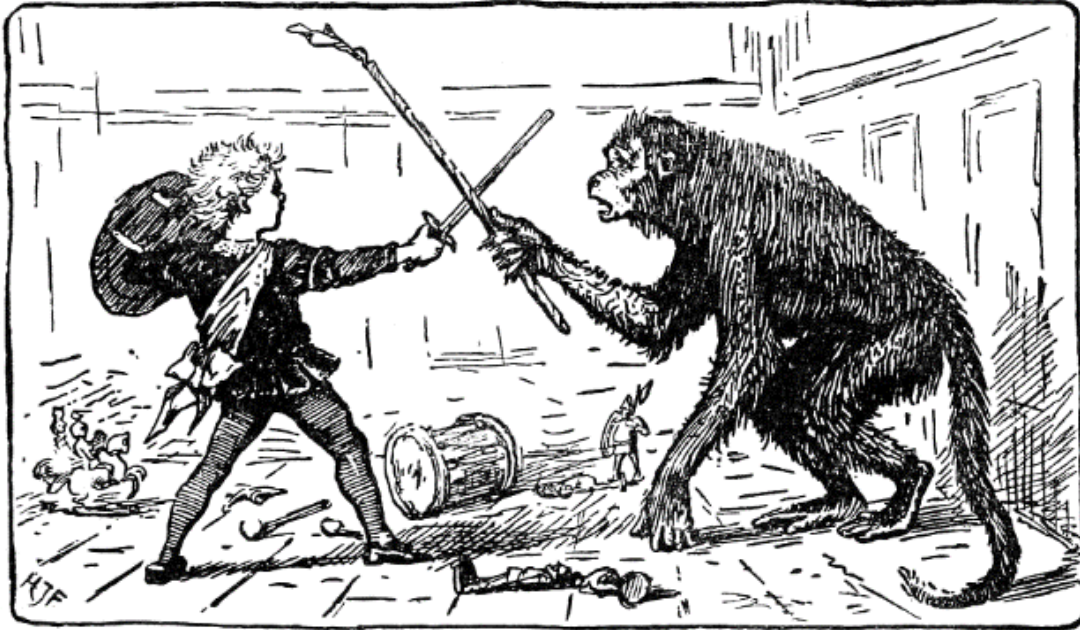


CHILDREN'S CRUSADE:



A MINI-GAME OF ADOLESCENT EXPLORATION

BY VANCE ATKINS



As many stories and movies tell us, the solving of mysteries, foiling of evil plots, or rescuing of the abducted is much too serious of a matter to be left up to adults. And they wouldn't believe you anyway, so it's up to you and your chums to go out and make things right.

This game is intended for players of any experience – from novices to experienced. The game-mastering portion is especially light and more suited to an experienced game-runner.

The game is built out for low-level play, and includes a mini-adventure, although any appropriately scaled low-level adventure can be used.

While this game was originally designed with a rural setting in mind, there is no reason that the environment can't inform the players as peasant kids, street urchins, or little barbarians...

CHARACTER GENERATION:

All player characters (and perhaps the players, as well), whether they realize it or not, are 9-12 years old. As such, they aren't as strong or powerful as a typical 'adult' player character. Therefore, the PCs are unlikely to care to go toe-to-toe with foes, perhaps opting for stealth or subterfuge.

Stats:

Roll d6 for simple bonus/penalty (1 [-1], 2-5 [0], 6 [+ 1]) for each attribute. Roll in order or distribute as desired.

Attribute	What's it good for?	Bonus/Penalty
Brawn	Hitting and lifting things.	+/- Melee to-hit and damage
Mind	Is you smart?	+/- Spell/Prayer points
Tough	Healthy or sickly?	+/- Hit Points/ Saving Throws/ Healing
Deft	Light fingers and feet?	+/- Armor Class/ Skills/Missile to-hit



CLASSES:

Roll or choose, at your discretion.

1) Bully:

You're tough, and you know it. Any two weapons, +1 on armor roll, +2 hit points (HP).

2) Sneak:

You make your way by swiping stuff, and have some wires bent into crude lock picks.

You have some mad skills: Pick lock/pocket (2 in 6), sneak/hide (3 in 6), find hidden thing/hear stuff (2 in 6), con (talk your way out of trouble [2 in 6] or +1 to reaction roll). Any one weapon, no shields, 1 extra gear roll. +2 saves vs traps or physical threats

3) Weird Kid:

Maybe you help collect odd things for the local hedge-wizard, and peeked at a few of his books. Or you're touched in the head, and magic flows through you. Sometimes you can control it, sometimes not. One-handed stabby or ranged weapon only, no armor. +2 saves vs spells or magic effects

Magic points: You have magic points per day equal to your hit points + Mind bonus (if applicable) to use for magic.

One Point Spells:

1. *Invisible Hand*: Move or retrieve 2lb object up to 20'.
2. *Fixit*: Minor repairs to an object (hole in sack, tool handle, broken rope)
3. *Flash*: Blinds one foe within 10' for 1d4 rounds (vs saving throw)
4. *Nose for Magic*: If there is a magic thing within 60 feet, you will sense it.
5. *Smoke Bomb*: Obscuring 10' radius haze, 1d4 rounds
6. *Spark*: Light a fire, or provide light as a candle for 1d6 turns
7. *Throw Voice*: Illusion sounds, fool foes to think someone is behind them, or to distract them so you can escape or sneak by.
8. *Trip*: One foe falls down or drops held weapon/object

Two Point Spells:

1. *Zap*: Bolt of energy, 1d4 damage
2. *Buddy*: Convince one foe to be your friend and do stuff for you (1 day) (vs saving throw)
3. *Climb*: Climb like a spider monkey, no falls (1d4 turns)
4. *Hold the Door*: Magically locks a door (2d6 turns)
5. *Invisible Shield*: You are surrounded by a magical barrier: AC17 vs missiles/AC15 vs melee, 1 turn
6. *Magic Torch*: Cast it upon any object, and you have light equivalent to a torch for 6 turns

Three Point Spells:

1. *Find Hidden Thing*: Locate secret doors, or 'see' an invisible foe, 2 turns.
2. *Fireworks*: Blinds foes within 40' or fills room with smoke, 1 turn. Requires a fire source.
3. *Float*: Lift yourself up to 20 feet off the ground, or lower yourself into a hole without a rope, 1 turn.
4. *Open Says-me*: Unlock a door or sealed container, even if it's magically closed.
5. *Snooze*: Put 1d4 foes to sleep for 1d4+1 turns
6. *Sticky*: Make a huge web across a hallway or entrance, or gum up a foe for 5 turns.

But, because you are a neophyte with magic, or you misremembered the spell, or the forces that flow through you are too much to control, there is the

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potential for failure with each casting. 10% chance for one point spells, with 10% cumulative chance for two and three-point spells.

Spell Disasters:

1. Spell reversed (if applicable), otherwise no effect
2. Spell swapped for another random spell of same or lesser points
3. Spell misdirects to random player or NPC
4. Spell misdirects back on caster
5. Spell fizzles out, something random explodes (1d4 damage 5' radius)
6. Game master's discretion

4) Altar boy/girl:

You've been raised in the temple, perhaps as an orphan or ward. You have vial of holy water you pinched from the altar. You talk to your god, and if you pray just right, good things can happen. Bashy weapon only, any armor, +1 HP. +2 saves vs poisons and diseases.

Prayer effects, once per day (two if +1 Mind):

1. *Blessed Resistance*: Foes strike at -1, you get +1 to saving throws (1d4 rounds)
2. *Fear of God*: Foes up to 1HD save or flee in fear
3. *Fervor*: +1 to-hit/damage (1d4 rounds)
4. *Lay on Hands*: 1d4 points healing
5. *Turn*: Turn 1d4 undead up to 1HD

Holy water has two uses. When thrown on an undead, it causes 1d4 points of damage. When used in conjunction with *Lay on Hands*, it adds a bonus of +1 points healed.



Hit Points:

Roll 1d4 Hit Points (HP) to start, and adjust for class and/or Attribute bonus.

Luck:

You're lucky. Otherwise you wouldn't survive being kids.

At the beginning of each day, roll 1d4. This is your luck for the day. One point may be spent for any one of the following events (other luck effects are at the game master's discretion):

1. Re-roll a failed to-hit
2. Re-roll a failed saving throw
3. Decrease damage by 1 point
4. Add 1 point to a *Sneak* skill roll
5. Add 1 point to a non-specific skill roll
6. *Weird kids* can negate a spell disaster (spell lost)

EQUIPMENT:

Roll for gear, adjust where class limitations noted:

Weapons:

1. rusty knife (1d3), stabby
2. pitchfork (1d4), two-handed, stabby
3. club (1d3), bashy
4. iron frypan (1d4), bashy
5. old hatchet (1d4), slashy
6. shovel (1d4+1), two-handed, slashy
7. sling w/ 20 stones (1d3), Range 30'
8. darts (3) (1d3), Range 15'

Armor:

1-2: none (AC10)

3: pot on head (as helm) (deflects blows to head (1 in 6 chance), gives you some confidence, and you can cook with it)

4-5: heavy pot lid (as shield, +1) (can't be used with two-handed weapons)

6: Pa's over-sized coat or heavy fur (+2)

Random gear: (roll d20x4, re-roll repeats)

(Everyone gets a sack or bindle, waterskin (2qt), a wedge of cheese, half loaf of bread and a blanket or cloak):

1. candles (3)
2. large sack
3. fishing rod with string and hooks
4. bag of marbles
5. small mirror

6. ball of twine
7. rope (25')
8. block of lard
9. bag of dried fruit and jerky
10. two flasks of oil and a lantern
11. quill, ink, and parchment
12. chalk
13. whistle
14. jar of jam
15. swiped wineskin, full
16. salve (2HP recovery; two doses)
17. hammer and nails
18. pet chicken or cat has followed you
19. tinderbox
20. torches (6)

Figure out what everyone has, and pool your meager resources...

**EXPLORATION:**

Exploration is the purpose of the game, on whatever scale it may occur. The adventure may be as simple as poking around a single building, solving a local mystery, or going on a multi-day expedition.

Time:

Turn = ten minutes

Round (typically combat) = six seconds

Movement:

PCs can move at one mile/hour over roads, or 1/2 mile/hour through overland terrain. In structures or underground, movement is reduced to 200 feet/turn. Movement is halved if sneaking or searching.

Light:

Candles last 30 minutes and light a five-foot radius. Torches last one hour and light a 15-foot radius. Lanterns last three hours per quart flask of oil, and light a 30-foot radius.

Food and water:

Each PC requires one pound of food and two quarts of water per day to function normally. Food can be found/foraged, stolen, hunted/fished, or purchased. Decreased quantities or poor quality food and water has deleterious effects, including lack of healing during rest, weakened physical state, slowed reflexes, and potential disease effects (nausea, diarrhea, etc.).

Sleep:

Each PC requires at least six hours of restful sleep to benefit from healing effects. Regain 1-2HP per night of rest (Plus Toughness bonus, if applicable)

Treasure/Money:

1 gold piece (GP) = 10 silver pieces (SP) = 100 copper pieces (CP), other goods and riches have appropriately-assigned values. Remember that this environment is impoverished, and treasure values will accordingly be low.

INTERACTIONS:

Reaction:

How you get off on the wrong or right foot with a stranger (intelligent foes only).

Party rolls 2d6:

2-6 – negative (distrustful to outright attack)

7-9 – neutral (wait-and-see)

10-12 – positive (friendly to outright allied)

Factors:

- Sneak charm: +1 if they take lead in negotiation
- one or both sides surprised: -2

Surprise:

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Mutual surprise is possible if both parties/groups come into proximity to one another without warning. In that case, both roll 1d6, with the lower roll being surprised, ties favoring the PCs. If one party is making noise, rooting around through crap, carrying torches into a dark area, etc., they will not surprise the opposite party, although they may be surprised on a roll of 5-6 by the opposing group.

COMBAT:

Because sometimes you ain't going to talk your way out of a pickle...

Initiative:

Surprised parties/groups always lose initiative - them's the breaks.

Otherwise, both sides roll d6, with the higher gaining initial attack. If desired, initiative may be re-rolled each round to determine who gets the upper hand. In the case of a tie - it's a free-for-all...

PC To-Hit values:

Class/AC	10	11	12	13	14	15	16	17
Bully/Sneak	10	11	12	13	14	15	16	17
Weird Kid/ Altar boy	11	12	13	14	15	16	17	18

Exploding Dice:

Part of being an amateur fighter (and yes, that's all any of you are), is the mechanic of getting a lucky shot in here and there. In this case, damage dice rolled may 'explode.' If maximum damage is rolled for a weapon or spell (i.e. 4 on a 1d4), the damage die is re-rolled and the result added to the total (i.e. 4+2). If the second roll is also a maximum, then the die is rolled again until a non-max result. (i.e. 4+4+1). Likewise, if a natural 20 to-hit is rolled, the damage die may be treated as an exploding die, no matter the result.

Fire as a Weapon:

Sure. Why not? A swung torch can cause 1d2 bludgeoning damage plus 1 point burn damage, with a 30% chance of an additional 1 point burn damage the following round. Thrown or splashed oil will cause 1d4 damage to anyone in a 5' diameter area with a 50% chance of an additional 1d2 point burn damage the following round.

Active Defense:

Just because you're fighting doesn't mean that you are going to go toe-to-toe with an opponent. PCs may choose to decrease their likelihood of being hit via 'active defense' (dodging, parrying, throwing pocket sand). Add +2 to AC, but PCs are penalized -1 to-hit due to all the flitting about. Intelligent opponents may also choose this technique. Animals, undead and similar low- or non-intelligent critters will not.

Saving rolls:

The game uses a one-save system for all threats requiring a saving throw (e.g. spell effects, poison, instant death...). A luck point may be expended to re-roll a failed save.

Bully	14
Sneak	15
Weird Kid	14
Altar boy	15

Taking damage:

1. At 0 HP, you are unconscious. At the end of battle, an unconscious character may expend 1 luck point to regain consciousness with 1 HP.
2. At -2 HP, you are dead dead dead! (Ok, I have a bit of a problem 'killing off' kids – so, alternatively – 'At -2 HP you receive a Really Bad Owie and Run Home')

NON-SPECIFIC SKILLS:

For skills/actions outside of combat or prescribed sneak skills (e.g. leap a chasm, swing from a chandelier, cook soufflé) use a d6 mechanic where:

- 1-2: Easy
- 3-4: Average
- 5: Hard
- 6: Very hard
- 7: Damn near impossible (may be achieved through attribute bonuses and/or a spent luck point)

Before play, at the game master's discretion, players may also choose one thing that the PC is 'good at' and assign a permanent +1 to that skill (e.g. riding, cooking, barter, swimming, foraging, etc.).

ADVANCEMENT:

Experience is gained through securing treasure, vanquishing foes, and achieving goals. Experience is granted accordingly:

- 1 point per GP value recovered
- 10 points per foe HD (includes defeating, or perhaps negotiating with a potentially-dangerous foe)
- Variable points for adventuring or goal, game master's discretion.

At 50, 100, and 200 experience points, a PC 'has a birthday' and gains 1 HP.

At 7 HP (weird kid/sneak) or 9 HP (bully/altar boy) you 'grow up' and are no longer interested in such nonsense as playing with little kids and solving local mysteries.

Or, you might head off to bigger and better things – apprentice mage, thieves' guild cutpurse, temple acolyte, or man-at-arms....



A FEW CRITTERS:

Monsters, animals and such, inhabit the world around the kids. Some are threats, others less harmful.

Individual monster hit points are based on a d6 hit die (HD) unless otherwise noted.

To-Hit values used by Monsters:

HD/AC	10	11	12	13	14	15	16	17
≤ 1	11	12	13	14	15	16	17	18
2	10	11	12	13	14	15	16	17
3	9	10	11	12	13	14	15	16
4	8	9	10	11	13	13	14	15

Boggins – Little evil people who live in forests and caves – some say they kidnap and eat children: HD1-1, AC11, dmg 1d3 dagger or 1d4 shortbow.

Bonies – Hang out in old tombs, clattering and chattering: HP3-4, AC11 (AC12 if shield), dmg 1d4 (broken sword), bashy and slashy weapons cause full damage, others cause half damage, undead.

Clubber – Sorta giant, smashes things, eats everything: HD4, AC14, dmg 1d8 (big club).

Creepies – Too many legs, bitey: *little one* - HP2, AC11, dmg 1, save vs. poison or nausea (1d6 turns); *bigun* – HP4, AC11, dmg 1d2, save or die (+4 save).

Diggercat – Burrowing hunter, mean and don't care!: HD1+1, AC13, dmg 2 claw (1d2) or 1d4 bite.

Fungis – Mushroom men, like the dark and wet places: HD1, AC11, dmg 1d4, save or be reanimated by spores (as zombi, below) if killed.

Gazer – Lizard with big glowing eyes, turns ya to stone: HD3, AC14, dmg 1d8, save or be turned to stone, can be safely viewed in mirror.

Gribblers – Lizard-dudes, who like fish and poking things: HD1, AC12, dmg 1d4 (club or javelin).

Screamer – Big mushroom, squeals if you get close: HD2, AC10, dmg: deaf for 1d4 turns, 15' radius.

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Slithery – No legs, bitey: HD1, AC15, dmg 1d3, save vs. poison or die.

Snickers – Waayy too many legs, bitey: HP2, AC11, dmg 1, save vs. poison or paralyzed limb (1d4 rounds, +4 save).

Squeezy – No legs, constricts: HD1, AC15, dmg 1 + 1d3 constriction per round until hit.

Squeakers – Nasty teeth and beady eyes, sometimes there's lots of them (1d4+1): HP1-2, AC12, dmg 1d2, 5% carry disease.

Stickler – Flying, blood-sucking nuisance, may occur in swarms (2d4), HP2, AC12, dmg 1HP/round from blood loss until dislodged.

Walkin Wolf – Might be a man, might be a wolf: HD3, if human – AC10 (or armor): if wolf – AC13, dmg 1d8 or weapon; if in wolf form, can only be hit by silver or magic, save or become a *walkin wolf* yourself if bit.

Wolfy – Stalks the woods, packs (2d4), eats sheep, probably won't attack unless sick or starving: HD2, AC12, dmg 1d6 bite.

Wyrms – Scales, breathes fire, steals gold, likes to sleep: HD4, AC15, dmg 1d6 (x2 attacks), fiery breath 3x day dmg 1d8.

Zombis – Grumpy dead, annoyed at those who walk on their graves, but not that fast: HD1, AC10, dmg 1d2, save or be frozen in fear 1 round, never strikes first, undead.



The Adventure:

Polva's Pig

Widow Polva's prized sow Petunia has gone missing. The adult-folk aren't too worked up about it, but you kids know that Petunia is the widow's sole means of income, and she (the pig, not the widow) is pregnant with her latest litter of piglets. Time is of the essence to find Petunia, hopefully unharmed...

Petunia's pen was found breached, with a trail leading east. Indistinct footprints surrounded the pig, showing that she was lead or driven away, but the trail was lost in rocky ground east of the village.

Your little village huddles in the wilderness, carved out of a corner of the forest along a trade road. Accordingly, the grown-ups keep you kids close, not allowing you to stray much beyond the fields and orchards, and hopefully insulated from the hazards of the surrounding area.

You and your chums have decided that valor and a fine little mystery supersedes the grown-ups' concerns for safety.

So, after all have gone to bed, and the village watchman has passed by, you gather behind Pietre Levsky's barn, inventory your few pilfered belongings, and share what you know of the area surrounding the village.

The rest of the story is for the game master's eyes only:

Hex generalities:

The village of Rusoz (0404) hunches along the West Trade road. Approximately 100 people live in the village, which is ringed by a defensive ditch and hedge. The village is surrounded by small orchards and fields carved from the forest, and acts as a waypoint for patrols, travelers, and traders continuing to and from the west.

The forest is deciduous, with oak as the primary tree. Numerous game trails crisscross the area, some leading to interesting features. Village hunters seek out the deer and wild pig inhabiting the forest.



Sulet Creek flows south through the area. The main channel of the creek bounds Rusoz on the west. The creek has a few tributaries and drains toward a marshy area to the southeast.

Rusoz is not the first settlement. A second village (Sersberg, 0503) was abandoned a generation ago, and is located northeast of Rusoz. The trade road was shifted south to Rusoz, and the old road abandoned and overgrown. One bridge on the old road is mostly intact (0403), and the second bridge is collapsed (0603).

Standard monster stats are listed on Page 6, above. Unique or modified monster stats are included in the text and Pages 12-13.

Rumors known or heard.

Each PC will know two rumors from either list A or B:

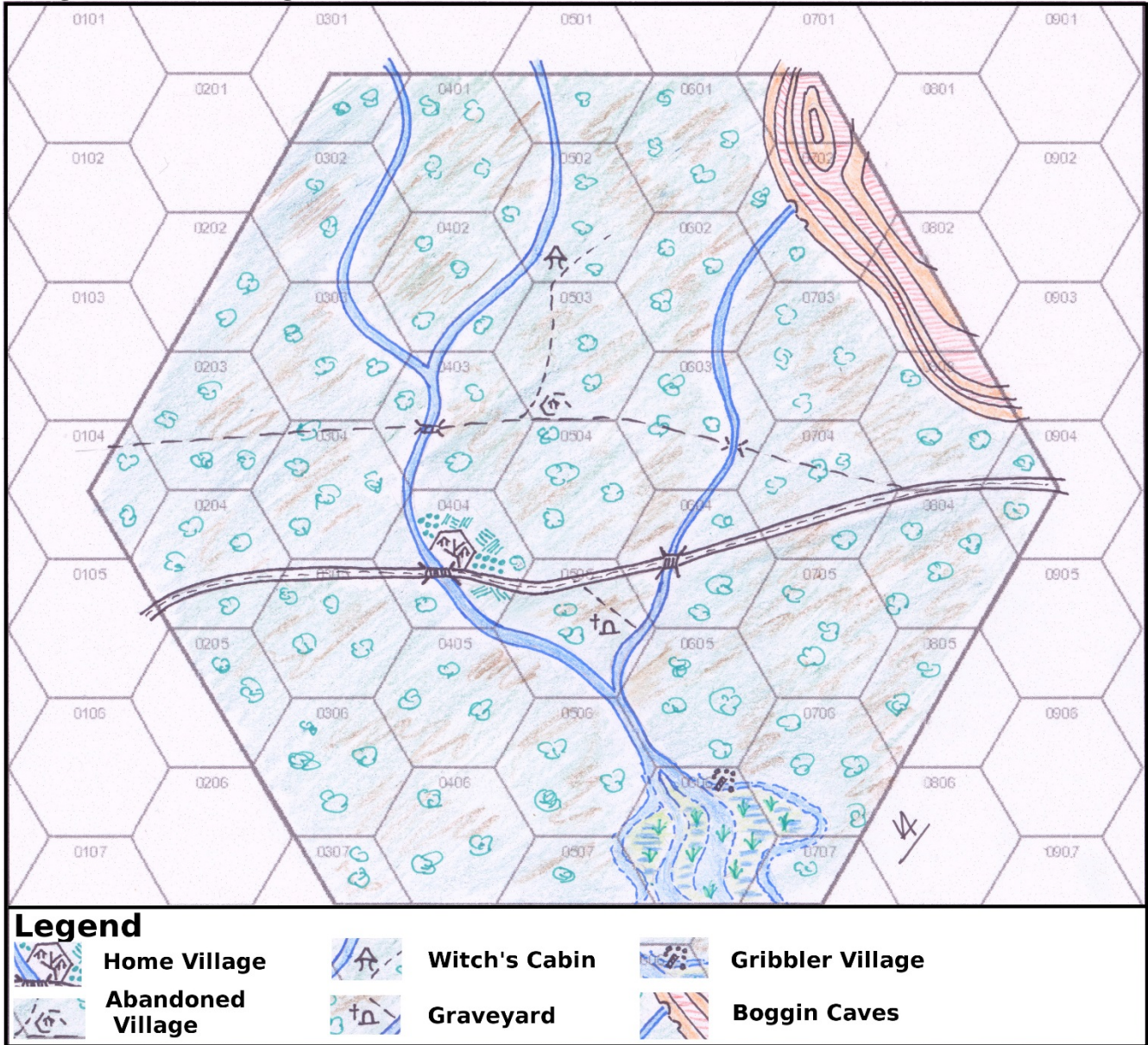
List A:

1. The witch eats kids, especially the slow ones. (F)
2. A nightmare monster stalks the old village. (T)
3. The gribbler village practices human sacrifice. (F)
4. Magic trees will imprison you in their bark. (F)
5. The boggins are led by an evil magician. (T)
6. Avoid the poison well. (T)

List B:

1. The witch can make you strong. (T)
2. Forest fairies are helpful. (F)
3. The bear is scary but nice. (T)
4. The graveyard is haunted, and anyone disturbing it will be cursed. (Sorta T)
5. The magic well will make you grow. (F)
6. Gribblers keep to themselves in the swamp. (T)

Village and Surroundings: 1 Hex = 1 Mile



Graveyard (0505):

Those buried here worshipped a god who fell out of favor some time ago. The graveyard is now mostly overgrown, abandoned and no longer used. It is still secretly visited by a few relatives and adherents of the old god. A few of the graves are cared-for, with offerings left behind. There are 11 graves and two small tombs here.

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In spite of the clandestine maintenance, the abandoned god is in quite a snit, and has woken a few of the dead to deter interlopers. 1d6 chance of encounter per turn searching:

1. Zombis (1d2)
2. Bonies (1d4)

3. Bonies (1d2)
4. Squeakers (1d3)
5. Squeakers (1d2)
6. Snickers (1d2)

Grave goods (random, 1d6 chance per grave inspected):

1. Dried meat of indeterminate age (1 lb.)
2. 1 GP coin wrapped in a map of the region
3. Silver whistle (5 SP)
4. 5 SP
5. 49 CP
6. Ivory dice (2 GP)
7. Two bottles of applejack
8. Minor potion (50/50: Brawn +1 for one day; or Heal, 2-4 HP)
9. Bag with 6 SP, 53 CP
10. Ring of keys (1d12 chance of opening any lock found in area)

Abandoned Village (0503):

The 'village' of Sersberg consists of a small group of rotten buildings surrounded by a fallen palisade. The village was abandoned a generation ago when the well serving the settlement went bad. Anyone drinking from the well will suffer its detrimental effects (save or lose 1HP and become nauseous for 1 day [-2 all throws]).

Most of the buildings have collapsed or burned, but a few still hold structure. Other than a few moldering residences, the following buildings of note are still standing.

1. Shrine – Hidden outside the palisade, this stone and log structure holds a small altar and incense-font, long overgrown. Hidden in the detritus is a small relic-idol. An altar boy/girl will recognize it and insist it be returned to the temple – otherwise it is an ivory figurine worth 25 GP. Any altar boy/girl carrying the idol will gain +1 to all prayer effects.
2. Inn – A single-floor building, of stone and wood. Little is left of use, other than half-burned candles stuck in wall sconces. A good dagger (1d4) is hidden under the bar.
3. Furrier – A few rotted furs are still piled on the old workbench. The furrier left a rusty trap set by the door, partially obscured under a mangy fur (25% chance to spring, 1d3 dmg)

4. Barber – A handful of bottles are on shelves or in rotted boxes. However, the contents are long dried or expired, and of no use.
5. Tailor – A chest left by the door during the owner's departure contains a packet with a few needles and two pieces of heavy cloth useful as cloaks or blankets.
6. Smithy – Left in the forge is a hammer with a loose handle (1d4, breaks on a 1 or 20).

Other random treasure to find (1d6 chance per building):

1. 87 CP in a crockery jar
2. Lodestone on a string (points north)
3. Page from a spellbook – random spell, no points expended, 0% chance failure, crumples to ash after use.
4. Minor potion – Poison (save or addtl 1d6 dmg) or Fast (2x speed/2 hits per round for 1d4 turns) (sigil on bottle hints at contents)
5. Gem (citrine) – 20 GP
6. Chalk
7. Oil flasks (1d4)
8. Old journal – partially legible, mentions boggin cave

The buildings will also have signs of something rooting through them and perhaps nesting. The creature, the '*Blightwood Hydra*,' is a large lizard twisted and deformed by the effects of the well. The critter has two heads, although one is stunted and of little use (2HD (8 HP), AC 11, dmg: bite [1d4+poison on 1st bite (Save or die)], or tail slap [1d3]). The creature prowls about its territory (40%), or is nesting (60%). There is a 1d6 chance of encountering it in any building entered. The 'Hydra' is territorial and belligerent, but will not pursue if the PCs escape outside the palisade.

'Witch' (0502):

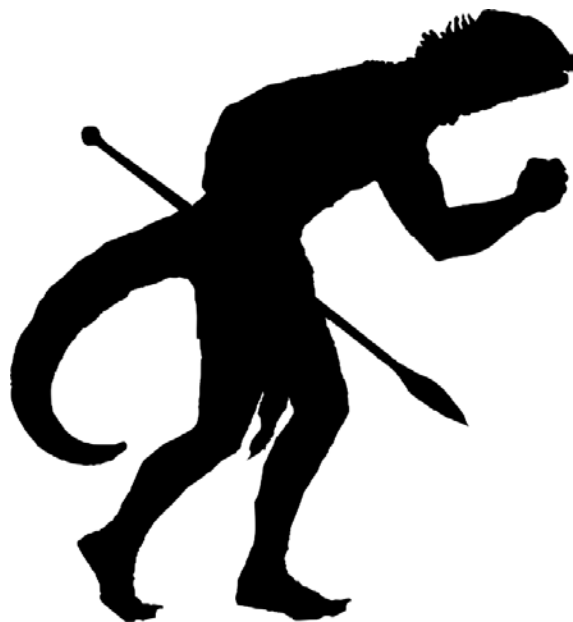
Imelda Ley (HP4, AC10, dmg 1d3 (carving knife)) lives in a compact hut hidden within the forest, surrounded by a garden of unfamiliar plants. She is rumored to be an evil witch, with a preference for fat, slow children. However, Ley is a simply a hermit with a number of both beneficial and detrimental skills. She does not have the pig, and is unaware of its fate. Her reaction and help or hindrance to the party is greatly dependent upon the party's attitude and approach...

Things she may help with:

1. Provide one good meal for the party
2. Provide one useful potion (Fast - 2x speed/2 hits per round for 1d4 turns; or Antidote - cures poison)
3. Boon (+1 to saves, 1-2 days)
4. Hale and hearty: temporary +1 HP for 1-2 days.

Things she may harm with:

1. Curse (-1 to saves, 1-2 days)
2. Attempts to charm one PC to remain with her, motive unclear (save to avoid)
3. Spoils PCs' foodstuffs
4. PCs followed by swarm of biting insects for one day (incomplete rest, no HP recovery)



Gribbler Settlement (0606):

Population: 18 (10 adult, 8 immature). Comprised of partially-submerged mud huts and a longhouse on the bank of the swamp and surrounded by a rough pole palisade. The gribblers are insular and neutral. They will tend to chase off any trespassers in a hail of javelins and pidgin curses. However, if the party approaches and encounters an amicable individual (1d10 chance) they may trade for goods. The gribblers have very little, but may be willing to part with dried fish and root vegetables. They also have one rusty sword to trade (1d6, breaks on a 1 or 20). They like shiny things and any fishing equipment.

Boggin Caves (0702) (Map, Page 14):

The caves are situated in the Dragonbone hills, named for the 'stone-bones' occasionally found eroded from face of the nearby cliffs. These bones are considered bane, and are generally avoided for fear of incurring the wrath of some long-gone dragon-folk. A tributary to Sulet Creek flows from a cave in the cliff wall, and other caves are known to occupy the hills.

The cave entrance is partially obscured by brush and trees, although a footpath may be spotted leading to the access. The main cave corridor is an abandoned creek channel outlet. While the room ceiling height is 8 to 12 feet, the corridor ceiling height is typically 4 to 5 feet, making it awkward for tall characters, and anyone over 5 feet in height will fight at -2 to-hit due to crouching and limited range of movement. The floor of the caverns generally consists of packed sand and rock. Side-corridors and rooms are rough-hewn within the jointed rock. Occasional luminescent fungus give the passages a gloomy half-light, but serve primarily to simply make the shadows darker...

There are 1d4+4 normal boggins present in the caves. Three are immature and non-combatant. The remainder are capable of defending themselves, but attack at initiative -1 due to poor morale. See Area 6, below.

Map Key:

1. The main cave entrance is watched by a single, somewhat bored, guard (HP 3, AC13, dmg 1d4 (shortbow)). There is a 1/6 chance that he will wander off, either back into the cave, or away from the cave entrance. 20 feet inside of the entrance cavern is a deadfall trap (rope net full of rocks, 1d4 dmg). Each PC passing under will have a 1d4 chance of breaking the tripwire, unless it is spotted.

2. Store-room, containing boggins' provisions and random crap they've pilfered. The boggins have been a thieving bane of the area for quite some time, and have amassed a pile of goods - in the disorganized detritus can be found:

Tools:

1. Pitchfork
2. Sickle
3. Chisel
4. Hammer

5. Crowbar
6. Handsaw

Foodstuffs:

1. Salted Ham (4 lb.)
2. Small Cask of Sausages (5 lb.)
3. Wedge of Cheese (1 lb.)
4. Bottle of Common Wine (1 GP)
5. Bottle of Good Wine (5 GP)
6. Bag of Chestnuts (1 lb.)
7. Bag of Rare Spice (10 GP)
8. Small Cask of Molasses (2 lb.)
9. 3 Bags of Flour (5 lb. ea.)
10. 2 Sacks of Animal Feed (50 lb. ea.)

Miscellany:

1. Bag of 10 Iron Spikes
2. Game Board
3. Pouch of Tobacco
4. Box of Charcoal
5. Box of 20 Arrowheads
6. 7 Flasks of Oil
7. Pair of Oars
8. Small Hunting Trap
9. Box of Wigs
10. 12 Sacks
11. 5 Baskets
12. Wheelbarrow (100 lb. capacity)

Two squeakers are rooting through the goods (HP 1, 2, AC12, dmg 1d2, 5% diseased).

3. Common room - Smoky and filled with drying fish and meat from hunts. Two female boggins and an offspring are here. They will cringe and cower, but not flee.

4. Common room, empty. Smells like old cheese.

5. Creek entrance - PCs may notice 1-2 boggins hand-fishing in the creek before disappearing back into the cave, following the creek. If the PCs choose to follow, the stream is 1-3 feet deep. Anyone walking up the creek will have a 2/6 chance of stepping into a deep channel or hole, unless they are probing ahead with a staff or similar. Anyone falling into a hole must save or lose a held object. Any carried light (torch, etc.) will be dowsed.

6. Common room - The boggin tribe surrounds their 'leader,' who is chanting in preparation of some dark ritual. The room is lit by a pair of braziers on

tripods. The sorcerer holds the local tribe in fear and thrall, cowed by his powers, and goaded to seek random objects of his desires. He is thoroughly insane...

Babbling and screeching, he commands his tribe and other minions to attack.

Boggin Sorcerer 'Zhi Bone-Snoot': (2HD (8 HP), AC12 (shell armor), dmg 1d4 (staff), spells (6 pts available): *Flash*, *Ghostly Image* (3pt spell, appears shadowy, with 1d4 'duplicates' -1 to-hit per duplicate generated, may be dispelled with successful hit or *Find Hidden Thing*), *Trip*, *Sticky*).

Guards (2) - A bit beefier than your run-of-the-mill boggin: HP 5, AC12 (wooden shield), dmg 1d4 (club or small axe).



If the party closes with the sorcerer chief and his goons, the normal boggins may choose to take advantage of the situation.

Reactions:

1. If the party appears weak in the face of the sorcerer and his minions, the normal boggins will halfheartedly attack, hiding or fleeing after one round.
2. If the party appears matched to the sorcerer and his minions, the boggins will withdraw and watch the battle develop, hedging their bets.
3. If the party appears strong or gains initiative in the opening stages of the battle, the boggins will aid the party, attacking the sorcerer's minions.

The boggins are armed with clubs (1d4) or long knives (1d3).

If the sorcerer and at least one of his goons is killed, the resistance will collapse, with the boggins either fleeing or simply dropping weapons and backing away yelling 'no kill' in pidgin.

7. Stockaded cave containing Petunia. The boggins, if defeated, will not resist the reclamation of the pig.

After-Action:

Petunia may be led home after being freed from her incarceration. Care must be taken to avoid predators and wandering critters on the way home. Widow Polva will be grateful, showering the rescuers with hugs and kisses. The PCs' parents, on the other hand, will scold them rightly for undertaking such a foolhardy affair.

The boggins, bereft of leadership, will be reduced to squabbling among themselves for 1d4 weeks until a leader arises (i.e. a surviving guard). During this time, their predations of the surrounding area will all but cease.

If the PCs managed to haul off a significant portion of the foodstuffs and other materials from the loot pile, the boggins will be impoverished, and may re-establish raids, either upon the village or travelers on the road.

However, their lair is now known, and a more capable force may be employed to dislodge them. However, adults may have a difficult time in the caverns because of the low ceilings (4-5 feet).

Wandering critters and forest denizens:

Vorjang - A scarred, one-eyed bear wielding a massive halberd and a bulging rucksack may be met on the road (1/6 chance per mile travelled). A retired '[War-bear](#),' (3HD+2 (13 HP), AC14, dmg: 1d10+1 [halberd] or 2x1d4 [claws]), Vorjang now wanders and trades. Jovial beneath his intimidating visage, he enjoys telling long-winded stories that may or may not be true. He has no interest in joining the quest, claiming that his fighting days are behind him, but is happy to provide a bit of information or material assistance. He knows a few rumors or facts. He is willing to trade, especially for

alcohol.

Vorjang's satchel is filled with goods that he has traded for or found...

1. Scroll (random spell, no points expended, 0% chance failure, crumples to ash upon use)
2. Lantern with 1d4 flasks of oil
3. Map of the kingdom
4. Cook set
5. Tent (2 person, 3 if you huddle)
6. Bear-Pemmican (dried berries and indeterminate meat, slightly furry)
7. Cloak with lots of pockets
8. Bag with wire and nails
9. Bag of pretty rocks (15% chance of valuable uncut stone, 10-20 gp)
10. Fishing net
11. Flint & Steel
12. Bear-medicine (bunch of dried medicinal plants - 3 in 4: recover 1d4 HP, 1 in 4: hallucinate for 1d4 hours)
13. Good axe (1d4+1 dmg)
14. Pipe and pipeweed
15. Bottle of perfume
16. Backpack
17. Good boots (1d6 chance of fit per PC)
18. Huntsman's horn
19. Prayer book (+1 to one altar boy prayer effect/day)
20. Brass periscope



Vorjang has also picked up some information in his wanderings. Under his bumbling appearance, he's very observant, and has a bear's sense of truth over

rumor. If asked, he will mention one thing that comes to mind (random, or pick to help move things forward):

1. "The abandoned well smells of poison. Nothing good grows near it."
2. "Vorjang ran into a fairy-thing - it tried to trick Vorjang and steal his goods."
3. "Gribblers ain't so bad if they is left alone. But they do know how to catch the best fish!"
4. "The boggins is up to something. Vorjang nearly had a run-in with a scavenging party – they is crazier than usual!"



Xobepo: An androgynous fairy/fey critter named Xobepo pretends to befriend the party (1/6 chance per day in forest), but soon is revealed to be a nuisance, if not a downright hazard. S/he will happily join the party, flitting about on iridescent wings, happily chatting, asking about where they are headed, before her more base nature eventually takes over...

Things s/he likes to do:

1. Misdirect party
2. Steal 1d3 random items (4/6 chance success)
3. Be loud (warns or attracts wandering monsters or foes)
4. Directs or betrays party to baddies
5. Puts out fire or torch, most likely at an inopportune time
6. Causes PC to trip or fumble

When the PCs tire of her, they can attempt to chase her off (2HD (9 HP), AC16, dmg: 1d2, or small spell [*Flash*, *Smoke Bomb*, *Throw Voice*, *Trip*]) As fey, she may only be struck by iron or magic). She will flee after receiving damage. If driven off, there is a 50% chance she will hold a grudge and direct 1d4 wandering monsters at the party.

Wandering Critters:

Stats and brief descriptions on rulebook Page 6.

1d6 chance of encounter per three hours of exploration outside of described encounter areas:

1. 1d3+1 boggins
2. 1d2 bonies
3. 1d2 creepies (d4: 1-3:little one; 4: bigun)
4. 1 squeezer
5. 1d4 squeakers
6. 1 diggercat

Boggin Caves; 1 Square = 5 Feet



End notes and credits:

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