

MNPA002

THE HOWLING MINES OF KHEGEK

A MAZES & PERILS ADVENTURE

BY VINCENT FLORIO

AN ADVENTURE FOR 4-6 MAZES & PERILS CHARACTERS OF 1ST OR 2ND LEVEL



COMPATIBLE
WITH
MAZES &
PERILS RULES

THOSE OLD MINES MAY HOLD THE KEY TO REVITALIZING THE DWARVEN
VILLAGE OF GLARHUR... OR THEY MAY OFFER A QUICKER WAY TO DIE...



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A MAZES & PERILS ADVENTURE**

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Introduction

Welcome to Glarhur, a quiet dwarven village on an old trade route in the mountains. Until a few days ago, the most exciting thing that happened was the occasional bar brawl at Nan's Brewstop, the local watering hole. This used to be one of the richest places in the region, but it fell on hard times when the mines stopped producing. The boom went bust, and Glarhur entered a deep depression.

Recently, a few of the younger dwarves decided to see if any of the old mines had anything left to give. A small party began scouting some of the abandoned holes and stumbled into the original copper mine that started the mining craze in Glarhur a century ago. It showed promise, so the village sent a group to dig further and investigate the possibilities. But hope was replaced with dread when their mining party failed to return. Did they find some forgotten treasures in the dark? Or did something happen to them, making them unable to return?

When a band of adventurers comes to the village, they are approached by a strange little man to follow the expedition and return with news of the first expedition's fate. What would they find in the dark?

This adventure can be used to start a new campaign or fit into an existing one for 4-6 *Mazes & Perils* characters of 1st or 2nd level.

Background

When the Khegek clan discovered a rich source of copper in the mountains more than a century ago, they staked their claim; and the village of Glarhur was born. For decades, copper was the lifeblood of the village. But eventually production slowed; and the mine had to be shut down. Though many dwarves still call the village home, many had to move away to find work. Over time, the mine entrance was made inaccessible by landslides and ultimately was forgotten.

Years went by, and this once-rich village fell into a deep gloom. Though attempts were made to find other resources in the area, nothing ever came close to the success of the original mine. This has been the case for nearly 50 years.

Every now and then, the town sends a small scouting expedition into the mountains to see if anything new has been uncovered once again through a benevolent landslide or cave-in. After the death of one of the original founders of the village, his children discovered

a cache of maps and records detailing some of the original mine locations. They took it upon themselves to investigate those abandoned areas and blasted their way into a few of them as a last-ditch effort to revitalize their home. One of those blasts uncovered a hole into the original copper mine, and a quick investigation hinted that there may yet be ore to find.

When news reached Glarhur, the village felt the first glimmer of hope in nearly a generation, so they sent a group to explore deeper and investigate the possibilities.

Unfortunately, between the time that the hole was opened and the follow-up expedition launched, the entrance was left open and unattended. On a particularly cold and rainy night, a pack of wild animals sought sanctuary within the old mine. It was a group of Gorge Hounds seeking refuge for a pregnant mother about ready to give birth to a litter of pups. The mother picked a remote spot in the mine (Area 11B) to take care of her pups until they are strong enough to move on. The rest of the pack has been moving in and out of the mine while bringing fresh meat for the mother and pups.

The second expedition to the mines was seen as a threat by the pack and a savage attack left no survivors. The only signs that the townsfolk were even there are a few gnawed bones and some cracked equipment.



Introducing the Players

The *Howling Mines of Khegek* is designed for a group of 4-6 *Mazes & Perils* characters of 1st or 2nd level. It can be used as the first adventure for a new party or something early on in their adventuring careers. Though it is meant for low-level characters, we recommend that the party should have at least one Cleric and a Magic-User among them, both with a Good alignment.

If the PCs are just starting out, the GM can decide if he wants the group to know each other beforehand or if they are to meet up outside the village for some other reason. At the very least, they should have something in common - seeking adventure and glory!

Part 1: Starting Out...

When the adventurers stumble onto the small village, read or paraphrase the following:

"As you trudge down the dirt road, your feet aching and bodies sore, you see a small village. The thought of a drink, a hot meal, and a warm bed gives you a burst of energy as you follow the road to what must be the local tavern. A few people on the street glance your way and mumble as you walk past. Shrugging it off, you enter the tavern which consists one giant room filled with tables and a large fireplace at the center. Several dwarves run about, paying little attention to you. You quickly spot an empty table, where you and your party sit down to rest your cold and aching bones."

Once the party gets settled, Tilly, a dwarven barmaid, comes over to offer drinks and food. She announces that they offer a stout ale and a hearty stew plus some bread to help get it all down.

REFEREE

The **Mazes & Perils** book lists Standard Rations (1 week's worth) for 5 gold and a quart of ale for 3 gold. Your average meal (mug of ale, bowl of stew, and bread roll) at the tavern should cost no more than 1 gold for your average adventurer and possibly less. Use your judgment and common sense.

Tilly is a typical, older dwarven woman with a bit of a frisky side. She has no problem slapping the backside of a character or grabbing a cheek to show her affection. The GM can play this up during the ordering for fun or can completely ignore it.

After the characters get settled with some drinks and food, read the following:

"After a few moments of sitting there, you notice the crowd pays you no mind except for two dwarf folk sitting in the corner. They whisper and then look at you excitedly. Finally after a few moments, one of them approaches.

'Well met travelers! My name is Batt Alerod. My friend over there is Taks Copperrod, and we couldn't help but notice that you appear to be a group of adventurous folk. If we are correct in our assumption, we may have a job for you. Would you be interested in hearing more?'"

If the PCs decide to tell Batt to get lost, he seems a little nervous and says the following with a pleading tone:

"Please hear me out. We are willing to pay good coin for your services!"

This should strike an interest in any character to at least listen to what Batt has to say. If invited, he pulls up a chair and leans in close to the party...

"Taks and I have been sent here to investigate a nearby copper mine abandoned long ago. Folks in Glarhur wanted to see if the mine could be reopened for the town.

A few days ago, we sent in a team to investigate the mine; but they never returned. We are guessing that either something happened along the way or once they entered the site.

What we would ask of you brave adventurers is to figure out what happened to them and bring back news. If they are delayed, let us know. And if they are... dead, please bring back their bodies so we can arrange for proper burial.

We can pay you 600 gold for this task upon completion. We can pay you 200 gold now and the rest in gems and jewelry upon your return. What do you say?"

Let the characters chat and even try to negotiate a new price. Roleplay a bargain between Batt and the party. Use the numbers above as a guideline but raise or lower the price as needed.

Once the party agrees, read the following:

"Batt smiles and slaps his hands together in a joyful manner, pulls a small pouch from his pocket, and places it on the table.

'This is the gold I promised up front! Upon your return, we will give you the rest of your payment.

Please, leave right away. The families of the expedition members are breathing down our necks for news of their return.

The mine is about 2 hours up the mountain to the north.'

With that he stands, smiles and returns to the table from which he came."



Should the characters stop him to ask more questions, he will only repeat what he has said but may offer the following:

- They know nothing more about the mines themselves, and there is no known map.
- They were hired by the Mayor to investigate the situation.
- The Mayor is not currently in the village and is on a good will tour of the local villages.
- The expedition consisted of four members, all amateur mountaineers and spelunkers from Glarhur.

If the characters try to track down the Mayor, they will find an empty office with a note on the door: "Out spreading good will. Back in a few days."

If the characters decide to hang around for the Mayor, have Batt find them and ask them to go.

- "Time is of the essence, especially if any of the expedition members is hurt."
- He may offer a few pieces of jewelry (which can be sold at the jeweler) if they leave immediately.



The Village of Glarhur

Though Glarhur has seen brighter days, the residents are proud of what their village offers regulars and visitors alike. The town only has a population of about 260 dwarves these days, but they're a close-knit community and hope to see some of their former glory at some point.

1. Nan's Brewstop

The local tavern in Glarhur is run by Whitbrewer "Nan" Nanthilde, a formidable dwarven lass who worked many years in various mines in the region. She found her life's work when granted the "Ironbrewer" title in the village brewfest a decade ago and decided to focus on the magic of brewing a fine ale as practiced by her grandfather, Gaznic. It was his recipe she perfected in her own vats all those years ago and brought her talents into the light of day.

To encourage local talent in ale-making, she offers home brewers a space to sell their own ales in the tavern. Tapping a new barrel is always a grand occasion and a source of celebration when such occasions have been hard to come by.

2. Amma's Implement

Ayla Amma runs the local general store known as Amma's Implement. The store has been in the Amma family for three generations, and their motto is "Just the right tool (or ingredient) for the job."

The shop has a little bit of everything, and Ayla has connections with the local trader's guild to acquire just about anything a customer might need. The walls are decorated with retired mining implements from some of the founding families in Glarhur including a few items rumored to have special abilities.

There's a dusty back room full of mining equipment that hardly gets touched these days, but Ayla is encouraged by the recent expedition to the old mine.

3. The Smoky Hammer

The local smithy is owned by Algar Hrannbjar, a retired blacksmith who started the shop years ago. It's now run by Thrond "Smokey" Bronzefury, a relative newcomer to Glarhur.

The shop specializes in tools, but Algar still gets involved now and then detailing hammers for special clients. Beautiful scrollwork takes time, and he only works on a few special projects each year.

4. Town Hall

Town Hall is nothing more than a large building in town, but it houses the office of Mayor Silmon Snaevar Eberlarl and the village guard offices under the leadership of Captain Evaine Fadenheim.

The Mayor is away, but Captain Evaine or one of her force of five guards are usually present. The guard office includes a small jail cell usually only put into use when a visitor can't hold his drink.

5. Lordly Alexandrite

Though a small village, the dwarves of Glarhur are not opposed to well-made jewelry. Maros Grendarkar runs the Lordly Alexandrite shop which features handmade items in copper, silver, gold, and platinum with gems and jewels of a variety of sizes and qualities.

6. Halls of the Hammer

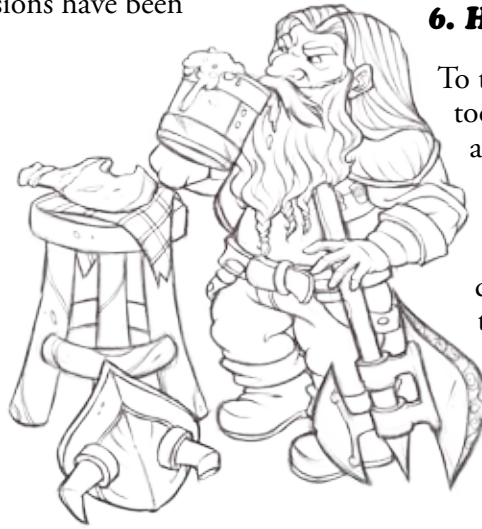
To the dwarven people, the hammer is a tool, a weapon, and a sign of strength and unity. Hammers raised in unison in dwarven hands can construct anything their wielders desire, and it is thought that the gods of the dwarves used such hammers to forge the dwarven people themselves.

Father Gibrag Orethane leads a congregation in prayer during a few services each week and helps Mayor Eberlarl and Captain Evaine work out peaceful solutions to any village disagreements that may arise. He is a pillar of the community and offers a kind ear to any who need it.

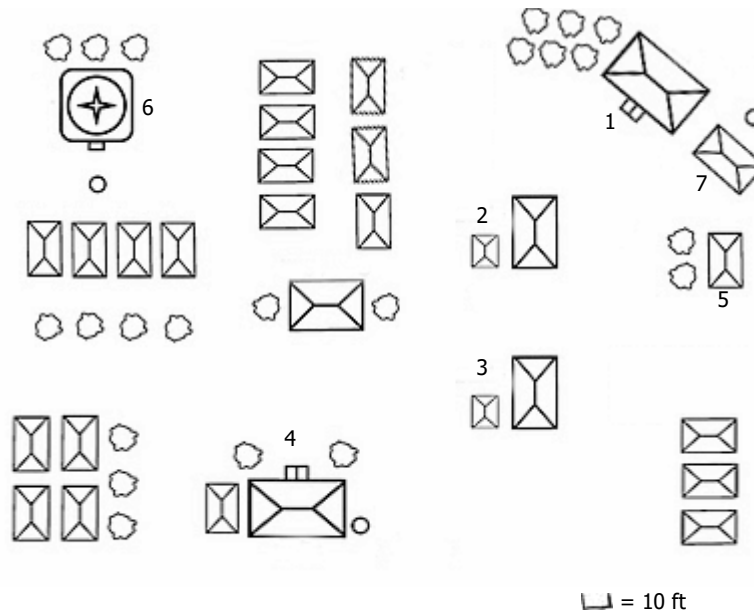
7. The Slate Beds

Though visitors to Glarhur are few and far between these days, Adduir Hornsunder always has a comfortable bed if they need it. The Slate Beds has three rooms and a common room for very low rates.

Nan sometimes stores any extra ale and supplies she may have in the cellar at the inn. And in return, Adduir and her small staff can often be found at Nan's if there are no visitors to attend to.



THE VILLAGE OF GLARHUR



Part 2: To the Mines We Go...

The party should gather any supplies they need from the village before leaving. Please refer to the equipment lists in the *Mazes & Perils* book for items and prices, but you can always simply make up prices on the fly to speed up the process.

As the party leaves Glarhur, they find the terrain to be treacherous and unpredictable in spots. The trip to the mines can take anywhere from 2-8 hours depending on what they encounter along the way. Difficulties may include mud or rock slides, avalanches, ice fields, deep snow, and so on. But those are not the only challenges they face...

They may also encounter random creatures along their journey. Some may completely ignore the characters while others may find them a collection of tasty morsels to fill their hungry bellies.

Arriving at the Mines

The mine entrance is easy for the characters to find with a collection of rocky debris marking the opening.

Inside the mine they will notice the following:

"The walls of the mine glitter slightly of a copper color when the light hits it a certain way though there are no actual signs of copper ore anywhere. Just outside the entrance you notice some surveying equipment in perfect condition."

Random Encounters

Use the following table for random encounters along the way. Roll a d8. On a 1 or 2, the characters will encounter one or more creatures. Note that not all creatures (such as the dwarves) will attack without provocation.

RANDOM ENCOUNTERS (D8)

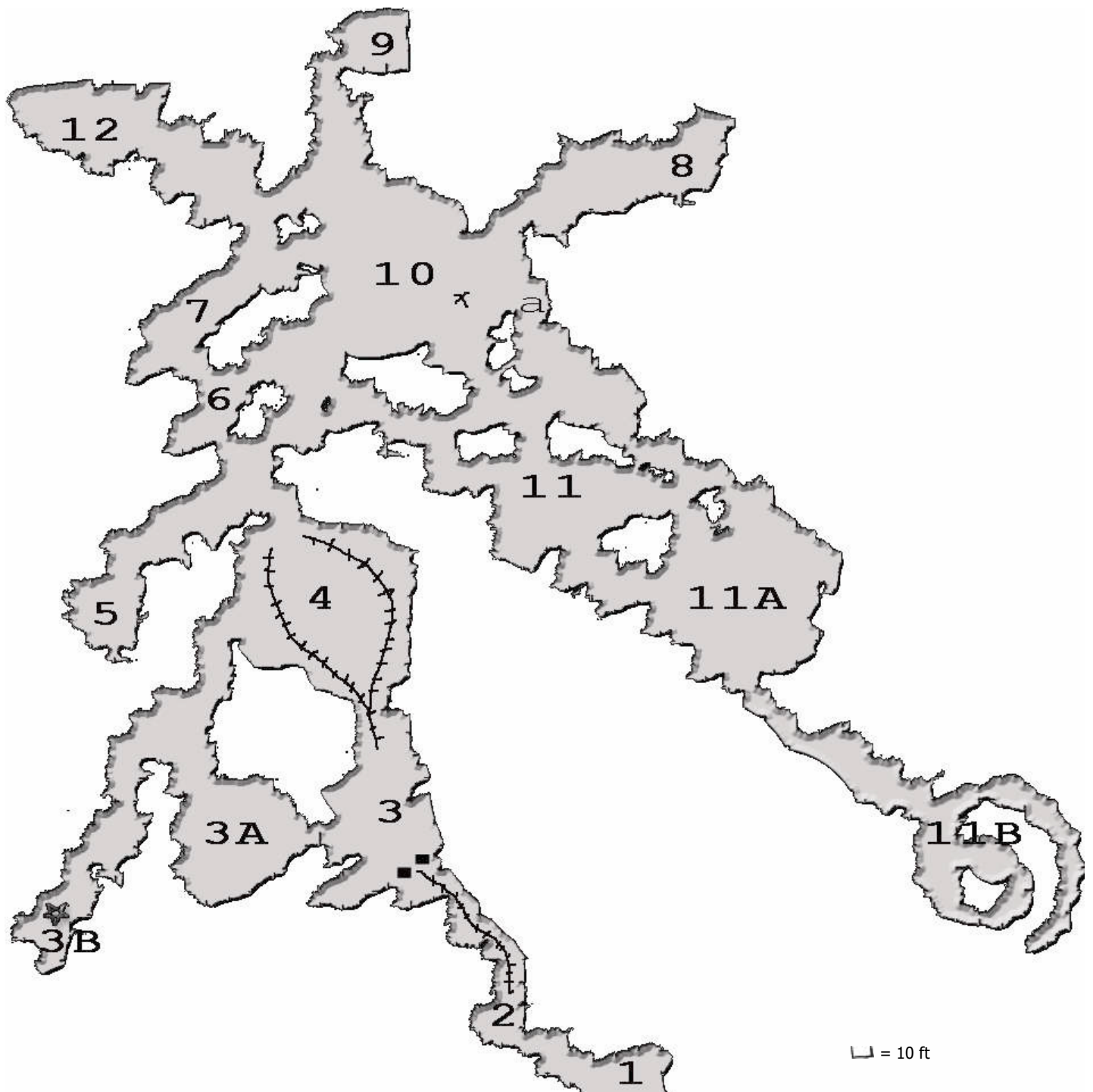
D6	Encounter Description
1-2	1d6 bandits AC6 M120' HD 1 (6hp ea.) ATK1 Sword
3-4	1d4 giant centipede AC9 M150' HD1/2(2hp ea) ATK1 SA Poison
5-6	1-2 large spiders AC8 M60' HD1+1(5hp ea.) ATK1 DMG1
7	1 ghoul AC6 M90' HD 2 ATK 2 claws + 1 bite DMG 1-3
8	1d4 dwarves AC4 M60' HD1 ATK1 Axe

REFEREE

Let the PCs investigate the mine entrance if they want. They will find upon further investigation:

- Large animal tracks, which could be of a wolf or a large dog.
- Some pieces of torn and bloodstained clothing inside the entrance.

THE MINES



Inside the Mine

REFEREE

Unless noted otherwise:

- the ceiling is 12 feet high
- the walls, floor, and ceiling are rough to the touch
- the walls, floor, and ceiling are slippery, due to condensation.

1. Miners Entrance

The entrance is littered with rubble and broken and rotted timbers. There may have been a small shack here at one time, but now there is nothing but debris and smashed mining equipment. Searching the area for more than 2 hours will only reveal the addition of a slightly dented hooded lantern.



2. Rubble Piles

There are 3 large piles of rock and broken timbers near this area where tracks would have been. When the mine was open, the workers would pile the rubble here from deeper in the mine for later transport outside.

3. Overturned Mine Cart

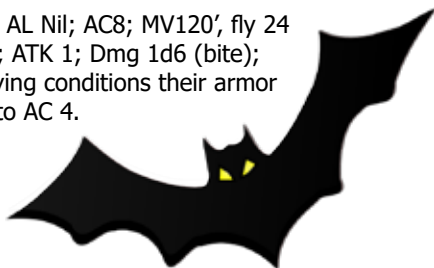
There are two overturned mine carts lying near the tracks here. Each cart weighs about 120 pounds and is badly dented, rusted, and useless. From the looks of things, this was an inspection area. Good ore would have been placed on the cart to be moved out, and anything questionable was thrown to the sides of this large cave area for later disposal.

3A. Unfinished cave

This cave is unfinished and looks like it was never braced properly. Hidden in the ceiling are three large, hungry bats, waiting for the chance to attack.

UNFRIENDLY CREATURES

Bat, Large (3): INT 1; AL Nil; AC8; MV120', fly 24 (B); HD 1 (hp 8,10,6); ATK 1; Dmg 1d6 (bite); SA n/a; under ideal flying conditions their armor class rises from AC 8 to AC 4.



3B. Dead End

This area of the cave seems to lead to a dead end. At the very end of the tunnel is what appears to be a large altar of some sort. Further inspection will show the altar is dedicated to an ancient demon named Grim'Zar.

A dusty chalice sits on the altar, untouched. The chalice, if dusted off, is a golden color with a large diamond on the outside. The inside is stained a deep red. Value: 3,000gp.



4. Mine Cart Tracks

Constructed for the mine carts to run on, these tracks appear as two large timbers set into the ground about 30 inches apart with two thick iron rails. The timbers are still in good condition though the rails have rusted from time and neglect.

5. Mine Storage

Traveling down this tunnel the PCs smell rotten food and something even worse. Each character must make a Save vs. Poison to prevent vomiting for 2 rounds.

At the end of the tunnel is what used to be a dining area. Rotten, leftover food is scattered all over the place as well as broken chairs and tables. Searching this area or staying too long will result in being attacked by a small, hungry pack of rats.

UNFRIENDLY CREATURES

Rat, Small (6): INT 1; AL Nil; AC 8; HD 1/2 (hp 2,2,3,5,4,5); ATK1; DMG 1d6 (bite); SA Disease.





6. Mine Alcove I

This alcove is about 7 feet wide and 15 feet long at its furthest point. The floor is covered with guano, rotted berries and has a foul odor. When anyone sets foot in the area or a light source shines in, a swarm of bats will erupt from their perches on the ceiling.

The swarming bats will try to knock out torches, lanterns, and other common light sources. They also make it impossible for spell casters to cast spells while in the swarm. Bats will swarm 1d4 rounds before flying off to other sections of the mine.

UNFRIENDLY CREATURES

Bat, Common (31): INT 1; AL Nil; AC 8; MV 1, HD 1/2 (hp 1 each); ATK 1; DMG 1; SA Swarm; under ideal flying conditions the bats' armor class will rise from AC 8 to AC 4

7. Mine Alcove II

This alcove is about 10 feet wide and 20 feet long at its furthest point. The PCs find nothing but a Young Gorge Hound wandering in the loose rock and rubble.

UNFRIENDLY CREATURES

Young Gorge Hound: INT 9; AL L/E; AC 6; MV120'; HD 3 (hp 15); ATK1 Bite DMG 1-6.

8. Mine Alcove III

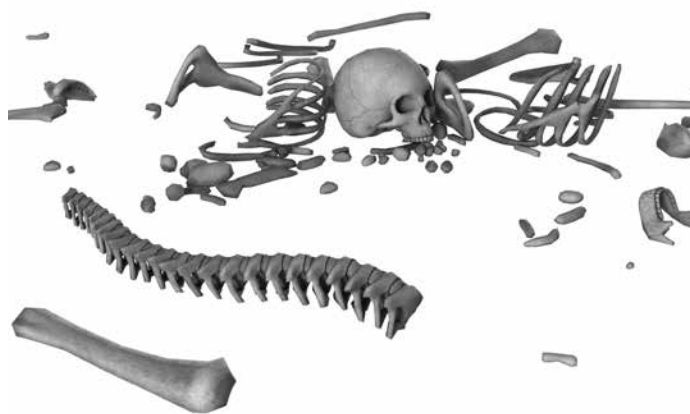
This alcove is about 10 feet wide and 25 feet long at its furthest point. The shaft makes a slow bend to the north. At the far end, there are 3 broken mine picks and a hooded lantern with no oil remaining. Dwarf characters notice the walls have copper veins.

9. Mine Alcove IV

This alcove is about 10 feet wide and 23 feet long at its furthest point. The shaft has the beginnings of another shaft south but it only goes about 2 feet deep into the rock. At the end of the corridor are the skeletal remains of two dwarf miners, along with rusted picks, a dull bent chisel, and an old miner hammer. The skeletons will rise as soon as anyone starts searching the room.

UNFRIENDLY CREATURES

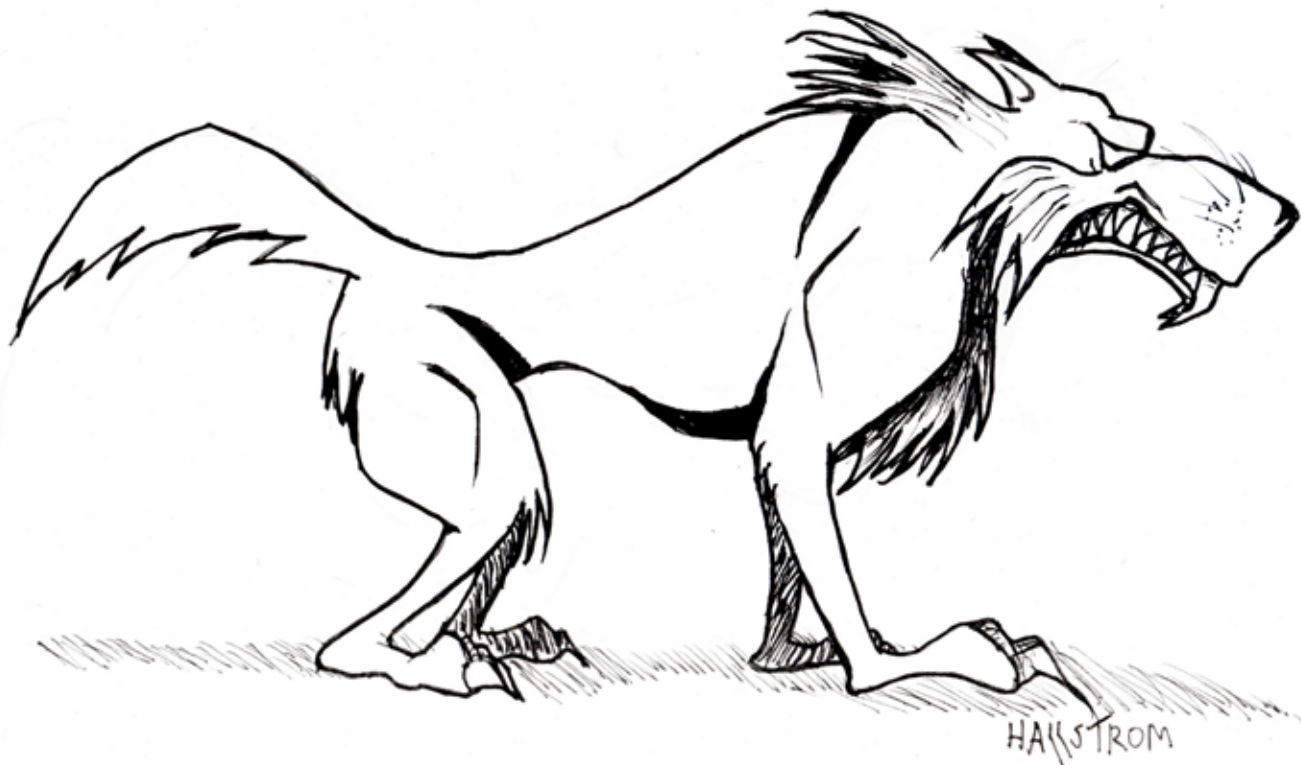
Dwarf Skeletons (2): AL N; AC 8; HD 1/2 (4 hp ea.); ATK1; DMG 1-6.



10. Mine Alcove V

As the longest shaft of the mine, this corridor runs southwest on a slant. The floor slowly drops at about 2 inches per 10 feet, noticeable to any dwarf characters in the party. Forty feet down the shaft are the remains of two more dwarves. The PCs will find 2 small piles of crushed surveying equipment, several crushed bones, and some bloodstained rags. X marks the spot on the map where this is found.

If the PCs have been extremely noisy while in the mine, the Gorge Hounds will have an ambush waiting for them. When the PCs reach the Dwarf remains, the Gorge Hounds will attack from their hiding place (indicated as an "a" on the map).



UNFRIENDLY CREATURES

Gorge Hound (3): INT 9; AL L/E; AC 5; HD 3 (hp 12,15,10); ATK 2 (Claw/Bite); DMG 1-6/1-6

Gorge Hounds are powerfully-built canines that average about 7 feet in length, and weigh in around 400 lbs. They are generally grey or dark brown in color and their fur has a rock-like pattern. Gorge Hounds have powerful claws that allow them to quickly dig into the ground or even climb walls.

If not previously detected by the Gorge Hounds, the PCs will be attacked here. The Gorge Hounds will attack anything that enters their section of the mine. They will fight until either seriously injured or they have slain their opponents. The Gorge Hounds will immediately drag off and devour anything or anyone slain during combat.

11. Mine Alcove VI

This alcove is about at the end of the shaft. There is nothing here but rubble and loose rock.

11A. Gorge Hound Sleeping area

Inside this large room, the PCs will find 2 more Gorge Hounds resting. After searching the party can easily see that the pack rests here frequently as if guarding the tunnel out of the area to the southeast.

UNFRIENDLY CREATURES

Gorge Hound (2): INT 9; AL L/E; AC 5; HD 3 (hp 9,10); ATK 2 (Claw/Bite); DMG 1-6/1-6

11B. Gorge Hound Litter

At the end of the mine shaft, there is another Gorge Hound (hp 22) with her litter. She will fight to the death to protect her litter even if the rest of the pack has fled or died in combat. She has secured her litter in a pile of rocks that is difficult to reach.

If any of the pack has fled in previous encounters, they will return to help defend the female and the litter, fighting to the death.

If the mother is the only one left, she will not attack, only defend.

If the mother hound scratches the ground with a paw, the PCs may see that she is attempting to communicate. A Magic-User can perceive the attempt with a successful Intelligence check (roll 3d6, total under Intelligence). If the party stops and tries talking with the hound, all characters will hear a voice in their minds:

"We meant no harm. I needed a place to give birth, and this cave looked suitable. We only defended this place like any other creature who defends his home. Please, allow me and my pups to leave peacefully."

Should the PCs allow her to leave, she will pick up her litter and leave slowly, never to be seen from again. The party should be rewarded an extra 250 XP for allowing this to happen and not just jumping to the conclusion she is evil and must be killed!

If the party refuses her request and attacks her, she will fight to the death. This will leave the characters with a few choices. They can kill the litter or they can let nature take its course by simply leaving them alone, unable to fend for themselves.

Characters should be encouraged to bring back the litter to the town and allow them to deal with it.

REFEREE

Should a character want to keep one of the pups, advise them that they are wild animals and can only be trained by a professional animal handler.

UNFRIENDLY CREATURES

Mother Gorge Hound: INT 12; AL L/E; AC 2; HD 4(hp 22); AT 2(Claw/Bite); DMG 1- 6/1-6

12. Mine Alcove VII

This shaft turns to the west and ends in the remains of a cave-in. The rest of the mine was filled in by the rubble when this section suffered a collapse some years ago. Several crushed lanterns, a pair of broken mining picks, and a half-buried mine cart are the only things to be found here. If the party searches further, they will find a good-sized hole in the cave wall; and they will be attacked by some rather annoyed giant ants.

UNFRIENDLY CREATURES

Giant Ants (3): INT (Animal); AL N; AC 2; HD (hp10,12,15); ATK1 (bite); DMG 1-6



Part 3: Conclusion

At the conclusion of this adventure, things may have resolved in one of a few different ways. Here are a couple of possibilities.

Mother Hound and Pups Escape

If the party let the Mother and her litter escape from the mines, they will be clear for further exploration. They can report back to Batt that everything is ok and explain what happened.

If they tell the whole truth about letting the Mother Hound escape, Batt will be outraged. He will demand that the party find the hound and kill it to gain justice for the slain expedition members.

If the party refuses this command, he will grudgingly pay the party what they are owed and go about his business.

If the party decides they want to pursue the hound, they could ask for more gold.

Roll a percentage dice (2d10). If the result is more than 50%, Batt will give them another 200 gold to hunt the hound. If not, he may eventually give them another 50 gold because he feels that he has paid them enough already.

The Gorge Hound mother has not gotten far and found a place in another unused mine. They can find her tracks and chase her down. The new mine is only 30 feet deep and is one caved room. The party can easily walk in and attack her as she will have nowhere to run.

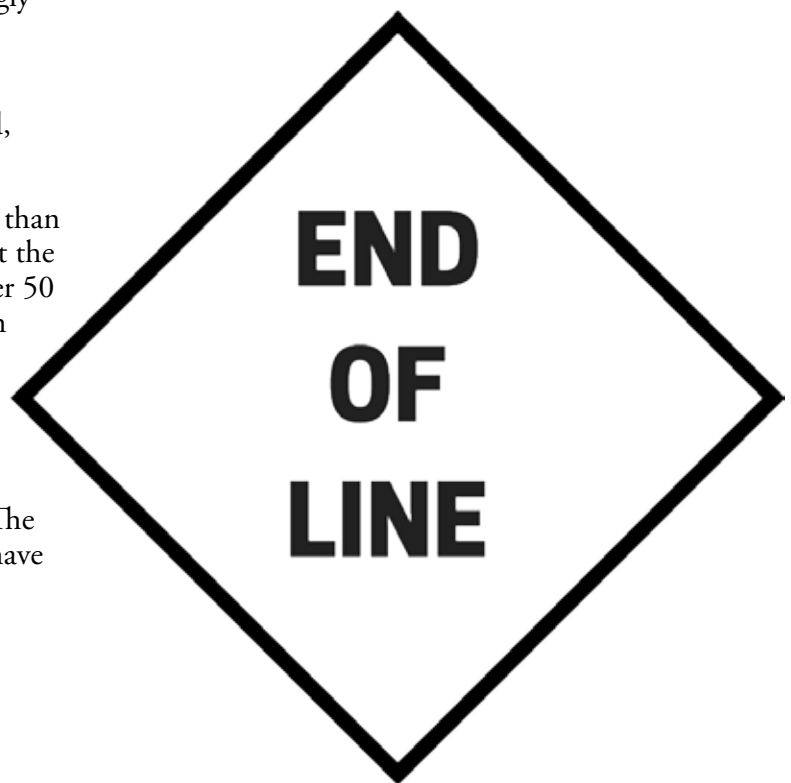
UNFRIENDLY CREATURES

See "Mother Gorge Hound" on previous page

Mother Hound Dead and Litter in Hand

If the party killed the mother and returns with the litter, Batt will instantly thank them and take the litter off their hands. He says he will take care of them himself.

If the party decides they don't trust him or like how he is handling the litter, Batt will call the town guards to assist him with the party. At this point advise the players there is nothing their characters can do, fighting the guards will result in death.



Animals, Creatures, and Monsters

ANT, GIANT

Move: 180'

Alignment: N

Hit Dice: 2

Attacks: 1 bite

Armor Class: 3

Damage: 1-6

Treasure Type: Qx3, S

There is only a 15% chance that giant ants will be found near their nest, and any treasure that is indicated will be in the egg chamber of the nest. This will be guarded by 5d10 giant ants.



BANDIT

Move: 120'

Alignment: CE

Hit Dice: 1

Attacks: 1 (Weapon)

Armor Class: 6

Damage: 1-6

Treasure Type: A

Bandits can be of any race or class and are mostly of evil alignment. Normally bandits will travel in groups of 5 to 30 (5d6) depending on the area and how organized they are.

Bandits will wear anything they can find for protection and carry anything they can use as a weapon.

BAT, COMMON

Intelligence: 1

Move: Fly 120'

Alignment: Nil

Hit Dice: 1/2

Attacks: 1 Bite,
Special: Swarm

Armor Class: 8/4*

Damage: 1

Treasure Type: C

Bats are small, flying mammals with fleshy wings that carry them through the night. Usually a nocturnal creature, bats prefer dark places to rest during the day and hunting grounds ripe with insects and other small mammals.

Bats may swarm a target in an attempt to distract and knock out any light sources.

* under ideal flying conditions their AC rises from AC 8 to AC 4



BAT, LARGE

Intelligence: 1

Move: Fly 120'

Alignment: Nil

Hit Dice: 1

Attacks: 1 Bite

Armor Class: 8

Damage: 1d6

Treasure Type: C

Like their smaller cousins, Large Bats are a type of flying, nocturnal mammal with fleshy wings. Unlike their more common relatives, Large Bats are more brazen and will freely attack larger targets.

CENTIPEDE, GIANT

Move: 150'

Alignment: NE

Hit Dice: 1/2

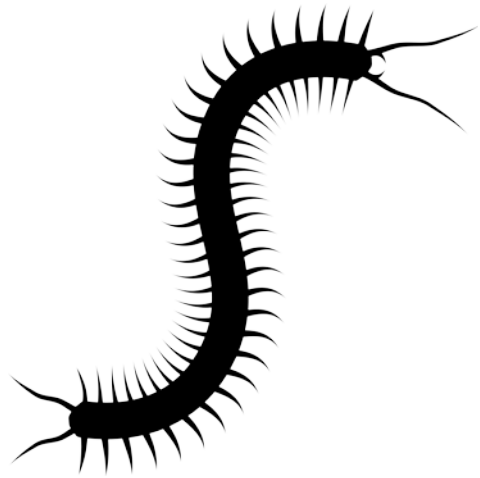
Attacks: 1

Armor Class: 9

Damage: 1 + Poison

Treasure Type:

The Giant Centipede is a predatory creature with an elongated body, numerous segments, and many, many legs. These annoying, multi-colored vermin are about a foot long. They are aggressive and rush forth to bite their prey, injecting poison into the wound. The poison is weak and not always fatal to characters, who Save vs. Poison at +4 to the roll.



DWARF

Move: 60'

Alignment: LG

Hit Dice: 1*

Attacks: 1 weapon

Armor Class: 4

Damage: 1-6

Treasure Type: G

Dwarves are short, stocky, bearded folk with a lust for drinking ale. They usually live in great underground halls and maze-like mines and are implacable foes of goblins who share the same underground habitats.

GHOUL

Move: 90'

Alignment: CE

Hit Dice: 2

Attacks: 2 claws + 1 bite

Armor Class: 6

Damage: 1-3 each

Treasure Type: B

These humanoid creatures feast on the dead. Ghouls paralyze when they score a hit against a character unless the victim Saves vs. Paralysis. Elves are immune to this effect. Ghouls inhabit the fringes of settlements and underground catacombs where they can get easy access to a steady supply of freshly interred corpses.



GORGE HOUND, YOUNG

Intelligence: 9

Move: 120'

Alignment: L/E

Hit Dice: 3

Attacks: 1 bite

Armor Class: 6

Damage: 1-6/1-6

Treasure Type: N/A

Young Gorge Hounds are only half the size of their parents but just as deadly. Once set upon their prey, they will tear the flesh off its bones with their teeth, ripping meat, muscle, and sinew away a chunk at a time.

A litter of pups usually consists of 4-10 males and females and will always be found near their mother.



GORGE HOUND, ADULT

Intelligence: 9

Move: 120'

Alignment: L/E

Hit Dice: 3

Attacks: 1 claw, 1 bite

Armor Class: 5

Damage: 1-6/1-6

Treasure Type: N/A

Full-grown Gorge Hounds are truly vicious animals. They are usually found in packs of 4-12 and will hunt an area together. Extremely intelligent for wild animals, these larger cousins of wolves are known to use strategy when trapping their prey. They have been seen forcing herds of deer into box canyons, then attacking en masse to feed the pack.

There is usually one pack leader among them - sometimes male, sometimes female, and always a devious opponent in the wild.

GORGE HOUND, ALPHA

Intelligence: 12

Move: 120'

Alignment: L/E

Hit Dice: 4

Attacks: 1 claw, 1 bite

Armor Class: 2

Damage: 1-6/1-6

Treasure Type: N/A

The Alpha Gorge Hound, whether male or female, takes the attributes of a full-grown Gorge Hound and magnifies them by 10. Tough, wily, and careful, the Alpha will do whatever it can to protect the sanctity of the pack -- including sacrificing a member to save the rest.

If the Alpha is a mother hound with a litter of pups, she will be even more vicious if her babies are threatened. And should any harm come to them, she will hunt down the individual or individuals and ensure that they hurt no other animals ever again.

Many Alphas have the ability to telepathically connect with other intelligent creatures, but not all choose to do so.



RAT, SMALL

Intelligence: 1

Move: 90' / 45' swim

Alignment: N

Hit Dice: 1/2

Attacks: 1 bite

Armor Class: 8

Damage: 1d6

Treasure Type: C

These rodents can be found in many environments but prefer areas of civilization to feed upon the refuse. Their pointed snout and long, hairless tails can be found darting in and out of trash heaps all over the world.

SKELETON, DWARF

Move: 60'

Alignment: N

Hit Dice: 1/2

Attacks: 1

Armor Class: 8

Damage: 1-6

Treasure Type: N/A

Commonly found at grave sites, in dungeons, or other deserted places, skeletons are normally left to guard a treasure of some sort. These animated armatures obey only the orders of their creator. Skeletons appear as piles of bones until they form up to attack anyone that comes near (other than their master). They are considered a weak type of undead and can easily be turned or destroyed by a Cleric. They are unaffected by Sleep, Charm, and mind-reading spells.



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Death lurks around every turn! Not everyone will survive – but hey, those are the breaks! It's all worth it to find fame, fortune, and make a name for yourself, right?

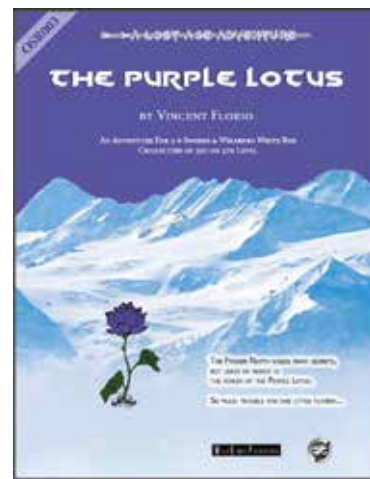
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The Frozen North holds many secrets, not least of which is the power of the Purple Lotus. Impossible to find, it may be the only way to help a brother get vengeance.

Will your heroes help find the flower or keep it for themselves?

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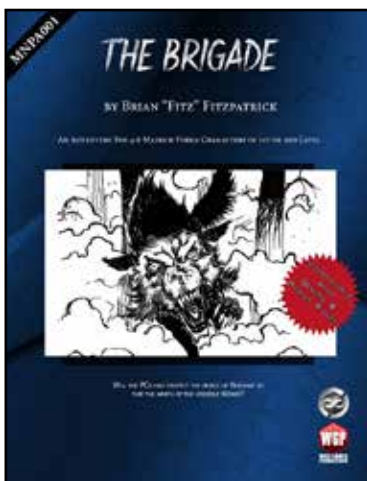
Mazes & Perils version coming soon!



The village of Nubonne lies on the contested border, unpatrolled and lawless, between Domerre and Orde. The villagers are in need of help -- being attacked by giant wolves and local bandits.

Will your heroes help these kind folks who have lost children and friends in senseless attacks?

The Brigade is a short adventure designed for 4-6 *Mazes & Perils* characters of 1st or 2nd level, but it can easily be adjusted for use with any edition of your favorite fantasy RPG.



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THE HOWLING MINES OF KHEGEK

**THE VILLAGE OF GLARHUR HAS BEEN
FADING FOR YEARS, BUT SUDDENLY HAS A
GLIMMER OF HOPE...**

**DOES THAT OLD MINE HAVE THE
RESOURCES TO BRING IT BACK TO LIFE?
OR DOES IT ONLY HIDE DEATH AND
DESTRUCTION?**

**AND ARE YOUR HEROES BRAVE ENOUGH TO
FIND OUT?**



MAZES & PERILS

