

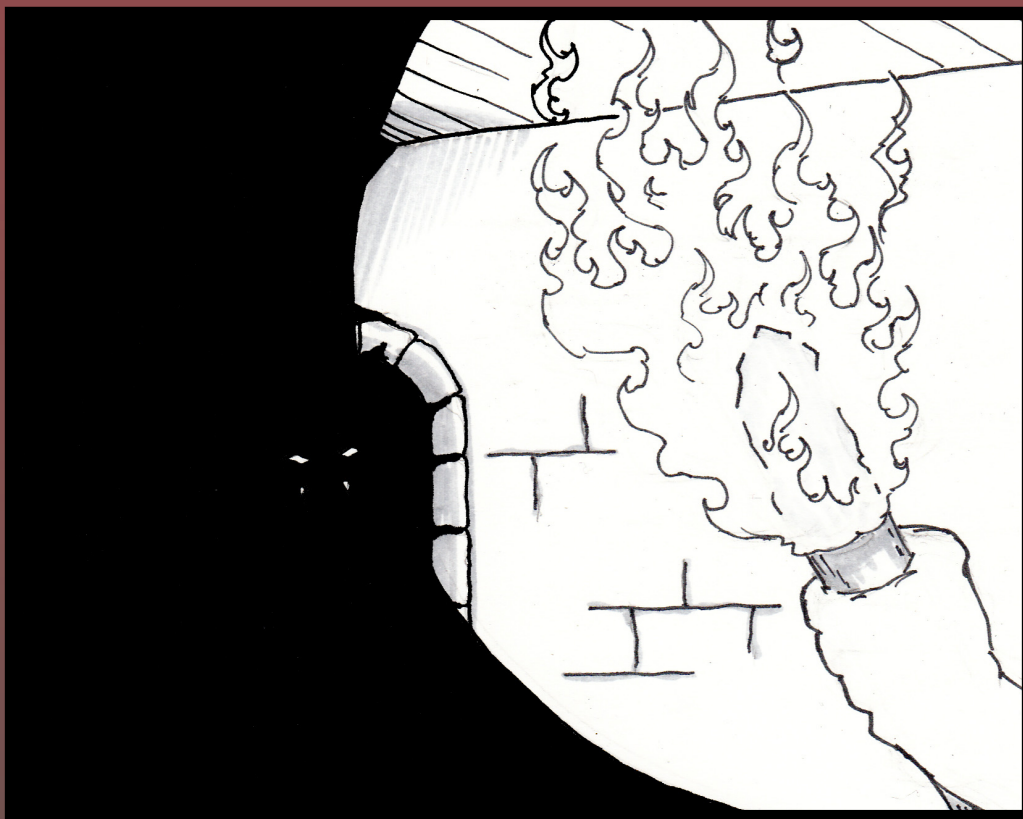
GMA1

**Adventure
Accessory**

Adventure Accessory GMA1 Classic Lairs

by John Hazen

ADVENTURES FOR CHARACTERS OF VARIOUS LEVELS



Classic Lairs is a collection of short adventures designed to be inserted anywhere into your campaign to provide challenging encounters for your characters. This anthology of micro-adventures is designed to be fully adaptable to suit your needs. Drop them into your existing campaign as a way to add depth to the adventuring life of the characters, or use them as one shot adventures or as the seed for a new campaign entirely.





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Abandoned Mine

Background:

A few years back, a huntsman found a few grains of gold in a stream where he stopped to refill his waterskin. When he returned to civilization, he sought out title to the remote tract and hired some miners. A small camp was struck and the digging began. The mine yielded little, but enough to keep the camp fed and the digging deeper. Then news from the camp stopped. Remote as it was, it was some time before the absence was noted and when it was, it was assumed that the mine must have played out and the miners gone on to the next job. The truth is, something is different, and in those dusty tunnels, it remains to be discovered.

The Lair:

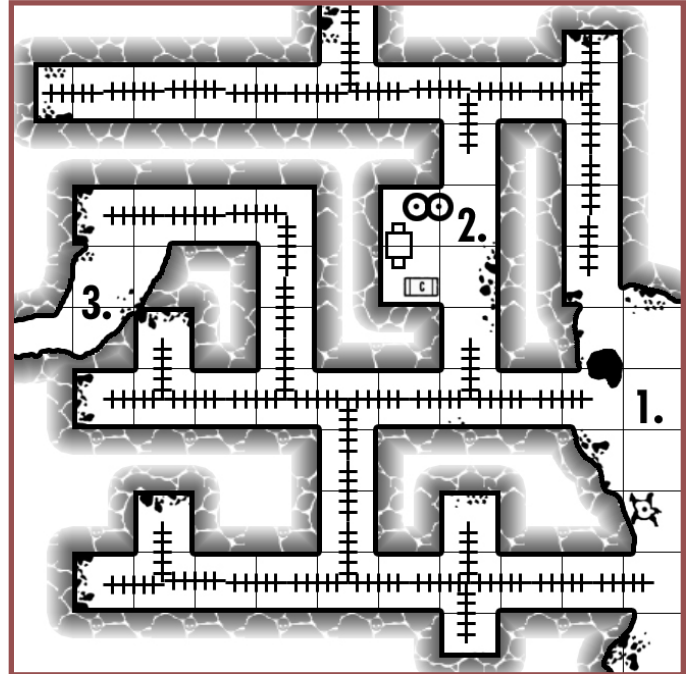
1. Entrance.

The entrance to the mines is tucked into a small hollow. There are signs of the once inhabited camp, but nature has reclaimed most of the small vale. Underbrush and weeds now cover much of what had worn down from being trod upon and the occasional tool can still be found lying among the grass.

The remains of three wagons, now vine and moss-covered, persist. One contains two barrels of lamp oil that is still serviceable. A pile of track iron remains stacked near the mine entrances next to lumber cut for crossties. If carefully examined, a large insect leg or mandible lies near the mine entrances.

The mine itself is cut into the hillside, slightly descending from the entrance at a small but steady grade. Track is laid in each of the tunnels, but it is rusted from non-use. The ceilings of the mines range from seven to ten feet in rough cuts and gouges, the walls much the same. Lantern hooks are spiked into the support beams every thirty feet or so.

The shafts themselves have been played out, but digging at any of the caps will yield zero to two pounds of ore per six man hours of constant mining. It will also make a significant racket that will carry through the old mine, alerting and attracting the mine's new inhabitants.



The fate of the workers is that they broke into a hive of giant ants, which now occupy the mine. The ants cling to the walls and ceilings, waiting in silent guard to protect the hive. Any time the party enters a cap, there is a 30% chance that they will stumble across three giant ant soldiers laying in wait. Any battle or mining will have a 75% chance to alert and attract other soldiers to the source of the sound. The mine is home to a total of forty soldier ants.

Giant Ant Soldier: (40) AC 3; HD 3 (24, 24, 23, 22, 22, 21, 20, 20, 18, 18, 18, 18, 17, 17, 16, 16, 16, 15, 15, 15, 15, 15, 15, 14, 14, 14, 14, 13, 13, 11, 11, 11, 10, 10, 10, 9, 8, 8, 6); #AT 1; D 2d4 (Bite); SA Sting (after bite 3d4, save versus poison for 1d4); SD n/a; MV 18; SZ L; AL N; ML 9; S 16, D 10, C 13, I 2, W 13, Ch 9; XP 175.

2. Store Room.

This room served as a store room and office for the mine's foreman. A small chest remains with fifty pounds of gold ore (that was never loaded or shipped out). The lock is heavy but not trapped. The key was long lost with the foreman (though a GM may give a party a chance to find it in one of the shafts, having been dropped by the foreman as he was drug away), two barrels of lamp oil

remain; one is half full, the other full and functional. A map of the mines lays on the small table covered in a thick layer of dust.

This room is generally avoided by the giant ants, yet remains of carapaces lay scattered around the room. The reason for the carapaces and the avoidance of the ants is that a cave fisher has taken up residence in a crack in the ceiling here and will attack anything that enters the room.

Cave Fisher: (1) AC 4; HD 3 (23); #AT 2; D 2d4/2d4; SA Adhesive trap-line; SD n/a; MV 1; SZ M; AL N; ML 11; S 17, D 12, C 17, I 1, W 10, Ch 4; XP 175.

3. Break Through.

This shaft ends where its wall caved into the hive. The passage here leads down a winding tunnel and into the chamber of the queen. There are always at least six soldier ants around the queen as well as fifteen workers and the queen herself.

Giant Worker Ants: (15) AC 3; HD 2 (14, 14, 14, 12, 12, 12, 12, 11, 11, 10, 9, 9, 8, 8, 6); #AT 1; D 1d6 (bite); SA n/a; SD n/a; MV 18; SZ L; AL N; ML 9; S 14, D 10, C 13, I 1, W 13, Ch 8; XP 35.

Giant Soldier Ants: (6) AC 3; HD 3 (24, 22, 22, 20, 18, 15); #AT 1; D 2d4 (Bite); SA Sting (after bite 3d4, save versus poison for 1d4); SD n/a; MV 18; SZ L; AL N; ML 9; S 16, D 10, C 13, I 2, W 13, Ch 9; XP 175.

Giant Queen Ant: (1) AC x; HD 10 (xx); #AT 1; D 1d6 (bite); SA n/a; SD n/a; MV 1; SZ H; AL N; ML 19; S 16, D 9, C 13, I 5, W 13, Ch 11; XP 2000.



Kobold Hole

Background:

During ages past, a star fell from the heavens, crashing to the earth. In the wake of its destructive decent, a crater was left that revealed a small series of caves cut into the surrounding stone by a natural spring. Over the years, nature has reclaimed the blasted site, the result leaving a rift in the earth covered with boss and grass. The heart of the spring fills a small pond that has formed at the core of the crater.

A kobold tribe was searching for a new hole to call their own, having been driven from their previous home by a particularly cruel band of goblins, when they came upon the ready-made hole in the ground (truth is their leader fell in the hole while arguing over the larger share of a haring). The spring provided them with water and the hole served as a natural trap for a surprising amount of wildlife that proved a ready food supply. In short order, the kobolds had converted the natural cave network into a new home from which they could thrive.

A hearty form of giant fungus (mushrooms) grows on the walls here. It is edible and is surprisingly tasty. Long-term exposure to this has made the kobolds here exceptionally hearty (having maximum hit points); however, it has taken years for this effect to take place, but the mushrooms may be used as a substitute for rations.

The Lair:

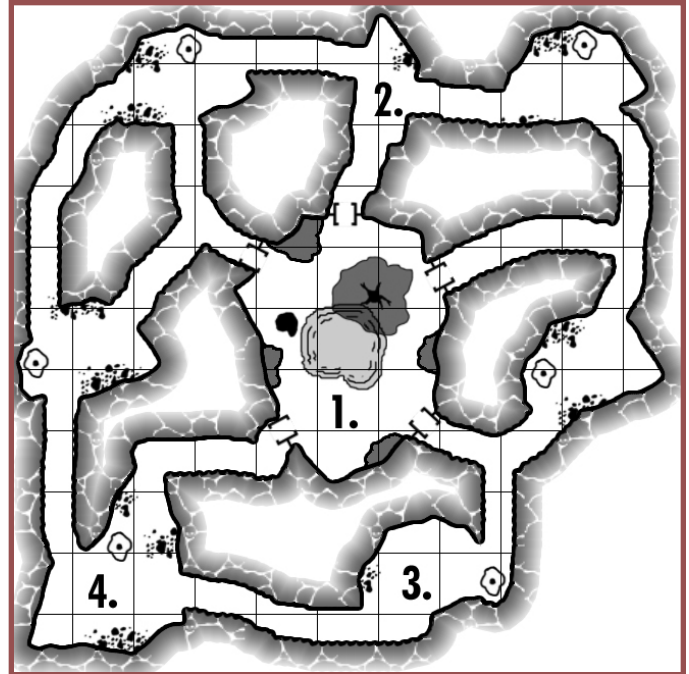
1. Crater.

A rift in the ground here, long grown over and reclaimed by nature, serves as the entrance to the kobold hold. A large dogwood grows beside a small pond, surrounded by shrubs and a large smooth black boulder. (The boulder is all that remains of the meteor that created the crater long ago. The metal itself would be near invaluable to a smith but to the kobolds its just a good place to fish from.)

Crude rope ladders hang from the edges of the opening down into the crater and serve as the main means of egress for the kobolds.

During the day there is a 25% chance that at least four kobolds will be here fishing.

Kobolds: (4) AC 7; HD 1/2 (4, 4, 3, 1); #AT 1;



D 1d4 (kobold spear/ kobold knife); SA n/a; SD n/a; MV 6; SZ S; AL LE; ML 9; S 9, D 15, C 9, I 14, W 9, Ch 8; XP 7.

2. Toad Pen.

This cave and the two to either side serve as a kennel for the giant toads that the kobolds have captured and use as mounts. The central cave is where the kobolds feed the toads and thus any activity in this cave will attract the toads from the two side pens. Toads attracted from one cave will arrive in two rounds after alerted.

Giant Toads: (9) AC 6; HD 2+4 (15, 14, 12, 12, 11, 11, 11, 10, 9); #AT 1; D Bite (2-8); SA n/a; SD n/a; MV 6; SZ M; AL N; ML 7; S 16, D 12, C 11, I 1, W 14, Ch 4; XP 120.

3. Kobold Dens.

This cave and the central east and west caves are the homes of kobold tribe living here. Each cave holds at least twelve kobolds.

Kobolds: (36) AC 7; HD 1/2 (4, 4, 4, 4, 4, 4, 4, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 2, 2, 2, 2, 2, 2, 2, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1); #AT 1; D 1d4 (kobold spear/ kobold knife); SA n/a; SD n/a; MV 6; SZ S; AL LE; ML 9; S 9, D 15, C 9, I 14, W 9, Ch 8; XP 7.

4. Chief's Hold.

This chamber serves as the kobolds' most exalted high chief Malgoo Cricketsting's throne room and is the seat of power for the kobold tribe. Any commotion here will bring kobolds from throughout the hole running to the chief's defense (or to take over his position).

The chief is attended at all times by his royal guard. The chief and his guard use weapons that have been coated in a poison made from toad spittle and rotting mushrooms so any hit forces a save vs. poison failure and doubles the damage from the wound.

Kobold Chief: (1) AC 6; HD 1+1 (7); #AT 1; D 1d8 (kobold chiefs spear); SA n/a; SD n/a; MV 6; SZ S; AL LE; ML 9; S 9, D 15, C 9, I 14, W 9, Ch 8; XP 15.

Royal Guard: (6) AC 7; HD 1-1 (4, 4, 4, 4, 4, 4); #AT 1; D 1d6 (kobold long knife); SA n/a; SD n/a; MV 6; SZ S; AL LE; ML 9; S 9, D 15, C 9, I 14, W 9, Ch 8; XP 15.

*The kobolds have amassed a treasure of ornamental bones, feathers, and shells (none of which have any real value); 246 copper coins, 37 silver coins, a silver necklace (a locket that the kobolds don't know can open), and ebony flute (that the kobolds think is a busted straw because of all the holes).



Bandit's Lair

Background:

The thing about trade routes is they attract more than traders and merchants. The bandits of Kalin's Bluff are no different. They strike in well planned raids, seemingly out of nowhere, and vanish into the morning mists. A reward stands for any that can discover their secret and put a stop to the masked bandits.

The Lair:

1. Hidden Entrance.

The entrance to the rocky lair is concealed by a sheet of canvas that has been painted to look like the cliff face. Concealed partially behind shrubs and rock fall, the entrance will be undetectable by casual scrutiny.

2. Stairway.

A stone stair has been carved here, spiraling up the forty feet to the top of the bluff and a trap door concealed there. The stairway provides access to the fields on top of the bluff and the road traveled by traders and merchants.

There is always a guard at the base of the staircase; he covers the stairway and the lower entrance to the lair.

Guard (Th1): (1) AC 8; HD 1 (4); #AT 1; D 1d4 (Light crossbow / dagger); SA BS x2; SD n/a; MV 12; SZ M; AL NE; ML 11; S 12, D 15, C 12, I 9, W 10, Ch 11; XP 35.

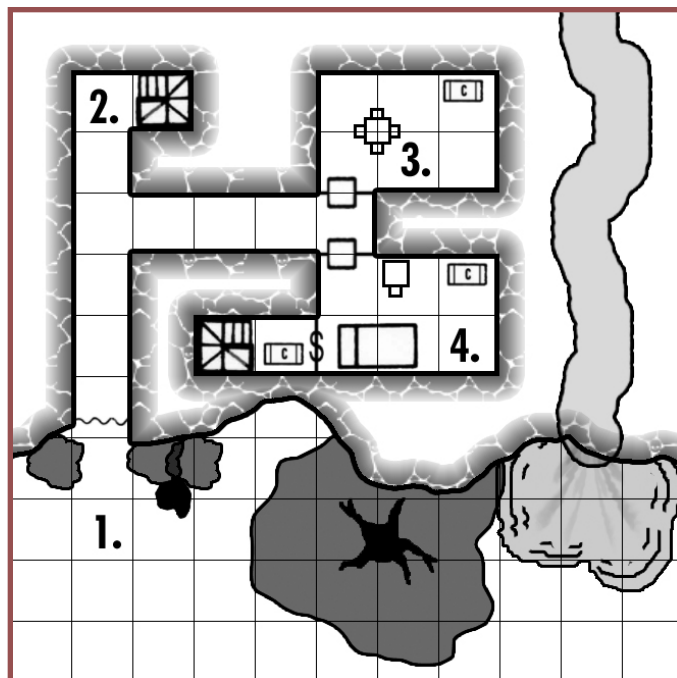
*Coin pouch: 4cp, 6sp, 4ep.

3. Planning Room.

The bandits plan their strikes carefully here, particularly the bigger jobs. The chest here holds papers and maps with caravan schedules, travel documents, and manifests. The table holds a map of the surrounding area with ambush sites and escape route marked.

There are always at least four bandits here.

Bandits (F2): (4) AC 7; HD 2(17, 14, 12, 12); #AT 1; D 2d4 (Broad sword); SA n/a; SD n/a; MV 12; SZ M; AL NE; ML 13; S 17, D 12, C 15, I 12, W 11, Ch 11; XP 65.



*Coin pouch: 1cp, 7sp, 2gp /each.

4. Hold Out.

This serves as the bunk house and safe house for the bandits if they need to duck the law for a while before they are able to slip back into one of the local towns. A bunk here will sleep four. There is a small table and small chest.

The chest is locked and trapped with a poison needle (20pts of damage over 4 rounds unless a save vs poison is made for half damage). The chest contains the operating coin for the bandits. Several small pouches of coin and gems to be used for bribes, etc.

*Chest contents: 20cp, 100sp, 20ep, 40gp, 12pp (divided among 12 pouches).

A secret door is concealed behind the bunk. The door itself requires a key that is concealed in a hollow in one of the table legs of the small table in the room. The secret door leads to an escape tunnel and holds a large chest that holds a cache of riches that the bandit leader has stashed in case the need to relocate arose. The stairway that leads up to the bluff is wooden and built within a natural chimney. If the one-way trap door at the top of the stairs is opened incorrectly, it will cause the wooden stairs to collapse, plunging any on it forty feet to land among the broken debris.

The Bandit leader and two guards are always in this room (unless they have been alerted and made their escape; if so, one guard will stay behind and pretend to be the leader).

Bandit Leader (F/Th 7/7): (1) AC 4; HD 7 (32); #AT 2/1; D 1d6 +1 (Short sword +1); SA BS x3; SD Cloak of Displacement; MV 12; SZ M; AL NE; ML 15; S 17, D 17, C 15, I 12, W 9, Ch 9; XP 2000.

*Coin pouch: 7cp, 11sp, 6ep, 5gp, 4pp.

Bodyguard (F3): (2) AC 5; HD 3 (24, 22, 21); #AT 1; D 1d8 (Long sword); SA n/a; SD n/a; MV 12; SZ M; AL LE; ML 14; S 18, D 16, C 15, I 11, W 10, Ch 12; XP 175.

*Coin pouch: 3cp, 14sp, 2gp /each.

*Secret chest contents: 70cp, 140sp, 60ep, 80gp, 10pp, 5 Carnelian (50gp/ea.), 25 Blue Quartz (15 gp/ea.).



Bear Cave

Background:

Every hunter has heard the tale of the massive beast that is said to hunt those that seek to hunt its kin. Oh, the trophy it would make to be the one to bring back the head of Mukwa. However the tales say the wilderness is littered with the bones of those who thought the same thing.

The Lair:

1. Clearing.

The only remarkable thing about the clearing in front of the Great Cave are the small totems that litter the landscape. Each is carved to resemble a great clawed and fanged beast and stand from three to seven feet tall. Some are painted while others remain natural wood. All have the remnants of offerings piled at their bases. These include bobbles and trinkets as well as small carvings and other craftworks. There are also gourds of fermented fruit and honey.

2. Cave Mouth.

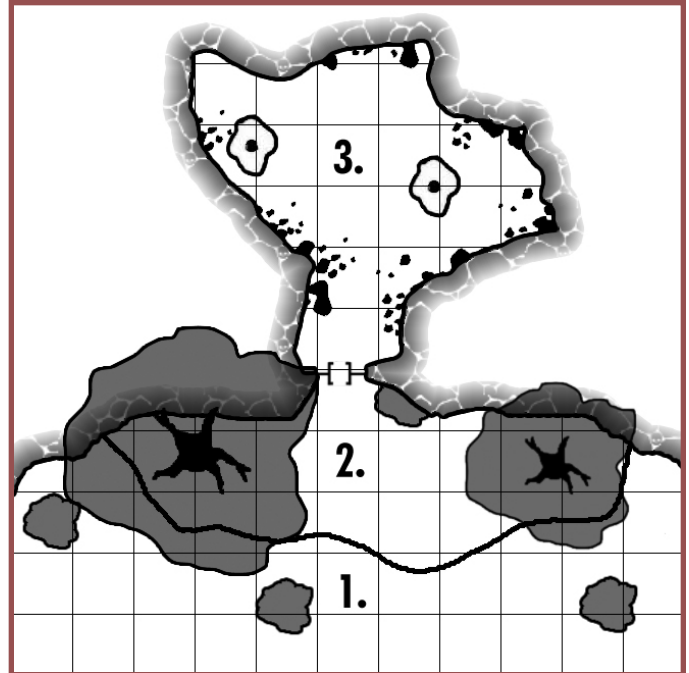
Two large oak trees frame the entrance of the ancient cave. The trunks of these old trees have been carved much like the totems in the clearing, to resemble a large fanged creature standing on two legs and towering over men standing below it.

The rock face of the cliff itself is decorated with primitive paintings showing men bowing before a great clawed and fanged beast. Others show men with the head of a beast making offerings of all sorts to the beast.

3. Den.

The Great Cave itself is the home to a giant cave bear. Is it the same creature once worshipped by the primitive peoples long ago? That is unknown. However, a great bear does reside within the cave now, surrounded by bones and remains of those who have sought glory in bringing down the beast. Among the litter is a magical spear, "Blue Bolt".

Giant Cave Bear: (1) AC 6; HD 12+12 (64); #AT 3; D Claw/Claw/Bite (1-12/1-12/2-16); SA Hug; SD n/a; MV 12; SZ H; AL N; ML 19; S



20,D 13, C 19, I 3, W 12, Ch 6; XP 3000.

*Blue Bolt: Spear +2, when thrown the spear has a range of 90' and transforms into a bolt of lightning. The bolt inflicts 1d6 points of damage plus 20 points of electrical damage (10 if a save versus Rod, Staff, Wand is made.) The spear then returns to the hand of the thrower on the following round. The spear's rate of fire can never be greater than once a round.



Troll Bridge

Background:

The problem with remote passes is that they are remote. The king's guard can not possibly patrol every corner of the land, so there are those nooks that slip through. And here a toll is often taken on those seeking to pass.

The Lair:

1. The Path.

The narrow path runs through the high valley walls here. The sound of rushing water echoes through the tight gap, ping-ponging off the walls and carrying the sound far down its thin reaches.

The path opens up onto a small ledge with a tree to the north side of a narrow rope-and-wood bridge that spans a small ravine. The ravine floor is bisected by a rushing stream thirty feet below.

The approach here has a deadfall trap laid by the troll. A simple tripwire causes rocks to fall from above. The rock fall is easily avoided but blocks the passage. Clearing the debris would take twenty-four man hours.

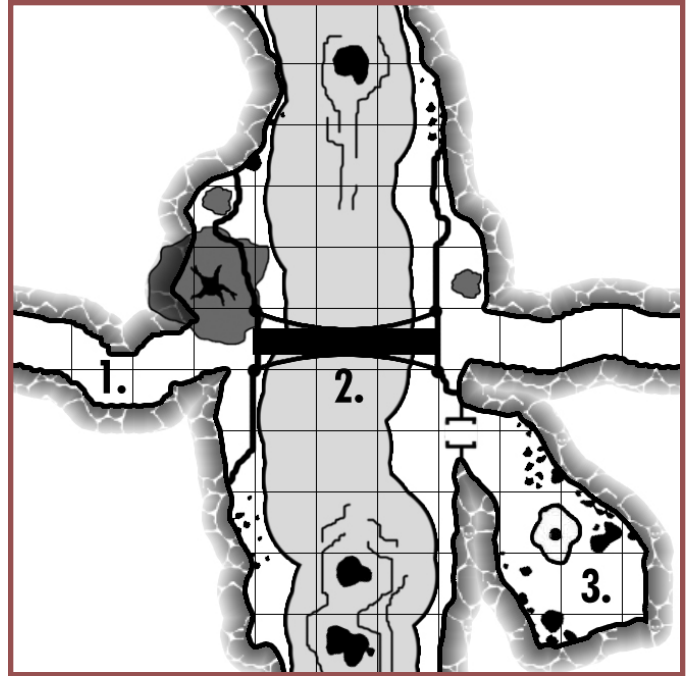
2. The Bridge.

The bridge is made of ropes spanning the ravine with wooden slats serving as a foot path and rope handrails secured every ten feet to the base. The bridge is old and in much disrepair with a plank or two missing. Though battered, the bridge is secure provided no more than a thousand pounds (approximately five humans) is upon it at one time.

The stream below the bridge is fairly deep (fifteen to twenty feet at its center) and has a stiff current requiring anyone falling in to be a skilled swimmer to avoid being pulled under and onto the rocks that protrude from its surface.

The west side of the ravine also holds the entrance to the troll's cave. Hand and footholds have been carved into the cliff face by the troll over the years to allow it fast access to the path above, facilitating trapping its victims between the rock fall and itself.

The west edge of the bridge has a tripwire with an alarm (simple bone chimes) to alert the troll to new victims crossing the bridge.



The troll is not greedy; he will offer to leave anyone he traps on the bridge alone for a price. First choice is any horse, pony or mule the party possesses, and then haffling or gnome are its second choice, followed by dwarf, human, and then elf. The payment is then clubbed unconscious and hauled down the cliff side and into the cave to be consumed, while the party is free to dig their way out to the sounds of their tribute being eaten alive. Of course if the troll is not paid tribute, he attacks. Also, if the party pays and is unable to dig itself out in twenty-four hours, the troll will return and demand another tribute for the new day.

Note: If the troll thinks the party particularly weak, he may demand more than a single tribute. Also, if the party appears particularly strong, the troll will offer to aid in removing the rocks (feigning ignorance of setting the trap) and invite the party to join it in its cave for the night (a very untroll-like thing to do). This is, of course, a ruse to lure the party into a position that the troll can exploit to advantage and attack.

Two-Headed Troll: (1) AC 4; HD 10 (65); #AT 4; D 1d4+4/1d4+4/1d12/1d12 (claw/claw/bite/bite) or by weapon +6; SA n/a; SD regeneration; MV 12; SZ L; AL CE; ML 16; S 18, D 14, C 20, I 12, W 9, Ch 5; XP 3000.

3. The Troll Cave.

Here the troll resides. A large bone pile fills one of the back corners, while the rest of the cave is littered with things the troll has taken from past victims. A large cauldron (looted ages ago) sitting over a fire pit contains an almost perpetual stew of the troll's prey.

*Scattered about the cave: Chainmail +1, Boots of Varied Tracks, Gloves of Missile Snaring.

If the scalding contents are searched, some jewelry can be found among the crusty sludge built up in the bottom of the pot, having fallen off of previously cooked owners.

*Cauldron contents: Silver signet ring (25gp), Ring of protection +2, Necklace of Prayer Beads.



Sorcerer's Tower

Background:

The legends of the black sorcerer and his dark tower have been passed down for as long as any can remember. The bleak stone edifice has stood on the edge of the bluff for what seems time immemorial; surely the sorcerer has been dead for ages now. What treasures or secrets could lurk in those dark halls?

The Lair:

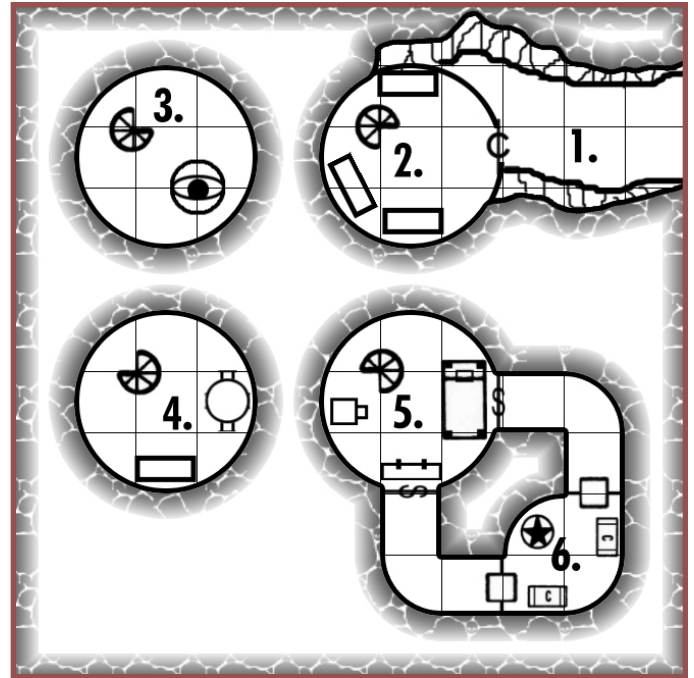
1. Outside.

Sitting on the edge of a cliff, rising high above the raging sea and crashing breakers below, a long path leads out onto the narrow precipice. Wind whips around the tower and across the barren pathway. The tower appears as a dark, circular monolith that stretches up into the bleak sky. No windows break its smooth stone surface, and the only ornamentation are the gargoyles perched at its top, spewing rainwater. The entry is concealed and trapped. If found and opened incorrectly, the gargoyles will wake and attack.

Gargoyles: (4) AC 5; HD 4+4 (29, 27, 26, 22); #AT 4; D claw/claw/bite/horn (1-3/1-3/1-6/1-4); SA n/a; SD +1 or better to hit; MV 9, Fl 15; SZ M; AL CE; ML 11; S 15, D 14, C 18, I 8, W 11, Ch 7; XP 420.

2. First Floor.

This floor holds a stone spiral staircase that winds up through the ceiling and the rest of the tower. Each floor of the tower has thirty-foot ceilings with stone floors and supporting beams of petrified wood. This floor also holds two large shelves and appears to serve as a larder, as the shelves are full of household provisions. A large wooden table sits at an angle to the wall and holds more provisions as well as an assortment of cutlery. A rack above the table holds more utensils and pots and pans. A large fire pit sits opposite the table next to the door; however, there appears to be no exhaust. If a fire is lit, the smoke will rise in a column to the room's ceiling and simply vanish.



3. Second Floor.

This room is empty, save for a large intricate circle of silver inlaid in the southeast corner of the room. The stone of the floor and walls and stairs appear scared and nicked. If inspected, some of the marred stone will appear melted, while other spots look as if they had been chiseled or scratched. Only the stone within the circle is completely untouched and flawless.

There is a 50% chance that the circle will have an elemental bound within (to determine type, roll 1d4: 1=earth, 2=fire, 3=water, 4=water). Regardless of type, the creature will be 8 HD and very angry. If the circle is crossed by anything from the outside, it breaks the binding spell and frees the elemental.

If the party triggered the gargoyles, then there is a 100% the elemental will be here and the confining circle will be set to fail as soon as they enter the room.

Elemental: (1) AC 2; HD 8 (52); #AT 1; D air/earth/water/fire (2-20/4-32/5-30/3-24); SA n/a; SD +2 or better to hit; MV 6; SZ L; AL N; ML 17; S 12, D 17, C 14, I 10, W 11, Ch 11; XP 3000.

4. Third Floor.

This floor serves as a sitting room. In addition

to the large bar, the room also has a table and chairs with soft, comfortable padding. The walls of the room are lined with bookshelves that are filled with all manner of mundane books, scrolls, codex, and manuscripts.

If the party triggered the gargoyles, then the sorcerer will be here and ready for them. Otherwise, there is a 50% chance that he will be present in this room reading, or he will be in the room above.

5. Fourth Floor.

This is the sorcerer's personal chambers. A large four-post bed dominates the room, as well as a wardrobe and writing desk. The wardrobe contains the sorcerer's personal belongings. The writing desk, though mundane, contains several rare and valuable inks as well as high quality nibs, quills, and papers.

Behind the bed and wardrobe are two secret doors that open into an extra-dimensional space created by the sorcerer. If found, both doors are magically locked and trapped. If triggered, anyone attempting to open the doors must save vs polymorph or become a gargoyle under the control of the sorcerer (or compelled to protect the tower if the sorcerer is dead).

Sorcerer (Mu 12): (1) AC 2; HD 12 (36); #AT 1; D Staff +3 (1d6 +3); SA Spells (4, 4, 4, 4, 4, 1); SD n/a; MV 12; SZ M; AL CE; ML 18; S 9, D 12, C 12, I 18, W 16, Ch 13; XP 6000.

Bracers of Defense AC2, Ring of Spell Storing (Fire Ball, Dimension Door x2, Disintegrate), Cube of Frost Resistance, Ring of Fire Resistance.
Spell list: Magic Missile x2, Shield, Light, Invisibility x2, Shatter, Stinking Cloud, Dispel Magic, Fireball x2, Slow, Dimension Door x2, Fire Shield, Wall of Fire, Cone of Cold, Conjure Elemental, Wall of Force x2, Disintegrate.

6. Extra-dimensional Room.

This is the personal vault of the sorcerer. It exists in an extra-dimensional space accessed through the tower's secret doors. The room itself is enchanted to appear as part of the tower, though the walls, ceiling and floor are not really stone. The two heavily bound doors are in fact illusions that will resist any attempt to open, destroy, or batter.

The only way through the doors is to successfully disbelieve.

Once in the room, it holds two large chests which contain the items most precious to the sorcerer and his spell books. The room also holds a large statue with the likeness of the sorcerer himself. The statue is a stone golem that will attack any but the sorcerer himself that enters the chamber.

Stone Golem: (1) AC 5; HD 14 (60); #AT 1; D fists (3-24); SA Slow breath 10'r; SD +2 or better to hit; MV 6; SZ L; AL N; ML 20; S 22, D 9, C 0, I 0, W 9, Ch 1; XP 8000.

*Chest contents: 1) Spell Books, Scrolls of Protection from Elementals (Air, Fire, Earth x2, Water), Book of Infinite Spells; 2) Brazier of Sleep Smoke, Carpet of Flying, Alchemy Jug.



Necromancer's Tomb

Background:

Every family has a member that doesn't quite fit in. However, not all have one that returns after all others have met an untimely end to exact a final revenge by animating those that cast him out.

The Lair:

1. Sanctuary.

This room serves as the entry to the Tomb and holds a shrine to the family members interned within the vaults. The ceiling here is vaulted and at its peak is twenty-two feet high. The entire room is tiled in large marble slabs and the ceiling has a mosaic depicting the family's crest. Two statues depicting the family's patron deity flank the heavy bound doors. Two exits lead north and south from this room into the Tomb's Ossuaries. The chamber also serves as a viewing chamber for funeral services.

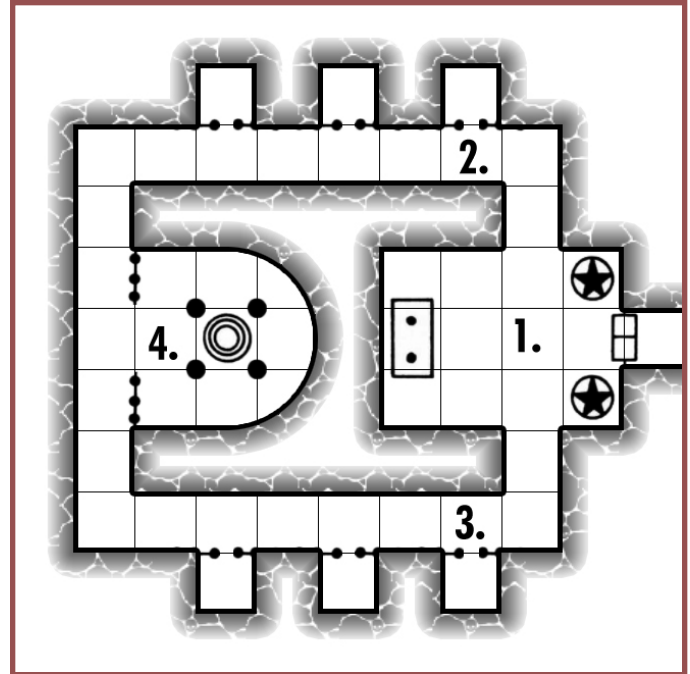
The necromancer has befouled the place and it is no longer holy ground, and in fact radiates evil if detected for. (If the shrine is re-consecrated, award the party a 15% bonus to experience earned in the tomb; this will also make the encounters notably easier for the party.)

Though ominous looking, the statues are just that. However, the necromancer has left guards here in the form of the desecrated shrine. The shrine appears to be covered in bones that are attached together in a macabre parody of the original shrine. If any but the necromancer or his minions approach, the bones on the evil altar animate and attack.

Crawling Claws: (20) AC 7; HD 1/2 (4, 4, 4, 4, 4, 3, 3, 3, 3, 3, 3, 3, 3, 2, 2, 2, 2, 2, 2); #AT 1; D 1-4 (armored foes) 1-6 (unarmored foes); SA n/a; SD Undead immunities; MV 9; SZ T; AL N; ML 19; S 13, D 11, C 0, I 2, W 11, Ch 4; XP 35.

2. North Ossuary.

This hall has three cubicles with waist-high railings that separate them from the hallway. These cubicles hold the vaults of the interned family members. Each cubical holds two vaults per wall stacked five high for a total of thirty vaults each.



The ceilings of the hallways are twelve feet, while the cubicles are vaulted an additional three feet.

The foul energies of the necromancer have animated many of the Vault's occupants that will attack anything living (other than the necromancer) that comes down the hall or into the vaults.

Note: If the shrine has not been consecrated, the skeletons can not be turned; additionally, they will regenerate 2hps a round. If the shrine has been consecrated, they fight as normal skeletons.

Skeletons: (20) AC 7; HD 1 (8, 8, 8, 7, 7, 7, 7, 6, 6, 6, 5, 5, 5, 5, 4, 4, 3, 3, 3); #AT 1; D claws (1d6); SA n/a; SD Undead immunities; MV 12; SZ M; AL N; ML Sp; S 15, D 14, C 0, I 0, W 9, Ch 4; XP 65.

3. South Ossuary.

This hall is identical to the north ossuary (Area 2.) in description; however, the occupants are more recently interned. Rather than skeletal occupants, the animated occupants are zombies. If the shrine has been consecrated, they fight as normal zombies. Otherwise, they can not be turned and any attack has a 50% chance to sever a limb that will continue to fight as a separate creature.

Zombies: (12) AC 8; HD 2 (15, 14, 14, 12, 12, 11, 11, 10, 9, 9, 8, 6); #AT 1; D Claws (1d8); SA

n/a; SD Undead immunities; MV 6; SZ M; AL N; ML Sp; S 17, D 10, C 0, I 0, W 9, Ch 3; XP 65.

4. Reliquary.

This large chamber is the most ornate part of the tomb with marble walls and a gilded vaulted ceiling. The walls of the Reliquary hold vaults of the most senior family members. A center pedestal is surrounded by four columns and holds a large urn with the remains of the families' matriarch.

The necromancer has converted this chamber to continue his dark experiments. He will be found here with his dark body guards. If the shrine has not been consecrated, the guards will not be turnable and any target suffers a -4 penalty to any of the necromancer's spells.

Shadows: (4) AC 7; HD 3+3 (22, 21, 18); #AT 1; D chilling touch (1d4+1); SA strength drain; SD Undead immunities; MV 12; SZ M; AL CE; ML Sp; S 0, D 14, C 0, I 9, W 9, Ch 8; XP 420.

Necromancer (Mu 6): (1) AC 9; HD 6 (24); #AT 1; D Bone dagger +2 (1d4+2); SA Spells (4, 2, 2); SD n/a; MV 12; SZ M; AL CE; ML 14; S 9, D 12, C 12, I 18, W 14, Ch 6; XP 975.

Bone Wand: (24ch) fires up to 3 necromantic darts that strike for 1d4+1 damage each (as a wand of magic missiles).

Spell List: Chill Touch x2, Shield, Spectral Hand, Scare, Vampiric Touch.



Thieves Guild

Background:

Hidden within the deep sewers of the city, the Ravens (local thieves guild) have created several holds to plan their illicit activities and to find haven when the heat is on.

The Lair:

1. Cistern.

A large cistern here catches the runoff and overflow of the sewer during heavy rains. A thin walkway of warped and rotting planks spans the breadth of the large room from east to west.

The planks are far from rotten and are stained and weathered to disguise their actual stoutness. Also chained to the bottom of the center of the plank span and hidden below the water level is a pair of treated planks that can be fished out and set in place to provide access to the back wall of the cistern. (During a particularly dry season, the water level may be low enough that the end of the planks would be visible poking from beneath the surface.)

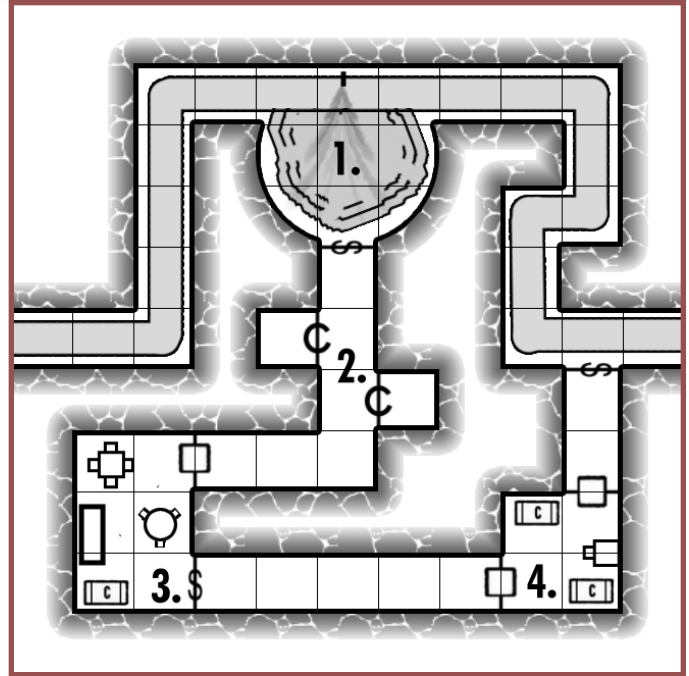
The back wall of the cistern holds a secret door (the trip for the door is actually below the water's surface). If the door is opened any other way, the support for the planks will drop away, plunging anyone standing on them into the deep cistern (40 feet deep).

(Optional encounter at GM's discretion — the thieves guild imported alligators and keep them in the sewer here as guardians and disposal system.)

2. Entry Hall.

The hall here is walled in the same stone as the sewers; however, it is paneled in wood with a low (six-and-a-half-foot) ceiling. The passage contains two small closets concealed behind hidden doors, the first of which serves as a lookout post. A single guard is posted here and can see through a concealed peephole. A lever in the guard room can be used to trigger an alarm in the den (Area 3.)

Guard (Th 3): (1) AC 8; HD 3 (12); #AT 1; D



Short Sword (1d6); SA BS (x2 damage); SD n/a; MV 12; SZ M; AL LE; ML 11; S 9,D 14, C 10, I 9, W 9, Ch 11; XP 65.

*Coin pouch: 12cp, 2sp, 2ep

The Second closet holds a stand of six heavy crossbows stacked on top of each other and side-by-side trigger by a plate in the floor outside the concealed door. The paneling here is thin to allow the bolts to fire through. A save vs paralyzation reduces the number of hits by half.

3. Den.

This small room serves as the den and planning area for the guild. Two small tables and a large shelf are the room's main furnishings along with a large chest with a sturdy steel lock. There are always at least three thieves here, the warden (who has the key to the chest) and two watch guards. During the day there is a 50% chance to encounter another 6 guild thieves here as well, planning the coming night's activities.

The shelf contains maps of the city, key buildings, guard patrol routs, shipping schedules, and manifests.

The chest holds the post's operating loot (optionally it could hold a list of names of city officials, merchants, and guards that are on the take and other assorted incriminating information).

*Chest contents: 70cp, 20sp, 60ep, 40gp.

A secret door leads out of this room into a tunnel that serves as an escape route and panic room. Additionally, the secret passage is trapped and if triggered causes the bars to drop in front of the door to the Panic Room (Area 4.) and in front of the Cistern Door. Then slides divert the city sewers to flood the Entry Hall (Area 2.), the Den (Area 3.) and the escape passage. The water rises in depth at the rate of one foot per ten minutes. Only the Warden on duty knows of the secret passage and the trap.

Thieves (Th3): (6) AC 8; HD 3 (12, 11, 11, 9, 9, 7); #AT 1; D Short Sword (1d6); SA BS (x2 damage); SD n/a; MV 12; SZ M; AL LE; ML 11; S 9,D 14, C 10, I 9, W 9, Ch 11; XP 65.

*Coin pouches: 8cp, 3sp, 1gp /each.

Guards (F2): (2) AC 6; HD 2 (18, 17); #AT 1; D longsword (1d8); SA n/a; SD n/a; MV 12; SZ M; AL LN; ML 12; S 16,D 12, C 14, I 9, W 9, Ch 10; XP 65.

*Coin pouches: 2cp, 5sp, 1ep, 4gp /each.

Warden (Th6): (1) AC 3; HD 6 (36); #AT 1; D Short Sword +1 (1d6+1); SA BS (x3 damage); SD n/a; MV 12; SZ M; AL LE; ML 14; S 14,D 18, C 14, I 12, W 10, Ch 12; XP 650.

The warden carries a +1 short sword of the Night Watch. (The blade can at will black out, as if weapon black had been applied)

*Coin pouch: 2cp, 11sp, 2ep, 4gp, 2pp.

4. Panic Room.

This room serves as a safe room for the Warden on duty, should the den be breached, and as a vault for some of the wealth of the guild (better to keep it in several caches rather than in one spot). The only furnishings other than a small table and chair are two large chests with heavy steel locks. The keys to the locks are in a hidden drawer in the table. The room has two heavy (and solid) oak doors that have been treated to be water-tight as well as fire-resistant and each is a full eight inches thick. The room also holds a lever that can cause the water to be drained from the flooded areas and recede the gates.

*Chest contents: 1) 200cp, 110sp, 200ep, 80gp, 20pp; 2) 20 bloodstones (50gp/e), 4 po-

tions of healing.

Two secret passages lead to this room, the first from the den (Area 3) and the second from a short hall off the sewers themselves. The door to this second passage is not only hidden, but it is trapped. The trap is on the inside of the door (technically, the door itself is not trapped, thus a detect traps spell would not reveal the threat) and if it is opened incorrectly it will cause bladders in the ceiling and walls to be punctured, releasing oil to coat the walls and floor of the hall. The oil is tacky but not strongly adhesive. It is, however, highly combustible and if any open flame is brought into the room, it will ignite; also, if the heavy door to the Panic Room is then opened incorrectly, it will trigger a flint spark and ignite the hall.



Serpent's Den

Background:

There was a time when beast cults were common across the land. The cave here was a place of worship then, dedicated to the massive serpent that lived within. Over the years, the numbers of giant snakes have dwindled, the caverns have suffered collapses, and man has forgotten the once-venerated serpents, but the serpents remain.

The Lair:

1. The Entrance.

The cave here is moss-covered and slick with trickling water and slime. The walls, floor, and ceiling of the passage have been worn smooth over the years; however, from the amount of moss and lichen clinging to them now, it has been some time since anything large has made its way through these tunnels.

If the moss and lichen growth is cleared away, ancient cave drawings depicting humanoids and humanoids with snake heads bringing animals and offerings to the cave are revealed.

A large stalagmite blocks much of the cave; however, a person could squeeze past with a little effort.

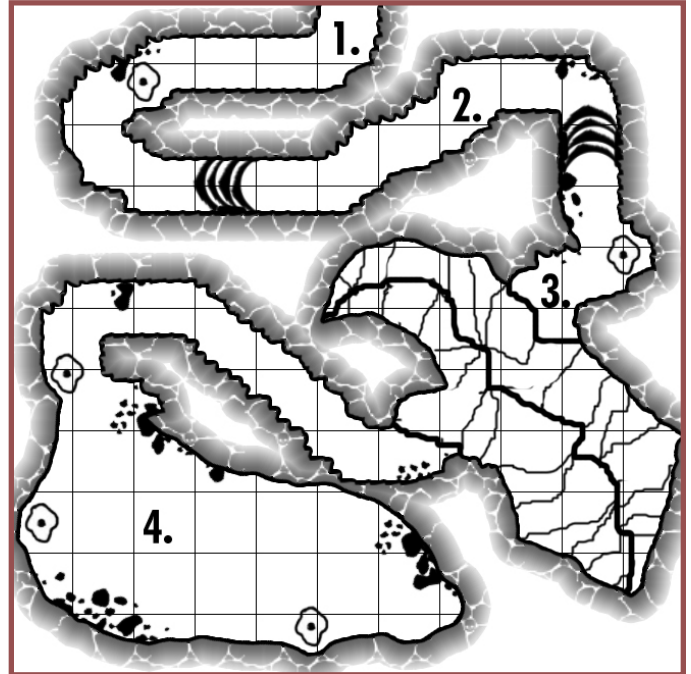
2. The Stairs.

The cave descends here; steps carved into the stone floor have weathered and worn over the years, providing treacherous footing. Anyone not taking their time to carefully navigate the stairs must make a save vs paralysis or slip and fall.

Anyone paying careful attention or who happens to fall will notice a scattering of bones on the floor here covered in muck and moss.

The area above the second set of stone stairs has become unstable. Any loud noises (such as someone in armor falling onto stone) will trigger a collapse of rocks, dealing 3d4 points of damage (save vs paralysis for half damage).

The cave paintings continue on the walls here,



depicting snake-headed humanoids descending into the earth and depositing offerings deep in the earth.

3. The Ledge.

The cave here ends in a ledge. A chasm has opened up and bisects the cave. The chasm is fifty feet deep, and the cave continues eighteen feet across the opening. The ceiling of the chamber rises only an extra five feet above the chasm. The walls are wet and crumbling, covered with a thin layer of moisture leaching in from above.

The cavern has become home to a small colony of Large Cave Bats. The chasm is nothing more than a wedge of collapsed rock; however, if the GM desires, a cave at the bottom could lead to further underground adventures.

Giant Bat: (8) AC 8; HD 2 (14, 11, 10, 9, 9, 9, 6, 4); #AT 1; D Bite (1-4); SA Screech; SD n/a; MV 3, Fl18; SZ L; AL N; ML 7; S 16, D 15, C 13, I 2, W 14, Ch 2; XP 65.

At the bottom of the chasm lie items from the bats' prey and the unfortunate victims that may have taken shelter in the deep cave. If searched, 50 silver coins and an ivory-handled dagger (the blade has rusted to uselessness, but the hilt is still

in excellent shape) can be found.

4. The Cavern.

The winding cave ends in a large, rock-strewn cavern. The cave walls are decorated with further paintings if the muck and moss is cleared away. They picture snake-headed humanoids giving offerings of animals, goods and other humanoids to gigantic snakes.

The large cavern here now serves as the home to a Giant Snake. In ancient times, this cave served as a temple for a snake cult that worshiped the serpents that made this cave their home. Amongst the rubble are the remains of an altar and offerings made by the cult.

Ancient Giant Snake: (1) AC 5; HD 6 (33); #AT 1; D Bite (3-18); SA Poison; SD n/a; MV 15; SZ G; AL N; ML 11; S 16, D 13, C 14, I 3, W 13, Ch 3; XP 975.

The combined offerings are as follows: 1000 copper coins, 600 silver coins, 50 platinum coins, a large star sapphire* (5000gp value), Bowl of Commanding Water Elementals, Horn of Fog.

*The Sapphire is not an ordinary gem, it is the Eye of Stagos; legend says it was stolen from the lost Temple of Cargas during the age of the premen. It is believed that the owner is cursed to meet a violent end; however, this has not stopped many people from wanting to possess the jewel.



Appendix: Bestiary

Giant Cave Bear

No. Appearing: 1
Armor Class: 6
Movement: 12
Hit Dice: 12+12
No. Of Attacks: 3
Damage /Attack: 1-12/1-12/2-16
Special Attack: Hug
Special Defense: n/a
Magic Resistance: n/a
Size: H (18')
Morale: 19
Statistics:
Str: 20 Dex: 13 Con: 19
Int: 3 Wis: 12 Chr: 6
Alignment: Neutral
XP Value: 3000

* If both claws hit, the bear will hug for an additional 3-18 points of damage. The bear will fight for 2-5 rounds after being brought below zero hit points.

Ancient Giant Snake

No. Appearing: 1-6
Armor Class: 5
Movement: 15
Hit Dice: 6
No. Of Attacks: 1
Damage /Attack: 3-18
Special Attack: Poison
Special Defense: n/a
Magic Resistance: n/a
Size: G (50'+ long)
Morale: 11
Statistics:
Str: 16 Dex: 13 Con: 14
Int: 3 Wis: 13 Chr: 3
Alignment: Neutral
XP Value: 975

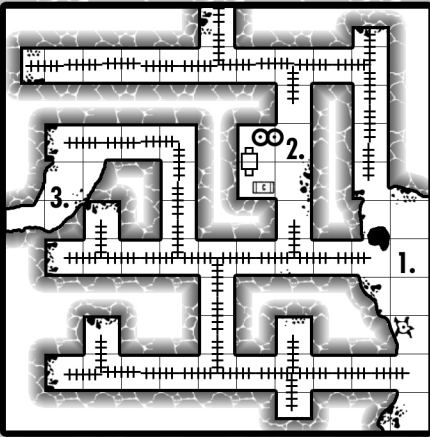
*Poison. Injected during bite, save versus poison or incapacitate for 1-4 days, success still inflicts a -2 to initiative and hit penalty due to sluggishness.

Giant Bat

No. Appearing: 3-18
Armor Class: 8
Movement: 3, Fl 18 (C)
Hit Dice: 2
No. Of Attacks: 1
Damage /Attack: 1d4
Special Attack: Screech
Special Defense: AC2 when flying
Magic Resistance: n/a
Size: L (7'-10')
Morale: 7
Statistics:
Str: 16 Dex: 15 Con: 13
Int: 2 Wis: 14 Chr: 2
Alignment: Neutral
XP Value: 65

*Screech. 20-foot radius around the bat must save versus paralyzation or be unable to act due to pain.

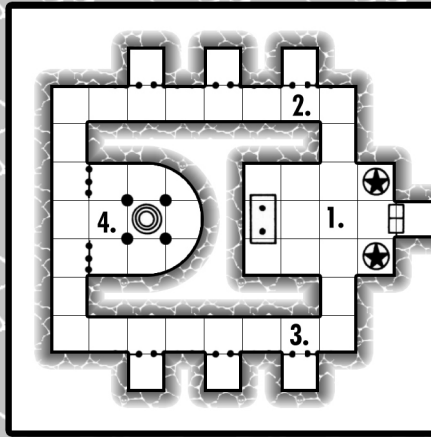
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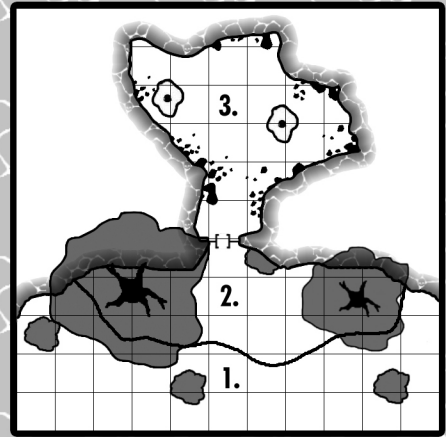
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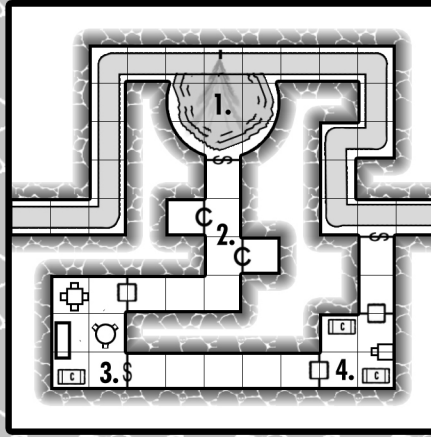
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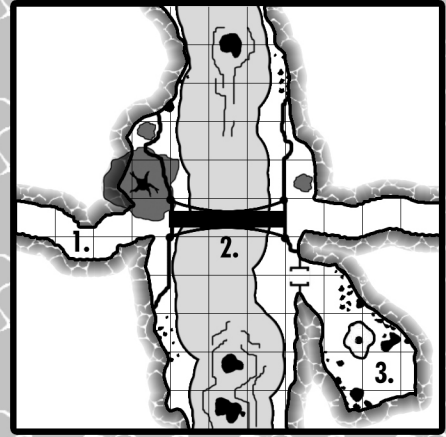
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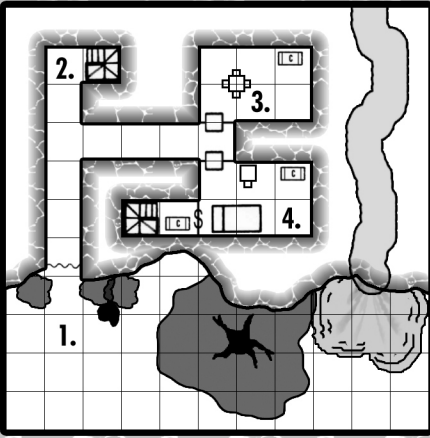
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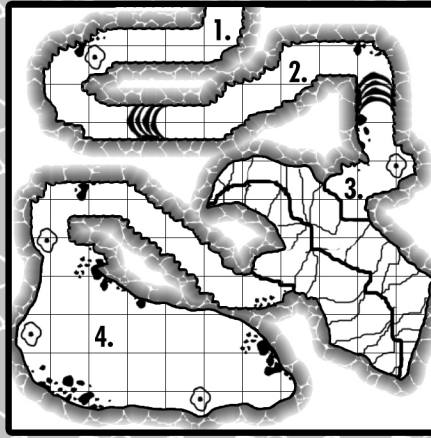
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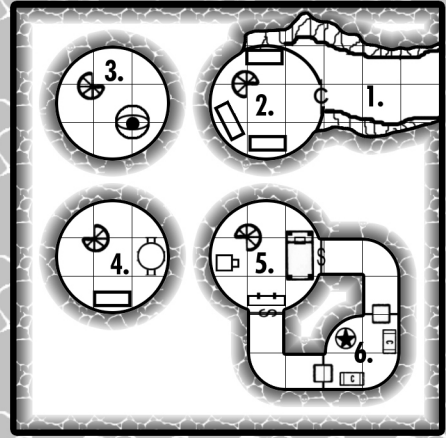
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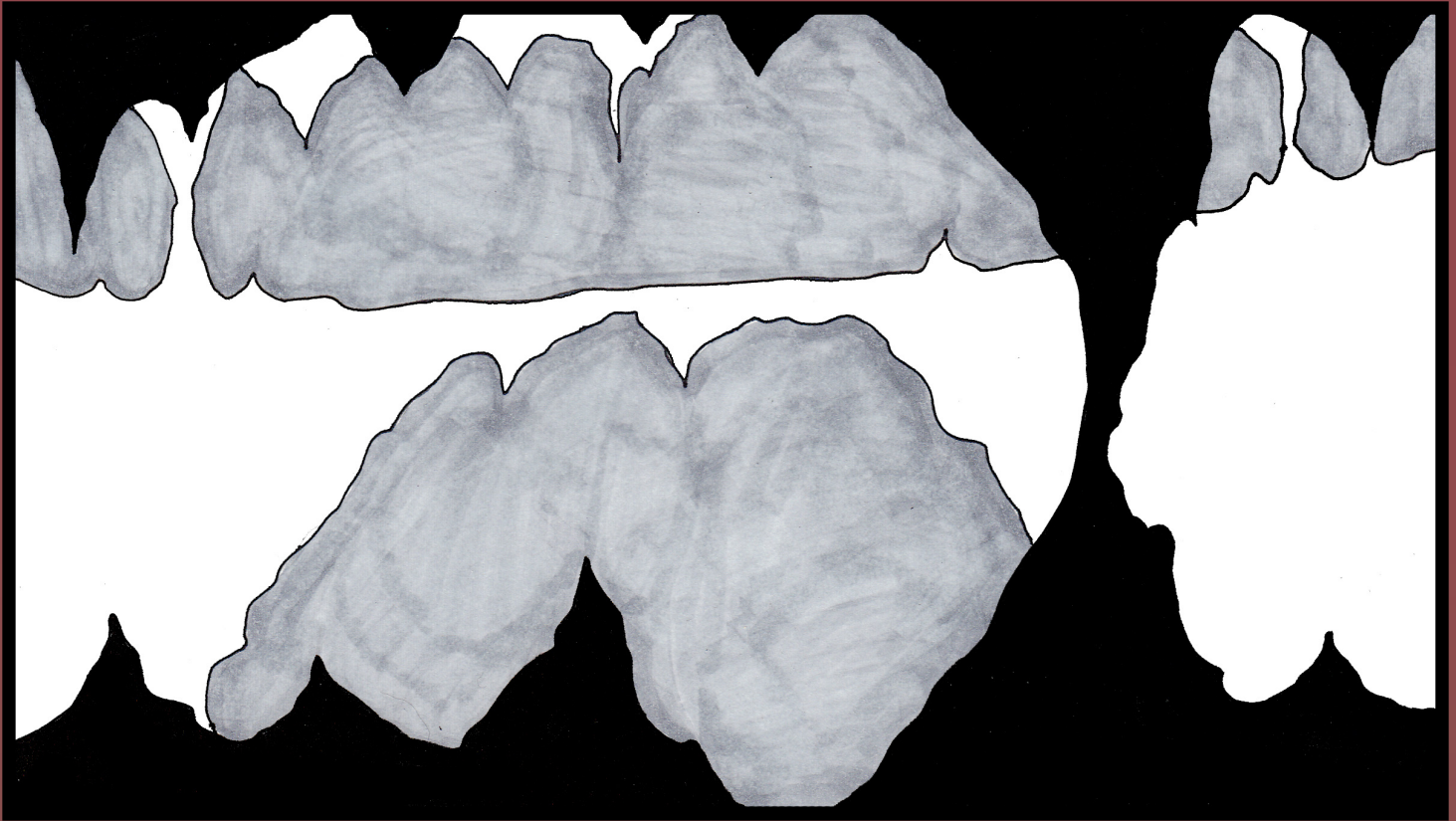
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