

The Caves of Moreau County

A Modular Dungeon Module
by Johnstone Metzger



The Caves of Moreau County

Written, illustrated, and published by Johnstone Metzger.

September, 2014.

Vancouver, Canada.

This is a Labyrinth Lord adventure module.

Labyrinth Lord is copyright 2007-2014, Daniel Proctor. Labyrinth Lord and Advanced Labyrinth Lord are trade-marks of Daniel Proctor. These trade-marks are used under the Labyrinth Lord Trademark License 1.2, available at : www.goblinoidgames.com.

The text of this document is released under a Creative Commons Attribution ShareAlike Unported 4.0 license.

<http://creativecommons.org/licenses/by-sa/4.0/>

Special thanks to Chris Gonnerman for creating MapMatic.

One square = 5 feet.

The Caves

“The villagers speak of monsters roaming the hills. Smoke drifts out of the faerie holes, they say. But it could very well be bandits. Yes, yes, it is true: some people have gone missing, and some were found dead.

“Inspector Sätty has refused to investigate. He has more important things to do than send his officers to some remote county, much less go himself.

“Ah, well. The governor can offer some small reward, at least. You will investigate, yes? Grand, lad. I hope it will be no great difficulty for you and your comrades to handle.”

The County

The patch of land called Moreau County is a miserable pile of rocks in the middle of nowhere. Maybe you live there, or maybe you showed up because someone gave you bad advice that you were stupid enough to listen to. Maybe the governor’s lackeys bribed you into investigating the “monsters” in the hills. Whatever the case, you’re here now, standing in front of an old, abandoned temple built into the side of the hill. If there’s a monster inside, it shouldn’t be too hard to find.

Moreau County

- Bad weather. • Hardscrabble land. • Hilly. • Poor. • Remote.

The three villages of Moreau County:

Blackpond

- Meagre farms.
- Thieving woodcutters.
- Xenophobic.

The Bog House

- Fertile fields.
- Huge wooden temple.
- Religious cult.

Riverbend

- Corrupt militia.
- Large village.
- Small market.

The lone dungeon of Moreau County:

The Abandoned Temple

- Bloodstains on the ground, here and there.
- Classical pillars.
- A cold wind blows.
- Desolate hillsides.
- Grey skies overhead.
- Overgrown path.
- Poor, stony soil.
- Red skies at night.
- Rusty iron gate.
- A single cairn of stones atop a nearby hill.

Creating the Map

This dungeon is presented as a modular collection of cavernous sections. There is no “official” or proper way these sections fit together. You can assemble them prior to running the game, but they are designed to be assembled randomly during play. Neither GM nor players know the finished layout of the dungeon until it has been fully explored.

If you are running the game, keep your own map that will act as a master key, since the dungeon does not change once you have generated connections between sections. If the players want their characters to keep a map, that is their responsibility.

Ordered List of Cave Sections:

Empty Cavern (*do not cross off*)

~~Abandoned Temple~~

The Ambush Cave

Ritual Room

Tomb of Saints

House of Rejects

The Green Room

The Chirping Darkness

Guard Room

The Lair of Brutus

Fungus Garden

The Underground Stream

The Kitchen

A Den of Beasts

Shrine of the Beastmen

Spawning Pool

Cess Pit Passageway

Ecstatic Chamber

Fetish Hole (*do not cross off*)

Cess Pit (*stop counting here, do not cross off*)

When the PCs enter the abandoned temple, roll 1d4 for each exit to determine which section is on the other side. Count down the list, starting from “Empty Cavern,” then cross the entry off and add it to your master key map. Skip over any crossed-off entries when counting down the list.

When PCs enter any other room or cave section, roll 1d4 for what section each exit connects to, if there are any exits. Count down the list from the top, the same as you when the PCs enter the abandoned temple. Each of these new rooms will (probably) have one or more exits. These are considered “open.” Don’t roll for open exits until the PCs enter that section specifically.

This is Not a Random Table

List entries are not numbered because you cross them off as you add them to the map. The abandoned temple is on the list but has been crossed off already, by way of example. Because it is the first section the PCs enter, it is already on the map. Some sections are not unique, and can show up multiple times—a cess pit, an empty cavern, or a tiny shrine. Do not cross these off the list when you roll them.

Connecting Cave Sections

Each cave section has one or more possible entrances, and usually one or more exits. Unless otherwise specified, the section where the PCs are located leads to the passage of a new section that is marked “entrance.” An exit normally connects to an entrance, but different sections may have special rules.

When you add a new section to your master map, you may find that parts of it overlap with already-existing sections of your map. In these cases, you will need to extend the connecting corridor, or introduce a change in the height of the cavern, so that sections may overlap on a two-dimensional map.

If you need a corridor to connect sections of the caves, roll 1d6:

- | | |
|---|---|
| 1 | Pit: the next section is at the bottom of a pit, 1d8+2 yards deep. |
| 2 | Pit: the next section is at the top of a pit, 1d8+2 yards deep. |
| 3 | Tunnel: gradual downward slope to next section. |
| 4 | Tunnel: gradual upward slope to next section. |
| 5 | Tunnel: steep downward slope, or stair-like ledges, to next section. |
| 6 | Tunnel: steep upward slope, or stair-like ledges, to next section. |

Some sections instruct you to connect the exits to open exits of other sections. When you do this, draw the connecting corridor however you want. It may wind upwards or downwards, or go a long way around other sections to finally reach its end point.

Light and Sound

Since these caves are underground and few have passageways leading to the surface, they are always wrapped in darkness. Any cave inhabited by beastmen except the spawning pool will have a fire going if there are any beastmen awake. If they are asleep, there is no fire. Brutus and the leader both possess a lantern, and it will be found with them and shining bright if they are awake and active, or doused if they are not.

Some caverns have openings to the surface through which sunlight may fall: the cess pit passageway, the chirping darkness, a den of beasts, and the green room. There is never a fire in any of these areas, occupied or not.

Firelight, especially cast from hand-held torches, is often unreliable in these caves. There are many twisting passageways full of stalactites and stalagmites. Shadows move suspiciously, there are many nooks and crannies to hide in.

Sound is also warped and altered. Some passageways enhance and echo sounds, while others dampen all noise. There is no way to accurately identify any sounds that come from farther away than the neighbouring cavern.

Wandering Monsters

If there is a beastman in one of the sections next to the area where the PCs are making noise, as indicated in that section's description, they will hear and come to investigate. If the PCs are quiet enough, they will not attract attention until they are seen, either by revealing themselves or being discovered by wandering beastmen.

Each turn the party spends in the caves, roll 1d8 to see if any beastmen show up, pursuing their own business:

1-4	No beastmen.
5-6	1 Beastman enters a section occupied by the PCs.
7	1d3 Beastmen enter an adjacent section.
8	1d6 Beastmen enter an adjacent section.

Unless these beastmen arrive specifically to investigate odd noises or intruders, they have a 1 in 3 chance of being surprised to encounter the PCs. **If the party splits up**, roll once each turn and decide randomly which group encounters the beastmen.

If multiple beastmen are encountered, there is a 50 percent chance of each one being an insectoid spawn. **Once the PCs reach the spawning pool**, stop checking for wandering monsters.



The Abandoned Temple

The temple on the side of the hill has a **wrought iron gate**, and chains have been wrapped around the bars to keep it shut, but there is no lock. Inside the temple, there are two rooms. The **front room** contains desecrated statues that were part of a shrine and used for occasional worship during festivals. The **back room** has two doorways, one which leads to a twisting hallway carved into the stone of the hill, the other is a set of stairs spiralling down.

Iron Gate

- Bars access to temple.
- Chains keep it shut.
- No lock.
- Rusted.

Front Room

- Broken roof.
- Desecrated statues.
- Former festival shrine.
- Shafts of sunlight.

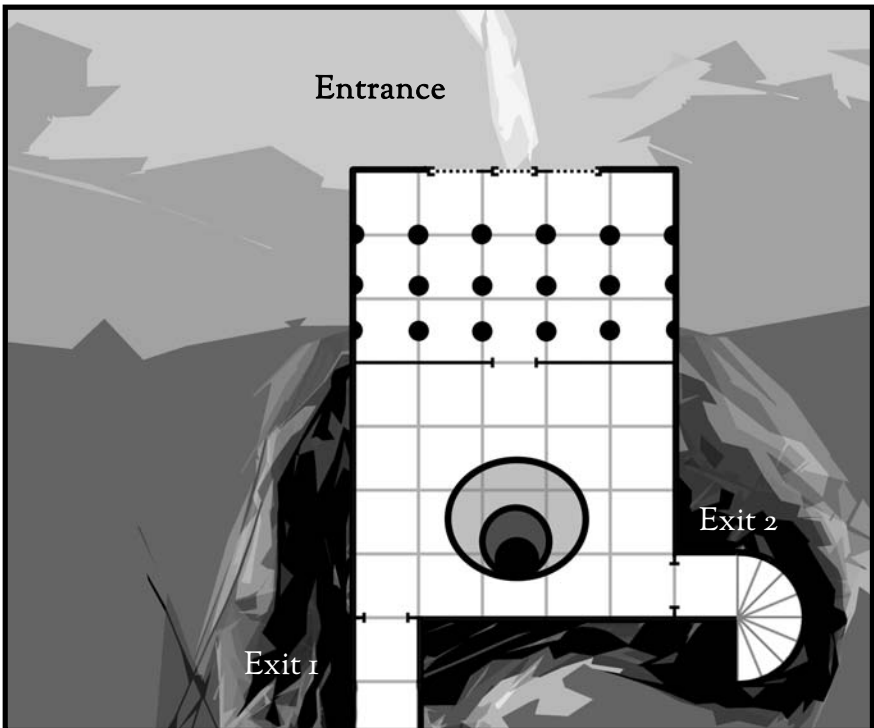
Inner Sanctum

- Altar of unknown god.
- Fire pit, old ashes.
- Foul smell.
- Very dark.

Exits from the Inner Sanctum

1. A doorway that leads to a stone hallway.
2. A doorway that leads to stone stairs spiralling down.

1 square = 5 feet.



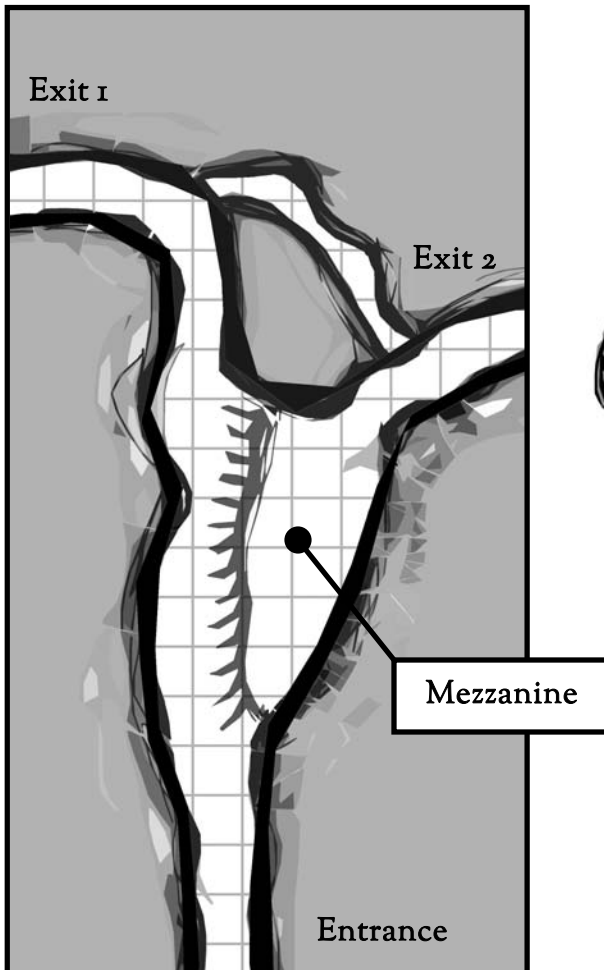
The Ambush Cave

At first, this area looks like a passageway between larger caves, but there is a **ledge** here, 10 feet high, creating a mezzanine from which attackers can hurl rocks down upon intruders coming in from the outside. There are always **1d4 beastmen** here.

- High ceiling.
- Rage-twisted faces appear.
- Rocks rain down from above.

Exits

1. There is a passageway at the same level as the entrance. Don't roll for where this leads—instead, consider the roll a 2.
2. The upper exit also leads away, in another direction. Roll 1d6 instead of 1d4 to see where it leads, but if the result is a cess pit, consider it an empty room instead.
3. There is also a “secret” passageway that leads between the two exits, but is hard to detect, being located behind some stalagmites at both ends.



Beastmen

An evil wizard made these wretched creatures, the beastmen. He stitched them together out of reincarnated souls and the parts of animals and even other things he had no knowledge of. When he fell prey to his own hubristic quest for power, the beastmen took the opportunity to leave the labyrinth of madness he had kept them in, and made their way here, to Moreau County. They hide out in caves because they are not welcome in human society, because they are savages, because they know of no other life than this.

Beastman

- Neutral, Move 120' (40'), AC as leather, 1+1 HD, 1 attack, 1d6 damage (or by weapon), Save F2, Morale 7, 15xp each.
- 1d12 encountered if outside. For every five, one will be an elder.

Beastman Elder

- Neutral, Move 120' (40'), AC as leather, 2+1 HD, 1 sword attack, 1d8 damage, Save F4, Morale 8, 25xp each.
- If there is a beastman elder present, all beastmen have a morale of 8.

For each beastman encountered...

Roll 1d8 for their animal parts:

1	Arms.
2-3	Face.
4	From neck down.
5-6	From waist down.
7	Head.
8	Skin (human shape).

Roll 1d12 for the kind of animal they resemble:

1	Bear.	7	Horse.
2	Bird.	8	Hyena.
3	Bull or cow.	9	Lizard.
4	Dog or wolf.	10	Pig.
5	Elk.	11	Rat.
6	Goat.	12	Sheep.

Beastmen have any special abilities of their animal parts, but also lose most of the human capabilities of those parts. This usually means the beast-headed ones act like animals more often than they act like humans.

Roll 1d6 for their weapon:

1	Axe, 1d8 damage.
2-3	Large rock, 1d6 damage.
4	Spear, 1d6 damage.
5-6	Teeth and claws, 1d6 damage.

Society

The only thing keeping the beastmen together is the leader's powerful charisma. Without him, they would fall to squabbling amongst themselves, and many would scatter to the four winds, to die like dogs upon the blades of men.



Brutus

The oldest and wisest of the beastmen, Brutus looks completely human save for his face, which is that of a gorilla. He resides in his own lair inside the caves, separate from the others. Of late, he has found himself growing more and more isolated from them. Under the leader's guidance, his fellow beastmen have not only become highly aggressive, but they have learned to focus that aggression against specific targets. It is not Brutus' way to make war against the world, however, even though it rejects him.

Though he has no desire to fight, he has no other solutions to offer to his fellows. All the humans they have known—including, and perhaps especially, their creator—have shown them only fear, disgust, and hatred. It was Brutus found the wizard that made them all as he died, his bones turned to powder, his flesh sloughing off in strips, and it was Brutus who took his keys and let the others out into the world. Now he feels some responsibility for them, as if they have become his children, though he knows this is wrong.

The others have forgotten their wizard creator's tower and the maze below it where they used to live, but Brutus still remembers. They left many things intact when they left, due to their fear of handling unfamiliar magical implements, but all those treasures might still be untouched, ripe for the taking. Brutus has no wish to take them for himself, but he feels no loyalty to his old master. He would reveal the tower's secrets to others without compunction, if he had a reason to do so.

Brutus

- Neutral, Move 120' (40'), AC as leather, 3+1 HD, 1 attack, 1d6 damage (or by weapon), Save F4, Morale 8, 50xp.

The Chirping Darkness

This huge cave is **full of bats** that begin chirping in response to intruders. They get spooked easily if disturbed, and may bite—make an attack as if they were a 1 HD monster that deals 1 damage. There is a 1 in 6 chance that the bats have **rabies**. The top of this cave reaches the surface, high above, but the rock is folded so that barely any sunlight can be seen from the floor of the cave.

- Bat guano.
- Bats may bite (risk of rabies).
- Chirping.
- Daylight, far above.

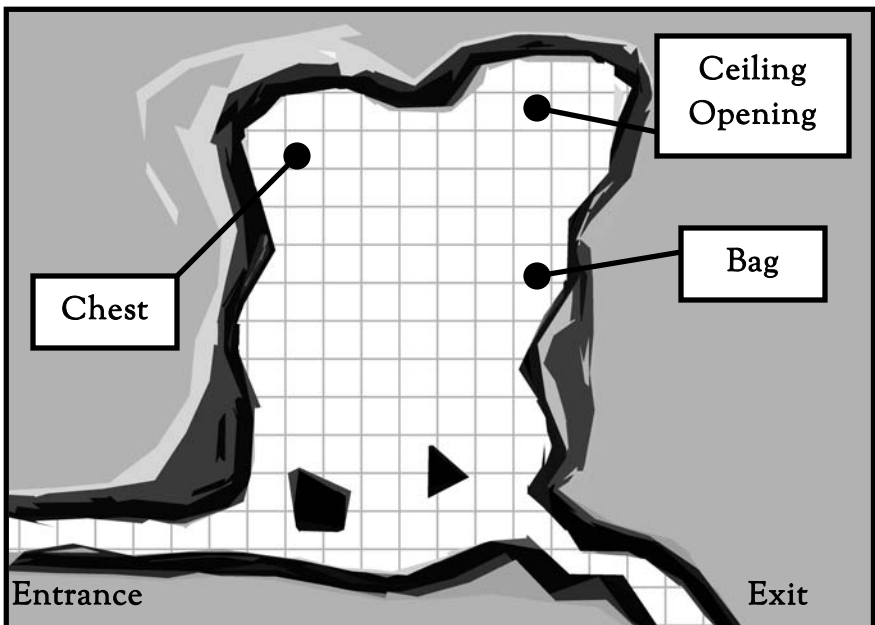
Buried Treasure

A gang of criminals known as the Werewolves have hidden some of their ill-gotten gains in this cave. They are not the least bit afraid of the bats.

- A black bag is tucked tightly into a corner of the cave. Inside, wrapped in several more sacks, is a crystal ball, a potion of healing, and some compromising letters showing collusion between Inspector Sätty and a local highwayman.
- A wooden chest is buried in the shallow soil. Bat guano has been hastily scattered over the spot, but it is easily found with decent illumination. The chest contains 1,100gp in coins and jewellery.

Exits

1. One cave passage opposite the entrance, easily reached over the ground.
2. One passage to the surface in the ceiling, 40 feet up.

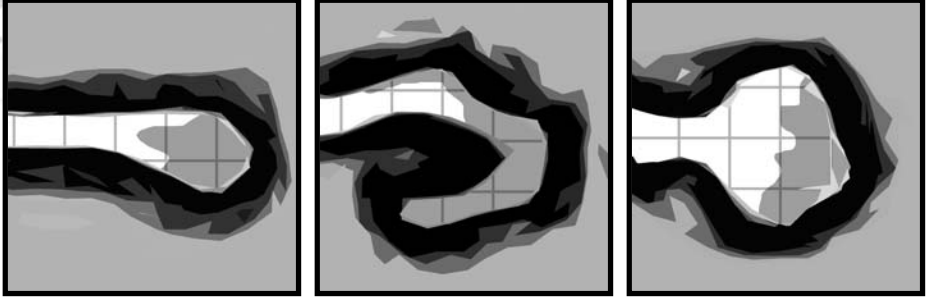


Cess Pit

A dead-end pit full of excrement and garbage. Characters entering a cess pit must **save vs. poison** or suffer a -2 penalty to attack rolls and other d20 rolls because they are nauseated. One save counts for the duration of a single delve. Returning after having once again tasted the fresh air of the surface world requires a new save.

There is one entrance and no exits.

Do not cross this entry off the list.

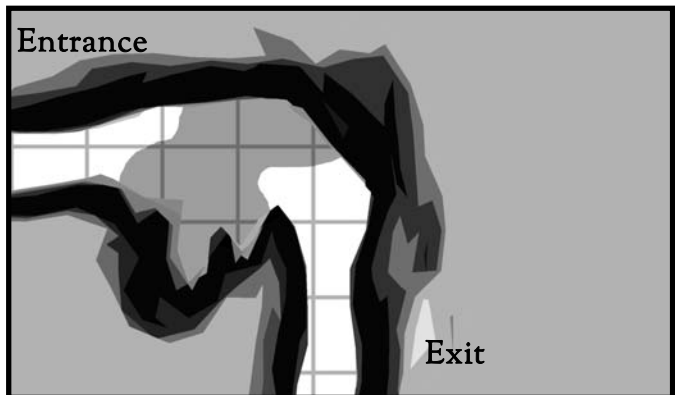


Cess Pit Passageway

This cess pit has an exit on the far side: a vaguely **man-sized hole** that leads to the surface. In order to get to it, one needs to wade through the muck. Anyone doing so must make a **save vs. poison** or suffer a -2 penalty to attack rolls and other d20 rolls because they are nauseated, even if they succeeded in previous cess pits.

Exits

There is one hole that leads to the surface of the Earth. Daylight can be seen through it and a breeze may blow—though it does not do enough to alleviate the smell.



A Den of Beasts

Most of the beastmen eat, sleep, and play in this cavern. This cave is where they feel safest and most free to express themselves. Here more than anywhere else, their true natures—free from the hatred of humans, the abusive tyranny of the wizard that made them, or even the intoxicating influence of the leader—are revealed.

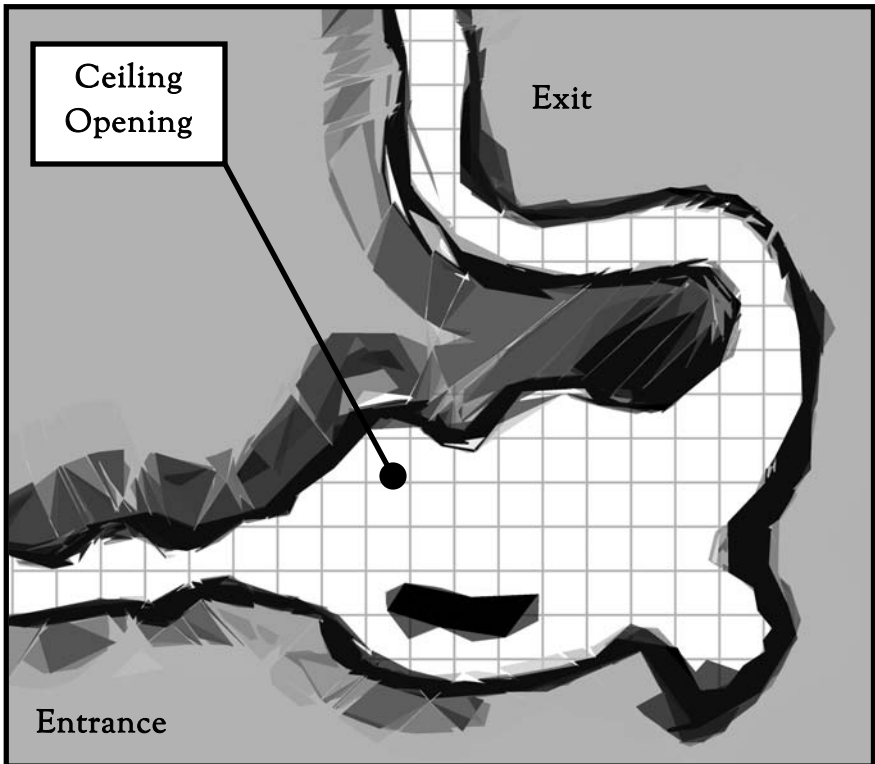
There is a hole in the ceiling, far up, that lets a little bit of light in during the day. Rarely, the beastmen have a fire here. During the day, there are **2d6 beastmen** in the cave, eating, playing, or just talking. At night, **3d6 beastmen** sleep here. They post no guards.

Decorations

- There are several fetish sculptures in the corners. They have no magical effect, but the beastmen will become enraged if they are disturbed.
- There is a pile of human bones at one end, with a dozen or so skulls displayed prominently. The beastmen constantly rearrange these bones.

Exits

There is one exit in this cave, located on the other side of the beastmen.



Ecstatic Chamber

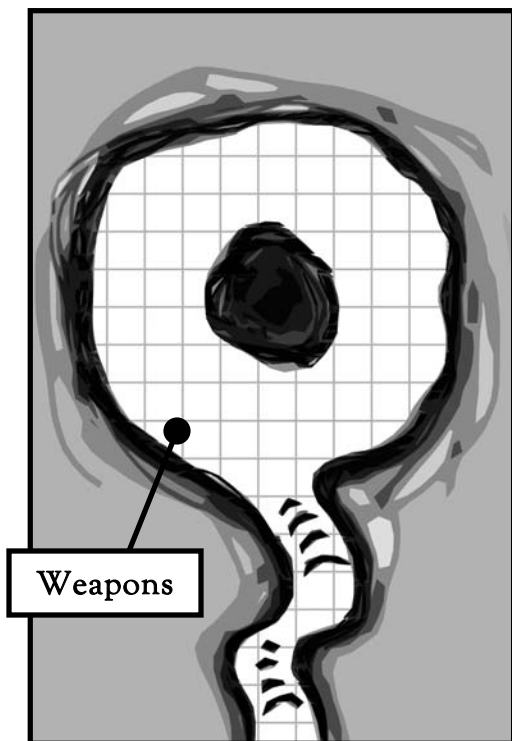
The deepest cavern of the whole cave complex, the ecstatic chamber is round, with a huge pillar in the middle that the beastmen dance around. There is a **1 in 3 chance** that **the leader** is conducting a passionate, orgiastic ceremony here, consisting of **2d6+2 intoxicated beastmen**, and a **1 in 3 chance** that **1d6+1 beastmen** are engaged in an ecstatic orgy without him (and a 1 in 3 chance the chamber is empty).

Roll 1d6 to determine what they are doing:

- | | |
|-----|---|
| 1 | Chanting, call and response style, and clapping their hands. |
| 2 | Dancing wildly in a circle around the central pillar. |
| 3 | Experiencing hallucinatory visions and babbling uncontrollably. |
| 4-5 | Orgiastic squirming and sexual rites. |
| 6 | Writhing on the floor, speaking in tongues. |

Cult Supplies

There is 60lbs of **expensive incense** stockpiled here, worth 340gp. As well, a **pile of weapons** lies near the entrance, either because the beastmen have deposited them there before joining the ceremonies, or because they have been left here for storage. 1d6 each of axes, spears, and swords.



Empty Cavern

This stretch of cavern is empty—no monsters, no valuables. It is uncomfortable and awkward to rest in or pass through.

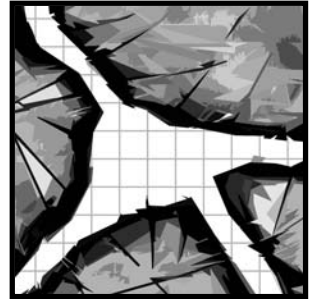
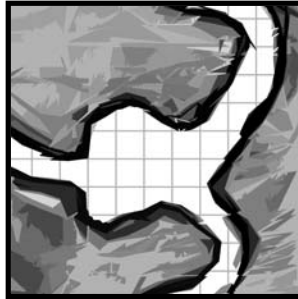
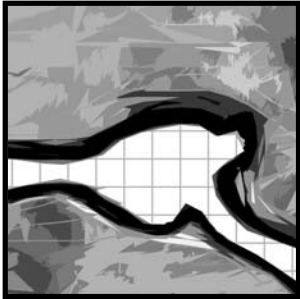
Exits

To determine the number of exits, roll 1d6 and add the number of open exits already on the master map:

1	Three exits.
2	Two exits.
3-4	One exit.
5-6	No exits or see below.
7-9	One exit that connects to a random open exit.
10+	Two exits that connect to random open exits.

If the spawning pool is not yet part of the map, this cave must have at least one exit.

Do not cross this entry off the list.

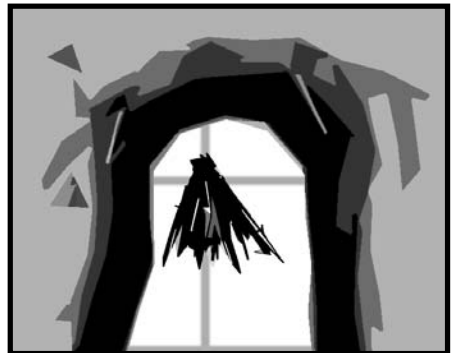


Fetish Hole

This **dead-end niche** or tunnel cave is the home of a **fetish**—a bunch of wooden sticks and human bones tied together at the end of it. These fetishes have religious significance for the beastmen, and are formed into strange pyramidal or spiralling shapes.

There is one entrance and no exits.

Do not cross this entry off the list.



Fungus Garden

Although the beastmen do not actively cultivate **giant mushrooms**, they do leave their dead here to be consumed by them. **Several corpses** lie rotting, covered in mold, sprouting mushrooms. The beastmen eat here when hungry, and many of the fungal caps, and a few stalks, have bites taken out of them. Anyone else who eats fungus in this room must **save vs. poison** or roll 1d6 for a random effect from the following table (lasts for 1d6 hours unless otherwise stated):

1	Confusion: reduced to complete idiocy for 1 turn.
2	Distorted eyesight: -2 penalty to ranged attacks.
3	Healthy fungus: Heal 1d6 hit points of damage.
4	Nausea: -2 penalty to attack rolls and other d20 rolls.
5	Poison: person eating this fungus gets sick and dies 1d6 hours later.
6	Stimulant: behave as if affected by a <i>Haste</i> spell.

Traps

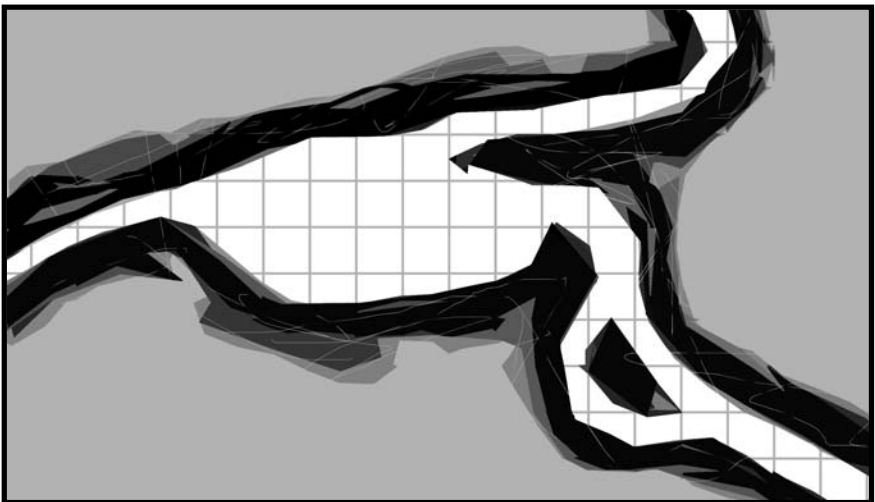
One of the passages that lead here is trapped. A couple lengths of fishing line have been strung across the entrance to this cave. Pushing through them causes a bucket of **iridescent slime mold** to fall on the offender. The beastmen all know this.

Iridescent Slime Mold

- Neutral, Move 30' (10'), AC as leather, 1+2 HD, 1 acidic touch attack, 1d6 damage, Save F2, Morale 12, immune to normal weapons, 19xp.
- If killed by fire, save vs. poison or the smoke causes temporary hallucinations.

Entrances & Exits

All three passages to and from this cave are functionally identical. Randomly determine which one is the entrance, and which one is trapped.



Ghoul Saints

Long eons past, a clique of priests, devoted to bloodthirsty deities of chaos, ruled these lands. Their rapacious lusts and greedy avarice robbed the land of its joyous sunshine and turned even the grass and trees against human life. The air itself was polluted with hate and lies.

The five remaining ghoulish saints below the abandoned temple are all that is left of these witchering fiends. And yet, the land has still not recovered, even though they have lain dormant for centuries, guarded by new orders of priests devoted to opposing faiths. These guardians are gone now, and only their fragile wards remain.

Ghoul Saint

- Chaotic, Move 90' (30'), AC as chainmail, 3 HD, 2 claws, 1 bite, 1d3 damage, Save F6, Morale 12, 50xp each. Each ghoulish saint wears 108gp worth of jewellery.
- Any target struck by a ghoulish saint must **save vs. paralysis** or be unable to move for 2d4 turns, or until subject to a cure spell.
- Once a fight is over, a ghoulish saint selects one fallen foe at random and begins to eat, which takes 1d6+4 turns, although the victim is killed immediately. Ghoulish saints never eat the same victim, and never start a new meal until the old one is finished.



The Green Room

This damp, cylindrical chamber has a large opening in its roof. Consequently, it is often bathed in sunlight, so the walls are covered in moss and vines. There is some soil on the ground, and the beastmen have planted seeds here. Tiny sprouts peek out from the dirt.

- Moss and vines. • Shafts of sunlight. • Soil on the ground.
- There are a few coins (1d6+1) scattered across the ground, in the dirt, in corners.

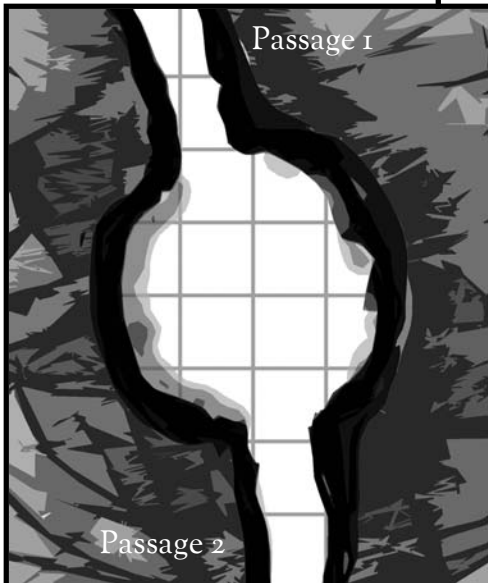
Entrances & Exits

- 1. & 2. There are two passageways at ground level. Either can be designated as the entrance.
- 3. There is a hole in the roof leading to the surface, 30 feet above.

The **hole in the ceiling** is also used as a way in. Outside the cave, there is a **tree** with a **length of rope** tied to its branches, tucked away behind the leaves when not in use. It is long enough to reach all the way down to the bottom of the green room. The **Werewolves** have left it there so they can hide their loot beneath the bats in the chirping darkness. They have dropped a few coins on the way, and failed to pick them up.

Make note of the route between the chirping darkness and the green room. There is a 2 in 3 chance each night that the Werewolves will enter the green room and make their way to the chirping darkness.

Top view



Side view



Guard Room

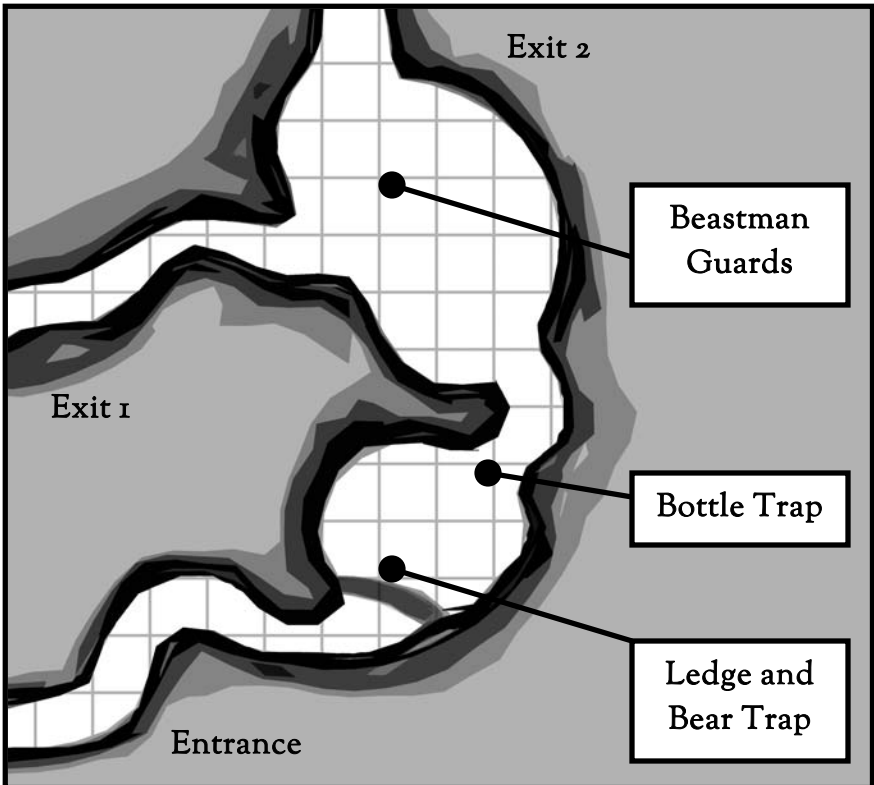
Several of the burlier beastmen sleep in this small cave. Day or night, there are always **1d4+1 beastmen** standing on guard here, with a small fire. At night, there are an additional **1d4 beastmen** sleeping here. They have set up numerous traps set up inside this cave.

Beastman Guard

- Neutral, Move 120' (40'), AC as leather & shield, 1+2 HD, 1 axe or sword attack, 1d8 damage, Save F2, Morale 9, 15xp each.

Traps

- At the entrance, there is a foot-high ledge, behind which they have hidden a **bear trap**, so that intruders will step on it and take 1d6 damage.
- Between the small cave and the larger cave, there are strings laid across the ground, attached to glass bottles. Anyone tripping over it will make noise as the bottles fall over and skitter across the ground.



The Hive Queen and Her Spawn

Perhaps the strangest of the beastmen is the hive queen. Half insect, she lies in the spawning pool, bloated and pregnant with egg sacs. She does naught but feed and birth beastmen—though her spawn are not like the others.

The insectoid spawn are roughly halfling-sized, with a humanoid body and the faces of insects. They often have patchworks of chitin on their skin, and even extra limbs. They grow fast but are barely intelligent, so they normally act as servants for the other beastmen and their mother.

Hive Queen

- Neutral, Move 30' (10'), AC unarmoured, 6 HD, 1 claw attack, 1d4 damage, Save F6, Morale 8, 275xp.
- When harmed, she lets out a cry of alarm that summons beastmen from undiscovered parts of the cave complex, if there are any.

Insectoid Spawn

- Neutral, Move 90' (30'), AC as chainmail, 1 HD, 1 attack, 1d6 damage (or by weapon), Save F1, Morale 7, 10xp each.



House of Rejects

Two small groups of **beastmen** sleep in these caves. They are not well-liked by the others, because they... (roll 1d10):

1	are greedy and steal things.	6	dislike fighting humans.
2	are jerks.	7	eat sloppily.
3	are sexually domineering.	8	have strange religious ideas.
4	are slobs.	9	have weird-looking heads.
5	cover themselves in feces.	10	picked fights with the leader.

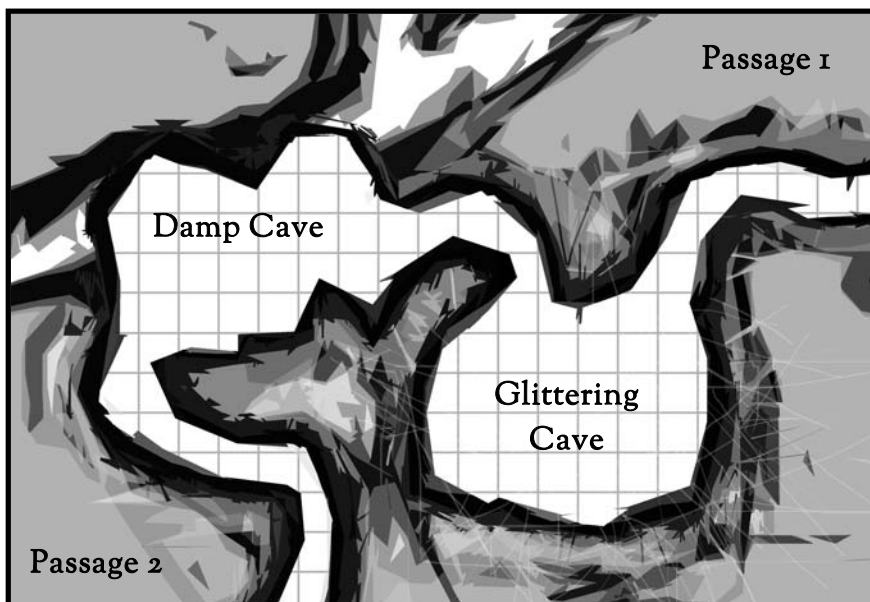
Four beastmen sleep in the cave that glitters with veins of fools' gold in the walls. **Three beastmen** sleep in the damp and dripping cave. Both groups have been rejected by the other beastmen, but they also hate each other. No matter what happens in either of these two caves, no matter what sounds can be heard coming from them, no one will come to investigate, not even the other reject beastmen immediately next door.

If it is night, there is a 1 in 3 chance that 1d4 beastmen are awake, otherwise, they are all asleep. **During the day**, there is a 1 in 3 chance that 1d4 are missing, otherwise all seven beastmen are here.

Entrances & Exits

- 1. There is one passageway leading to the glittering cave.
- 2. Another passage leads to the damp cave.

Determine which one is the entrance randomly, either may serve.



The Kitchen

Most of the cooking and eating is done in these two caves. There is always a fire during the day, and there is always smoke at any time, since there is no chimney here to let it out. During the day, there are **1d6 beastmen** and **1d6 insectoid spawn** preparing or consuming food. At night, these caves are empty.

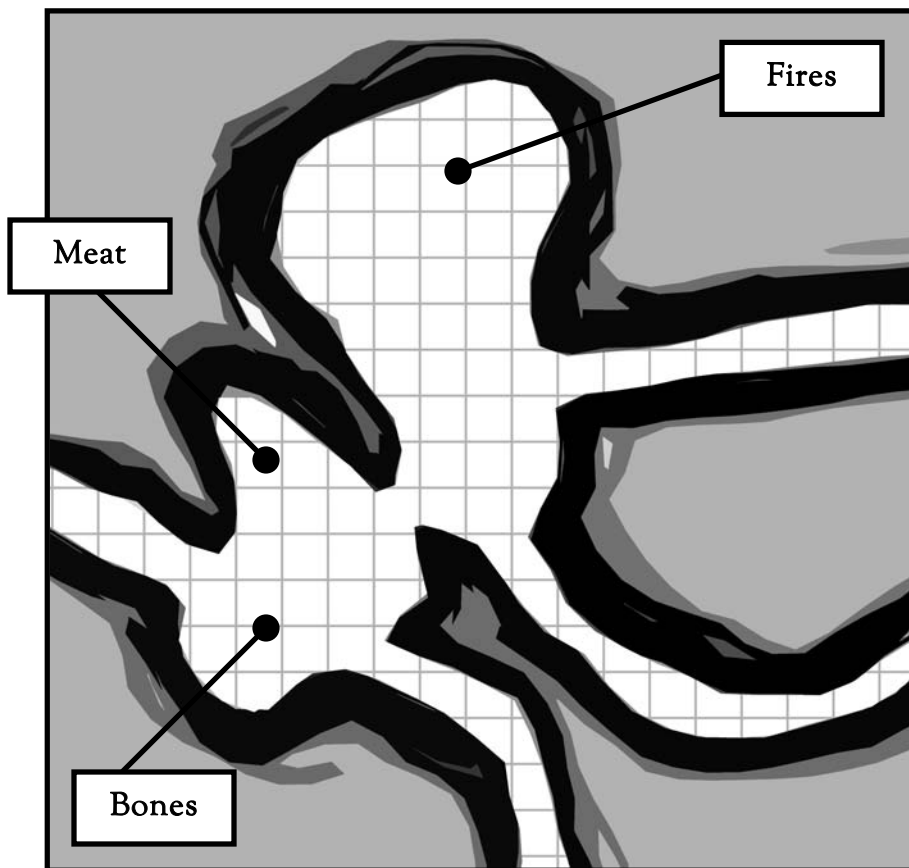
- Clatter of implements. • Oppressive smoke. • Smell of burnt meat.

Kitchen Supplies

There is a stockpile of cured meat, none of it of high quality—though most of it is human. There is also a pile of bones, also mostly human. The beastmen pick over this pile when they want to make things of an artistic or religious nature.

Entrances & Exits

There are four passageways leading to and from the kitchen. Any of them may serve as the entrance, determine which it is randomly.



The Lair of Brutus

These small caves are separated from the others by a 12 foot ledge at both ends. Not all of the beastmen can climb up, and so Brutus has claimed this as his fortress of solitude. He spends most of his time here, brooding.

Furnishings

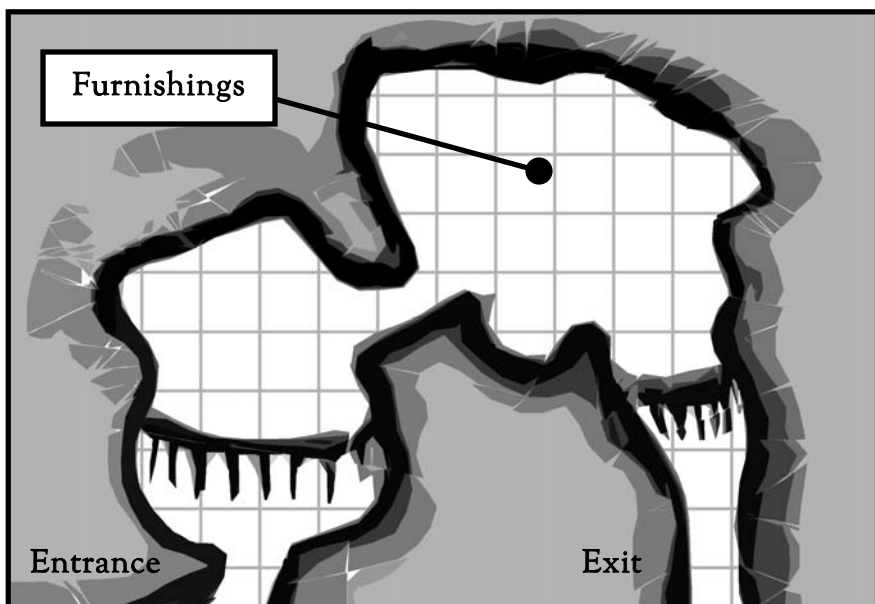
Brutus likes to carve **crude pieces of furniture**. He has already finished several chairs and a table, all of functional but poor quality. The other beastmen are scared of these objects, because furniture reminds them of their former servitude. Brutus also has a **thick blanket** for sleeping and some straw thrown beneath it—a more comfortable bed than any his fellow beastmen have ever known.

He also has the a small cache of other possessions stashed away here, including the following:

- A bag containing a collapsing telescope, a compass, a pocket watch (that is still in working order), and a Potion of Levitation.
- Seven scrolls, each with one spell on it, including: Knock, Light, Locate Object, Magic Missile, Sleep, Ventriloquism, and a scroll with Cure Light Wounds that works for magic-users instead of clerics.
- A small, wooden box filled with books, mostly classic pieces of literature. They are too battered and worn to be worth anything.

Entrances & Exits

The exit always leads to a random open exit unless there are none.



The Leader

With the head of a cat and the mouth of a cobra, the leader speaks words of fire and honey to his flock, and the beastmen follow after him. He has the body of a human female wrapped in the skin of a lizard, but he dresses like a man. He is the only beastman who has a full set of clothes, and his hands would pass for normal anywhere in this kingdom, or the next.

Venomous, unflinching, the confidence radiating from his body, the leader commands the other beastmen and they obey his will. Though he is full of rage and darkness, he knows how to heal their bodies and lift their spirits. He knows what to say to motivate them, and what games to play to bind them together as a single society, instead of a collection of incompetent wretches. How long before he leads them against the humans? Or does he do so already?

The Leader

- Chaotic, Move 120' (40'), AC as leather, 3+1 HD, 2 sword attacks or 1 venom attack, 1d8 sword damage or special, Save F4, Morale 10, 75xp.
- Can spit venom up to 20 feet or bite for 1d6 damage and inject venom. Target must **save vs. poison** or die (with a +2 bonus if struck by spit instead of bite).
- All beastmen have a morale of 10 when the leader is there to command them.

Possessions

The leader has the following items on his person:

- Bandages and ointment.
- Dagger (1d4 damage).
- Golden necklace worth 320gp.
- Hallucinogenic mushrooms.
- Rocks.
- Smelling salts.
- Snuff box containing narcotic herbs.
- Sword (1d8 damage).



Ritual Room

Old stone and vaulted ceilings appear very much intact. The sturdy brickwork has weathered the test of time. Arcane symbols adorn the old stone floor of the central room, and the smell of magic in the air is palpable. The two doors are sturdy but have been forced open in the past, as can be seen quite plainly.

Magical Amplifier

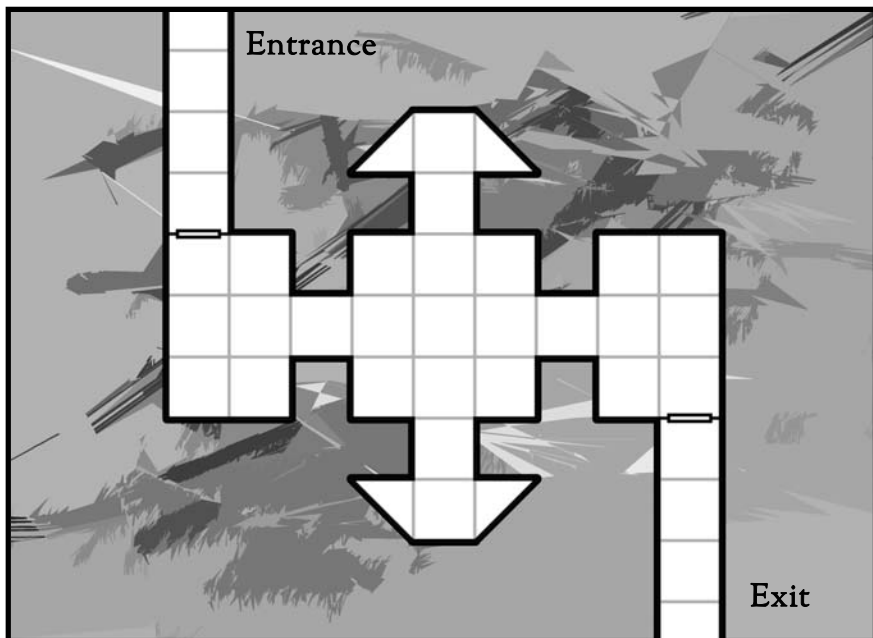
Any spell cast in the middle room has increased effect: double its area of effect, duration, number of targets, or results. Healing spells heal twice as many hit points. Anyone turned invisible in this room will stay invisible after they attack once or cast a spell—as if a second Invisibility spell takes effect at the exact moment the last wears off. Magic items also have double their magical effect: a +3 sword will grant +6 to attack and damage, and a shield +2 will improve AC by a total of 5, not 3.

There is a 1 in 10 chance, however, that any spell cast in this room will also become permanent, to some degree. A fireball spell will never stop burning, an ESP spell will give the caster permanent (and probably unwelcome) telepathy. The exact effects of this are up to the GM.

If someone should die in this room, there is a 1 in 6 chance that it causes a demon or monster to be summoned.

Entrances & Exits

The exit leads to the tomb of saints if it is not already on the map.



Shrine of the Beastmen

The beastmen have built a weird shrine to their twisted gods and their sense of religion. They do not know for sure what they are supposed to do, but strange, buried memories emerge into their minds from depths they are incapable of plumbing and compel them to worship *something*.

There are always **1d4 beastmen** here, supplicating a **massive idol** built from sticks and rocks and human bones, in the form of an animal god. They have placed 470gp worth of jewellery upon its head—loot stolen from people they have killed.

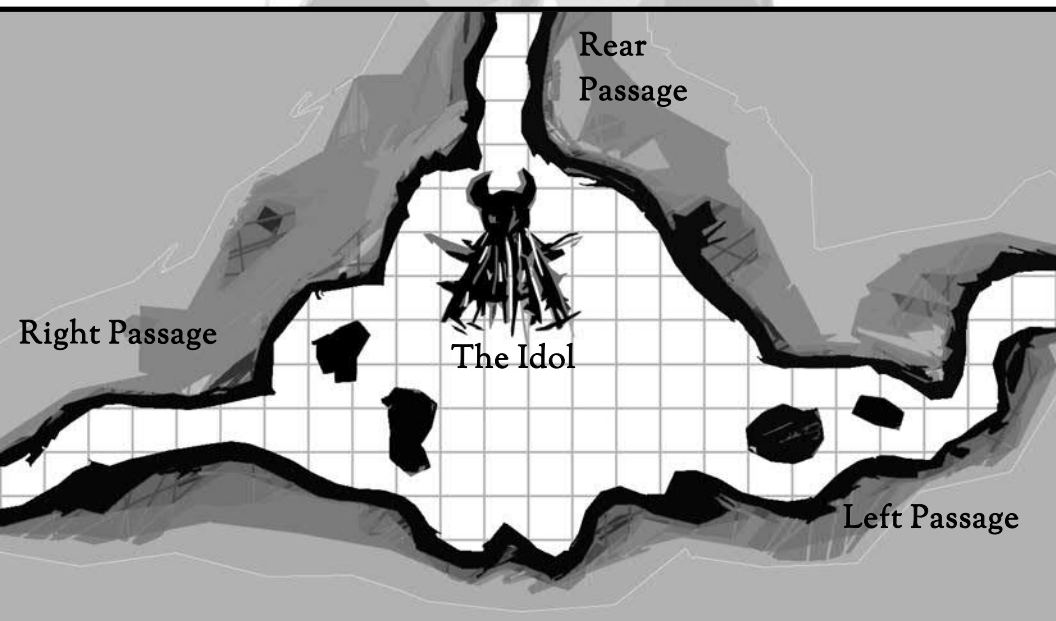
Entrances & Exits

There are three passageways that lead to and from this cave:

- 1. To the idol's left.
- 2. To the idol's right.
- 3. To the rear of the idol.

There is an equal chance that the entrance could be any one of them.

If there are multiple open exits on the map, not including the shrine of the beastmen, one of the two exist from the shrine connects to one random open exit.



Spawning Pool

The **hive queen** lies here, in a pool of water, surrounded by her eggs. She hates the light and becomes agitated if more illumination than a single torch is allowed inside these caves. She is always attended by **2d4 insectoid spawn**, and **1d4-1 regular beastmen**. If violence breaks out, the hive queen will command some of her eggs to hatch, birthing **2d6 insectoid spawn**. These premature spawn will each die 1d6 hours later.

- Chittering sounds.
- Musky stench.
- Splashing of water.

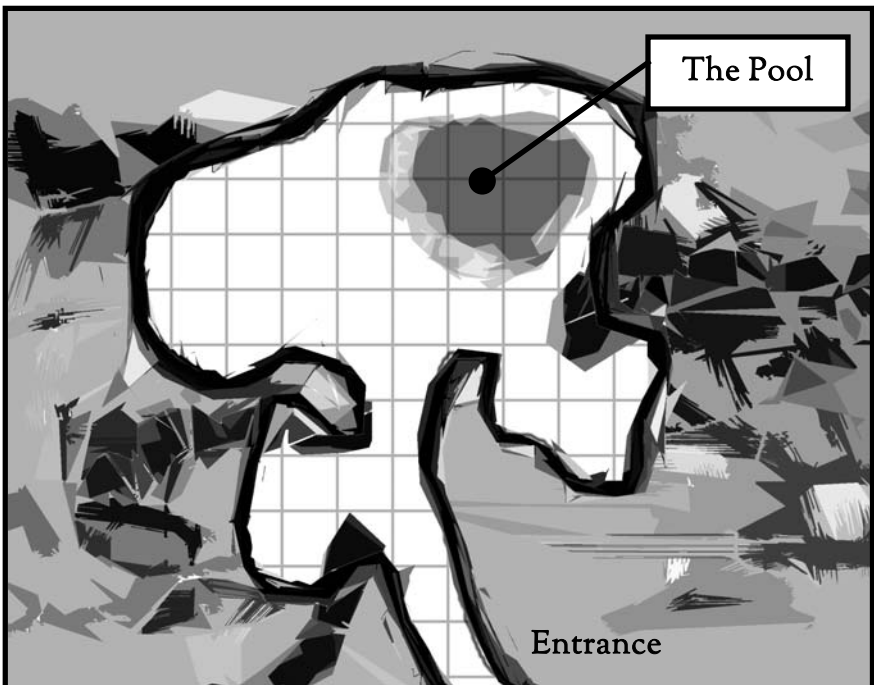
Shallow Water

There is a foot or so of **stagnant water** on the floor here, and some areas are very slippery. Anyone who rolls a natural 1 to attack slips and falls, taking 1 point of damage. Enemies have +2 to hit them while they are prone.

Treasure

The beastmen have adorned their queen with many **trinkets and pieces of jewellery**. There are two necklaces and one tiara in particular that gleam like real jewels. They are worth 2d6×100gp each if retrieved and returned to civilization. The other jewellery that can be collected is worth 1d6×100gp in total.

There is one entrance and no exits.



Tomb of Saints

This ancient tomb was once part of a fort that paid cult to the gods of evil, as a burial ground for their religious leaders. The now-abandoned temple above this tomb was built for the priests charged with keeping these undead “saints” from rising again and terrorizing the living. But now those priests are gone.

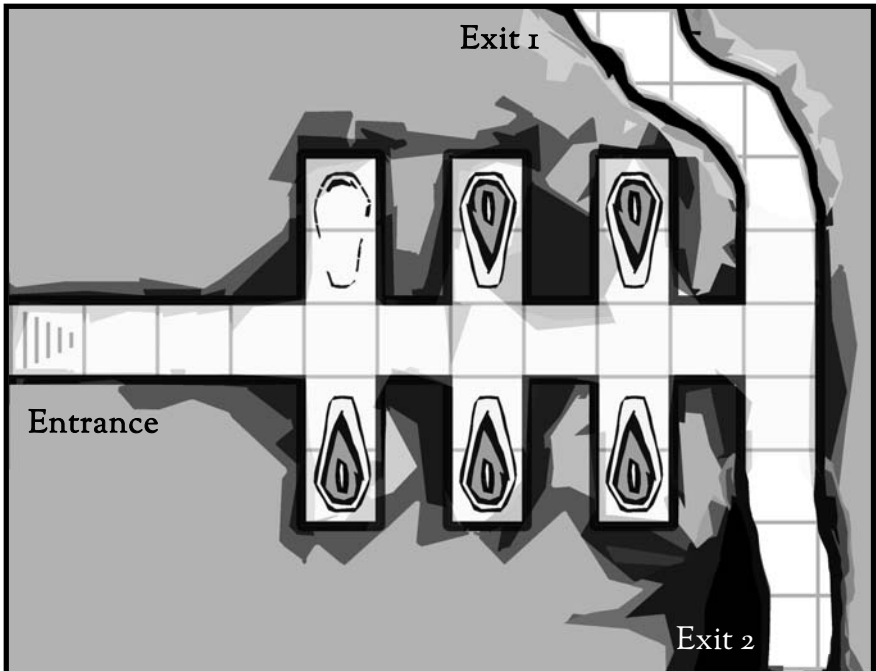
Five of the eight niches along the hallway still bear intact **sarcophagi**, covered in arcane symbols. Two niches have been destroyed by a natural cave and one niche still has the smashed remains of a coffin in it. Inside each coffin is one **ghoul saint**.

Entrance

Stairs lead down into the tomb. They were carved by hand ages ago. Any caves leading to the tomb bear evidence of being carved out by hand. The walls of the tomb are high-quality masonry, made from a strange, dark stone.

Exits

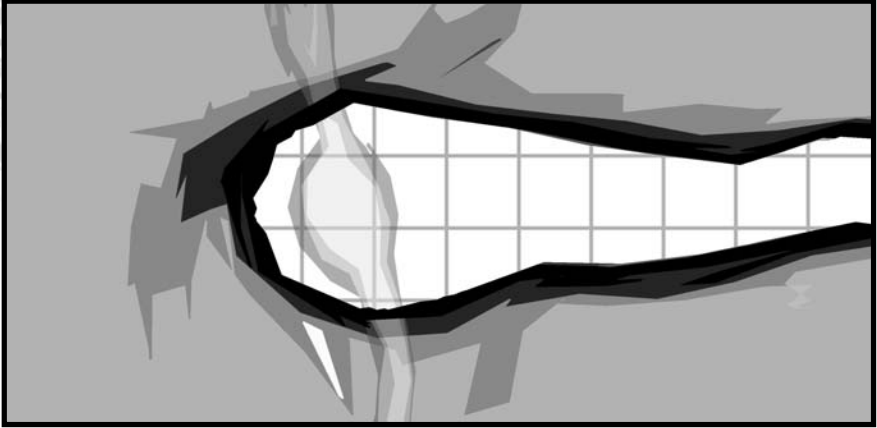
The two exits are the result of a natural cave winding its way through what used to be the final two niches of the tomb. The ceilings of these passages are very low.



The Underground Stream

A small **stream of water** flows across the rocks here. The water is drinkable.

There is one entrance and no exits.



The Werewolves

The criminal gang called the Werewolves used to go by a different name, but since they are also, quite literally, werewolves, that's the one they are best known by. They make a living robbing travellers in the next county over, which has a popular—but not *too* popular—trade route winding through it.

They heard rumours of animal attacks, and animal people, in Moreau County and decided to use that as cover. The way they see it, any trouble they get up to can be blamed on the beastmen, while they get away scot-free. They tied a rope to a tree next to the green room and they use it to climb down into the caves and hide their treasures beneath the bats in the chirping darkness. They are not afraid of the bats, but the beastmen are.

Werewolf

- Chaotic, Move 180' (60'), AC as chainmail, 4 HD, 1 bite, 2d4 damage, Save F4, Morale 8, requires silver or magical weapon to hit, 125xp each.
- Must save vs. poison or flee in the face of wolfsbane.
- They can change from human to giant wolf or wolf-man form at a moment's notice. If ambushed in human form, AC is unarmoured, normal weapons may hit.

Tactics

The Werewolves like to rob people, but don't much care to fight if they don't have to. If they encounter people with valuables, they will demand those valuables but let the people go unharmed, but will fight if they aren't outnumbered more than 2 to 1.

The Curse

These werewolves have inherited their shapechanging abilities, but anyone who loses half their hit points during a battle with them will be cursed with the more traditional lycanthropy. Every night of the full moon thereafter, they transform into a giant wolf or wolf-man in order to hunt and kill. They are not conscious when this happens.

You People and Your Random Tables

I can hear it already. “Why don’t you put numbers on your list of cave sections? Then we could use it as a random table...” God dammit! Fine, *you fucks*, here you go. I hope you die like a dog in the dungeon, eaten by ghouls, unable to move, forced to watch every agonizing moment.

Roll 1d20 to select a random section of the caves:

1	Abandoned Temple	11	The Green Room
2	The Ambush Cave	12	Guard Room
3	Cess Pit	13	House of Rejects
4	Cess Pit Passageway	14	The Kitchen
5	The Chirping Darkness	15	The Lair of Brutus
6	A Den of Beasts	16	Ritual Room
7	Ecstatic Chamber	17	Shrine of the Beastmen
8	Empty Cavern	18	Spawning Pool
9	Fetish Hole	19	Tomb of Saints
10	Fungus Garden	20	The Underground Stream

Roll 1d10 to select a random monster:

1	Beastman, page 9.	6	Hive Queen, page 21.
2	Beastman Elder, page 9.	7	Insectoid Spawn, page 21.
3	Beastman Guard, page 20.	8	Iridescent Slime Mold, page 17.
4	Brutus, page 11.	9	The Leader, page 25.
5	Ghoul Saint, page 18.	10	Werewolf, page 31.

Fine, I’ll put the other tables here, too. You can print these pages and ignore the rest.

Roll 1d6 for a cave corridor:

1	Pit: the next section is at the bottom of a pit, 1d8+2 yards deep.
2	Pit: the next section is at the top of a pit, 1d8+2 yards deep.
3	Tunnel: gradual downward slope to next section.
4	Tunnel: gradual upward slope to next section.
5	Tunnel: steep downward slope, or stair-like ledges, to next section.
6	Tunnel: steep upward slope, or stair-like ledges, to next section.

Roll 1d6 for fungus effects (lasts for 1d6 hours unless otherwise stated):

1	Confusion: reduced to complete idiocy for 1 turn.
2	Distorted eyesight: -2 penalty to ranged attacks.
3	Healthy fungus: Heal 1d6 hit points of damage.
4	Nausea: -2 penalty to attack rolls and other d20 rolls.
5	Poison: person eating this fungus gets sick and dies 1d6 hours later.
6	Stimulant: behave as if affected by a <i>Haste</i> spell.

Each turn the party spends in the caves, roll 1d8 to see if any beastmen show up, pursuing their own business:

1-4	No beastmen.
5-6	1 Beastman enters a section occupied by the PCs.
7	1d3 Beastmen enter an adjacent section.
8	1d6 Beastmen enter an adjacent section.

For each beastman encountered...

Roll 1d8 for their animal parts:

1	Arms.
2-3	Face.
4	From neck down.
5-6	From waist down.
7	Head.
8	Skin (human shape).

Roll 1d12 for the kind of animal they resemble:

1	Bear.	7	Horse.
2	Bird.	8	Hyena.
3	Bull or cow.	9	Lizard.
4	Dog or wolf.	10	Pig.
5	Elk.	11	Rat.
6	Goat.	12	Sheep.

Roll 1d6 to determine what they are doing:

1	Chanting, call and response style, and clapping their hands.
2	Dancing wildly in a circle around the central pillar.
3	Experiencing hallucinatory visions and babbling uncontrollably.
4-5	Orgiastic squirming and sexual rites.
6	Writhing on the floor, speaking in tongues.

If they are rejects it is because they... (roll 1d10):

1	are greedy and steal things.	6	dislike fighting humans.
2	are jerks.	7	eat sloppily.
3	are sexually domineering.	8	have strange religious ideas.
4	are slobs.	9	have weird-looking heads.
5	cover themselves in feces.	10	picked fights with the leader.

Roll 1d6 for their weapon:

1	Axe, 1d8 damage.
2-3	Large rock, 1d6 damage.
4	Spear, 1d6 damage.
5-6	Teeth and claws, 1d6 damage.

The End.