

Servants of Plague

by N. Wright



Near the peaceful town of Helmsford lies a half-destroyed castle filled to the brim with infected, half-dead orcs. Their filth is flowing down the river and infecting the townspeople, and their raids are growing more frequent and more deadly as the orcs master their newfound powers. Can you slay the orcs and end their cult or will they overrun the river city and enslave every man, woman, and child?



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Contact the author at LawfulIndifferent.Blogspot.com

Servants of Plague

A site-based adventure for 2 – 4 players of 1 to 3rd character level.

Created with the **Labyrinth Lord™** game system in mind, but compatible with any classic edition roleplaying game.

DM's Introduction

Servants of Plague is written in a fairly freeform style Of module design. This module is designed to be tinkered with, adjudicated, and adjusted to fit the DM and his players. No two groups are alike, and the most flexible module is the most useful. Servants of Plague is flexible indeed! Every area has a rough description and mentions what inhabitants might be found therein, as well as possible treasure and other considerations. Feel free to improvise and modify as you see fit- it's half the fun, after all!

The only requirements are that there must be, somewhere, a town near a river and some sort of wilderness for the fortress-turned-temple to occur in.

Servants to Plague can work well as an introduction to Labyrinth Lord, as it was designed first and foremost as an easy-to-run, thematic one-shot adventure that features a motley band of low-level mercenaries/heroes sallying forth and helping the world become a little better.

Enough blathering- Good Luck, and Have Fun!

Player's Introduction

Deep in the forest, a smashed and abandoned fortress, once the proud and stout home of the Lord Gelens, has been claimed by a cult of demon-worshipping orcs. Their worship has led them to be "blessed" by corpulent, rotting forms, and the power to spread a virulent disease in their bodies, to which they are immune. The Duke has quietly put out a bounty on the heads of their leader, an enormous gray-skinned orc known as Rot-Spawn. While the plague orcs make relatively frequent raids on nearby settlements, the real problem is that the fortress-temple of the orcs is upriver of the town of Helmsford. The diseased presence of the orcs is causing the town downriver to sicken, starting with the children and the elderly, but slowly spreading even to the healthiest townsmen.

Three of the Duke's rangers, led by a man called Felmarn, give the players horses and rations, and show them the way to the fortress. They stop at the edge of the forest, point out the way, and stay where they are to make camp. They encourage the players to continue on to the fortress- the rangers will be "here if they are needed and not before," they grudgingly tell the players.

The players find themselves in front of a gigantic iron door, and the adventure begins...

Important Characters

Duke Branal:

The ruler of the city. Can be demoted in stature (ie. Mayor Branal, Chancellor Branal) to fit the situation or squeeze him into a pre-existing campaign. Duke Branal is a middle-aged man, with a large nose and a stern but fair demeanor. He wears his greying black hair to his jaw, rough-cut. He is used to being respected, and is a fair swordsman.

Magister Harman:

The high administrator of the Duke's city. He is the Duke's most trusted official, elected from the the local merchant's guild to serve as the representative. As the merchants have a vested interest in the town's growth and well-being, and the Duke allows the merchants to do as they will as long as they're law-abiding and peaceful, there are no problems between the merchants and the Duke. Harman is a moderately obese man with a broad smile and thick brown hair, cropped short. He wears a medium length beard and prefers a dark red tunic with green trim.

Felmarn, Ranger Captain:

Captain of the rangers that show the adventurers the way to the fortress. He, and his rangers, are gruff and uncommunicative- this hasn't been the first party they've led to the plague orcs' doorsteps. As a result, they're more than reluctant to continue, and are generally unwilling to provide much equipment.

Phugnararhl:

Demon God of Plague, and the orcs' newest god. Phugnararhl's worship is all but unknown amongst the civilized people of Helmsford and the surrounding lands, as who but a maniac would worship a being who promises a slow, painful death in return for one's service? His image, which is inside the Temple,

resembles an enormous, bloated, hunchbacked orc, with rotting skin and a gaping, drooling maw filled with fangs.

Rot-Spawn:

An enormous, obese, gray-skinned orc. He resembles nothing so much as a bloated zombie, but has the mind and reactions of a fully-functioning orc cheftan. He is the domineering muscle behind Gnarlstaff's clever manipulation. He wields the *Filthsword*.

(AC 5, HD 2, hp 13, THAC0 17, DMG 1d8+2 Save F3, ML 11)

Gnarlstaff:

The lead cultist, and high priest of the Plague God, he is responsible for the transformation of the orcs into horrible plague-beings. Gnarlstaff is in the advanced stages of decay- his flesh is grey and rotten, his eyes are clearly non-functional, and his hands are bony claws. He is clearly insane, but not stupid. If it looks like he's losing, Gnarlstaff has no reluctance to flee. Gnarlstaff can cast 3 spells during the encounter, and will choose to cast reversed Bless, Protection From Good, and Inflict Light Wounds as the situation suits him. He wields the *Gnarlstaff*.

(AC 8, HD 2, hp 8, THAC0 18, DMG 1d6, Save C3, ML 10)

Orc Sergeant:

Lightly armored and equipped with a battleaxe, the sergeant is less decayed than most. He wears a crested bronze helmet in addition to his scale mail and wields a great iron spear. In battle, he splits his time between commanding his fellow orcs and actually fighting.

(AC 6, HD 1, hp 9, THAC0 18, DMG 1d6+1, Save F2, ML 9)

New Magic Items

The Gnarled Staff:

The orc high priest wields a gnarled, cursed quarterstaff that not only is his namesake, but also causes any other wielder to suffer -1 to all attack rolls. In addition, each day the staff is possessed, Phugnararhl invades the possessor's dreams, depriving the possessor of any sort of restful sleep and attempting to beguile his victim until they either go insane or begin serving the Demon God of Plague. Or both. The insanity and nightmares can be averted by destroying the staff or by simply casting it away.

Rilthsword:

A rusty length of sharpened iron, Infestor grants a +1 bonus to attack and damage, and immediately inflicts the Bleeding Fever (see the section on Diseases for details) on a struck target.

Temple Features

The Outlying Areas

Encompassing the areas on the outside of the ruins, the outlying areas are unlikely to have more than minimal resistance from the plague orcs, it being more likely to find a handful of the wandering, bloated *Vomiting Zombie*.

The Moat:

The moat is slimy, sludgy, and has a thick layer of waste. It is dried out in great patches, making the formerly useful moat a current deep septic trench. It is

clearly stagnant and unclean. The bodies of several other adventurers are sunk beneath (and sometimes float atop) the greenish brown surface of the water. It is highly unsanitary, to say the least, and any adventurer daring to brave its murky depths is likely to find themselves seriously ill.

The Gibbet:

Positioned near the Iron Door, the Gibbet is as likely as not to contain a skeletal corpse, or possibly a newer corpse if one of the plague orcs' leaders can think of a reason to use it. The wood is old and splintery, and the metal is rusted to near uselessness.

The Iron Door:

An enormous, difficult to open iron door in the entrance to the fortress. Like all the other metals near the temple, it is rusted and pitted. Unlike most other metals in the area, it is extremely strong and difficult to open. The plague orcs are as likely as not to have closed it. If it is closed, it is likely that the fortress will be difficult to enter, with the adventurers likely having to scale a wall, find a section of wall that is weak enough, or scale the walls in whatever way they please.

The Barbican:

While the walls connecting to the Iron Door are strong, the inner walls are crumbling and unstable. The barbican will not likely collapse, but it certainly wouldn't withstand a catapult stone. There is a low chance (10%) that 1d4 plague orcs are near or inside the barbican, likely wandering or trying to catch some sleep away from their superiors.

The Courtyard Areas

The inner walls are covered in moss and various crumbling stones lay in mute testament to the long-forgotten siege that lowered the walls of the old castle. The tumbled stones litter the ground and can provide a mild form of cover.

Courtyard:

The courtyard proper is where plague orcs tend to mill about. It is also where the plague orc Sergeant can be found with three plague orcs. They are likely to see the adventurers if they meander about in the courtyard for too long. In some of the corners, giant spiders hide. They will attack if any gets too close, plague orc or adventurer, both.

Ramparts:

Providing access to the towers is the ramparts, which are occasionally patrolled by orcs. Tower access is not possible without being on the ramparts. Some of the stairs are crumbled, possibly blocking some of the towers off from easy access. The ramparts are the source of the stones littering the ground in the courtyard, so walking is perilous at the best of times. After a recent rain, falling is more likely than not.

The Armory:

Merely covered by a lean-to on one of the fortress walls, the armory has by now been rendered almost useless. The wood has long since rotted away, and most of the metal is rusted to near uselessness. The exception is a +1 shield that lays inside a mostly decayed chest, hidden beneath a moth-eaten and wormy blanket. There are two orcs here, standing (rather lazy) guard over what few weapons remain.

The Barracks:

The fortresses' barracks have been cleaned away, so to speak; the bunks have long since been broken down into

firewood, and the cushions are laid on the ground, filthy and full of bugs. The only thing surviving, in the most part, is a torn and unsavory-looking canvas covering the mattresses and providing a little protection from the elements to the orcs. The mattresses themselves are likely to carry a smallish amount of money, likely 1-10 silver pieces. The plague orcs tend to sleep here, and half will be awake and gambling, arguing, or eating underneath the canvas lean-to. The other half will be sound asleep. If the alarm is sounded, 1d4 awake plague orcs will arrive to the location of the alarm in a couple of turns, if any plague orcs are left.

Each barracks location will contain 1d6 plague orcs, divided roughly between awake and asleep.

Stables:

Plague Orcs don't have horses, but the stables are currently used as living quarters for the more powerful orcs. In a practical sense, there is more loot and treasure to be found in the stables than in the barracks, due to the increased space and privacy available.

There are four orcs here, better armed and armored than the rest. (AC 5 instead of 7)

The Central Keep Areas

The central keep is a square tower topped with crenellations. The portcullis is rusted open, and faces away from the main entrance (i.e. the gatehouse), so the players must circle the courtyard to gain entrance. Alternately, the players could locate the trapdoor on the lower level of the tower to gain access through the dungeons.

The Altar to Phugnararhl, Demon God of Plague:

The altar resides on the third floor of the central keep. A crudely carved, leering demonic statue made of a odd greenish stone that seems to fill the room. All light sources seem to cast a sickeningly greenish tinge over everything. The eyes are made of great red gems set into the

eyesockets, and it is holding a bowl made of solid gold, filled to the spilling point with dried blood. The floor near the altar is splattered with blood. Careful observers will note that the stone is not naturally green, but is instead covered in a thin, shimmering slime, and that the statue is not crudely carved, but actually another god's idol chipped and hammered into the shape of the demon god. The identity of the old idol is all but impossible to discern, even with magic- the altar belongs to Phugnarahrl entirely now.

There is one orc at the altar, a level one magic user. He is armed with a dagger and a *magic missile* spell. In addition, Gnarlstaff may be found here (50% chance) with his three orc acolytes.

Making a sacrifice to Phugnarahrl is a *highly* Chaotic act. If a sacrifice is made, roll 1d6. On a roll of **1-3**, the character's Constitution is raised by two points, and their Charisma is lowered by two permanently. On a roll of **4-6**, the character contracts the *Bleeding Fever* automatically and loses one point of Wisdom permanently. A character can make a sacrifice only once.

Typical sacrifices include blood, humans, or a body part of the character.

Eating Hall:

Formerly the fortress commander's personal eating and diplomatic area, it has been transformed into a trash-heap. All manners of filth and garbage are piled in the corners, in the middle of the room, and elsewhere. This is where the plague orcs' hoard can be found, if the players are willing to look through garbage to find it.

It contains 1d6 plague orcs, who are either adding to the filth, or searching through it.

Kitchen:

The kitchen still sees use, though mostly as a slaughterhouse. There are several bone-piles, with an assortment of grisly messes on the counters and on the ground. The bones are a mix of man and beast, indiscriminately stacked. The floor is covered in dried blood, as are the counters and much of the walls. This room contains 1d4 plague orcs, who are likely butchering meat or guzzling something unsavory.

The Wine Cellar:

Mostly empty now, as the wine is drunk dry. The empty, rotting barrels remain smashed on the dank floor. There is a trap door leading to one end of the Lower Levels here. It is obscured by a pile of broken wine barrels and a heavy layer of dust- this side is not often used.

Planning Room:

At the top of the tower is the commander's personal planning room, now taken over by Rot-Spawn and his retinue of two orcs, who are present in the room at almost all times. The planning room still contains the table and the maps within- the maps are currently blood and vomit stained, but useable. The orcs have been using the maps to plan raids on the surrounding countryside, and various markings are made on the maps, marking future and past targets. In addition, there's a skull on a pole crudely drawn on top of a hill. There is a locked treasure chest containing 2d6x5 gold pieces, as well as 1d10x10 silver.

The Towers

The towers themselves are crumbling things, unstable and moss-covered. Near the areas where the Plague Orcs frequent, there are disgusting streaks crashing down the sides of the towers, from their bodily fluids. It is not uncommon to have piles of dead bodies near the bases of the towers, nor is it uncommon to spot zombies devouring the freshly dead.

Collapsed Tower:

The tower has long since been collapsed in on itself, like many of the ramparts and walls. The collapsed tower is a jumble of rock and stone, and is nearly useless to adventurers except as an explanation of why a four-sided fortress has three towers. In past days it used to be another guard tower.

Guard Tower:

The outer tower is a strongpoint; or at least, it was. It has multiple arrow slits large enough for orcish crossbows, and they are in semi-frequent use. If the adventurers aren't careful, the orcs could spot them from a distance and raise the alarm.

Prison Tower:

Converted from a prison tower to a torture chamber, the Plague Orcs take any particularly important prisoners here to torture them, possibly as a prelude to sacrificing them to their demon god. If the subject of torture or torture chambers is offensive to you and your group, feel free to exclude this tower; it could be empty, unaccessible, partially or entirely collapsed, or simply be another guard tower, similar to the Outer Tower.

The prison tower also allows access to the Lower Levels, via trap door leading to the passageway to the Guard Shack and the Cells.

Gnarlstaff's Tower:

The tower belonging to the orcs' cult leader, Gnarlstaff. The tower is relatively unguarded, and the stairs are entirely working. At the top of the tower is a fairly mundane space, with a variety of arcane-looking instruments, such as musty tomes, candles of strange substances, alchemical powders, and so forth. There is a wand of Inflict Light Wounds, with four charges left. It resembles a talon carved of wood, as an eagle's claw or similar.

In addition, there are several (1d4) potions on a workbench, in unmarked vials. Their contents are up to the DM, but Human Control, Fire Resistance, and Invisibility are thematic in this case.

Gnarlstaff is 50% likely to be here with his three acolytes or at the Altar on the bottom floor of the central keep.

The Lower Levels

The lower levels are universally dark, the only light being from the torches the Lower Level's guards carry with them. In the corners grow spiders and the floor is crusted over with blood and bodily fluids. The Lower Levels is connected to the Prison Tower, and ends in another trap door in the Wine Cellar.

Wasting Zombies and Vomiting Zombies are likely to be wandering around in the underground Lower Levels.

Cells:

The Cages are a row of medium-sized cells, each capable of holding at least 20 people. One of the cell doors is open. Inside each cell is likely nothing more than the mouldering bones of the long-dead, although it is not impossible that a living human may be trapped inside, from a recent food raid on Helmsford.

Guard Shack:

Gnarlstaff has converted the old guard room into a room

for sacrifices and for the extraction of body parts from the captured.

Inside the room is a silver *ritual knife*, a razor-sharp blade that deals +1 damage. In addition, there is a goodly supply of saws, hammers, hatchets, and mallots. There is a fireplace, though it remains unused almost constantly.

Individual Cell Block:

This section of the dungeons contains the cell blocks for those nearing their death, due to be executed on the morrow. Inside the cells are nothing more than corpses.

One of the men inside a locked cell is actually a Wight-though he has long since been dead, he has been animated by his burning hatred for having been wrongly imprisoned a hundred years ago and being left in this cell while the castle crumbled. If the party talks to him, he will give his name as Jechon, and promises the party great hidden treasure. He is lying.

New Monsters

Plague Orcs

No. Enc: 1d6

Alignment: Chaotic

Movement: 120'

Armor Class: 7

Hit Dice: 1

Attacks: 2 (claw/claw) or as weapon

Damage: 1d4 or weapon

Save: C1

Morale: 9

Hoard Class: XIX

Plague orcs are likely to carry battleaxes, spears, or crossbows, if anything. The more decayed orcs tend to

use their decayed hands like claws, scratching at flesh and armor with their bony fingers. It is not uncommon for plague orcs to vomit instead of use attack. Their vomit is a quick way to infect others with the disgusting and debilitating *Vomit Plague*. Orcs that are exceptionally "blessed" by their demonic patron wear no armor, but still have an armor class of 7, due to their exceptionally tough skin. The orcs that have relatively un-decayed bodies tend to wear studded leather armor and have the same armor class. Regardless of the state of decay, the orc carries almost no personal wealth. All of the orcs' wealth except for their gear is collected in their two hoards.

Gibberling

No. Enc: 1d4

Alignment: Neutral

Movement: 90'

Armor Class: 6

Hit Dice: 1-1

Attacks: 1

Damage: 1d4-1, and random disease (most likely *Plague Pox*, but possibly also *Rotjaw*)

Save: F1

Morale: 8

Hoard Class: N/A

Gibberlings are short, squat humanoids with dull grey skin. They are roughly the size of halflings but much rounder, and have short, stubby claws on the ends of disjointed arms that drag along the ground. They aren't particularly strong or fast, but they spread diseases like wildfire. They prefer ambushes, hiding in piles of trash or around corners.

They are of only animalistic intelligence, and are unlikely to pursue unless the characters are carrying food or otherwise can provide some benefit to the Gibberlings.

Vomiting Zombie

No. Enc: 1d4
Alignment: Chaotic
Movement: 60'
Hit Dice: 1
Armor Class: 8
Attacks: 1 (claw or vomit)
Damage: 1d6 *or* disease (*Vomit Plague*)
Save: F1
Morale: N/A
Hoard Class: N/A

Those that die of *Vomit Plague* rise again as corpulent corpses, thick with infected bile and bodily fluids. They are not truly dead; their corpse is inhabited by the spirit of a raging demon, who strikes as best he can with the slow, bulging, clumsy body. At any given time, a Vomiting Zombie is as likely to vomit as attack, covering those in an arc in front of him with a vile-smelling pus and causing those affected to save vs disease or immediately contract *Vomit Plague*. Upon being slain, the infected liquid will gush forth from all of their orifices, again causing those nearby to save or become infected.

Wasting Zombie

No. Enc: 1d4
Alignment: Chaotic
Movement: 90'
Hit Dice: 1
Armor Class: 5
Attacks: 1
Damage: 1d4+1
Save: F1
Morale: N/A
Hoard Class: N/A

Skinnier and more agile than the corpulent corpses of the Vomiting Zombie, the Wasting Zombie is aggressive

and feral, often ambushing potential prey like a ghoul. Wasting Zombies have a high chance to cause the Wasting Shakes- after an encounter, all players that came in contact with the Wasting Zombie must save vs. disease or contract the Wasting Shakes.

New Diseases

(Note: The diseases presented herein use the disease rules from *Mutant Future*, a free game by Goblinoid Games, publisher of *Labyrinth Lord*)

At the risk of sounding obvious, it is easy to catch a sickness while exploring the Temple of the Plague Orcs. Most of the metals are rusted, a great many surfaces are covered in a thin, slick slime, and the orcs tend to vomit and defecate without considering where or why. It's possible to go overboard on requiring your players to save against Poison every time they open a door, but it's best to save the rolls for when:

- Bit, clawed, or scratched by a monster
- Drinking the local water
- Eating something the players found
- Consuming one of Gnarlstaff's potions

Rotjaw

So called because it affects the glands underneath the jaw of its victim, jaw rot is generally caused by ingesting unsavory elements, such as any sort of liquid near the Plague Orcs' habitation.

Save Modifier: -1

Infected Duration: 1 week

Affected Stats: -1 CON, -1 DEX

Damage per day: 1d4-1

Symptoms: Aching jaw, muscle weakness, fatigue, slowed reaction time, weakened immune system

Bleeding Fever

One of the more hideous diseases that can be attained from close contact with the Plague Orcs, the Bleeding Fever is a disease that causes high temperatures and blood loss from the tear duct in the eyes. If the disease continues for long enough, the eyes become bloody, useless orbs. It is, luckily, rare and somewhat difficult to catch, as it spreads only by contact with the body fluid of the infected.

Save Modifier: +2

Infected Duration: 5 days

Affected Stats: -1 WIS, -1 INT, -1 CON

Damage per day: 1d6

Symptoms: Bleeding eyes, high fever, blood loss, eventual blindness

Vomit Plague

Causes massive, uncontrollable vomiting resulting, eventually, in regurgitation of blood. Infection is from contact with the body fluid of the infected, although it lasts only a short time outside of the body. The disease typically lasts only a few days, although recovery without outside help is unlikely.

Save Modifier: 0

Infected Duration: 2 days

Affected Stats: -2 STR, -1 DEX

Symptoms: Severe stomach cramps, dehydration, beat muscle spasms, uncontrollable regurgitation resulting in eventual blood loss

Pus Pox

A disgusting rash resulting in pustulent sores across the body. It is the most common disease suffered by the Plague Orcs, as most of them were unhygienic before their conversion to a disease demon, and their hygiene has only worsened. Contraction is almost certain, as most of the surfaces inside the abandoned fortress have

recently come into contact with the infected pus on most of the orcs.

Save Modifier: -2

Infected Duration: 8 days

Affected Stats: -2 CHA, -1 CON

Symptoms: Rash resulting in pus-filled, fragile sores that quickly spread across the body, weakened immune system

Wasting Shakes

A relatively uncommon disease, the Wasting Shakes is similar to pneumonia with a high fever. It can be caught by being near the infected, which can be nearly anybody in the Temple.

Save Modifier: +1

Infected Duration: 1 month

Affected Stats: -1 Strength, -1 Con, -1 Dex

Symptoms: Uncontrollable shivering, general weakness, cough, running nose, sore muscles.

DM's Tips

Since *Servants to Plague* contains mostly humanoid monsters, here are a couple suggestions to make the encounters more interesting.

Where a Plague Orc would normally be called for, instead substitute an encounter with large vermin such as Giant Rats or Giant Centipedes. The plague orcs rarely clean house, so vermin is fairly common.

Vary the plague orcs' armament and tactics. Some orcs should be armed with ranged weapons and some with melee weapons. Some should cravenly run and take pot shots on the adventurers instead of fighting, and some should raise the alarm and call more orcs. They are a motley band and have whatever arms and armor they can scavenge from others, and whatever can fit on their increasingly corpulent and disgusting forms.

Utilize the Vomiting Zombie and the Wasting Zombie as wandering monsters. Encounters with these beings will give you the opportunity to introduce your players to a variety of hideous diseases.

Remember that the fortress is fairly open. It was designed as a military base, so its defensibility was a key factor. The walls and towers are only accessible by climbing the steep and uneven stairs to the walls, which are crenellated on both sides to provide more cover to the defenders. It is unlikely that the adventurers will be able to take on one room after another in a vacuum; the other orcs are likely to hear and come see what the commotion is about fairly quickly. The adventurers will likely find themselves dead if they're not careful.

Don't forget diseases! If your players escape the Temple without a single case of *Bleeding Fever*, *Pus Pox*, or *Vomit Plague*, then you're missing out on one of the most important reasons why the Duke wants the Plague Orcs slain. Make your players be careful, and make them sweat a little. The Temple is a disgusting and disease-ridden place, and don't let them forget it!

Continuing On:

If you or your players particularly enjoyed the Temple of the Plague Orcs, you can continue the adventure in the current site for a bit longer.

There could be a second level of the dungeon, growing more and more demonic the further the players descend into the maw of the plague god's realm. Maybe the dungeon is full of Gibberlings that eventually give way to their bigger brothers, the Shrieking Beasts, and the Filth-Dogs. The second dungeon level could be guarded by an enormous manifestation of the plague god itself,

with the stats of an ogre and the spellcasting ability of a 3rd level cleric!

Gnarlstaff's tower could have a magical portal engraved into one of the walls that leads to another place, perhaps a hideous swamp land where the plague orcs originated. The adventurers could find that more plague orcs are in preparation to reinforce the site the adventurers just cleaned out. Or maybe the adventurers encounter the leader of the plague orcs, back from a successful raid- a band of ogres riding with a host of their plague orc minions, carrying with them enslaved humans thrown in sacks like potatoes.

Perhaps the heroes are too late, and the town is still doomed! From the ashes of the town, survivors battle the newly-risen corpses of their friends, valiantly trying to fight them and reclaim their town. The characters can arrive just as the townspeople's resolve is wavering.

Wandering Monsters

Roll 1d6 whenever the players stop to rest inside the Temple, whenever they dilly-dally, or when they plan on leaving. Basically, any time that the players stop advancing forwards and you feel that the characters could stumble upon somebody interesting.

D12 Result	Wandering Monster
1	Giant Spider
2-3	Gibberling
4-7	1d4 Plague Orcs
8-9	Vomiting Zombie
10-11	Wasting Zombie
12	Giant Rat

About the Author

Hobby gamer, Dungeon Master, beer advocate, and occasional amateur game designer. Your author has things to say, occasionally.

You can find more work from this author at <http://lawfulindifferent.blogspot.com>. Feel free to direct criticism, scorn, derision, and ridicule to there, or if you feel that such measures aren't quite direct enough, feel free to email him at lawfulindifferent@gmail.com where he will receive the email and hang his head in utter shame.

Map Index

On the following pages are the maps of the areas. They are not on a graph, instead representing rough areas. If for some reason the exact width of the tunnels must be known, imagination is a must.

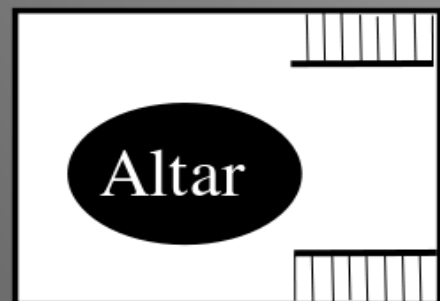
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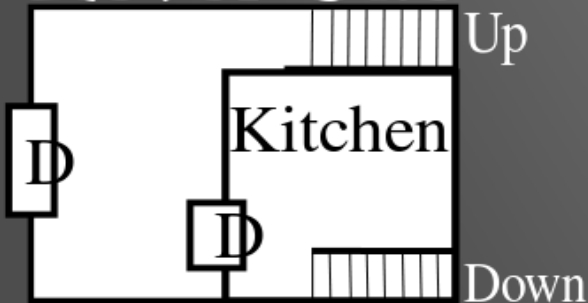
Level Two



Level Three



Level One



Basement

