

DM

A Travel Stone Adventure

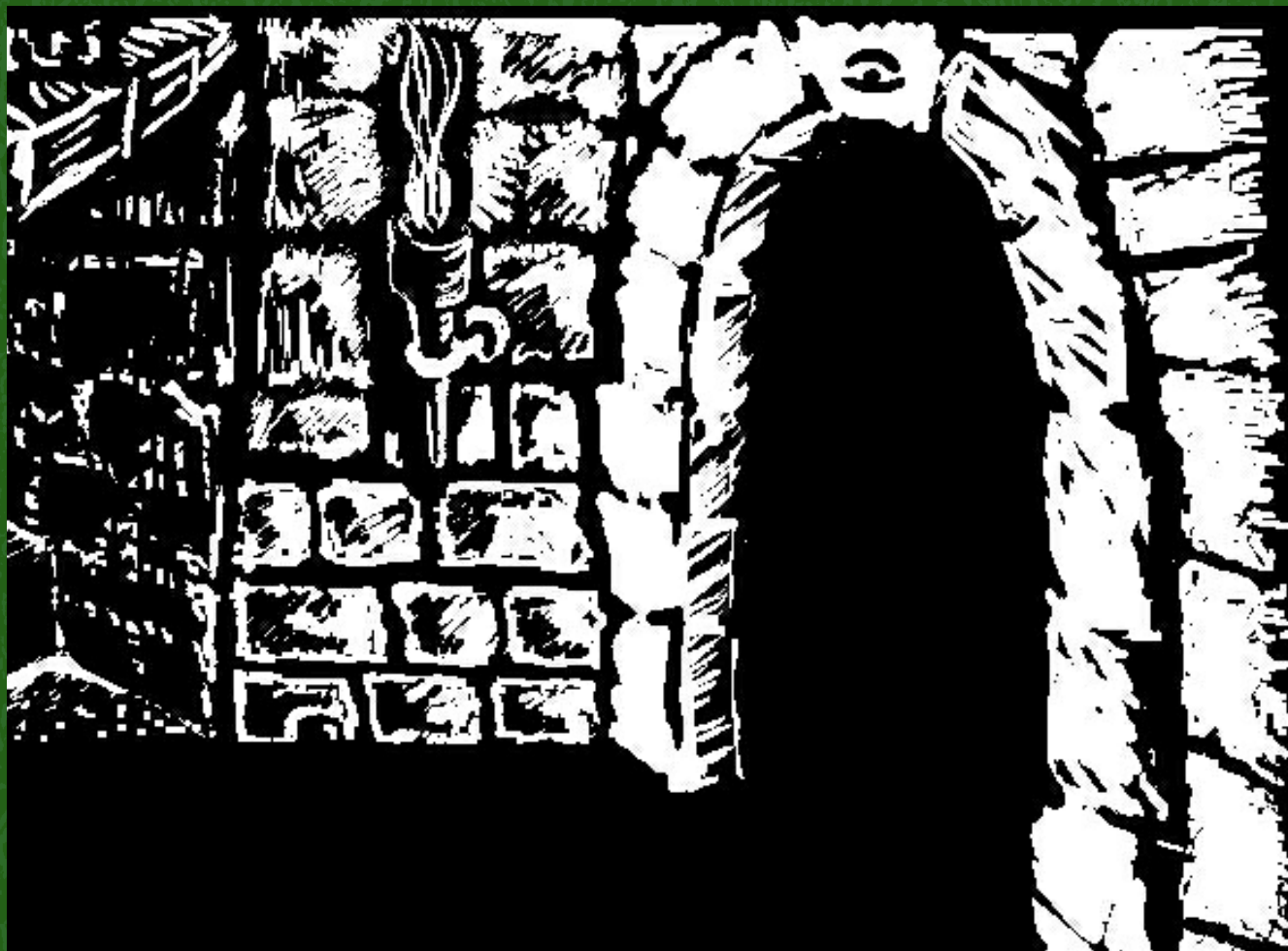
Dungeon Module DM2004

Gloomland

A Travel Stone Adventure

By Gregory B. MacKenzie

**A FANTASY GAMING AID FOR FENRIS 2D6
FOR CHARACTERS OF LEVELS 1-3**

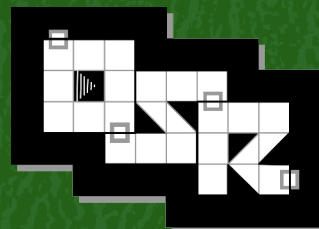


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This Fantasy Gaming Aid includes Maps and Descriptions of the Barony of Gloomland and a Foul Underground to be delved which beckons the explorer to heroic feats of dicing on the gaming table. Designed for Fenris 2d6 and enabling play to begin with minimal preparations.

You and your companions arrive through the Traveling Stones, the ancient Menhir. In your hands the secret graven stones which serve as the keys to unlock the ancient portals. Where and when is not as important as the quest that lies before you.

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DM2004

GLOOMLAND

A TRAVEL \$TONE ADVENTURE

By Gregory B. MacKenzie



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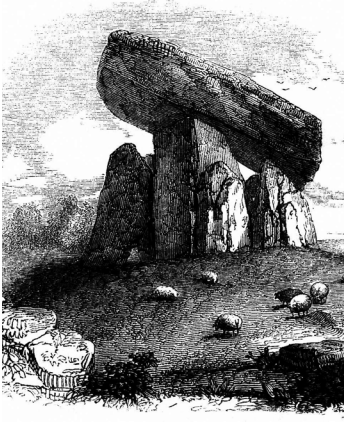




Dedication

To Erin D. Smale.

*Thanks for bringing realms of the fantastic to life again,
and for your enthusiasm, invaluable suggestions, and friendship.*



Instructions For The Referee (Ref)

Special Referee (Ref) instructions are displayed at the side of the main text. This information is intended only for the Referee (Ref).

The Introduction at right should be read to the players, or summarized in your own words. The adventure begins at the Menhir...

Pre-Game Preparation

Spaces are provided for each map key to be referenced with Content from the Gloomland Open Game Content Booklet. The Referee should take the time to prepare the adventure for game play by assigning Monsters and Treasure Hoards to each map key as they see fit. A map key can also be empty if so desired. The Ref may also design and assign their own content.

Each Player should complete a character sheet according to the rules of Fenris 2d6 and may use the pre-generated character statistics found in the Gloomland Open Game Content Booklet if they so wish.

If not enough players are present a single player may be allowed to play two characters.

Introduction

At the foot of the standing stone hill, near to the muddy road, the old man waited with a camp fire going in the dark of night and pouring rain. It was by no means a chance meeting of that you were sure for wizards have the knack of knowing the where and the when as they go about their business.

The old man who gave you the graven stones was almost certainly a wizard, for how else could he have got a fire going, and he did not smile when he passed the secret of the Traveling Stones for such mysteries are only handed down from the ages to a select few. Small pebbles, one for each companion, carved round with spirals and circles; which if held in one's hand, open the way from here to there.

"Beyond the standing stone lie fair lands and fortune but not without risk", or so the old man said as he spoke and broadly gestured to the standing stone upon the hill. The old lichen spotted stone was dark and wet, you looked at the warm pebble in one hand and closed your fingers around it, touching the standing stone with the flat of your other open hand...

You and your companions arrive through the Traveling Stones, the ancient Menhir. In your hands the secret graven stones which serve as the keys to unlock the ancient portals. Where and when is not as important as the quest that lies before you.

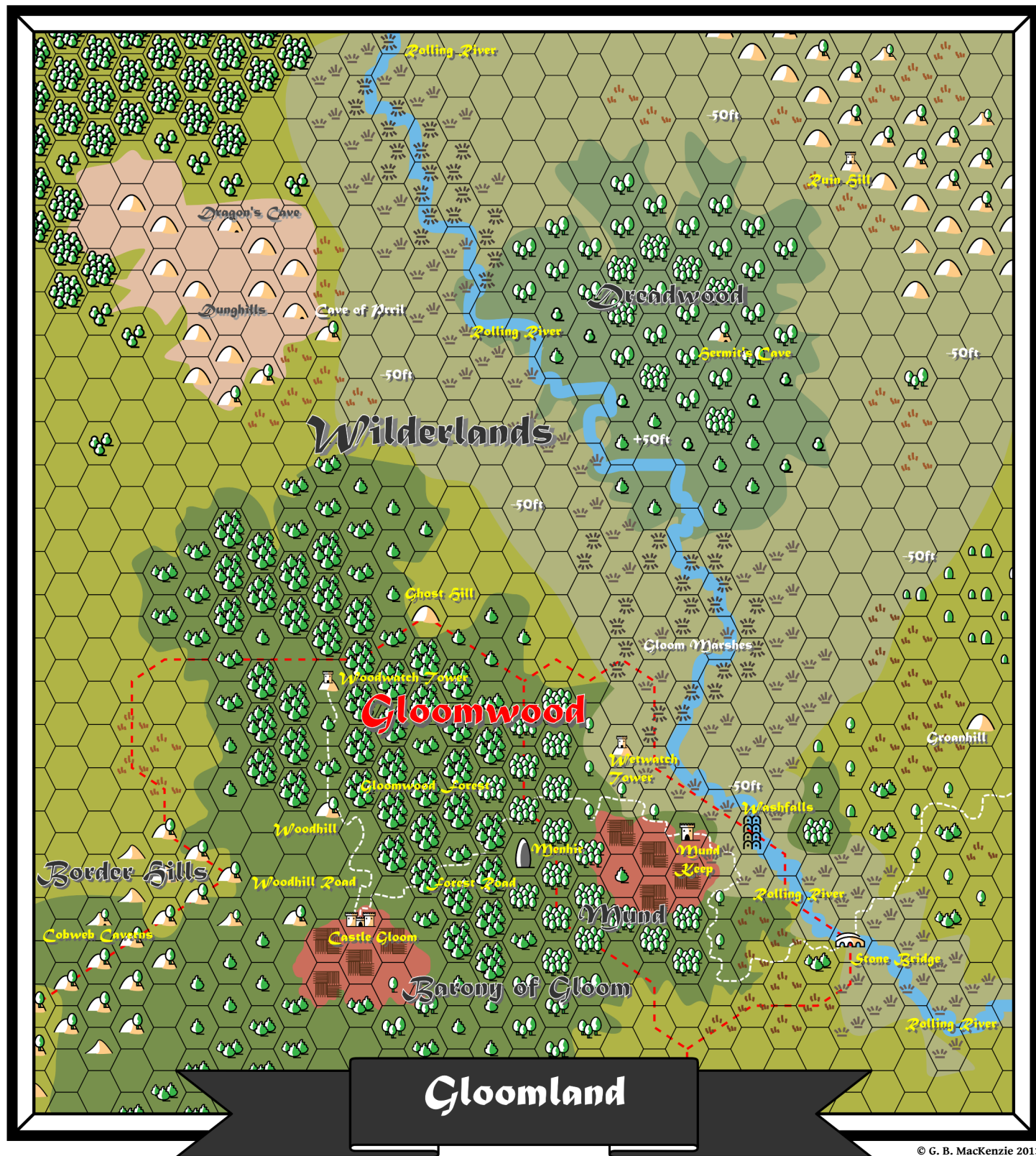
Gloomland, a dark border shire at the edge of the Wilderlands. Here Baron Richard Gurden has built a castle which has attracted a settlement of farming folk and the odd traveling merchant. To the east, a young knight, Edmund Longshanks has built a keep for himself just beyond the Baron's declared borders. Both men are the Vassals of the High King, sent here to quell this land and watch the northern border.

It is said that in his youth the Baron won his fortune far to the north, at the Dunghills, in the old Dragon Cave. Whispers of the riches which might be had, if you are brave enough, and bold enough, reach the ears of all Men-At-Arms and many have made the long journey northward. The Baron's soldiers guard the borders closely and those intent on plunder must pay the Baron's Tax for the privilege or suffer his displeasure.

Those who are in-the-know speak of a secret quest. Each returning Man-At-Arms is questioned and always the Baron asks, "Did you bring me the head?" It is said that the Baron offers a reward to those bold enough to risk their lives in the Dunghills for a Headless Ghost which was once found only on Ghost Hill has taken to wandering the Barony in search of it's lost head. It has taken the heads of several hapless victims. The Baron would like to lay the Ghost to rest but this can only be done by finding and returning the severed head to Ghost Hill.

Edmund Longshanks is of another mind entirely, he fears the expeditions may turn up some horror as yet unknown, and although the Baron is his Liege Lord, turns away those who would seek to plunder the Dunghills. Edmunds main duty to the High King involves watching the North Eastern Gloom Marshes but he has scouted the Dunghills and suspects more lies there than mere treasure for the taking, some slumbering evil best not disturbed.

Well, all this tale you know or you would not be here now...



Atlas Descriptions

Barony of Gloom

The Barony of Gloomland is the land which is ruled by the Baron Richard Gurden.

Mund

The Mund is ruled by Sir Edmund Longshanks. Baron Richard Gurden is his Liege Lord.

The borders of the Barony of Gloom and The Mund are outlined in red dashes. Within these borders monsters will seldom be found for both the Baron and his Vassal are watchful, patrol, and either drive away or defeat any such creature. Were it not for their protection the land might soon be overrun by horrors from the Dunghills, Gloom Marshes, Wilderlands, and Border Hills.

The Road

An ancient cobbled road winds through the land and it was built long ago by a people who lived in this region. It is marked by a white dashed line. The cobbles of the road are well worn but serviceable. This cobbled road runs from the eastern edge of the map and ends at Castle Gloom.

The Woodhill Road which runs northward, as the crow flies, from Castle Gloom is a corduroy road made of wood.

Border Hills

The westernmost border of the Barony of Gloom and cobwebs are often found drifting on the winds which pass from west to east and catch in the wooded slopes. It is said that terrible spiders habit the hills beyond the barony and all who are wise turn away. The Barons men patrol the low lying hills but seldom venture deeply into the wooded hills, and never camp near them after dark lest they be taken unaware.

The Cobweb Caverns to the west of the Border Hills are available as a separate product DM3001 for the Referee (Ref) to customize their own Dungeon.

Referee (Ref):

This is a very dangerous area for the wooded hills conceal terrible man eating spiders due to the lack of enthusiasm of the Barons men in rooting them out. Though seldom seen during the day, the spiders are attracted to campfires and will drag victims right out of their sleeping rolls. Any night encounter will always be a spider. During the day the spiders retreat to the shadows of the woods to hide from the sun. They are seldom if ever encountered in broad daylight.

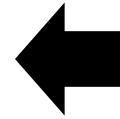
Monster: Black Widow Spiders of various sizes and maturity. Less mature spiders would be less formidable however, their poison would be just as potent. See the Bestiary for a full description of this spider.

Treasure Hoard: None, save what might be found upon the bodies of the Spider's victims. The Referee (Ref) can improvise these as they see fit. Most would be very common items and a few silver pennies.



Wandering Monsters

There are several Encounter Tables for Outdoor Wandering Monsters, but only one is used within the red dashed borders of the tamed area of the Barony of Gloom and The Mund and the other tables are for the wild areas outside the borders of Gloomland.

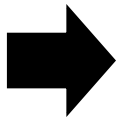


Monster & Treasure:

The following entries allow the Referee (Ref) to assign their own Monster and Treasure Key Numbers from the OGC Booklet.

Monster Key:

Treasure Key:



Monster & Treasure:

Monster Key:

Treasure Key:

**Baron Gloom's
Treasure Hoard**

The foundation of Baron Gloom's Wealth is the plundering of Grymtrix hoard at the Dragon's Cave. Since then he has spent much of it yet steadily increases his wealth by taxing adventurer's for the privilege of seeking their fortunes in the lands beyond his borders. The hoard is kept safely under lock and key on the first floor of the keep and there is only one entrance, a strong oak door which is padlocked; over 5,000 silver pennies may be found here, jewels and gems worth several thousand silver pennies, armor, weapons, books, scrolls, potions and more, all taken from the Hotun long ago by the Worm Grymtrix.

Castle Gloom

The seat of Baron Richard Gurden is a traditional Motte and Bailey Keep. A hard man with a rough hand, the Baron is quick to deal with any threat to his authority. Little escapes his watchful eye or ear. He knows that the prosperity of his Barony depends upon keeping the lands tame. Any dereliction of duty by his subordinates is punished. He expects his men to obey his orders without question. The road leading to the east is patrolled by his men to protect travelers, peddlers, and merchants.

The Baron has the important legal role befitting his rank and oversees all matters which require his attention. He is a fair judge but not completely impartial when a threat to his power, the Barony, or his line is concerned.

The Baron has been granted the lands adjoining the Rolling River by the High King. The Baron is eager to grant lands adjoining his barony to increase his reputation, power and standing with the High King. Of course any adjoining area must be tamed and any potential vassal prove themselves worthy. Thus far, the young Sir Edmund Longshanks Mund is the only vassal he trusts and treats as a near equal.

The Baron is warned of approaching enemies by the beacon fires lit at the Woodwatch Tower.

Referee (Ref):

Seldom will any Outdoor Monster ever be found here for the area is well patrolled. Not even the Headless Ghost will appear here. The Referee (Ref) may assign the Baron a Treasure Hoard to draw upon as a bargaining tool with player characters. Such a treasure is protected in a locked cell of the Castles Donjon and under guard.

The Baron's Tax

The Baron charges 10% tax on all finds made in the lands beyond his patrolled borders and he is swift to punish those who plunder the caves without payment. The offenders are thrown into his dungeon for 1d6 months, declared outlaws, and are then escorted to the border and warned not to return on pain of death.

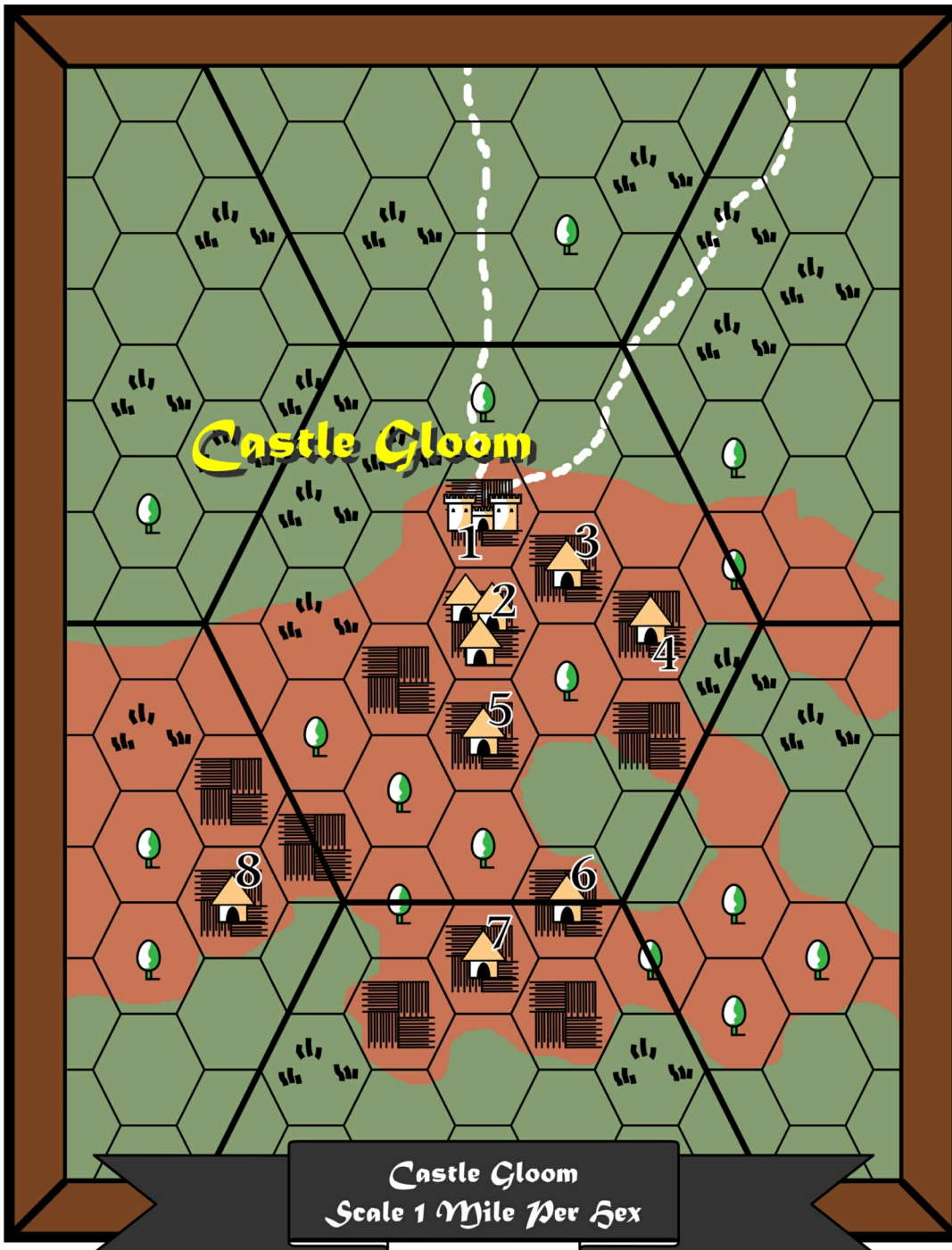
A Grave Adventure

The Baron has a special quest for those who venture to the North, for somewhere within the Dragon Caves is the Head of the Ghost which now haunts the borders of the Barony.

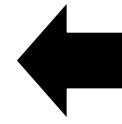
The Headless Ghost draws ever closer, and the Baron is eager to have done with it. To that end he is willing to grant land, 5 -10 Hexes adjoining his, 500 silver pennies, a Manor House, and a Kighthood, to anyone brave enough to lay the Ghost to rest. The recipient is expected to become the Baron's sworn man and accept the Baron as his liege.

To claim the reward the Head of the Ghost must be brought to the Baron before taking it to the Ghost Hill for burial. This is the only way the Baron can be sure it is the right one. The Baron will not explain whose head it is or why he will be able to recognize it. The head must be interned at Ghost Hill.





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Local Hex Map Template © 2009 The Welsh Piper



Castle Gloom:

This space is for the GM to enter their own information about Castle Gloom:

Castle Gloom Local Hex

The above map is an example of a local hex using the Local Hex Template of the Welshpiper Mapping System. Mapping templates are provided at www.welshpiper.com and at www.busygamemaster.com. The large hex in the centre of the map is at a scale of 5 miles which is further subdivided into 1 mile hexes. The 1 mile hexes could be further subdivided using the Local Hex Template to a scale of one fifth of a mile, 1056 ft.

Suggestion Regarding Hex Crawls. Using the example provided, when developing new terrain explored by the Player Characters, subdivide regional hexes to the desired scale for Hex Crawls, and require the Players to explore each hex, checking for encounters as they map each hex.

Gloomland A Travel Stone Adventure

As indicated by the taupe background colour and cultivation symbols, Castle Gloom and the farms are surrounded by agricultural fields and orchards. Beyond the fields are grasslands which are used for grazing sheep, and cattle. Oxen are used for farming, and most people keep chickens which wander freely. Wheat, flax, and wine are grown as cash crops.

Note the Castle symbol indicates the importance of Gloom Castle and is not meant to be a representation of the Motte & Bailey Keep.

The barony is prosperous, but it is only kept so because it is protected by the border patrols of the Baron's Knights and Men-at-arms who drive away foes. Any threat to the Baron's prosperity is quickly dealt with by the Baron Gloom.

Map Key

1. Castle Gloom, surrounded by farmland worked in common. Vegetables, wheat, barley, oats, flax, peas, and beans are grown here.

Note that Potatoes and Corn are unknown crops and not grown.

2. House of the Reeve, Baker, and the Alehouse run by the Baker, Chapel, Swineherd and Butcher, and Tithe Barn. Chickens wander here among the houses.

Cedric The Reeve supervises agricultural production and collects the tithes which are stored in the tithe barn. These are eventually collected and stored at Gloom Castle either in the Bailey Storehouse or in the Keep itself.

Old Gnarly the Baker is also the Brewer and his Alehouse is a meeting place where much gossip is shared over a pint of his best bitter. Here Bent Bob the Gravedigger and Tom the Tinker may be found swapping tall tales, local lore, and rumours. Sightings of the Headless Ghost at the Stone Bridge, its murders, and Baron Gloom's quest for it's missing head are publicly discussed at the Alehouse.

The Chapel the GM may develop as they see fit.

The Swineherd is also the butcher, a pig pen may be found near the butcher's house.

Plots of vegetables, and barley may be found here surrounding the houses.

3. Farmhouse and fields, Mangel Wurzl is grown here as feed for livestock, cattle graze nearby.

4. Farm with plots of vegetables. Sheep are grazing in the nearby fields under the watchful eye of a shepherd and his dogs.

5. Farm with plots of hemp (used in rope making), peas and beans, an apple orchard is nearby.

6. Farm with plots of vegetables and barley, an apple orchard is nearby.

7. Farm with plots of vegetables and flax, an apple orchard is nearby. Bee hives are kept here as well and they provide honey and wax.

8. Large Farm with Manor House and vineyards, vegetables, wheat, barley, oats, flax, peas, and beans are grown here.

These are but a few of the farms which may be found near Castle Gloom. The GM may detail as many local hexes as required.



Art from Wikimedia Commons

Above, farming in Gloomland's vineyards.

This space is for the GM
to enter their own
information about Castle
Gloom:



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The Design of Castle Gloom

The location of the motte & bailey was once the site of an ancient earthwork fort, but little can be seen of this former fortification for the Baron has had the land reworked to build the motte & bailey. Gloom Castle is a Motte & Bailey fortification. A stone keep sits high upon a raised bank, or motte. A wooden palisade of thick logs rings the top of the motte. A stream has been diverted to fill a water filled ditch (moat) which surrounds the motte & bailey. The bailey is also raised above the ditch, and this lower yard is surrounded by a sturdy wood fence. Mund Keep is of a similar design but the keep atop the motte is made of wood.

Map Key

1. Wooden Flying Bridge. This wooden bridge crosses the water filled ditch, or moat, and is designed to be cast down quickly at the approach of enemies.

2. Wood Gate & Fence. The bailey gate is made of wood, with a strong beam to hold it shut. Two 20' high wooden towers flank this impressive entrance and the gate is guarded day and night. No one may enter the Bailey without being challenged for it is well guarded by four men-at-arms on watch in the tower under the command of a knight.

On the Barons orders the gate is always shut an hour before sunset and it is not opened again until an hour after dawn.

The inner bailey is a grassy sward through which well worn paths run. The buildings within the bailey are made of wood and stone. Goats roam the sward within the bailey, and horses are sometimes let out to graze.

3. Chapel. This location the GM may customize to suit themselves.

4. Wood Gate & Fence. This second gate is made of wood, with a strong beam to hold it shut when so required. Two 20' high wooden towers flank this impressive entrance and the gate is guarded day and night by men-at-arms. No one may enter the Bailey without being challenged.

5. Lords Hall. The Baron and his household spend much of their time here in this pleasant hall or in the Great Hall of the keep. The Baron may often be found here with his knights.

6. Kitchen. Many good things may be found here for the Cook, his wife, apprentices, and servants prepare all the food for the inhabitants of Castle Gloom.

7. Barracks. 40 Men-at-Arms in the service of the Baron live here. They are pretty noisy when off duty, and the living arrangements are communal.

8. Blacksmith. The Blacksmith and his apprentices live and work here in the smithy.

9. Workshops. Craftsmen in the service of the Baron live and work here with their apprentices. Anything the inhabitants of Castle Gloom need can be made here.

10. Stables. 20 Horses are kept here.

11. Stores. Grain, and other materials raised from the people of Gloomland are stored here and in the keep. Dogs and cats keep the vermin away. The storehouse is guarded and an inventory of its contents are kept.

12. Flying Bridge. This wooden bridge crosses the water filled ditch, or moat, and is designed to be cast down quickly at the approach of enemies. This is the responsibility of the men at the second gate but they may only do so if ordered.

13. Steps & Wood Gate Tower. Steep stone stairs rise from the base of the motte to a wooden gatehouse high above. Unlike the other gate houses this one is made of very heavy logs and is doubly reinforced within. No one may enter the keep without being challenged. The gate is kept by two men-at-arms.

14. Palisade. The palisade walls are doubly made of heavy logs and the middle is filled with rubble and earth. A walkway runs the length of the interior, permitting men to fight from the wall.

15. Stone Keep. The keep has four floors and 20' watch towers on the roof. These are always kept manned for this is the highest vantage point of the keep and the signal fires from the watch towers (which warn of approaching enemies) can be seen from here. The entrance to the castle is protected by a drawbridge and portcullis. When the drawbridge is pulled up the castle's main entrance cannot be approached. The castle's entrance is guarded by a gatekeeper.

Rumours of Peril

Tom the Tinker knows part of the tale, it is said that in his youth, and folly, the Baron led a band of adventurers north to the Dragon Cave. There one of the adventurer's lost their head to the Medusan's. On returning although the body was buried with its share of the treasure it's spirit is restless. Over the years it has been seen and heard wailing in the distance but of late it comes ever closer to the Castle Gloom.

Old Gnarly the barkeep whispers of the Medusans. The Dark Headhunters, they only are seen at night, and turn to stone at dawn with the first ray of light, but be warned when dusk comes the stones come back to life. Many a good man has lost his head to them evil Headhunters.

Bent Bob the Gravedigger warns that to disinter the restless dead is to invite its ghost to rise. To lay a ghost, anything missing from a grave should be returned. Close the lid and throw a shovel full of dirt over the top, that'll put the spirit to rest.

Cave of Peril

The cave is the home of a Basilisk which turns any intruder to stone, or so they say.

Referee (Ref):

The Cave of Peril is a possible location for a Dungeon. The Referee (Ref) may place one here if they so wish, at the moment it is the home of a Basilisk.

Dragon's Cave

Once a terrible Dragon used this cave as its lair and laid the surrounding lands to waste. The cavern is now abandoned, or is it?

Referee (Ref):

The Dragon, the Worm Grymtrix, has long departed the Dragon's Cave for a new lair in the Cobweb Caverns but the former Dragon's lair is now a cave filled with unknown adventure and treasures. This is the entrance to the Dragon's Cave Dungeon, begin at Cave 1.

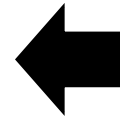
Dreadwood

The Dreadwood forest rises from the Gloom Marshes. It has a sullen look to it and the trees here are all conifers, pine. The forest is silent and quiet, strangely so, and no animals live there it seems.

Referee (Ref):

The loamy soil conceals bone and bits of armor, for once a terrible battle was fought here. The unquiet dead have risen from their graves and stalk the wood seeking vengeance. Sometimes rival bands of Skeletal warriors can be heard at night, fighting amongst themselves, continuing their argument into the afterlife, but now none know the reason.

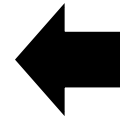
Check for Wandering Monsters – Outdoor in this area. Monster: Skeletons, Ghouls, and Zombies



Monster & Treasure:
The following entries allow the Referee (Ref) to assign their own Monster and Treasure Key Numbers from the OGC Booklet.

Monster Key:

Treasure Key:

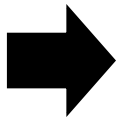


Monster & Treasure:
Monster Key:

Treasure Key:



Ref Check Roll,
for Wandering
Monsters.



Dunghills

Once the lair of a Dragon, the Dunghills still have an evil reputation for those that venture here seldom return. The hills are approximately 100 feet high.

Monster & Treasure:

Monster Key:

Treasure Key:

Note: All the hills shown, including the Dragon's Cave and Cave of Peril are part of the Dunghills.

Referee (Ref):

The Dunghills are really the results of the excavations of Kobolds deep within the earth. The Dunghills were forced upward when the Kobolds neared the surface. Seldom encountered this close to the Overworld some may occasionally be found here, sent from the fires by the King of the Kobolds to cool off, and are intolerant of surface dwellers whom they regard as inferior. Even the metals which weapons are made from the Kobolds regard as stolen property. This will make them extremely angry with any who bear them. The Kobolds cannot return to their King empty handed, thus they will demand tribute from any surface dweller and woe to any who refuse.

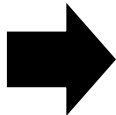
Referee (Ref):

Check for Wandering Monsters – Outdoor in this area.

Monster: Kobolds

Treasure Hoard: None

Ref Check Roll,
for Wandering
Monsters.



Forest Road

An ancient and very worn stone road through the forest. The stones are uneven, and the road has not been repaired in some time. Many say this road is haunted and all travelers hurry through so that they do not spend the night on the Forest Road.

Monster & Treasure:

Monster Key:

Treasure Key:

Referee (Ref):

The ancient road was built long ago and it's cobbles are worn from centuries of travel. Little is known of its builders but the lonely road has now become the haunt of an Evil Presence which waylays travelers at night. The Evil Presence never leaves the forest or strays far from the road.

Check for Wandering Monsters – Outdoor in this area.

Monster: Evil Presence

Treasure Hoard: None

Ref Check Roll,
for Wandering
Monsters.



At right an illustration of the Forest Road at night, by the milestone it is five leagues to Castle Gloom and there is peril upon the dark road.



Ghost Hill

From this hill on a clear day one can see the Dreadwood as far as the Hermit's Cave. Of course no one comes here on account of the headless screaming ghost which might be encountered. A headless body is rumoured to be buried here at the summit (True). There is a cairn of stones here which mark the grave site.

Referee (Ref):

Here the body of the Headless Ghost is buried in a wood coffin, less the head which is located in the Dungeon, Map Key (33) . There is also a Treasure Hoard, in an iron strongbox, buried with the body of the Ghost. Anyone that disinters the Body or Treasure Hoard will cause the Ghost to rise. At least an hour's digging is required to reach the wooden coffin and strongbox. As the grave is dug the skulls of the ghosts victims will be found. The Ghost will not appear unless the coffin is opened, moved, or the strongbox opened or moved. If any of these conditions are met the ghost appears and rises from the corpse. Otherwise, at the stroke of midnight the Headless Ghost rises from of the grave and searches for a head until dawn, it may be found almost anywhere in the Barony except for Gloom Keep or Mund Keep.

The Ghosts head must be interned here to lay it to rest. The skull must be placed in the coffin, the lid shut, and at least one shovel full of dirt thrown over the coffin lid.

See also Groanhill

Monster: Headless Ghost

Treasure Hoard: An Iron Strongbox containing 3000 Silver Pennies, 3 Magic Potions, a Papyri of Protection, Magic Armor, Magic Sword, and a Papyri which removes a Curse. Refer to the Open Game Content Booklet.

Gloom Marshes

A foul stinking marsh, thick with blackflies, mosquitos, leeches, and worse. The Marsh is a sunken area 50 feet below sea level. The Rolling River rushes over the falls and descends 50 feet to create this water logged region. The highest ground here is the Dreadwood. The full extent of the Gloom Marshes is shown on the Gloomland Map

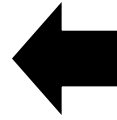
Referee (Ref):

Ghouls wander the Gloom Marshes making it a dangerous and horrid place. The sodden land is difficult to travel through and no one willingly comes here. The area was once a battle ground and many bodies lie preserved in the bogs surrounding the Dreadwood, a feast of centuries for the Ghouls who are not averse to a bit of fresh meat should any wanderer come their way.

Check for Wandering Monsters – Outdoor in this area.

Monster: Ghouls

Treasure Hoard: None

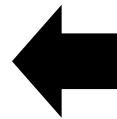


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Monster Key:

Treasure Key:



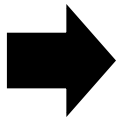
Monster & Treasure:

Monster Key:

Treasure Key:



Ref Check Roll,
for Wandering
Monsters.



Monster & Treasure:

Monster Key:

Treasure Key:

Ref Check Roll,
for Wandering
Monsters.



Gloomwood

The Gloomy shadowed forest after which Gloomland is named. The thick canopy of trees makes the Gloomwood rather dark except for the occasional shaft of bright light which pierces through to the forest floor. The Gloomwood has many deer and other fauna, but all stay away from the Forest Road.

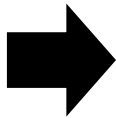
For the full extent of Gloomwood see the Gloomland Map.

Referee (Ref):

Although the Barony is quite safe, the Gloomwood continues to be a haven for the occasional monster. Check for Wandering Monsters – Outdoor in this area.

Monster: Skeletons

Treasure Hoard: None



Monster & Treasure:

Monster Key:

Treasure Key:

Groanhill

Upon this hill barrow mounds have been raised for the dead buried from some long ago battle. It is said that moaning and groans can be heard coming from deep below the ground. Traveller's are advised to stay well away. From atop Groanhill on a clear day Mund Keep, Wetwatch Tower and the Stone Bridge can be seen.

Referee (Ref):

Chanting is sometimes heard, as though it comes from within the mounds, an ancient funeral song for the slain in a forgotten language. The builders of the ancient road and Stonebridge buried their slain warriors here near the road. The mounds are all covered now, but their entrances may be found and the stones which cover them rolled away. Within lie only the bones of the dead and a few tattered burial shrouds. If the barrows are looted the Referee (Ref) may choose to assign an appropriate Treasure Hoard.

If the grave contains any treasure, looting the graves may raise the Ghosts of the Slain.

The Headless Ghost will appear here when it has not succeeded in finding and taking a head during its nightly haunt, and is most often heard wailing at dawn before it disappears. No one knows why it comes here, perhaps it has some association with the slain who lie within the barrows.

Monster: Headless Ghost, other Ghosts

Treasure Hoard: The barrows contain burials, grave goods, weapons, armor, cups and plates, all the things needed in the afterlife.

At right, an illustration of a barrow mound ringed with stones as tall as a man.



Hermit's Cave

A lonely cave far from civilization and once inhabited by a pious hermit, from here one can see as far as the Gloomwood, Dunghills, or to the Ruin Hill.

Referee (Ref):

A Hermit once lived here before madness and the undead of the Dreadwood drove him from the cave. Now he wanders the wilderlands, and is most often found in the marshes to the south.

Here, Medusans shelter from the sun for they cannot abide sunlight. They wait until nightfall and plan to return to the Dragon's Cave. Anyone they take captive they will escort to The Dragons Cave Map Key (33). The Medusans came across the stream on a raft which they have hidden in the woods near the river.

Monster: Medusans

Treasure Hoard:

Menhir – The Travel Stone

A Menhir built by an ancient and forgotten people. The Travel Stone is the means by which the Character Party arrive in Gloomland. The Menhir is at the centre of a quiet Forest Glade. The stone is near the path through the Gloomwood, but seldom visited.

Referee (Ref):

When the players have completed their adventure or simply wish to leave Gloomland, they approach the stone holding the key (Small pebbles, one for each companion, carved round with spirals and circles; which if held in one's hand, open the way from here to there), and they are magically transported to another adventure in a different land.

Mund Keep

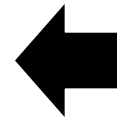
The seat of Edmund Longshanks, is a simple and austere Motte and Bailey style Keep. Sir Edmund devotes much of his time and resources to protecting the populace within the boundaries of his holding. Sir Edmund is mindful of the dangers of living on the borders of the High King's realm. However, this is his opportunity to advance himself, an opportunity he would not find elsewhere.

The High King has had Edmund build a tower from which to watch the lands that lie to the north. The Wetwatch Tower is outside the Barony's borders and soldiers are posted there at all times. They take their duty seriously. They have instructions to like a beacon to warn of approaching enemies.

Despite its gloomy surroundings Mund is a welcoming place, and Sir Edmund will often invite travelers to his table to share a meal and exchange news. The Keep although dreary on the outside is warm and welcoming within, and filled with cheer.

Referee (Ref):

Check for Wandering Monsters – Outdoor in this area.

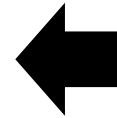


Monster & Treasure:

The following entries allow the Referee (Ref) to assign their own Monster and Treasure Key Numbers from the OGC Booklet.

Monster Key:

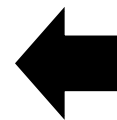
Treasure Key:



Monster & Treasure:

Monster Key:

Treasure Key:



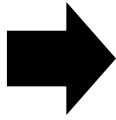
Monster & Treasure:

Monster Key:

Treasure Key:



Ref Check Roll,
for Wandering
Monsters.



Monster & Treasure:

Monster Key:

Treasure Key:

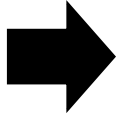
Rolling River

The Rolling River runs northward, descending over the Washfalls to the Gloom Marshes 50 feet below. it then pushes on northward effectively dividing the marsh from the arable Wilderlands to the west.

See the Gloomland Map for the full view of the river.

Referee (Ref):

The river is quite strong and will carry away anyone swimming far down stream before they can reach the far side.



Monster & Treasure:

Monster Key:

Treasure Key:

Ref Check Roll,
for Wandering
Monsters.



Ruin Hill

A lonely ruined watchtower built long ago by a forgotten people who's land this once was. Only weeds grow up now among the fallen stones.

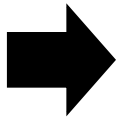
Referee (Ref):

Ruin Hill Represents the southernmost outpost of the ancient Kingdom of the Hotun. The ancient Hotun warriors still defend their outpost as undead Skeletons. They attack anyone who comes here as they did in life.

Check for Wandering Monsters – Outdoor in this area.

Monster: Skeletons

Treasure Hoard: None



Monster & Treasure:

Monster Key:

Treasure Key:

Stone Bridge

Here is an ancient stone bridge built long ago by a forgotten people. The bridge is sturdy and strongly built. It's cobbles are worn from the tread of many feet.

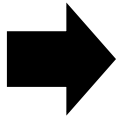
Referee (Ref):

The bridge is sometimes the haunt of the Headless Ghost. At night if anyone approaches the bridge from the east, the Headless Ghost is drawn here and stands in the middle of the bridge blocking anyone from crossing.

The victim's of the Ghosts many murders have been found here, missing their heads. The deaths have caused much talk and speculation in the Barony.

Monster: Headless Ghost

Treasure Hoard: None



Monster & Treasure:

Monster Key:

Treasure Key:

Washfalls

The noisy waterfall created by the Rolling River descends 50 feet to the Gloom Marshes below.

Referee (Ref):

Behind the falls is a small wet bandit cave where a Treasure Hoard is hidden. This hideout is used by local thieves to both hide from the law and stash their ill gotten goods. Its location is a secret.

Wetwatch Tower

This watchtower was built by Sir Edmund, and is manned by Men-At-Arms who watch for the approach of enemies from the North and East.

Usually, only one or two men are stationed here. They have instructions to light a signal fire atop the tower if enemies approach the Mund or the Barony. From this vantage point on a clear day Woodhill, Woodwatch Tower, Groanhill, Ghost Hill and the entire Gloom Marshes can be seen as far as Ruin Hill. Edmunds Men-at-Arms also have been instructed to light fires if they see the Woodwatch Tower light their beacon.

Referee (Ref):

Wolves prowl this area but stay away from the road, a few wolf skins hang here. At night the Wolves are bolder.

Check for Wandering Monsters – Outdoor in this area.

Wilderlands

The untamed lands beyond Gloomland Barony (outside the red boundary) are prowled by wild wolves and other creatures. The land is arable but undeveloped. The Baron and Edmund only patrol to their own borders.

Beyond the Northern border of the Barony of Gloomland lie the Wilderlands, see the map of Gloomland.

Referee (Ref):

Check for Wandering Monsters – Outdoor in this area.

Monster: Wolves

Treasure Hoard: None

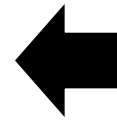
Woodhill

A pleasant tree covered hill 50 feet high. From this vantage point the Woodwatch Tower, Ghost Hill and Wetwatch Tower can be seen on a clear day.

There are the remains of fires, and signs of habitation, for this hill is often used as a stopping point by soldiers traveling between Castle Gloom and the Wetwatch Tower.

Referee (Ref):

Check for Wandering Monsters – Outdoor in this area.



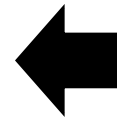
Monster & Treasure:

Monster Key:

Treasure Key:



Ref Check Roll,
for Wandering
Monsters.



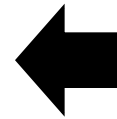
Monster & Treasure:

Monster Key:

Treasure Key:



Ref Check Roll,
for Wandering
Monsters.



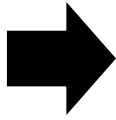
Monster & Treasure:

Monster Key:

Treasure Key:



Ref Check Roll,
for Wandering
Monsters.



Woodhill Road

A corduroy, "wood road" made with lumber from the Forest. The Baron built this road to speed the travel of his Men-At-Arms back and forth from the Woodwatch Tower. The road is very noisy when used by horses and carts.

Monster & Treasure:

Monster Key:

Treasure Key:

Ref Check Roll,
for Wandering
Monsters.



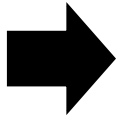
Referee (Ref):

Wolves prowl this area but stay away from the road, a few wolf skins hang here. At night the Wolves are bolder.

Check for Wandering Monsters – Outdoor in this area.

Monster: Wolves

Treasure Hoard: None



Woodwatch Tower

From this tower the Baron's Men-At-Arms keep watch over the North for approaching enemies. The tower is built upon a 50 foot hill, and is itself 50 foot high. On a clear day the watchmen can see as far as the Dunghills and the Ruin Hill. Three Men-At-Arms are posted here at all times with instructions to send a rider to Castle Gloom should enemies approach the Barony. The remaining men are to light the beacon which will warn the men in the Wetwatch Tower and Castle Gloom of the approach of enemies.

Monster & Treasure:

Monster Key:

Treasure Key:

Ref Check Roll,
for Wandering
Monsters.



Referee (Ref):

Wolves prowl this area but stay away from the road, a few wolf skins hang here. At night the Wolves are bolder. Occasionally, wolf tracks, and the hoof prints of deer may be seen upon the road where the animals passed from one side to the other.

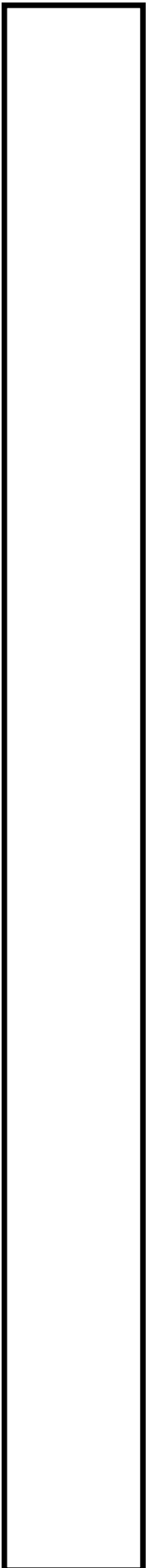
Check for Wandering Monsters – Outdoor in this area.

Monster: Wolves

Treasure Hoard: Crows pick up anything shiny left on the road, and scavenge for scraps of food, nevertheless one may find a silver penny dropped by a careless traveller. Arrows discarded by hunters may also be found.

At right an illustration showing the path rising up the hill toward the Woodwatch tower at its top.





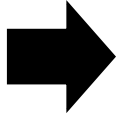


The Dungeon of the Dragon's Cave

The location of the Dragon's Cave is shown on the Gloomland Map. The map of the Dungeon, or Labyrinth, shows the interior details of the Dragon's Cave. There are several sub levels each off of the central shaft:

Descriptions Of The Dragon's Caves

The topics which follow are descriptions which match the numbered caves on the Dungeon Map. Monster and Treasure Hoards have been assigned to many of the caves. Room has been left for further development and the Referee (Ref) may assign, or re-assign content as they like to suit their own interests.



Monster & Treasure:

Monster Key:

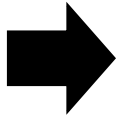
Treasure Key:

1. The entrance to the cave is littered with small rubble, upon closer inspection they appear to be fragments of statues, all smashed. The wind whistles here through the small rat hole to the east, and there is a smell of dampness to it. The ceiling is only 8 foot high here.

Referee (Ref):

The fragments of statues are the remnants of those turned to stone by a Basilisk, and then smashed to bits. If a Dragon ever made this cave it's lair there is no evidence of it remaining now. The Dragon, or Worm Grymtrix, would have been young to have used this cave but no less formidable.

The arrival of the Baron and his companions forced Grymtrix to find a new lair and so the Worm fled with as much of his hoard as he could carry off to a new hiding place in the Cobweb Caverns. Worms have a long memory and no doubt Grymtrix has not forgotten the Baron liberated some of his treasure hoard. Of course the Baron could not possibly carry off such a hoard and so some of it undoubtedly remains here in the dungeon waiting to be found.



Monster & Treasure:

Monster Key:

Treasure Key:

Ref Check Roll,
for surprise.



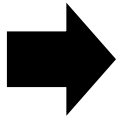
2. Old gnawed bones are stacked in one corner, some of them appear to be humanoid.

Referee (Ref):

Here some Cave Cannibals are lying in wait for prey.

Monster: Cave Cannibals

Treasure Hoard: A cloth sack contains 100 Silver pennies, and a Magic Potion which allows those who consume it to see in darkness.



Monster & Treasure:

Monster Key:

Treasure Key:

3. A large and rather ugly 4 foot toadstool nearly blocks the entrance.

Referee (Ref):

At the back of the cave is an old leather sack, it has a flint and steel lying beside it on the floor. Within the sack is a lantern filled with oil.

4. The height of this cavern rises to 40 feet in the centre. There are several stalagmites on the floor, and dangerous looking stalactites hang from the ceiling. Another ugly looking 4 foot toadstool grows near the northern wall. To the southeast the passageway whistles with the wind, it smells like fungi.

Referee (Ref):

The stalactites are indeed a hazard and may fall on anyone passing below them. Nearby, a Crawling Horror is lurking, its numerous mouths and appendages twitch in anticipation of a meal. It will attack anyone who enters the cave. In its gut, are coins and valuable gemstones.

Monster: Crawling Horror

Treasure Hoard: Coins and Gemstones in the gut of the Crawling Horror.

5. There is an old wood coffin here. Within it the desiccated and bearded corpse of a Warrior lies still clutching his broad sword to his breast. Although the corpse is not well preserved, the sword is not even rusty.

Referee (Ref):

There are runes on the inside of the coffin lid which state:

Guard well the Gate of the Gods old friend. No more loyal or valiant man there was than you.

Monster: None

Treasure Hoard: Sword, mail, a battered old helm, old leather boots, and 2 silver coins for the ferryman.

6. A rather damp cave.

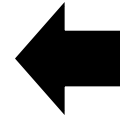
Referee (Ref):

The reader may assign their own content here.

7. Within the chamber a grate covers a 10 foot pit, the ceiling is covered with stalactites.

Referee (Ref):

There is a loose stalactite hanging from the ceiling, it is a hazard, and may fall upon anyone passing underneath it causing them injury. The pit is an oubliette, a place of forgetting, wherein some unfortunate soul was once thrown. At the bottom of the pit is a chest containing a Treasure Hoard. The grate is stuck fast and it won't be easy to remove it, (Players make a Check Roll).



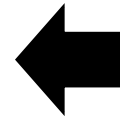
Monster & Treasure:

Monster Key:

Treasure Key:



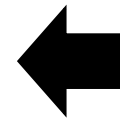
Ref Check Roll,
vs. Hazard.



Monster & Treasure:

Monster Key:

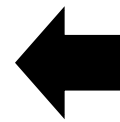
Treasure Key:



Monster & Treasure:

Monster Key:

Treasure Key:



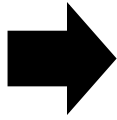
Monster & Treasure:

Monster Key:

Treasure Key:



Ref Check Roll,
vs. Hazard.



Monster & Treasure:

The following entries allow the Referee (Ref) to assign their own Monster and Treasure Key Numbers from the OGC Booklet.

Monster Key:

Treasure Key:

Player Check Roll,  vs. slipping on the stairs, only roll once per character.

8. A large central shaft descends into the darkness far below. Small bones and drops of dung litter the dark stairwell making it slippery enough to present the chance of falling into the water below.

The shaft is 260 feet from top to bottom. Above is a 40 foot vaulted ceiling while far below the last 30 feet is filled with water.

There is a 10 foot drop from Map Key (11) to the surface of the water. The sound of running water can be heard from the water pouring over the stairs at (9). It falls far below into the large reservoir at the bottom of the shaft. The reservoir of water drains off through subterranean cracks which keeps the shaft from filling up any further. The descending stairwell wraps around the wall but some of it has fallen away at Map Key (11).

Referee (Ref):

At the roof of the chamber is a dark web and at its centre is a large Black Widow Spider which waits to attack anyone who uses the stair. It is not easily seen and cunning enough to wait for prey to reach Map Keys (9) or (10) before attacking the last person in line as they descend the stairs.

Monster: Black Widow Spider

Treasure Hoard: If it is not hanging in the desiccated cobweb wrapped remains of victims hanging in the spider's webs any treasure has fallen to the bottom of the watery depths below.

Check Rolls, Hazard vs. slipping, and to open the portcullis.



Player Check Roll,  to open.

9. Water pours over the stairway creating infirm footing and presenting the risk of falling into the water below. The water has worn a green and slimy looking channel into the rock. Within, a rusted and slimy looking crank must operate the portcullis, the only thing is does it still work?

Referee (Ref):

Not even oil applied to the crank will un-jam the portcullis and the bars must be forced open. Through the bars a small room Map Key (12) can be seen.

10. The portcullis here and crank appear to be in working condition. A fresh oiling would make it work without squealing.

Referee (Ref):

The reader should determine if Wandering Monsters are attracted to the sound of the portcullis squealing. The chamber beyond Map Key (22) appears to be empty.

Ref Check Roll, Wandering Monster.



Player Check Roll,  to jump across.

11. If anyone wants to risk jumping across the gap they will have to take their chances, or fall into the water below. Someone has scrawled on the wall by the portcullis crank, "No Magic Here". Moaning can be heard from the caverns beyond.

Referee (Ref):

The moaning is caused by the mushrooms in the caves beyond this point.

12. Water runs from a narrow hole in the wall and across the floor. It is just possible to crawl through the hole to Map Key (17) but anyone doing so will get very wet.

Referee (Ref):

This room has a concealed Hazard, a pit in the centre of the floor. It is 10 deep and full of water.

The west wall of the room conceals a secret rotating door. The passageway beyond the secret door is quiet, deceptively so. In its middle is a sliding pit trap which drops anyone stepping onto the middle square into a 30 foot pit which has spikes at the bottom. The two adjoining squares also tilt inward once the centre has been stepped on, dropping anyone there into the pit as well.

13. There is a statue here of a woman facing the western passageway and it appears that someone has crudely removed the head. The shoulders have the remnants of sculptured hair, but on closer inspection the strands of hair are snakes. Several Skeletons are shackled and chained to the wall.

Referee (Ref):

If anyone approaches the statue the Skeletons come to life and pull their chains out of the wall. These they swing as weapons and attack those in the room.

Monster: Skeletons

Treasure Hoard: None

14. This room has a wooden door in the western wall. The door is locked but it has a keyhole and the room (15) beyond can be see through it.

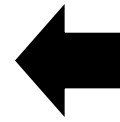
Referee (Ref):

The lock may be picked to open it or the door may be forced open. The reader may assign their own content here.

15. Something jams this portcullis gears, (it is a brass key which opens the door to Map Key 14. If it is freed, the portcullis crank will work and raise the portcullis). This room has a wooden door in the eastern wall. The door is locked but it has a keyhole and the room 14 beyond can be see through it.

Referee (Ref):

*The lock of the wooden door may be picked to open it (**Player Check Roll**) or the door may be forced open if the key is not found and used.*



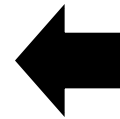
Monster & Treasure:

Monster Key:

Treasure Key:



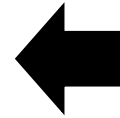
Ref Check Roll,
vs. Hazard.



Monster & Treasure:

Monster Key:

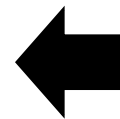
Treasure Key:



Monster & Treasure:

Monster Key:

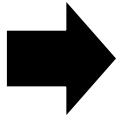
Treasure Key:



Monster & Treasure:

Monster Key:

Treasure Key:



16. The hallway is a dead end.

Referee (Ref):

Monster & Treasure:

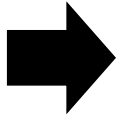
Monster Key:

Treasure Key:

*This room is concealed by a sliding block. Some among players may be able to observe the unusual stonework or otherwise discover that the block moves (**Player Check Roll**). It can be pushed into the room, but not pulled. As it is pushed away a Dreadful Ooze is revealed to have been lying under the stone.*

Monster: Dreadful Ooze

Treasure Hoard: None



17. The portcullis to this room is rusty and the handle will not turn. Fungi, 4 foot toadstools, grow in this room. Water flows into it from the north west corner and the pool of water is 4 foot deep.

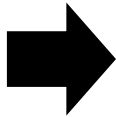
Referee (Ref):

Monster & Treasure:

Monster Key:

Treasure Key:

*The portcullis to this room is rusty and will only work if it is first oiled. The bars may be forced open with a **Player Check Roll**. At the bottom of the pool may be found scattered loosely silver pennies.*



18. A small island rises above the surface of the pool. The bones of several large fish lie in a heap beside an 8 foot giant toadstool. The ceiling of this chamber is 35 feet high in the middle.

Referee (Ref):

Monster & Treasure:

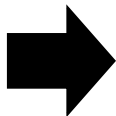
Monster Key:

Treasure Key:

*Lurking in wait behind the Toadstool is a Black Widow Spider. Within the toadstool is hidden a Treasure Hoard, (**GM make an Check Roll for surprise**).*

Monster: Black Widow Spider

Treasure Hoard: 10 silver pennies in the purse of a mummified dwarf corpse.



19. This chamber smells like fungi, for here are many toadstools ranging from 3 to 6 feet in height. Quick running water shoots into the room from a narrow impassible crack in the northern wall and flows into the pool with considerable force, capable of pushing someone into the pool. The portcullis to the south is is shut but the bars have been bent open.

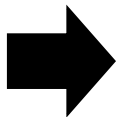
Referee (Ref):

Monster & Treasure:

Monster Key:

Treasure Key:

*Within the crack is hidden a Treasure Hoard, which may be fished out with care. It is just possible to squeeze between the bars of the portcullis or the barrier may be forced open (**Player Check Roll**).*



20. This room appears to be empty.

Referee (Ref):

Monster & Treasure:

Monster Key:

Treasure Key:

*This chamber conceals a secret rotating door in the eastern wall, (**make an Check Roll for players to discover it**).*

21. A rather large room, there are drag marks which show something was moved toward the secret door, (**make an Check Roll for players to discover it**).

Referee (Ref):

The reader may assign their own content here.

22. There are runes scrawled on the wall here, perhaps graffiti?

Referee (Ref):

*Someone has scrawled runes on the west wall, "look out for the pit". Of course if you get the translation wrong it might say "jump in!" (**Player Check Roll**).*

ΓΣΛ ΣΤ ΥΕΡ ΤΜ ΕΙΤ

23. In the southeast corner of this room is a 8' trash heap. In the centre of the room is an open pit it appears to be bottomless. The exits to this room each have a wooden door. The doors are locked but each have a keyhole and the rooms beyond, Map Keys (24), (25), and (26) can be seen through it.

Referee (Ref):

*The pit seems bottomless but actually magically transports a falling character to Map Key (11) without harm. The locks in the doors may be picked to open them or forced open, (**Players make an Check Roll**).*

Several Medusans lurk behind the trash heap waiting to attack.

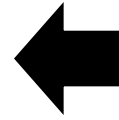
Monster: Medusans

Treasure Hoard: None

24. There is the head of a statue here, it is of a beautiful woman with hair like snakes. It sits on a four foot column.

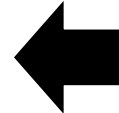
Referee (Ref):

*The head begins to scream if it is removed from the column and this may attract Wandering Monsters, (**Ref Check Roll**). Only if the head is returned to its place upon the statue in Map Key (13) will it stop screaming.*



Monster & Treasure:
Monster Key:

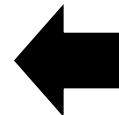
Treasure Key:



Monster & Treasure:
Monster Key:

Treasure Key:

ΓΣΛ ΣΤ ΥΕΡ ΤΜ ΕΙΤ
L(oe)k (oe)t for (th)e pit

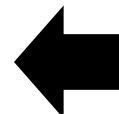


Monster & Treasure:
Monster Key:

Treasure Key:



Ref Check Roll
for surprise.



Monster & Treasure:
Monster Key:

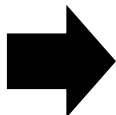
Treasure Key:

25. This room appears empty.

Referee (Ref):

Player Check Roll, 
a Saving Throw.

This room is filled with a poisonous gas whose short term exposure effect is to temporarily blind victims for a period of time. Prolonged exposure may result in death.



Monster & Treasure:

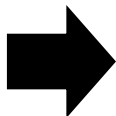
Monster Key:

Treasure Key:

26. A shadowy room with four pillars which reach to the ceiling.

Referee (Ref):

The reader may assign their own content here.



Monster & Treasure:

Monster Key:

Treasure Key:

27. The ceiling of this chamber is 45 feet high and stalactites hang above. Moaning can be heard from nearby, unbelievably the 4 foot high Toadstools are singing. If anyone approaches they become silent.

In the darkness lights, (which could be mistaken for torches) may be seen burning. On the floor are pieces of what can only be a very large egg shell, probably from some kind of lizard.

Referee (Ref):

Magic simply does not work in caverns Map Keys (27) through (40).

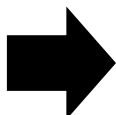
The seeming torch lights are the lures of Lure Beetles. The shell fragments belong to the Basilisk which has hatched and is now in cave 38.

The absence of the Toadstools singing (sounds like moaning) may cause Monsters to notice the sudden silence. Check for a Wandering Monster. There is a stalactite hanging from the ceiling, it is a hazard.

Monster: Lure Beetles

Treasure Hoard: None

Ref Check Roll,
for Wandering
Monsters.



Monster & Treasure:

Monster Key:

Treasure Key:

28. Water drips from the 40 foot ceiling and onto the stalactites. There is a stalactite hanging from the ceiling.

Referee (Ref):

Magic does not work here.

A Chameleon Viper lies invisible in waiting for an unsuspecting Lure Beetle to pass its way. It will strike at any movement.

The stalactite is a hazard and may fall on anyone passing underneath it causing an injury.

Ref Check Roll,
for Hazard.



Monster: Chameleon Viper

Treasure Hoard: None

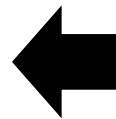
29. The ceiling is covered with stalactites. Water drips from the 20 foot ceiling onto a large stalagmite which rises from the floor to a height of 15 feet.

Referee (Ref):

Magic does not work here. The reader may assign their own content here.

Monster: None

Treasure Hoard: None



Monster & Treasure:

Monster Key:

Treasure Key:

30. This cavern glitters and reflects light for its walls are covered with a shiny rock. Dinner plate sized slabs of the mirror like rock have fallen from the walls onto the floor.

Referee (Ref):

Magic does not work here.

The shiny slabs of stone might be used to reflect the gaze of a Basilisk. The reader may assign their own content here.



Monster & Treasure:

Monster Key:

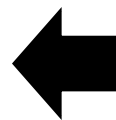
Treasure Key:

31. A shadowy alcove.

Referee (Ref):

Magic does not work here.

The reader may assign their own content here.



Monster & Treasure:

Monster Key:

Treasure Key:

32. Moaning can be heard from nearby, the 6 foot high Toadstools are singing! If anyone approaches they become silent. Bones litter the floor.

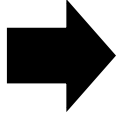
Referee (Ref):

Magic does not work here.

If the Toadstools stop singing Monsters may notice the sudden silence, (GM Check for Wandering Monsters).

Bones litter the floor for this room is also filled with a deadly poisonous gas which first causes sleep and then may cause death if the slumbering person never wakes. The gas is not harmful to Toadstools.

Ref Check Roll,
for Wandering
Monsters.



Monster & Treasure:

Monster Key:

Treasure Key:

33. This alcove has niches in the wall which contain skulls. The Medusans have been keeping the heads of their most renowned foes as trophies.

Referee (Ref):

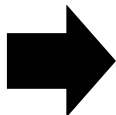
Magic does not work here.

There are dozens of skulls but only the magical one is the head of the Headless Ghost. If the skull is returned to Ghost Hill, and interned there with the rest of the corpse, the Headless Ghost will be laid to rest and trouble the Barony no more.

The Medusans keep the skulls of their slain enemies here as a sign of their power and status. Anyone brought here as a prisoner is meant to be intimidated. The fate of any prisoner is up to the Referee (Ref) however there is potential here for further adventure as the Medusans cannot venture into the Overworld during the day when the sun is shining. They may require a service, which the prisoner may be compelled to perform.

Monster: Medusans

Treasure Hoard: Nothing, Medusans only value skulls taken in battle.



Monster & Treasure:

Monster Key:

Treasure Key:

34. There are stalactites hanging from the 20 foot ceiling.

Referee (Ref):

Magic does not work here.

The stalactite is a hazard and may fall on anyone passing underneath it causing injury, (Ref Check Roll for Hazard).

35. Torches and lanterns extinguish for no reason and cannot be relit here. The sound of knocking is also heard.

Referee (Ref):

Magic does not work here.

The knocking will lead to the skull of the Headless Ghost at Map Key (33).

Monster: Knockers

Treasure Hoard: None

Ref Check Roll,
for Hazard.



36. A rather large and ugly 8 foot toadstool grows here.

Referee (Ref):

Magic does not work here.

The Toadstool conceals an iron box containing 100 silver pennies.



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37. A small alcove.

Referee (Ref):

Magic does not work here.

The reader may assign their own content here.

38. Water drips from the ceiling stalactites and onto the floor and then flows out of the cave south. A large 6 foot toadstool stands nearby, around its base a lizard-like creature is curled .

Referee (Ref):

Magic does not work here.

The toadstool provides refuge from the dripping water for a Basilisk which is using this cave as its lair, and it doesn't like to be disturbed.

Monster: Basilisk

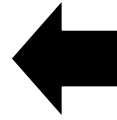
Treasure Hoard: In a locked iron chest; a Magic Amulet of Protection, 500 silver pennies, a Magic Elvish Long sword.

39. There are stalactites hanging from the 20 foot ceiling.

Referee (Ref):

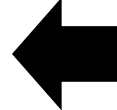
Magic does not work here.

The stalactite is a hazard and may fall on anyone passing underneath it causing injury, (Ref Check Roll for a Hazard).



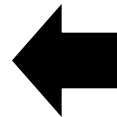
Monster & Treasure:
Monster Key:

Treasure Key:



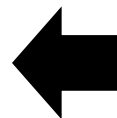
Monster & Treasure:
Monster Key:

Treasure Key:



Monster & Treasure:
Monster Key:

Treasure Key:

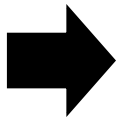


Monster & Treasure:
Monster Key:

Treasure Key:



Ref Check Roll,
vs. Hazard.



40. This room smells bad, water trickles into this cave from Map Key (38) and pools on the floor.

Monster & Treasure:

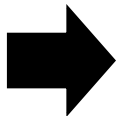
Monster Key:

Treasure Key:

Referee (Ref):

Magic does not work here.

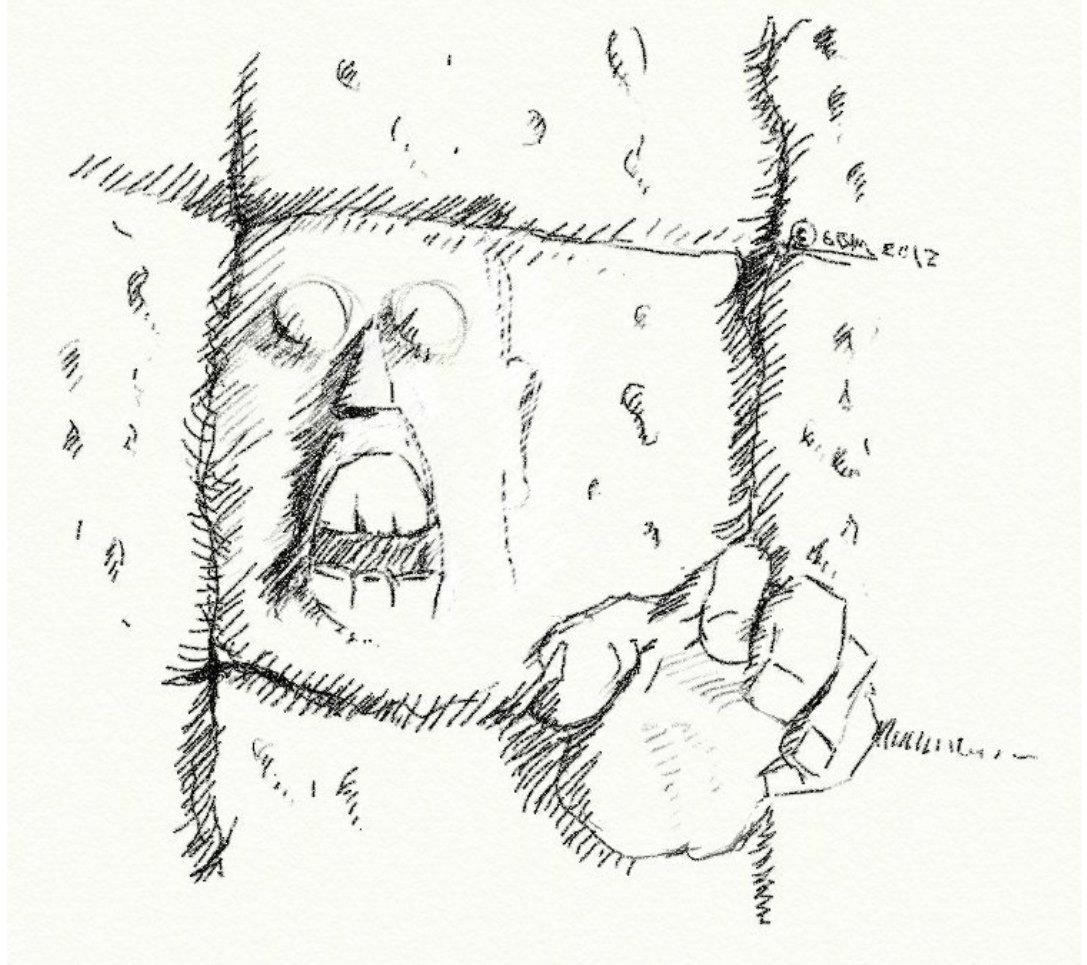
The reader may assign their own content here.



GM Notes:

This space is for the Referee to make notes about the Dungeon of the Dragon's Cave.

At right, a Wall Golem reaches out from the stone wall...



Wandering Monsters In The Dungeon

Wandering monsters play an important role in any Dungeon. Gloomland has customized encounters for the Dungeon of the Dragon's Cave. [Names] in brackets refer to *sub-tables*. Roll on the tables and sub-tables below as required:

d20	Wandering Monsters Description
1-3	[Sound] is heard in the distance to the [Direction].
4	Something drips from cracks in the ceiling for the next 1d6*10 feet for 2d3+1 turns. It is [Substance]
5-6	Undead, [Undead]
7	There is a sudden feeling of chill and malaise, Torches and Lights flicker and [Light].
8	Knockers, the sound of tapping leads in the direction of the nearest treasure but the knocking only lasts for 1d6 turns.
9-10	Cave Cannibals
11	Giant Bang Beetles crawl upon the [Location]
12	Giant Black Widow Spider(s) crawl along the [Location]
13-14	A Crawling Horror gibbers and howls as it squirms toward you.
15	A single Dreadful Ooze lies nearby.
16	Blood Flies buzz along looking for a feast.
17	From cracks in the stone walls Gas seeps out and forms a cloud 1d3 squares x 1d3 squares x 10 feet high, duration 1d6 rounds), [Gas]
18	[Kobold]
19-20	A Head of Ill Portent trails the characters.

d6	Direction
1-2	north
3	west
4-5	east
6	south

d6	Gas
1-2	poison 1d3 damage per round of exposure
3-4	sleep 1d3 turns
5-6	paralysing 1d3 turns

d6	Kobolds
1-5	Kobolds come marching along. They sing [Song]
6	There is a loud bang and Kobolds appear out of a cloud of smoke. They shout [Say]

d6	Light(s)
1	extinguish
2	nearly extinguish
3	burn furiously for a moment
4-5	sputter giving intermittent light
6	extinguish completely for 1d2 rounds and then suddenly alight

d6	Location
1	left wall
2-4	floor
5	ceiling
6	right wall

d6	Motivation
1	roam the darkness in search of the living.
2	shamble toward you their eyes gleaming with hatred.
3	wail piteously and rattle the shackles which bind their limbs
4	drip with [Substance], they look as if they drowned in it.
5	drag a metal box they are chained to.
6	with chains pull a giant stone behind them, blocking the passage.

d6	Say – Kobold's
1-2	Thieves! They must be here to steal the Royal Diamond!
3	Thieves! Metal Thieves!
4	Stop where you are!
5-6	Halt, you have entered the realm of the King of the Kobolds!

d6	Song – Kobold's
1-2	Poke them with a pitchfork! Roast them on a spit! They stop and shout, Thieves!
3-4	Oh give me a home where no Overlander's roam and the brimstones are burning all day! They stop and shout, Overlanders!
5	Fight! Fight! Fight!
6	Where oh where can our Spider be? Oh where oh where has it gone? They stop and shout, Intruders!

d6	Sound
1	Moaning
2	Tapping
3	Chains rattling
4	Grinding
5	Laughter
6	Howling

d6	Substance
1-2	Acid, the drips cause 1d6 damage to any who touch it and fail their Saving Throw vs. Acid. The acid damages weapons and armor reducing their effectiveness -1.
3	Black blood, a poison, the drips causes a chaotic battle madness to any who fail their Saving Throw vs. Poison. Characters must attack any foe sighted within the next 1d6 turns but they gain a +1 die roll modifier for 1d6 rounds.
4	Water drips, it is cool and clean.
5	chor drips and forms a sticky web which blocks passage. Touching it entangles someone if they fail a Strength Check vs. Hard to escape. Any Character caught in the webs must make a successful Strength Ability Check vs. Hard to free themselves from the sticky Ichor. It takes 1d3 rounds to free a stuck Character.
6	Sewage drips and there is a risk of catching a disease from it on failing a Saving Throw vs. Disease. The disease makes the character sick for 1d6 days and they cannot undertake any activity in that time. Incubation period is 1d6 hours.





The proud and barbarous Hotun warriors of the Ruin Hills keep watch over their lands.

Outdoor Wandering Monsters

Outdoor Wandering Monsters are created differently for the Tame Areas of the Barony and the Wild Areas of the Border Hills, Dreadwood, Dunghills, Gloom Marshes, and the Wilderlands. The area within the red dotted boundary of the Barony is far safer than the lands without due to the efforts of the Baron's and Sir Edmund's patrols to drive out any monsters. While the patrols do venture out beyond the borders of the Barony their presence is intended to ward off foes and they seldom drive off enemies unless they are within three hexes of the Boundary of the Barony of Gloomland.

Whenever you need a Wandering Monster consult the appropriate tables:

Barony

Border Hills

Dreadwood

Dunghills

Gloom Marshes

Ruin Hill

Wilderlands

Roll the encounters on the tables below. [Names] in brackets refer to sub-tables, which means if you see a name in brackets you must also roll on the sub-table, keep in mind there is only one Headless Ghost!

The Barony

Table: The Barony, Roll: 3d6

3d6	Barony of Gloomland Wandering Monsters
3	The Headless Ghost.
4	A sudden gust of wind blows out fires.
5-6	Short downpour of rain.
7	A flock of crows gather overhead, calling an alarm, then fly away.
8-17	Men-At-Arms Patrol
18	Head of Ill Portent

Table: Composition of the Patrol, Roll 1d6

d6	Barony of Gloomland Patrol
1-4	Sir Hinde and 20 Men-At-Arms humans. The Patrol are mail clad horsemen and armed with lances, shields, and swords.
5-6	Sir Willow and 10 Men-At-Arms humans. The Patrol are mail clad horsemen and armed with lances, shields, and swords.

Table: The Patrol, Roll 1d6

d6	Barony of Gloomland Patrol Asks
1-3	ask your business in these parts. If they don't like your answer they arrest you on the spot and escort you to Gloom Keep.
4	ask your business in these parts and warn you to stay away from the border hills on account of the giant spiders there.
5	ask your business in these parts and tell you if you are seeking the Cobweb Caverns to take the long way around the Border hills to avoid the Giant Spiders.
6	ask your business in these parts and if you are seeking the Dragon Cave tell you that to venture there you must speak with the Baron before you set out northward.

The Border Hills

Table: The Border Hills, Roll: 3d6

3d6	Wandering Monsters Border Hills
3	A desiccated [Corpse] corpse lies upon the ground its mouth open in a soundless scream. If searched it has [Stuff]
4-8	A desiccated [Corpse] corpse swings from the trees, it is bound in spider silk and its head sags upon its chest. If searched it has [Stuff]
9-10	Wolves trail you just outside of missile range. They attack in 1d6 turns.
11	Giant Lure Beetles flash their lures in hope of a meal.
12-13	[Undead] stumble toward you from the [Direction] they are partially wrapped in spider silk, once victims of the Spiders.
14	light strings of Cobwebs drift eastward with the breeze
15	Giant Black Widow Spiders turn and scuttle away to the [Direction]
16	From the [Direction] Giant Black Widow Spiders scuttle towards you and attack.
17	Men-At-Arms Patrol
18	Medusans, turned to stone.

Table: Composition of the Patrol, Roll 1d6

d6	Border Hills Patrol
1-4	Sir Crabbe and 20 Men-At-Arms humans. The Patrol are mail clad horsemen and armed with lances, shields, and swords.
5-6	Sir Morel and 10 Men-At-Arms humans. The Patrol are mail clad horsemen and armed with lances, shields, and swords.

Table: The Patrol Roll 1d6, The Patrol:

d6	Border Hills Patrol Asks
1-3	ask your business in these parts and warn you to stay away from the border hills on account of the giant spiders there.
4	ask your business in these parts and tell you if you are seeking the Cobweb Caverns to take the long way around the Border hills to avoid the Giant Spiders.
5-6	ask your business in these parts and arrest you on the spot if you do not have the Baron's permission to be there. You are escorted to Gloom Keep.

Table: Undead, Roll 1d6

d6	Border Hills Undead
1	Ghouls
2-6	Skeletons

Table: Corpse, Roll 1d6

d6	Border Hills Corpse
1	Human
2-5	Goblin
6	Medusan

Table: Direction, Roll 1d6

d6	Border Hills Direction
1-2	north
3	west
4-5	east
6	south

Gloomland A Travel Stone Adventure

Table: Stuff, Roll 1d6

d6	Border Hills Stuff
1	1d6 silver coins.
2	a helm and mail armor.
3	a backpack with a lantern and oil in it.
4	a dagger in its boot
5	a map to the Cobweb Caverns on the other side of the Border Hills.
6	a flint and steel

The Dreadwood

Table: The Dreadwood, Roll 1d20

d20	Wandering Monsters Dreadwood
3	The Headless Ghost appears.
4	The trees creak and moan for 1d3 turns.
5-8	Out of the shadows [Undead]
9-10	Wolves attack if they outnumber the characters. Otherwise they stay out of missile range and follow for 1d6 turns before disappearing into the gloom.
11	Cobwebs hang from trees here, Zombies are wrapped up and hang in the webs, still wiggling. A Giant Black Widow Spider hangs above in the tree canopy waiting for fresher prey to come by.
12	A squirrel scolds from somewhere above in the canopy of the trees.
13-14	Giant Lure Beetles flash their lures from the shadows in the hopes of attracting prey.
15-17	Medusans take refuge here from the light of day in the dark shadows of the Dreadwood. They are only too happy to find enemies and attack.
18	A group of startled deer jump and run off into the shadows.

Table: Dreadwood Undead, Roll 1d6

d6	Dreadwood Undead
1-2	Hotun Skeletons march in order wearing their scale armor and carry the swords and shields they had in life. They patrol the Dreadwood and obey their last order to attack any intruder including Ghouls and Zombies.
3-4	A band of Barbarian Skeletons shuffle through the woods carrying the spears and shields they had in life. They attack any intruder including Ghouls and the Hotun Skeletons.
5-6	Hungry Ghouls attack.

The Dunghills

Table: The Dunghills, Roll 3d6

3d6	Wandering Monsters Dunghills
3	The ground shakes for 1d6+2 rounds as if there were a disturbance deep below. Movement is slowed by 1/2.
4	A sudden gust of wind from the [Direction] blows a tumbleweed across the ground.
5-6	Undead, [Undead]
7	Medusans, if it is daylight they are turned to stone and resemble boulders,.
8	Giant Snake, a Chameleon Viper lies quietly hiding and waiting for prey 1d6*10 feet to the [Direction].
9-10	Wolves trail you but they stay well out of missile range. If they outnumber the Characters they close and attack.
11	Giant Bang Beetles guard a large pile of dung which they roll across the ground. It contains their eggs and [Stuff].
12	You find a cairn of stones which covers [Cairn]
13-15	[Weather]
16	Wolves approach from the [Direction] and attack.
17	2d6*10 feet to the [Direction] [Kobold]
18	A Head of Ill Portent rises from the ground 2d6*10 feet to the [Direction] and begins to trail the characters.

Table Cairn, Roll 2d6

2d6	Dunghills Cairn
2	the skeleton of a slain man. In the skull is a tarnished silver Hotun coin, and the grave contains an ancient Hotun Sword.
3	a backpack filled with stones.
4-5	a sack of 2d6*30 silver coins
6-9	a wolf skull
10	a jewel worth 2d6*30 gold coins
11	a wolf pelt
12	the head of a Medusan

Table: Direction, Roll 1d6

d6	Dunghills Direction
1-2	north
3	west
4-5	east
6	south

Table: Kobold, Roll 1d6

d6	Dunghills Kobolds
1-5	Kobolds climb out of the ground. They shout [Say]
6	Kobolds arise from the rocky ground. They shout [Say]

Table: Kobolds Say, Roll 1d6

d6	Dunghills Kobolds Say
1-2	Surrender or perish puny overlanders!
3-4	Thieves! Give us all the metal you have stolen from the Underlands!
5	Stop thieves!
6	Halt, you have entered the realm of the King of the Kobolds!

Table: Dunghills Stuff, roll 2d6

2d6	Dunghills Stuff
2	an old lantern.
3	a wood bowl and wood spoon
4	an old wooden chest contains 1d6+1 silver coins
5	an old pair of pants
6-7	a backpack contains 1d6+1 silver coins
8	two boots and socks rolled up into the toes of the boots.
9	1d6+1 wolf bones
10	a sack of 1d6+1 silver coins
11-12	a burned piece of wood.

Table: Time, Roll 1d6

d6	Dunghills Time
1-4	until the following morning
5	for 1d6+1 hours.
6	for 1d3+1 hours.

Table: Dunghills Undead, Roll 1d6

d6	Dunghills Undead
1-4	Dusty Skeletons crawl out of the ground and rush toward you from the [Direction]
5-6	Skeletons clad in rusty armor clatter as they hurry toward you from the [Direction]

Table: Dunghills Weather, Roll 2d6

2d6	Dunghills Weather
2-3	Clouds roll in from the [Direction] the wind blows strongly [Time].
4-5	Clouds roll in from the [Direction] The clouds rumble, and it begins raining [Time].
6-7	A ground fog rises from the ground obscuring everything beyond 1d3*10 feet [Time]
8	It begins to drizzle [Time]
9-12	The sun comes out making the Wilderlands warm and dry, rather pleasant actually.



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Above, an illustration of the Dragons Cavern in the Dunghills.

Gloom Marshes

Table Gloom Marshes, Roll 3d6

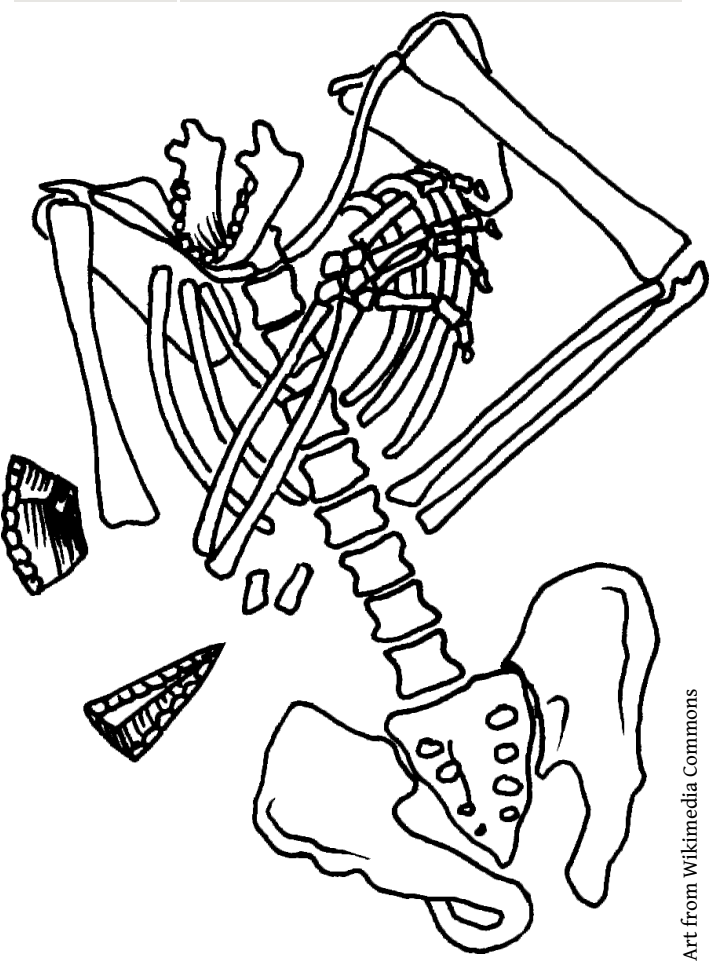
3d6	Wandering Monster Gloom Marshes
3	Crows fly in from [Direction] and circle overhead for 1d3+1 turns calling loudly before flying off to the [Direction]. [Ghouls] attracted by the sound attack 1d5+1 turns later.
4	A flickering light is briefly seen [Direction] in the nearby distance 1d6*50 yards away. It is a trick, the ground is boggy and anyone who tries to approach the light will sink into the bog and drown in 1d6 rounds unless pulled out by a companion.
5	A sudden wailing accompanied by a gust of wind from the [Direction], blows out fires and torches.
6	The bodies of those who drowned in the bog, now [Undead] crawl from the muck and attack from the [Direction].
7	You stumble upon an old abandoned camp with a burned out fire. Tracks in the ground indicate the presence of [Footprints]. You find [Stuff]
8	A Giant Snake comes slithering from the [Direction], a Chameleon Viper
9	A strange gurgling drowning sound from the [Direction] reveals the presence of [Ghouls].
10	Giant Bang Beetles, turn away and scurry off to the [Direction].
11	Giant Black Widow Spiders attack from the [Direction].
12	Muck underfoot slows movement by 1/2 for 1d6 turns.
13	[Weather]
14	Blood Flies attack from the [Direction].
15	A stinking Gas Cloud 1d6 squares x 1d6 squares x 30 feet high, rises from the bog for 2d6 rounds), [Gas]
16	You stumble upon the camp of Outlaws, [Outlaw] They are [Activity]
17	From the [Direction] a Head of Ill Portent approaches.
18	A cadaverous looking hermit leans on a staff as he walks towards you from the [Direction]. He will stop and say [Remark] He will then turn and hurry off to the [Direction]. If stopped by force he simply rolls his eyes, won't look anyone in the eye, and begs, "let me go, let me go. [Remark]" If released he hurries off at double the previous pace. He won't answer any questions and wails piteously if held against his will, [Ghouls] attracted by the sound attack 1d6+1 turns later from the [Direction].

Table: Activity, Roll 2d6

2d6	Gloom Marshes Activity
2	counting 2d6 silver coins, the only problem is they can only count to one.
3-4	roasting meat on a spit.
5	sleeping.
6-7	planning a robbery.
8-9	burying a box containing 2d6 silver coins.
10	welcoming and ask you to join their band.
11-12	afraid of the Ghouls.

Table: Direction, Roll 1d6

d6	Gloom Marshes Direction
1-2	north
3	west
4-5	east
6	south



Above, the Gloom Marshes were once the site of an ancient battle, many bones and corpses lay in the bog, ready food for Ghouls.

Table: Footprints or Tracks, Roll 2d6

2d6	Gloom Marshes Footprint
2	Humans
3-4	Medusans
5	Skeletons
6-7	Zombies
8-9	Ghouls
10	an enormous Spider
11-12	Snakes

Table: Gas, roll 1d6

d6	Gloom Marshes Gas
1	poison causing those who fail a Saving Throw v.s. Gas 1d3+1 points of damage.
2-3	causing those who fail a Saving Throw v.s. Gas to sleep 1d3+1 turns.
4	causing those who fail a Saving Throw v.s. Gas to be paralyzed for 1d3+1 turns.
5-6	causing those who fail a Saving Throw v.s. Gas to be blinded for 1d3+1 rounds.

Table: Ghouls, Roll 1d6

d6	Gloom Marshes Ghouls
1-2	Ghouls, they are shackled like prisoners
3-4	Ghouls, carrying bones as clubs
5-6	Ghouls

Table: Outlaws, Roll 1d6

d6	Gloom Marshes Outlaws
1-5	Human Bandits armed with [Weapons]. A 1d6*10 Silver Reward if they are Captured and returned to Gloom Keep.
6	Human Warrior, this bandit chose not to give the Baron his share of the loot obtained from the Dragons Cave, now he is on the run. Armed with [Weapons]. A 2d6*10 Silver Reward if Captured and returned to Gloom Keep. The Outlaw has a sack with 100 silver coins.

Table: Remark, Roll 2d6

2d6	Gloom Marshes Hermit Remark
2	Be off with you! Be off with you I say!
3-4	No good can come of it. None at all.
5	I wish it would rain.
6-7	I left it in the cave, yes, that's where I put it.
8	Looks to be a fine day for rain.
9-10	I feel sorry for myself, yes I do.
11	Ghouls will suck the marrow from your bones.
12	Ghosts are noisy in the woods; its quieter here.

Table: Stuff, Roll 2d6

2d6	Gloom Marshes Stuff
2	an old lantern lies nearby.
3	a fishing pole is stuck into the ground.
4	an old wooden chest contains a skull.
5-6	an old makeshift tent.
7	a backpack contains 50' of rope.
8	an old 2 person wooden canoe and paddle.
9	one boot and sock.
10	bones which appear to have been gnawed.
11	a sack of 10 silver coins
12	a used up torch.

Table: Time, Roll 1d6

d6	Gloom Marshes Time
1-4	until the following morning
5	for 1d6+1 hours.
6	for 1d3+1 hours.

Table: Undead, Roll 1d6

d6	Gloom Marshes Undead
1-4	Skeletons armed with [Weapons]
5-6	Zombies



Art from Wikimedia Commons

Ruin Hill

Ruin Hill, Roll 3d6

3d6	Wandering Monster Ruin Hill
3	Crows fly in from [Direction] and circle overhead for 1d3+1 turns calling loudly before flying off to the [Direction]. [Barbarian] attracted by the sound attack 1d5+1 turns later.
4	A Cairn of piled stones covers [Cairn]
5	A gust of wind from the [Direction], blows out fires and torches.
6	Just [Direction] of you stones lift from the ground and [Undead] rise and attack.
7	You stumble upon an old abandoned camp with a burned out fire. Tracks in the ground indicate the presence of [Footprints]. You find [Stuff]
8	A Giant Snake lies in wait for prey just [Direction], it is a Chameleon Viper.
9-10	Rocks clatter underfoot and slide away downhill as you walk.
11	Groaning can be heard coming from the ground.
12	Wolves howl far to the [Direction]. It is a lonely sound. A pack of Wolves will attack 1d6 turns later if they outnumber the characters. If not they stay out of missile range and trail the characters for 1d6 turns.
13	You find an ancient cache of the Hotun Legion, it contains [Cache]
14	[Weather]
15	[Barbarian] hurl rocks down upon you from a vantage point above. They cause damage when they hit.
16	You stumble upon the camp of Barbarians, [Barbarian] They are [Activity]
17	From the [Direction] a Head of Ill Portent approaches and trails the characters.
18	You find a sacred standing stone and upon it is the ancient script of the Hotun upon it which says [Remark].

Table: Activity, Roll 1d6

d6	Ruin Hill Activity
1	roasting meat on a spit.
2	sleeping.
3-4	hunting.
5-6	looking for enemies to scalp.

Table: Barbarian

d6	Ruin Hill Barbarian
1-5	Human Barbarians armed with [Weapons].
6	Human Barbarian Warrior, a scout armed with [Weapons].

Table: Cache, Roll 2d6

2d6	Ruin Hill Cache
2	old rations which are still edible
3	Hotun Swords
4-5	pay, 2d6*30 silver Hotun coins
6	a scroll in a box written in Hotun Script giving orders to patrol to the [Direction] and slay any Barbarians
7	Hotun bronze scale armor
8	1d3+1 Hotun Bows and 5d6 Arrows.
9-10	A Hotun lantern, flint, and steel.
11	3d6+3 pairs of iron shod Hotun boots in various sizes
12	1d3+3 Hotun Round Shields

Table: Cairn, Roll 1d6

d6	Ruin Hill Cairn
1	the skeleton of a slain Barbarian. In the skull is a tarnished silver coin, and the grave contains a stone knife.
2	a backpack with 2 weeks worth of rations, which are still ok to eat
3	a sack of 2d6*30 silver coins
4	a toothless skull
5	a jewel worth 2d6*30 gold coins
6	a wolf pelt

Table Direction, Roll 1d6

d6	Ruin Hill Direction
1-2	north
3	west
4-5	east
6	south

Table: Footprints, Roll 2d6

2d6	Ruin Hill Footprints
2-5	Barbarians
6-7	Medusans
8-10	Skeletons
11	Zombies
12	Ghouls

Table: Gas, Roll 1d6

d6	Ruin Hill Gas
1	poison causing those who fail a Saving Throw v.s. Gas 1d3+1 points of damage.
2-4	causing those who fail a Saving Throw v.s. Gas to sleep 1d3+1 turns.
5	causing those who fail a Saving Throw v.s. Gas to be paralyzed for 1d3+1 turns.
6	causing those who fail a Saving Throw v.s. Gas to be blinded for 1d3+1 rounds.

Table: Ghouls, Roll 1d6

d6	Ruin Hill Ghouls
1-3	Ghouls, mumbling when are we going to eat...
4-5	Ghouls, foaming at the mouth
6	Ghouls

Table: Remark, Roll 2d6

2d6	Ruin Hill Remark
2-4	Here ends the realm of the Hotun. Beyond this marker lie the lands of the Barbarians, and death
5	The Grave of a Hero of Hotun
6-12	Within 30 paces is buried 1d3*10 silver coins

Table: Stuff, Roll 2d6

2d6	Ruin Hill Stuff
2	an old broken lantern lies nearby.
3	a skull on a pole is stuck into the ground.
4	an old helmet contains a skull.
5	an old torn tent flaps in the breeze.
6	a backpack contains 50' of rope.
7-8	bones which appear to have been gnawed.
9	a sack of 10 silver coins
10	a rusty old iron pot
11	arrowheads
12	an old hacked up Hotun shield

Table: Time, Roll 1d6

d6	Ruin Hill Time
1-4	until the following morning
5	for 1d6+1 hours.
6	for 1d3+1 hours.

Table: Undead, Roll 1d6

d6	Ruin Hill Undead
1-4	Skeletons armed with [Weapons]
5-6	Zombies

Table: Weapons, Roll 2d6

d6	Ruin Hill Weapons
2-6	Hotun Spears
7-8	Hotun Swords
9-12	Hotun Bows and Daggers

Table: Weather, Roll 2d6

2d6	Ruin Hill Weather
2-3	Clouds roll in from the [Direction] The wind blows quite hard and a downpour of rain lasts [Time].
4-5	Clouds roll in from the [Direction] The clouds rumble, and it begins raining [Time].
6-12	Clouds roll in from the [Direction] The clouds rumble, and lightning flashes as it begins raining [Time].

Wilderlands

Table: Wilderlands, Roll 3d6

3d6	Wandering Monster Wilderlands
3	The Headless Ghost appears 2d6*10 feet to the [Direction]. Wails in despair, and disappears unless it is approached.
4	A sudden gust of wind from the [Direction] blows a tumbleweed across the ground.
5-6	Undead, [Undead]
7	Medusans, if it is daylight they are turned to stone and resemble boulders,.
8	Giant Snake, a Chameleon Viper lies quietly hiding and waiting for prey 1d6*10 feet to the [Direction].
9-10	Wolves trail you but they stay well out of missile range. If they outnumber the Characters they close and attack.
11	Giant Bang Beetles guard a large pile of dung which they roll across the ground. It contains their eggs and [Stuff].
12	You find a cairn of stones which covers [Cairn]
13-14	[Weather]
15	Wolves approach from the [Direction] and attack.
16-17	Men-At-Arms Patrol, rides toward you from the [Direction]. [Patrol]
18	A Head of Ill Portent rises from the ground 2d6*10 feet to the [Direction] and begins to trail the characters.

Table: Cairn, Roll 2d6

2d6	Wilderlands Cairn
2	the skeleton of a slain man. In the skull is a tarnished silver Hotun coin, and the grave contains an ancient Hotun Sword.
3	a backpack filled with stones.
4-5	a sack of 2d6*30 silver coins
6-8	a wolf skull
9-10	a jewel worth 2d6*30 gold coins
11	a wolf pelt
12	the head of a Medusan

Table Direction, Roll 1d6

d6	Wilderlands Direction
1-2	north
3	west
4-5	east
6	south

Table: Patrol, Roll 1d6

d6	Wilderlands Patrol
1-3	Sir Neral and 20 Men-At-Arms humans. The Patrol are mail clad horsemen and armed with lances, shields, and swords. They [Say]
4-6	Sir Iscel and 10 Men-At-Arms humans. The Patrol are mail clad horsemen and armed with lances, shields, and swords. They [Say]

Table: Say, Roll 1d6

d6	Wilderlands Patrol Say
1-2	ask your business in these parts. If you do not give them any trouble they wish you good luck and head for the Barony. If you give them any trouble they arrest you on the spot and escort you to Gloom Keep.
3	ask if you have seen any Medusans. They warn you the Wilderlands are not safe.
4	ask if you have seen any Kobolds. They say that Kobolds are known to inhabit the Dunghills.
5	ask for news from the Barony. They say many wolves inhabit the Wilderlands and to be careful.
6	ask if you have seen any Beetles. They tell you that the dungballs sometimes contain treasures that the beetles have picked up as they roll the balls across the plain.

Table: Stuff, Roll 2d6

2d6	Wilderlands Stuff
2	an old lantern.
3	a wood bowl and wood spoon
4-5	an old wooden chest contains 1d6+1 silver coins
6	an old pair of pants
7-8	a backpack contains 1d6+1 silver coins
9	two boots and socks rolled up into the toes of the boots.
10	1d6+1 wolf bones
11	a sack of 1d6+1 silver coins
12	a burned piece of wood.

Table: Time, Roll 1d6

d6	Wilderlands Time
1-4	until the following morning
5	for 1d6+1 hours.
6	for 1d3+1 hours.

Table: Undead, Roll 1d6

d6	Wilderlands Undead
1-4	Skeletons, dressed in Hotun rags
5-6	Ghouls

Dedication

To Erin D. Smale.

Thanks for bringing realms of the fantastic to life again, and for your enthusiasm, invaluable suggestions, and friendship.

About The Author

Gregory B. MacKenzie has been a role playing enthusiast since first discovering the hobby in high school during the late 1970s. His cartoon The Misadventures of the Erroneous Grog appeared in the Judges Guild Journal. Over the years Greg has authored countless original adventures such as Gloomland, and the Cobweb Caverns for the enjoyment of his friends and family. Visit the website www.busygamemaster.com for old and new adventures by this author.

To the Adventurer

What rich adventure lies before the bold who, with sword and sorcery at their command, might undertake this quest for adventure's sake alone? The silver pennies of a treasure hoard although hard won are all too quickly spent and though an adventurer might count himself rich for a day the shared hardships of such quests make one wealthy of spirit for a lifetime.

The Wise Folk of Gloomland shutter their windows and bar their doors for the night is made perilous by the wanderings of a Headless Ghost. It moans and wails as it searches for it's missing noggin. The Ghost is rarely seen beyond the borders of Gloomwood Forest, and travelers hurry their steps lest they be caught on the Forest Road after dark. Those haunted by this vaporous phantom would gladly be rid of it. The Baron of Gloomland is offering a reward to those who successfully lay this ghost to rest. So, I commend you to the untold adventures which lie before you, go boldly forth!

Design Notes

A lot of thought goes into the creation of an adventure such as this. I would be remiss if I did not mention the many excellent suggestions I have had from Erin Smale. I do tend to get carried away when writing and Erin has nudged me in the right direction on more than one occasion through his editorial insights and valuable suggestions.

For the Referee (Ref) the Atlas and Dungeon contain the main body of the Adventure which has all the conceptual content within that a Ref may require to run the adventure. Except for the system specific rules and content the Atlas and Dungeon are almost system agnostic.

The Bestiary, Treasure Hoards, and Gloomland's Non-Player Characters which may be found in the latter part of the booklet contain Open Game Content; the remainder of this module is not Open Game Content. It is intended that the reader assign or re-assign content, penciling in references wherever they so desire, including any of their own imagining.

Hints for the Referee and Player

Gloomland can be dropped into any campaign since the travel stones permit the player characters to explore the area then return from whence they came. As long as the players follow the immediate quest and stay on the map the Ref need not develop Gloomland into a full blown campaign. The players can complete the quest and leave.

Gloomland's Outdoor Adventure is meant to compliment the main point of the Dungeon of the Dragon's Cave Adventure. The introduction hints at the journey the players will make to the Dragon's Cave and provides a quest in the form of returning the skull of the Headless Ghost to its grave.

When administering a game I generally prefer that players stay on the map so as to devote attention to the adventure I have prepared for. Players often do unexpected things though and may decide to hex-crawl therefore the map can be expanded as necessary. A hex-crawl should require the player characters to fully explore and map each five mile hex, meaning that they are sure to draw an encounter of one sort or another in the process. Each hex of a proper hex-crawl should be expanded, using the Welshpiper Mapping System, to create

additional sub hexes and every nook and cranny should be fully explored. Although Gloomland's Wandering monster tables don't use particularly high level creatures the players may well soon find their Character's overmatched by the monsters which may actually reside there. The Ref is not limited to the wandering monster tables which are simply to be regarded as monsters encountered which happen to be passing through the same area as the characters.

As a general rule additional adjoining maps should be prepared in advance but the Ref can fly by the seat of their pants if they so wish with regard to developing completely unexplored areas. In this case, since the area is unknown, require players to perform a hex-crawl, and subsequent terrain development is entirely up to the Ref. Reveal only what hexes are explored, and nothing more.

The Ref may vaguely hint at far off geography when the need arises without detailing any of it. Far to the west lies the great forest realm of the Forest Elves, north the blasted and barren lands which formerly were the Kingdom of the Hotun and now populated by their descendants, brutish and hostile barbarians. Eastward may be found Wilderlands and the trade route to far off Kopesh which is fraught with the dangers of nomads and bandits, while southward is the realm of the High King from whom the Baron holds his lands as a vassal. None of these elements need be developed or explained further unless the Ref so desires.

With regard to the possibilities of Outdoor Adventure Gloomland can be built into a larger campaign if desired. As part of the reward for their services, the Baron offers player characters who successfully complete the quest of the headless ghost the chance to become his vassals. The player character's may be of any level.

The Ref can assign as they see fit 5 additional hexes adjoining, but outside the current boundary of the Barony of Gloomland. These areas will be wild, the hexes must be fully mapped (require players perform a sub map hex-crawl), and all monsters driven out. There the player characters are expected to build a fortified manor house and defend their land from the incursions of monsters thus providing an attractive area for trade and settlement. This gives the players something to spend their hard won silver pennies on, and it should keep them busy.

Monsters will return to areas not actively patrolled on a regular basis. The Baron Gloom will also have additional quests and duties for the player characters to perform such as conducting patrols into the areas beyond the borders such as the Wilderlands, the Cobweb Hills, and Ruin Hills. The patrols watch for enemies, and attack those that approach or cross the boundaries of Gloomland.

When the players are more skilled and have increased in level the Cobweb Caverns may provide the Ref with an additional site for a dungeon, for which they may use DM2005 the Wildwood Travel Stone Adventure, or develop themselves as they see fit. DM2005 The Wildwood (Cobweb Caverns) Travel Stone Adventure provides an additional Travel Stone Quest and presents the Ref with a five level customizable dungeon.

The entire purpose of Gloomland is to provide a few hours of entertainment. To that end the Dungeon is meant to be entertaining but perhaps not entirely realistic. No matter, players should band together and work as a team for only in co-operation will they ultimately triumph. The players need not even complete the quest if they simply wish to do is fill their pockets with treasure and depart whence they came. The players write the story of the adventure, even when they choose to ignore or abandon the Refs carefully prepared adventure. Gloomland is merely a locale in which adventures take place.

With regard to an experience point bonus, the Ref may choose to allow a player to gain a one-time +500 XP for accumulating a value of 500-1000 silver pennies worth of treasure hoard during the exploration of the Dragon's Cave.

The Ref and players should take the character roles they must play seriously. By this I mean that the Ref should role play Non-player characters and Monsters from the character's personal perspective, the world appears to revolve around them, not the Ref, and certainly not the players. NPCs that accompany players on their adventures will not squander their lives, or take foolish risks, that is for the players!

Whether as a player or Ref guide a character's actions by building their role around aspects of a fictional character of one sort or another or just make notes about the character. This helps set the stage for what is to come. For example, *Mervyn the*

Doubtful accompanies the characters as a lackey, carrying sacks and so on, and rarely fights, or charges extra for fighting. Mervyn may make quips just before the players open a dungeon door such as, "You know if you open that we'll probably all die horribly". The character's morale is precarious and he is fond of making dire and dismal predictions in a monotone, "You go ahead then, I'll just wait here and listen for screams," and sighs. The character remains faithful and loyal as long as he is paid, so the player characters must negotiate carefully for his services. "Carrying a heavy sack is one silver penny a day. Carrying a person (character) is two silver pennies a day. On days in which I fight its 5 silver pennies, and if I'm wounded it's 7 silver pennies plus the cost of healing afterward and time off. I charge time and a half on Holiday's and Weekends."

From the players point of view Mervyn may look like a lunatic, but from his point of view, he's being entirely reasonable. Certainly, he's more interesting for the Ref to role play than as mere fodder.

By contrast Gukak is a taciturn barbarian from the Eastern Wilderlands. Gukak will do his share of the fighting and more if there is a reward to be had. Gukak is man of few words and prefers to solve problems with simple direct action. Many think him rough and barbaric but he lives by ancient immutable laws. Such few coins as find their way into his purse are quickly spent. He wanders the world in search of adventure, a sword for hire.

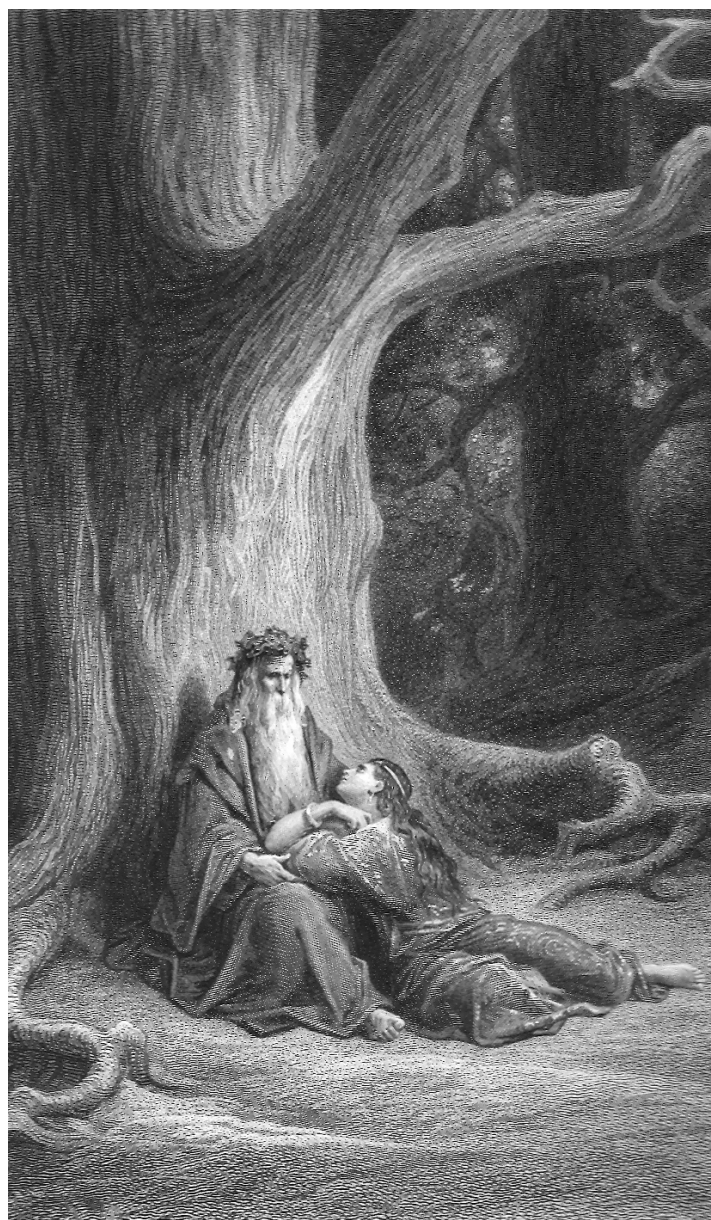
Monsters and other Characters all have some reason for the way they behave. The Ref and players need to remember that they are not the character's they role play, so dive in and have fun with it!

If the Ref's die rolls are made public (highly recommended), let the result speak for itself, good or bad. The Ref has to be somewhat removed in their approach to the administration of the game's rules. Fairness is required. Player characters, non-player characters, and monsters alike suffer the vagaries of the die roll. Let the rules of the game be your guide for without consequences there is no risk. If the Ref bends the rules in favour of the players too often, they will soon expect it and the risks will become meaningless. If you do make your own rules or rule exceptions, record them and abide by them.

Players should not expect the Ref to explain everything or reveal all. Pay attention to how the Ref describes the imaginary world before you:

"You see a cave entrance." Is not at all the same thing as, "Before you lies the entrance to the cave, a lonely crow calls in the distance, and the wind is blowing, but it does not dissipate the foul odor which wafts on the air from the cave. You step on something squishy underfoot, Troll dung!"

In the first example, the Ref has revealed nothing, nor is it a very lively explanation of what the player character's see. The Ref should embellish their descriptions even if they reveal nothing. In the second example a feeling of apprehension is created in the minds of the players. Is there a Troll here now or not? The information need not be accurate in order to set a tone.



Drawn by Gustav Dore



The Magick Adventure which lies before you.

GLOOMLAND At the foot of the standing stone hill, near to the muddy road, the old man waited with a camp fire going in the dark of night and pouring rain. It was by no means a chance meeting of that you were sure for wizards have the knack of knowing the where and the when as they go about their business. ☠ The old man who gave you the graven stones was almost certainly a wizard, for how else could he have got a fire going, and he did not smile when he passed the secret of the Traveling Stones for such mysteries are only handed down from the ages to a select few. Small pebbles, one for each companion, carved round with spirals and circles; which if held in one's hand, open the way from here to there. ☠ "Beyond the standing stone lie fair lands and fortune but not without risk", or so the old man said as he spoke and broadly gestured to the standing stone upon the hill. The old lichen spotted stone was dark and wet, you looked at the warm pebble in one hand and closed your fingers around it, touching the standing stone with the flat of your other open hand... ☠ You and your companions arrive through the Traveling Stones, the ancient Menhir. In your hands the secret graven stones which serve as the keys to unlock the ancient portals. Where and when is not as important as the quest that lies before you. ☠ Gloomland, a dark border shire at the edge of the Wilderlands. Here Baron Richard Gurden has built a castle which has attracted a settlement of farming folk and the odd traveling merchant. To the east, a young knight, Edmund Longshanks

has built a keep for himself just beyond the Baron's declared borders. Both men are the Vassals of the High King, sent here to quell this land and watch the northern border. ☠ It is said that in his youth the Baron won his fortune far to the north, at the Dunghills, in the old Dragon Cave. Whispers of the riches which might be had, if you are brave enough, and bold enough, reach the ears of all Men-At-Arms and many have made the long journey northward. The Baron's soldiers guard the borders closely and those intent on plunder must pay the Baron's Tax for the privilege or suffer his displeasure. ☠ Those who are in-the-know speak of a secret quest. Each returning Man-At-Arms is questioned and always the Baron asks, "Did you bring me the head?" It is said that the Baron offers a reward to those bold enough to risk their lives in the Dunghills for a Headless Ghost which was once found only on Ghost Hill has taken to wandering the Barony in search of it's lost head. It has taken the heads of several hapless victims. The Baron would like to lay the Ghost to rest but this can only be done by finding and returning the severed head to Ghost Hill. ☠ Edmund Longshanks is of another mind entirely, he fears the expeditions may turn up some horror as yet unknown, and although the Baron is his Liege Lord, turns away those who would seek to plunder the Dunghills. Edmunds main duty to the High King involves watching the North Eastern Gloom Marshes but he has scouted the Dunghills and suspects more lies there than mere treasure for the taking, some slumbering evil best not disturbed. ☠ Well, all this tale you know or you would not be here now...

