few nights, I've seen strange lights dancing about the druid's circle. The ogre is in league with evil spirits, I say." (False; the lights are from Sheryn-ella, collecting mistletoe during moonlight)
- 5 "Beware the ogre's club! I saw him cave in a man's skull in one mighty blow!" (True)
- 6 "I don't trust the mayor, I tell you! Raising taxes every year. I'd bet the flock the ogre is in league with the mayor, and the gold he now demands is lining the town's coffers!" (False)
- 7 "A few years back I recall seeing smoke come out of one of the eye sockets on Skulltop Hillock. Perhaps there is a way into the cave through the eye socket." (True; see area 1-8. Before Gurt joined the ogre, he had to cook his own meat. The townsfolk can't recall which eye socket the smoked issued from)
- 8 "That Tarik is one crazy coot. He tried confronting the ogre years ago, and lost his arm to the giant. Hasn't slowed down old one-arm, though!" (True)
- 9 "Strange things are happening in town lately. A dwarven carpenter named Durbin just up and left a few weeks back, right after patching my roof. I still owe him for the job, but no one has seen him in weeks!" (True; Durbin was *charmed* by Suto, and now is busy working in area 3-5)
- 10 "Farmers have noted many wolf packs are moving out of the hills. Perhaps it will be another frigid winter." (False)

Background Story

Secrets Below Dundravage

Hidden in the catacombs under the small town of Dundravage is a malevolent book of unknown origin. A hezrou demon named Frogroth desires the powerful item for his own. Twenty nine years ago, a powerful conjurer named Erasmus Lore contacted Frogroth to learn dark secrets about his demonic allies. The demon agreed, as long as Erasmus promised to help him find the book. Erasmus summoned Frogroth to his lair in the catacombs, and the pair forged an uneasy alliance. They slowly began to exert control over the town, using *charm person* spells on key leaders, and eliminating other trouble makers, such as a local thieves' guild. Meanwhile, they searched for the book.

The *Codex Ilyium* contains abyssal spells and untold knowledge of demon lords. But the book also describes the construction of a mighty weapon that can be used to destroy Frogroth's master. The hezrou desires to betray his master, and assume his position as a demon lord. Of course, Erasmus has no intentions of honoring his end of the bargain. He plans to use the lore in the *Codex* to banish Frogroth back to the Abyss, after he gleans the information on other demonic lords he desires.

However, a band of adventurers caught wind of the conjurer's machinations, and assaulted his lair in the catacombs. During the fight, Erasmus lost control over the hezrou, which turned on its "ally." Shortly after Erasmus' lifeless body was discarded, the band of adventurers sent the demon back to the Abyss. The town never knew it was in danger. However, the adventurers never discovered the *Codex Ilyium*, which still lies hidden in the catacombs.

Erasmus' Legacy

Recently, a quasit was punished by a demon lord, and banished to the prime material plane. He arrived in the vicinity of Dundravage (not entirely by chance), and hid in the catacombs. While preying on the unsuspecting townsfolk, the quasit discovered Erasmus Lore's old workshop, and many of his extensive notes on summoning, the *Codex Ilyium*, and Frogroth (who happens to be an ally of the quasit's demon lord). Hoping to regain the good graces of his lord, the quasit plans to have Frogroth summoned to the prime material plane, and then recover the *Codex*. Little does he know, this will be the doom of his master. But the quasit cares little whether he serves his lord or Frogroth. He just wants to return to the Abyss.

One of Erasmus' diaries mentioned a son, and his hopes that one day he will follow in his father's footsteps. Locating his son, a minor wizard named Suto Lore, took the quasit months, but seducing him to evil and tempting him with untold power took but one visit to his father's workshop. Unfortunately, Suto Lore is not powerful enough to summon the hezrou (yet), and during the visit to the cat-

acombs, he contracted a disease called the hacking cackle. The supernatural disease has wracked Suto Lore's physical body, but not his resolve to finish his father's legacy. So the pair plan and plot for the day when Frogroth returns.

The Plan in Motion

Suto Lore and the quasit moved their lair to Skulltop Hillock, a cave system outside of town, and one of Erasmus' old hideouts. A lazy ogre named Blogg, who has been demanding monthly tribute from Dundravage for years, lairs in the upper cave. This tribute is in the form of ale from a local brewery, sheep (and other meat), and occasional mundane supplies. Suto Lore *charmed* the ogre as a guard at first, but then decided to have his new "friend" assist with their plan. The ogre has changed his demands to include gold, timber, and townsfolk!

After two townsfolk were dragged off to his lair, the town decided it had had enough! Six brave townsfolk (all 1st level NPC-classed "PCs") have decided to take matters into their own hands. The last batch of ale was laced with a mild poison, and the townsfolk plan to put a stop to the evil ogre once and for all. Of course, they are stumbling into a dark plot 30 years in the making!

Delving into the Abyss - GM's Eyes Only

When the PCs defeat the ogre, they don't discover the gold, townsfolk, or building materials in the cave. If they search the ogre's lair, they locate a secret passage that leads to Suto Lore's hideout. Suto used the gold to purchase a *scroll of planar binding*, plus a few *potions of align weapon (good)* in case the quasit turns on him. Then the pair kidnapped a local dwarven carpenter and *charmed* him. Now he constructs cages in their lair to hold numerous townsfolk. When Frogroth arrives, the townsfolk are to be offered to him as food to ensure his loyalty.



Player Beginning

For the past few years, an ogre has demanded monthly tribute from the town of Dundrville. Since the demands were ale, sheep, and occasional mundane supplies, the town complied with these demands. The ogre was content to collect his extorted goods, and leave the town alone. However, last month, the tribute changed. In addition to ale and sheep, the ogre demanded gold and building materials!

But the situation has grown even more grim. The ogre returned yesterday with yet more demands of ale and worse: townsfolk! The town is in an uproar and denied the ogre's request. The brute flew into a rage and grabbed two townsfolk and hauled them back to his lair. They're destined for his gullet, no doubt! But amidst all the turmoil, six

brave townsfolk have vowed to confront the ogre, and bring him to justice. The brave ones include a noble's son, a gnomish alchemist, a member of the town militia, a wizard's apprentice, a local trapper, and a mysterious elven witch that lairs in a nearby forest. With the aid of the local druids and brewer in town, the last batch of ale the ogre took was laced with a mild poison to help incapacitate the brute. Now it's time for brave heroes to finish the deed.

When the PCs are ready to confront the ogre, proceed to part 1 if they enter the cave through the front entrance. If they attempt to locate the secret entrance on the west side of the hillock, proceed to part 2. If they climb the hillock and enter the lair via the natural chimney, proceed to area 1-8.

Part 1: The Ogre's Cave

The ogre's cave is considered unworked stone, with natural stone floors. Being a natural cave, there are no finished doors. Instead large rocks are used to seal chambers. Ceiling heights vary from seven to 12 feet, as listed in individual room descriptions. Most chambers are dry, and free of large rubble.

Unworked Stone Wall: 5' thick (at least); hardness 8; hp 900 (per 5 ft. thickness); Break DC 65; Climb DC 20.

Wandering Monsters

There are no wandering monsters in the ogre's cave.

Areas of the Map

Area 1-1 - Cave Entrance: Read or paraphrase the following:

After a two hour hike, the leering visage of Skulltop Hillock comes to view. It is a large weathered hill, the top of which is shaped like a humanoid skull including hollow depressions for eye sockets and a rough gaping maw. A small trail makes its way toward the ominous hillock, under the watchful void of the stone skull's eye sockets. The ground in front of the ogre's cave is trodden with many hoof prints, and barren of all vegetation.

If it is daytime, continue with the following text:

A large stone boulder, obviously used to block the cave entrance, has been pushed to the left. Beyond is a dark cave, perhaps 10 feet wide and 12 feet high. In the distance, the constant bleating of sheep can be discerned.

If it is night, use this text:

In the dim moonlight, you can see where the cave entrance is located. However, a large stone boulder has been pushed into the cave entrance, sealing it.

Development: During the day, the rock is pushed to the side and it's an easy task to enter the cave. However, the ogre will not be drunk during the day, so combat with him becomes more difficult. From late morning to just before dark, the hobgoblin lackey Gurt (see area 1-3) has the flock of sheep on the west side of the hillock. The sheep graze on the sparse vegetation while Gurt doses under a tree using his quarterstaff as a pillow. If the PCs enter the cave during the day, adjust the descriptions of area 1-2 and 1-3 accordingly.

During the night, the ogre is drunk, and Gurt and the sheep are in areas 1-3 and 1-2 respectively. However, the large boulder blocks the entrance, and needs to be pushed out of the way for the PCs to use this entrance. A DC 18 Strength check is needed to push the rock, but two additional PCs can aid in this attempt. However, moving such a large rock causes a fair amount of noise which could disturb the sheep in area 1-2. Grant Gurt a DC 20 Listen check to hear the commotion, and check on the flock. In this case there is a 50% chance he is not wearing his armor (instead a pair of light blue jammies with a matching sleep cap), but he brings his quarterstaff to prod the sheep as needed.



Area 1-2 - Sheep Pen (EL-): Read or paraphrase the following:

A crude wooden gate, perhaps four feet high, blocks the entrance to this 25 foot diameter cave. The gate has a simple latch securing it, and the cave beyond reeks of animal waste. Casually wandering around the chamber are seven mangy sheep, absentmindedly munching on some lichen patches. As soon as they see you, the herd stumbles over to the gate and rubs against it, while issuing a high-pitched bleating sound that echoes off the cave walls.

Crude Wooden Gate: 2 inches thick; hardness 5; hp 15; break DC 15.

The ogre and his lackey maintain a herd of sheep extorted from Dundravage, and used for food purposes. The herd currently numbers seven, but Blogg is due to slaughter another one for fresh meat. If the PCs take the time to free them and lead them back to town, they should be granted a CR 1 experience bonus and perhaps a small reward.

Development: Gurt is responsible for the care of the herd, a task he detests. Along the east wall hangs a shovel, and a pair of grimy buckets rest nearby. The shovel can be used as a weapon (damage 1d6), and is used to pile manure along the south wall. Gurt uses the buckets to transport the manure to his cave for his mushroom farm (see area 1-3). Along the west wall is

a water trough, half full of nasty water.

When the PCs arrive, the sheep cause quite a ruckus. If not quieted down in one minute (with a DC 13 Handle Animal check), Gurt gets to make a DC 15 Listen check each round. If he succeeds, he arrives at the sheep pen in 1d3 rounds ready to restore order to the herd with his quarterstaff. Even if the PCs open the gate and lead the sheep out of the cave, the process takes 3d4 rounds, allowing Gurt several more chances to hear the commotion.

Sheep: CR -; Medium animal; HD 2d8; hp 8 each; Init -1; Spd 30 ft.; AC 10, touch 9, flat-footed 10; Base Atk +0; Grp -; Atk/Full Atk -; SQ animal traits; AL N; SV Fort +3, Ref +2, Will -2; Str 8, Dex 8, Con 10, Int 1, Wis 7, Cha 10.

Skills and Feats: Listen +3, Spot +2; Alertness.

Area 1-3 - Gurt's Chamber (EL 1): Read or paraphrase the following:

This chamber is about 30 feet in diameter and smells like sweat mixed with an organic earthy stench. A smoldering fire pit is in the northwest corner of the room. To the east is a pile of smelly furs and to the west is an alcove filled with loamy soil. Even rows of fungus poke through the soil. A small wooden table rests nearby the alcove.

This chamber belongs to Gurt, a hobgoblin flunky kicked out of his tribe years ago. The reasons were many, but at the top of the list were his cleanliness (for a hobgoblin), fascination with fungus, and general disdain for warfare. He wandered for months before befriending Blogg the ogre. Since Blogg can't stomach the taste of hobgoblin flesh (it reminds him of gamy chicken) the ogre didn't eat him, and agreed to let him become his lackey.

As a lackey, his responsibilities include cooking, cleaning, tending the sheep herd, and other unpleasant tasks. Gurt is not very good at tending to the herd, preferring to let the business end of his quarterstaff do the actual "tending." However, their manure is a great substrate for his mushroom farm, so he tolerates the beasts.

Development: During the day, Gurt is on the west side of the hillock tending the herd. At night, he is here, working on his mushroom crop (which boasts nine different varieties), and creating new culinary delights with fungus.

The fire pit is three feet deep and contains hot embers. Nearby is a small sack of flour and several pots and pans. A pot of (you guessed it) mushroom herbal soup simmers over the fire pit on a metal pole. The pile of furs smells like wet animal and serves as Gurt's bed. The table near the alcove holds an array of gardening tools, such as small shovels, buckets, spades, and a recipe book written in Goblin. It contains 276 recipes for mushrooms, including broiled mushrooms, fried

mushrooms, mushroom gumbo, stuffed mushrooms (including 38 different types of stuffing, even mushrooms stuffed with mushrooms!), and mushroom stew. The book is worth 5 gp, if a buyer that reads Goblin can be located.

The alcove contains a thick, three foot deep bed of dark moist soil, perfect for mushroom cultivation. Nine different varieties are present, each labeled with a small sign post (written in Goblin). The alcove smells of animal waste and organic rotting. If the PCs are dumb enough to eat a mushroom, require a DC 15 Fort save to avoid 1d6 hours of nausea.

Treasure: A small leather pouch is hidden in the mushroom garden; locating it requires a DC 15 Search check. The pouch contains 27 sp, 7 gp, and a piece of amber shaped like a mushroom (worth 125 gp).

Tactics: If Gurt is encountered here, he attempts to make a brave stand, drawing his sword and attacking. However, as soon as he is wounded the slightest bit, he falls to his knees and begs for mercy. If a PC makes a successful DC 10 Intimidate check, Gurt helps the PCs by warning them of the wolf (area 1-4) and the log deadfall trap (area 1-5). He pleads to be let go, claiming to be a cowardly stooge in the employ of the wicked ogre. If forced to accompany the PCs to Blogg, he complies, but hopes to muster the courage to betray the PCs when they encounter the ogre.

Cool Ways to Make This Fight Interesting:

- Somebody (even Gurt) could use the pot of boiling soup as an improvised weapon. It can be hurled 10 feet, and it does 1d2 points of damage plus another 1 point of fire damage from the scalding contents.
- If someone is bull rushed into the mushroom garden alcove, they plop into the deep soil, and must spend a round getting out. The target also needs to make a DC 10 Fort save or become overwhelmed by the organic stench, effectively becoming nauseated for one round.
- If the flour is used as a hurled weapon, a successful ranged touch attack forces a victim in the targeted square to make a DC 10 Ref save or become blind for one round.

Gurt, male hobgoblin War2: CR 1; Medium humanoid (goblinoid); HD 2d8+2; hp 12; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +2; Grp +2; Atk/Full Atk shortsword +2 melee (1d6), or quarterstaff +2 melee (1d6); SQ darkvision 60 ft.; AL LN; SV Fort +5, Ref +2, Will -1; Str 11, Dex 14, Con 12, Int 12, Wis 8, Cha 6.

Skills and Feats: Handle Animal +1, Hide +4, Listen +3, Move Silently +4, Spot +3; Alertness.

Languages Spoken: Common, Goblin, Giant.

Possessions: Leather armor, shortsword, quarterstaff, piece of onyx (worth 35 gp).

Area 1-4 - Wolf Lair (EL 1): Read or paraphrase the following:

As the corridor winds to the south, you are confronted by a stocky gray and tan wolf, apparently slumbering in an alcove. The feral beast has bloodshot eyes and sports a massive iron collar. Its lupine form lunges at you!

Development: Blogg has a pet wolf named "Fuzzy" whom he raised from a pup. He keeps the wolf chained in this alcove, tossing it occasional meat scraps. Fuzzy is very hungry and attacks on sight, but he is chained to the south wall. Consult the map for a view of how far the wolf can range. If the PCs hug the north wall, Fuzzy can't reach them.

The iron chain is rusted and in poor condition. Each round the wolf attempts to reach the PCs (if they avoid him), Fuzzy gets to make a DC 15 Strength check to snap the chain.

Poor quality (rusty) chain: hardness 10, hp 5, break DC 15.

While the PCs deal with the wolf, either through combat or by slipping past, he incessantly growls, howls, and makes a racket. Each round, grant Blogg a DC 20 Listen check. If he succeeds, there is a 50% chance he investigates the commotion in 1d4+1 rounds, unless the noise stops. PCs can quiet the wolf by tossing it some meat or with a successful DC 15 Handle Animal check.

Tactics: The wolf attempts to use its trip special ability on a PC within range. It then pounces on the victim for repeated bite attacks.

Wolf: CR 1; Medium animal; HD 2d8+4; hp 18; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk/Full Atk bite +3 melee (1d6+1); SATrip; SQ low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+4 racial bonus when tracking with scent); Track, Weapon Focus (bite).

S>4 - Trip (Ex): A wolf that hits with its bite attack can attempt to trip the target (+1 check modifier) as a free action that does not provoke an attack of opportunity. If the attempt fails, the opponent can't react to trip the wolf.

Area 1-5 - Log Deadfall Trap (EL 1): At this location in the corridor is a thin tripwire about four inches above the floor. Make a secret DC 16 Spot check for the first PC in line to notice the tripwire. If noticed, it can be easily avoided or disabled with a DC 17 Disable Device check. If the Disable Device check is failed, the trap is sprung and causes quite a bit of noise. If triggered, allow Blogg a DC 15 Listen check. If he succeeds, he arrives in two rounds to investigate.



The tripwire leads to a shelf support positioned about 10 feet up on the north wall. Balanced on this shelf are five heavy logs, with crude wooden spikes driven into their surfaces. A gray canvas conceals the whole apparatus. When the shelf support is removed, the spiked logs come crashing down.

Log Deadfall Trap: CR 1; mechanical; location trigger (tripwire); manual reset; Atk +5 melee (2d6, logs with crude spikes); Search DC 18; Disable Device 17 (cut tripwire).

Area 1-6 - Storeroom: Read or paraphrase the following:

This cavern is about 35 feet in diameter with a low 7-foot ceiling. Along the south wall are several stacks of crates. Positioned in front of the crates is a small wagon. To the southeast, several small casks are tucked into the corner. Each bears the symbol of an ale cask with crossed barley sheaves superimposed on it.

Development: Since Blogg needs to stoop down to enter here, he uses this chamber as a storeroom. The wagon is used to transport the monthly tribute from Dundrville back to his cave. The crates are all unlabeled and contain dried foodstuffs, salted meat, and other rations. One crate holds several hand tools and iron nails.

All nine casks are from the Berkclay Bros. Brewery. Two are empty, two hold water, two hold wine that has turned to vinegar, and three are full with ale. Five of the ale casks were laced with a mild poison, violet rust. Each of these casks is marked with a small "x" underneath, requiring a successful DC 15 Search check to locate. The two casks of vinegar were wine that Blogg decided to try. He quickly determined that he disliked wine, so he ignored these casks. They are useful for removing the dire skunk smell (see area 2-3). A pair of large buckets rest nearby and are used to collect

water in a nearby stream.

One cask has a false bottom (Search DC 20), but the hidden compartment underneath is empty.

Behind the stacked crates is a secret door. It can be located with a successful Search check (DC 20 from the north side, DC 12 from the south side). The door leads to area 2-5 and even Blogg is unaware of it.

Area 1-7 - Blogg's Lair: The following read-aloud text assumes the PCs arrive in the cave at night and the ogre is already intoxicated. If they arrive during the day, the read-aloud text is the same, but assume the ogre is simply dozing rather than drunk.

This immense chamber is at least 40 feet by 60 feet with a 20 feet high ceiling. To the east is a pile of furs. Situated along the north wall are an unused fire pit and an iron-bound chest about 10 feet long. To the west is a curtained-off alcove, with a battered wooden table and a smooth stone for a chair nearby.

When you arrive, a lumbering form sits at the table, its face down in a platter of mutton. Tucked under one hand is an empty pewter flagon. The ogre looks to be about 9 feet tall and wears cracked studded leather armor. It has a wart-encrusted face and clumpy, unkempt hair. Its tanned hide is well-muscled and a massive club rests against the nearby wall.

Development: Blogg, the ogre, makes his lair in this chamber. He is a lazy, demanding brute always looking for the easy way out. A few years ago, he decided to threaten the town of Dundrville into giving him monthly tribute. Not being very ambitious, his demands were only for ale and food. But a few months ago, the wizard Suto *charmed* the ogre and has commanded him to increase the tribute demands.

The pile of furs is smelly and infested with white mites. Two of the furs are valuable, a black bear pelt (worth 85 gp) and a red fox pelt (worth 135 gp). Above the furs is a natural chimney about three feet in diameter. It leads to area 1-8 and can be detected with a successful DC 10 Search check.

The fire pit holds ashes and has not been used in over a year, since Gurt cooks all the meals these days. The mutton on the table could be used to distract the wolf in area 1-4.

Behind the curtain is a large alcove containing a pair of casks and crates. The crates once contained food but are now empty. One cask contains water and the other is half full of ale laced with violet rust poison. The back of the alcove contains a secret door that leads to area 3-1. It can be located with a successful DC 15 Search check. If the alcove is searched for tracks (DC 13 Survival check), several humanoid tracks are found which lead to the secret door. If these are located, give a +4 circumstance bonus to the Search check to locate the door.

Treasure: The large wooden chest is locked with a huge padlock. The key is hidden under the chest, but lifting it requires a successful DC 15 Strength check. Otherwise the lock can be picked with a successful DC 15 Open Locks check. The chest holds 1,555 sp in a loose mess. Suto trades two silver coins for every gold coin Blogg receives from the town. The chest also holds a spare suit of large studded leather armor, another medium greatclub, and six rocks.

Tactics: Blogg is smaller than a typical ogre, as reflected in his stats. He is also a bit more intelligent and understands the Common tongue well. However, he is *charmed* (renewed weekly) and completely loyal to Suto, his best friend. Suto helped him get more food and ale from the town and trades two "white" coins for one "yellow" coin all the time. Due to his small stature (for an ogre), Blogg wields a medium-sized greatclub in one hand, although the PCs would be wise to prevent him from getting his club, or to disarm him once he does have it.

If the PCs assault his lair at night, Blogg is drunk and suffering from the mild violet rust poison. Even though he is drunk, he fights to the best of his ability and fights to the death.

If the PCs attack him while drunk, assume Blogg missed both saves against the poison so he is at -2 Strength and -2 Intelligence. His adjusted stats, reflecting poison and intoxication, are: Init -3; Atk/Full Atk +4 melee (great club, 1d10+2) or -1 ranged (1d8+2); Ref -3, Will -2; Str 17, Dex 6, Int 9. (While drunk, a victim suffers the following penalties: -2 Dexterity and -1 to attack, damage, and initiative rolls and to all skill checks requiring any concentration. An intoxicated person also suffers -2 to all Will and Reflex saves.)

Blogg, male ogre: CR 3; Large giant; HD 4d8+11; hp 32; Init -1; Spd 40 ft.; AC 15, touch 8, flat-footed 15; Base Atk +3; Grp +11; Atk/Full Atk greatclub +6 melee (1d10+4) or unarmed strike +6 melee (1d4+4) or javelin +1 ranged (1d8+4); Space/Reach 10 ft./10 ft.; SQ darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +0; Str 19, Dex 8, Con 14, Int 10, Wis 8, Cha 7.

Skills and Feats: Climb +4, Listen +4, Spot +4; Alertness, Toughness.

Languages Spoken: Common, Giant.

Possessions: Medium greatclub, large javelin, studded leather armor

Area 1-8 - The Chimney (EL 1/2): If the PCs scale the hillock to the eye sockets of the leering skull, they can discover this natural chimney in the left eye socket. Reaching the left eye socket requires a DC 12 Climb check over a distance of 200 feet. A failed check by 5 or more results in sliding 30 feet down the hillock and suffering 1d3 points of damage. The chimney meanders about, before depositing the climber into area 1-7. A total of three DC 10 Climb checks must be made in the three foot diameter shaft due to the numerous natural ledges and handholds. A failed check by 5 or more results in a fall, but due to the meandering nature of the shaft, only 1d4 points of damage are suffered. If the last check is failed by 5 or more, the fall is 30 feet, but this only causes 1 d6 points of damage due to landing in the pile of furs at the base of the chimney.

Development: The right socket is the nest of a carrion vulture, a diseased scavenger bird with an eight-foot wingspan. The nest contains a clutch of four eggs, so the bird perceives any investigation of either eye socket as a threat and attacks accordingly.

Treasure: Over the years, the carrion vulture has collected shiny objects for its nest. Strewn about the tangled mass of twigs, leaves, and other debris are the following items: a gold button (worth 3 gp), a silver boot buckle (worth 5 gp), 6 cp, 9 sp, 3 gp, and a small ruby (worth 75 gp).

Tactics: The carrion vulture fights to the death. It attempts to stay airborne in an effort to swoop in to attack. A successful hit has a 50% chance to inflict disease.

Carrion Vulture: CR 1/2; Tiny animal; HD 1d8; hp 4; Init+3; Spd 10ft., fly 60 ft. (average); AC 17, touch 15, flat-footed 14; Base Atk+0; Grp-10; Atk/Full Atk talons +5 melee (1d4-2 plus disease); SA Disease; SQ low-light vision; AL N; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +2, Spot +14; Weapon Finesse.

SA - Disease (Ex): Filth fever: injury; Fort save DC 12; Incubation 1d3 days; damage 1d3 Dex and 1d3 Con.

Part 2: The Back Door

These caves are considered unworked stone, with natural stone floors. There are two doors here, one that is simply a large rock blocking the route to area 1-6 (pictured on the map for part 1). The other is a stone door of dwarven origin sealing Lord Tulwar's tomb (area 2-4). Consult the text for statistics on this door. Ceiling heights vary from four to eight feet, as listed in individual room descriptions. Most chambers are dry, and free of large rubble except area 2-5.

Unless otherwise noted in the text, there are no light sources in this cave system. The PCs need to provide their own light source, although the giant fire beetles in area 2-5 produce their own light, which could be harvested by the PCs.

Unworked Stone Wall: 5 feet thick; hardness 8; hp 900; Break DC 65; Climb DC 20.

Wandering Monsters

Wandering monsters are common in these caverns. There is a 15% chance (1-3 on d20) per half hour of exploration that the PCs encounter a wandering monster. This chance increases to 20% (1-4 on d20) if the PCs make excessive noise. If an encounter is called for, roll 1d8 and consult the table below. The dire skunk lairs in area 2-3, and is heading to area 2-5 for a drink, or exiting the cave via area 2-2.

1d8	Encounter
1-2	1 d4+7 normal rats (EL 1)
3-5	2 giant fire beetles (EL 2/3)
6-7	3 dire rats (EL 1)
8	1 dire skunk (EL 1)

The following stat blocks are provided for easy reference:

Rat, Normal (1d4+7): Tiny animal; CR 1/8; HD 1/4d8; hp 1 each; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 14, touch 14, flat-footed 12; Base Atk +0; Grp -12; Atk/Full Atk +4 melee (1d3-4, bite); Space/Reach 2 1/2 ft./O ft.; SQ Low-light vision, scent; AL N; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse.

Giant Fire Beetle (2): CR 1/3: Small vermin; HD 1d8; hp 4 each; Init +0; Spd 30 ft.; AC 16, touch 11, flat-footed 16; Base Atk +0; Grp -4; Atk/Full Atk bite +1 melee (2d4); SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 11, Int -, Wis 10, Cha 7.

Dire Rat (3): CR 1/3; Small animal; HD 1d8+1; hp 5 each; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk/Full Atk bite +4 melee (1d4 plus disease); SA Disease; SQ low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move silently +4, Spot +4, Swim +11; Alertness, Weapon

Finesse.

SA - *Disease (Ex):* Filth fever: injury; Fort Save DC 11; Incubation 1d3 days; damage 1d3 Dex and 1d3 Con.

Dire Skunk: CR 1; Medium animal; HD 3d8; hp 15; Init +3; Spd 30 ft., burrow 5 ft.; AC 14, touch 13, flat-footed 11; Base Atk +2; Grp +2; Atk/Full Atk bite +2 melee (1d4); SA Musk; SQ low-light vision, scent; AL N; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 11, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +6, Spot +6; Alertness, Ability Focus (musk).

SA - *Musk (Ex):* When threatened, a dire skunk can release an offensive musk spray from a gland near the base of its tail, once a day. All targets within a 30 ft. cone must make a DC 12 Fort save or become sickened for 1d4 rounds. The stench remains until cleaned with a vinegar solution, and although not as offensive, it is noticeable within 30 feet of the victim, making surprise impossible.

Areas of the Map

Area 2-1- The Back Door Entrance: On the west side of the hillock is another entrance to Blogg's lair unknown to most, including the ogre. The entrance is little more than a three-foot-wide crack hidden by some natural bushes, situated about 40 feet up the hillock's surface. It can be located with a DC 15 Search check. If the PCs search for tracks (DC 12), a small game trail can be located that leads to the entrance's vicinity. The trail is used by the dire skunk, and if the track roll was made by 4 or more, this fact can be discerned. Locating the trail grants a +4 circumstance bonus to the Search check to find the entrance.

During the day, the flock of sheep graze on this side of the hillock, under the not-so-watchful eye of Gurt (napping in the shade). If the PCs desire to use this entrance during the day, first they must contend with the hobgoblin lackey. Following these natural caves eventually leads to area 1-6.

If the PCs are on the west side of the hillock at dusk, they witness the nightly exodus of the bat swarm (from area 2-2). After witnessing the bats leaving to feed, the entrance can be automatically located.

Area 2-2-The Bat Cave (EL 1): Read or paraphrase the following:

The narrow passage finally opens into a grand chamber perhaps 30 feet in diameter. The floor is covered with a dun-colored residue several inches thick. The floor gradually slopes up to the east, and apparently an exit. The ceiling here is at least 20 feet high, and crowded with stalactites.

Development: This chamber is home to a large colony of bats. They roost here during the day, and exit the cave at night (via area 2-1) to search for food.

Although not the carnivorous variety as presented in the MM, they are dangerous in a swarm nonetheless. PCs looking at the ceiling should be granted a DC 10 Spot check to notice the bats.

The floor is covered with bat guano, and due to the slope, a successful DC 10 Balance check is necessary to safely cross. Failure by more than 4 indicates a fall, and if the PC is wearing metal armor, there is a 20% chance the swarm is disturbed. Any loud noises or area of effect spells cast in this chamber have a 50% chance to disturb the swarm.

Tactics: If disturbed (as described above) the bats take to the air. Inadvertently, they swarm in the chamber as they prepare to flee out the narrow passage to area 2-1. The swarm lasts six rounds, but can be dispersed quicker by damaging attacks, or area of effect spells.

Bat Swarm: CR 1; Diminutive animal (swarm); HD 3d8; hp 10; Init +2; Spd 5 ft., fly 40 ft. (good); AC 16, touch 14, flat-footed 12; Base Atk +2; Grp -; Atk/Full Atk swarm (1d4); Space/Reach 10 ft./O ft.; SA distraction; SQ Blindsight 20 ft., half damage from slashing and piercing weapons, low light vision, swarm traits; AL N; SV Fort +3, Ref +7, Will +3; Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +11, Spot +11; Alertness, Lightning Reflexes.

SA - Distraction (Ex): A living creature that begins its turn in the same space as a swarm must make a DC 11 Fort save or become nauseated for one round.

Area 2-3-Dire Skunk Lair (EL 1): Read or paraphrase the following:

The corridor opens into a low-ceilinged chamber about 35 feet in diameter. A pair of massive stalagmites, including one fused to a stalactite to form a natural column, are positioned in the north and south parts of the chamber. To the west is a large pile of leaves, branches and other debris.

Development: This chamber is the lair of a dire skunk. The five foot long animal discovered the cave system years ago, and comfortably rests in its nest, the debris pile. It drinks from the small pool in area 2-5, and every few days, exits the cave at area 2-2 to forage for food.

Tactics: Using its scent ability, the dire skunk detects the PCs shortly after they arrive here. It exits its nest, and assumes a defensive position. If threatened, the dire skunk's fur bristles on end, while it holds its tail up high. If the PCs back away, or let the dire skunk flee, it exits the chamber, and flees out the cave via area 2-2. However, if the PCs threaten it, or block its path, it turns away from them, and releases its musk attack. It then seeks to flee, but will bite a target if attacked or cornered. A DC 20 Handle Animal check can be used to prevent the dire skunk from releasing its musk.

The PCs would be wise to avoid the dire skunk; other-

wise, they have to deal with the effects of its musk later. The vinegar located in area 1-6 could be used to remove the stench.

Dire Skunk: CR 1; Medium animal; HD 3d8; hp 15; Init +3; Spd 30 ft., burrow 5 ft.; AC 14, touch 13, flat-footed 11; Base Atk +2; Grp +2; Atk/Full Atk bite +2 melee (1d4); SA Musk; SQ low-light vision, scent; AL N; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 11, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +6, Spot +6; Alertness, Ability Focus (musk).

SA - Musk (Ex): When threatened, a dire skunk can release an offensive musk spray from a gland near the base of its tail, once a day. All targets within a 30 ft. cone must make a DC 12 Fort save or become sickened for 1d4 rounds. The stench remains until cleaned with a vinegar solution, and although not as offensive, it is noticeable within 30 feet of the victim, making surprise impossible.

Area 2-4 - Lord Tulwar's Tomb (EL 1): Read or paraphrase the following:

As the corridor rounds a corner, you encounter a crude stone door with a large keyhole. Carved into the door's surface are two sets of runes. The first set has been defaced with scratch marks from a sharp instrument. The second set is intact, but in a different language.

This stone door seals the long forgotten tomb of a warrior. The key has been lost, so only by picking the lock (with a DC 20 Open Locks check) or by forcing entry can this chamber be entered. The first set of runes was in ancient Dwarven, but is illegible due to the defacing. The second set of runes is in ancient Common, and requires a successful DC 12 Decipher Script check to read. They state: "Here lies Lord Tulwar, our despicable leader."

Stone Door: 3 inches thick; hardness 8; hp 45; break DC 24; Open Locks DC 20.

If the PCs manage to open the door, continue:

The stone door groans in protest as it swings open. You are buffeted by a blast of stale air. Beyond is a chamber, roughly 20 feet wide and 30 feet long. At the far end of the chamber is a flat unadorned stone sarcophagus. Flanking it are two four-foot-high pyres of bone, with a weapon planted in the center of each. To the left is a greatsword, and to the right is a glaive.

Lord Tulwar was a vicious cold-hearted warrior. Although despised by his loyal subjects, they respected him out of fear. Centuries ago, a great battle took place near Skulltop Hill. Lord Tulwar led his human forces in a counterattack against a host of orcs. Despite being outnumbered three to one, Lord Tulwar led his men to victory, but fell in battle. Some said he

was but wounded, and his subjects finished the deed, ready to follow another leader. In reverence to a long forgotten war deity (and the fear that Tulwar would rise as undead to exact revenge), his men searched for a place to entomb the broken body of their leader. A DC 15 Bardic Knowledge or Knowledge (history) check reveals this information about Tulwar.

His men discovered the cave system under Skulltop Hillock, and found an ancient dwarven tomb. They broke into the tomb, unceremoniously removed the dwarven body, and used its sarcophagus to inter their leader. They piled his victim's bodies to the left and right, sealed the tomb, and defaced the dwarven runes. They added the second set of runes and departed. But due to the vicious evil nature of Lord Tulwar (and his penchant to dine on conquered foes from time to time), and possibly a dwarven curse for defiling a tomb, he has indeed risen as an undead ghoul. He is still trapped in the sarcophagus, and quite ready to escape and taste the flesh he has been denied for centuries.

Development: The bone pyres are Tulwar's victims, and the weapons planted there are normal. In the northwest corner of the room is an ancient dwarven skeleton wearing an ornate breastplate with a stylized griffin insignia. A waraxe is discarded nearby. The skeleton belongs to the former occupant of the tomb.

The stone sarcophagus is covered with a heavy lid. A DC 20 Strength check is needed to remove the lid, although up to three additional PCs can assist in this task. If removed, consult the tactics section, and note that any PCs moving the lid are considered flat-footed for Tulwar's first attack.

Treasure: The dwarven breastplate is masterwork quality, as is Tulwar's chainmail armor. Tulwar's longsword is cold-iron wrought (useful to fight the quasit in area 3-8) and set with a small ruby (worth 250 gp).

Tactics: If the PCs open the lid, Tulwar lashes out with a single claw attack, targeting a helpless PC. Then he spends a round pushing the lid off and climbing out of the sarcophagus. Next round he attacks with a

bite/longsword combo, moving to different targets as he paralyzes them. If the PCs are having a difficult time fighting him, he could ignore the other PCs to dine on a paralyzed foe in a hunger frenzy.

Lord Tulwar, male ghoul: CR 1; Medium undead; HD 2d12; hp 15; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +1; Grp +2; Atk bite +2 melee (1d6+1 plus paralysis); Full Atk bite +2 melee (1d6+1 plus paralysis) and cold-iron masterwork longsword +1 melee (1d8+1), or bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis); SA ghoul fever, paralysis; SQ darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.

SA - Ghoul Fever (Su): disease, bite, Fort Save DC 12, incubation 1 day, 1d3 Con and 1d3 Dex. A humanoid that dies from ghoul fever rises as a ghoul the following midnight.

SA - Paralysis (Ex): A target hit by a ghoul's bite or claw attack must succeed at a DC 12 Fort save or be paralyzed for 1d4+1 rounds. Elves are immune to this paralysis.

Possessions: Masterwork cold-iron longsword (set with a ruby on its pommel worth 250 gp), masterwork chainmail armor.

Area 2-5 - Fire Beetle Nest (EL 1): Read or paraphrase the following:

This chamber is immense, at least 30 feet by 50 feet with a vaulted ceiling. The floor is covered with debris and six massive stalagmites dot the cavern. To the north is a creamy white flowstone formation shaped like a waterfall frozen in time, situated above a small pool of water.

Several two-foot-long beetles with luminescent heads meander about the chamber, throwing dim illumination to the far reaches of the chamber.

Development: The floor of this grand chamber is covered with debris and is considered rough terrain. Running or charging in this chamber requires a DC 12 Balance check. The flowstone formation is stunning

Myrra, Goddess of Good Luck

Myna, a minor goddess of good luck, is chaotic neutral. Myna is the accidental clink that reveals a hidden treasure, the quick glance that uncovers a secret, and the unexpected tailwind that leads to an uncharted Isle. Her worshippers are primarily rogues and bards, but she also counts followers among those who depend on luck in their professions, including sailors, adventurers, and wilderness hunters. Myna is known only to her followers; who conceal their worship of her (sometimes going so far as to feign worship of other gods). They believe that discovery of Myna is good luck in itself and only those of a serendipitous nature should call her name. Thus, they hide Myna's favor, but outsiders lucky enough to somehow find the goddess — by accidentally stumbling onto a temple or inadvertently overhearing a whispered prayer — are welcomed into the fold. If they have the good luck to find Myna, then the goddess must have good fortune planned for them, after all. Myna is associated with only two domains, those of luck and Chaos. Her favored weapon is the dart, symbolizing games of luck, and her symbol is a stylized bullseye.

and the pool of water is fed by an underground spring. It reaches a depth of five feet and is used by the vermin that reside here as well as the dire skunk in area 2-3.

A trio of giant fire beetles resides here, searching for food. They possess no treasure but the PCs can harvest their glands for use as a light source. Each beetle has two luminescent stalks located behind its eyes. If removed, they shed light in a 10-foot radius for 1d6 days.

Tactics: The giant fire beetles attack if disturbed, but use no special tactics. They fight to the death.

Giant Fire Beetles (3): CR 1/3: Small vermin; HD 1d8; hp 4 each; Init +0; Spd 30 ft.; AC 16, touch 11, flat-footed 16; Base Atk +0; Grp -4; Atk/Full Atk bite +1 melee (2d4); SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 11, Int -, Wis 10, Cha 7.

Area 2-6 - The Mushroom Field (EL 1/2): Read or paraphrase the following:

This chamber is about 25 feet in diameter but extends another 15 feet to the east. Located in this eastern spur of the room is a ledge about 10 feet high. The chamber is damp and musty with a thick acrid smell. The floor of the entire chamber is covered with ochre colored toadstools a few inches tall.

Development: If the PCs wish to investigate the ledge, they need to traverse the mushroom patch. A three-foot-wide corridor leading to area 2-7 is located past the ledge. Climbing the ledge requires a DC 5 Climb check.

The mushroom field is composed of ochre toadstools, a poisonous strain of fungi. If disturbed (e.g., stepped on), they release a puff of spores in a five-foot sphere that causes acid damage. The spores are also poisonous if inhaled. Three DC 13 Dexterity checks are needed to cross the room to the ledge without disturbing the mushrooms. Failure results in setting off the trap.

Mushroom Field "Trap": CR 1/2; natural; location trigger (can be avoided with three DC 13 Dexterity checks); time-delayed reset (about 2 days for them to regrow); if disturbed, release a caustic spray (1 hp of acid damage) plus ochre toadstool poison.

Ochre Toadstool Poison: Inhaled; DC 12; initial damage 1 Con; secondary damage 1d2 Con; price 100 gp.

Area 2-7 - Unfortunate Rogue (EL 1/2): Read or paraphrase the following:

The three-foot-wide corridor ends in a small dry chamber barely 10 feet in diameter with a three-foot-high ceiling. Slumped against the south wall is a partially decomposed humanoid body wearing leather armor and a blue cloak. The lifeless figure

clutches a symbol attached to a silver chain in both hands. The remains of a campfire and several dishes lie nearby.

Development: A few months ago, a half-elven rogue was traveling to Dundrville to sell his latest acquisition. To avoid a local patrol, he attempted to flee but was struck with an arrow. He discovered the cave entrance in area 2-1 and entered. He rested in area 2-5 and removed the arrow to tend to his wounds. After a tussle with a pair of dire rats, he explored the caves. He blundered into the ochre toadstool patch (area 2-6) and fell victim to its poison. He then located this small cavern and set up a camp to allow his wounds to heal. After a deep sleep, he awoke in the throws of filth fever, contracted from the dire rats. He died a few days later, clutching his holy symbol dedicated to Myna, goddess of luck.

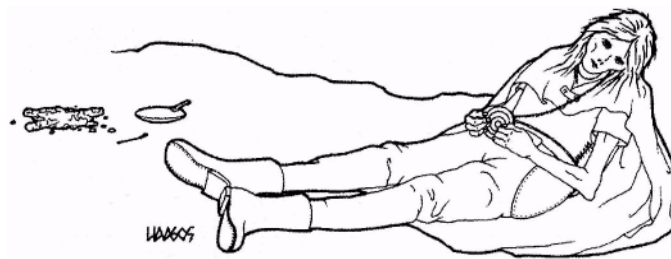
Touching the body disturbs a nest of six tiny monstrous centipedes. If the PCs take the time to give the body a proper burial and last rites, the goddess Myna bestows a boon to all PCs who assisted. In the next 24 hours, each of the PCs may re-roll any one die roll (much like the Luck domain granted power). However, the second roll must be taken, regardless of the result.

Treasure: The body wears leather armor and carries a usable shortsword. Hidden up the rogue's sleeve are a set of masterwork thieves' tools and a pouch holding a labeled potion bottle. The label is in ancient Elven (DC 15 Decipher Script) and it says "Oaken Strength." If imbibed, it acts as a *potion of bull's strength*. Sewn into the cloak's hem (Search check DC 17 to locate) is the item the rogue stole, a gold necklace set with obsidian (worth 650 gp). The holy symbol is on a silver chain (worth 15 gp).

Tactics: The tiny monstrous centipedes attack to defend their nest. If the PCs flee, they do not pursue, preferring to retreat back to their nest.

Tiny Monstrous Centipedes (6): CR 1/8; Tiny Vermin; HD 1/4d8; hp 1 each; Init +2; Spd 20 ft., climb 20 ft.; AC 14, touch 14, flat-footed 12; Base Atk +0; Grp -13; Atk/Full Atk bite +4 melee (1d3-5 plus poison); Space/Reach 2-1/2 ft./0 ft.; SA poison (Fort save DC 10, 1 Dex/1 Dex); SQ darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 1, Dex 15, Con 10, Int-, Wis 10, Cha 2.

Skills and Feats: Climb +10, Hide +18, Spot +4; Weapon Finesse.



Part 3: Below the Ogre's Cave

The chambers below the ogre's cave are considered unworked stone, with natural stone floors. The only doors present lead to area 3-7, and are described in the text. Ceiling heights vary from eight to 12 feet, as listed in individual room descriptions. Most chambers are dry, and free of large rubble.

Unworked Stone Wall: 5' thick (at least); hardness 8; hp 900 (per 5 ft. thickness); break DC 65; Climb DC 20.

Wandering Monsters

There are no wandering monsters in the caverns below the ogre's cave.

Areas of the Map

Area 3-1 - Ladder Trap (EL 1/2): Read or paraphrase the following:

The corridor continues to the southwest for about 60 feet before ending at a shaft. A wooden ladder attached to the shaft leads down into darkness.

Development: The ladder provides access to the lower level, about 30 feet down the shaft. However, it is trapped. The eighth rung of the ladder is loose and rigged to fall out when more than 20 lbs. of pressure is applied. Scratched onto the eastern shaft wall (at eye level when a medium-sized person is on the fifth rung) are eight lines, noticeable with a successful DC 15 Spot check. This is a reminder to Suto that the eighth rung is trapped.

Ladder Trap: CR 1/2; mechanical; location trigger; manual reset; 8th rung of ladder is rigged to fall when more than 20 lbs. of pressure is applied; DC 13 Reflex save or fall down the shaft (2d6, falling); Search DC 15; Disable Device DC 15 (reattach ladder rung).

Area 3-2 - Trapped Corridor (EL 1): As depicted on the map by a dashed line, this area has a thin tripwire. The first PC in line gets to make a DC 15 Spot check to see the tripwire. Otherwise the trap is sprung, releasing a spring-loaded greatclub concealed in the ceiling. If discovered, the tripwire can be easily avoided.

Swinging Greatclub Trap: CR 1; mechanical; location trigger (tripwire); manual reset; Atk +8 melee (1d10+3, greatclub); Search DC 20; Disable Device DC 20 (cut tripwire).

Area 3-3 - Suto's Workshop (EL 1): Read or paraphrase the following:

This chamber is 35 feet in diameter and has a clean stone floor. Along the northwest wall is a stocky L-shaped wooden workbench covered with beakers, flasks, and assorted glassware. A small-





er wooden table rests to the southwest but is not nearly as cluttered. It holds a few opened books, and orderly rows of upside-down glassware. Along the northeast wall are several pegs holding cloaks and a broom.

This room once served as Erasmus Lore's workshop to research potions, scrolls, and denizens of the Abyss. Suto has restored the room with new lab equipment, and to this day continues his father's research on demons.

Development: The tables contain the equivalent of an alchemy lab (worth 500 gp, and weighing 40 lbs.) but it would be difficult to transport the fragile, bulky glassware. Located on the larger table, revealed with a DC 10 Search check, are three flasks of acid that can be used as missile weapons. There are four books on the south workbench detailing silver smithing, stone carving, and rune inscriptions. The last book is Suto's diary. The first three books would fetch 5 gp each from the right buyer. Under the south workbench are a trio of small casks, two filled with water, and the last one empty.

If the PCs take the time to peruse Suto's diary, they can learn the following (2d6 minutes for each piece of information):

- Suto is allied with an entity referred to as "The Voice Below."
- Suto desires to continue his father's work, by locating the *Codex Ilyium*. (Locating the *Codex* could be a follow-up adventure for the PCs.)
- Suto plans to summon a demon named Frogroth to assist him in locating the *Codex*.
- Suto has purchased a scroll needed to summon Frogroth, using the gold from Dundrville. However, he is not powerful enough to invoke its magic.
- The last entry, dated yesterday, reveals that once Suto finishes inlaying his magic circle with silver (requiring one more day), he will be ready to use the scroll.
- Suto also purchased a magic oil that can be applied to a weapon for use against The Voice Below in case he is betrayed. (Tracking down the source of these magic items could provide another good follow-up adventure. After all, there aren't that many wizards in the vicinity of Dundrville - is it possible a local is supplying Suto?)

There are four cloaks hanging on the pegs. One is lined with silk (worth 35 gp), but the others are all normal and a bit worn. The broom is an animated construct Suto inherited from his father. If touched without giving a command word, it attacks.

Tactics: The animated broom attacks a random target within 10 feet each round until commanded to stop or

sweep, or until destroyed. The command words are etched in Common on the broomstick, and can be noticed with a DC 12 Spot check. The words are: "Weesp" (sweep), "Ackatt" (attack), and "Spot" (stop). A PC can attempt to grab the animated broom with a successful touch attack (provoking an attack of opportunity from the broom), and can try to read one word per round with a successful Concentration check (DC 10 + 1 per point of damage inflicted this round). Of course each round the PC holds the broom, he is the target of an attack, and the PC is considered flat-footed. Astute PCs might use the broom to attack Suto in area 3-7. However, he knows the command words and can use a free action to make the broom stop.

Animated Broom: CR 1: Small construct; HD 1d10+10; hp 15; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed 13; Base Atk +0; Grp -4; Atk/Full Atk slam +1 melee (1d4); SQ construct traits, darkvision 60 ft., hardness 5, low-light vision; AL N; SV Fort +0, Ref +2, Will -5; Str 10, Dex 14, Con -, Int-, Wis 1, Cha 1.

Area 3-4 - Suto's Living Quarters (EL 3): Read or paraphrase the following:

This chamber seems to be crammed with furniture. A thick red carpet covers the floor, and to the east are a large desk and a matching chair. The desk's surface is covered with parchment and a few books. Along the north wall is a large bookcase with four shelves, all crammed with a myriad of books. Along the west wall is a simple wooden bed and a small chest that serves as a night table.

Development: Suto uses this room as a bedchamber and study. The three books on the desk detail conjuration magic, although one appears to be blank. The blank book could be written in invisible ink, if the GM wishes to plant a campaign hook or information here. Otherwise it is just an empty journal. The bookcase contains 84 more books, tomes and librams on a dizzying array of topics. These topics include conjuration/summoning rituals, the Abyss, the planes, diseases (natural and supernatural), and various science disciplines. Several books are valuable, but three are also animated (a gag gift given to Erasmus from his wizard friends), and attack if disturbed.

The chest is made of dark stained wood with iron bands. It is locked, and can be opened with the key (Suto has the only copy), or with a DC 17 Open Locks check. The chest contains the treasure, but is also filled with straw which is the nest of a small viper.

The bed is normal and has a fluffy feather mattress. Under the bed is a pair of thick leather gauntlets that can be used to safely search the chest. They provide a +3 armor bonus to the hands.

Treasure: Nine of the books are valuable to a wizard, each worth 1d4+1 x 10 gp. Their value can be determined with a DC 15 Appraise check, but the process takes about 15 minutes to complete. During this search,

the PC in question is sure to disturb the animated books.

Hidden in the straw-filled chest is a blank spellbook, a pouch that holds four amethysts (each worth 150 gp), a ring of 10 keys (to the cells in area 3-5), and Erasmus' old diary. If the PCs spend about an hour reading the diary, paraphrase the first two sections of the "Secrets Below Dundravigle" background on page 4. The diary also references his newborn son, Suto.

Tactics: Searching the bookcase causes the three animated books to attack. They are titled: "It's Alive! (Now that you've created a golem, how to control it)," "The Book is Mightier than the Sword," and "Life and Undeath: Memoirs of a Lich-Lord." Suto found the books amusing, so he kept them. They snap at targets wildly while "jumping" to the floor randomly targeting nearby feet. Note their vulnerability to fire attacks.

The small viper remains coiled in the straw and only attacks if the PCs rummage around the chest. Consider this a surprise attack from concealment. Unless the contents of the chest are dumped out, the viper remains concealed. Consider unprotected hands to be AC 10 (plus Dex modifier). The leather gloves under the bed are useful for handling the viper.

Animated Books (3): CR 1/2: Tiny construct; HD 1/2d10+10; hp 3 each; Init +2; Spd 20 ft.; AC 14, touch 14, flat-footed 12; Base Atk +0; Grp -9; Atk/Full Atk slam +1 melee (1d3-1); Space/Reach 2-1/2 ft./0 ft. SQ construct traits, darkvision 60 ft., fire vulnerability, low-light vision; AL N; SV Fort +0, Ref +2, Will -5; Str 8, Dex 14, Con -, Int -, Wis 1, Cha 1.

Small Viper: CR 1/2; Small animal; HD 1d8; hp 5; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +0; Grp -6; Atk/Full Atk bite +4 melee (1d2-2 plus poison); SA poison (Fort save DC 10, 1 d6 Con/1 d6 Con); SQ scent; AL N; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6; Weapon Finesse.

Area 3-5 - The Chamber of Cages (EL 1): This chamber is blocked with a wooden portcullis always kept in the down position. A thick rope attached to the portcullis leads to a rung in the ceiling, and back down to a metal bar set into the east wall. By untying the rope, the portcullis can be pulled up, and the rope retied allowing entry into the room. There is no method to raise or lower the portcullis from inside the chamber.

Wooden Portcullis: 3 inches thick; hardness 5; hp 30; break DC 23; lift DC 25.

The ringing sound of a hammer on wood echoes off the cavern walls as you approach this chamber. A wooden portcullis blocks entrance to a 30 foot wide by 40 foot long chamber. Along the south wall are eight wooden cages, each five feet square with a single lockable door. Two of the cages are occupied: one by a female human

adorned in peasant garb, the other by an aging gnome in leather breeches.

The sound is from a stocky dwarf wearing a leather apron. He is busy constructing more cages along the north wall, and is so engrossed in his work that he ignores your presence. To the east is a large pile of timber, and several saws, hammers and other tools.

Suto has converted this chamber into holding cells at the quasit's request. He plans to fill all the cages with townsfolk to offer to Frogroth as food to gain his loyalty. Suto has *charmed* a carpenter from Dunderaville named Durbin to construct the cages. Once completed, he will join the other townsfolk and their grim fate.

Development: The cages are all locked with simple padlocks. A DC 15 Open Locks check can be used to open them, or the keys from area 3-4 can be used.

Wooden Cages: 2 inches thick; hardness 5; hp 20; break DC 25; Open Locks DC 15.

The human female is Dayl (Com1), a serving maid at the Merry Riot Inn. She was in the town square when the ogre demanded townsfolk as tribute. As he approached her, she fainted, and was grabbed by the lumbering giant. Although grateful for her release, Dayl is unable to assist the PCs. The gnome is a merchant named Jonas (Exp1). He put up quite a struggle when grabbed by the ogre, and needed to be roughed up a bit. He took quite a beating, and since has become frightened, withdrawn, and paranoid. He constantly blabbers about his fate, while sitting against the cage, hands pulled under his knees, rocking back and forth. If rescued, he barely acknowledges the PCs unless shocked with cold water, or calmed with a DC 20 Diplomacy check. After returning him to town, the PCs receive a reward of 200 gp in gems a few days later.

Tactics: Durbin continues his work as the PCs enter the room. Like an automaton, he works until the PCs engage him in conversation. If the PCs open a rapport, he acts very odd and seems distracted by his work and deadlines. He rambles on about his friend Suto, and not wanting to let him down. The PCs can attempt a DC 18 Sense Motive check to determine he is *charmed*. If physically restrained from his work, or if the PCs damage the cages or release the prisoners, he angers. He grabs a piece of wood (treat as a club), and attacks in a fit of rage. Astute PCs should attack him with nonlethal blows, as he is not really an evil adversary.

Durbin, *charmed* male dwarven Expert2: CR 1; Medium humanoid (dwarf); HD 2d6+4; hp 10; Init +0; Spd 20 ft.; AC 11, touch 10, flat-footed 11; Base Atk +1; Grp +3; Atk/Full Atk club +3 melee (1d6+2); SQ darkvision 60 ft., dwarven traits; AL NG; SV Fort +2, Ref +0, Will +2; Str 14, Dex 11, Con 14, Int 13, Wis 8, Cha 9.

Skills and Feats: Climb +7, Craft (carpentry) +9,

Craft (trapmaking) +3, Disable Device +4, Knowledge (architecture and engineering) +6, Listen +4, Use Rope +5; Skill Focus (Craft (carpentry)).

Languages Spoken: Common, Dwarven, Gnome.

Possessions: piece of wood (treat as a club), leather apron (grants +1 armor bonus).

Area 3-6 - Shrieker Lair (EL 1): At this point in the corridor is an alcove in the northern wall about seven feet in diameter. In the alcove is an adult shrieker, a four foot high fungus with tan coloration and faint purple splotches.

Development: Any light or movement within ten feet of the shrieker causes it to emit a loud shriek for 1d3 rounds. If it shrieks for one full round or more, Suto is alerted in area 3-7. The next round he begins to cast defensive spells as discussed in the tactics section of that area.

The shrieker can be identified with a DC 15 Knowledge (nature) or Knowledge (dungeoneering) check. It can be safely destroyed with ranged weapons. If the PCs hug the south wall (and extinguish all light sources) they can pass down the corridor without disturbing it, since they are more than 10 feet away from it.

Shrieker: CR 1; Medium plant; HD 2d8+2; hp 10; Init -5; Spd 0 ft.; AC 8, touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk/Full Atk -; Space/Reach 5 ft./ 0 ft.; SA Shriek; SQ low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1.

SA - Shriek (Ex): Movement or light within 10 feet of a shrieker causes it to emit a loud shriek for 1d3 rounds. The sound attracts nearby creatures, who are disposed to investigate

Area 3-7 - Summoning Room (EL 4): A pair of unlocked stone doors provides entrance to this chamber. When the PCs open the doors, continue with the read-aloud text.

Stone Door: 4 inches thick; hardness 8; hp 60; Break DC 28.

Through the stone doors is an impressive temple-like chamber, 25 feet wide and 40 feet long. The center of the floor is dominated by a pentagram carved into the floor. Almost all of the engraved symbol is filled with silver. Beyond the pentagram to the right is a large metal brazier holding a roaring flame that softly illuminates the room. At the far end of the room, the south wall has been carved into the likeness of a hideous frog-like demonic head with a wide maw. The lower half of the mouth forms a small altar, and gemstones serve as eyes. A five foot wide hole is situated on the floor in front of the altar.

A stooped wrinkled human male with chalky white skin is busy at the brazier. Using a pair of tongs, he holds a crucible over the greedy flames, melt-

ing its contents. Near the brazier is a stack of silver ingots, and a pile of fire wood.

Development: The human figure is Suto, and he is hard at work completing the pentagram that will be used with a *magic circle against evil* to hold Frogroth. Although only 30 years old, his skin and hair have been ravaged by the supernatural disease he contracted below Dunderaville. He is a broken form, appearing twice his age, and hobbling along with the help of his staff. His toad familiar remains in a closed pocket at all times. The quasit in area 3-8 is well aware of his ally's frail condition, and even now searches for a new "master" (one powerful enough to summon Frogroth now), while he lets Suto continue to finalize all the summoning plans.

The stone visage is a crude depiction of Frogroth, constructed by Erasmus decades ago. The hole in front of the altar is 40 feet deep and leads to area 3-8, the lair of "The Voice Below."

The pentagram is a typical symbol, used to construct a *magic circle against evil* (focused inward). It's nearly filled with silver inlay, and once filled will be ready for use.

Treasure: If the silver inlay on the *magic circle* is scraped out (a task that takes six man-hours), 1200 sp of silver can be extracted. The brazier is shaped like a marilith demon, with its coiled tail serving as the base, and its six outstretched arms cradling the basin. It would fetch 100 gp, if a buyer of peculiar taste could be located. There are 14 silver ingots in the stack, each worth 100 sp. The gemstone eyes are yellow topaz gems, and each is worth 500 gp.

Sitting on the altar is Suto's spellbook, which contains all his memorized spells plus the following: 0-level: all save those of necromancy and evocation; 1st-level: *detect undead*, *mount*, *shield*, *unseen servant*; 2nd-level: *darkvision*, *fog cloud*, *locate object*, *rope trick*; 3rd-level: *magic circle against evil*, *magic circle against good*.

Tactics: Suto is a feeble combatant, and prefers to avoid melee situations at all costs. Instead, he casts defensive spells on himself, and summons creatures to wade into combat. Keep in mind his *summon monster* spells take an entire round to cast (allowing plenty of opportunities to disrupt), and summoned creatures only last five rounds before they disappear.

If alerted by the shrieker in area 3-6, Suto begins casting defensive spells in the following order. How long it takes for the PCs to arrive here determines just how prepared he is. However, he will not actually summon any creatures until the PCs enter the chamber. First, he casts *mage armor*, *obscuring mist*, and *levitate* on himself. Next he places a *grease* spell on the floor in front of the door. Then he readies an action to cast *summon monster I* when the PCs open the door. He

calls a small fiendish spider hanging on a web over the entrance. He instructs it to attack any PCs "hanging back." As he begins to levitate, he casts *summon monster III* to call a small fire elemental, which exits the brazier and begins to attack. Next, he casts *summon monster II* to call a medium fiendish viper to target PCs employing missile weapons against him. If he has time, he casts *hold person* (on a fighter-type), *acid splash*, *summon monster II* (this time from a scroll to call another fiendish viper) and *glitterdust* as needed. He reserves *bear's endurance* (from a scroll) to "heal" himself. If the PCs overcome his summoned allies, he casts *pyrotechnics* (the smoke version) on the brazier, and *gaseous form* to escape.

Note: Each round there is a 15% chance Suto suffers from a fit of hacking coughing that might cause him to lose a spell he is casting.

Cool Ways to Make This Fight interesting:

- Suto (or a PC) can attempt to hurl molten silver at a target. Consider this a splash attack that causes 1d4 points of damage plus 1 more point for two rounds as the molten silver continues to burn the skin.
- Suto (or another PC) can tip the brazier over into an adjacent square. Any victims in the target square must make a DC 12 Reflex save or suffer 1d6 points of damage and catch fire.
- Suto can use *charm person* on a PC (preferably a fighter-type). He then commands his "friend" not to attack, and protect him from all enemies. If the player in question role plays this exchange, and the turmoil of attacking his companions, grant him another Will save with a +2 circumstance bonus.

Suto Lore, male human Wiz(Conj)5: Medium humanoid (human); CR 4 (due to disease); HD 5d4-2 (toad familiar); hp 12; Init -3; Spd 15 ft.; AC 9, touch 8, flat-footed 9; Base Atk +2; Grp +1; Atk/Full Atk Masterwork staff +2 melee (1d6-1); SA Spells; SQ Disease; AL CE; SV Fort +0, Ref -1, Will +7; Str 8, Dex 6, Con 8, Int 19, Wis 17, Cha 17.

Skills and Feats: Bluff +7, Concentration +7, Decipher Script +12, Knowledge (arcana) +6, Knowledge (history) +8, Knowledge (local) +8, Knowledge (the planes) +12, Spellcraft +12; Augment Summoning, Combat Casting, Eschew Materials, Scribe Scroll, Spell Focus (conjuration).

Languages Spoken: Common, Draconic, Abyssal, Goblin, Giant.

SQ - Disease (Su): Suto Lore suffers from a disease called the hacking cackle. It has already permanently drained him of Con and Dex, and reduced his speed to 15 feet. Each round of heavy activity (combat or spellcasting, for example) there is a 15% chance he suffers a fit of coughing. If casting a spell, he needs to make a DC 12 Concentration check or lose the spell. Otherwise, he acts sickened for the round. The disease is not contagious.

Spells Prepared (4/5/4/3, save DC 14 + spell level, or 15 + spell level for conjuration spells, indicated with *; banned schools: evocation, necromancy): 0-level: *acid splash* (x2), *detect magic*, *mage hand*; 1st-level: *charm person*, *grease**, *obscuring mist**, *mage armor**, *summon monster I**; 2nd-level: *glitterdust**, *levitate*, *pyrotechnics*, *summon monster II**; 3rd-level: *gaseous form*, *hold person*, *summon monster III**.

Possessions: +1 ring of protection, masterwork quarterstaff, scroll of bear's endurance, scroll of summon monster II, oil of align weapon (good) (x2).

Small Fire Elemental: CR -; Small elemental (fire, extraplanar); HD 2d8+4; hp 15; Init +5; Spd 50 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -1; Atk/Full Atk slam +3 melee (1d4+2 plus 1d4 fire); SA Burn; SQ darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +2, Ref +4, Will +0; Str 14, Dex 13, Con 14, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +2, Spot +3; Dodge, Improved Initiative, Weapon Finesse.

SA - *Burn* (Ex): A target hit by a fire elemental's slam must make a DC 11 Reflex save or catch fire for 1d4 rounds. The target can spend a move action to put out the fire.

Small Fiendish Spider: CR -; Small magical beast (extraplanar); HD 1d8+2; hp 6; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 14, flat-footed 11; Base Atk +0; Grp -4; Atk/Full Atk bite +4 melee (1d4 plus poison); SA poison (Fort save DC 10, 1d3 Str/ 1d3 Str), web, *smite good* (1/day, +1 damage); SQ darkvision 60 ft., tremorsense 60 ft., resistance to cold and fire 5, SR 6; AL CE; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 14, Int-, Wis 10, Cha 2.

Skills and Feats: Climb +13, Hide +11, Jump +0, Spot +4; Weapon Finesse.

SA - *Web* (Ex): Can throw a web 8/day. The web has a range increment of 10 feet, and a maximum range of 50 feet. The web has 4 hp, a break DC 14, and be escaped with a DC 10 Escape Artist check.

Medium Fiendish Viper: CR -; Medium magical beast (extraplanar); HD 2d8+4; hp 14; Init +3; Spd 20 ft., swim 20 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp +1; Atk/Full Atk bite +4 melee (1 d4+1 plus poison); SA poison (Fort save DC 11, 1d6 Con/ 1d6 Con), *smite good* (1/day, +2 damage); SQ darkvision 60 ft., scent, resistance to cold and fire 5, SR 7; AL CE; SV Fort +5, Ref +6, Will +1; Str 12, Dex 17, Con 15, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +13, Hide +12, Listen +5, Spot +5, Swim +9; Weapon Finesse.

Note: The three stat blocks above represent Suto's Augment Summoning feat.

Area 3-8 - The Voice Below (EL 2): A 40 foot shaft leads to this 10 foot diameter chamber. The ceiling here is only five feet high, so it is impossible to wield medium-sized (or larger) two-handed weapons here. All medi-



um one-handed weapons have a -2 attack penalty. Smaller weapons suffer no penalties.

A DC 10 Climb check is needed to reach the hollow. When a PC arrives, continue:

At the bottom of the pit is a 10 foot diameter hollow. Along the west wall is a small pile of broken bones. A faint animal smell can be discerned in the stuffy air down here.

Development: This area is the lair of Quast, the manipulative quasit (a tiny winged demon) that is using Suto to achieve his goal of summoning Frogroth back to the prime material plane. He hopes to gain his master's good graces, and be sent back to the Abyss (perhaps with a new form as well).

Quast can assume the forms of a bat and a rat, and spends most of his time in one of these forms, or stalking about while invisible. He often converses with Suto while in the pit (and invisible), hence he is referred to as "The Voice Below." Under no circumstances will Quast aid Suto in the battle against the PCs. In fact, he gleefully watches invisibly from the pit as the PCs do him a service and defeat the frail wizard. When the PCs win, he retreats to his hollow to protect the scroll hidden there. If the PCs never investigate the pit, or allow Quast to escape with the scroll, he eventually locates another conjurer, and tries to summon Frogroth again.

Treasure: Quast has accumulated a fair amount of treasure while stuck on this plane. Hidden under a rock is a small niche, located with a DC 15 Search check. Inside is 47 gp, a gold ring set with onyx (worth 145 gp), a single silver earring (worth 65 gp), a platinum cup set with five small rubies (worth 450 gp), and a scrimshaw scroll tube (worth 110 gp). The tube holds an arcane *scroll of planar binding*. It was purchased a few weeks ago, and will be used to summon Frogroth.

Tactics: While a PC climbs down the shaft, Quast is waiting invisible. First, he drops the invisibility, and casts cause *fear* to frighten the PC away. If that fails, he uses his poison sting to soften up any persistent PCs. If wounded, he always retreats for a round or two to allow his fast healing to take effect. If the PCs continue to pester him, he retrieves the scroll, turns invisible, and flees. If the PCs recovered the sack of flour from area 1-3, it could be hurled at the square occupied by an invisible target. If hit with a successful ranged touch attack, the invisible target is covered with flour and visible for 1d3+2 rounds.

Quast, male quasit: CR 2; Tiny outsider (chaotic, extraplanar, evil); HD 3d8; hp 16; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 18, touch 15, flat-footed 15; Base Atk +3; Grp -6; Atk claw +8 melee (1d3-1 plus poison); Full Atk 2 claws +8 melee (1d3-1 plus poison) and bite +3 melee (1d4-1); Space/Reach 2-1/2 ft./O ft.; SA poison (Fort save DC 13, 1d4 Dex/2d4 Dex), spell-like abilities; SQ alternate form (rat, bat), DR 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 when acting), Hide +17, Intimidate +2, Knowledge (the planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6; Improved Initiative, Weapon Finesse.

Languages Spoken: Common, Abyssal.

SA - Spell-like abilities (Sp): At will as a 6th level caster: *detect good*, *detect magic*, *invisibility* (self only). 1/day: cause *fear* (30 ft. radius, Will save DC 11). Since Quast has been banished, he can't *commune* once a week.

SQ - Alternate Form (Su): As a standard action, Quast can assume the form of a bat or rat, as a polymorph spell cast by a 12th level caster. There is no healing as forms change, and he loses his poison attack in the new form.

Conclusion

What started out as a simple quest to defeat an ogre extorting the town of Dundrville uncovered a sinister plot 30 years in the making. With the defeat of Suto Lore and his fiendish ally, the town is once again safe from unknown depredations — and six simple townsfolk have taken their first steps toward becoming legends.

The End

Rewards

To award experience for this adventure, compute the experience points for the combat and trap encounters overcome based on their challenge ratings. Then divide this amount by the number of PCs. Next, assign a discretionary role-playing experience award (50 to 100 XP) based on character portrayal and contributions to the game. This award can vary per character. Finally, add up the following objective awards based on tasks completed during each part of the adventure. These objective awards are based on individual characters and are not group rewards. The sum of combat/trap experience, roleplaying awards, and objective awards is the total experience awarded to each character.

Part 1 Objectives

Prevent the sheep in area 1-2 from alerting Gurt: 10 XP

Intimidate Gurt into revealing information: 25 XP

Locate the pouch hidden under the soil in area 1-3: 10 XP

Avoid the wolf by tossing meat to it, or noticing the chain's length: 10XP

Use meat or Handle Animal skill to keep the wolf quiet: 10 XP

Avoid the trap in area 1-5: 10 XP

Use the vinegar in area 1-6 to neutralize the dire skunk stench: 25 XP

Locate the secret door in area 1-6: 10 XP

Locate the cask with the false bottom in area 1-6: 25 XP

Locate the key to the chest in area 1-7: 10 XP

Attack the ogre at night, when he is drunk and under the poison's effects: 50 XP

Locate the secret door in area 1-7: 25 XP Locate the tracks to find the secret door in area 1-7: 10 XP Use the chimney (area 1 -8) to surprise the ogre: 25 XP Total possible bonus XP: 255 XP

Part 2 Objectives

Use the back door entrance to enter the ogre's lair: 50 XP

Find the dire skunk tracks to locate the entrance: 10 XP

Avoid disturbing the bat swarm in area 2-2: 25 XP Not allow the dire skunk to use its musk attack: 10 XP

Recover the masterwork cold-iron longsword in area 2-4: 10 XP

Use the giant fire beetle glands as a light source: 10 XP

Avoid the mushroom field in area 2-6: 10 XP

Use Decipher Script to identify the potion in area 2-7: 10 XP

Locate the gold necklace sewn into the cloak in area 2-7: 25 XP

Total possible bonus XP: 160 XP

Part 3 Objectives

Avoid the ladder trap by discovering the etched marks: 10 XP
 Recover the acid flasks in area 2-3 to use as weapons: 10 XP
 Use the broom's command words to halt its attack: 25 XP
 Avoid the small viper in area 2-4 by dumping out the chest: 25 XP
 Attack Durbin with nonlethal blows: 10 XP
 Release the townsfolk: 25 XP

Avoid the shrieker or otherwise prevent it from alerting Suto: 25 XP
 Scrape out the silver in the pentagram: 10 XP
 Prevent Suto from escaping: 50 XP
 Use the flour from area 1-3 to foil the quasit's invisibility: 10 XP
 Prevent Quast from escaping with the scroll: 50 XP
 Destroy the *scroll of planar binding*: 50 XP
 Total possible bonus XP: 300 XP

Appendix 1: Dundravage

Dundravage (village): Conventional; AL NG; 200 gp limit; Assets 4,500 gp; Population 452; Isolated (95% human, 3% halfling, 2% other).

Authority Figure(s): Lord Duncan Merriweather (male human Ari4, mayor).

Notable NPCs: Kerwin Krell (male human Exp3, outfitter), Berk (male halfling Rog1, part-owner, Berkclay Bros. Brewery), Sheryn-ella (female half-elf Drd2), Tarik One-arm (male human Ftr3).

Militia: male and female human War1 (10); male and female human Com1 (15).

The Merry Riot Inn: One of Dundravage's largest buildings, the Merry Riot Inn is a welcome sight to tired travelers. The inn is owned by several prominent townsfolk including the brewer Berk, and Kerwin Krell the outfitter. The inn boasts a massive common room with full food service, and eight guest chambers. A trio of attractive sisters, Darly, Dayla, and Dayl usually act as serving maids. However, the latter has been kidnapped by the ogre, leaving the remaining sisters quite distraught.

The inn is an excellent place to gather rumors. For each successful DC 12 Gather Information check or 5 gp worth of bribes, give the PCs a random rumor from the table presented in the GM's section. The following goods and services are also available.

Item	Cost
Ale, common	3 cp/mug
Ale, Berkclay's Stout	5 cp/mug
Ale, pale	5 cp/mug
Ale, fire	7 cp/mug
Fruit plate	8 cp
Meal (fish stew & bread)	1 sp
Meal (mutton stew & potatoes)	2 sp
Bread and cheese platter	2 sp
Single room (8)	4 sp/night

Kerwin's Outfitters: Kerwin Krell (human male Exp3) maintains this busy outfitting and supply shop. His shop stocks most adventuring gear listed in the PHB (under 30 gp, including alchemical items), but prices are 25% higher than listed. The pregenerated PCs are short on funds, but a successful DC 10 Diplomacy check can be used to gain a 50 gp loan. After all, they're local heroes setting out to do a good deed. Kerwin also maintains a limited supply of

simple weapons and armor, as indicated on the table below.

Kerwin is a short, aging human with salt-and-pepper hair and a bad comb-over. He wears simple clothes, and always greets customers with a forced smile. If the PCs make a purchase, and inform him of their quest, he gives them rumor #8 (see table on page 3).

Item	Cost	# Available
Crossbow bolts (5)	1gp	4
Dagger, silver	20gp	1
Dagger	2gp	3
Sickle	8gp	1
Shortspear	1gp	3
Javelin	1gp	5
Light crossbow	45gp	1
Light mace	7gp	1
Leather armor	12gp	1
Shield, light wooden	5gp	2

Berkclay Bros. Brewery: Two halfling brothers own and operate this local brewery. Clay (male halfling Com2) is the master brewer, but he never had the funds to start his own business. Berk (male halfling Rog1) is an ex-con on the run from a thieves' guild in a distant city. Using illicit funds, he settled in Dundravage a few years back, and provided the capital to start the brewery. In addition to common ale, they also brew a dark stout, pale ale, and micro brews of odd flavored ale, such as pumpkin ale. A popular local brew is fire ale, brewed with spicy hot peppers and guaranteed to cause heartburn, even in dwarves!

Although Berk claims to be on the "straight and narrow" these days, his roguish tendencies continue to tug at him. On the side, unknown even to his brother, he has designed ale casks with false bottoms. These secret compartments are useful for smuggling small objects, such as jewelry or documents. Exactly what Berk is smuggling these days is up to the GM.

Berk, male halfling Rog1: CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init+7; Spd 20ft.; AC 14, touch 14, flat-footed 11; Base Attack +0; Grp -4; Atk/Full Atk masterwork shortsword +2 melee (1d6/19-20), or light crossbow +4 ranged (1d8); SA sneak attack +1d6; SQ halfling traits, trapfinding; AL LN; SV Fort +1, Ref +5, Will +0; Str 11, Dex 17, Con 12, Int 10, Wis 10, Cha 14.

Skills and Feats: Appraise +4, Bluff +6, Diplomacy +6, Disable Device +4, Disguise +6, Hide +11, Move Silently +7, Open Locks +7, Sleight of Hand +7; Improved Initiative.

Languages Spoken: Common, Halfling.

Possessions: Masterwork shortsword, light crossbow with 20 bolts, masterwork thieves' tools.

The Druid's Circle: Just west of town, located on a small rise near a stand of woods, are seven massive stone monoliths arranged in a druid's circle. The stone circle is centuries old, but is still tended by an order of druids that monitors the region. Once every few months, a low-ranking druid travels to the circle to tend the vegetation, harvest wild mistletoe, and perform a few blessings.

It just so happens that a druid is at the circle during the time of the adventure. A female half-elven druid named Sheryn-ella spends the next few days (and nights) at the circle, pruning the vegetation and collecting mistletoe during the full moon. Sheryn is a lithe figure, barely five feet tall with long auburn hair and large green eyes. She speaks in a soft, soothing tone, and often hums to herself while working. Her great horned owl companion is off delivering a message to her order.

If the PCs visit the grove to pay their respects, and succeed at a DC 15 Diplomacy check while explaining their quest to Sheryn, she offers to cast *goodberry* to aid them (assume she creates eight of the magic berries). She knows rumors #7 and #10 (see page 3).

Sheryn-ella, female half-elf Drd2: CR 2; Medium humanoid (elf); HD 2d8; hp 14; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Attack +1; Grp +1; Atk/Full Atk masterwork scimitar +2 melee (1d6/18-20); SA spells; SQ Half-elf traits, nature sense, wild empathy; AL N; SV Fort+3, Ref+1, Will +6; Str 11, Dex 13, Con 11, Int 14, Wis 17, Cha 17.

Skills and Feats: Concentration +5, Diplomacy +8, Handle Animal +10, Heal +10, Knowledge (nature) +7, Ride +5, Spellcraft +7, Survival +7; Animal Affinity.

Languages Spoken: Common, Elven, Halfling, Sylvan.

Spells Prepared (4/3, save DC 13 + spell level): 0-level: *cure minor wounds* (x2), *detect poison*, *resistance*; 1st-level: *calm animals*, *goodberry*, *speak with animals*.

Possessions: Leather armor, light wooden shield, masterwork scimitar, healing kit, mistletoe and holly, silver sickle.

Tarik's Hut: Outside of town and to the south is an old hut located on the western bank of the river. The hut belongs to an old one-armed hermit named Tarik. He is a grouchy retired adventurer who has seen some sixty winters. Years

ago he lost his right arm when he foolishly confronted the ogre, shortly after it settled in the nearby cave. Although the single club swipe destroyed his arm, Tarik managed to wound the giant enough to send it retreating to its lair. Not wishing to tangle with feisty humans, the ogre hatched its scheme of monthly tribute in exchange for not attacking. Meanwhile, Tarik amputated his own arm, and bound his wounds. He settled down to become a woodsman, fisherman, and woodcarver.

Despite his advanced age, Tarik is still fit and quite active. He chops wood daily, and is fiercely independent. He trades fish and woodcarvings to the townsfolk in exchange for basic living needs, and enjoys his solitude. Most townsfolk fear him (much to his delight), but he is a kind, harmless old man full of tall tales and all sorts of advice.

If the PCs visit Tarik, and succeed at a DC 18 Diplomacy check while assisting with stacking a pile of wood, he warms up to them. If asked about the ogre, he invites them into his hovel, and tells his (colorfully embellished) tale of battle against the ogre. He knows rumors #2, 3, 6, and 7 (see page 3). He also gives the PCs a single magic arrow with a black-feathered shaft. Since he has but one arm, he can no longer wield a bow, so he parts with his "lucky arrow." It is a +2 *reusable arrow*.

Old Tarik One-arm, male human Ftr3: CR 3; Medium humanoid (human); HD 3d10+9; hp 29; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Attack +3; Grp +5; Atk/Full Atk masterwork battleaxe +7 melee (1d8+2/x3); SQ Only one arm (can't wield two-handed weapons or a shield); AL NG; SV Fort +8, Ref+2, Will +3; Str 15, Dex 12, Con 16, Int 11, Wis 14, Cha 9.

Skills and Feats: Craft: Woodcarving +4, Knowledge (nature) +3, Ride +7; Blind-Fight, Great Fortitude, Point Blank Shot, Power Attack, Weapon Focus (battleaxe).

Languages Spoken: Common.

Possessions: Masterwork battleaxe, +1 *studded leather armor*, healing kit, lucky arrow (+2 *reusable arrow*).

Wizard's Tower: Located to the northeast of town is a single stone tower, with four levels. A mid-level wizard named Nerenethos lives in this tower with his apprentice Anya'drea (one of the pregenerated PCs). The wizard is away traveling, and the tower is locked (both magical and mundane), so even his apprentice can't get inside.

Nerenethos is a kind recluse who enjoys his privacy. Although rumors abound regarding the dark experiments he performs in hidden underground chambers, nothing could be further from the truth.

Ranged Weapon Special Ability: *Reusable*

Reusable is a special quality that can be added to any magical consumable ammunition, such as sling stones, arrows, or bolts. *Reusable* magic ammunition is not consumed when it strikes or misses a target. If recovered, it can be used again.

Moderate evocation; CL 7th; Craft Magic Arms and Armor; *major creation*, *mending*; Price +1bonus.

Appendix 2: Pregenerated Characters

Basic Stats

Character	Bowen	BeeLord	Casimir	Anya'drea	Newt	Mischa
Sex	M	M	M	F	M	F
Race	Human	Human	Human	Human	Gnome	Elf
Class/Level	Warrior 1	Commoner 1	Aristocrat 1	Expert 1	Expert 1	Adept 1
CR	1/2	1/2	1/2	1/2	1/2	1/2
Size	Medium	Medium	Medium	Medium	Small	Medium
Height	6'2"	6'6"	5'11"	5'9"	3'1"	4'7"
Weight	218 lb.	252 lb.	188 lb.	115 lb.	48 lb.	76 lb.
Alignment	NG	CG	LG	CG	NG	NG
AC	18	14	17	13	18	15
Touch AC	12	11	11	11	14	13
Flat-footed AC	16	13	16	12	15	12
Hit Points	10	11	10	7	8	6
Speed	20ft.	30ft.	20ft.	30ft.	20ft.	30ft.
Initiative	+2	+1	+1	+5	+3	+3
Strength	14	18	15	10	11	10
Dexterity	15	12	13	13	16	16
Constitution	14	18	14	12	14	11
Intelligence	12	11	14	16	16	15
Wisdom	12	8	11	11	11	18
Charisma	10	9	14	17	10	12
Fort Save	+4	+4	+2	+1	+1	+0
RefSave	+3	+1	+1	+1	+3	+3
Will Save	+1	-1	+2	+2	+3	+6
Armor	Chain mail, light wooden shield	Studded leather	Breastplate light steel shield	Leather	Chain shirt	Leather
Spells Per Day	None	None	None	None	Special	3/2
Melee Bonus	+3	+4	+2	+0	+1	+0
Ranged Bonus	+3	+1	+1	+1	+4	+3
Damage Adj.	+2	+4	+2	+0	+0	+0
BAB	+1	+0	+0	+0	+0	+0
Grapple	+3	+4	+2	+0	-4	+0

Spells

Newt (DC 10 + spell level): *speak with burrowing mammals* (1 min./day); 0-level: *dancing lights*, *ghost sound*, *prestidigitation*.

Mischa (DC 14 + spell level): 0-level: *create water*, *cure minor wounds*, *ghost sound*, *guidance*, *light*, *mending*, *purify food and drink*, *read magic*, *touch of fatigue*; 1st-level: *bless*, *burning hands*, *cause fear*, *command*, *comprehend languages*, *cure light wounds*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *endure elements*, *obscuring mist*, *protection from chaos*, *protection from evil*, *protection from good*, *protection from law*, *sleep*.



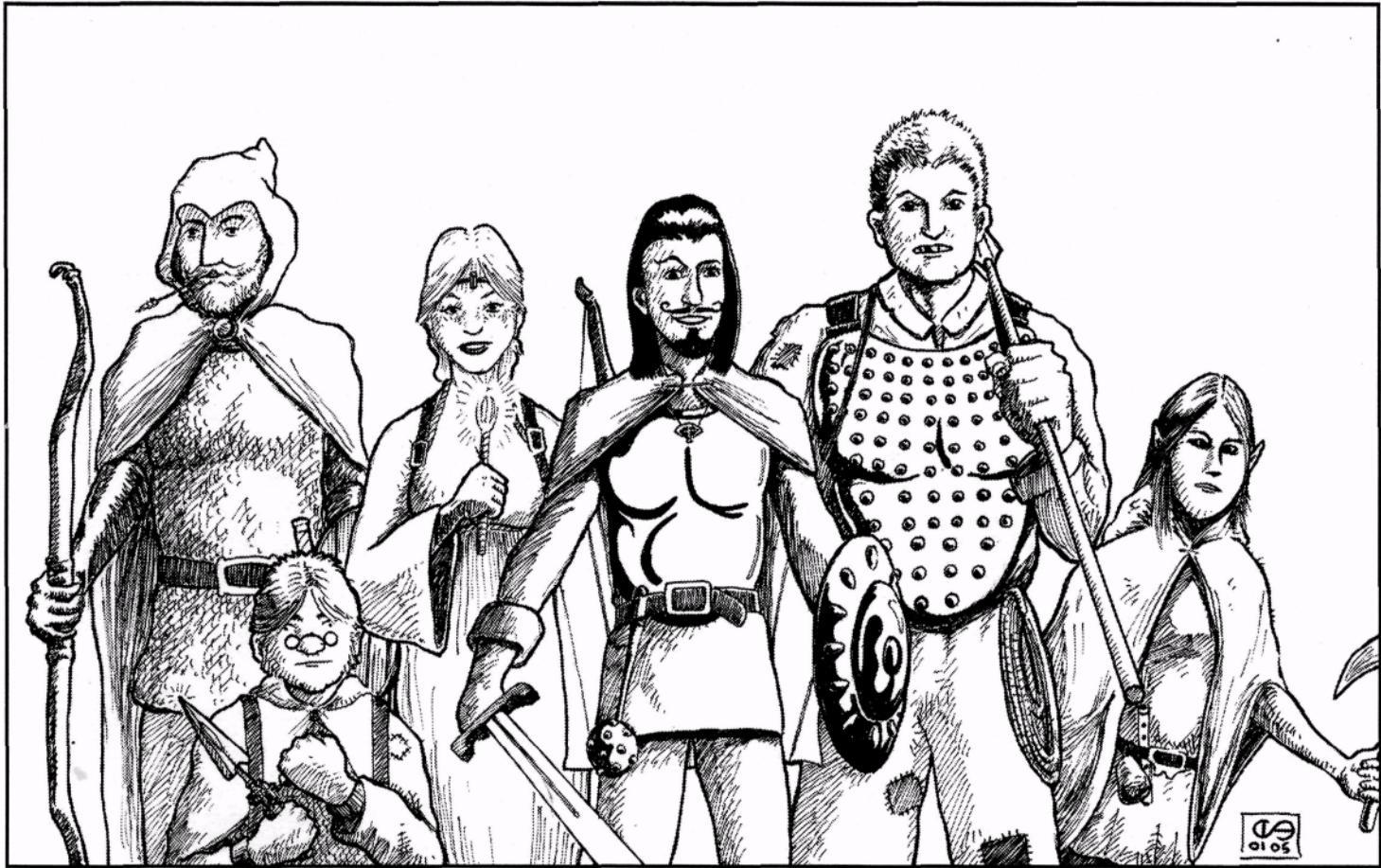
Skills & Feats

	Skills	Feats*
Bowen	Climb +4, Craft (trapmaking) +6, Handle Animal +4, Jump +4, Listen +1, Ride +2, Search +1, Spot +1, Swim +2, Survival +3	Armor Proficiency (all), Point Blank Shot, Shield Proficiency, Skill Focus (Craft (trapmaking)), Weapon Proficiency (simple and martial)
Bec	Climb +8, Handle Animal -1, Jump +5, Listen -1, Ride +3, Search +0, Spot +3, Swim +5, Use Rope +4	Armor Proficiency (light), Toughness, Weapon Proficiency (simple: spear only)
Lord Casimir	Bluff +2, Diplomacy +8, Handle Animal +6, Knowledge (history) +4, Knowledge (local) +6, Listen +2, Ride +5, Search +2, Sense Motive +6, Spot +4, Swim +2	Armor Proficiency (all), Dodge, Negotiator, Weapon Proficiency (simple and martial)
Anya'drea	Concentration +4, Decipher Script +7, Hide +5, Knowledge (arcana) +6, Listen +4, Move Silently +3, Search +7, Sleight of Hand +5, Spellcraft +7, Spot +2, Use Magic Device +10	Armor Proficiency (light), Improved Initiative, Skill Focus (Use Magic Device), Weapon Proficiency (simple)
Newt	Appraise +5, Craft (alchemy) +9, Craft (locksmith) +5, Disable Device +9, Hide +9, Listen +6, Move Silently +4, Open Lock +9, Search +7, Spot +5	Armor Proficiency (light), Nimble Fingers, Weapon Proficiency (simple)
Mischa	Concentration +4, Heal +10, Knowledge (nature) +4, Listen +6, Search +4, Spellcraft +4, Spot +6, Survival +8	Track, Weapon Proficiency (simple), Weapon Proficiency (martial: longsword, rapier, longbow, shortbow only)

* **Note:** Because the pregenerated characters are NPC classes which many players may be unfamiliar with, we have listed their weapon and armor proficiencies in the feats category.

Weapons & Equipment

	Weapons	Magic Items/Special Items	Other Items
Bowen	+1 <i>battleaxe</i> , composite longbow (+2), dagger	None	40 arrows, backpack, 3 torches, waterskin, whetstone, 50 ft. rope, cloak
Bec	Spear, dagger	None	Climbers kit, 50 ft. rope, backpack, flint and steel, sack
Lord Casimir	Masterwork longsword, masterwork longbow, light mace	<i>Potion of cure light wounds</i> (CL 2), 5 silver arrows, 3 flasks of holy water	35 arrows, noble's outfit, silver holy symbol, backpack, bulls eye lantern, 3 oil flasks
Anya'drea	Quarterstaff, sling	<i>Wand of magic missiles</i> (10 charges), arcane scroll (CL 1): <i>read magic</i> , <i>detect secret doors</i> , <i>mage hand</i> (Note: Anya'drea must make a Use Magic Device check to use her magic items!)	30 sling bullets, 2 bags of caltrops, leather scroll case, backpack, quills and ink, 6 sheets blank parchment, chalk, tindertwigs (6)
Newt	Heavy mace, light crossbow, 2 daggers	Alchemist's fire (4), smoke sticks (2), sunrod (2), tanglefoot bags (2), thunderstones (2), tindertwigs (10)	40 bolts, backpack, thieves tools, 25 ft. silk rope, 3 sacks, 2 pouches
Mischa	Cold iron sickle, shortbow	Healer's kit (2), healing salve (8 applications; cures 1d3 hp), antitoxin (4 doses)	Backpack, 40 arrows, wooden flute, holly and mistletoe, pouch of herbs, cloak



Descriptions

Bowen: The son of a herder, you actually reside outside the town of Dundravage. However, since it's the closest settlement to your family's ranch, you call it home - and you are willing to die to protect it. Although you still assist with tending your family's sheep herds, you make your living as a woodsman, trapper, and wilderness guide. You are adept at setting a snare for the most cunning boar, and know the region around Dundravage like the back of your callused hand. To aid you on your quest, you wield a magic battleaxe, handed down through your family for generations.

You firmly believe the ogre must be defeated. Since it has taken up residence in Skulltop Hillock, the local fauna has disappeared. Worse, you suspect the ogre will eventually attract other evil humanoid to the region, which will disrupt the delicate natural balance - not to mention what evil depredations they may bring to the townsfolk of Dundravage. You plan to utilize your wilderness skills to aid the townsfolk in ridding themselves of this menace.

You are a quiet individual, and speak in a low monotone voice. You are awkward in town and around other people; you prefer sleeping under the stars in the company of animals. This gruff attitude tends to rub people the wrong way, but you mean them no harm or disrespect. You believe that teamwork is the only way a band of townsfolk can hope to defeat the ogre, so you plan to set aside your attitudes on people. Therefore, you insisted that the Elven witch Mischa join the quest, even though she is feared by most of the town for her divine powers.

Bec: Your full name is Becarus Delaurentis Corbin, but everybody calls you Bec. You are a simple farm boy in a six-foot-six-inch, 250-pound frame! You are not the sharpest tool in the shed, and you lack basic social skills and etiquette. But what you lack you make up for in brute strength and endurance. If there is heavy labor or a menial task to be done, you are the man. Tasks that require finesse and dexterity, on the other hand, aren't your forte; you often break tools with your gnarled, powerful hands. Such duties are best left to others. Your papa once asked you to shear a sheep, and the poor creature needed to be put down shortly thereafter! Ever since, you shy away from such delicate creatures.

Shortly after your 18th birthday, you joined the local militia. You enjoy taking orders, and have no desire to climb the ranks of leadership. Although not very skilled at wielding many weapons besides your spear, you make up for formal training with the strength of a bull. The militia taught you the basics of wearing and caring for armor, but you disdain most forms of armor. They are always tight in the chest and arms, and downright uncomfortable.

You are boisterous, but prefer to use short sentences and simple words. Other folks often confuse you with fancy words and such. Often you feign understanding, and do your own thing anyway. One flex of a powerful arm, and they tend to leave you be. You are naïve and trusting, and quite shy around pretty women.

Lord Casimir La Frond: You are bold and confident, a born leader in your opinion. And someone needs to lead

this rabble against the diabolical machinations of that ogre. The La Frond family always opposed the idea of giving the beast monthly tribute, but the weak leadership of Dundravage hoped the problem would simply "go away." You don't fear the ogre, and with the support of your fellow townsfolk, you will vanquish the enemy, and claim a victory for the La Frond family!

Even though you've never wielded a sword against a dangerous foe, you've spent hours training with the finest swordmasters money can buy. How hard could it be to smite an opponent 10 feet tall? Or perhaps you can rely on your fine marksmanship with the longbow. You've outwitted the craftiest fox, and taken it down with a single precise shot. How hard could it be to strike such a large foe? But perhaps a prayer or two would not hurt.

As a respected member of the La Frond family, you bear the finest equipment, and keep it impeccably clean. One must not only bring evil to justice, but look dashing in the process. You hope to get by on your combat prowess, town knowledge, and good looks alone, and hope to not have to pull any family favors. Still, Mother insisted you bring a potion capable of healing your wounds. You'll try your best not to let anyone see you consume it (if it's even needed), so they don't sense any weakness in their fearless leader.

Anya'drea: You love to talk, to anyone, about anything. But you prefer to talk about magic, and just how great a wizard you plan on becoming someday. If nobody will listen to you, you'll even talk to yourself, just to break the silence. However, you refuse to answer yourself. That's where you draw the line.

You have been a wizard's apprentice for nearly two years now. Nerenethos hasn't taught you much, yet. But any day now you'll be wielding mighty incantations. You hope. Actually, you spend most of your time cooking meals, sweeping the tower, and washing laboratory glassware. Perhaps he doesn't recognize your limitless potential for the arcane arts. Or worse, he just wants a servant he doesn't need to pay. When he left town, he didn't even trust you to stay at his tower. He locked all the doors, and protected them with magical wards. Sheesh!

But that's okay. You swiped one of his wands (he has so many, he won't miss it) and one of his scrolls. You plan to prove to your master, and the whole town, that you've got the gift of magic. If you can assist in defeating the ogre with "your" magic wand, nobody will be able to deny your natural ability. Perhaps wizards from all over would then covet your services as an apprentice. Of course, if you fail, and your master learns you stole one of his wands from his trove, you might just be fired!

Newt: Your father was a locksmith, and he demanded you follow in his footsteps. But frankly, locksmithing is quite boring. So you left home to travel and discover what you wanted to do with your life. During that time, you've had many jobs, including court jester, manure shoveler, and short order cook (pun intended), to name but a few. Finally, you discovered a skill you enjoy: alchemy. It's dangerous

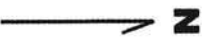
(you've singed many an eyebrow), profitable, and yields fascinating items that make everyday life easier. When you heard about the quest to defeat the ogre, you just had to close the shop for a chance at some field-testing of your devices. You only wish you had more items in stock! Besides, you have other useful skills, such as sneaking (long story), and you still know the innards of most locks. You prefer to hang back and avoid the close combat. A gnome like you could get stepped on. Instead, you focus on tossing alchemical goodies into the fray, or using your crossbow.


You speak very fast, and have a habit of rubbing your hands together. You are fascinated by magic and those who wield it, but believe alchemy can achieve similar results. You crave the riches the ogre must be hoarding. You hope to pay for all the devices you plan on using, plus have some left over to expand your lab and hire an assistant. An assistant could free you up to pursue research and development. You have many alchemical ideas you wish to explore, and carry a small notebook in case inspiration hits you on the road.

Mischa: You are an elven adept called the Witch of the Wood by many ignorant townsfolk. They clearly fear your divine connection with nature, which suits you fine. You are introverted, and prefer to be left alone to obtain an inner peace with nature. That inner peace has been interrupted by the arrival of the ogre years ago. At the behest of Bowen, a longtime friend, you set aside your disdain for the town, and reluctantly agreed to join the quest to vanquish an evil foe. Besides, you sense a much darker evil than a mere ogre extorting a town.

You are mysterious and aloof, if not downright haughty at times. Years of self-imposed exile have given you a dour, pessimistic view on most situations. You hide in voluminous robes and speak in Elven, unless you must converse with others. In addition to wielding divine spells to aid nature's children, you are quite adept at wilderness lore. You can track a fox through a rainstorm, and can mix herbs to create healing salves. You expect nothing in return for your aid, as money is useless to you. Acceptance for who you are and the return of the natural balance are all you need to be content, once the ogre has been defeated.





 = 5 ft.

Map #1: The Ogre's Cave



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Map #2: The Back Door

2-1

2-2

2-3

2-4

2-5

2-7

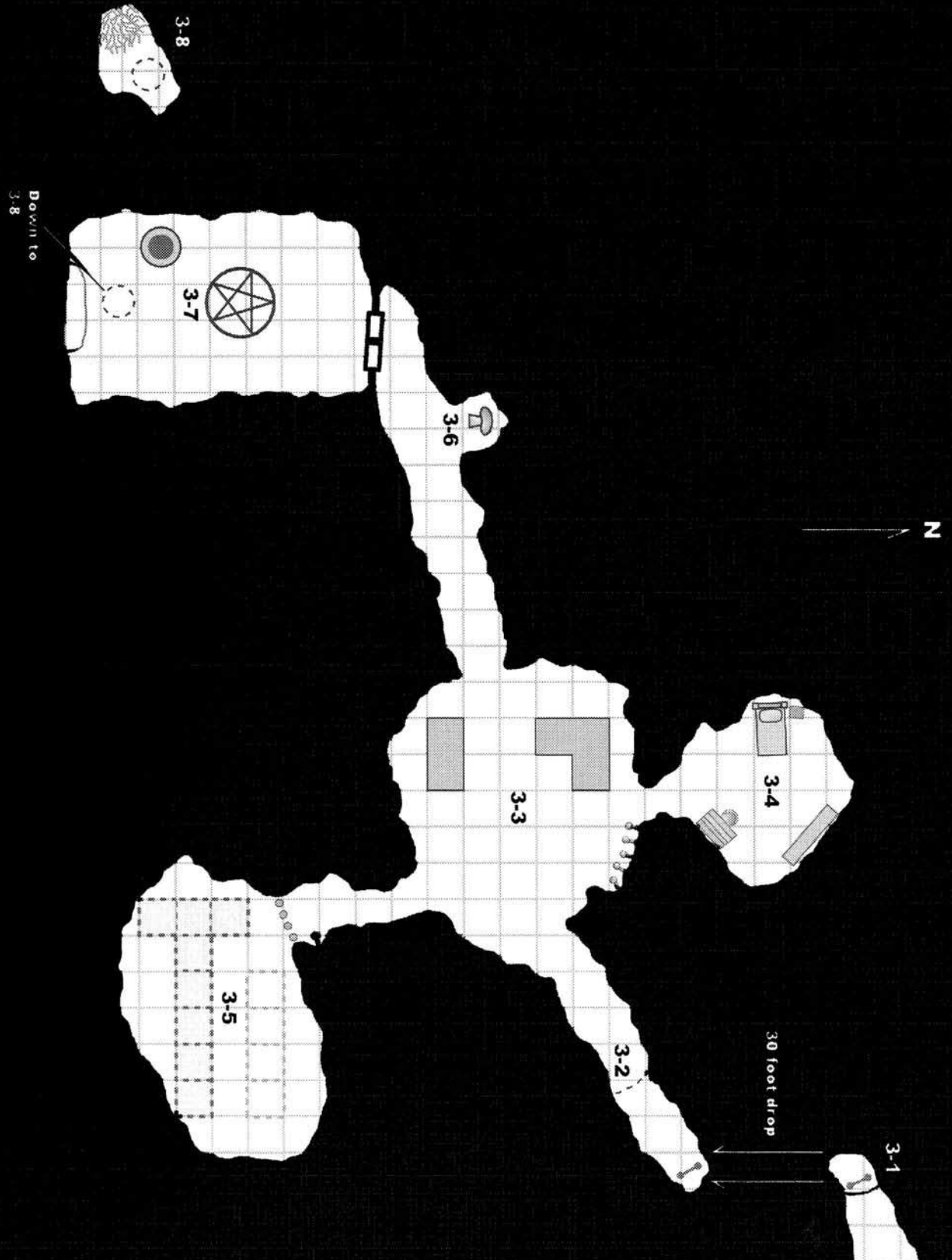
2-6

500 ft.
to area 1-6

□ = 5 ft.



Map #3: Below the Ogre's Cave



Map #4 **The Village of** **Dundrave**

Lake Dundrae

To Skulltop Hill

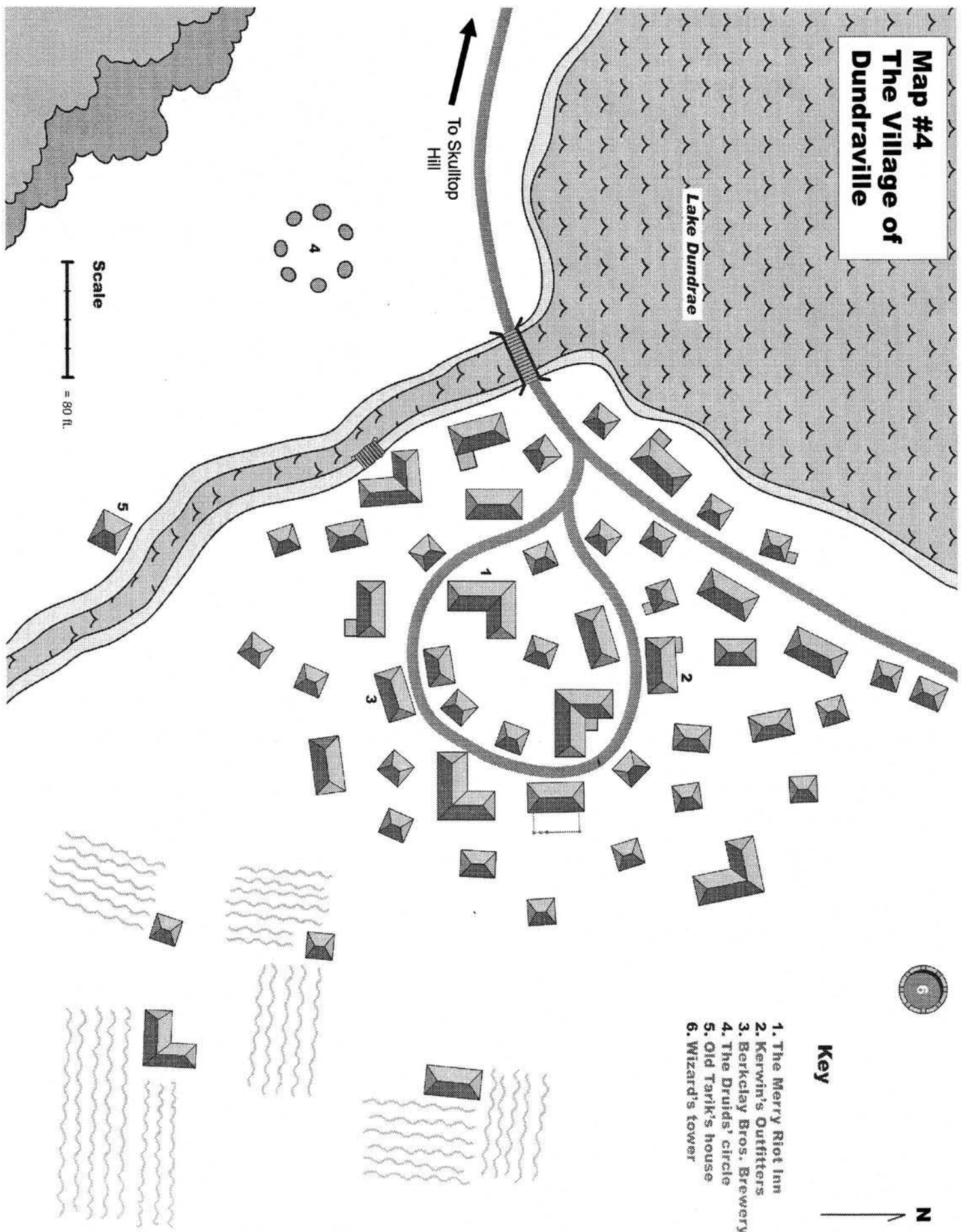
Scale
 = 80 ft.



Key

- 1. The Merry Riot Inn
- 2. Kerwin's Outfitters
- 3. Berckelay Bros. Brewery
- 4. The Druids' circle
- 5. Old Tank's house
- 6. Wizard's tower

N



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