

A Pipeful Of Trouble

Classic Edition Adventures module for
Player Characters levels 1-3



All is not well in Brierfield. The idyllic halfling village has fallen prey to unknown bandits and marauders. These peaceful victims of shattered loves and broken dreams need a band of heroes to save them. Are you willing to help them in their time of need?

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Table Of Contents

Introduction pg 5
Setting pg 5
Adventure Hook pg 6
Adventure Backstory pg 7
Adventure Formatte pg 9

Part One

Arrival In Brierfield pg 10
Village Of Brierfield pg 14
Personalities pg 16

Part Two

The Bandit Lair pg 19
Merrywood Random Encounters pg 20
The Merrywood Bandits pg 22
Defending The Bandit Lair pg 27
Negotiating With The Bandits pg 27
New Monster: Gremlin pg 29
Mad Blighter's gang pg 31
Keyed Encounters Merrywood Forest pg 33
Merrywood Forest Map pg 34
The Dungeon pg 35
Keyed Encounters The Dungeon pg 37
Bandit Lair & Dwarven Complex Maps pg 39

Part Three

The Village of Brierfield pg 58
The Trial pg 60
Wrapping Up & Further Adventures pg 62
Biography pg 63
Playtesters pg 64
OGL pg 65

A Pipeful Of Trouble



s a Basic Edition/Labyrinth Lord adventure for Initiate level player characters (PCs) of levels 1-3. There is not a particular party type for which this adventure is most suitable, although one or more halflings in the party would be helpful. The adventure features a mix of site-based adventure and role-playing intrigue and opportunity, so it should appeal to different sorts of players.

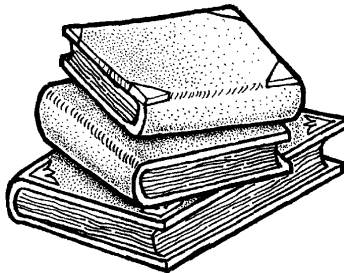
Labyrinth Lord (LL) can essentially customize the adventure to suit their players' preferred style. Most of the role-playing information is optional as it is not strictly necessary for the PCs to know of the repressed love affair between the bandit leader and a shy village girl in order for them to accomplish the superficial goal of ousting the bandits and returning a lost treasure, the retrieval of which the party has been commissioned to accomplish. The LL could omit all of this information to provide a dungeon foray with no additional role-playing.

For players and LLs who enjoy role-playing, however, the story of the separated lovers, the bandits who aren't completely bad (and even likable), and the mixed emotional/philosophical responses of the relevant parties will pose a dilemma for the heroes as they are forced to choose between following the letter of the law, their hearts, or somehow reconciling the twain.

Setting

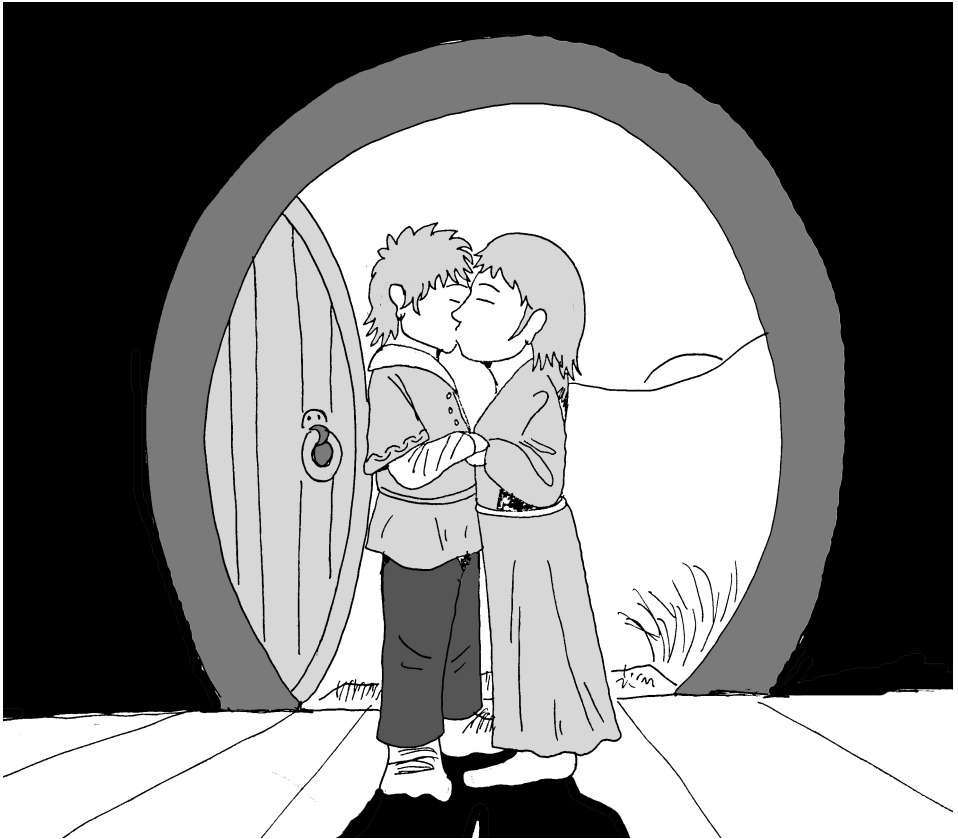


his adventure has no official setting; the LL can readily insert it into any area of his campaign world featuring sparsely populated, temperate wooded hills. The small halfling village of Brierfield, the surrounding Merrywood Forest, and an underground dungeon complex within one of the hills comprise the locales of the action.



Adventure Hook

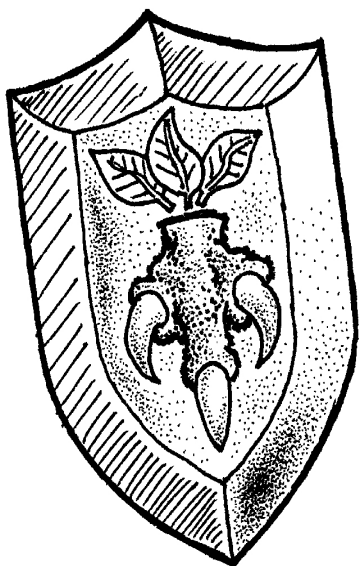
The PCs are most likely passing through Brierfield, either on their way to somewhere else or simply while wandering around; errantry, after all, is common among lower level PCs. The LL wanting a more compelling reason could have one or more PCs learn about the bandits via the rumor mill so that the party purposely travels to Brierfield to rectify the problem. Furthermore, a halfling PC could have a relative living in Brierfield through which the tale of banditry has come and through whom impetus is provided for the PC's involvement. In this case, the relative should not be one of the personages depicted in the adventure text as this relationship might provide the PCs with undue influence over key decision makers within the village hierarchy.



Adventure Backstory

Love, whether successful, temporarily frustrated, or quenched, has been the basis of many a tale; so it is with this one. Kent Renwick, the son of a halfling farmer, fell in love with a brown-eyed beauty of the village, Lily Chestnut, the daughter of a village alderman. His love was returned. Over a period of almost a year, Kent and Lily spent more and more time together. One evening, beneath a full lover's moon, Kent asked Lily to be his bride. Bursting into tears, Lily readily acquiesced. The only thing remaining was the technicality of receiving the blessing of the bride-to-be's father.

This blessing, however, was not forthcoming. Byram Chestnut, Lily's father, had never much cared for Kent. With a growing concern, he had viewed the love affair between Kent and his daughter. Byram figured, in that manner of wishful thinking the old sometimes have toward the young, that Lily would "come around" after a while and choose a better (i.e. one of whom he would approve) suitor. Byram considered demanding the relationship cease, but, being a widower with only one child, did not want to alienate himself from his daughter's affections. Byram was taken by surprise when Kent arrived about three months ago and asked for Lily's hand in marriage, but not as surprised as Lily, who had received no prior sign of disapproval from her father, when Byram flatly refused, stating they were "too young".



Flabbergasted and embarrassed, Kent insisted that Byram reconsider. He refused. Fueled on by Lily's tears and his own anguish, Kent grew increasingly vocal and even insulted the older halfling. Byram demanded Kent leave and forbade the lovers to ever see each other again. Kent ran out the front door; Lily fled to her room. The lovers haven't seen each other since.

Much to Byram's delight, Kent fled the village on the following day, and no more has been heard of him. Kent's parents are quite concerned, of course, and Lily has been moping about in despair over her lost lover. Byram figured this discontent would soon pass.

Meanwhile, Kent had fled to the home of his cousin, Nigel Thornfield, in the next village. In despair, he made his approach and presence with Nigel secret. Kent's wounds continued to fester and Nigel, ever a minor wastrel and eager to act against what he perceived as uppity folk, exacerbated Kent's anguish and frustration, urging his cousin to vengeance against Byram. Kent grew more and more embittered. Surrounding themselves with several other halfling malcontents, Kent and Nigel formed a bandit group (see *The Merrywood Bandits*) and established a lair several miles from Brierfield with the intent of raiding the few merchants and chapmen approaching the village. Within the cave complex of the lair, Kent and his companions were surprised to find a group of gremlins. The bandits fled initially, but Kent and Nigel soon returned bearing gifts of food. After a few such meetings, Kent made an agreement of sorts with the gremlin leader: the gremlins would allow the halflings to live in the caves without molestation and the halflings would supply the gremlins with food and drink. This really wasn't a bad deal for either party—the halflings had somewhat frightening allies guarding the lair who seemed uninterested in monetary treasure; the gremlins got as good or better food than they would otherwise have with no effort on their part, and they absolutely love ale, which they had never tasted before. (*See Mad Blighter's Gang* section for a description of the gremlins and their tactics.)

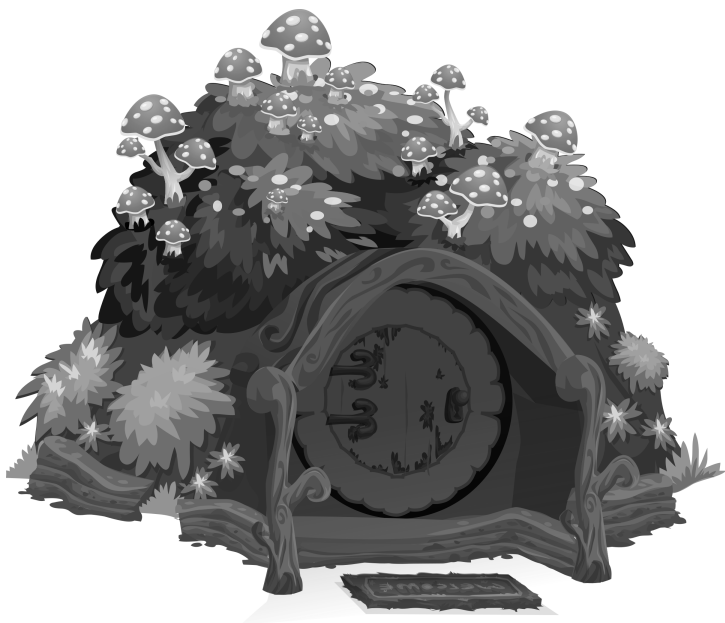
A week ago, the bandits raided one merchant wagon carrying pottery and spices bound for Brierfield and seized 300 gp worth of goods. They left the merchant unharmed. In a more personal strike, the bandits set afire a field of barley belonging to Byram Chestnut during a moonless night. While the others were kindling the fire, Kent rushed into the house, knocked over some furniture and quickly grabbed Byram's most prized possession from its stand on the mantle: a long-stemmed ivory pipe carved like a bear's claw holding the bowl, which is an heirloom of the Chestnut family, having been captured by Byram's great-grandfather during his early adventuring days. The pipe had been handed down from father to son and Kent, who should have been Byram's son-in-law, should have received it—or so Kent told himself. Fleeing before Byram and Lily could respond to the noise, Kent fled into the night.



Byram, already riled up over the robbing of the merchant, was incensed and frightened by the personal attack on his house and property. The loss of the ivory pipe was a huge blow to the halfling. Fearing for his daughter as well as himself, Byram called together the village aldermen for a meeting. They quickly determined something needed to be done. Not knowing how many bandits might be in the group and being a peaceful halfling village with few adventurous souls, the aldermen determined they should send out a group to determine where the bandits were and hire or otherwise persuade a more militant group such as professional adventurers to deal with the problem. The tracking party followed the bandit's spoor to a faint path leading off into the Merrywood. This group followed the path to a swift-running stream a half-mile or so into the wood, but feared to follow it further. The village is now waiting for a group of adventurers (enter the PCs!) to arrive and finish the job.

Adventure Formatted

The adventure is divided into three parts. In the first part, the PCs arrive in Brierfield, learn of what has happened, and are commissioned to find the bandits and capture or kill them and retrieve the ivory pipe. In the second part, the PCs travel to the bandit lair, explore the dungeon complex, and deal with the halfling bandits. In the third part, the party returns to Brierfield and wraps up the adventure.



Arrival In Brierfield

(Part One)

The following text should be read or paraphrased to the PCs:

You have been traveling along a well-defined cart track for most of the day. The cart path, nearly wide enough for two wagons to pass abreast, has wound its way around the rugged wooded hills. You have enjoyed the pleasant sounds of wildlife as you journeyed. Earlier today, there was a brief rain shower, and the surrounding forest seems crisp, clean, and fragrant.

As you walk, you see and smell wood smoke ahead. The faint sounds of lowing cattle and other settled sounds such as the chopping of wood have grown louder. Atop the hills, you see the brilliant white of sheep against the green pasture. A cluster of small outbuildings is set along the base of a hill about a quarter of a mile before you in a small valley. Half a dozen doors are set into the hill itself. Fields of grain, livestock pens, and one regular sized stone house are in the valley. As you approach, you hear the barking of dogs, children playing, and the sound of a flute floats down from one of the pastures. You have evidently come upon a village of some sort—probably halfling or predominantly so based on the neatly painted round wooden doors peeping out of the hill. As you draw closer, you can actually see various figures here and there involved with domestic tasks—they are, indeed, halfling. The sound of a hammer striking metal rings out from the village, though you cannot see its source.

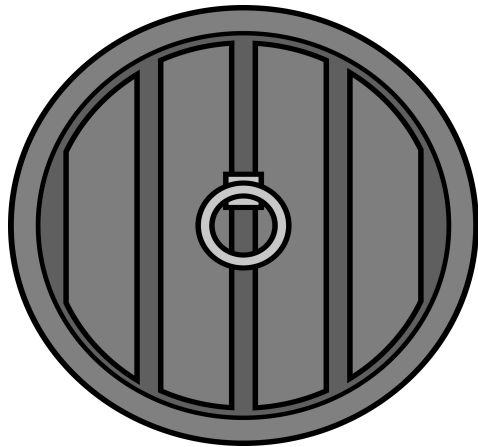
You do notice two figures, both halflings, walking slowly toward you. One is a young brown-headed halfling in homespun breeches and a light, natural-coloured woolen tunic carrying a shepherd's crook. He wears a wide leather belt with a knife, scrip, sling, and a wooden flute tucked into it. The second figure is a middle-aged halfling with graying hair and sideburns wearing a blue tunic, tan breeches, and brown leather shoes. He appears unarmed. As you approach, the older halfling raises his hand in greeting and speaks in a pleasant baritone voice,

“Greetings, adventurers, for so I deem you to be from the weapons and other accouterments you bear. I am Byram Chestnut, an alderman of this village. This,” he motions to the younger halfling, “is Evan Cheroot”. The young halfling smiles and nods toward you. “What,” Byram continues, “brings you to Brierfield?”

The Village of Brierfield is described at the end of this section. These two halflings are:

Byram Chestnut
0-level halfling [AL L, MV 90' (30'), AC 7, HD 1-1; HP 4, THACO 20, #AT 1, DG by weapon type (typically unarmed), SV H1, ML 7]

Evan Cheroot
0-level halfling [AL L, MV 90' (30'), AC 7, HD 1-1; HP 3, THACO 20, #AT 1, DG by weapon type (1d4 knife/1d6 staff), SV H1, ML 7]



Evan, from his pastoral vantage point atop one of the hills, saw the PCs approach and hurried to inform Byram. The pair then walked to meet the PCs. Evan, despite the flute in his belt, was not playing the music the PCs heard as they approached; the source of the music was another shepherd. The sound of ringing metal is Roger Smith making nails at the village forge.

Assuming the PCs respond in a generally favorable way to his query and do not deny being adventurers,

Byram will nod to Evan, who will smile and nod again toward the party before scampering off toward the surrounding pastures, then continue:

“It is fortunate you have come. It so happens that we are seeking adventurers for a problem we’ve been having with bandits. Please, please,” he says turning back down the hill and motioning for you to follow, “come with me and I will explain further.”

The halfling exchanges pleasantries with your party as you walk down the path toward the hill. Strangely out of place is a burnt field abutting the hill. Byram leads you to a bright yellow round door at the base of the hill. Steps lead up to other doors scattered across the face of the mound.



Note that Byram's home is halfling-sized, so PCs other than halflings and dwarves will have to stoop to enter and move around within. Byram will apologize to tall (to him) PCs for the accommodations. Once the party has been ushered inside, the LL can proceed with the following boxed text:

The door opens into a comfortable living area. A large fieldstone hearth with various pots, kettles, tools, and a neat stack of firewood is in the centre of the outside wall. A wooden mantle carved with a pine cone and twig design supports ceramics and an empty stand. Stuffed chairs, floor rugs, and wall hangings create a homey atmosphere. Several end tables, one with a coffer atop it, are conveniently placed about. Byram goes to a doorway on the far wall leading deeper into the hill and calls, "Lily! We need tea for guests, please!"

He then sits down in one of the chairs, opens the coffer, and withdraws a clay pipe and a tobacco bag, and begins filling the bowl. When he has finished, he offers the bag to your group should you wish to fill your own pipes. He lights up and, soon, the room is filled with the rich aroma of pipe smoke. A young halfling maid soon appears bearing tray with a tea kettle and accessories. She is a sorrowful black-headed halfling with liquid eyes, a plump figure, and small ears wearing a plain cotton dress the colour of daffodil blooms. She says little, though she is polite when spoken to.

"Bandits," says Byram once the tea and tobacco have made the rounds, "are plaguing our village. A merchant waggon was attacked by halflings a week ago. If that weren't bad enough, the scoundrels attacked the village itself just two nights ago. They burnt my crop, as you saw well enough outside, and came right inside this very room and banged the furniture about. Ah, but what's worse is they've stolen the heirloom of my house." He points to the empty stand on the mantle, "They've stolen my great-grandfather's ivory pipe. We can't allow such effrontery and danger to our village and her people. With bandits about with enough gumption to assault an occupied hearth, no one, man, woman, or child, is safe.

We tracked the bandits to the nearby Merrywood, but didn't have the manpower handy to continue. We need a brave group of adventurers to set the wrongs to right for the safety of our children and wives and to retrieve the pipe and the merchant's goods. Brierfield is offering a reward to the group with muscle and heart enough to help. Can you aid us?" the halfling looks at you imploringly.

The PCs, of course, should be motivated to help the village. If the party is hesitant, the LL could have Lily burst into tears—actually because she is lamenting the loss of her lover, though the PCs and Byram will naturally believe she is lamenting the danger to the village—which should move all but the hardest-hearted PCs. Byram will offer 100 gold pieces for the bandits dead or 125 gold pieces if the party brings them in alive. The premium is offered because the village would prefer live captives to mete justice upon (by hanging) so they can serve as an example to others. Diplomatic/persuasive PCs (LL's call) can negotiate for up to 10% more. The village is not particularly wealthy, so any more than this is not possible; Byram will have to wait for another group of adventurers. Byram offers an additional 50 gold pieces (from his own pocket) for the return of the pipe, and he will describe the pipe to the PCs.

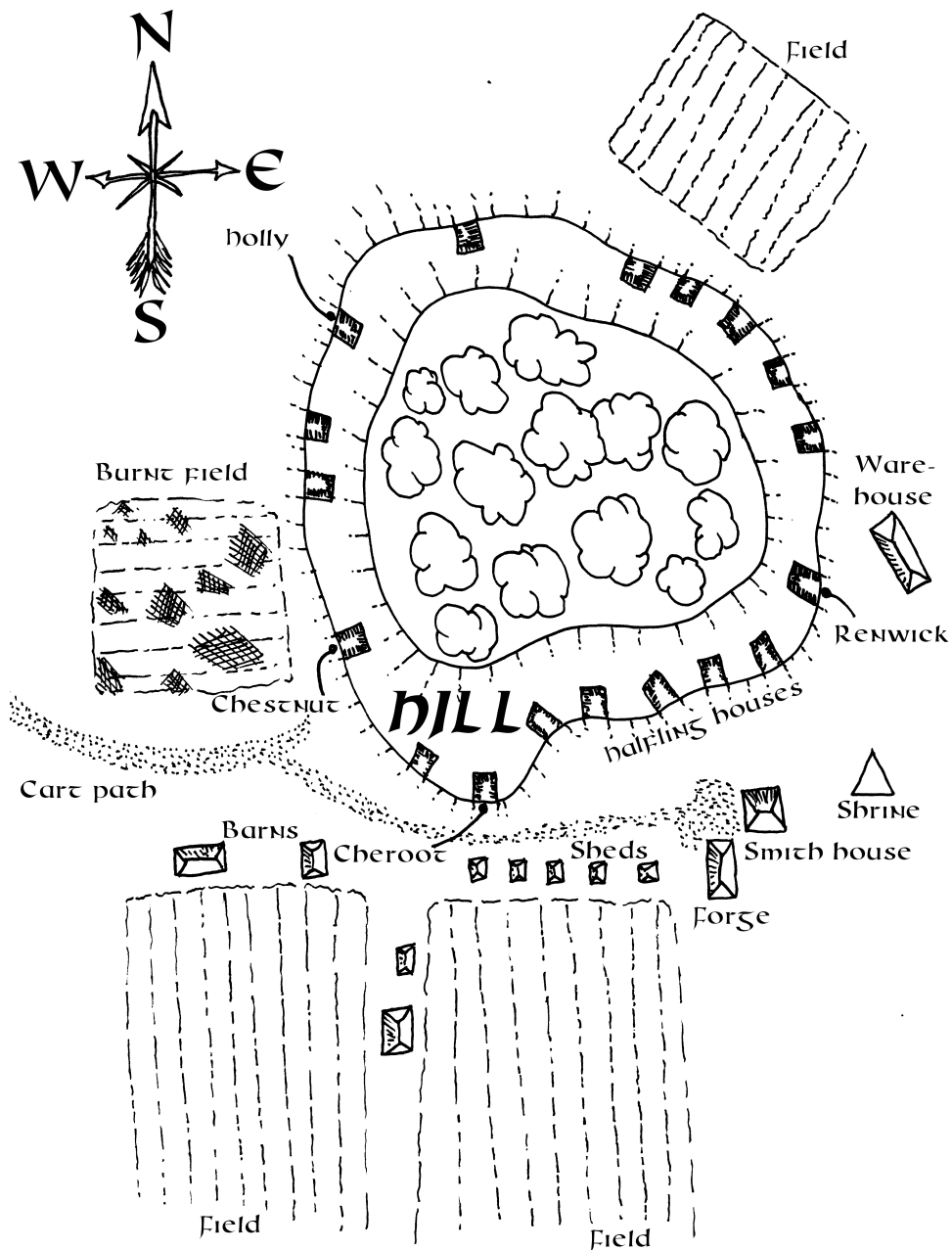


Byram is anxious for the PCs to begin and will encourage them to start immediately. If the party needs equipment or otherwise wants to wait (in my long gaming experience, I have found that adventuring parties almost always want to begin an adventure at daybreak unless there is some pressing reason to do otherwise), they will be offered shelter at Byram's, the Smiths', or some other dwelling (LL's choice). See the village of Brierfield description for details. If the PCs remain in Brierfield overnight, the LL has plenty of opportunity for the

villagers to convey whatever information he wants the PCs to have about Kent and Lily's affair. At the appropriate time, Byram will send for one of the villagers (Roger Smith) who tracked the bandits to Merrywood to lead the PCs to the forest trail.

Remember that neither Byram nor any of the villagers know Kent Renwick is involved with the bandit group. Although no one will think to offer the information, the merchant raided by the Merrywood Bandits was not physically attacked; the villagers know this, though, and will share as much if asked for more information about the raid on the wagon. LLs wanting to emphasize the redeeming values of Kent and his companions may want to offer this information even if the PCs do not probe: "Yeah, it's a shame the merchant wagon was taken, but at least no one was hurt!" one of the villagers might remark.

The Village Of Brierfield



Brierfield is a halfling village of approximately 90 people consisting of twenty halfling families and one human family (the smith). In the older English style, the domiciles are clustered together with the common areas around the village. In this case, the villagers are in and around a hill with pastures and fields on the surrounding hills and in the lowland between the village and the surrounding hills. All of the halfling families live in burrows within the hill. The Smiths live in a modest stone house above ground. Each family consists of 2-8 persons, with an average family size of 4-5 individuals. Approximately half of the villagers are children/youths.

The hill in which the halflings live is wooded on top, but the surrounding hills are mostly or completely cleared for pastureland. Various outbuildings (sheds, barns, storage areas, etc.) including the forge are mostly in the lowland area with only a few buildings (sheepcotes, etc.) on the surrounding hills. The pastures are fenced in with a mixture of hewn logs, stone walls, and whole logs. A small shrine devoted to gods of good and neutral agricultural/nature deities is present on the east side of the village (away from the road). It is used on special occasions by traveling clergy or one of the aldermen if a cleric is not available. There is no full time clergyman in the village. There is also no common house or inn/tavern in Brierfield.



The cart path leading to the village (the other end of the path is not detailed in this adventure) ends at the hill; it does not proceed eastward beyond the village. The cart path is well-maintained for about two miles from the village proper (the villagers take turns with upkeep). The village is well-kept in the idyllic fashion that is the halfling stereotypical manner. Likewise, the villagers are well-fed, clean, and well-adjusted. The overall alignment of the village is firmly Lawful; indeed, virtually all the villagers are of Lawful alignment. The few exceptions are Neutral. Brierfield is a great rest stop for adventurers: safe, sanitized, and happy. In normal circumstances, the only danger for adventurers is dying of boredom here.

Brierfield is not a hub of commerce. Wool is the primary export, but there is not even much trade in that commodity. Spices, glass, and fabrics are the primary imports. A merchant wagon or two comes once or twice per year to bring and/or take goods. PCs seeking equipment can find any typical household items such as rope, torches, and sacks. Armour is virtually non-existent. Roger the Smith (see Personalities) can repair horseshoes and make basic everyday items such as spikes, but cannot create or even repair armour. Weapons available might include short bows and arrows (used primarily for hunting), staves, daggers or knives, and, being a halfling village, slings (also used primarily for hunting or fowling). Food and drink are readily available, even moderately preserved food that is the equivalent of trail rations.

Personalities



he LL can develop the NPC villagers as necessary. It is unlikely the PCs will interact with villagers not integral to the plot.

Standard Villager

0-level halfling [AL L, MV 90' (30'), AC 7, HD 1-1; HP 4, THACO 20, #AT 1, DG by weapon type (incidental/typically unarmed), SV H1, ML 7].

Halfling children will have fewer hit points, not that the PCs should be attacking halfling children. Villagers in the village proper are generally unarmed except for incidental weapons such as rakes and pitchforks. Shepherds and/or villagers further away tend to carry minor weapons such as knives or staves. Slings are popular everywhere for hunting, protection, and sport (the “slinging contest” is a popular pastime here). The residents of Brierfield generally have English-sounding names based on nature or trade, e.g. Lily Chestnut, Roger Smith.

Important personages with whom the party is likely to interact, now or especially upon their return with the bandits in tow, are included below.

Byram Chestnut

0-level halfling [AL L, MV 90' (30'), AC 7, HD 1-1; HP 4, THACO 20, #AT 1, DG by weapon type (typically unarmed), SV H1, ML 7].

A widower, Byram farms and raises sheep as do most of his fellow villagers. Byram is one of the three village aldermen and is the father of Lily. The backstory section of the adventure describes Byram's views/knowledge of what is happening regarding the bandits.

Lily Chestnut

0-level halfling [AL L, MV 90' (30'), AC 7, HD 1-1; HP 3, THACO 20, #AT 1, DG by weapon type (typically unarmed), SV H1, ML 7].

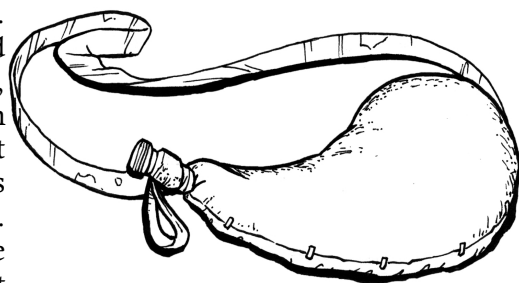
A pretty halfling maid, Lily keeps house for her father, Byram, now that her mother is dead. She prefers to dress in yellows and blues. She is a little on the plump side and has noticeably small ears (no game impact; just a physical trait). She is polite but morose. The LL if he wants to provide a hint to the PCs, could allow one of the PCs to befriend Lily who will tell her new friend about her relationship with Kent. Note Lily does not know Kent is a bandit. Lily would be most likely to respond to a female and/or halfling character, but any PC role-played well might win her over.

Mitch Cheroot

0-level halfling [AL L, MV 90' (30'), AC 7, HD 1-1; HP 6, THACO 20, #AT 1, DG by weapon type (typically unarmed), SV H1, ML 7].

Mitch is the village tobacconist. He makes pipes and cigars and deals in tobacco. He is a robust, middle-aged halfling with brown hair and eyes. He is friendly but quiet. The PCs met one of his sons, Evan, upon their arrival. Mitch and his wife, Gladiola, have one other son and an infant daughter.

Mitch is one of three village aldermen of Brierfield. Mitch and the other villagers pronounce his surname "Chair-oot" with the "ch" pronounced as it is in "Charles".



Wilhimina Holly

0-level halfling [AL L, MV 90' (30'), AC 7, HD 1-1; HP 4, THACO 20, #AT 1, DG by weapon type (typically unarmed), SV H1, ML 7].

Wilhimina ("Willie" as she is generally known), an elderly halfling with steel grey hair she always wears in a bun, is a village alderwoman. Fond of wearing straw sun hats, she is personable and outgoing. She trades in wool. She and her husband, Buddy, have two grown sons and three grandchildren.

Roger Smith

F2 [AL L, MV 120' (40'), AC 7, HD 2; HP 12, THACO 19, #AT 1, DG by weapon type +1 (typically incidental/hammer) 1d6 +1 with hammer, STR 14, DEX 10, CON 12, INT 9, WIS 14, CHA 13, SV F2, ML 9].

A retired adventurer, Roger is a bold and hard-working individual. During his adventuring days, Roger discovered Brierfield and fell in love with the peaceful village and its inhabitants. Having lost his best friend during a botched adventure, Roger retired and settled down with his new wife, Sandra. Roger is the village blacksmith. He is frequently at his forge or in his vegetable garden when he is not home. Roger is largely responsible for keeping dangerous creatures and humanoids away from the village as he and a group of fellow villagers scour the area within a two mile radius of Brierfield once or twice per year. The Smith home is the only above ground (and human-sized) dwelling in the village. It is a modest four room affair made of sturdy stone. Sandra keeps immaculate flower beds and likes indoor plants, providing a homey touch to the dwelling. Roger's forge is nearby. Roger and Sandra are childless.

Simon and Laura Renwick

0-level halflings [AL L, MV 90' (30'), AC 7, HD 1-1; HP 6 (him) and 4 (her), THACO 20, #AT 1, DG by weapon type (typically unarmed), SV H1, ML 7].

Simon and Laura are Kent's parents. They farm and raise sheep. Kent is their only son, though they have two younger daughters. Both are very concerned about Kent's disappearance, but neither is aware Kent is a bandit. The PCs, unless they are tipped off by Lily about the love affair and subsequent disappearance of Kent and approach them for more information, are unlikely to interact with the Renwicks. The LL may develop their personalities and information they share as needed, but both are sympathetic toward Kent though they hold no anger toward Byram Chestnut for his refusal of Kent's marriage proposal.

The Bandit Lair

(Part Two)



n this segment of the adventure, the PCs travel to the dungeon complex, explore the same, and interact with the bandits in some fashion. A new monster, the gremlin, is present in the dungeon.

See the New Monster section for game statistics and information about gremlins in general and the Mad Blighter's Gang section for information about this particular group of gremlins.

The bandit lair is approximately three miles from Brierfield in a cave complex within a hill. The cave complex borders upon and connects to an older dwarven complex. Unless the PCs act otherwise, Byram Chestnut will send Roger Smith with the party to show them where the trail the villagers followed previously led into the woods. Roger will lead the group along the cart path, show them the trail, wish them good luck, and he will return home. Roger is no coward, but he has no desire to track the bandits to their lair. If, however, the LL deems the party needs a little more muscle, Roger could, with some grumbling, be persuaded to accompany the PCs on their mission. Either way, the PCs should be set to enter the next stage of their journey: Merrywood.

This section of the Merrywood is old-growth natural forest. The bandit trail is easy to follow (no chance of losing it under normal circumstances) and features two keyed encounters. A random encounters table (see below) is provided first.



Merrywood Random Encounters



f the PCs remain on the path and make reasonable time, the LL should not roll for random encounters. PCs, however, are notorious for wandering around or otherwise dallying. In this case, the following table has been provided, one for diurnal (daytime) encounters and the other for nocturnal encounters. Checks should be made every three hours of game time the party is in the wood. Encounters occur on a roll of 1 on a d12; if this occurs, the LL rolls a d6 and uses the following encounter list or chooses an encounter.

Diurnal Encounters

D6	Monster	Stats	Information
1	Ant, Giant	[No. Enc. (1) AL N, MV 180' (60'), AC 3, HD 4; HP 25, THACO 16, #AT 1, DG 2d6, SV F2, ML 7].	This worker has lost his colony-mates and has become lost. He will attack the PCs if molested; otherwise, he will wander off in a random direction. He has no treasure.
2	Centipede, Giant	[No. Enc. (2d4) AL N, MV 60' (20'), AC 9, HD 1/2; HP 1d4 each, THACO 19, #AT 1 (bite), DG poison, SV 0 level human, ML 7].	This group of centipedes is hiding under a mass of wet leaves and rotting debris. If disturbed, they will attack (75%) or scuttle off under the leaf litter. They have no treasure.
3	Toad, Giant	[No. Enc. (1d4) AL N, MV 90' (30'), AC 7, HD 2+2; HP 4-20 each, THACO 17, #AT 1 (bite), DG 1d4+1/special, Special Abilities surprise, swallow, SV F1, ML 6].	PCs wandering into toad territory will be attacked, probably by surprise. No treasure, sorry.
4	Deer, White-tailed	[No. Enc. (1) AL N, MV 240' (80'), AC 7, HD 1; HP 4, THACO 19, #AT 1 (butt), DG 1d4, SV F1, ML 5].	If aware of the PCs, which is probable unless they are especially quiet, this deer will hide or slip off. It will fight only if cornered and has no treasure.
5	Bear, Black	[No. Enc. (1) AL N, MV 120' (40'), AC 7, HD 4; HP 20, THACO 16, #AT 3 (2 claws, one bite), DG 1d3/1d3/1d6, SV F2, ML 7].	This fellow is hunting for food and will shamble off. He will fight only if forced to do so. He has no treasure.
6	Bee, Giant Killer	[No. Enc. (1d6) AL N, MV 150' (50'), AC 7, HD 1/2; HP 1d4 each, THACO 19, #AT 1 (sting), DG 1d3/poison/special, SV F1, ML 9].	PCs should normally hear the approach of the giant bee(s). A single bee may attack (55%), but will otherwise pass by unless molested. Multiple bees will always attack. They have no treasure.

Nocturnal Encounters

D6	Monster	Stats	Information
1	Raccoon, Normal	[No. Enc. (1) AL N, MV 90' (30'), AC 9, HD 1/4; HP 1-2, THACO 19, #AT 1 (bite), DG 1, SV 0 level human, ML 5].	This fellow is inquisitive and hungry. If the party is unaware of his presence and obviously has any food and/or shiny objects, the raccoon will attempt to slip in and run off with small items. The raccoon is dexterous, so such an attempt will have a base chance of 75% modified however the LL sees fit based on circumstances. Dogs or awake and vigilant PCs will convince the raccoon to move on to greener pastures.
2	Goblins	[No. Enc. (2d4) AL C, MV 60' (20'), AC 6, HD 1-1; HP 2-7 each, THACO 19, #AT 1 (weapon), DG 1d6 (short sword), SV 0 level human, ML 6].	These cowardly marauders will attack the party if the PCs are fewer in number than the goblins. They will flee automatically if half their number are killed or incapacitated. Each carries a waterskin, 1d4 rations (very poor quality but edible), incidental goodies goblins love such as bits of broken glass and pieces of string, and 1d4 copper pieces. As they are merely passing through the area, the goblins are unaware of the dungeon and the bandits.
3	Shrew, Giant	[No. Enc. (1d2) AL N, MV 180' (60'), AC 4, HD 1; HP 1-8 each, THACO 19, #AT 2 (bite), DG 1d6/1d6; Special Abilities surprise, intimidation, SV F1, ML 10].	These highly territorial creatures will attack PCs, regardless of placement or circumstances. They will let fleeing PCs flee if they are engaged in combat with other creatures or have gained food; otherwise, they will pursue until they catch their prey or 1d4 rounds elapses. These creatures have a den a few hundred yards away, but have no treasure.
4	Spooky Noises		The LL should have the PCs hear various nocturnal noises they cannot positively identify. Hoots, grunts, scratching, and screeches from nocturnal insects and mammals make the PCs leery of attack but nothing actually does so. This activity can occur once or more often and last as long as the LL determines.
5	Ferret, Giant	[No. Enc. (1d8) AL N, MV 150' (50'), AC 5, HD 1+1; HP 2-9 each, THACO 18, #AT 1 (bite), DG 1d8, SV F1, ML 8].	Ferrets are unpredictable. It/they might attack the PCs (50%) or inspect them without attacking (25%) or merely wander away (25%) if unmolested. If antagonized, they will either attack (75%) or flee (25%).
6	Wolves, Ordinary	[No. Enc. (1d4 + 1) AL N, MV 180' (60'), AC 7, HD 2+2; HP 4-20 each, THACO 17, #AT 1 (bite), DG 1d6, SV F1, ML 8].	These wolves will attack, preferably by surprise. They will fight until half their number is slain. They have no treasure.

The Merrywood Bandits

The Merrywood Bandits is a group of five halfling brigands, an unusual mix of halfling malcontents led by Kent Renwick. The bandits: Kent Renwick, Nigel Thornfield, Roger “Apple” Downs, William “Fat Bill” Briscoe, Pendleton “Penn” Bythehill.



Kent Renwick

H3 [AL N, MV 90' (30'), AC 5 (leather armour and DEX bonus), HD 3; HP 14, THACO 18, #AT 1, DG by weapon type, Special Abilities class abilities, STR 9, DEX 16, CON 12, INT 14, WIS 14, CHA 13, SV H3, ML 9].

Kent carries typical adventuring gear. He has a short sword, a sling with six stones, and a dagger. He also has a crossbow in his room, but he generally does not carry it around unless he and his friends are going to raid a waggon. In addition, he has a long-stemmed pipe and a small bag of tobacco. Note this is not the ivory pipe the party has been sent to retrieve; Byram's pipe is hidden in Kent's room in area 12. Kent is a handsome young halfling with bright blue eyes and brown, slightly shaggy hair. He has dimples. Kent is acting as a bandit out of a sense of outrage toward Byram. He is attempting to hurt the village financially but does not want to hurt anyone, which is why the merchant waggon was "held up" but the merchant left uninjured.

Kent has been goaded into his vengeful actions by his cousin and fellow bandit, Nigel Thornfield. The other three bandits were known to Nigel, who talked Kent into allowing them to join them. Kent does not want any of his band to be hurt, but he is especially concerned about his cousin.



After deciding upon banditry, the halflings set out to find a suitable location near Brierfield to have access both to the road and the village but far enough away so village stragglers were unlikely to find it. The halflings stumbled upon the cave complex in a large hill. Cautiously, they explored the complex, and they were very unpleasantly surprised to run across Mad Blighter and his gremlins (see the New Monster section for the gremlin and the Mad Blighter's Gang section). Though they fled as soon as the chaos aura of the creatures began to affect them, Kent didn't want to give up such a nice bandit hideout so easily. He convinced his friends they should try to "tame" the creatures. Note that none of the Merrywood Bandits know what the gremlins are actually called, and the gremlins, if they know, have not offered this information. Kent and the other bandits refer to the gremlins as "our friends" or some similar appellation. Appeasing the gremlins with food and ale, Kent was able to eventually convince the monsters to share the cave complex with his halflings. The bandits are leery of the gremlins, but do not act aggressively toward them. About once per week, they give Mad Blighter a sack of food and a keg of ale, which seems to keep the creatures friendly.

One day, Kent was exploring the caves, even going so far as to climb down into the pit in area 9. Surprisingly, when he got to the bottom, he felt air stirring, the source of which was a small hole a few inches in diameter. He dug out the hole and discovered worked stone (area 13) with various archways leading to/from it. He was not prepared to explore what appeared to be a dungeon complex, so he blocked the hole with earth and left. He told no one what he found, and his intention is to explore the complex at a later time. The LL could have Kent barter this information to the PCs in exchange for his life or those of his companions. Should the PCs befriend Kent, he might tell them about the dungeon. Of course, the PCs may discover it on their own, but this is unlikely unless one of them climbs down into the pit.

Kent does not have a firm plan for the bandit group. For the time being, he is living it up as a “bandit lord” and the newfound power and freedom the position entails. He is hesitant to attack anyone, and especially halflings, but he will defend himself in all cases and his lair in most cases, though he might flee from an overwhelmingly powerful group or parlay with a charismatic one. As a personality/speech quirk, Kent likes the term “barely” and uses it frequently.

Nigel Thornfield

H2 [AL N, MV 90' (30'), AC 7 (leather armour), HD 2; HP 10, THACO 19, #AT 1, DG by weapon type, Special Abilities class abilities, STR 9, DEX 12, CON 10, INT 14, WIS 11, CHA 14, SV H2, ML 8].

Nigel has standard adventuring equipment. He carries a short sword, a dagger, and a light crossbow with 10 bolts. Fat-faced and red-cheeked, Nigel has curly brown hair under a red bandana. He wears a gold hoop earring. He likes to smoke his white clay pipe and drink ale and play dice with “the boys” as he calls his companions. He stays as far away from Mad Blighter as he can. Nigel is a loud-mouthed wastrel who likes to stir up trouble. His natural charisma often allows him to influence people. He loves being a bandit as it gives him power over others without having to work very hard. Despite his generally negative tendencies, he does genuinely love his cousin and will defend Kent if the latter is in danger. Nigel is less concerned about the other bandits, though he will defend them if doing so is not suicidal. He will defend the lair as long as it is expedient. If he fails his morale, Nigel will try to escape with himself, Kent, the loot, and the other bandits, in that order. Nigel frequently begins his sentences with “As I was saying...” though he wasn’t previously saying anything pertaining to what he is going to say. He rooms with “Penn” in area 10.

Roger “Apple” Downs

H1 [AL N, MV 90' (30'), AC 8 (DEX bonus), HD 1; HP 4, THACO 19, #AT 1, DG by weapon type, Special Abilities class abilities, STR 11, DEX 15, CON 9, INT 12, WIS 10, CHA 11, SV H1, ML 8].

Apple wears a simple tunic with no armour and a large belt pouch. He has typical adventuring gear and a wooden pipe with a very long stem along with a goodly amount of fine apple-flavoured tobacco. He carries a hand axe, a sling with 10 stones in a srip, and a dagger in his belt. He has an elongated face, curly black hair with pronounced sideburns, and a slightly crooked nose.

“Apple” received his nickname for his propensity for eating apples (one or two are always in his belt pouch or pack) and smoking apple-flavoured tobacco. Apple is relatively quiet, and he was persuaded to join the group by Nigel, who is an old mate of his. He joined the group for a change of pace and the opportunity to explore and make some money. Apple is steady, hence his good morale rating, and he will defend the other bandits and the lair until he is killed or fails his morale check. He prefers to use his sling, whenever possible, resorting to his hand axe only when forced into melee. He bunks with “Fat Bill” Briscoe in room 11, which he likes because Fat Bill almost always has decent food on hand and isn’t hesitant to share it.

William “Fat Bill” Briscoe

H1 [AL N, MV 90' (30'), AC 8 (leather armour and DEX penalty), HD 1; HP 5, THACO 19, #AT 1, DG by weapon type, Special Abilities class abilities, STR 9, DEX 8, CON 12, INT 12, WIS 10, CHA 8, SV H1, ML 7].

Fat Bill wears an ill-fitting leather doublet with his belly pooching out of it. He has a fat, round face with squarish ears, which makes him look slightly goofy. He carries a dagger in his belt. He has typical adventuring gear. He also has a short wooden pipe and tobacco, a flask of ale, and some sort of food (generally cheese and/or jerky) about his person. Note that Fat Bill’s low dexterity does not affect his movement rate.

Fat Bill took up with the bandits to get away from home for a while, make some loot, and start life over. He frequently talks with his mouth full or mumbles around his pipe stem. He is mildly annoying, but gets along well with the other bandits. Fat Bill usually pulls guard duty at the front entrance along with “Penn”. He bunks with “Apple” Downs, whom he likes because he is quiet, allowing Fat Bill to dominate the frequently one-sided conversation.

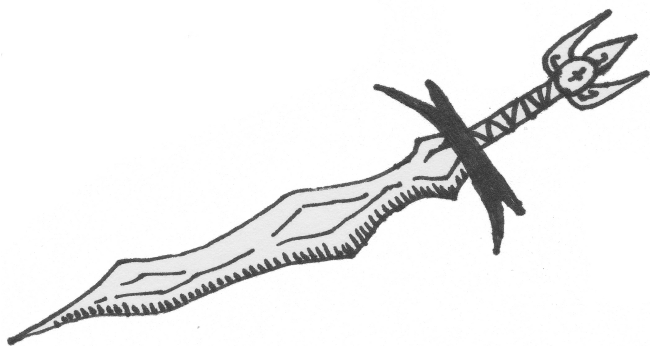
Pendleton “Penn” Bythehill

H1 [AL N, MV 90' (30'), AC 7 (DEX bonus), HD 1; HP 5, THACO 19, #AT 1, DG by weapon type, Special Abilities class abilities, STR 10, DEX 17, CON 12, INT 14, WIS 14, CHA 13, SV H1, ML 5].

Wearing a common tunic and trousers with no armour, Penn carries typical adventuring gear along with a silver belt buckle (15 gp value). He smokes a briarwood pipe and “Apple’s” tobacco, if he can get it; otherwise, he smokes his own. Penn has short brown hair and is thin for a halfling. He carries a light crossbow (between his dexterity and racial abilities, he is a good shot) with 12 bolts, a sling with 8 stones, and a dagger.

Penn joined the bandits to gain treasure. He intends to bandit around for a while, then settle down some place far away. He does most of the hunting for the group, bringing down rabbits and other small game with his sling and/or crossbow. He occasionally goes with Apple Downs to the nearby stream to fish (see area 2). Many of these fish end up going to Mad Blighter and his gang.

Penn is fairly cowardly but doesn’t telegraph his cowardice under normal circumstances. The other halflings are unaware of this character defect as it has not had time to surface since Penn has been with them. He is terrified of the gremlins, would abandon his companions and/or the lair if any stout opponents arrived, and will cheerfully surrender if he cannot get away. In addition to the normal morale checks, Penn must make a morale check every time he is wounded or something he feels is scary (LL’s option here, but think flashy sorts of spells such as fireball and even magic missile or other nerve-wracking events such as a cave-in or fire) occurs. The LL may have Penn surrender to the PCs in order to give them a source of role-playing information about the bandits, such as Kent’s background and motives.



Defending The Bandit Lair

If the halflings have time to set up a defense, they will congregate in the main passage where the passage to area 9 enters the main passage. They will fire their crossbows or slings at approaching PCs as soon as the latter come into range—most likely when the party goes around the bend in the main corridor near the passage leading to area 8. They will continue to attack with their crossbows or slings as long as it is expedient, switching to melee weapons if the party moves into range. If overrun, they will retreat into areas 10, 11, and/or 12 as circumstances warrant. If the halflings are cornered and fail a morale check, they will surrender.

Negotiating With The Bandits

It is possible to negotiate with the bandits. If the PCs choose to negotiate, the LL will have to respond accordingly, keeping in mind the motivations and personalities of the bandits. As the PCs are most likely to attempt to negotiate either for the pipe or, if they are pursuing the task of reuniting the lovers, for Kent's return to Brierfield, these are the two issues addressed; the LL will have to handle all other considerations on a case per case basis.

Kent is not willing to give up the pipe for money. He would trade it for his companions if any of them have been captured by the PCs or may try to trade it for his own freedom if he has been captured. He could also be talked into returning it to Brierfield itself if the party convinces him to go back to the village.



Neither Kent nor his companions want to return to the village at the time the PCs meet them. The party might be able to convince Kent to return. The LL should consider what the PCs say when making any determination regarding Kent's actions. The PCs have to work here—make them actually try to convince the halfling in character rather than just stating that they try to convince him. The best way to get Kent to return on his own volition is to somehow convince him Lily still loves him and that, by returning, the couple will have a chance of being together. Note that, unless the PCs know it and mention it, none of the bandits are aware the village intends to hang them. Nigel, if he is able to communicate freely, will try to talk Kent into remaining a bandit, which should make this task particularly difficult for the PCs.

The greatest chance of success would be for the PCs to figure out a way for Kent to return as a hero with the pipe, though figuring out a way to do this that is compatible with the PC's alignments might be difficult. One possible way would be for the PCs to have Kent “fight” another bandit for the pipe, then return it to Byram after having acquired it “from the bandits”, though this is a stretch for Lawful PCs. Players are incredibly clever, and are likely to come up with alternate ideas. Consider the idea in the context of PC alignments and the likelihood Kent will accept it. Kent might just go back to face the music (if he is unaware of the hanging part; he assumes he will only have to pay some sort of penalty before being restored to the community) in the hope he might someday be able to be with Lily.



New Monster: Gremlin

Gremlin: No. Enc. 1d4 (1d6), Alignment: Chaotic, Movement: 120' (40'), Armour Class: 7, Hit Dice: 1-1, THACO: 19, Attacks: 1 (by weapon) special (see below), Damage: 1d4 or see below, Save: H1, Morale: 10, Hoard Class: none; incidental.

Standing 2' to 2 ½' tall, gremlins have tanned to dark brown leathery skin and piercing dark eyes. They range in body type from whip thin to heavy set, and are nearly or completely bald. They have pointed ears and tend to have crooked teeth. They are very fast and nimble, having a movement rate equal to that of a normal human. They dress in ragged clothing and carry wicked looking daggers (80%) or short, thin spears (20%). Both weapons inflict 1d4 points of damage. They possess 60' infravision. Gremlins are social creatures and travel about in small groups or family units. They are wildly chaotic, loving to play pranks and frustrate other beings. They concern themselves only with their immediate concerns for food, drink, and merriment. They live underground or in cave complexes, though some are found in wilderness settings. Gremlins have a great tolerance for temperature extremes and can be found in any climate except arctic and underwater settings. They frequently live along the outskirts of civilization where they can slip in and steal food readily. They are unconcerned with material wealth and will have only incidental treasure. The speak gremlin, common, chaotic, goblin, dwarven, kobold, and gnomish.



Gremlins emit an aura of chaos at will. Any character within 20' must make a saving throw versus spells. Success indicates the PC is not affected and will be immune to that particular aura for a 24 hour period. Failure indicates the PC is overwhelmed by the aura and will act in a random manner each round for 1d4+1 rounds: the LL rolls a d10 each round:

1. The PC acts normally;
2. The PC acts randomly chaotic (dances, twirls around, etc.);
3. The PC babbles incoherently;
4. The PC believes he is tired and sits down to rest;
5. The PC attacks the nearest creature (friend or foe);
6. The PC flees the gremlin(s) as fast as he can;
7. The PC attacks the gremlin(s);
8. The PC attacks his own party;
9. The PC breaks or throws away whatever he is holding;
10. The PC grooms himself. All of these actions will be performed regardless of what is happening to the PC, e.g. he will continue to perform the action even if attacked. The LL may substitute actions as he sees fit, keeping an eye toward fun. Gremlins are immune to their own aura and the aura of other gremlins.

Some gremlins (10%) have the following spell-like abilities usable once per day: ventriloquism, phantasmal force, invisibility, and haste/slow. These gremlins are generally leaders. They use these abilities to confuse, taunt, and frustrate opponents.



Mad Blighter's Gang



Mad Blighter's Gang is a group of four allied gremlins. The gremlins, all of whom have standard gremlin abilities per the description, are: Mad Blighter, Pip, Niffle, and Hop.

Mad Blighter: The leader of this group of gremlins is one of such creatures with the following special abilities once per day: ventriloquism, phantasmal



force, invisibility, and haste/slow. These special powers, combined with a natural charisma to others of his ilk, made Mad Blighter a shoe in for the leader position. The total of his activities as leader is to suggest or act upon ideas regarding food procurement and playing pranks. He was curious when Kent Renwick and his halflings arrived, then overjoyed when they began bringing food (a steady food supply leaves more time for play). Mad Blighter convinced his companions not to antagonize the halflings as doing so would jeopardize their food source. He wears a copper hoop earring, a red bandana on his head that hangs down to his shoulders tied on with a bit of twine, and a dirty kilt made from cast off clothing the creatures scavenged during their wanderings. A bone-handled dagger is thrust in his belt.

He is intelligent enough to use his magical abilities to confuse opponents or prank victims. With the halflings supplying ale, Mad Blighter and his companions are frequently tipsy, though this does not hinder either their combat or magical abilities. Like his companions, Mad Blighter is aware of the small exit at the end of the east tunnel where the gremlins live, but he is unaware of the dwarven complex. He is unaware of Kent's or the other halflings' motivations, though he wouldn't care anyway.

Pip: A thin gremlin with grimy hair sticking out in all directions, Pip is the least cognizant of the gremlins. He frequently laughs uproariously for no apparent reason, which the other gremlins find amusing. He carries a dagger, a fishbone comb (which he never uses), and a chipped porcelain cup for ale.



Niffle: A heavysset gremlin with no hair and no eyebrows. He wears a one piece deer hide scavenged from someplace tied around his waist with a piece of hide he cut into a belt. He wields a dagger with a curved blade. He wears a hollowed out gourd as a hat. Niffle is the most alert of the gremlins. He is particularly fond of the fish Penn and Apple provide. Niffle likes to commentate upon the actions of those adversely affected by an aura of chaos, an act the other gremlins find hilarious.



Hop: A thin gremlin with a topknot full of leather tassels, Hop wears a pair of filthy woolen trousers and a vest that was once bright yellow. He wears no shirt. He carries a thin spear with a blue jay feather tied to it. He got his nickname from his propensity to jump up and down when excited, sometimes even in combat. He claps frequently at any antics he witnesses.

The gremlins' lair is at area 7. They will sometimes wander about the eastern portion of the complex; the halflings and gremlins have reached a loose agreement that the halflings will have the eastern portion of the caves (areas 8-12) and the gremlins the western (areas 4-7) and neither group will infringe upon the territory of the other. As the gremlins have a separate entrance/exit to the hill exterior near area 7, they rarely go beyond area 4.



Keyed Encounters: Merrywood Forest

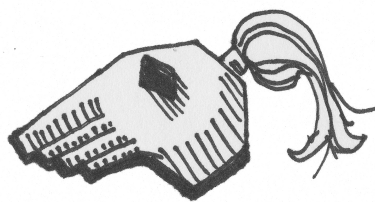
1. Kobold Encounter

As you travel along the woodland path, you hear the sound of water up ahead. You soon see a small stream chattering along the forest floor. You start in surprise, however, as you notice six short figures, each about 2 ½' tall, alongside the watercourse. They have scaly dark brown skin and protruded muzzles. They wear ragged clothing, and each holds a small spear. They have not noticed you yet as they are apparently engaged in some sort of argument with much pointing, head-shaking, and grimacing.

Kobolds: No. Enc. 6, Alignment: Chaotic, Movement: 60' (20"), Armour Class: 7, Hit Dice: ½; 1d4 hp, THACO 19, Attacks: 1 (weapon), Damage: 1d4 or by weapon -1 (1d6-1 for spears), Save: 0 level human, Morale: 6, Hoard Class: I (XII).



They have lost their way in the forest and are arguing about it. They will notice the PCs in 1d2 rounds; sooner, if the PCs do something warranting notice (such as attacking). This group is passing through and knows nothing about the bandits. The stream is between the kobolds and the PCs, but it is not very deep or wide. Kobolds failing their morale will attempt to flee into the forest, surrendering only if they cannot flee. They will not throw their javelins under normal circumstances as they have no secondary weapons.

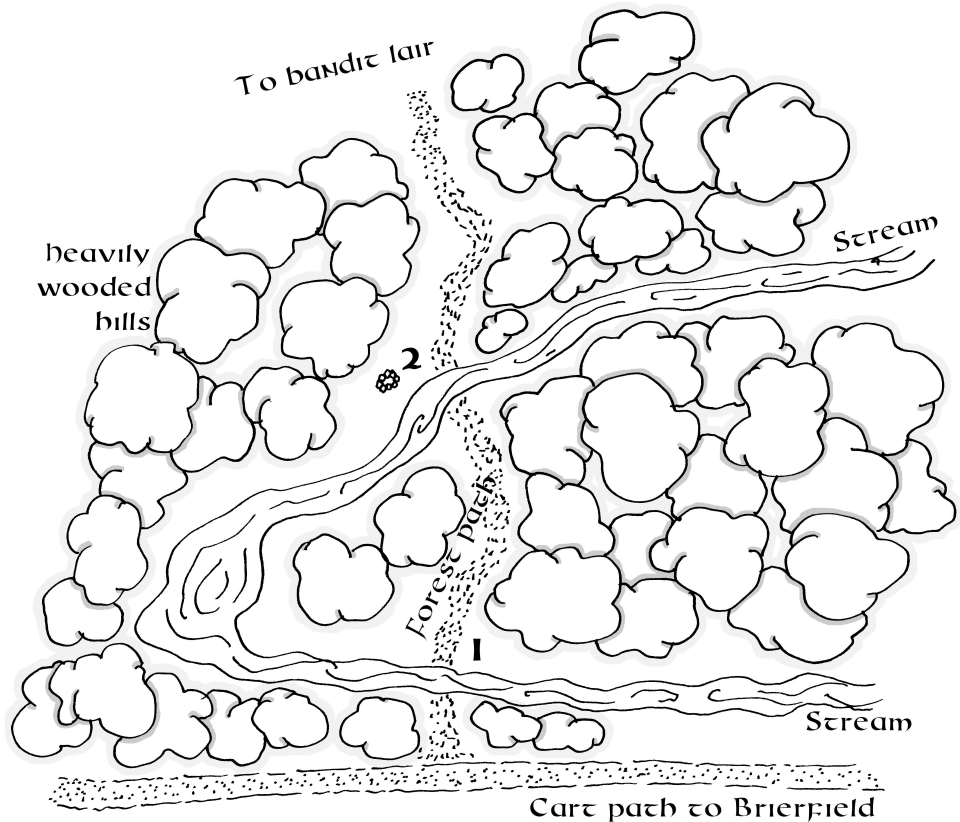


2. Evidence Along The Stream

The path here again crosses the stream it has been recently following. A small clearing is upon the other side. Signs of activity along the stream bank are apparent. A circle of rocks containing ashes and bits of partially burnt wood is near the centre of the clearing. The path continues on the other side.

Should the PCs inspect this clearing, they can additionally find fits of fishing line, poles for fishing, and similar items stashed alongside the stream bank. Halfling-sized footprints are discovered here and there. This is Penn and Apple's fishing spot. At this point, the evidence probably won't mean much to PCs other than to indicate they are on the correct path.

Merrywood Forest Map



The Dungeon



he dungeon is housed within a large forested hill about $\frac{1}{2}$ a mile from the stream at area 2. A small cave complex (areas 3-12) houses the bandits and gremlins. It is primarily natural, of packed earth and stones, with minor modifications made by the halflings. An older dwarven dungeon complex (areas 13-26) is within the hill, mostly below the cave portion. A small hidden tunnel leads from area 9 to area 13. The dwarven portion of the complex was constructed approximately one hundred years ago by dwarves from a distant clan set upon expansion. Soon after construction began, the dwarves contracted the plague. The disease was strong and fast acting. All of the dwarves died, including a pair that left the complex intent on travelling to their clan for help and perished in the wilderness. The dwarven complex is mostly unfinished, though the completed work is of typical dwarven quality featuring areas carved out of solid rock and created areas of worked stone.

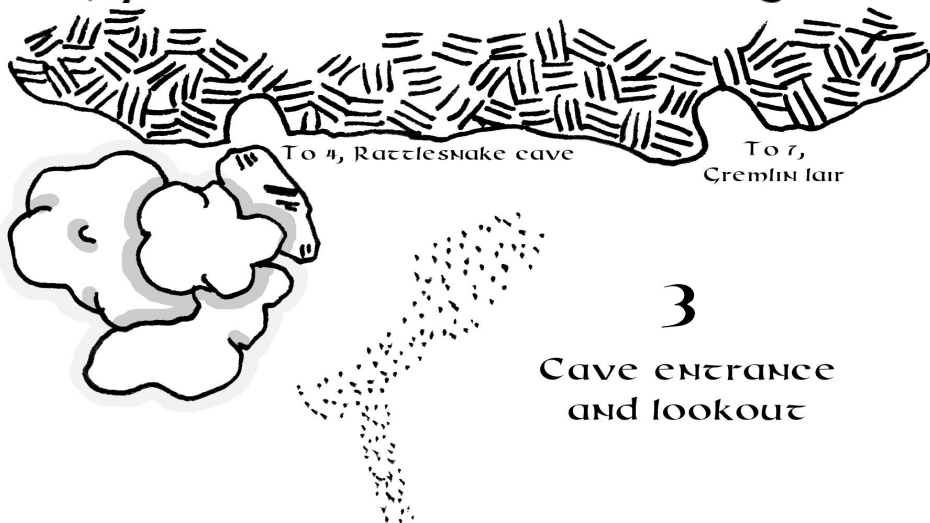
There are four entrances (three functioning) to the interior of the hill. The obvious means of ingress is the cave entrance at area 3. In addition, there is a small entrance used by the gremlins near area 7. The gremlins are adept at leaving little to no signs of their passage, so this entrance, a 1 $\frac{1}{2}$ ' diameter tunnel entrance, is unlikely to be found by PCs until they are inside the complex. The entrance is hidden by a small screen of brush and leads to a heavily forested area on the eastern slope of the hill. The third entrance is the long unused secret entrance created by the dwarves. A boulder on the western side of the hill pivots, uncovering a worked stone passage (area 15) leading to the dwarven stronghold. Unused for a century, there is no signs of a path to this boulder, and it is unlikely PCs will randomly discover a secret passage in the middle of a heavily forested area. Like the gremlin entrance, this entrance will probably be discovered, if at all, by PCs already within the complex. The fourth (nonviable) entrance is the stream appearing in area 24. The stream was not present when the dwarves constructed the complex, but rather eked its way into the room over time. For a year or so, the stream offered a small tunnel passage to area 24. This entrance is how the creatures in the dwarven complex entered. It has subsequently caved in, so that it is no longer accessible. The monsters in the dwarven complex cannot leave because the stream entrance has collapsed and Kent has blocked the entrance at area 9.

The ceiling of the caves ranges from 5' to 9' in height and from 4' to 8' in width, so they are traversable to humans if not spacious; human sized PCs may suffer a -1 penalty to attack and AC if fighting within a shorter portion of passages (LL determination). The halflings keep torches lit in the portion of the caves from just inside near area 4 east and northeast to area 12. The gremlins and the dwarven complex are unlit unless stated otherwise in the text. There are no random encounters in the bandit lair, but they appear at the dwarven complex. Keyed encounters follow.

Dwarven Complex Encounters

D6	Monster	Stats	Information
1	Giant Rats	[No. Enc. (1d4+2) AL N, MV 120' (40'), AC 7, HD ½; HP 4 each, THACO 19, #AT 1 (bite), DG 1d3, SV F1, ML 9, Hoard Class: XX].	After a successful bite, a target must save or be infected with a disease. The disease will weaken the victim by 1d3 CON penalty. Each subsequent day a new save must be done. In not successful, the disease will continue to affect the victim with previous CON penalty for the day.
2	Fire Beetles	[No. Enc. (2) AL N, MV 120' (40'), AC 4, HD 1+2; HP 10, 8, THACO 19, #AT 1 (bite or fire breath), DG 2d4 (bite), 1d6 (fire breath), SV F1, Hoard Class: none].	Giant beetles with brown chitin with shiny tints of red and yellow. On the first combat round they breath fire in a 10' cone at their opponents.
3	Spitting Beetles	[No. Enc. (3) AL N, MV 12' (40'), AC 74, HD 2; HP 14, 10, 8, THACO 19, #AT 1 (bite or toxic spray), DG 1d6 (bite) 1d6+2 (chemical burn), SV F1, ML 8, Hoard Class: none].	Big green beetles. They spray the room or corridor with toxic spray, which they are immune to. If the target's face (eyes, nostrils, and mouth) are not covered during the round, the damage burns the lungs, continuing to burn for the next 1d3 rounds.
4	Stirge	[No. Enc. (1d6) AL N, MV 30' (10'), AC 7, HD 1; HP 4 each, THACO 19, #AT 1 (bite), DG 1d3 + blood drain, SV F1, ML 6, Hoard Class: XI].	Creatures that look like anteaters with feathers. If the stirge successfully attacks its opponent, it will automatically drain 1d3 HP worth of blood on subsequent rounds.
5	Giant Bat	[No. Enc. (2) AL N, MV 30' (10'), AC 6, HD 2; HP 12, 8, THACO 19, #AT 1 (bite), DG 1d4, SV F1, ML 8, Hoard Class: none].	They flap around making swoop attacks. Their wings disturb attacks against them with -2 penalty to to-hit rolls.
6	Giant Carnivorous Fly	[No. Enc. (3) AL N, MV 90' (30'), AC 6, HD 2; HP 12, 10, 7, THACO 19, #AT 1 (bite), DG 1d8, SV F1, ML 8, Hoard Class: VI].	

Keyed Encounters: The Dungeon



3. Cave Entrance & Lookout

Following the forest path for about half a mile from the stream, you see a large forested hill before you. A large rock, covered in trees and brush at its top, is in front of the hill and may have fallen off the hill in times past. Suddenly, as you are looking at the rock, a crossbow bolt slams into the dirt a few yards before you.



The bolt has been fired from the rock by Penn as a warning to PCs when they are about 250' from the rock. Fat Bill is also atop the rock and has a crossbow bolt loaded and ready while Penn reloads. They are attempting to frighten the party away. This description assumes the PCs are approaching on the path. Note halflings have a 90% chance of hiding in wilderness areas and they have surprised the PCs from their hidden location. The LL may modify this description in the unlikely event the PCs are approaching by some other way.

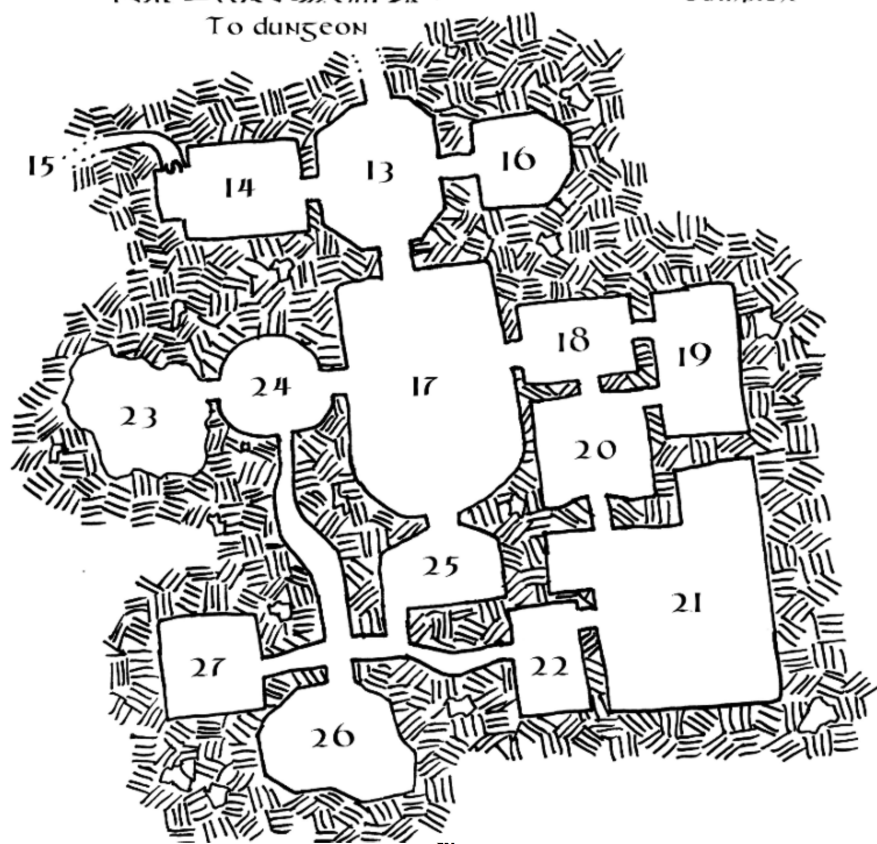
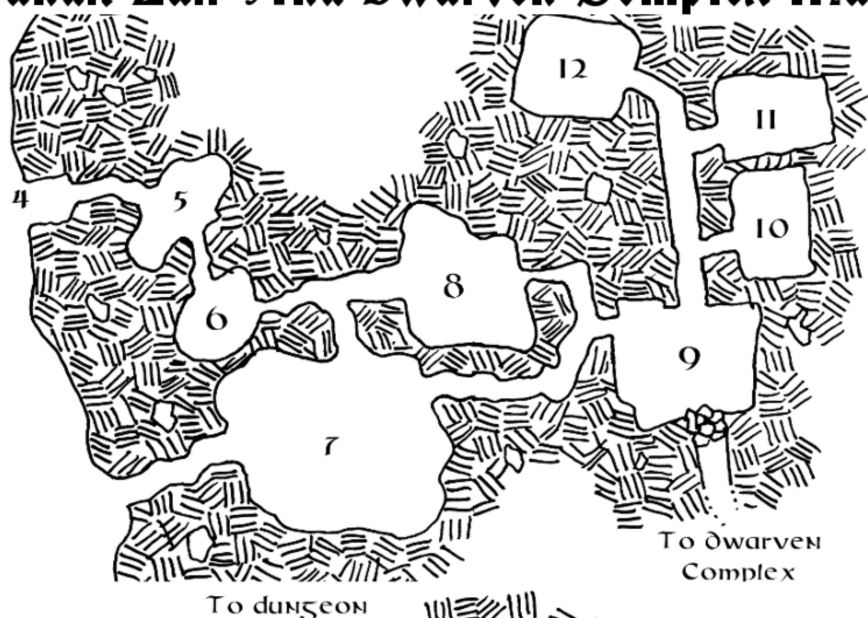
Penn and Fat Bill have been charged with protecting the bandit lair, but do not particularly want to fight a well-armed group (Penn, especially, is averse to this). If the PCs immediately charge the hill, Fat Bill will fire his crossbow as soon as they are within range. Penn will fire one more time, then run to notify Kent while Fat Bill tries to stop or impede invaders. If the LL is utilizing the role-playing aspects of the adventure, he may wish to have Fat Bill run to notify Kent so that Penn can remain to surrender to the PCs and tell them about Kent and the bandit's history and motivations. Fat Bill will surrender if he fails a necessary morale check, but is much less likely to talk. As the purpose of the guard is both to impede/repel invaders and notify the bandits inside, both halflings will not remain to fight.

The rock is narrow, about 10' wide, with a rope affixed to a small tree at its top which the halflings use to climb to the top of their lookout spot. The rock masks the cave entrance to the hill with a 5' or so gap between the rock and the hill. Atop the hill, lookouts have a nice view of the surrounding forest and path. The rock is rough but steep. PCs attempting to climb the rock without the aid of equipment must make a DEX check with a -2 penalty. If under attack while climbing, the PC loses his DEX benefits to armour class as well as any shield bonus. If struck in combat, the PC must make a DEX check with a -4 penalty to retain his position. If he falls, the PC can take as little as no additional damage and as much as 1d2 points of falling damage depending on this placement when struck. The damage is less than normal sliding damage because it is assumed the PC will slow his fall as his hands are already in place for climbing; furthermore, the leaves piled at the base of the rock will cushion the fall.

The cave entrance into the hill is about 7' high and 3' wide. The cave inside is torch lit.



Bandit Lair And Dwarven Complex Maps

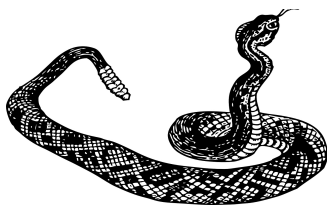


4. Rattlesnake Cave

The passage leads to a small natural cavern about 10' wide. The ceiling is about 5' high. Rocks are piled throughout the area, reaching 3' in height in places. The cavern is slightly damp. Several snake skins are visible among the rocks. Your heart sinks as a frightful rattling sound reverberates throughout the chamber.

Not surprisingly, this cave is home to four normal rattlesnakes:

Pit Viper: No. Enc. 4, Alignment: Neutral, Movement: 90' (30'), Armour class: 7, Hit Dice: ½ (smaller than usual): HP 4,4,3,2, THACO 19, Attacks: 1 (bite), poison, Damage: 1 (smaller than average) plus poison, Save: F1, Hoard Class: none.



The rattlesnakes are smaller than the normal variety, averaging 2' long, so they inflict minimal damage per bite, though their poison is just as deadly. The rattlesnakes will rattle again if the PCs make a lot of noise or enter the cave. They will attack only if the PCs disturb the rocks.

5. Rat Lair

This foul smelling cave is filled with leaf debris and bits of cloth. Mice skitter across the floor, squeaking as they flee your presence. A large rat nest, about 3' in diameter, is in a nook. Rat droppings liberally cover the floor.

Though nasty, this cave is not dangerous. The mice are all of the normal variety and will not attack. They feed off the leavings of the gremlins; the rattlesnakes feed off them. Should the PCs pick through the nest, a small piece of agate (5 gp) can be located amongst the trash.



6. Skunk Trap

A short passage leads into a larger cave. The floor is rocky. Your light reflects off something on the wall opposite the entrance tunnel. It is difficult to tell from this distance, but it appears to be gemstones stacked at the foot of the cave wall.



This room is an elaborate (for a gremlin) trap. The “gemstones” are bits of broken glass and the like the gremlins have piled up to serve as bait. A rope, hidden beneath a thin layer of rocks and dirt, is placed so that anyone walking into the room will trip it (75% per PC traversing it). It can be found by a thief searching for traps, of course, but even careful non-thieves can find it if they are specifically looking for a trap (WIS check succeeds). If the

rope is tripped, a large net holding three very angry skunks swings from the ceiling where it has been affixed. The net probably will hit the PC tripping the rope, but, even if it doesn't, the skunks will spray their scent more or less randomly about the room catching one or more PCs. PCs within 15' of the skunks must make a saving throw vs. poison or death or become ill for 1d4 rounds. Unless the smell can be eliminated, which is not likely in a dungeon setting, the PC will stink for 1d2 days, betraying his presence and making him a very unpopular companion. Note this odour is strong enough to alert monsters, so surprise is normally forfeited versus monsters that have a sense of smell. The odour will give the PCs away to the gremlins if they haven't yet encountered the latter.

The skunks are non-combatant, have 1 hp, and would like nothing more than to flee the complex. Cutting the net or otherwise opening it will allow them to escape. They will fight only if attacked and they are unable to flee. They can bite for 1 point of damage per successful attack.

7. Gremlin Lair

This room has no boxed text as there are many variables with what happens here. If the gremlins are aware of the PCs ahead of time, they will prepare their favorite tactic: Mad Blighter will make himself invisible and move into position along the wall along the southern portion of the room near the entrance tunnel. The other gremlins will move into the main part of the room to draw the PC's attention. As soon as the PCs are in the room and within range, Mad Blighter will activate his chaos aura and he and his companions will watch the show. The gremlins have no desire to physically attack the PCs, but they will laugh, jeer, hiss, and boo while throwing fish bones, ale, and whatever is at hand. These projectiles are annoying, but should generally not cause damage. Niffle will provide comic commentary on the PC's actions, Hop will jump around and clap, and Pip will do whatever he happens to feel like doing in a given round. Mad Blighter may or may not make himself visible, depending on the party's actions.

Of course, there are a lot of variables affecting what happens. All, some, or none of the PCs might be affected by the chaos aura. Note that PCs not affected by Mad Blighter's aura could be affected by one from another of the gremlins. The end result is that most or all of the PCs will be affected. The gremlins will defend themselves if attacked and may run away if they are losing in combat (or just feel like it). They will flee into the tunnel and out of the complex out the secret door near area 7 leading outside. The gremlins will attempt to maintain the fun as long as possible. The LL will have to play it by ear if the PCs attempt some other action such as communicating with the creatures.



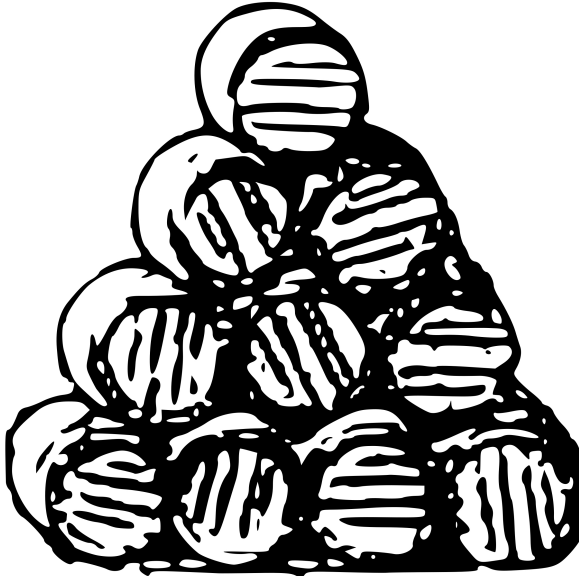
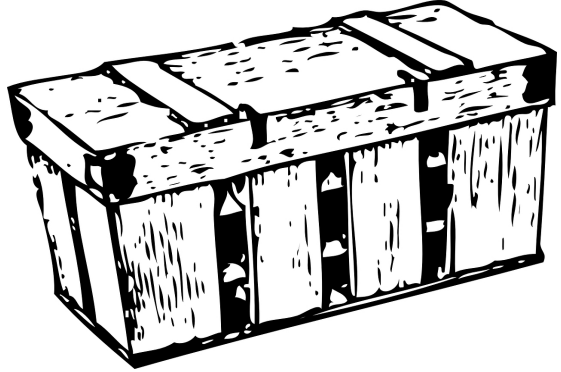
The room smells of fish and spilled ale. The gremlins have piles of leaves and cloth upon which they sleep. Foodstuffs and supplies are jumbled up in a pile in the southeastern corner of the room. Along with worthless items, the PCs can find enough food for 10 rations, a small piece of onyx (15 gp), and a 25' coil of hemp rope.

8. Storeroom

A tunnel opens up into a small natural cavern. Two large stacks of torches lie on the floor near the west wall, several crates, two barrels, and a pair of what appear to be fishing poles are along the east wall. All of these items seem to be in good repair and tidily placed.

This cave is the storage area for the halflings. A total of 50 torches are present. The halflings use these to light their portion of the complex. The crates contain foodstuffs, enough food to piece together 100 meals, crockery, two bolts of fine gingham cloth (150 gp value), spices (50 gp value), and various household items such as candlesticks (100 gp value overall).

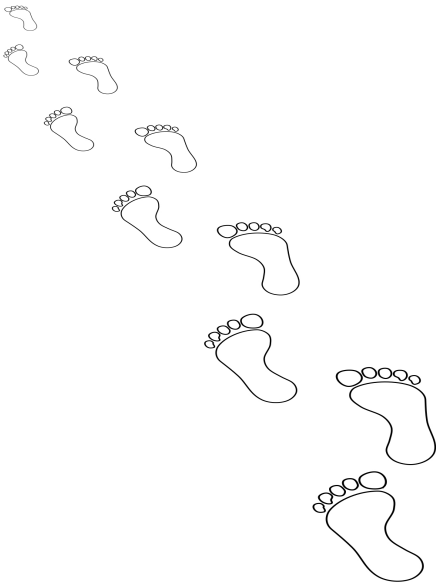
The food was purchased by the halflings before they came to Merrywood. The other items were stolen from the merchant wagon. One barrel is filled with water; the other partially filled with average quality ale. The fishing poles are Apple and Penn's backup poles.



9. Pit Room

The tunnel leads to a smallish natural cavern. Dirt and debris covers the floor. Old spider webs dangle from the ceiling. Footprints lead into and out of the main area of the cavern.

If the PCs examine the footprints, they can make out two different sets of halfling-sized prints. One set is Kent's; the other is Nigel's. Kent enlisted Nigel to help him set up the pit trap after he had covered up the small tunnel leading to area 13. The pit was open when the halflings arrived. They later decided to hide it to make the trap more effective. Now, the pit has a layer of thin reeds over it to serve as a framework. Dirt, leaves, and other debris was placed atop it to disguise the trap. The halflings spread debris throughout the room so as to not make the trap stand out from the rest of the floor. The trap is fairly simplistic: thieves have twice the normal chance of discovering it if they search for traps; others have their normal chance.



The pit is about 10' in diameter, is rough cut, and about 15' deep. Leaves and old debris fill the bottom couple of feet of the pit, so that falling PCs suffer only 1d6 damage despite the distance. Two things of interest can be found if PCs search the bottom of the pit: a small nicely cut emerald (75 gp) has lain unnoticed for some time beneath the litter and the fresh earth of the tunnel Kent dug to the dwarves section of the complex is visible. Should the PCs opt to dig out the tunnel, they can dig out the original halfling sized tunnel in a couple of hours. Digging a tunnel large enough for humans and elves will take an additional 1d4 hours with makeshift tools; PCs with regular

tools can clear it in 1d2 hours.

Note regarding rooms 10-12: As it is probable the PCs have encountered the halflings previously, the boxed text for the bedrooms does not include the halflings in them. Should the halflings be present, as they usually are when inside the complex, the LL will need to modify the description.

10. Nigel & Penn's Room

This cavern appears to be the living quarters of at least two individuals. On the near portion of the cave, a bedroll, blanket, backpack, and a small wooden coffer are neatly placed. On the far portion of the cave, a sloppy bedroll and a metal footlocker are present. Beside the bedroll, a spear has been thrust into the ground. Hanging from the tip of the spear is what appears to be a small banner, though the design cannot be distinguished as it is hanging limp. A dozen or so torches are leaning against the south wall.

The neat portion of the room belongs to Penn. The coffer contains a small bag of tea (2 gp), 25 gp, 10 sp, 3 ep, and a silver hatpin (10 gp). The sloppy side of the room is Nigel's. The metal footlocker is not locked. A small composition book filled with nature sketches, a partly used bottle of ink, and several quills are wrapped in a piece of leather. A small canvas sack contains 17 ep and 40 cp. A tarnished silver cuff link (worth 5 gp if cleaned) and a copper snuffbox (25 gp) are loose within it. The cloth on the spear is Nigel's bandit mask. The spear is a magical +1 spear with the ability to cast light once per day; Nigel is unaware of this. Nigel keeps his backpack with him.

11. Bill & Apple's Room

A firepit with burnt out torches in it is in the centre of the room. A spit and several cooking pots sit on one of the rocks along with a kettle. A small wooden bucket with an iron piece sticking out of it sits beside the firepit. On the far side of the pit, a bedroll is laid out. A backpack is laid like a pillow at the upper end of the bedroll. A chest is against the wall on the other side of the bedroll. On the near side of the firepit, a second bedroll is laid out.

Fat Bill likes to cook. Being rather lazy, he uses torches for fuel rather than going through the effort of collecting firewood. The bucket is half filled with water. The iron piece sticking out of it is the top of a metal ladle. The backpack contains typical adventuring gear. The chest contains various foodstuffs and cooking items—enough food for 10 meals could be pieced together from the contents. In addition, a small leather bag contains a pound of tobacco. A tinderbox, penknife, brass whistle, and a brooch inlaid with ivory (80 gp) are present within the chest. The other bedroll belongs to Apple, who has hidden a small pouch with 1 ep and 10 cp within it. Apple keeps his other possessions upon his person.

12. Kent's Room

A bedroll lies in the centre of this oddly shaped cavern. A cloak is rolled up as a pillow at the far end of the bedroll. A chest is beside the bedroll. A backpack rests on the floor nearby. A walking stick leans up against the wall near the tunnel entrance.

The chest contains a few rations, a waterskin, and a mess kit. In a canvas bag are 50 gp, 2 ep, 80 sp, and 25 cp. A leather bag contains Byram's ivory pipe and some tobacco. A piece of canvas is wrapped around a bundle of letters. These are love letters from Lily to Kent. A small locket has Lily's picture in it. The backpack contains typical adventuring gear and the items mentioned in Kent's character description.

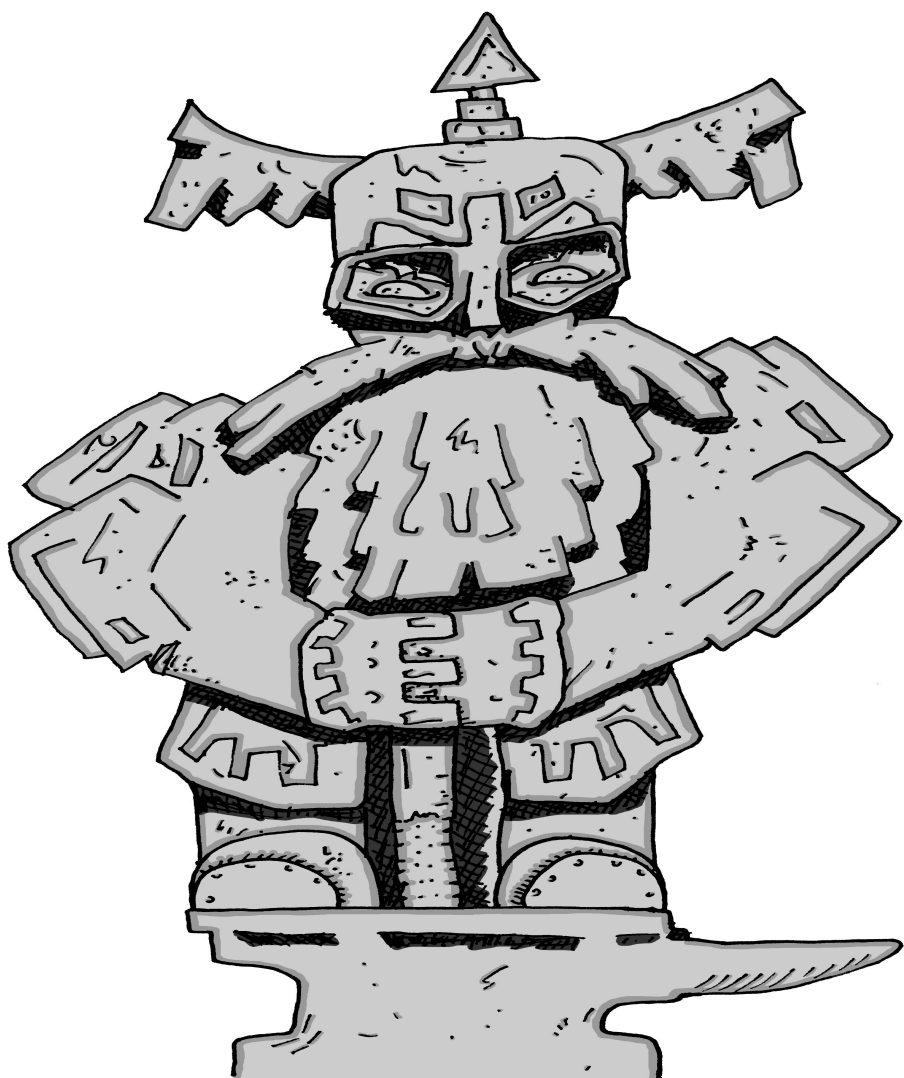
13. Entry Chamber To Dwarven Complex

(so called, because this is the most likely entry for the PCs)

You enter a large diamond-shaped room. Dust, cobwebs, and small rock chips cover the floor, walls, and ceiling. Three archways, one on each straight side of the diamond, lead out of the chamber. The eastern and western arches lead into hallways; the southern archway leads into other chamber. A large statue stands at the center of the room. It features a stern-looking dwarf holding a hammer standing over a forge.

This chamber was designed as a major intersection for the dwarven complex. There is nothing of interest in the room beyond the statue. At its base, is carved the dwarven word "Deepforge." Dwarf PCs might recognize this as a clan name of a distant group of the demi-humans. The statue is very well done, with fine detail. It is not animate (sigh). If PCs listen carefully, they might be able to hear the faint sound of running water from area 14.







14. Incomplete Temple

This large, oddly shaped room appears to be an incomplete temple. An altar and statue of some sort of dwarven divinity are present but only partially complete. Rows of stone benches face the altar area. This room is noticeably moist and the sound of running water comes from the northwestern portion of the room.

There are a several points of interest within this room. First, a pair of giant toads is hidden near the altar area. They will attempt to surprise the party, and will attack a halfling or dwarf first in an attempt to jerk them over for a bite attack.

Giant Toad No. Enc. 2, Alignment: Neutral, Movement: 90' (30'), Armour Class: 7, Hit Dice: 2+2, HP 18, 14, THACO 17, Attacks: 1 (bite + swallow), Damage: 1d4+1, Save: F1, Morale: 6, Hoard Class: none.

The giant toads, after a successful attack, can swallow smaller opponents, such as halflings. A small opponent must successfully save or be swallowed whole. Swallowed victim will be incapacitated until released (the toad is killed and opened).

If the toad is damaged for 6 or more damage while there is a victim inside it, there is a 50% chance that she is also damaged for 1d3 points.

In addition to the toads, the stream area should be described to PCs inspecting it. The water is quite fast here and splashes into the room, which has partially fallen into the stream at this point. Footing is unsteady but not perilous. A large area around the stream is streaked with mold, mildew, and algae. One ten foot section is actually yellow mold.

Yellow Mold No. Enc. 1, Alignment: Neutral, Movement: 0', Armour Class: always hit, Hit Dice: 2; HP 13, THACO Not applicable, Attacks: Spores, Damage: 1d6, special, Save: F2, Morale: Not applicable, Hoard Class: none.

PCs attempting to follow the stream will likely drown as it flows immediately below ground on its western end and soon does on the eastern end, and remains underground and too narrow to traverse elsewhere. Small PCs such as halflings could hold their breath and travel short distances before running out of air, but the stream doesn't go anywhere as it enters and exits the complex in this room.

15. Passage To Outside

This is the passage that leads to the secret door going outside the complex as mentioned in the introduction to this section.

16. Guard Room

This large room appears empty.

This room is empty. When the dwarves began dying of plague, the guard was abandoned.

17. Hall Of Audience

This intricately carved room has six pillars running from floor to ceiling. These pillars form a sort of hallway (visually) leading to a large throne area. A large firepit, long bereft of light and warmth, sits before a dais. Atop the dais, a stone throne overlooks the chamber. A dwarven skeleton, circlet still perched sadly atop its head, slumps in the throne.

There are two giant spitting beetles behind the dais. They will scabble to attack PCs entering the chamber.

Beetle, Giant Spitting No. Enc. 2, Alignment: Neutral, Movement: 120' (40'), Armour Class: 4, Hit Dice: 2; HP 16, 15, THACO 18, Attacks: 1 (bite), Damage: 1d6, special, Save: F1, Morale: 8, Hoard Class: none.

The skeleton is the remains of the chieftain of the ill-fated complex. The circlet is made of fine gold and is worth 150 gp. A barely legible journal is in the throne between the skeleton and the arm. Written in dwarven, it describes the history of the settlement from its beginning to its destruction by disease. The LL can create and provide whatever details he wishes to PC queries as there is not enough space to do so here.



18. Servant's Room

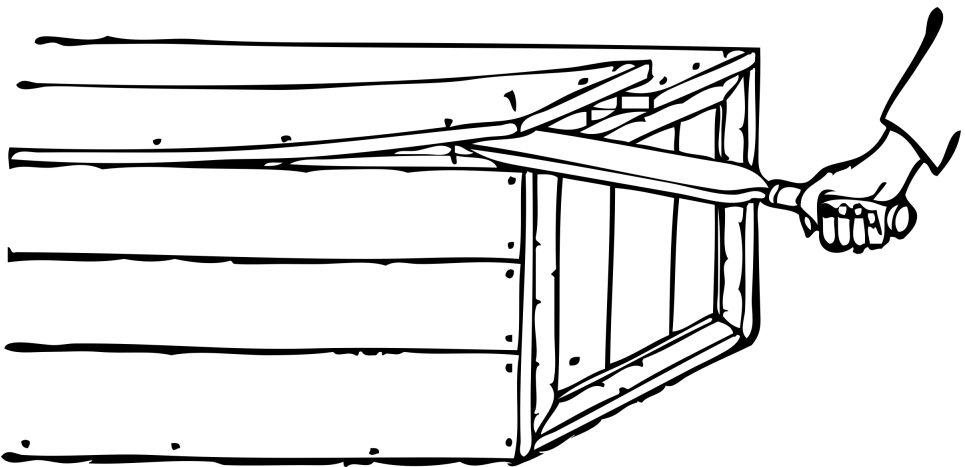
This large room appears mostly empty. A few bits of crockery and metal pots are scattered about. What appears to be a skeleton is lying near the northwest corner of the room.

Although it is not evident, this room was the servant's quarters for the scullery staff for the dwarven complex. The skeleton is dwarven; it is yellowed and brittle with age. The clothing, etc., that once accompanied the skeleton have long since disintegrated, but a nicely engraved copper ring (50 gp) is still around one bony finger.

19. Supply Room

This room is filled with decaying boxes, crates, and barrels.

The materials in the supply room have mostly decayed beyond use. Certain semi-or-non-perishable items, such as nails and vinegar, are present, but probably are not of much interest to the average party. The room was tightly packed with materials and a thorough search will take several turns.



20. Kitchen/Dining Room

This large room was obviously once a combination kitchen and dining room. The eastern half of the room is filled with the remains of long tables, most of them rotted to the point of collapse, and benches. The western half of the room was the kitchen area. A large oven is still intact. A stone counter is beside the kitchen. A large fireplace is on the southern wall. Large cast iron pots, andirons, and similar accouterments surround the fireplace. A shelving unit in the northwestern corner of the room has collapsed and broken crates, boxes, and crockery are piled onto the floor. Various trenchers, eating implements, and crockery are scattered about the floor of the room.

Most of the items in the room have rotted to worthlessness. A few of the more durable items are intact but have little value. All of the foodstuffs have long since rotted away. There is a dangerous predator here: a giant crab spider greedily watches PCs from its hiding place on the ceiling near the door. The first PC to enter will be attacked, almost certainly by surprise.

Giant Crab Spider No. Enc. 1, Alignment: Neutral, Movement: 120' (40"), Armour Class: 7, Hit Dice: 2, HP 14, THACO 18, Attacks: 1(bite), Damage: 1d8, poison, Save: F1, Morale: 7, Hoard Class: VI.

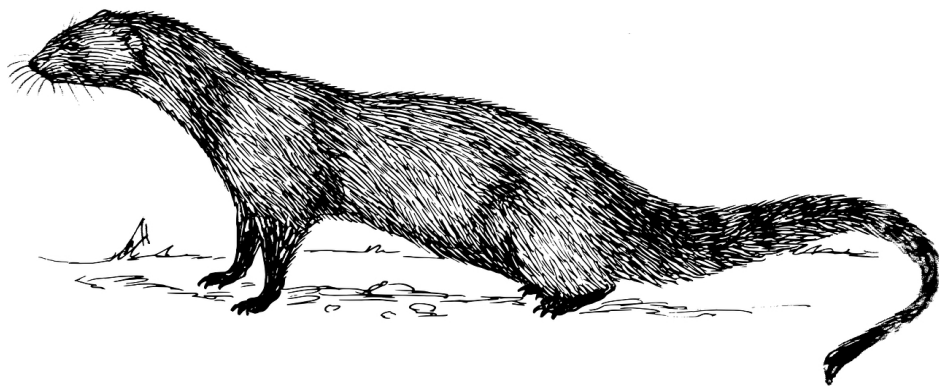


21. Barracks

The presence of dilapidated bunks, footlockers, and wall pegs clearly indicate the purpose of this room. A four foot long weasel with dark brown fur and long bristling whiskers leaps toward you as soon as you enter the room.

Giant Weasel No. Enc. 1, Alignment: Neutral, Movement: 150' (50'), Armour Class: 7, Hit Dice: 2 (smaller than usual); HP 12, THACO 18, Attacks: 1 (bite), Damage: 1d4 (smaller than average), Save: F1, Morale: 8, Hoard Class: VII.

In this room lives a giant weasel with her kids. The weasel is very alert and should surprise the PCs under normal circumstances. Within the room are 120 gp, 15 ep, and 200 sp scattered amongst the various footlockers. There is also clothing and other personal effects that probably hold no value to the group; the LL may develop these if necessary.



22. Armoury

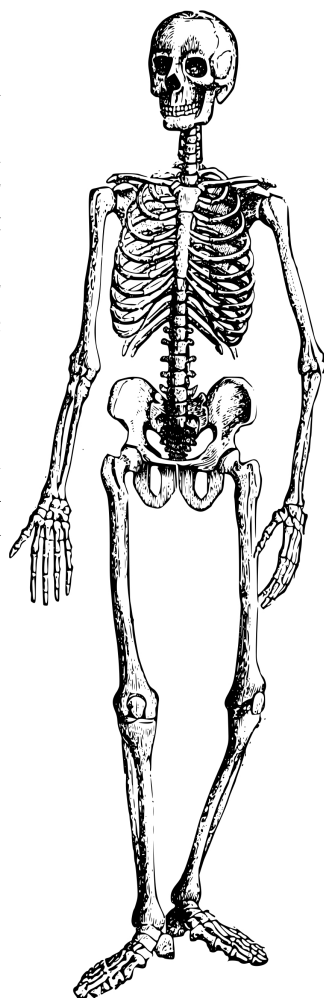
This room contains a large number of weapons. Battle axes lean against the north wall. A collection of hand axes and hammers line the west and east walls. Several large barrels of spears are along the south wall. A large wooden crate sits near the northeastern corner of the room.

8 battle axes, 20 hand axes, and 15 war hammers are present and usable. 14 out of 45 spears are still usable. The crate contains crossbow bolts that have survived because they were well-packed. 100 bolts are present; 5 of them are bolts +1.

23. Makeshift Tomb

This cave is filled with dwarven skeletons. Each is laid out at full length. A weapon and shield are laid across each of their chests. The skeletons are laid out around the perimeter of the room with each skeleton's head toward the wall and feet toward the interior of the room. A total of 45 bodies are thus arrayed.

When the dwarves began dying from the plague, they were laid here by their companions temporarily with this room converted to funereal use until a permanent tomb could be created. The remainder of the dwarves died within a matter of weeks, so no tomb was ever constructed. A dwarf character might notice that no information about the deceased is provided; a rite neglected only in times of extreme peril or disaster. The weapons and shields are all usable as this room was sealed to keep out elements and to keep odour in when closed. There are a total of 25 battle axes, 14 hand axes, 12 war hammers, and 24 daggers present. The total is more than the number of bodies as some have more than one weapon. There are 45 shields, all of them square. Square shields are the traditional shape used by the Deepforge clan.



24. Giant Rat Room

This oddly shaped room is filled with debris. Rotting wooden furniture, scraps of metal, and other bric-a-brac are scattered about. A foul smell emanates from this room. As you ponder its source, a movement catches your eye. From out of the debris, a group of huge rats, each three to four feet long, wriggles. Their eyes shine evilly in the light and they snarl as they rush toward you.

There are nine nasty rats here. They are hungry, so have a higher morale than usual.

Giant Rats No. Enc. 9, Alignment: Neutral, Movement: 120' (40'), Armour Class: 7, Hit Dice: $\frac{1}{2}$; HP 4,4,4,3,3,3,2 (X3)), THACO 19, Attacks: 1 (bite), Damage: 1d3, disease, Save: F1, Morale: 9, Hoard Class: XX.

Whereas most of the items in the room have been rendered worthless by time and filth, there are 35 gp and 27 sp scattered about the room, though it takes 1d4 turns to sift through the room in order to find it. The room is flammable due to the gasses leaking from the depths through hairline cracks in the floor covered by filth.



25. Captain Of The Guard's Chamber

(The door to this room is locked. The key is long lost. It will have to be picked or forced open.)

This oddly shaped room was once a nicely furnished chamber. A large bed, collapsed in upon itself, is on the western wall. A nightstand with a dust covered lantern is beside the bed. A partially collapsed desk leans awkwardly near the south wall. A wardrobe is in the oddly aligned northeastern corner of the room. A war hammer and a square shield are propped against the north wall.

The nightstand has one drawer. Within are four flasks of lamp oil. The lantern and the oil is old but usable. The items in the desk have decayed beyond use, though their function (paper, ink, etc.) readily apparent. The wardrobe is trapped. Opening the door without disabling it will cause 4 darts to spring out; they hit anyone within 5' of the wardrobe with a THACO of 18 and inflict 1d2 points of damage each. Besides rotting clothes, the wardrobe contains a rotting pouch with 2 silver nuggets (5 gp value each), 15 gp, 25 sp, and 5 cp. A small crystal statuette of an owl is worth 75 gp. The battle hammer and shield are normal but exceptional work, though the leather components of the latter have rotted away. The hammer is worth 100 gp and the shield 1000 gp.

26. Smithy

This large room is a defunct smithy. Several forges are scattered about the room. Tongs, hammers, bellows, etc. are placed appropriately. A large pile of coal with a shovel still sticking out of it is along the south wall. A stack of pig iron is near the centre of the room. A broad wooden table holds various completed items such as hinges, nails, and andirons. Not surprisingly, the walls and ceiling are soot-stained. Cobwebs blanket the roof areas and walls, even draping down to the furnishings in the room.

This is the room where the smith (see area 27) worked with his apprentices. There is little here of interest to the average adventuring party. The pig iron has a market value of 1000 gp, but would require so much time and effort to remove, that it probably would not be worth it. PCs would have to hire carts, workers, etc. to remove it. If they do this, assume half the value will be paid and take 2-3 weeks to accomplish.

27. Smith's Room

This large room is divided into three parts by a large wooden partition. In the main area of the room, the remains of a sofa, three chairs, and a fireplace are present. Atop the mantle are various carved figurines. In one of the back areas, a small bed and a wardrobe can be seen. The other side holds a double bed, a wardrobe, and a basin and ewer on a stand. Both beds seem to have something in them. A dwarven skeleton lies near the door.

This room belonged to the smith and his family. The first skeleton is that of the smith. The skeleton of a child is in the smaller bed and an adult skeleton is in the larger bed. Both are covered by blankets. As the family succumbed to the plague, the child died first, then the mother, and, finally, the father. The area within the door is trapped. A pressure plate in the floor causes two spears to shoot out of the wall. They have a THACO of 15 and inflict



normal spear damage, firing toward the door so that anyone entering or even standing in or without the doorway will possibly be hit. Hidden behind a loose brick in the fireplace are three gems: a 100 gp ruby, a 50 gp sapphire, and a 50 gp emerald. The figurines atop the mantle are wooden carvings of various woodland animals. These belonged to the smith's wife. They have no inherent value. The child's room contains nothing of value. In addition to normal clothing and accouterments, the wardrobe has a false bottom (treat as a secret door). Inside are 150 gp, 25 ep, and 100 sp.



The Village Of Brierfield

(Part Three)



nce the PCs have killed, negotiated, or otherwise interacted with the bandits and have explored whatever sections of the dungeon they wanted to explore, it is time to return to Brierfield to get their reward. There are a number of ways this can turn out.

The simplest way, and the most likely result if the LL did not utilize the role-playing aspects of the love affair, is for the PCs to have killed the bandits and retrieved the pipe. In this case, they need only return the pipe to Byram, tell him the bandits have been destroyed, collect their pay, and move on.

If the PCs return with the bandits captured in order to earn the greater reward for so doing, the LL should play up the aspects of the role-playing portions of the adventure. Byram and the other villagers will be very surprised Kent was the bandit leader. Lily will, of course, burst into tears if she is present, and may sue for clemency for her lover. Some of the villagers will want Kent hung; others (such as his parents) will not. If the PCs were previously unaware of the love affair, this is a great time to summarize it via a soliloquy from Byram, Kent, Lily, or via dialogue betwixt the three. If the PCs do not want to get involved with the love affair and the punishment, they can still collect their gold and head out of town, leaving the fate of the bandits to the village.

Should the PCs wish to get involved, however, there are ample role-playing opportunities present. This is the most difficult to handle as there is no firm sequence of events or pre-determined outcome. The LL should allow the PCs to influence the decision the village reaches regarding the bandits. There are far too many possibilities to account for all of them here, but the LL should bear in mind what the PCs do and what Kent does. It is also important to remember that Byram does not function as a civil authority on his own—he functions in the context of the group of aldermen. After the initial shock has worn off, Byram will call for a public trial on the morrow. Any captured bandits will be locked up at Roger Smith's house until then. PCs may operate in any way they see fit before the trial.





The primary decision makers of the village are, of course, the aldermen. Byram will push for the death penalty and will not be swayed from this opinion unless public opinion and at least one of the other aldermen moves that the penalty be lessened. Mitch intends to abstain from voting unless both of the other aldermen vote the same way, in which case he will side with them (not that it would matter, strictly speaking). He is double-minded about the affair, feeling that the law should not be violated without penalty and that the village should stick to its word by hanging criminals, yet not wishing to hang a halfling from the village. Mitch likes Kent, in general, but this is not enough to greatly sway his opinion. Wilhimina does not like the idea of hanging a villager, likes Kent, and

sympathizes with the plight of Kent and Lily. She will vote the penalty be lessened or abolished depending on circumstances unless public opinion and the opinion of both her fellow aldermen are clearly for hanging.

PCs could meet with the aldermen, but should not be able to get them to agree to a certain course of action. The outcome of such meetings would be to give the party a feel for the predisposition of the various aldermen. Of course, the PCs may not act in the interim and may have no idea what the individual aldermen think. Either way, if the PCs attend the trial, they will see and, presumably, influence what happens.



The Trial



he trial for Kent and his surviving companions will be held near the village centre. Virtually all of the villagers will be in attendance. The PCs will be called upon to testify that the pipe and the merchant's possessions were in the possession of Kent and the other bandits, basically providing evidence that the bandits were indeed bandits. In normal circumstances, this should be proven.

What happens next is up to the LL. There are too many variables to mention them all, but some of the more obvious or likely ones are covered below. It is recommended that the LL use a percentage point chart, with certain actions influencing the numbers. The chart represents the chance that Kent and company will be exonerated. The base chance is 0. It can be modified positively or negatively. The most likely modifiers follow.

Trail Modifiers

15%	Per alderman wanting clemency (Bryam will not do this).
+10%	If the bandits willfully returned the stolen merchandise.
+10%	If the PCs return the stolen merchandise from the merchant wagon to be given back to the merchant.
+5%	If the bandits apologize or otherwise make an appeal to the village.
+10-25%	Or more if PCs speak on behalf of the bandits; based on persuasiveness of the appeal; factor the PC's Charisma here with +1% given for each point of CHA bonus modifiers; also a +5% chance per halfling PC.
+10%	If the PCs forego their reward.
+5%	If Kent agrees to or does pay for the damaged crop



The LL needs to make the PCs work here for the desired result. Players cannot state their characters try to persuade the villagers without actually role-playing the persuasive techniques. The LL should also make the trial as interesting as possible for the players. Engaging the PCs with questions from the aldermen and/or villagers works. Also, as the village is divided in opinion about what to do with the brigands, the trial can be full of uproar, with the crowd going back and forth in opinion so that the verdict is up in the air until the very end. Such a cliffhanger should interest role-playing players.

The overall results are, based on the percentage points earned toward exoneration:

0% - 25%

The bandits are found guilty and hung as intended.

26% - 55%

The bandits are found guilty, but the punishment is lessened; possible results are time imprisoned, some sort of community service or banishment from the village.

56%+

The bandits are exonerated. There is no punishment, and the bandits are allowed to go free.

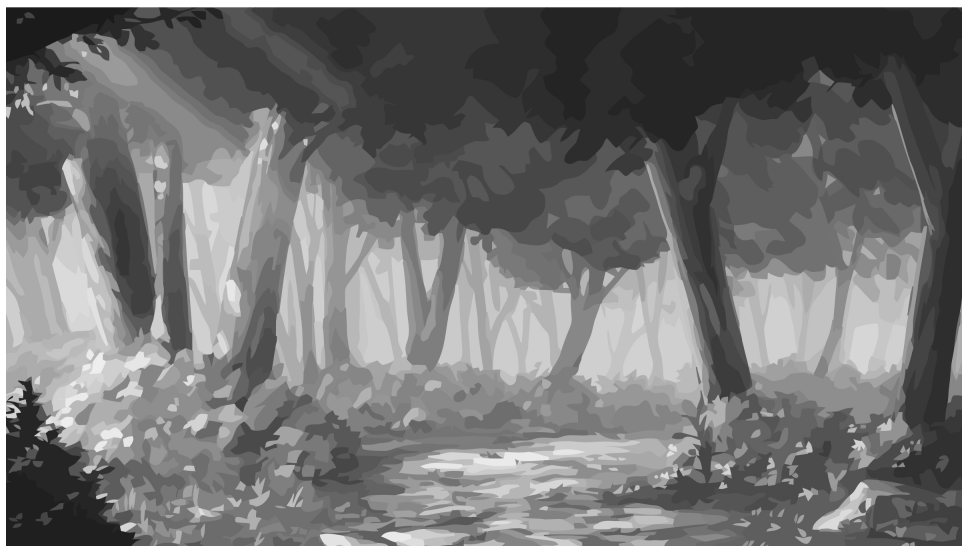


court Lily. The other surviving bandits will quickly leave town.

If the bandits are exonerated, Kent will theoretically have a chance to reconcile with Lily, though doing so will be the work of some time. It would be reasonable for the party to depart with the resumption of the love affair still up in the air. If the PCs stand up for Kent and the LL wants the story to have a clear-cut “happy ending”, Byram could reluctantly agree to allow Kent to

Wrapping Up & Further Adventures

PCs accomplishing the goal of retrieving the pipe should receive a story award of 200 XP group total in addition to other experience. PCs bringing Kent back alive should receive full XP for the bandit. PCs attempting to reconcile the lovers but failing should receive an extra 100 XP group total for trying (remember, experience comes from experience, not just success); those succeeding should receive 200 XP group total. Individual awards should be given to deserving characters on a case by case basis. Brierfield is not an adventurous place, and the PCs will probably wish to depart soon after their job has been accomplished. LLs wishing to run spin off adventures could use the dwarven journal found with the skeleton of the chieftain for this purpose. PCs may travel to the Deepforge clan to return the journal or the book may refer to a treasure/adventure location elsewhere the PCs will want to explore. The journal could serve as a nice adventure introduction device for the LL, with nearly any sort of possible adventure stemming from the writings of the doomed dwarves.



Biography

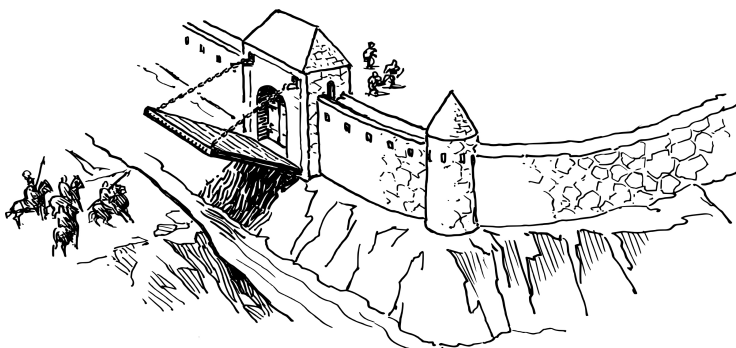
Bret James Stewart is an avid gamer, author poet, and game designer. He is actively involved in ministry as a Christian Druid. Bret would like to thank J.R.R. Tolkien for the concept of halflings, among other things, that has greatly enriched the gaming genre. He lives in the beautiful mountains of North Carolina with his feline friend, Petit-Leon le Chronicleer du Fay.

Joni “Jonir” Heinonen is a tiefling wizard who weaves ink into recognizable shapes and converts people into RPGs as a hobby. Jonir does vee-dee-ohs with the magic of his crystal ball to reach out other hobbyists. He lives in the north, this side of the Wall, with his wife and offspring whom he likes to call “Jonior”.

Kristiina Seppä is an illustrator and designer who found tabletop roleplaying in her late teens and fell instantly in love with. She often gets stuck in front of her computer and drawing tablet until her right hand starts to cramp. Kristiina also has a habit of sketching during game sessions.
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Shane Ward has been trapped in a dungeon by a famous baron. In his spare time he writes old school role playing adventures, draws maps, and does layout work. Check out his stuff at 3toadstools.blogspot.ca

Daniel “Thaumiel Nerub” Neffling found the joys of old-school roleplaying systems and style after 20 years of different games. Publishes, writes, and illustrates roleplaying games material and owns a tabletop games store in Finland.



Playtesters

Jaakko “Kookko Jaskinen” Koskinen was Brother Cedric, Westra's humble Cleric who wanted Brieffield to become a new home for his Lord Almighty. Joonas Rauhala was Tomas, a troubled thief trying to change his wicked ways. Tomas ended up accidentally stabbing his mentor and was eaten by a frog.

Matias Huntus was Wjüdir The Renounced, a Dwarf who is now rich and dearest. Also the best party splitter.

Meri Koskinen was Eileen Eruraina, an Elf whose arrows always found her enemies.

Toni Halmela was Tonfu Von Linterjager, a Magic-User who prepared for a dungeon with a donkey and a canoe.



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A Pipeful Of Trouble



A Pipeful Of Trouble is a Classic Edition Adventures module for player characters levels 1-3. It features a nice mix of social interaction, a dab of wilderness travel, caves, and a traditional dungeon complex. There are strong role-playing elements, including potential ethical quandaries, though these can be toned down or dispensed with altogether should the group prefer a more martial approach.

A Pipeful Trouble includes: Interesting NPCs, Difficult opponents
Dangerous locales, Harrowing situations, A brand new monster
Maps for Brierfield, Merrywood route to the caves, a cave and dungeon maps.
A Pipeful Of Trouble is written for Labyrinth Lord* but can easily be used with any OSR or d20 fantasy system, or with the original fantasy game.

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