

Adventure &3 by Andrew Hamilton

A Free Resource for the Players of 1st Edition
AD&D, OSRIC, and Similar Fantasy Role
Playing Games

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The Book of Low Level Lairs I

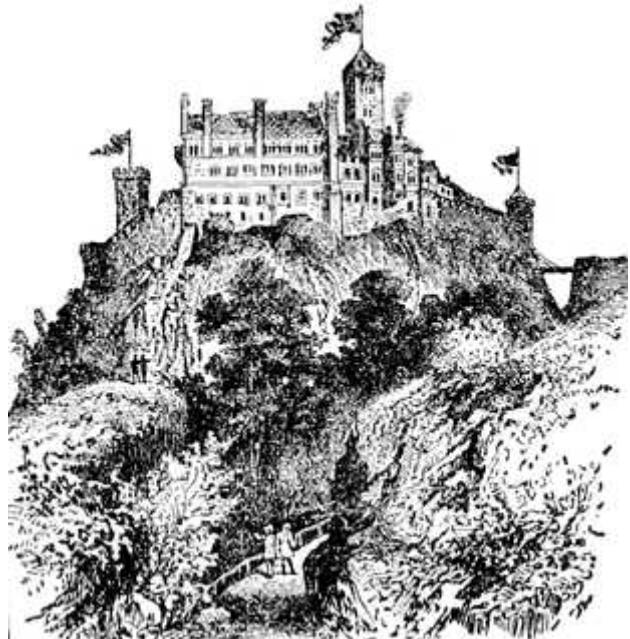


encounters for 1st to 4th level characters



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Decostop's Book of Low Level Lairs I

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About the Artist

A bit about Chris Letzelter:

In 1965 an unexpected meeting led to me meeting the world nine months later. Within thirteen years I was the owner of a *Holmes D&D* boxed set, quickly climbing the ladder to *Advanced D&D* the next year.

After nine years heavily saturated in fantasy role-playing I put it away to be a father and husband, only occasionally bringing out some hand-made maps and dungeons to reflect wistfully upon.

Fast-forward nearly twenty-three years and my best friend from high school talks me into getting out the books and dice for our kids to try with us. I got sucked right back into the game.

I'm an Art Director by day now working for the government, a prop maker every once in a while, and find that *AD&D* has taken over much of the rest of my life. When I'm not designing my own dungeons I'm doing cartography or illustrations for someone else.



Introduction

I've always liked a sand-boxy approach to a campaign, where the PCs are adventurers, wandering swords for hire, seeking treasure and excitement, rather than having some huge over-arching plot and grand plan. However, to help keep the game moving along as the players decided where to wander next, I found that rumors, small encounters and side-trek adventurers were a necessity. That need spawned an awful large number of lairs. Initially I bundled them all up together, but the result was an unworkably large document. I then broke up the lairs by the level of characters the encounter was intended to challenge; which resulted in a much more manageable document.

This document contains adventures that are intended to challenge low level characters (levels 1 to 4). There are very few encounters for 1st level characters; I tend to start play at 2nd level so 1st level encounters aren't something I need.

Many of these "lairs" were originally posted on the Dragonsfoot website (<http://www.dragonsfoot.org>), in the "Workshop", where a number of other excellent "Lairs" and adventures have been posted by other authors. I highly recommend that you take a spin through the Workshop and see what's there. Others have been published in the pages of *& Magazine* (which can be downloaded for free at <http://www.and-mag.com>). Some are new. Hopefully you'll find this to be of interest and use.

If you want to contact me, or give me feedback, you can find me on both osrgaming.org and Dragonsfoot, where I go by the user ID decostop.

Disclaimer

All of this "written" work is my own, although I have received constructive feedback from various individuals on the Dragonsfoot forums, or by e-mail, and I get inspiration from all kinds of places (often realizing it after the fact). In those cases where I use the work of others (such as monsters published in *Dragon Magazine*) I try to give appropriate credit to the creator of that work. Also, and obviously, this work also relies on the 1st Edition AD&D rules. I make no claim to ownership of any of the rules, creations, or public domain images that I reference or rely on.

Next, I'm making this freely available for the enjoyment of gamers. Feel free to use it, pass it around, or link to it on your site (just give me credit please!).

DM's Note: The level of each lair is based upon the author's campaign. Each DM should review each lair prior to use and determine if the material as written is appropriate for their campaign.

Lair Format

Each lair generally consists of the setup, the encounter, and loose ends. The setup is intended to provide a means of introducing the encounter into an existing campaign. More than one setup may be provided. Similarly the loose ends portion of each encounter is intended to provide ideas for keeping the plot hook active in the campaign and creating related encounters.

Books

Each lair lists the books necessary (or useful) to run that lair. The following abbreviations are used in this manual, although not necessarily all of the following are referenced:

Abbrev	Book Name
DMG	Dungeon Masters Guide
DSG	Dungeoneers Survival Guide
FF	Fiend Folio
MotP	Manual of the Planes
MM	Monster Manual
MM II	Monster Manual II
PHB	Players Handbook
UA	Unearthed Arcana
WSG	Wilderness Survival Guide

Image Credits

All of the maps are the author's own work. Please pardon my limited artistic skills and my lack of cartographic software. I don't do this for a living.

Anhkheg

Texts Required: PHB, DMG, MM

Monster: Anhkheg (2 or more)

Terrain: Rural, agricultural area (preferably old lake bed, with deep, stone free soil)

Party Levels: 3rd to 4th, total party levels approximately 20

Experience:
Total: 2,765 xp + bonus
Monster: 2,765 xp (kill all)

Treasure: 0 xp + bonus (500 xp each)

The Setup

DM's note: this "lair" works well when used with an existing farming community, and the DM should use a map of an existing village and surrounding farms.

"You know Edgar James? That's right, the farmer whose place is out on the Old Mill Trail, south of Burberry Creek. He disappeared today. His wife Mabel said he was walking out to the back 40 after lunch, and she was watching him, then "pouff", he was gone. She's scared right outta her wits, came running over like a troll was chasing her. I'm gonna round up some of the boys and go take a look. I don't suppose any of you have seen Jarvis? I went by his place and its deserted."

If the party chooses not to get involved, a few more villagers will go missing, as will a few dogs, and some livestock. At some point, the party should feel compelled to investigate (and someone will scrape together a reward for extremely mercenary PCs). If the party goes to investigate, they will find that the spot where Edgar disappeared is marked by a patch of loose dirt, like something burrowed up from below. Similar disturbed areas can be found in the vicinity of Jarvis's place, and some of the paddocks where livestock went missing.

A mated pair of anhkhegs has recently come to the area, and the female has laid a number of eggs, which recently hatched. The hatchlings have a voracious appetite, and the male has begun hunting non-stop in order to keep the hatchlings fed. Eventually, the PCs have a run in with the anhkheg.

The first encounter with the anhkheg should take place in an open area, possibly at the scene of a past disappearance. The anhkheg will erupt out of the ground, spit acid (1st round, likely with surprise), grab

nearby prey (a PC or NPC, whichever is closer, on the 2nd round), and retreat into its tunnels (on the 3rd round). Such a grab may be judged to take place on an attack roll of 4 or more than the base "to hit" target. A grabbed opponent will automatically suffer mandible damage each round (no to hit roll required), and must either "bend bars" or cause 12 hp damage to the anhkheg to escape. Grabbed PCs attack at a penalty of -2 to hit and damage.

The anhkheg is interested in getting food for its mate & hatchlings, and will not get involved in protracted fights, instead fleeing back to its tunnels.

The tunnels are filled with loose dirt, more like an earthworm tunnel that collapses in on itself than the open tunnels dungeon crawlers prefer. PCs can dig to try and follow the anhkheg, but such an effort will be very slow and labor intensive. Options to find the anhkheg include:

- mapping all of the disappearances and looking for a pattern (which will work, the anhkheg is generally hunting in a circular territory around its lair),
- getting all of the livestock and people in one place, forcing the anhkheg to come to them (which he will eventually do)
- setting out live bait (like a few goats tethered to a stake in an open field), which will also eventually work, or
- using magical divination (e.g. augury, speak with animals, etc.)

It is likely that PCs will kill the male anhkheg without learning about the mate and hatchlings. In this case, things will be quiet for a few days, then the attacks will resume, and escalate, as 5 hungry anhkhegs begin eating everything that they can catch. If the hatchlings are not killed in one weeks' time, they will grow and add 1 HD.

The anhkheg's den is located deep underground (30' down), but it does not have open tunnels leading into and out of it. While there is no direct access to the den, there are several tunnels to the surface that could be cleared with labor or magic (e.g. dig), letting PCs get right to the root of the issue.

Anhkheg, male (x 1) AC 2 (belly 4), HD 8, hp 47, MV 12" (6"), Att 1, Dmg 3d6 (+1d4 acid/turn), SA spit acid (8d4 hp, save vs breath for 1/2 damage, surprise, SD n/a, AL N, Size L, XP 1,395

Anhkheg, female (x 1) AC 2 (belly 4), HD 6, hp 37, MV 12" (6"), Att 1, Dmg 3d6 (+1d4 acid/turn), SA spit acid (8d4 hp, save vs breath for 1/2 damage, surprise, SD n/a, AL N, Size L, XP 622

Anhkheg, hatchlings (x 4) AC 2 (belly 4), HD 3, hp 14, MV 12" (6"), Att 1, Dmg 2d6 (+1d4 acid/turn), SA spit acid (4d4 hp, save vs breath for 1/2 damage, surprise, SD n/a, AL N, Size M, XP 187 each

The anhkhegs have not collected any significant treasure, just incidental coins that various victims were carrying (97 cp, 38 sp, and 4 gp). The villagers might be able to scrape up 200 gp in rewards (mostly in the form of chickens, cattle, etc.). Any PCs who decline a reward will eat & drink for free for the next month or so, and find that they get a 10 to 20% discount for the next few months. They also get a 500 xp bonus.

Brown Bear

Texts Required: PHB, DMG, MM

Monster: Brown Bear (1), possibly Goblins and Worg

Terrain: Forest, Borderland or Wilderness

Party Levels: 1st to 3rd level, combined party levels of 6 to 12

Experience:
Total: 505 xp (844 with goblins)
Monsters: 480 xp (819 with goblins)
Treasure: 25 xp + random

The Setup

1) While traveling in the wilderness, the adventurers come across a dead pack mule in the middle of a clearing. The carcass was obviously dragged by something big. The mule suffered vicious claw and bite wounds to the head and neck.

2) while traveling in the wilderness, the adventurers come across two humans, dressed in foresters clothing. They lie on the ground with limbs at unnatural angles - either dead or unconscious.

Background

A pair of prospectors was making their way back to town for supplies, when they encountered a hungry brown bear. The bear surprised them, and proceeded to attack the mule that the prospectors were leading. When the prospectors tried to intervene, they each took a swipe from the grizzly's paw for their troubles.

The prospectors (F0 equivalent, each normally with 5 hp, but currently at 0 and hovering on death's door) will

recover if attended to, or expire if left alone. Helping the prospectors will result in one reviving, looking about wildly (but weakly) and crying out about "the map". He will ask the party to find the mule and rescue the map (and will warn them about the big bear).

There are drag marks into the bush, something big was dragged away by something bigger (anyone can identify the mule tracks as being a mule, pony or pack horse with horse shoes, but a skilled tracker is required to identify the grizzly bear tracks).

The bear dragged the mule about 100 yards, and then lay down to rest. The bear is currently lying in thick brush, enjoying some shade. It will charge anyone that touches the mule carcass.

PCs can stand and fight, or flee. The grizzly will not pursue anyone who runs away, content to have protected its meal.

Speak with Animals will find the bear to be grouchy and completely unreasonable when it comes to letting anyone near the mule. To recover the supplies on the mule PCs will have to kill or drive off the grizzly (the grizzly will flee if it suffers more than 20 hp damage, or 10 hp of fire damage), use more powerful magic (*Charm Mammal*, *Charm Monster*, *Animal Friendship*), or wait for a day until the bear finishes up and wanders off.

Grizzly Bear (x 1): AC 6, MV 12", HD 5+5, Hp 30, Att 3, Dmg 1d6/1d6/1d8, SA hug for 2d6 damage (if paw strikes on 18+), SD fight to -8 hp, Int semi, AL N, Size L (9' tall), XP 480.

Loose Ends and The Mine

The prospectors are so concerned about the pack because it contains a map to what they believe is the Lost Lemon Mine, as well as a detailed set of notes and some samples.



If the DM is looking to bring a little more trouble the PCs way (although a fight with a 5+5 HD creature should leave a 1st level party battered and bruised), then the prospectors attracted the wrong kind of attention at the mine site. A goblin scout found the mine site, and when the prospectors moved on, the goblin checked out the mine, and found Gold!

Now the goblins are occupying the mine, and sent a band of goblin warriors after the prospectors, hoping to kill them and keep the mine a secret.

Goblin (x 8): AC 6, MV 6", HD 1-1, Hp 4, Att 1, Dmg 1d6 or by weapon, Int Average, AL LE, Size S (4' tall), XP 14 each. Each goblin has a sling, a short sword and 3d6 sp.

Goblin Leader (x 1): AC 6, MV 6", HD 1, Hp 7, Att 1, Dmg 1d6 or by weapon, Int Average, AL LE, Size S (4' tall), XP 17.

Worg (x 1): AC 6, MV 18", HD 4+4, Hp 24, Atts 1, Dmg 2d4, SA nil, SD nil, MR Standard, Int Low, AL NE, Size L, XP 210.

Rewards

The prospectors can provide the adventurers with a small reward (25 gp or so in mixed coins). They will downplay the mine, and talk about how much work it will be, that there probably isn't much there, etc.

Of course, once they return to the mine and find goblins working hard taking "their" gold, the prospectors are likely to find the PCs and offer them a job.

Crabmen

Texts Required: PHB, DMG, MM, FF

Monster: Crab Men (11) and Sahuagin

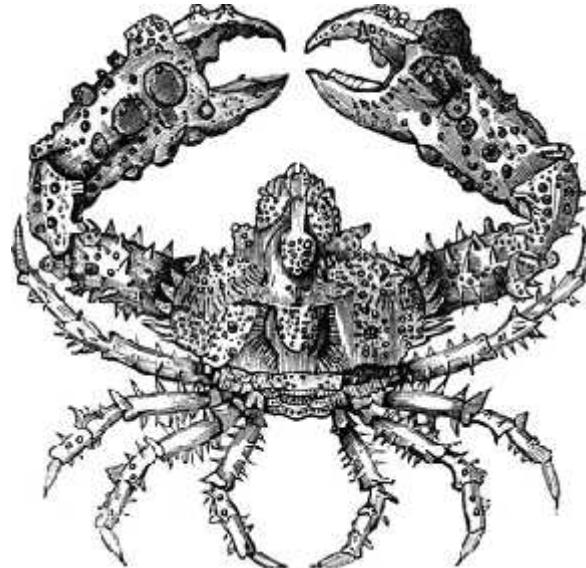
Terrain: Sea Coast

Party Levels: 3rd to 4th

Experience:

Total:	4,038	xp
Monster:	1,853	xp (kill all)
Treasure:	425	xp
Bonus:	160	xp/crabman saved by the party (1,760 xp possible)

supplies in the bay, and are beginning to get desperate, as each time they enter the water they run the risk of being attacked by the sahuagin. Their desperation has driven them to go foraging on land, and they have indeed attacked and killed some livestock, dragging the bodies back to the bay.



The Setup

The party has been contacted by a local farmer, who just had one of his goats attacked and killed by monsters from the sea. The monsters walked like men, but had a hard shell instead of skin, and crab-like pincers instead of hands. He wants the monsters killed before they start attacking women & children.

The Threat

Recently a group of crabmen has been trapped in a small bay for over two weeks after being chased by a sahuagin hunting party. The crabmen have exhausted the food

Currently, the sahuagin have only made one attempt to attack the crabmen on land, but without the aid of their hunting sharks, the sahuagin found that the crabmen were a tougher foe than anticipated, losing three members of their raiding party. Still, having such a delicacy so close to hand, the sahuagin have instructions

to bring the crabmen back to the sahuagin Baron as a feast.

Getting To The Bay

It should be fairly easy for the adventurers to determine where the "marauding sea monsters" came from, as the crabmen made no effort to hide their tracks. The trip to the bay should be uneventful, and if the adventurers take time to observe the area before they charge in, they will see that the crabmen have all of their attention focused on the bay, and while the crabmen will soak in some tide pools, they do not enter the sea, ever.

The bay is approximately 200' wide, and runs back from the sea about 350', with a series of tide pools along the rear and southern shores. The north shore is a sheer cliff face (rising 30' above the high tide line). A small stream flows into the bay from the south. The beach is rocky, and the rocks are barnacle encrusted (think a Pacific North-West beach), making for uneven footing. A large amount of driftwood has also washed up on shore here, some of the driftwood is actually large logs, more than 3' in diameter. PCs would be able to use some of these as cover or barriers in the event of a melee (25% to 50% cover, for a -2 to -4 Armor Class & saving throw bonus).

The water gets deep quickly, with the bay bottoming out at 80' of depth in a muddy & silty bottom. The water is neither crystal clear or murky, but is a deep green with 20' of visibility.

The Quandary

The crabmen are normally very peaceful folk, and they have lived in the vicinity of the human villages for decades without incident. If not for their current situation and looming starvation, they would not have interfered with the surface world. If adventurers are able to communicate with the crabmen, it will quickly become obvious that they are frightened, and meant no harm when they killed and ate the goat; they honestly did not realize that it belonged to someone (other than the desire to hoard silver, the crab men don't have the kind of culture that differentiates personal vs. communal property).

Unfortunately, the crabmen are not willing to enter the water and leave as long as the sahuagin are offshore, waiting. Even if they are attacked, or driven into the water at sword-point, they will go no deeper than chest-deep water, and return to shore as quickly as possible.

The crabmen will not do a very good job of explaining the reason for their reluctance for entering the water (these crabmen have an intelligence of Low, or 5 to 7), which should lead to some confusing interchanges with the adventurers.

Assuming that the adventurers don't just descend into the bay and engage in a killing spree (and if this is the case, the crabmen will fight to the best of their abilities), the crabmen will not offer any violence. Even the dullest adventurer should realize that there is more going on here than meets the eye. Should the adventurers remain in the bay with the crabmen until dusk, they will be present when a reinforced sahuagin hunting party launches an attack.

The crabmen will respond to the attack violently, but in a panicked fashion, eliminating the ability for the adventurers to launch a coordinated response. The sahuagin, being quite intelligent, will work to focus their attacks on the surface dwellers, intent on keeping their presence in this region a secret for as long as possible. Despite their aggressiveness, the sahuagin are not suicidal, and each will retreat after suffering 8 or more hit points of damage.

The sahuagin will initially attack by hurling harpoons at their chosen targets. On successful hits, one sahuagin will work to keep the harpoon line taut, while one or more additional sahuagin will move to melee with the harpooned target. Alternately, if more than one harpoon can be "attached" to a target, the sahuagin will attempt to drag that target into the water so that their hunting sharks can attack. The sharks are able to attack in as little as 4' of water (a depth reached about 6' to 10' off shore).

DM note – harpoon rules can be found in *Unearthed Arcana*. For DM's lacking that resource, on a successful harpoon strike, a line has been fixed to the target, and the harpoon thrower can drag the target 1" closer per round. To free oneself from the harpoon, a save vs poison is required. Failure to save means the harpoon remains attached, and the victim takes an additional 1 hp damage per round.

Expecting to have been facing a much smaller force, consisting only of crabmen, the sahuagin attack is not well planned. However, the sahuagin will respond intelligently, and are used to fighting as a team.

Crab Men (x 11) AC 4, HD 3, hp 15 each, MV 9"//6", Att 2, Dmg 1d4/1d4, SA none, 80%, AL N, Size L, XP 80 each

The crabmen have no possessions, and are so desperate and fearful of the sahuagin that they will ignore the presence of any silver that the party may be carrying.



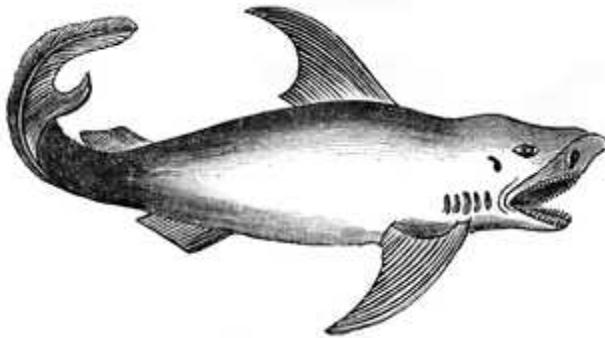
Sahuagin (x 10) AC 5, HD 2+2, hp 11 each, MV 12"//24", Att 1 (weapon) or 3 (claws & bite), Dmg by weapon or 1d2/1d2/1d4, SA none, AL LE, Size M, XP 57 each

Sahuagin Lieutenant (x 1) AC 5, HD 3+3, hp 17, MV 12"//24", Att 1 (weapon) or 3 (claws & bite), Dmg by weapon or 1d2/1d2/1d4, SA none, AL LE, Size M, XP 153

Sahuagin Chief (x 1) AC 5, HD 4+4, hp 24, MV 12"//24", Att 1 (weapon) or 3 (claws & bite), Dmg by weapon or 1d2/1d2/1d4, SA none, AL LE, Size M, XP 250

Each sahuagin is armed with a harpoon (2d4/2d6 S-M/L damage, 1"/2"/3" throwing range), and a trident (1d6+1/3d4 S-M/L damage). They will hurl the harpoon, and then melee with the trident if they miss with the harpoon. If they successfully hit with the harpoon, they will attempt to drag the victim into the water.

Each sahuagin has a pouch with 4 small pearls. The lieutenant has 9 small pearls, , and the chief has 11 small pearls and 5 larger pearls. The small pearls are worth 5 gp each, the larger ones 25 gp each.



Sharks (x 4) AC 6, HD 5, hp 24 each, MV 24", Att 1, Dmg 2d4, SA none, AL N, Size L, XP 210 each

Loose Ends

Sahuagin are new to the region, and represent a new threat. They may begin attacking coastal communities, shipping, and other peaceful marine communities (like they have with the crabmen). Adventurers may find themselves called upon to defend sailing ships, fishing vessels, and coastal communities. An underwater expedition may be in the works.

If the party did not kill the crabmen, they may have some allies, and the crabmen are quite willing to relocate to a bay much closer to one of the fishing communities, acting as a sort of early warning. If the party took the farmer's story at face value, and just killed the crabmen on sight, then the surface communities will not have advance warning of the sahuagin menace. The first that the surface dwellers will know of the sahuagin is when one of the coastal communities (a small fishing village) is attacked by sahuagin raiders.

Alternate Setups

If the adventurers are involved in a sea-faring campaign or series of adventures, there is the possibility that they stumble upon this bay while looking for shelter from a storm (it is excellent anchorage) or fresh water.

Dogs

Texts Required: PHB, DMG, MM, UA

Monster: Dogs (varies)

Terrain: Rural

Party Levels: 4th, total party levels approximately 20

Experience:

Total: varies

Monster: varies (kill all)

Treasure: varies

The Setup

The adventurers have been making their way to the small town of Nowhere, intent on exploring (and looting) some local burial crypts rumored to be stuffed with treasure and undead guardians. Along the way, they've noticed a complete absence of travelers on the road. Extremely perceptive PCs might notice that the farms are missing the usual watch dog or two, and that livestock are locked up tight.

DM Note: The Town of Nowhere is a place-holder name, and it is intended to be replaced with a small agricultural

community located in an appropriate region of the DM's campaign world.

The Background Story

The adventurers have stumbled, completely unwittingly, into the middle of a plot by Freln, a priest of Kiputytto (goddess of sickness, Mother of the Plague) to demonstrate the power of his patron. This priest is actually being manipulated by another priest, Gorahk, a worshipper of Hiisi, the God of Evil. None of this will really be relevant to the adventurers, or the locals for that matter, at least until the packs of mad dogs have been dealt with.

Several weeks ago, two evil priests of different faiths met while traveling. Initially wary of each other, they still shared a meal, and had a long and pleasant discussion of the various schemes each had to further the cause of their patron Power. Gorahk, the smarter of the two, was able to come up with a scheme that let both priests further the aims of their faiths simultaneously. Being fairly charismatic, Gorahk was able to inspire Freln in fairly short order, plans were made, and the two clerics parted ways planning to converge on the town of Nowhere within the next few days. After that, all it took was the theft of a few dogs, and suddenly the countryside was being terrorized by packs of rabid dogs.

Currently, packs of rabid dogs are roaming the countryside, attacking anything they come across, and spreading a fatal disease. The rabies epidemic has been spread and sustained by Freln, although Freln was inspired by Gorahk. Gorahk also took a few steps of his own to ensure that the epidemic causes as much terror as possible.

The townspeople and farmers are currently living in fear, afraid to go out, and unable to do anything to save their sick family and friends. The arrival of an adventuring party will seem like an act of the Gods.

The Pack

The adventurers will have their first encounter with the packs of dogs (1 dog per character & animal, minimum of 9 dogs) on the outskirts of town. The dogs will head straight for the adventurers, and will attack viciously without any provocation. They do not use any tactics, other than to mass up on one or three targets. The pack will attempt to overbear a victim (as per page 108 of *Unearthed Arcana*), at which point they will attack the

prone character (who loses shield and Dexterity bonuses, fights at a -2 penalty to hit, and is attacked at a +4 bonus to hit). When overbearing, the pack of dogs attacks as a single entity, with a bonus of +2 to hit for each additional attacker past the first. A total of 8 small creatures may attempt to overbear a man-sized target (at a bonus of +7 to hit), and 6 man-sized creatures may attempt to overbear a man-sized target (at a bonus of +5 to hit).

Attacking a pack of dogs that has dragged down a character will put the victim at risk. Any successful melee attack has a 1 in 6 chance of hitting the character at the bottom of the dog-pile, and any missed melee attack has a 2 in 6 chance of hitting the character at the bottom of the dog-pile.

In the process of tracking and killing the remainder of the rabid dogs, the PCs should encounter another 2 to 3 packs, each consisting of 2d4+6 dogs. The packs will be easy to find as they are prowling the area, and will be near the farms, or even coming into town, and they are not making any effort to be stealthy.

Where possible the dogs will attempt to drag prey to the ground (overbearing attack) and tear it apart. In this scenario they attack at +2 (from the rabies bonus, not including modifiers for the number of attacking dogs) on the initial overbearing attack, and then attack 2 times per round once the victim is prone. In an open area, or where PCs are back to back or shoulder to shoulder to prevent such overbearing attacks, the dogs will generally attack twice per melee in a frenzy (although the DM may choose to let them attack at +2 against low AC opponents).

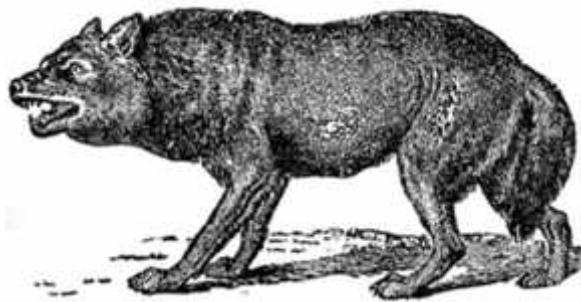
DM Note: the effects of the rabies makes the dogs aggressive, and they fight like berserkers and wild boars combined. Any successful hit ("bite") will transmit the rabies disease (which will be fatal within 1d6+4 days, and may only be cured by magical means). (DM's Note: It is not recommended to allow a saving throw to avoid the disease, but a kindly DM may choose to allow a save vs. Poison at -4 to avoid catching the disease.)

The majority (3 in 4) of the dogs are smaller, 40 to 80 lbs, and represented by the "1+1 HD hunting dog" monster entry. The other one-quarter are larger (100 lb+) dogs represented by the "2+2 HD war dog" monster entry. If the DM feels the need to challenge the party he may increase the number of large dogs, or even treat all of the dogs as "rabid war dogs".

Dog (Rabid, Hunting) (# varies) AC 7, HD 1+1, hp 5 (average), MV 15", Att 1 (or 2), Dmg 1d4 (bite), SA berserk, attack as a berserker (either +2 to hit or +1 attack), infectious bite, continue to fight to -5 hp, SD



immune to charm & fear, AL N, Size S, XP 46 average (36 + 2 xp/hp)



Dog (Rabid, War) (# varies) AC 7, HD 2+2, hp 11 (average), MV 12", Att 1 (or 2), Dmg 2d4 (bite), SA berserk, attack as a berserker (either +2 to hit or +1 attack), infectious bite, continue to fight to -5 hp, SD immune to charm & fear, AL N, Size M, XP 98 average (65 + 3 xp/hp)

The Situation

Almost every dog in the town and surrounding region has been infected, and is roaming at large, posing a serious danger to any traveler, resident, livestock, or wild animals. In addition, a number of townsfolk are sick and all of the herbal medicines and remedies that they have are having no effect. Magical intervention is impossible as both the local cleric and druid are missing, the men sent to look for them came back with dog-bites, and the men sent to the next village (2 days ago) have not returned with help.

The townsfolk will be overjoyed with the arrival of an adventuring party. Although the town is not wealthy, adventurers will be promised a bounty of 5 gp per infected animal they kill, as well as free room and board while they are in the process of helping control the spread of the illness.

The townsfolk cannot afford to pay for magical cures, but will implore any clerics in the party for assistance. Eleven people, four of which are children, have been infected with rabies and are dying (each will survive 1d6+1 days, determined randomly). Should a cleric or paladin render aid (a cure disease spell or effect will result in a complete recovery), they will receive a 150 xp bonus for each infected individual that they save.

DM's Note: this is an opportunity to introduce the "slow disease" spell to PCs, if the DM feels that the cleric's patron Power would take an interest in saving the lives of these people, as slowing the disease would increase the chances of a 5th level cleric (who can at best cast 2 cure

disease spells a day) to keep all of the townsfolk alive, and save his adventuring companions (who are also likely to get infected).

If extremely mercenary or selfish PCs demand payment for healing, the townsfolk will be able to offer some land, and a small cottage (assume a value of 500 to 750 gp). Obviously PC alignments must be taken into consideration.

Investigating

In addition to the need to track down all of the rabid dogs, a number of clues may begin to emerge that indicate that a lot more is going on than meets the eye.

- Dogs started going missing from farm yards about 2 weeks ago.
- The first rabid dog packs appeared 5 days ago, and the illness has spread quickly, and to animals that were not in contact with the roaming packs.
- The druid's body is still in his grove, he was obviously attacked and killed with blunt weapons.
- The cleric was killed (signs of a struggle can be found in the cleric's personal quarters, but Gorahk covered his tracks with a Silence 15'r), and the body has been thrown into a midden.
- Two new fellows have been seen around town, one came and went a few times, always coming and going from the north. They didn't appear to know each other, and no one recalls seeing them together. One was pale, unfriendly and maybe even a little sickly. Whenever he came and went, he came from the north. The other, quite friendly and charming, wore robes, and claimed to be a sage.

Auguries or other divination magic may help shed some light on the plot, as will finding the shack which will contain evidence (such as a pile of collars, the kennels, an unholy symbol, etc.) that begins to point the PCs in the right direction.

The Priests

The two priests that are behind all of this trouble are maintaining a low profile, not wanting to get involved in any conflict, or draw the attention of any "heroes".

Freln of the Bleak Touch, human male, priest of illness (Cleric 6, AC 7 (**leather armor +1**), HD 6d8+6, hp 31, MV

12", Att 1, Dmg 1d6+1 (**staff+1**), SA spells, SD immune to disease, spells, AL NE, Size M, XP 648

Str 12, Int 11, Wis 16, Dex 11, Con 15, Cha 9

Spells (5/5/2) cause light wounds, command, cure light wounds, protection from good, sanctuary; hold person, silence 15'r, slow disease (x 2), speak with animals; carry disease, prayer

Items: ring of animal friendship, potion of gaseous form, potion of poison

Freln has been making liberal use of the *Slow Disease* spell and the *Carry Disease* spell (for details see "New Spells" Section) to take a single case of rabies and turn it into an epidemic. Freln was inspired by the cleric Gorahk, and in fact Gorahk was kind enough to "provide" Freln with a scroll of seven "slow disease" spells and a small kennel and shack (hidden in a small stand of trees a few miles from town) to help get the first infected dog pack together.



Freln has setup shop in a small shack a few miles north of town, in a small stand of trees. The building is pretty well camouflaged, as are the kennels beside the shack. Freln gathered dogs here (after using his ring of animal friendship to lure dogs away from their homes) until he has enough to infect them all with rabies and set them loose. There should be enough evidence in the shack to connect Freln and his faith to the packs of rabid dogs.

Gorahk, The Chaos-Bringer (human male, Cleric 7, AC 5 (**Bracers of Defense AC5**), HD 7d8, hp 30, MV ", Att 1,

Dmg 1d6+2 (footman's mace +2), SA spells, SD spells, AL CE, Size M, XP 950

Str 10, Int 15, Wis 15, Dex 10, Con 11, Cha 15

Spells (5/4/2/1): Cause Light Wounds, Command, Cure Light Wounds, Curse, Protection From Good; Chant, Hold Person (X 2), Silence 15' Radius; Dispel Magic, Prayer; Cause Serious Wounds

Items: **Ring of Human Influence, Potion of Invisibility** (8 doses), **Philter of Glibness** (2 doses), **Scroll of Remove Curse, Curse, Prayer**

After inspiring Freln, Gorahk took some steps to help the dog packs spread chaos, the first of which was to assassinate the local druid, followed by assassinating the local cleric. Then he settled in to watch. Once the adventurers arrive, Gorahk will pack up and leave, not wanting a direct confrontation with a band of armed heroes. That may not be the end of him however, as described in "Alternate Set Up and Endings", below.

Alternate Setups and Endings

The adventurers may have been hired by a local lord or magistrate to travel to the Town of Nowhere and assist the locals in putting down all of the diseased animals, burning the bodies, and helping restore order.

Alternately, the party may have been tasked to travel to Nowhere by a church one of their members worships at. In this case, the clergy has witnessed some ill omens and has decided that investigation is warranted.

If Freln's involvement is not identified, he will use the "carry disease" spell to introduce rabies into the local animal population in an effort to keep the epidemic going as long as possible. Then he will set out on the road intending to replicate this epidemic at another small town or village.

Gorahk will seek out some local brigands or humanoid bands, and convince them that the Town of Nowhere is now easy pickings, having lost almost all of their guard animals, some of their healthy young men, and still being in the process of recovering from a nasty epidemic. These brigands may make their first appearance while the adventurers are still in the area. Gorahk will then slink off, avoiding direct conflict and seeking to cause trouble elsewhere.

Firedrakes

Texts Required: PHB, FF

Monster: Firedrake (3), Bloodhawk

Terrain: Rural Hills

Party Levels: 2nd to 3rd

Experience:

Total: 1,178 xp

Monster: 823 xp

Treasure: 355 xp (not including any reward)

The Setup

The adventurers are in a small farming village when they hear tales about the dragon that's been burning up their sheep and eating them. None of the locals have seen any dragon, but they have found several burned sheep, as well as a pair of shepherds who had been burned to death. While adventurers might be skeptical, the locals can show them locations where the "dragon" has attacked (and there certainly is evidence of fire damage).

The local sheriff has posted a notice looking to hire "seasoned adventurers". Inquiring about the job, the sheriff explains that a fire breathing dragon has been eating a lot of the local livestock. Neither he, or his men, are up for a dragon hunt. He is authorized to pay adventurers 50 gp each, 10 gp now and 40 gp upon completion, to look into the situation and resolve it.

The adventurers are traveling along a road when they see thick black smoke rising into the air, and they hear a commotion. A few moments later a young shepherd comes running toward them, in an obvious panic, yelling something about a "dragon". Investigating the smoke will reveal the charred, partially eaten remains of a sheep.

The Lair

The dragon that the villagers are complaining about is actually a fire drake that has developed a taste for roasted mutton, and has been descending from its den in the hills every week or so to cook and eat a sheep.

Tracking the firedrake will be quite difficult (it flies to and from its den), but questioning enough of the locals will reveal that "the dragon probably lives in the cave up

in the Blackcreek gulley, north of the grazing lands".

Note that this lair is the same cave used in the previous lair – "Fire Newts". This is intended to be inserted into the campaign before (or after) the Fire Newt encounter, and generally lead to PC confusion.

Investigating any of the locations where sheep have been killed, cooked and eaten will reveal scorching, and at the most recent kill some reptilian tracks can be seen (barely recognizable under all the tracks of the carrion birds). A skilled tracker might be able to tell that the "dragon" can't be much more than 5 or 6 feet long.

Unfortunately for the PCs the trek up the Blackcreek Gulley takes them past a bloodhawk roost (the "dragon" cave is about a three and a half hour hike, and the bloodhawk roost is 2 hours in). The 7 bloodhawks that roost along the cliffs will attack any adventurers. They are very aggressive, focusing their attacks on humans.

Bloodhawks (7) (AC 7, MV 3"/24" (MC: C), HD 1+1, hp 6 each, Atts 3, Dmg 1d4/1d4/1d8, SA none, Int semi, AL N, Size S, XP 32 each.



While the bloodhawks have no treasure in their roost, they did manage to drive an ogre over a small cliff a few hundred feet from their roost. Alert adventurers will notice the ogre's remains, and they can climb down the cliffs (30' high). Searching the remains will find a pouch of 26 sp, 14 gp, 3 pieces of jade (2 x 50 gp and 1 x 100 gp) and 4 ivory tusks (wild boar, 35 gp each).

Reaching the reported vicinity of the "dragon" cave (about an hour and a half hike past the bloodhawk roost), the adventurers will begin to notice signs of fire damage

to trees and bushes. There is a 50% chance that the firedrakes will notice any adventurers and emerge from their cave to investigate (and attack). The largest firedrake (the one that has been eating the sheep) will investigate first, and his mate & offspring will follow within 2 rounds. The firedrakes will breathe fire first, and then land. They will breathe fire every second round, trying to catch more than one target with their breath weapon. The firedrakes will fight aggressively, until one of them is killed, at which point the survivors will flee.

Fire Drake (x 3) (AC 5, MV 6"/18" (MC: C), HD 4, hp 26, 19, 11, Atts 1, Dmg 2d4, SA breath weapon (2d8 hp, 5/day, 60' long & 10' wide), Size S, Int semi, AL N, XPV 229, 201, 169 respectively)

There is no treasure in the firedrakes' cave.

Loose Ends

Should the largest firedrake survive the encounter, he will remain in the vicinity and continue eating sheep (he really has developed a taste for mutton). Locals will have an expectation that the adventurers will finish what they started (and to the locals, a firedrake is just a small dragon).

There is also the question of where the ogre came from. Was it just a lone traveler, or are there more living in the hills? Should someone find out?

Firenewts 1

Texts Required: PHB, FF

Monster: Fire newts (11)

Terrain: Rural

Party Levels: 2nd to 3rd

Experience:

Total: 1,497 xp

Monster: 1,427 xp

Treasure: 70 xp (not including any reward)

The Lair

The dragon that the villagers are complaining about is actually a band of fire newts that came into the area two weeks ago on a scouting mission. The fire newts have developed a taste for roasted mutton, and they have been descending from their base (a cave about 7 miles from the town) every day to cook and eat a sheep. They have been careful to kill any witnesses. Tracking the fire newts will be difficult (while they aren't geniuses, they do work to cover their tracks). Questioning enough of the locals will reveal that "the dragon probably lives in the cave up in the Blackcreek gulley, north of the grazing lands".

Investigating any of the locations where sheep have been killed, cooked and eaten will reveal scorching, and at the most recent kill some humanoid tracks can be seen (barely recognizable under all the tracks of the carrion birds). A skilled tracker might be able to tell that "half a dozen or so" humanoids (wearing boots) were here and headed north.

The trek up the Blackcreek Gulley to the "dragon" cave is about a three and a half hour hike. The fire newts keep a guard posted, and it will notice anyone making their way up the gulley, and alert its fellows. The fire newts will leave the cave and attempt to ambush the party (normal chances of surprise).

The fire newts will fight aggressively, closing for melee and then breathing fire on the second round of combat. The fire newts will fight until three or more fire newts or

The Setup

The adventurers are in a small farming village when they hear tales about the dragon that's been burning up sheep and eating them. None of the locals have seen any dragon, but they have found several burned sheep, as well as a pair of shepherds who had been burned to death. While the adventurers might be skeptical, the locals can show them locations where the "dragon" has attacked (and there certainly is evidence of fire damage).

The local sheriff has posted a notice looking to hire "seasoned adventurers". Inquiring about the job, the sheriff explains that a fire breathing dragon has been eating a lot of the local livestock. Neither he nor his men are up for a dragon hunt. He is authorized to pay adventurers 50 gp each, 10 gp now and 40 gp upon completion, to look into the situation and resolve it.



the fire newt leader has been killed, at which point they will attempt to stage a fighting withdrawal. If more than 6 fire newts are killed, the survivors will panic and flee with all possible speed.

Fire newts (x 10) (AC 5, MV 9", HD 2+2, hp 11 each, Atts 1, Dmg 1d8 (sword), SA breath weapon (1d6 hp, 5' fan), SD save at +3 vs fire (&-1 hp/die damage), SW +1 damage/die from cold, Size M, Int low, AL NE, XPV 123 each) (each newt has 10 sp & 5 gp)

Fire newt Leader (x 1) (AC 3, MV 9", HD 3+3, hp 18, Atts 1, Dmg 1d8 (battle axe), SA breath weapon (1d6 hp, 5' fan), SD save at +3 vs fire (and -1 hp/die damage), SW +1 damage/die from cold, Size M, Int low, AL NE, XPV 197) (the leader has 15 gp)

The fire newts have no treasure other than the personal treasure they carry.

Loose Ends

Where did the fire newts come from, and why are they scouting the area? The locals will immediately leap to the conclusion that they and their community are in danger and demand the assistance of the PCs. If some fire newt survivors managed to escape, they will return with a larger force (20 foot soldiers, with additional leaders), including at least one priest mounted on a giant strider. The fire newts will attack and burn several outlying farms, as well as set wildfires.

Perhaps the fire newts worship an elemental fire god, in which case they want to bring flames to the world.

Perhaps the fire newts are working for an evil magic-user or priest who wants to gain dominion over this area (for some unknown reason). Perhaps the fire newts live in a volcanic subterranean realm, and some seismic activity has created access to the surface world, and they are preparing to raid the surface world in force.

Firenewts 2

Background

This war party has been sent by the leader of their tribe (The King of the Burnt-Tongue Tribe) to raid surrounding lands and gather much needed raw materials (metals). The firenewt war band inhabits a subterranean fortress dug into a recent lava flow in the Hell-Pots. They patrol and raid on giant striders, and have been waging war on nearby dwarf holds (seeking minerals, tools, and additional fortresses).

The firenewts have been quite successful, and they have been making plans to expand and further fortify this stronghold. Such an expansion would include an expansion of the stables, the storage room, the addition of more barracks and an egg chamber. If the lair is not emptied out within a few months, the number of firenewts will double, in addition to the females that will relocate from the King's fortress.

Hooks

The increasing frequency of firenewt raids has resulted in local authorities offering a substantial bounty for finding and destroying the firenewts' base of operations.

The adventurers run into a firenewt raiding party (12 to 16 firenewts and 4 elite firenewts mounted on giant striders); if the adventurers defeat the firenewts they could backtrack them to their stronghold.

A person of some importance has gone missing, apparently captured by the firenewts. A handsome reward has been offered for their safe return.

Roster

Firenewts (x 73) (AC 5, MV 9", HD 2+2, Hp 12, Atts 1, Dmg by weapon, SA breathe fire (1/turn, 5' range 1d6 hp damage), SD resistant to fire, SW susceptible to cold, MR Standard, Int Low, AL NE, Size M, XPV 126 each) (the firenewts are armed with pikes & swords, and each has 2d4+4 gp in personal treasure)

Elite Firenewts (x 11) (AC 3, MV 9", HD 3+3, Hp 18, Atts 1, Dmg by weapon, SA breathe fire (1/turn, 5' range 1d6 hp damage), SD resistant to fire, SW susceptible to cold, MR Standard, Int Low, AL NE, Size M, XPV 161 each) (the elite firenewts are armed with battleaxes, and each has 3d4+8 gp in personal treasure)

Priests (x 3) (AC 5, MV 9", HD 3+3, Hp 21, Atts 1, Dmg by weapon, SA breathe fire (1/turn, 5' range 1d6 hp

damage), spells SD spells, resistant to fire, SW susceptible to cold, MR Standard, Int Average, AL NE, Size M, XPV 274 each) (memorized spells include animal friendship, faerie fire, predict weather, produce flame, heat metal and pyrotechnics) (the priests are armed with maces only, and each has 4d4+20 gp in personal treasure)

Overlord (x 1) (AC 2, MV 9", HD 4+4, Hp 28, Atts 1, Dmg by weapon (1d6+3 with hand axe +2), SA breathe fire (1/turn, 5' range 1d6 hp damage), SD resistant to fire, SW susceptible to cold, MR Standard, Int Low, AL NE, Size M, XPV 305) (the Overlord is armed with a +2 hand axe, has a purse with 11 gp, 7 pp and 4 – 100 gp gems)

Giant Striders (x 15) (AC 4, MV 15", HD 2, Hp 10 each, Atts 2, Dmg 1d8/1d10, SA fireballs (2/hour, 50' range, 1d6 hp damage in 10' radius, +4 to strike), SD immune to fire, intense heat acts as cure light wounds (1/3 rounds), SW susceptible to cold, MR +2 save, Int Animal, AL NE, Size L, XPV 93 each)

Fire Lizards (x 2) (AC 3, MV 9", HD 10, Hp 55 each, Atts 3, Dmg 1d8/1d8/2d8, SA fire breath (1" x 1.5" cone for 2d6 damage), SD immune to fire, MR standard, Int Animal, AL Neutral, Size L (30' long), XPV 2,720 each)

Response to Incursion

The firenewts maintain a 24 hour watch (from a raised watch platform, #6, below), and if they see intruders, they raise an alarm, and a unit of soldiers (10+) will be dispatched within 1d4+1 rounds to intercept the intruders, with additional infantry and giant strider mounted elite cavalry (1d6+3) following within another 1d4 rounds.

The firenewts are disciplined as well as experienced raiders and warriors. If they hear an alarm, they arm and head for the trouble. They respond intelligently, and obey the chain of command. Instead of making a stand in the main room, they will fall back into the corridors and attempt to circle behind the intruders, trapping them in a cross-fire or kill zone.

0) The Gates - these massive stone gates weigh several tons. The fire-newts use a winch system to open and close them, although the gates are often (50%) left partially open (allowing the passage of a mounted giant strider) or (15%) wide open to allow the fire lizards to be out. The gates are always guarded, both on the ground and from the watch post (#6, below). Forcing the gates requires 75 structural points of damage.

1) Main Hall - the fire newts prepare for raids and patrols here, as well as meet, socialize and train. There will

typically be 4d6 fire newts here. Worse, there are two (2) fire lizards here. These well trained guards immediately attack intruders.

2) Stables - there are 15 stalls here, one for each of the giant striders assigned to this war-post.

3) Tack Room - The tack room holds tack & harness, light lances, and the gear necessary to use the giant striders as riding animals or pack animals.

4) Food Storage – this storage room, reached by descending a flight of stairs, stores food for the giant striders (cages with rats, chickens, etc., as well as dried meats).

5a – d) Barracks (x 4) - each of the rooms is identical.

There are enough bunks along the walls for 20 fire newts (2d4 are present, unless responding to an alarm). In the centre of the room are long tables and benches. Each bunk has a small footlocker, and a rack for weapons and armor.

6) Watch Post – this elevated watch-post is 30' above the ground, and is fairly well concealed (90% cover the firenewts inside). There are always 4 firenewts on duty, and they will raise an alarm if they see intruders). The firenewts lack missile weapons, so they can do nothing more than raise an alarm and watch.

7) Elite Barracks - there are bunks for 14 here, and the elite warriors share this room with the priests. Each bunk has a small footlocker, and a rack for weapons and armor. There will be 1d6+2 elite firenewts here at any time (unless responding to an alarm).

8) Mess & Training Hall – The firenewts gather here to eat, and the benches and tables are moved to the sides at other times during the day to make room for weapons practice.

9) Kitchen – food is prepared here, and it includes a fireplace large enough to roast a person or a steer.

10) Prison – the firenewts bring captured humans and demi-humans back to the cells to be used as food (after a little recreational torture)

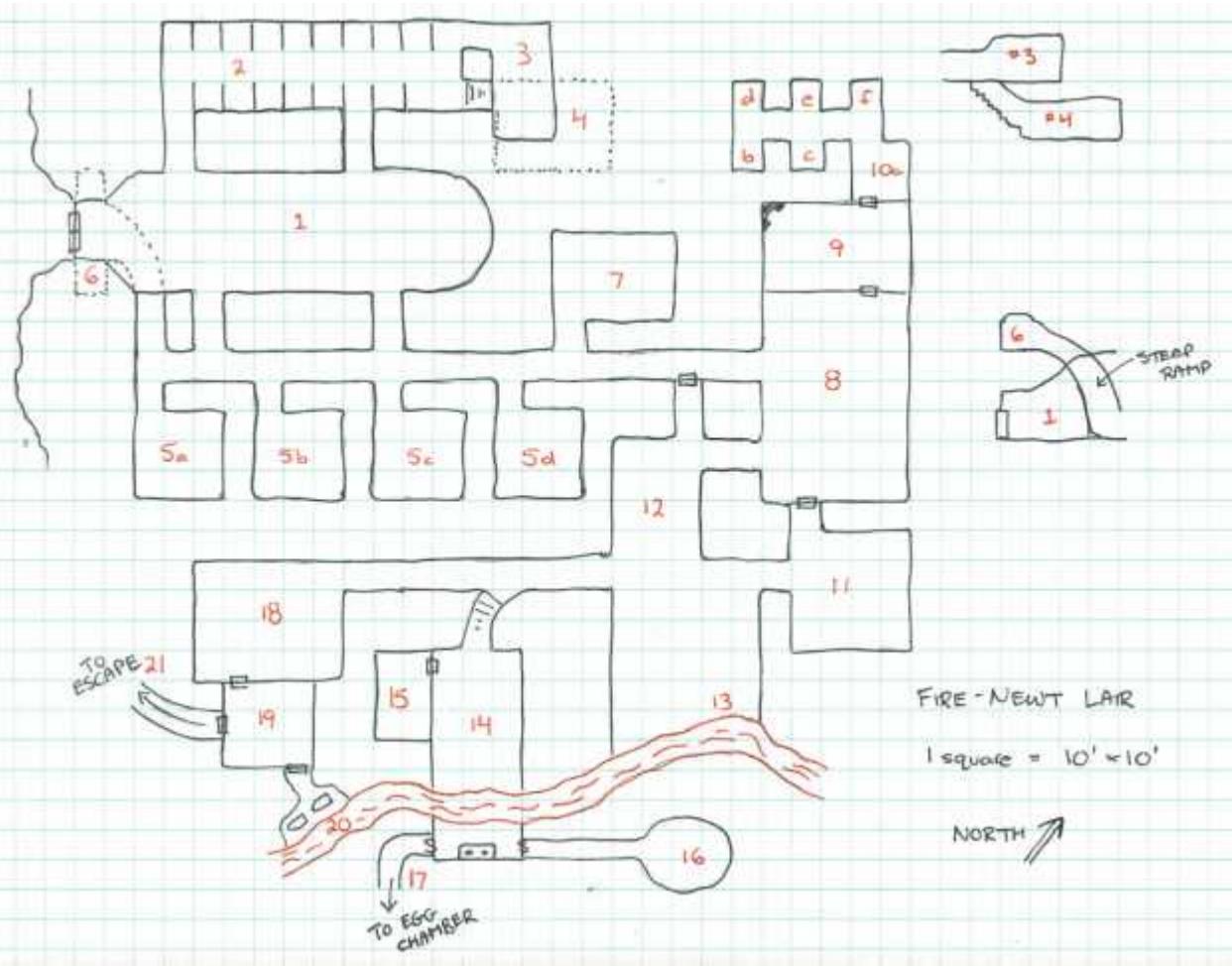
10a) Guard Room – there are 2 firenewt guards here at all times, even if the complex is under attack.

10b) Cell – there is a 50% chance that a zero-level human is in this cell

10c) Cell – there are two zero-level humans in this cell; they are peasant farmers and cannot offer a reward (but want to escape badly!)

10d) Cell – there is a 50% chance that a zero-level human is in this cell





10e) Cell – a dwarf soldier is captive here (Roulk Ironbeard, LG dwarf male F3, Hp 28 (currently 7), Str 17, Con 16)

10f) Cell – this cell is empty

11) Armory - the fire newts have enough spare armor to refit 50% of their numbers, and enough weaponry to re-arm the garrison twice over. The arms and armor are good quality, easily equal to such goods of human manufacture.

12) Smithy - the fire newts are industrious, and they use the smithy to repair damaged equipment and manufacture new weapons, armor and tools.

13) Lava River & Smelter - the fire newts hail from a region devoid of metals. Any hard metals (copper, iron, etc) that they seize during raids will be brought back, smelted (using the natural volcanic heat) and cast into ingots (roughly 18" x 4" x 4"). These are taken back to the main lair as tribute. There is a pile of 107 steel and iron ingots stacked here.

14) Temple - while not fanatics, the fire newts do worship a higher power (some type of fire elemental) and their priests are granted spells by the force they venerate. The temple is simply adorned. A series of stone rails the right height to place ones elbows on while kneeling, bridges over a river of lava, and an altar across the lava. The altar is a stone block with a depression carved into the top. That depression is kept full of slow burning oil, and when conducting ceremonies the priests place sacrifices (severed heads) into the fire.

15) Priests Meditation Chamber – during the day 1d3 of the priests will be found here (the remainder will be in the War Room, #18 below)

16) Treasury – the treasure captured by the firenewts during their raids is kept here in unlocked chests (1,050 sp, 975 ep, 2,200 gp, 155 pp, 4 gems (100 gpv), silver bracelet (400 gpv), gold armband (700 gpv). There is also a **Potion of Flying**, a **Magic User Scroll** (Knock, Web), and a **Cloak of Elvenkind**.

17) Egg Chambers – this tunnel is partially dug, and was intended to lead to an egg chamber (the Overlord is planning on expanding this complex).

18) War-Room – the Over-Lord is normally found here, reviewing the success of raids, planning additional raids, or preparing reports to send back to the Firenewt King. He will be accompanied by any priests and elite firenewts that have not been encountered.

19) Over-Lord's Room – this room is simply furnished, but is large enough to accommodate a mate or two (should the Over-Lord gain his King's permission to bring females into this complex).

20) Lava River & Stone Boats – one of two escape routes, this "beach" has two stone boats (each 8' long, enough to carry 2 firenewts) beached beside a river of lava. The DM can decide where the lava goes (and how much damage one takes while boating on lava).

21) Surface Escape Tunnels – this tunnel runs for 300' to a concealed and locked exit which is used only in extremis. Only a dedicated search would identify the exit.

Gambado

Texts Required: PHB, DMG, FF, UA is recommended for the grappling & overbearing rules.

Monster: Gambado (7)

Terrain: Hills, Borderland (Abandoned Farm)

Party Levels: 2nd to 4th level, combined party levels of 12 to 18

Experience:

Total: 2,966 xp

Monsters: 1,008 xp (kill all)

Treasure: 1,959 xp

presented here as more social, with larger lairs made in a warren, similar to a prairie dog burrow.



The Setup

The party finds an abandoned homestead or farmyard, the buildings succumbing to the elements, and the yard choked with weeds and grass. Walking through the yard reveals that other groups have camped here in the past, as evidenced by a number of old fire pits. The remains of a few horses or cattle can also be found, including a few skulls. Astute PCs may notice that skulls are unusual, and begin to appear where only moments before there was no skull. Gambado "skulls" look generally human, although they have large canine teeth, thicker brow ridge, and the eye sockets seem "full".

The gambado are skilled ambush hunters, and they wait until the party is dismounted and looking around the area before they attack. Their intention is to feed, not slaughter the entire party, so they target easy looking prey (i.e. smaller, lightly armored person), and group their attacks on lone individuals.

Note: The behavior of the gambado presented in this encounter has been modified from the behavior of the creatures as described in the Fiend Folio, and they are

The Attack

The gambado have dug an extensive tunnel network under this area, with concealed entry points scattered everywhere. They carefully arrange themselves to launch a devastating "first strike" (and they are likely to gain surprise 5 in 6, or a -2 penalty to alert PC classes, like rangers). Four gambado will leap up and grab a nearby victim, attempting to pull them into a warren opening (the gambado have an effective Str of 15). Grabbing can be determined by using overbearing rules, or a Strength contest (roll 1d20 and add Strength, highest roll wins), or ruling an automatic grab if both claw attacks successfully hit. The other three will either: (1) leap out and attack mounts or livestock in an effort to create as much confusion as possible, or (2) attack the same victims as the first four, attempting to push the victims into the warrens.

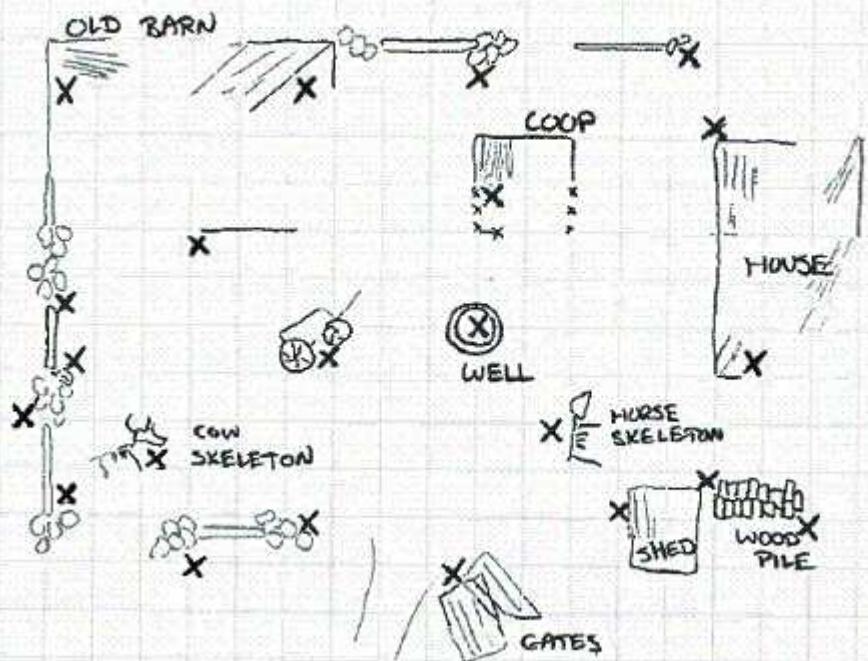
If a PC looks into the well, or is in the vicinity of the well, a gambado may leap out and grab them, intent on throwing them into the well. The well is 45' deep, with 10' of water in the bottom (reducing falling damage to 1d6 hp), and a gambado tunnel intersecting the well at a



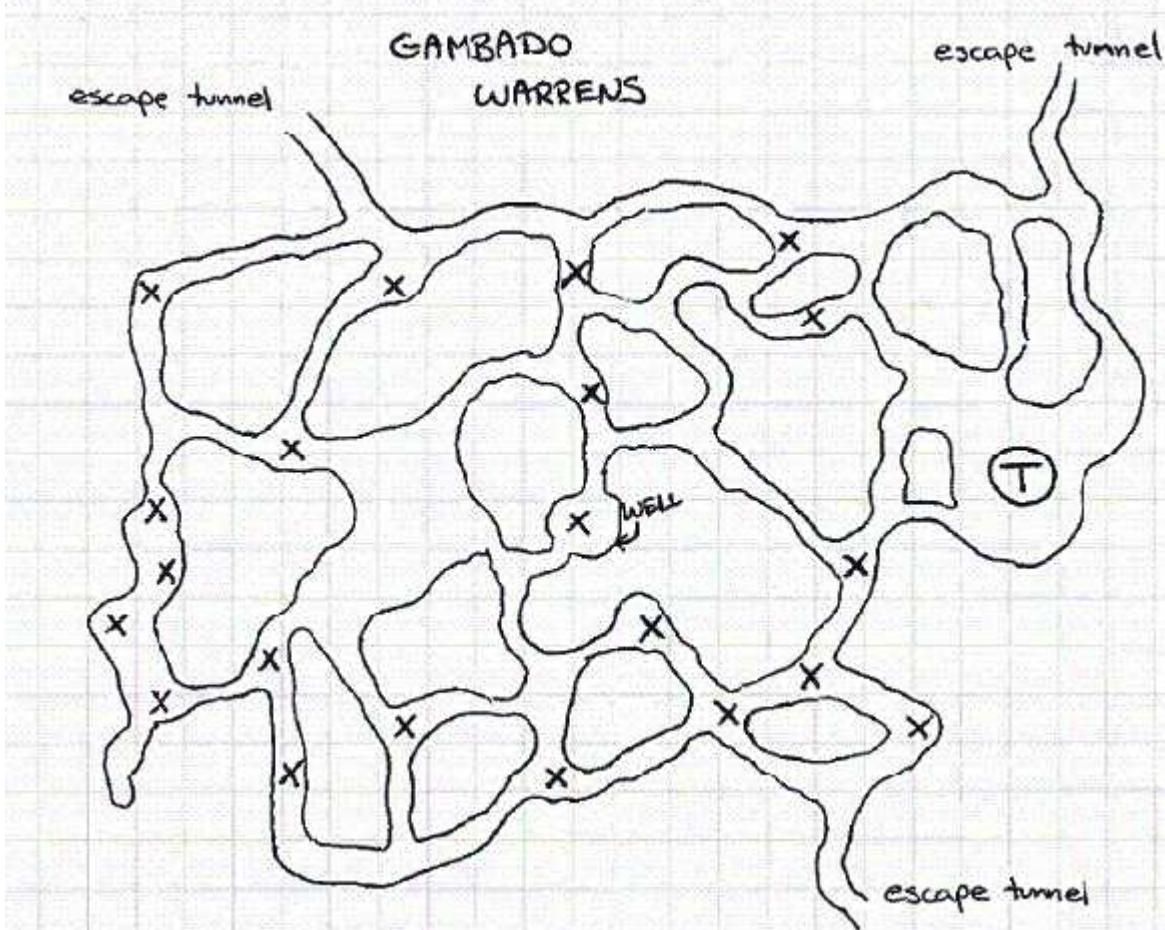
THE ABANDONED FARM

NOT TO SCALE

X = CONCEALED
GAMBADO
HOLE



GAMBADO WARRENS



depth of 12' below surface. A PC in the well will need to tread water (the walls are too slimy to get a good grip on, -25% penalty to climb walls), and may sink if they are wearing armor.

Once the gambado have made their initial attacks, they will retreat to the tunnels. If they have dragged a victim with them, two or three of the gambado will attack that unfortunate with the intention of killing him. The others will move to another hole and launch another springing attack. A gambado will use an attack, retreat, move, attack routine, thus launching an attack on the 1st, 4th, 7th, etc. rounds. The gambado coordinate their attacks, seeking to overwhelm the party by picking them off one by one.

If a gambado loses 50% or more of its hit points, it will retreat from the fight, finding a bolt hole in the warrens. Similarly, if two or more gambado are slain, the remainder of the group will retreat.

Gambado (x 7): AC 6, HD 4, hp 19 each, Mv spring (14') or 12" (slither), Att 3, Dmg 1d8/1d4/1d4, SA ambush, spring, SD tunnels, AL CN, Size M, XP 161 each

The Warrens

Should PCs descend into the warrens to fight the gambado (perhaps to rescue a party member), any creature the size of a dwarf or larger will suffer significant penalties. The tunnels are 3' in diameter, so large PCs or those wearing full armor (like plate mail,

field or full plate) may not even be able to enter the warrens.

Any size M creature will have their movement reduced by $\frac{1}{2}$, will lose all Dexterity bonuses, and will be unable to effectively use a shield for defense. They will fight at a penalty of -2 to hit, and only stabbing weapons (e.g. a short spear, dagger, short sword) can be used effectively. If the party enters the warrens, the gambado will use mobility to their advantage and launch attacks against lone PCs, picking off the point or tail persons. If their lair is invaded, the gambado will fight to the death (despite the presence of escape tunnels).

The gambado have collected a significant amount of gear and "treasure" over the years, and have thrown it into the chamber marked "T". They hoard this material not out of greed, but out of a desire to keep their hunting grounds clean, and to avoid tipping off potential prey.

The treasure horde consists of a large pile of clothing, armor scraps, weapons, and other gear. A party can salvage a suit of scale mail, a suit of chain mail, 3 shields, a pair of helmets, a broadsword, a heavy crossbow, and 4 daggers. There are also the following coins scattered in amongst the piles: 187 cp, 96 sp, 32 ep, 89 gp, 3 pp. More importantly, PCs spending 3 turns searching through the piles will find a silver belt (150 gp), a gold ring (appears to be worth 35 gp, but is actually a **ring of water walking**), a torc (silver with some moonstones, worth 450 gp) and a slender ivory wand (a **wand of magic missiles**, 5 charges remaining, but the ivory is worth 50 gp).

Giant Crabs

Texts Required: PHB, DMG, MM

Monster: Giant Crabs (8), Smugglers

Terrain: Seashore

Party levels: 2nd to 4th level, combined party levels of 12 to 18

Experience:

Total: 2,283 xp

Monsters: 942 xp

Treasure: 1,341 xp

The Setup

The adventurers are in a sea-side village, when they hear whispered rumors of pirate gold hidden in some sea caves to the west of town. Some subtle questioning on the part of the PCs will reveal that there are some sea caves along a rugged stretch of coast west of town. The locals don't go there because the tides, surge and rocks have wrecked many a boat.

Alternately, the adventurers are approached by a young boy (about 9 or 10) who asks if they are great heroes and warriors. He offers to lead them to a cave where there are



pirate skeletons, monsters & gold. This boy is the son of one of the smugglers, and at his tender age is already a skilled con artist. The smugglers are afraid of the giant crabs, and are hoping to use the PCs to deal with the crabs, intending to ambush the PCs after the PCs kill the crabs and are hopefully weakened from the battle.

The Attack

The smugglers selected this cove and sea caves as a hideaway because the waves and tides make their way into the caves (not flooding them, but raising the water level to between 1' and 3' deep during high tide), obliterating any tracks or signs of activities.



A careful eye (such as that of an experienced sailor or fisherman) will suggest that several large rocks have been moved to create a safe passage from the open sea to the shore.

The sea caves themselves are not complex, with a sandy floor (the sand is at least 3 feet deep), and the limestone walls and cave ceiling have been worn smooth by centuries of wave action. The entry is quite wide, about 20', with the ceiling about 8' high. The cave extends about 60' back, with a slight upward slope to the floor, and narrowing to about 6' wide at the back, at which point the cave breaks into a number of small cracks & fissures, too small to enter or follow.

As the party enters, they may notice a number of human skeletons (at least 3) partially buried in the sand and a number of mounds in the sand, about 5' in diameter and 1' or so in height. A careful count will identify 8 such mounds. If the party approaches carefully (i.e. they are not surprised), they may see a mound shift. Otherwise, they may be surprised when 8 giant crabs erupt from the sand and attack.

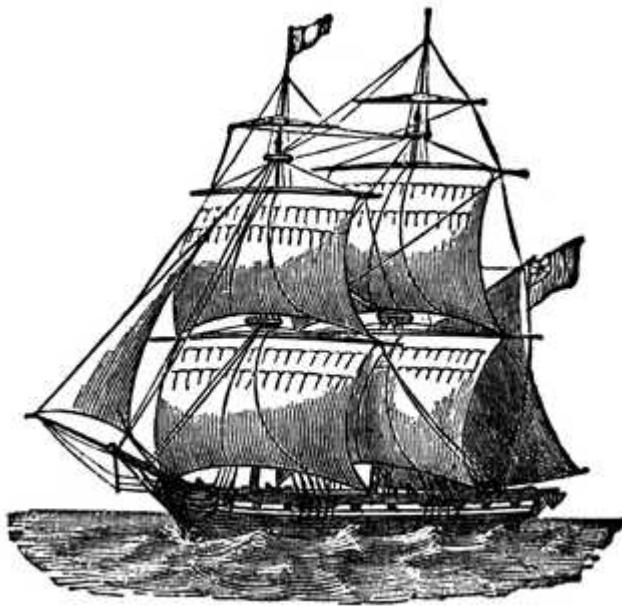
Giant Crabs (x 8): AC 3, HD 3, hp 14 each, MV 9", Att 2, Dmg 2d4 (x 2), SA surprise 4 in 6, AL N, Size L (4'+ diameter), XP 77 (35 + 3 xp/hp)

There are a total of 5 skeletons, the remains of smugglers who were not fast enough to run away from the giant crabs. The skeletons have been stripped of any flesh by the crabs (giant and normal), and the sand & waves.

Sifting through the sand, or searching the back of the cave will reveal a few weapons (2 cutlasses & 4 daggers, all still in surprisingly good condition), a leather purse containing 14 sp, 13 gp, and 6 pp), and a small hand keg (which contains several packets of ruined spices, a silver necklace with agates carved into dolphin shapes, worth 350 gp), a book, wrapped in oilskins, but still ruined, and a dozen bone vials of a black powder, soggy and partially dissolved.

At the very back of the caves is a cunningly hidden secret door (normal chances to find), which is trapped with a rock-fall (Dex check at +3 penalty to the roll, or suffer 2d6+2 damage). The secret door leads to a dry cave where the smugglers have hidden some of the goods they are bringing through. The goods include bales of cloth & silk, several barrels of wine & spirits, some glasswork, primarily drinking glasses and mirrors. The entire horde, which is well packaged and protected against the elements, weighs 1,500 lbs and would be worth approximately 500 gp if sold in a marketplace. The import duties on these goods (if declared) would amount to 75 gp.

The smugglers will be watching the adventurers from a safe distance, and if the adventurers fail to find the secret hiding place, the smugglers will fade away and leave the party undisturbed, returning to claim their goods later. If the adventurers find the illicit goods, and appear to be weakened, the smugglers will attempt to ambush the adventurers and reclaim their property (dropping rocks on them from above, using missile weapons to attack from a distance while the leader sneaks in for a backstab, etc.). If the party splits up to guard the goods and return to town to arrange transport, the smugglers will try and pick off the weaker of the two groups. The DM will need to improvise any such fight.



Smuggler Ring Leader (x 1) AC 6 (leather armor & dexterity), Thief 3, hp 12, MV 12", Att 1, Dmg by weapon (short sword, dagger), SA backstab 2x damage, thief abilities, SD thief abilities, AL NE, Size M, XP 133 (85 + 4 xp/hp) (the ring leader carries a **Potion of Invisibility**, a pouch of 18 sp and 12 gp, and wears a gold ring with moonstones (175 gp)

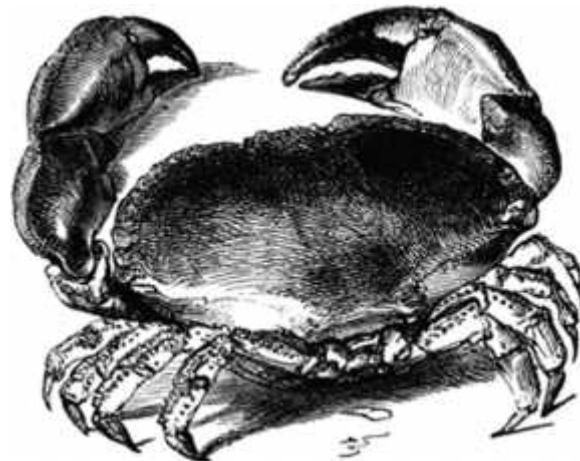
Thugs (x 2) AC 6 (ring mail), Fighter 2, hp 13 each, MV 9", Att 1, Dmg by weapon (club, dagger, long sword, heavy crossbow), SA none, AL NE, Size M, XP 74 (35 + 3 xp/hp) (each thug carries 20 sp and 15 gp)

Smugglers (x 5) (AC 8, leather armor, HD 1d6 hp, hp 4 each, MV 12", Att 1, Dmg by weapon type (club, dagger, light crossbow), SA none, AL N or NE, Size M, XP 9 each (5 + 1 xp/hp) (each smuggler has 12 sp and 5 gp)

Loose Ends

The smugglers remain at large, and while they avoid violence (as it draws attention to their activities), they will take steps to recover their property and ensure the secrecy of their operations. This means that once they have either recovered their property, or failed to do so, they will abandon this hiding place and move their operations several miles away, possibly even laying low for a while. The DM is free to give the smugglers connections to pirates, thieves' guilds, enemy states or any other power block he'd like.

What is that black powder? Could it be gun powder or some similar alchemical mixture? Where did it come from? The DM could use this as an opportunity to hint at firearms, if he wanted to.



Giant Frogs

Texts Required: PHB, DMG, MM

Monster: Giant Frogs (21)

Terrain: Pond below waterfalls, a portage

Party Levels: 3rd to 4th, total party levels approximately 20

Experience:

Total: 1,842 xp

Monster: 1,342 xp (kill all)

Treasure: 500 xp

The Setup

The adventurers have been traveling through the wilderness, preferably by canoe or other small river craft, and they come to some falls or rapids which necessitate a portage. Below the falls, the water has pooled into a very large pond, and a few beaver dams (in obvious disrepair) serve to keep the water level higher than the natural terrain might suggest.



The Pond

The pond is quite deep (40' at the deepest, but averaging 10' to 15' deep), over 500' long, and about 100' wide in most parts. A few half-submerged trees stand-out of the water, having been drowned out when the beaver dams backed up the water. The shore line on the south shore is well traveled, and the obvious start of the portage, as the north banks are steep, rocky, and overgrown with trees.

The pool is the hunting grounds of a community of giant frogs, and these predators are smart enough to attack by ambush (surprising PCs 4 in 6). The attack will come at the same time as the party beaches the first canoe. Six frogs will leap out of the underbrush, attacking those in the canoe on the beach, attempting to knock their prey back into the water.

Other frogs may leap out of the pond, onto the canoes (the DM should allocate the number and Hit Dice of the frogs as he sees fit), and attack the remainder of the party. Combat in canoes is extremely likely to result in capsizing, placing the PCs in water amongst hungry, amphibious predators. A canoe will capsize 75% of the time when its occupants are fighting, checked each round. A successful "boating" proficiency check will reduce the capsize chance by 25%, but the proficient character cannot engage in combat, and must make a check each round.

Alternately, and perhaps more dangerously, the frogs will remain in the water and attack with their tongues, seeking to pull PCs into the water. Given the instability of the canoes, and the drag of the water, the frogs should be treated as twice their weight and the canoeists must make a capsize check, as described in the previous paragraph. Frogs remaining in the water have the advantage of 50% cover against missile attacks and magic (a bonus of -4 to the frogs' AC). The frogs gain 100% cover if they submerge.

Combat in the water will be at penalties (as described in the Wilderness Survival Guide, and heavily armored characters will sink and begin drowning (as described on page 41 to 43 of the Wilderness Survival Guide).

Knee Deep: no Dexterity bonuses, -1 to hit & damage (-0 with Swimming Non-Weapon Proficiency)

Waist Deep: no Dexterity bonuses, -2 to hit & damage (-1 with Swimming Non-Weapon Proficiency)

Chest Deep: no Dexterity bonuses, -4 to hit & damage (-2 with Swimming Non-Weapon Proficiency)

The giant frogs are hungry, but not desperate. Any frog suffering more than 50% of its hit points in damage will retreat. If more than $\frac{1}{2}$ of the frogs retreat or are slain, the entire group will retreat. They will remain submerged, surfacing only to catch a breath (assume they can remain submerged for 1d4+1 turns), then descending again, until they are certain the PCs are gone. However, should PCs explore the pond's bottom, the frogs will re-engage in combat, and fight to the death (feeling cornered).



Giant Frogs (x 7) AC 7, HD 1, hp 5 each, MV 3"//9", Att 1, Dmg 1d3, SA surprise 1 to 4, leap 18" to attack, +4 to hit tongue with tongue and pull victim to mouth for automatic hit, SD aquatic, AL N, Size S (50 lbs), XP 23 xp each (18 xp + 1 xp/hp)

Giant Frogs (x 7) AC 7, HD 2, hp 10 each, MV 3"//9", Att 1, Dmg 1d6, SA surprise 1 to 4, leap 18" to attack, +4 to hit tongue with tongue and pull victim to mouth for automatic hit, SD aquatic, AL N, Size M (150 lbs), XP 56 xp each (36 xp + 2 xp/hp)

Giant Frogs (x 7) AC 7, HD 3, hp 16 each, MV 3"//9", Att 1, Dmg 2d4, SA surprise 1 to 4, leap 18" to attack, +4 to hit tongue with tongue and pull victim to mouth for automatic hit, chance to swallow size S creatures on a "20", SD aquatic, AL N, Size M (250 lbs), XP 113 xp each (65 + 3 xp/hp)

The frogs have not collected treasure intentionally, but the remains and gear of some of their prey has sunk to

the bottom. Parties with the capabilities and desire to sift through the mud and sludge on the bottom of the pond can find a pouch of 76 sp, 113 cp scattered about, 2 shields, a long sword, 2 great helms, a jeweled dagger (worth 75 gp), and intact (but rusty) plate mail. The gear is still serviceable, but needs a few hours of cleaning.

Alternate Setups

This scenario may take place at a ford, a bridge, or some other watering hole. In these cases, the frogs will attempt to knock or drag prey into the water, where the frogs will be in their natural territory and at an advantage over humanoids.

The encounter can also be placed in the mill-pond of an abandoned rural community. The frogs may even be responsible for the abandonment of the community, the result of some curse or other magic, etc.

Of course, DMs may decide that a bunch of frogs are not a threat to a party of PCs. In this case, the DM should feel free to add a number of bullywugs (as described in the Fiend Folio) (perhaps 1 or 2 bullywugs per PC) to the encounter (in this scenario, the giant frogs are trained "attack frogs").

The bullywugs will remain in the water, casting harpoons at the PCs, attempting to get a line on the adventurers, and drag them into the water where the frogs and bullywugs can overwhelm them. Staying in the water lets the bullywugs avoid melee (although if PCs are rash enough to wade into waist or chest deep water, the bullywugs and frogs are likely to swarm the PC, attacking from below and dragging the PC under to drown them). The bullywugs (and frogs) will also have the advantage of submerging and fleeing, safe from missile fire and melee attacks. The bullywugs may stalk the PCs (if they remain close to the river or creek that feeds into or flows out of the pond), and attack again at an opportune time.

Giant Porcupines

Texts Required: PHB, DMG, MM

Monster: Giant Porcupines, Gnolls

Terrain: Forest

Party levels: 2nd to 3rd, combined party levels of 12 to 18

Experience:

Total: 1,597 xp

Monsters: 1,334 xp (assumes the party fights the gnolls, not the porcupines)

Treasure: 263 xp

their safety, and want someone to find this monster and deal with it. The adventurers are the obvious candidates.

A druid comes into the village asking for help. Apparently some of his friends were injured in a fight with monsters, and now the monsters have come back looking for revenge.

The Lair

Just over a week ago, a gnoll hunting party had a chance encounter with what they thought were some large porcupines. Deciding to have a bit of entertainment before dinner, they were tormenting the creatures. Unfortunately for the gnolls, these were porcupine kits, and the giant porcupine mother came to their defence immediately. Surprising the gnolls, the giant porcupine managed to kill one with a spray of quills and then put up a spirited defence of her young. The gnolls and their hyaenodon responded violently, and would have gained the upper hand had the giant porcupine's mate not also come, killing the hyaenodon and the leader of the gnoll hunting party. The rest of the gnolls fled in disarray.

In the intervening days, the giant porcupines have become exceedingly aggressive, protecting their injured

The Setup

The adventurers have heard that gnoll war parties are active in the area. However, these gnolls seemingly have no interest in attacking human travelers or residences; instead they are prowling the forest looking for something.

A woodsman staggers into town suffering severe injuries, claiming that he and his friends were attacked by a giant spiky monster. He dies from his injuries before he can provide more details. The local villagers are afraid for



young, and attacking anyone who approaches too closely (like the party of woodsmen). Even the local druid, Lestor Kint, has been unable to convince the giant porcupines to accept his assistance.

Lestor Kint (Human Druid 3rd level) (x 1) (AC 7 (leather armor & Dexterity), MV 12", HD 3d8+3 (Con bonus), hp 20, Att 1, Dmg 1d6 (oak staff), SA spells, SD move through underbrush without penalty or trail, AL N, Int Very, Size M, XP 205) (Str 12, Int 13, Wis 17, Dex 15, Con 15, Cha 16) (spells - 5/4/2 including wisdom bonuses) (Animal Friendship, Entangle, Faerie Fire, Speak With Animals, Shillelagh; Barkskin, Cure Light Wounds, Heat Metal, Obscurement; Snare, Tree)

Giant Porcupine (x 2) (AC 5, MV 6", HD 5, hp 31, 11 (wounded, normally 26), Att 1, Dmg 2d4, SA shoot 1d8 quills 30' range, 1d4 hp/quill, SD 1d4 quills strike attackers within 6', AL N, Int Animal, Size L, XP 536, 416 respectively (350 + 6/hp)

Giant Porcupine Kits (x 2) (AC 5, MV 6", HD 5d4, hp 5 each (wounded, normally 12 hp each), Att 1, Dmg 1d4, SA shoot 1d8 quills 15' range, 1d2 hp/quill, SD 1d2 quills strike attackers within 6', AL N, Int Animal, Size L, XP 135 each (120 + 3/hp)



One of the gnolls who was killed was the brother of the gnoll clan's chieftain. Unwilling to lose face, the gnoll chieftain has rounded up a band of warriors, and is looking for some revenge. So far, the druid has managed to lead the gnolls on a merry chase to protect the giant

porcupines, but he knows that it's just a matter of time before the gnolls find and kill the porcupine family.

Kry'ypp Snasck, Gnoll Chieftain (x 1) (AC 3, MV 9", HD 4, hp 22, Att 1 or 2 (melee or war bow), Dmg 1d10+2 (two handed sword) or 1d8 (x2, war bow), SA none, AL CE, Int Low, Size L, XP 144) (carries 32 ep and 31 gp)

Gnoll Bodyguards (x 8) (AC 4, MV 9", HD 3, hp 20, Att 1 or 2 (melee or war bow), Dmg by weapon +1, SA none, AL CE, Int Low, Size L, XP 95 each) (all of the bodyguards carry bastard swords (2d4 damage), 3 of them have war bows (1d8 damage), 2 carry battle axes (1d8 damage), and 3 have pole arms (fauchards, 1d6 damage) (each carries 22 ep and 16 gp)

Hyaenodons (x 2) (AC 7, MV 12", HD 5, hp 25 each, Att 1, Dmg 3d4, SA none, AL N, Int Animal, Size L, XP 215 each)

Loose Ends

If the party is able to prevent the gnolls from killing the giant porcupines, the male becomes less aggressive over the course of the next two weeks, as his mate heals and the local druid works to calm the animal down. Of course, there is the possibility that another band of adventurers arrives to find and kill the "giant spiky monsters", and the druid may require assistance from the party to prevent the death of the animals.

If the gnoll chieftain is killed, the local gnoll tribe will be affected by a leadership vacuum, and after a short and bloody series of challenges, a new chief will take charge of the tribe, and a number of failed challengers and their followers will leave. The end result is that the gnoll tribe is weakened (and an easy target for a band of brave adventurers), and several outcast gnoll bands are roaming the countryside trying to obtain resources and vent their frustration (especially on targets like peasants & merchants).

Giant Rats

Texts Required: PHB, MM, FF

Monster: Giant Rats (9), Jermlaine

Terrain: Rural

Party Levels: 1st

Experience:

Total: 132 xp

Monster: 132 xp

Treasure: 0 xp





The Setup

The adventurers are in a small farming village when they hear tales in the tavern describing the old Oldhef family that was driven out of their farmhouse by ghosts.

Apparently the ghosts or spirits killed the farm cats & dogs, and were making the family quite ill. Since moving out a week ago, the Oldhefs have all started to recover.

The adventurers are on the road and need to seek shelter for the night, so they approach a farmhouse. The farm is abandoned, but is in good repair, and more than adequate to provide shelter for the night.

DM's note: This was designed as a "first quest" for a small group of PCs, a chance to let some "local boys" strike out on the path to adventure. The reward was a bunch of equipment (rope, spikes, sacks, torches, etc.) that let them spend their starting money on armor & weapons rather than "stuff".

The Lair

The Oldhef family [a husband and wife, and their three children, a daughter (age 9) and two sons (age 7 & 5)] that lived here recently abandoned their home, believing it to be haunted. The death of their cats and dogs, and the illnesses that they contracted led them to believe that some type of angry spirit had moved in, and the local cleric was unable to detect any evil or magic, or dispel and possession. In truth, the house has an infestation of giant rats and their jermlaine masters. The jermlaine have moved into the house after being driven out of their tribe, which lives in some small caves in the hills only a few miles away.

The house is a simple wooden cottage, single story with the exception of a loft. The floor is wood, made of thick boards. The walls are made of solid wood. The jermlaine and the rats live in a network of tunnels dug underneath

the house. They use these tunnels to move about the house, and have a few carefully concealed exits.

Parties who are using the house for shelter will be robbed by the jermlaine and the rats, which will rummage through their provisions, and foul their water supply (leading to an illness, much like the original residents suffered). The jermlaine will target any cats or dogs (or any similar animals, such as familiars) with poisoned scraps of food (save at +2 or die). The creatures are very stealthy, but an alert guard will notice them.

Parties who are specifically investigating the "haunted house" will hear scratching, objects will fall off shelves onto the PCs, etc. Observant characters will find rat tracks and footprints that look like tiny humanoid tracks.

The rats & jermlaine have prepared a few "traps", including:

- spoiling all of the remaining food (save vs. poison at +2 or fall ill, a save is required each time food is consumed),
- rigging a cupboard in the kitchen to spill out all of the contents if the doors are opened (1d4 damage), and
- chewing away some of the floorboards from below, so that a heavy person (>200 lbs, including gear) will fall through. This causes no damage, but the person will be in a hole thigh deep, and the giant rats can attack his legs. The trapped person can climb out in 1 round, but loses all Dexterity and shield bonuses while in the hole, and cannot attack the giant rats in return.



If the PCs begin tearing up the floor to get at the rats, the jermlaine will panic and order their rats to attack. The little pests have some bolt holes, and they will hide down their holes (although adventurers might be able to drive them out through by flooding the rat-holes (possibly

getting water from the well and the use of a bucket brigade).

Jermlaine (x 3) (AC 7, MV 15", HD 1d4 hp, hp 3 each, Atts 1, Dmg 1d2 or 1d4, SA surprise 5 in 6, SD undetectable 75%, detect invisible 50%, MR save as 4 HD, Size S (1' tall), AL NE, XPV 14 each)

Giant Rats (x 9) (AC 5, MV 12"/6", HD 1d4 hp, hp 3 each, Atts 1, Dmg 1d3, SA cause disease (1 in 20), Size S, AL CE, XPV 10 each)

The jermlaine have not collected any treasure, and the best that the adventurers can hope to get from this "quest" is a few free drinks at the local tavern as they tell their tale. Extremely generous DM's might have the Oldhef's gift the PC with a small heirloom (like a silver dagger) as a reward.

Loose Ends

Unless the PCs manage to kill all of the jermlaine, the little buggers are likely to reappear somewhere in the vicinity of this community. Of course, once the locals know what to look for, the jermlaine are probably going to be outmatched and their days will be numbered.

The farming family will be happy to have their house back, although they may be feeling a little silly about assuming it was haunted, and there will be some good natured joking amongst the locals (but not too much, as they all know something like this can happen to them too).

What of these caves in the hills? There are certainly more jermlaine there, and who knows what other dangers can be found and defeated by an intrepid band of adventurers?

Giant Ticks

Texts Required: PHB, DMG, MM, WSG, DSG

Monster: Giant Tick (9)

Terrain: Rural forest

Party Levels: 2nd to 3rd, total party levels approximately 15

Experience:

Total: 1,758 xp (not including possible bonus)

Monster: 1,058 xp (kill all)

Treasure: 700 xp

although the local priestess representing the Church of The Hearth Mother will offer a reward of 300 gp, 2 potions of healing, and free casting of "cure disease" spells if a party can investigate and determine the source of the disease. They will also be offered free room and board while they are in town.

The Investigation

When the adventurers begin to investigate, they might be able to examine some of the ill people and livestock, and if they do they will find bite marks. A successful "Healing" non-weapon proficiency check (at a -3 penalty) will link the bites to the disease (local inflammation, etc.). A successful check at a -6 penalty will identify the bites as being insect or bug bites, very similar to a tick, but obviously from a larger creature (about the size of a large cat). See WSG or DSG for non-weapon proficiencies.

Interviewing survivors (primarily animals, but a few humans) will reveal that the victim recalls being bitten, from behind, and being able to shake off whatever bit them (it held on) and run away. They were bitten when they were by Frog Creek near the old Grey farm (a tumbled down farm-house and collapsed barn). (DM note, feel free to play up the presence of the old farm, it is intended to give the adventuring party a chance to go on a wild goose chase.)

The Setup

The adventurers are passing through, and take lodgings at a way station or road side inn. The talk amongst the other travelers is focused on the number of people and animals that have been getting sick lately. The local wise woman and priests haven't been able to figure out where the disease is coming from, and while they can heal it with magic, left untreated it kills everyone and everything that contracts it. The number of missing livestock, and a few shepherds, is also being blamed on this disease. Locals are beginning to talk about a "curse".

Good adventurers should feel compelled to at least look into this disease and the curse. The community is not very wealthy, and cannot offer a significant reward,

If adventurers decide to search the countryside, they will probably come up empty. The people and animals that caught the disease and died have been found all over the place (they had a few days before the disease showed symptoms, and moved across a fair bit of country). Intelligent use of spells (speak with animals, augury, etc.) may assist in focusing the search.



Frog Creek and the Ticks

When adventurers head down to Frog Creek by the old Grey farm, they will encounter a bull, wandering around the farm. The bull has been bitten by the ticks, and is diseased. Suffering from a fever, the bull is delirious and mindlessly aggressive. It will attack anyone it sees, fixating on a single target.



Bull (x 1) AC 7, HD 4, hp 12 (reduced due to illness, 21 when healthy), MV 15", Att 2, Dmg 1d6/1d6, SA berserk +2 to hit & damage, charge & trample 4d4 hp damage, SD n/a, AL N, Size L, XP 158

DM note: if PCs restrain the bull and cure it, they get double experience for saving a farmer's valuable livestock, druids and clerics of agricultural powers get triple experience.

When adventurers get down to the creek's edge, they will be attacked by 1d4 giant ticks (randomly determining size). The rest of the ticks (there are 9 giant ticks total) are scattered up and down the creek shore for about 1000 yards, and adventurers will have to search for them. Fortunately, the giant tick infestation is currently fairly limited, although some of them may be ready to lay eggs (or have already laid eggs). Similarly, the ticks, once the party knows what to look for, do not hide all that well, and are slow enough that they fight to the death instead of running away.

Giant Ticks (x 4) AC 3, HD 2, hp 9 each, MV 3", Att 1, Dmg 1d4, SA blood drain 1d6/round until saturated, causes fatal disease 50% of the time, SD n/a, AL N, Size S, XP 54 (36 xp + 2 xp/hp)

Giant Ticks (x 3) AC 3, HD 3, hp 15 each, MV 3", Att 1, Dmg 1d4, SA blood drain 1d6/round until saturated, causes fatal disease 50% of the time, SD n/a, AL N, Size S, XP 110 (65 xp + 3 xp/hp)

Giant Ticks (x 2) AC 3, HD 4, hp 19 each, MV 3", Att 1, Dmg 1d4, SA blood drain 1d6/round until saturated, causes fatal disease 50% of the time, SD n/a, AL N, Size S, XP 182 (110 xp + 4 xp/hp)

Alternate Setups and Endings

This encounter can be played out as a random encounter when a traveling party comes to a creek or river crossing.

They may learn about the disease when they come across a diseased hunter in the final stages of the illness, who is able to get out a warning about the "biters" before dying.

Perhaps the ticks managed to lay a few batches of eggs before the adventurers put them to the sword. In this scenario, adventurers hear of trouble a few months later, and hopefully they will feel the need to go back and finish what they started.

The scenario can be furthered expanded by adding a cleric who worships the patron power of disease and illness. Perhaps the ticks were raised or brought here by that cleric to spread the good works of their deity. The cleric will not want to see the ticks killed when so much disease is being spread. Or perhaps the cleric will let the ticks be killed, and then work to create a plague of giant rats....

Gnoll Lair

Texts Required: PHB, DMG, MM

Monster: Gnolls

Terrain: Forest, Borderland or Wilderness

Party Levels: 3rd to 5th level, combined party levels of 15 to 20

Experience:
Total: 505 xp (844 with goblins)
Monsters: 480 xp (819 with goblins)
Treasure: 25 xp + random

Background

These gnolls have only been in the region for two years, slowly establishing their presence. They occupied a cave complex, and then expanded it using slave labor (dwarves captured when the gnolls raided a caravan). The dwarves were worked to death, and then eaten by the gnolls.

The gnolls were quite happy to have slave labor, and are now actively looking for an opportunity to capture more slaves (human, dwarf, goblin, whatever – the gnolls aren't picky).

The gnolls have also come under the influence of a group of clerics that worship Malar. These clerics have been exhorting the gnolls into various hunts. The local wildlife is being hunted out, and the gnolls are beginning to hunt further afield. The Malarites have also been convincing the gnolls to hunt druids and rangers (with mixed success), or to work with the Malarites as "hunting hounds". The gnolls have responded positively, and are becoming a threat to the communities in this region.

Game-Play Notes

1) Reinforcements

Gnoll hunting parties are often out of the complex, and if adventurers attack the cave and retreat, the gnolls will be able to add 1d6+12 reinforcements.

2) PC Retreat & Return

The gnolls reaction to an attack will vary depending upon the losses that they suffered.

If the gnolls suffer light losses, they fortify the lair (barricades, snares & deadfall trap) and use flaming oil and spears in addition to missile weapons from behind barriers to attack intruders. They also send out hunting parties to locate and harass their enemies.

In a case where the gnolls suffer heavier losses but the chieftain or shaman survive, the gnolls will abandon the lair, relocating to a location where they can be supported by the clergy of Malar.

If the chief and shaman are killed, the clan breaks into a few smaller groups and scatters.

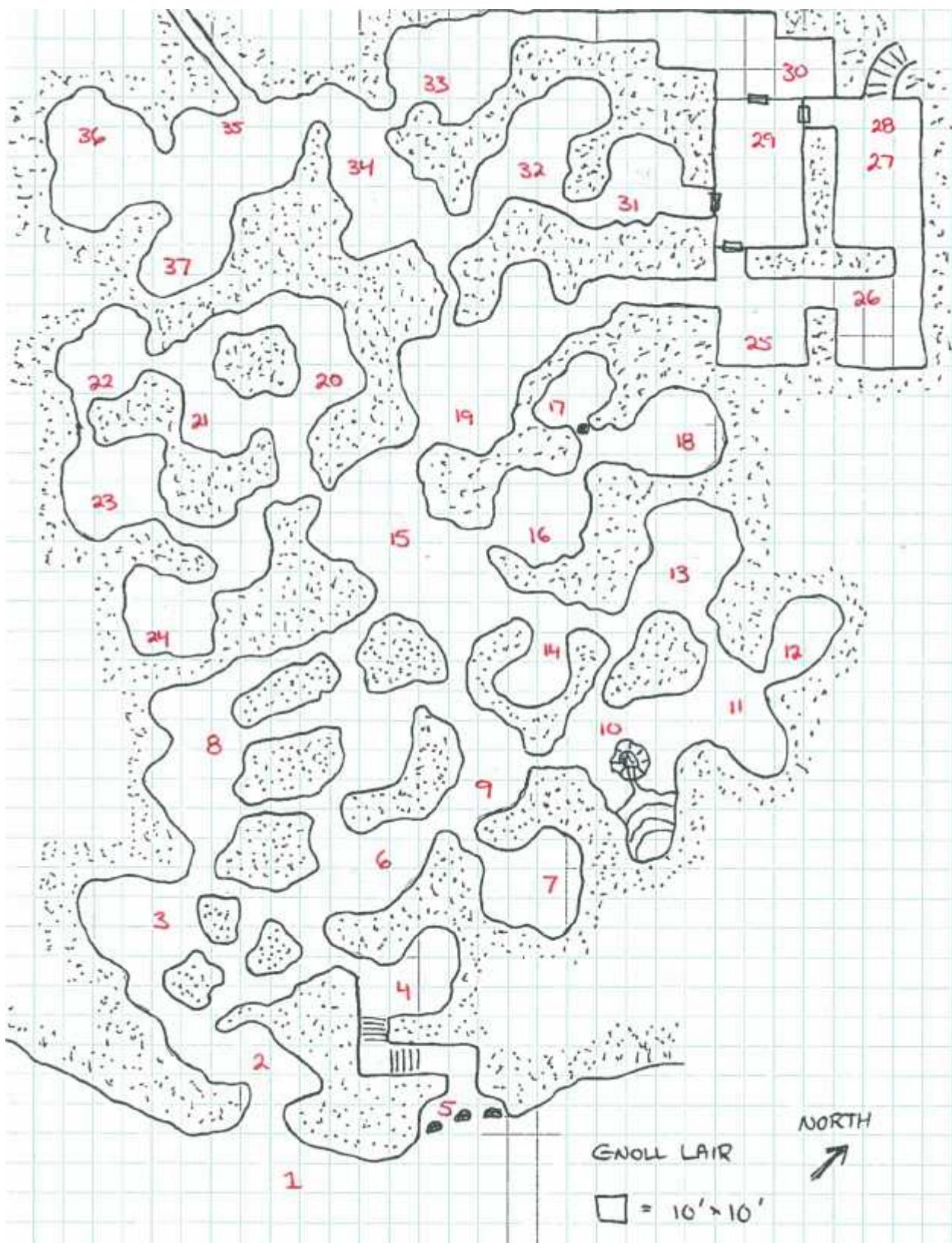
3) Response to Intruders

The guards in location #5 are alert, and they will notice intruders (unless intruders are invisible) and raise an alarm. Similarly, there are gnolls in area #1 and #2 that will notice intruders and immediately raise an alarm.

The gnolls may be chaotic, but they aren't stupid and they will respond to an alarm in force. Upon hearing an alarm, gnoll males will arm and begin moving to the entrance (1d6+3 males arriving each round until all 80 are in combat). The sub-chiefs and assistant shaman will proceed to the scene of the battle to take charge (appearing on the 5th round). The gnoll chief, the shaman and the elite guards will exit through the escape tunnel and circle around behind the attackers (arriving on the 8th round).

Initially the gnolls will attempt to push out of the cave and fight intruders outside the cave on open ground, although archers will hold the cave entrance.

If the intruders are defeating the gnolls or using area effect spells, the gnolls retreat into the caves, and attempt to use the tunnels to surround the PCs, attacking from the front, rear and flanks simultaneously. The gnolls understand magic-use, thanks to the shamans, and will go after obvious magic-users or unarmoured armored intruders first. They will then mob and overbear any fighters (trying to take a few slaves).



If it appears that defeat is inevitable, the gnolls raise a different alarm, and then slowly fall back. The females and pups will already have retreated to the escape tunnels, and will flee upon hearing the alarm. The gnolls will withdraw, then flee down the tunnels (collapsing the tunnels to delay pursuit).

Stat Blocks

Gnolls (x 80) (AC 5, MV 9", HD 2, Hp 10, #ATT 1 (melee) or 2 (great bow), D by weapon (1d8+1 melee, sword or



spiked mace) or (1d8/1d8 great bow), SA bows, SD nil, MR standard, AL CE, Int Low, Size L (7'+), XPV 48 each)

Each gnoll carries a personal treasure of 2d6 ep and 2d4 gp.

Gnoll Leader (x 2) (AC 5, MV 9", HD 3, Hp 16, #ATT 1 (melee) or 2 (great bow), D by weapon (1d8+2 melee, sword or spiked mace) or (1d8/1d8 great bow), SA bows, SD nil, MR standard, AL CE, Int Low, Size L (7'+), XPV 98 each)

Each gnoll leader carries a personal treasure of 2d6+6 ep and 2d4+4 gp.

Gnoll Hunters (Archer 3* x 3) (* as per Best of Dragon #3) (AC 5, MV 9", HD 3, Hp 18, #ATT 1 (melee) or 2 (great bow), D by weapon (1d8+1 melee, sword or spiked mace) or (1d8/1d8 great bow), SA bows +2 hit & +1 damage at point blank, +1 hit & damage short range, SD nil, MR standard, AL CE, Int Low, Size L (7'+), XPV 113 each)

Each gnoll archer carries a personal treasure of 18+2d6 ep and 8 +2d4 gp.

Gnoll Elite Guards (x 12) (AC 4, MV 9", HD 3, Hp 20, #ATT 1 (melee) or 2 (great bow), D by weapon (1d8+1 melee, sword or spiked mace) or (1d8/1d8 great bow), SA bows, SD nil, MR standard, AL CE, Int Low, Size L (7'+), XPV 110 each)

Each gnoll elite guard carries a personal treasure of 2d6+12 ep and 2d4+8 gp.

Gnoll Sub-Chief (x 2) (AC 3, MV 9", HD 4, Hp 22, #ATT 1 (melee) or 2 (great bow), D by weapon (1d8+2 melee, sword or spiked mace) or (1d8/1d8 great bow), SA bows, SD nil, MR standard, AL CE, Int Low, Size L (7'+), XPV 173 each)

Each gnoll sub-chief carries a personal treasure of 3d6+18 ep and 3d4+12 gp, 1d3 50 gp gems and a piece of silver jewelry (1d6x100 gpv)

Gnoll Chief (x 1) (AC 2, MV 9", HD 4, Hp 25, #ATT 1 (melee) or 2 (great bow), D by weapon (1d8+2 melee, sword or spiked mace) or (1d8/1d8 great bow), SA +1 to hit, bows, SD nil, MR standard, AL CE, Int Low, Size L (7'+), XPV 210 each)

The gnoll chief carries a personal treasure of 46 ep, 29 gp and 3 pp. He also has a pouch with 4 50 gpv gems, a silver bracelet (350 gpv) and a gold chain (400 gpv).

Gnoll Apprentice Shaman (level 2 shaman, x 1) (AC 5, MV 9", HD 2d8+1d4, Hp 14, #ATT 1 (melee) or 2 (great bow), D by weapon (1d8+1 melee, sword or spiked mace) or (1d8/1d8 great bow), SA spells, bow, SD spells, MR standard, AL CE, Int Low, Size L (7'+), XPV 147)

memorized spells include command, darkness

The apprentice shaman carries a personal treasure of 22 ep and 12 gp, as well as a silver dagger with agates in the pommel (130 gpv).

Gnoll Shaman (level 4 shaman x 1) (AC 5, MV 9", HD 2d8+3d4, Hp 22, #ATT 1 (melee) or 2 (great bow), D by weapon (1d8+1 melee, sword or spiked mace or 1d4+3 with dagger +2) or (1d8/1d8 great bow), SA spells, bow, SD spells, MR standard, AL CE, Int Low, Size L (7'+), XPV 232)

memorized spells include command, cure light wounds, curse; aid, chant

The shaman carries a personal treasure of 34 gp and 11 pp, and wears a necklace of ivory tusks worth 400 gpv. Tucked under his armor is a dagger +2 which he uses in ceremonies or in desperation.

Gnoll Female (x 22) (AC 9, MV 9", HD 1, Hp 6, #ATT 1 (melee), D by weapon (1d6) or bite (1d4), SA nil, SD nil, MR standard, AL CE, Int Low, Size L (7'+), XPV 16 each)

The gnoll females have no treasure.

Gnoll Pup (x 21) (AC 5, MV 9", HD 1/2, Hp 2, #ATT 1 (melee), D bite (1d3 hps), SA nil, SD nil, MR standard, AL CE, Int Low, Size S (4'+), XPV 7 each)

The gnoll pups have no treasure.

Room Key

While the key identifies a number of occupants for each area, the gnolls are unlikely to be in their dens. In normal circumstances some will be outside (location #1), others in the Main Chamber (#15) or visiting other gnolls. In the event of an attack, gnolls will be responding to the alarm.

The key is intended to give the DM a sense of how many sleeping piles are in any given cave, or what a given chamber is used for.

1 Outside Camp

Many of the gnolls are outside at all hours, preferring to have fresh air (the caves are rank) or room to work. There will be 2d6 gnolls outside the caves at all times (along with 2d6 females and 2d6 pups), and they are armed (although not overly alert). If intruders are spotted, the gnolls attack and call for help while the females & pups flee into the caves.

2 Entrance & Guard Room

Four (4) gnoll guards den here and keep an eye on the coming and going of the gnolls. If intruders are spotted

they raise an alarm and crouch behind large rocks (50% cover) and use their bows to attack any intruders and cover the retreat of any gnolls that were outside. They will fall back to area 3 if pressed (hoping that reinforcements from areas 4, 5, 6 initially and the rest of the complex eventually) can use the tunnels entering area 3 to trap intruders and overwhelm them.

3 Work cave

Two (2) gnolls can be found denning here. This cave is used for repairing weapons and armor, making arrows, etc.

4 Guard Room

Four gnolls (4) den here and serve as guards.

5 Elevated Archers

Note: this room is 30' off of the ground and has five arrow slits which allow the gnolls to fire at intruders in front of the cave and maintain 90% cover.

Four gnolls (4) and a leader (1) den here and are on watch looking for intruders.

6 Den

Seven (7) young males den here, they have not been able to win a mate yet.

7 Den

Two (2) males, their females (2), and their pups (3) den here.

8 Den

Four males (4), three (3) females and two (2) pups

9 Den

Six (6) young males den here.

10 Pool & Sinkhole

The pool is fed by a spring, and isn't too badly polluted by the gnolls. The sinkhole descends at least 60' down, possibly deeper. The gnolls throw their trash down the sinkhole.

The DM is free to determine if the sinkhole connects with deeper caves and further adventures, or if it is just a garbage filled pit.

11 Den

Two (2) males, their females (2), and their pups (3) den here.

12 Leader's Den

One (1) male leader, his females (1), and their pups (2) den here.

13 Den

Six (6) young males den here.

14 Den

Three (3) males, their females (3), and their pups (4) den here.

15 Main Chamber & Fire Pit

There is a large fire pit, and the area normally is full of gnolls, cooking, eating, and lounging about.

16 Guard Room

Six (6) young gnolls den here and serve as prison guards.

17 Prison

The prison is kept shut by a large boulder rolled into position and "chocked" with small logs to prevent prisoners from rolling it back. A combined strength of 64 is required to move the block when the chocks are removed; if the chocks are in place a combined strength of 128 is required.

The DM is free to determine if any prisoners are present.

18 Armory

Arms and armor stripped from defeated foes is stored here. The contents include 7 suits of dwarf chain mail, 11 shields, 4 hand axes, 2 battle axes, 9 spears, an elven longbow, and a **Long Sword +1**.

19 Den

Four (4) males, their females (4), and their pups (5) den here.

20 Den

Five (5) young males den here.

21 Den

Five (5) young males den here.

22 Den

Five (5) young males den here.

23 Den

Five (5) young males den here.

24 Den

Six (6) young males den here.

25 Guards

Four (4) elite guards den here.

26 Concubines

The chief's three (3) females den here.



27 Chief's Hall

This hall is used for feasts, planning meetings and drinking.

28 Stairs & Escape Tunnel

These stairs lead up to a well camouflaged exit, and are used by the chief in the event of an attack (to either get behind attackers or to flee). A dead-fall trigger is located half-way up the stairs which collapses the ceiling (3d6+6 hp damage, Dex check for $\frac{1}{2}$ damage). Digging out the collapse takes 1d6+6 turns (which should effectively delay pursuit).

29 Chief's Room & Treasury

The chief dens here. His treasury is kept in an unlocked chest, and consists of 463 cp, 972 sp, 254 gp and 3 silver goblets (worth 250 gpv each). Wrapped in a grey cloth rag and tucked in a crack in a wall are 7 gems (10 gpv x 2, 50 gpv x 2, 100 gpv x 2, and 500gpv).

30 Guard Room & Arsenal

Four (4) elite guards den here. The gnolls' arsenal is also here. The arsenal includes 12 spiked maces, 2 great swords, 4 great bows and 480 arrows (20 bundles of 2 dozen).

31 Guard Room

Four (4) elite guards den here.

32 Sub-Chief's Den

A sub-chief (1) and his female den here.

33 Sub-Chief's Den

A sub-chief (1), his female (1) and two (2) pups den here.

34 Hunters' Den

Three (3) gnoll hunters den here, loyal followers of the shaman.

35 Escape Tunnel

This tunnel leads to a well camouflaged exit, and are used by the gnolls in the event of an attack (to either get behind attackers or to flee). A dead-fall trigger is located half-way up the stairs which collapses the ceiling (3d6+6 hp damage, Dex check for $\frac{1}{2}$ damage). Digging out the collapse takes 1d6+6 turns (which should delay pursuit).

36 Shrine

This shrine is decorated with skulls, claws, fangs a few weapons and broken armor; all stripped from creatures hunted and slain by the gnolls. A human cleric of Malar presides over the shrine, working to ensure that the gnolls remain loyal to Malar and the Hunt, and serve the Master of the Hunt's purposes.

Priest (4th level Cleric of Malar) (AC 7 (studded leather), MV 12", HD 4d8+4, Hp 23, #ATT 1, D 1d6 (claws of Malar), SA spells, SD spells, MR Standard, Int High, AL CE, Size M, XPV 180)

Memorized spells include bless, command (x 2), cure light wounds, darkness; aid, hold person, silence 15' r

The priest will aid in the defence, but will flee to warn his temple of the PCs, describing them and preparing for a challenging hunt.

One of the trophies is an elven spear, which the gnolls dislike (not realizing that it is a spear +1).

37 Shaman's Den

The gnoll shaman (1) and his apprentice (1) den here. Their females (2) live with them. The shaman carries most of his treasure with him, but has hidden some in a crack in the wall. This includes a **Potion of Gaseous Form**, 2 gems (100 gpv each), and a **Magic User Scroll Erase, Identify**.

Goblins

Texts Required: PHB, DMG, MM

Monster: goblins (65), wargs (7)

Terrain: Forest, Borderland or Wilderness

Party Levels: 1st to 3rd level, combined party levels of 12 to 15

Experience:

Total: 3,638xp

Monsters: 3,024 xp (all patrols and guard posts)

Treasure: 614 xp (not including individual random treasure)



The Setup

- 1) The PCs back-track goblin raiders (who seem more interested in stealing tools than livestock or coin), and find them at a mine.
- 2) The PCs are approached by a pair of weather-beaten men. They introduce themselves as prospectors who know the location of a lost gold mine. The one problem is that the mine is currently occupied by goblins. If the PCs would evict the goblins, some type of reward can be worked out.
- 3) The PCs run into a group of goblins mounted on worgs; these goblins actually run away from the PCs rather than picking a fight.

The Lair

The mine is an old abandoned mine, but it still has veins of copper and gold that can be mined. The goblins stumbled upon the prospectors who actually found the mine. Realizing what the mine was, the goblins quickly occupied it and began mining in earnest. The goblins have set up a patrol schedule, and a watch post. They also "courier" the gold back to their fortress on a regular basis (by "worg express").

PCs in the area will likely be discovered by a goblin patrol (there are 4 patrols actively scouting the area, as the goblins are surprisingly vigilant, not wanting to lose the riches that the mine provides). The goblins patrol will use horns to summon reinforcements, and then try to drive off the PCs (or failing that, retreat in a direction that leads the PCs away from the mine). Up to three additional patrols will respond to a summons (the first arriving within 1d6 turns, the others arriving 1d6 turns after that).

Patrol

Goblins (x 8): AC 6, MV 6", HD 1-1, Hp 4, Att 1, Dmg 1d6 or by weapon, Int Average, AL LE, Size S (4' tall), XP 14 each: each goblin has a sling, a short sword and 3d6 sp.

Goblin Leader (x 1): AC 6, MV 6", HD 1, Hp 7, Att 1, Dmg 1d6 or by weapon, Int Average, AL LE, Size S (4' tall), XP 17

Closer to the mine, the goblins have established a series of 4 watch-posts (essentially wicker platforms up in the canopies of tall trees). The watch-posts are well hidden (the goblins surprise intruders 7 in 8), and the wicker

provides them with 75% cover (+7 bonus to AC and saves). The goblins will likely attack with surprise (targeting unarmoured foes first), then use horns to alert the goblins at the mine, summon reinforcements (any of the remaining 4 patrols). They will continue to shoot at any PCs that remain in range (each goblin has 60 arrows). Anyone attempting to climb the tree will have large rocks (15 lbs) dropped on them (2d4 hp damage, and Dexterity check to avoid being knock off the tree).

Watch-Post

Goblin Archers (x 4): AC 6, MV 6", HD 1-1, Hp 4, Att 1, Dmg 1d6 or by weapon, Int Average, AL LE, Size S (4' tall), XP 14 each. Each goblin has a short bow with 24 arrows, a short sword and 3d6 sp.

Goblin Leader (x 1): AC 6, MV 6", HD 1, Hp 7, Att 1, Dmg 1d6 or by weapon, Int Average, AL LE, Size S (4' tall), XP 17.

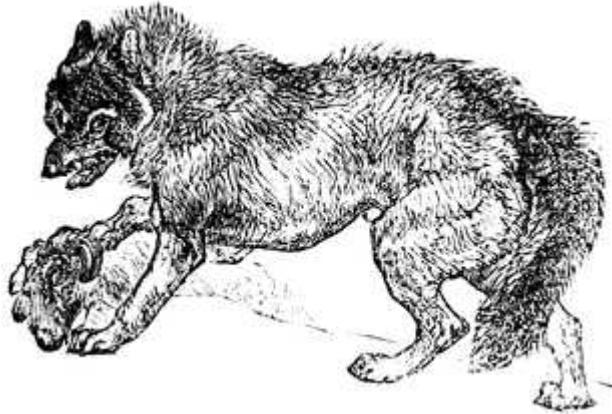
The worgs and worg riders that move the gold and copper back to the main lair may be encountered on the move or at the mines. If they are carrying a load of gold and copper back to the goblin lair, the worg riders will avoid combat. If they are not transporting treasure, then the worg riders will respond to any call for help.

Worg Express

Worgs (x 6): AC 6, MV 18", HD 4+4, Hp 22 each, Atts 1, Dmg 2d4, SA nil, SD nil, MR Standard, Int Low, AL NE, Size L, XP 200 each.

Worg Riders (x 6): AC 5, MV 6", HD 1, Hp 7, Att 1, Dmg 1d6 or by weapon, Int Average, AL LE, Size S (4' tall), XP 17. The worg riders have wicker shields, light lances and a curved short sword, 3d6+6 sp each.





The goblins have done their best to fortify the mines; piles of spoil and rubble have been placed to provide cover for the goblins and slow any enemy advance (the ground is very uneven, reducing movement by 3" and requiring a Dexterity check each round; failure indicates that the individual has fallen and must spend a round regaining their feet). The goblins will fight fiercely, hiding behind cover and falling back to the mine (where they have set up many traps such as dead falls, spiked grates that swing down from the ceiling, and a few pits).

Dead fall (a "collapse" of 10 to 20' of roof, causes 2d6 hp damage, Dexterity or lower on 4d6 reduces damage by 50%).

Spiked grate (triggered by a pull cord or trip wire, strikes as a 4+ HD monster causing 4d4 hp damage)

Covered Pits (20' deep, a fall causes 2d6 hp damage)

The goblins have a small hoard of gold and copper waiting to be moved back to their lair (12 gold bars worth 50 gp each, and 56 copper bars worth 50 cp each).

Goblin Mines

Goblins (x 40): AC 6, MV 6", HD 1-1, Hp 4, Att 1, Dmg 1d6 or by weapon, Int Average, AL LE, Size S (4' tall), XP 14 each. Each goblin has a sling, a short sword and 3d6 sp.

Goblin Leaders (x 4): AC 6, MV 6", HD 1, Hp 7, Att 1, Dmg 1d6 or by weapon, Int Average, AL LE, Size S (4' tall), XP 17.

Goblin Sub-Chief (x 1): AC 6, MV 6", HD 1+1, Hp 8, Att 1, Dmg 1d8 or by weapon, Int Average, AL LE, Size S (4' tall), XP 36.

Worg Alpha (x 1): AC 6, MV 18", HD 4+4, Hp 32, Atts 1, Dmg 2d4, SA nil, SD nil, MR Standard, Int Low, AL NE, Size L, XP 250.

Hobgoblins

Texts Required: PHB, DMG, MM, FF

Monster: Hobgoblins (54), Gnolls, Flinds

Terrain: Rural, Borderlands

Party levels: 2nd to 3rd level, combined party levels of 14 to 18

Experience:

Total: varies

Monsters: 3,034 xp (gnolls & flinds only)

Treasure: varies

associates of his with a problem, and perhaps the adventurers would be interested.

The party is traveling along a road when they come upon an unusual sight. Three ox drawn carts with human teamsters and some halfling passengers are being escorted by a band of a dozen hobgoblins. When the adventurers come into sight, one of the halflings stands up and cheerfully hails the adventurers.

The adventurers are traveling through the Borderlands, when they encounter a band of hobgoblins who appear to have come out on the losing end of a battle. The hobgoblins assume a defensive position, but make no hostile moves. One of the hobgoblins steps forward, his sword still in its scabbard and his hands raised and empty, in the local sign for peace. In excellent common the hobgoblin addresses the party, "I am Krygar of the Yagin's Break Clan. You look to be capable adventurers. Would you be willing to take our coin and aid us in our fight against our enemies?"

The Setup

The party has been traveling through the Borderlands, and has taken lodging in a small village, when they are approached by a halfling. The halfling introduces himself as Thomas Dunfoot, grain merchant. He's looking for some skilled adventurers to assist some business



Background

Nine years ago, an encounter between the hobgoblin chief Yagin and the halfling grain merchant Thomas Dunfoot (NG halfling male T4) led to a very unusual and successful partnership being formed. Yagin and his hobgoblins ambushed Thomas's small caravan, and Thomas's two guards fled upon seeing how badly outnumbered they were. Yagin demanded everything that the merchant had. Thomas, keeping his cool, countered with an offer. Having no coin with him, and only sacks of grain being taken to market for sale, he had little to interest the hobgoblins. But, the halfling offered, if the hobgoblins saw him safely to market and back, he'd pay each one a few gold & silver coins. Impressed with the halfling's nerve, and preferring gold to grain, Yagin agreed (thinking he could always take all of the coins later on). By the time that the journey was done, Yagin had taken enough of a liking to the halfling (who paid up fairly) that the hobgoblin decided not to rob him.

Thomas was no fool however, and realized that a band of hobgoblins wandering around the countryside was a bad thing, so he offered them some more work on behalf of the village council. The hobgoblins were hired to root out a small bandit group that had been making travel unsafe. Yagin liked this idea, getting paid to fight and eliminate opposition in the area (and maybe claim whatever booty the bandits had). The villagers were quite nervous, but Thomas walked a careful line, and dealt honestly and fairly with the hobgoblins.

Since those early days the hobgoblins of Yagin's Break Clan have continued to work for the villagers and

merchants as guards, occasionally as laborers, and even as mercenaries (driving away an orc clan that attempted to come into the area). In return, the hobgoblins have bought supplies from local merchants, learned a little about farming (they are not good at it) and animal husbandry (they are surprisingly good at raising goats) and have become an important part of the regional community. While the hobgoblins are evil, they were refugees when they arrived here. Now they are respected, well treated, well fed, and secure.

The Yagin's Break Clan is a small band of hobgoblins, number 43 male warriors, 6 veteran warriors, 3 guards, the sub-chief Krygar, and the chieftain Yagin. In the clanhold, which is a small wooden palisade with stone guard towers surrounding some common halls, storage buildings, and private residences for the leaders, there are also 39 females and 24 youngsters (less than the normal ratio, a result of the youth of this Clan, and the small numbers they had when they broke away from their parent Clan). The Yagin's Break Clan has grown in numbers and strength since establishing here 9 years ago, and the hobgoblins continue to slowly build their strength. Even now they are expanding the walls of their community, building an outer wall of stone to protect themselves and their goat herds from predators.

Influenced by the humans and halflings of the area, the hobgoblins have taken to keeping some very large guard dogs (AC 6, HD 2+2) and raising goats. They have also tried cultivating some vegetable gardens, with poor results (in addition to their lack of agricultural understanding, the hills that they live in have thin soils unsuitable for farming). The humans and halflings have watched this move into agriculture with some amusement, and have given some advice, and have been quite willing to trade with the hobgoblins (including hiring them for manual labor, as the hobgoblins are strong, and good at stonework or clearing fields). The relationship between the humans, halflings and hobgoblins is polite, trade is fair, but all groups are still cautious (the humans have been drilling their militia much more regularly) and hardly the best of friends.

Yagin, Hobgoblin Chief (x1): AC 2, HD 4, hp 22, Mv 9", Att 1 (melee) or 2 (bows), Dmg 1d10+1 (melee) or 1d8/1d8 (war bow), SA missile weapons, AL LN (evil tendencies, as the hobgoblins still believe might makes right) Size M, XP 144

Yagin is smarter than the average hobgoblin (Int 13) and fairly charismatic (Cha 16 to hobgoblins, 11 to humans). He unsuccessfully challenged the chieftain of his former clan, and escaped, leading a small band of loyal followers out of the old territory. He managed to keep his followers



fed and well, and overrode their objections when he took work with the humans. Now the Yagin's Break Clan enjoys their alliances, and Yagin spends time trying to decide how he can prove to the humans and halflings that he isn't a threat and would be a suitable leader for the region.

Krygar, Hobgoblin Sub-Chief (x 1): AC 2, HD 3, hp 18 each, Mv 9", Att 1 (melee) or 2 (bows), Dmg 1d8+2 (melee) or 1d8/1d8 (war bow), SA missile weapons, AL LN (evil tendencies, as the hobgoblins still believe might makes right), Size M, XP 89.

Krygar is Yagin's second in command, and the most likeable of the hobgoblins. He actually enjoys the company of humans and halflings, and is careful to be polite and respectful (as well as bathe regularly) to ensure that he is allowed to eat and drink in their taverns (he loves ale and roast turkey!). Krygar is fiercely loyal to Yagin, a tough disciplinarian and brave warrior, and has earned (and keeps) the respect of all the hobgoblins.

Hobgoblin Guard (x 3): AC 3, HD 3, hp 16 each, MV 9", Att 1 (melee) or 2 (bows), Dmg 1d8+2 (melee) or 1d8/1d8 (war bow), SA missile weapons, AL LE, Size M, XP 83 each

Hobgoblin Veterans (x 6): AC 6, HD 1+1, hp 9 each, Mv 12", Att 1 (melee) or 2 (bows), Dmg by weapon type, SA missile weapons, AL LE, Size M, XP 46 each

Hobgoblin Warrior (x 43): AC 6, HD 1+1, hp 7 each, Mv 12", Att 1 (melee) or 2 (bows), Dmg by weapon type, SA missile weapons, AL LE, Size M, XP 42 each

The hobgoblins are a rough & tumble group, constantly pushing & shoving each other, trash talking, and generally looking to one up each other. They also have a strong respect for the chain of command, and defer to the veterans, guards, Kygar and Yagin. If they are working alongside a human (or dwarven) warrior who is obviously more skilled and tougher than they are, the hobgoblins will unconsciously accept such an individual as an authority figure (particularly if the warrior is stern, no nonsense and is willing to back up any orders or commands with a boot or the back of their hand). The hobgoblins of Yagin's Break Clan have no particular hatred for any of the demi-human races, but they do think of elves as sissies and consider dwarves to be tough fighters worthy of respect, and find halfling and gnome fighters amusing. They are also quite superstitious and will keep their distance from clerics & magic-users.

The Lair

A band of gnolls has drifted into the region, seeking to establish a base and raid any communities that they can find. The gnolls and their flind leaders have clashed with the hobgoblins three times, and each time the hobgoblins have come out on the losing end of the fights. A few outlying human and halfling farms have been looted and razed by the gnolls, so the farmers are also extremely alarmed. So far the gnolls are finding the region to be easy pickings.



The gnolls have not established a permanent base, nor have they found the hobgoblin's Clan hold. They do know where all of the human communities are however, and gnoll scouting parties are often seen lurking around the edges of the villages and within bowshot of many of the farms. Currently, the gnolls have setup a camp about 12 miles west (as the crow flies) of the hobgoblin clan hold, although the overland journey is about twice that distance due to the presence of coulees, hills and rough terrain. The camp is a pretty simple affair, lean-tos and fire pits arranged fairly haphazardly on a patch of level creek valley (on the floodplain). The camp is about 400 yards in diameter, and getting quite smelly. The camp has no particular defensive arrangements, and any intrusion will be met by an unorganized mob of gnolls rushing to the attack. Normally a dozen of the gnoll warriors, three of the flinds and one of the gnoll leaders are out scouting, leaving a reduced force (22 gnolls, 1 gnoll leader and 8 flinds and the female camp followers) at the camp.

Gnolls (x 34): AC 5, HD 2, hp 11 each, Mv 12", Att 1 (melee) or 2 (bows), Dmg 1d8 (sword) or 1d8/1d8 (great bow), SA missile weapons, AL CE, Size L, XP 50 each. Each gnoll carries a sword and a great bow with 12 arrows, in addition to 3d6 sp, 2d6 ep and 2d4 gp as personal treasure.

Gnoll Leader (x 2): AC 4, HD 3, hp 16 each, MV 9", Att 1 (melee) or 2 (bows) Dmg 1d8+1 (sword) or 1d8/1d8 (great bow), SA missile weapons, SD non, AL CE, Size L, XP 98 each. These large gnolls are armed with swords and great bows with 12 arrows, in addition to a personal treasure of 6d6 sp, 3d6 ep and 3d4 gp.

Flinds (x 11): AC 5, HD 2+3, hp 14 each, Mv 12", Att 2 (flind-bars), Dmg 1d4/1d4 + disarming, SA disarming, AL CE, Size L, XP 77 each. The flinds are armed with flind bars, and each has a personal treasure of 6d6 sp, 4d6 gp and 1d4 pp.

Flind Leader (x 1) AC 3, HD 3+3, hp 24, Mv 12", Att 2 (flind-bars), Dmg 1d4+1/1d4+1 + disarming, SA disarming, AL CE, Size L, XP 156. The flind leader wears armor of steel plates riveted to animal hide, wields flind bars, and carries a pouch of 7 sp, 9 ep, 33 gp and 11 pp. He also has a silver dagger (25 gpv) tucked into his boot.

Gnoll Females (x 9): AC 7, HD 1, hp 5 each, Mv 12", Att 1 (melee), Dmg 1d4 or by weapon type, SA none, AL CE, Size L, XP 15 each. The gnoll females have no personal treasure.

The gnolls & flinds have no treasure other than what they carry with them.

The hobgoblins are willing to pay each adventurer 35 gp for assistance in routing the gnolls, in addition to 2/3 of any recovered loot. The hobgoblins will expect that a small force of hobgoblins will accompany the adventurers (they are a proud warrior race, and want to be involved in taking care of their own problems). Most of the warriors will stay and protect the clan hold, while a band of 6 warriors, 2 veterans, and Krygar will accompany the adventurers. Once the gnoll stronghold has been located, Yagin will bring an additional force of 20 warriors to aid in an assault on the gnolls. The human and halfling villagers also want the gnolls driven away, and they can afford to pay each adventurer an additional 45 gp, as well as provide provisions and lodging for 3 weeks.

The hobgoblins will prove to be disciplined and reliable troops, and they will be willing to take direction from any obviously skilled leader. The hobgoblins will suggest that the adventurers attempt to ambush a gnoll scouting party (either near the villages or along the roads) and capture some prisoners to interrogate them (although interrogation techniques acceptable to the gnolls will not be acceptable to paladins, good clerics or any squeamish PCs), and then scout the gnoll base in preparation for assaulting it in force. However, they will defer to any

reasonable, non-suicidal plan that the adventurers suggest. While the hobgoblins are disciplined and will not betray the adventurers (in this instance), they are still evil and can be casually brutal to prisoners. The hobgoblins will not hesitate to torture any captured gnolls for information, will not respect a surrender or plea for mercy, and might even kill one of their own clan if that individual is severely wounded and will slow down or threaten the remaining group's chances of survival. These actions may place them at odds with the adventurers, although both Yagin and Krygar will relent (and act "good") if pressed, as they are more concerned about protecting their clan hold than gaining revenge.

Loose Ends

The hobgoblins are a generally law abiding group, who have become an important and accepted, if not loved, part of the regional community. If the party indiscriminately attacks and kills them, there will be repercussions. The locals will consider the adventurers to be bloodthirsty brigands, and will be hesitant to deal with them. The hobgoblins kept many monsters and brigands in check, and a sudden power vacuum will probably be filled by something that preys on the villagers.

The gnoll and flind band was displaced by a more powerful group of gnolls (loyal to their shamans who worship Yeenoghu), and these gnolls (who are far more numerous) may begin expanding into this region. This would certainly threaten the peace and safety of the human and Halfling communities (as well as the hobgoblin community).

The hobgoblins are eager to earn more coin and would be quite willing to serve as mercenaries or camp guards for the adventurers. They are quite reliable (as long as the adventurers remain the stronger group), and are decent fighters, so such a commercial arrangement might be to everyone's mutual interest. This might cause a lot of distress for good aligned adventurers.

A band of rival adventurers might decide that the evil hobgoblins need to be driven out, and the hobgoblins might appeal to the adventurers for assistance. This could put the adventurers in the uncomfortable situation of defending a group of relatively peaceful humanoids from a band of good aligned adventurers (possibly including a paladin). How do the adventurers deal with such a situation without having their reputations sullied?

Kenku

Texts Required: PHB, DMG, FF

Monster: Kenku (8)

Terrain: River Crossing in a Forest

Party levels: level 3 to 4, 17 to 22 levels total

Experience:
Total: 4,355 xp (not including spell books)
Monsters: 2,161 xp (kill all)
Treasure: 2,194 xp (not including spell books)

brambles, slowing any attacking PCs to 1/3 speed as they make their way through the forest.

A few "trails" may be found, but they are a trap, and the locations marked "P" on the map represent a pit trap 10' deep with wooden stakes on the bottom. PCs falling into the pit will be impaled by 1d4-2 stakes, each causing 1d6+2 hp of damage. Generous DMs may allow a falling PC to make a dexterity check to "twist" away from the spikes. Kenku may flock to the pits and harass PCs with arrows taking advantage of trapped PCs' limited mobility.

The Setup

DM's note: This encounter may be dropped into play without any set-up, just a "random" encounter, or the party may hear rumors of a band of ruffians restricting travel across a bridge. These rumors could be as simple as some merchants complaining, or more complex like a request to investigate.

The party comes to a stone bridge over a fast moving, rocky river. The banks are steep, and crossing by foot or horseback is impossible and foolish. The bridge is the obvious choice, except for the fact that there is a prominently posted sign stating "Toll 5gp", and a battered helmet at the base of the sign post. A grizzled warrior, wearing well used chain mail, leaning on his sword, notes the party's approach. He silently points at the sign, and then at the helmet. He shows no signs of fear or concern. He is an illusion created by the kenku leaders phantasmal force spell.

If PCs are observant, or look for signs of ambush, they will see and hear movement in the surrounding forest, and see a number of silhouettes. They will also see a number of helmets, shields, and a few bodies/heads hanging from branches or on posts, evidently as a warning. The toll-collector will not speak at any time, although if questioned, he will point angrily at the helmet and the sign, and may shift into a fighting stance.

The kenku have carefully prepared this area, and have a number of blinds prepared in the forest, as well as several dummies (9 total, located at the spots marked "D" on the map) dressed in armor to misdirect PCs. The kenku have also carefully created barriers of deadfall and

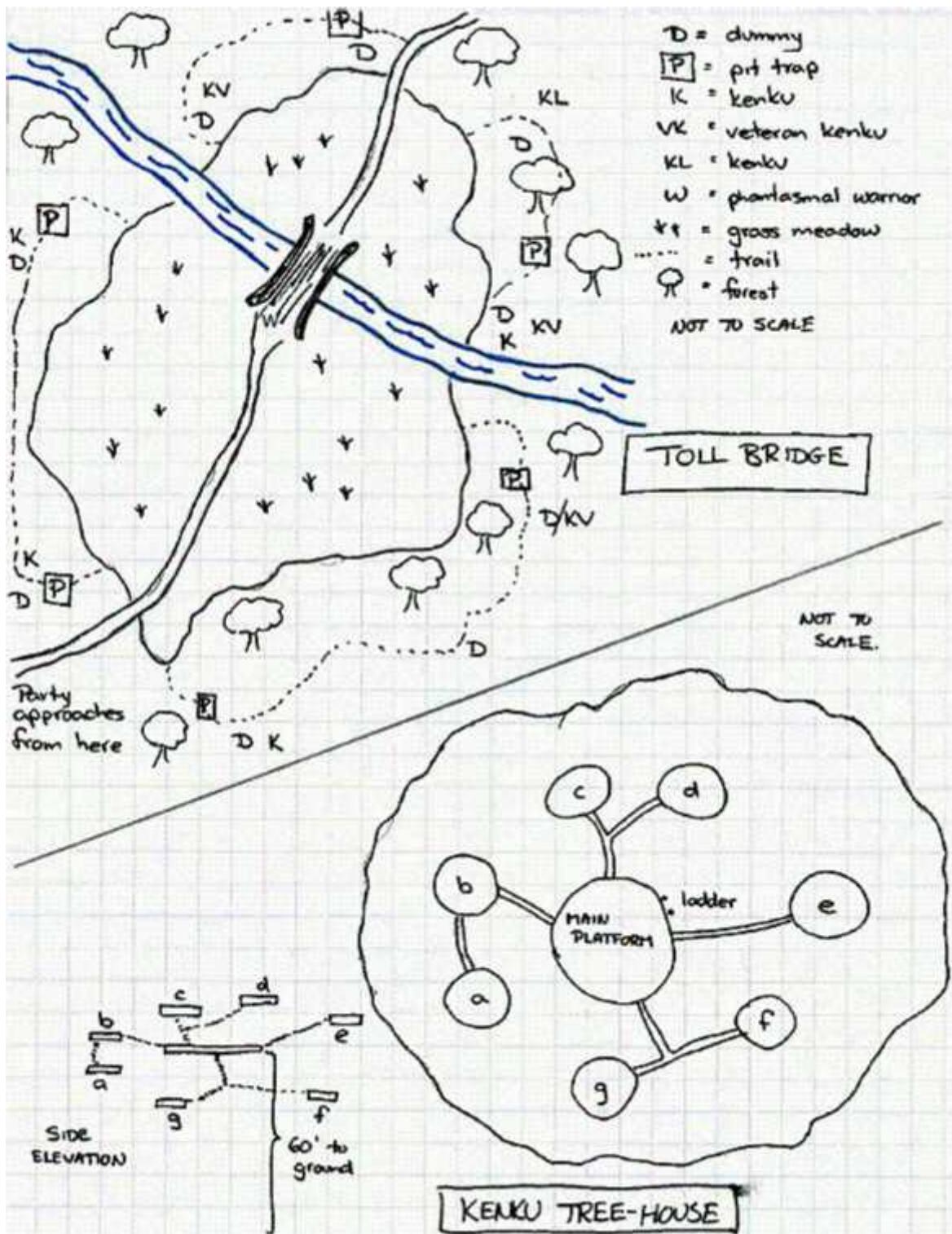
The Bridge

If the party pays the toll, they will be allowed to cross the bridge unmolested. The kenku are interested in collecting wealth, not fighting. However, they will take careful note of the money and equipment that the party carries, and they may (DM's discretion) follow the party with the intent of robbing them while they camp overnight. If the party launches an attack, they will respond in kind. Similarly, if the party chooses to cross without paying the toll, or detects the illusion, they will launch an attack.

In the first round, the "toll collector" will charge (with the kenku leader remaining out of sight to control the phantasmal force). The weakest (3 HD) kenku will attack with their short bows, using the trees and mannequins as cover (50% cover, -4 bonus to AC), while the Veteran Kenku attack with a spell (e.g., *Magic Missile*, *Sleep*).

In the second round, the "phantasmal warrior" continues to melee, the kenku keep up the missile fire, although if PCs charge into the bushes to attack, the kenku will break cover to fly up into the trees. The veteran kenku turn invisible, and take to the air.

On the 3rd round, the veteran kenku swoop to attack from behind while still invisible (+4 bonus to strike, and double damage as a level 4 thief), and the archers take to the air and continue to shoot arrows at the PCs. The leader allows the phantasmal force to lapse, and attacks with either *Magic Missile* (targeting a magic-user) or *Web* (if a group of PCs can be targeted).



If the kenku feel that they have an advantage, they will continue to press their attacks on the 4th and subsequent rounds. Should they begin to suffer any losses (e.g. two kenku are slain, or the majority of the kenku lose 30% or more of their hit points) they will break off and flee, scattering in many directions (to confuse anyone attempting to track them), and regrouping at their tree house. If the PCs respond to the kenku attack with

overwhelming force (e.g. killing more than two kenku, or using powerful battle magic and magical arrows, etc.) the kenku may flee directly to their tree house, grab possessions, and continue their flight. PCs may see the tree house, if they look in the right direction and actively look for dangers in the forest canopies (the same chance as finding a secret door, 1 in 6 (2 in 6 for elves and half-elves)). Whether or not PCs notice the kenku regrouping will depend upon the actions taken by the characters.



Phantasmal Warrior (x 1): AC 5, HD 5, hp 29, Mv 9", Att 1, Dmg 1d8+1, SA illusion, SD illusion, MR 0%, AL N/A Size M, XP 0. The kenku leader will have the phantasmal warrior fight realistically, with the same skill and ability as the kenku leader himself, which serves to augment the believability of the illusion.

Kenku (x 4): AC 5, HD 3, hp 14 each, Mv 6"/18" (MC: D), Att 3 or by weapon, Dmg 1d4/1d4/1d6 or by weapon (1d6/1d6 for short bow, or 1d8 for sword), SA spells, disguise (50%), thief skills (at 4th level), shape change (for 7 day period, once per 30 days), SD n/a, MR 30%, AL N(E) Size M, XP 162 each

Spells (cast at 3rd level): kenku 1: *Magic Missile*; kenku 2: *Magic Missile*; kenku 3: *Affect Normal Fires*; kenku 4: *Sleep*

Veteran Kenku (x 3): AC 5, HD 4, hp 19 each, Mv 6"/18" (MC: D), Att 3 or by weapon, Dmg 1d4/1d4/1d6 or by weapon (1d6/1d6 for short bow, or 1d8 for sword), SA spells, invisibility, disguise (50%), thief skills (at 4th level), shape change (for 7 day period, once per 30 days), SD n/a, MR 30%, AL N(E) Size M, XP 316 each

Spells (cast at 4th level): kenku 1: *Magic Missile*, *Sleep*; kenku 2: *Magic Missile* (x 2); kenku 3: *Magic Missile*, *Shocking Grasp*.

Kenku Leader (x 1): AC 5, HD 6, hp 34, Mv 6"/18" (MC: D), Att 3 or by weapon, Dmg 1d4/1d4/1d6 or by weapon (1d6/1d6 for short bow, or 1d8+1 for **Long Sword +1**), SA spells, call lightning, invisibility, disguise (50%), thief skills (at 4th level), shape change (for 7 day period, once per 30 days), SD n/a, MR 30%, AL N(E) Size M, XP 565

Spells (cast at 5th level): *Magic Missile*, *Sleep*, *Web*, *Phantasmal Force*.

The Tree-House

The kenku lair is a short distance away, in a large oak tree. Their "tree house" is a number of well camouflaged platforms connected by walkways, and has a number of traps to discourage intruders. The oak tree is prominently visible however, standing at least 40' above the adjacent trees, and providing a line of sight view of the bridge.

The first trap consists of caltrops strewn about the tree, for a distance of 100' around the oak. PCs crossing this zone are subjected to an attack (as a 3 HD monster, excluding shield bonuses) for every 10' traveled, or take 1d3+1 damage. A number of *Alarm* spells have also been cast throughout the area, which will warn the kenku of any approach.



There is a ladder which can be used to access the tree house, although astute players will wonder why flying monsters would need a ladder to access a tree house. The ladder, 50 feet in height, appears sturdy and well made. The ladder has a rung at the 40' mark that will trigger a latch, causing the ladder to kick back away from the tree with sufficient force to cause damage in excess of normal damage. The PCs on the ladder will suffer more damage than a fall, (equivalent to a 60' fall for those at the 40' mark, a 50' fall for those at the 30' mark on the ladder, a 30' fall for those at the 20' mark, and only a 10' fall for those at the 10' mark). Of course, those on the ladder when it falls backwards will find themselves back in the caltrop field.

While the PCs are trying to access the tree house, the kenku will be harassing them with missile fire using short bows, and they have enough arrows that their ammunition supply is effectively unlimited, while retaining 50% cover (for a bonus of -4 to their AC) or using any remaining spells.

The kenku each have a bag of their treasure, kept in a handy location where the bag can be grabbed in the event that they decide to flee. Each bag contains a traveling spell book (with the kenku's memorized spells, and 1d6-3 additional spells, the leader's spell book has seven 1st level spells, including *Alarm*, three 2nd level spells and two 3rd level spells), 18 gp and 40 sp. The veterans have an additional 15 gp, 10 sp and 1 100 gp gem, and the leader has a total of 12 pp, 50 gp, and 30 sp, as well as three 100 gp gems.

Additional treasure is kept in a locked strong box (with a poison needle trap, type B insinuative poison save at +3 or suffer 25 hp damage), and the leader carries the key.

The strong box, which is too heavy for the kenku to take with them, contains 1,050 sp, 220 gp, 15 pp, a **Potion of**

Sweetwater and 3 gems (100 gp value each).

Lizard Men

Texts Required: PHB, MM

Monster: Lizard Men (50)

Terrain: Rural Area

Party Levels: 2nd to 3rd

Experience:

Total: 3,546 xp

Monster: 2,393 xp

Treasure: 1,153 xp

Monster XP does not include xp for the uncivilized lizard men, and treasure XP does not include xp for **Wand of Earth and Stone** or any rewards.



The Setup

The local authorities, seeking to hire mercenaries, have contacted the adventurers. Recently, bandits were causing trouble for travelers (or such was assumed to be the case, as travelers were going missing, with no survivors ever found to provide eyewitness reports), and the local lord sent out a squad of soldiers to find these bandits. The soldiers came under attack by a group of lizard men armed with shields, war clubs and darts. After a brief fight, the lizard men retreated into a nearby swamp. The mounted soldiers also retreated, as they had been losing the fight. The local lord wants the PCs to root out the lizard men and will pay each PC 75 gp (tax free).

A local magic-user of some reputation (at least 7th level) contacts the PCs, offering them a job to retrieve an item of his which was captured by some lizard men raiders. The item is a steel box, magically locked, which contains some items "of importance to me". The magic-user will caution the party not to open or tamper with the box, but offers 100 gp per adventurer to recover the box. If the party negotiates, he will hold firm on price but offer to teach any magic-users one or two 1st or 2nd level spells.

The PCs are traveling into the borderlands region, intent on plundering some old dwarf holds, or tombs of the old Hill Kings. They are following a road (more like a trail actually) that skirts a large fen, when they are ambushed by a band of lizard men, throwing heavy darts as they charge from the swamp.

The Lair

This swamp has long been home to a small, peaceful band of lizard men. The local lizard men were quite content to live in peace in their swampy home, avoiding contact with the humans. They spent their days hunting turtles, fishing, and generally staying out of trouble.

Uncivilized Lizard Men (x 21) (AC 5, MV 6"//12", HD 2+1, hp 12 each, Atts 3, Dmg 1d2/1d2/1d8 (claw/claw/bite), SA surprise 4 in 6 in swamp, Size M, AL N, XPV 86 each)

Uncivilized Lizard Man "Hero" (x 1) (AC 5, MV 6"//12", HD 2+1, hp 17, Atts 3, Dmg 1d2+1/1d2+1/1d8+1 (claw/claw/bite), SA +1 to hit, surprise 4 in 6 in swamp, Size M, AL N, XPV 131)

Lizard Man Shaman (3rd level shaman) (x 1) (AC 5, MV 6"//12", HD 2d8+2d4+1, hp 16, Atts 3, Dmg 1d2/1d2/1d8 (claw/claw/bite), SA spells, surprise 4 in 6 in swamp, SD spells, none, Size M, AL N, XPV 214) (spells include cure light wounds (x 2); chant)

Unfortunately, a group of civilized lizard men were sent to the swamps by their king to bring the local lizard man population "into the kingdom". The arrival of these civilized lizard men has the locals quite upset, and the lizard man shaman in charge of the locals is wise enough to know that stirring up the human population will not



turn out well for the lizard men. Since the uncivilized lizard men have resisted their overtures, the civilized lizard men have decided to start raiding the local human population. Their plan is to bring human soldiers into the swamps, creating a threat that forces the uncivilized lizard men to join the "kingdom".

Civilized Lizard Men (x 24) (AC 4, MV 6"//12", HD 2+1, hp 11 each, Atts 1, Dmg 1d4 (dart, 3" range) or 2d4 (spiked club), SA missile weapons, Size M, AL NE, XPV 83 each)

Civilized Lizard Man Leaders (x 2) (AC 4, MV 6"//12", HD 2+1, hp 17 each, Atts 1, Dmg 1d4+1 (dart, 3" range) or 2d4+1 (spiked club), SA strike as 3+ HD creature, missile weapons, Size M, AL NE, XPV 116 each)

Civilized Lizard Man Commander (x 1) (AC 2, MV 6"//12", HD 3+1, hp 21, Atts 1, Dmg 1d4+2 (dart, 3" range) or 2d4+2 (spiked club), SA strike at +1 to hit, missile weapons, Size M, AL NE, XPV 169)

If the party enters the swamps, the uncivilized lizard men will become aware of them, and follow the party at a distance (95% likely to remain undetected). Eventually the party will wander into a civilized lizard men ambush (12 lizard men, throwing darts and nets). After 2 rounds of combat, a half dozen uncivilized lizard men will leap into the fray, attacking the civilized lizard men. This will be enough to get the civilized lizard men to flee.

The uncivilized lizard men will be very nervous, but will hold up empty hands, and move slowly (hoping to avoid provoking a violent response from the PCs). If the party does not immediately attack, the old shaman will emerge and try to communicate with the PCs (unfortunately none of the lizard men speak any language other than the lizard man language). If communication can be established, the lizard man shaman will explain that he and his tribe want to live in peace, but that the "metal using lizard people" want to fight the humans on behalf of their lizard king. He will ask that the humans drive the civilized lizard men out of the swamp. He can offer a few items in exchange, and will provide four lizard men warriors to act as scouts and assist in the fight.

The uncivilized lizard men have little in the way of treasure, but can offer to lead the party to the civilized lizard men's camp. The shaman will offer a quantity of a vegetable paste to the party, which can be applied to wounds and bites. This paste heals 1d6 hp of damage and provides +2 saving throw vs. poison & disease (if the

cause of the poison or disease is the wound being healed). There is enough paste for 6 applications (and should be considered to have a value of 50 xp or 200 gp/application).

Attacking the civilized lizard men is easier said than done; while they do not have a fortified camp, they are expecting trouble. There are six guards (three pairs) on watch at any time, and they are only surprised 1 in 6. The civilized lizard men are disciplined, and will put up a very strong fight, but will retreat if total defeat seems inevitable. The civilized lizard men have managed to build a small hoard, including 206 sp, 83 ep, 107 gp, 3 100 gpv gems, a wooden box holding 12 silver cups (25 gpv each), 24 silver arrow heads (1 gpv each), a leather belt with 36 pp riveted to it, and 3 crude ivory figurines of lizard men (60 gpv each) and a steel box (**wizard locked** at level 7). The box contains a wand wrapped in vellum, and the vellum is protected by **explosive runes**. The wand is a wand of earth & stone (6 charges).

Loose Ends

Now that the local population is aware that there are lizard men living next door in the swamp, how will they react? The shaman will be willing to trade his healing paste in exchange for the kind of tools that can help his people hunt more efficiently and/or guarantees that his tribe and the swamp will be left alone. If the adventurers treated the lizard men honestly, he will trade with them as well. He might need assistance from human adventurers in the future (such as if a black dragon moves into the swamp).

Where exactly does the Lizard King reside, and how large a lizard man army has he raised? What purpose does he have in mind for his army? If the party attacks every lizard man they encounter and displace or weaken the uncivilized lizard men, they will fall under the influence of the Lizard King, and they will begin to raid the human communities in the region.

What about the old dwarf holds or the Tombs of the Hill Kings? What treasure and danger can be found in those locations?

Wild Cattle

Texts Required: PHB, DMG, MM

Monster: Wild Cattle (varies), Lions, Anhkheg, Wolves

Terrain: Hills

Party levels: 2nd to 4th level, combined party levels of 12 to 18

Experience: varies based on scenario specifics

Total: varies

Monsters: varies

Treasure: varies

trouble for the wild cattle population over the next winter, a local land-owner or group of ranchers has decided to take advantage of the opportunity and attempt to capture and domesticate several of the cattle. Given that the cattle themselves can be quite dangerous (being 7' to 9' long, and weighing up to 2,000 lbs), and that they are also "meals on the hoof" for a number of dangerous predators, part of the plan includes getting some adventurers involved in the hunt in order to provide protection.



DM's Note

This is more of a scenario than a lair, and will require some work on the DM's part to adapt the specifics to the campaign and the players. It is likely that the adventurers will spend several days (or even weeks) of game time in this scenario, giving the DM the opportunity to plague the players with logistical challenges, bad weather, and all the other joys of adventuring.

The Setup

A local minor noble has been looking to hire adventurers for an expedition into the plains. He's going on a cattle hunt, and needs adventurers to help make the expedition successful.

While traveling through the plains, the adventurers come across a large herd of wild cattle, and a few men trying to catch one of them. The men, a group of local farmers & herdsmen, make an offer of employment to the player characters.

Cattle Wrangling

A few years of good rainfall, mild winters, and excellent grass has led to a boom in the wild cattle population of the region. Now, during the regular seasonal migration a herd of well over two thousand animals is passing through the region, drawing predators with it (and grazing the vegetation to the roots). While this spells

The cattle are quite valuable (the going rate in the PHB is 10 gp per cow), and the sponsors of the expedition are willing to either pay 3 gp for each animal (they can be negotiated up to 4 gp per animal), or give the adventurers 1/3 of the captured animals. In addition, the sponsors can provide food for the duration of the expedition, tents, a few wagons (to move supplies), and enough rope to keep any captured cattle hobbled and restrained.

Since only living cattle have any value, the typical adventurers' response of a direct assault is of little use in this scenario. It is also recommended that subduing damage not be allowed as a method of capturing cattle (it is difficult to visualize a pair of armored fighters beating down a cow with the flats of their swords, declaring victory, and the cow being in any shape to be added to a herd).

Weapons such as the lasso and nets (described in *Unearthed Arcana*) would be particularly useful to characters participating in this scenario, as will access to warhorses or well-trained riding horses (which for the



sake of game play conveniently overlooks the fact that a cutting horse is not a warhorse, or vice versa). Properly trained dogs might also be useful (although a few good kicks from a wild cow will probably teach the dogs to keep their distance). Non-weapon proficiencies (if used in the DM's campaign) such as "Animal Lore", "Animal Handling", and "Rope Use" may also be useful.

The use of magic should not be overlooked. The **sleep** spell would be a simple means of harmlessly incapacitating a few cattle, **web** could be used to tangle up several. Druidic spells such as **entangle** would also aid in the capture of wild cattle, and a persuasive druid using **speak with animals** or **animal friendship** might be able to round up dozens of wild cattle.

The players may want to use tactics like chasing cattle into pre-built pens or enclosures, isolating and catching one or two wild cows at a time, blitzing the entire herd and trying to catch as many as possible before the cattle all stampede away. As players let their imagination run wild, the DM will have to use discretion to determine how likely any given scheme is to succeed.

The cattle will be in the region for 10 days or so, grazing as they travel 5 to 6 miles a day, and the larger herd has splintered into smaller herds as they graze and seek out watering holes. The challenge that the party faces is capturing as many cattle as possible in that 10 day period.

The wild cattle vary in size (and hit dice), but are not normally overly aggressive, although they will attempt to charge or trample attackers, and may stampede as well. Mixed in with the cattle are larger more aggressive bulls, which are less likely to stampede and more likely to attack creatures that approach closely.

Wild Cattle (x 20d10): AC 7, HD 1 to 4, hp varies by HD, MV 15", Att 1, Dmg 1d4, SA stampede (2d4 cattle trample each person in their path for 1d4 damage/cow), AL N, Size L, XP varies by HD (1 HD = 10 xp + 1 xp/hp) (2 HD = 20 xp + 2 xp/hp) (3 HD = 35 xp + 3 xp/hp) (4 HD = 60 xp + 4 xp/hp)

Wild Bull (x 1d20): AC 7, HD 4, hp 24 to 32, MV 15", Att 2, Dmg 1d6/1d6, SA charge for 3d4 goring & 1d4 trampling damage, AL N, Size L, XP 85 xp + 4 xp/hp

Any captured cattle will need to be watched carefully, both to prevent escape, and to keep any predators (see below) from eating them. This means once the party has captured a few cattle, they may have to split their forces.

The Opposition

While the adventurers are busy tracking down and catching the wild cattle, other predators will be in the area looking to have their share of the wild cattle as well. Three likely sets of candidates include:



a) A pride of lions has followed the wild cattle herds, and they will stalk and hunt the adventurers as well (being unfamiliar with humans). The lions lack the speed to chase down fleeing cattle, so they tend to use stealth to get as close as possible, and attempt to scare cattle into the claws & fangs of another lion. They tend to prefer night time attacks. The lions will use the same tactics on adventurers.

Lions (x 2d6) AC 5/6, HD 5+2, hp varies, MV 12", Att 3, Dmg 1d4/1d4/1d10, SA if both fore claws strike, attack with rear claws (1d6+1/1d6+1), SD surprised on "1", Int semi, AL N, Size L, XP 225 + 6 xp/hp



b) A pack of large wolves is also shadowing the herds, keeping their distance from the lions. The wolves have the speed and ability to coordinate over distances (with howls, barks, etc.) and they will seek to isolate a lone cow and drag it down. They are unlikely to attack any humans, but might attack horses, or try and take some of the cattle that the party has already captured.

Wolves (x 2d10) AC 7, HD 2+2, hp varies, MV 18", Att 1, Dmg 1d4+1, SA none, AL N, Int semi, Size S, XP 35 xp + 3 xp/hp

c) An anhkheg, a local predator, is eating its fill of wild cattle. This armored monstrosity is tunneling around and launching an attack at least daily. Not having any means of discerning wild cattle from mounted adventurers, the anhkheg might attack the party.

Anhkheg (x 1) AC 2 (belly 4), HD 3 to 8, hp varies by HD, MV 12" (6"), Att 1, Dmg 3d6 (+1d4), SA squirt acid (30' range 8d4 hp damage), AL N, Int non, Size L, XP by HD

d) The predation will leave a number of carcasses lying around, which will bring in carrion eaters, some of which might pose a threat. In addition to the vultures, crows and other carrion birds, a flock of giant vultures may be attracted to the herd. These carrion birds might fight to defend their food, or take advantage of an injured individual (like a PC or a mount) to make a fresh meal.

Giant Vultures (x 2d6) (AC 7, HD 2+1, hp varies, MV 3"/24" (MC:D), Att 1, Dmg 1d4, SA none, AL N, Int Animal, Size L, XP 35 +3 xp/hp)

DM's Notes

For a little more excitement, bison (5 HD herd animals) could be substituted for the wild cattle, the wolves could be replaced with dire wolves, or even goblins mounted on worgs. There may also be competition from other humans (like local tribesmen), which could lead to violent clashes.

If the PCs choose to take their share of the "treasure" in the form of live cattle, they will need to find a way to corral and feed those animals, and eventually sell them. This may well lead to additional adventures as the PCs try to drive the cattle overland.

New Spells

cast on an infected person prior to their first transformation).

Cleric Spells

Slow Disease

Level:	Cleric 2
Type:	Abjuration
Range:	touch
Duration:	1 day/level
Area of Effect:	1 person or animal
Components:	V, S, M
Casting Time:	2 segments
Saving Throw:	none

This spell may be used by lesser clerics and priests to slow the progress of a disease or illness until such a time as a senior cleric is able to cast a cure disease spell. Unfortunately for the recipient, the spell only slows the progress of the illness, it does not alleviate any of the symptoms or reduce the infectiousness of the spell. The casting works to suspend the progression of the illness for a period of 1 day per level of the caster. Thus, a 4th level cleric casting this spell on a tuberculosis patient will prevent the tuberculosis from progressing for 4 days.

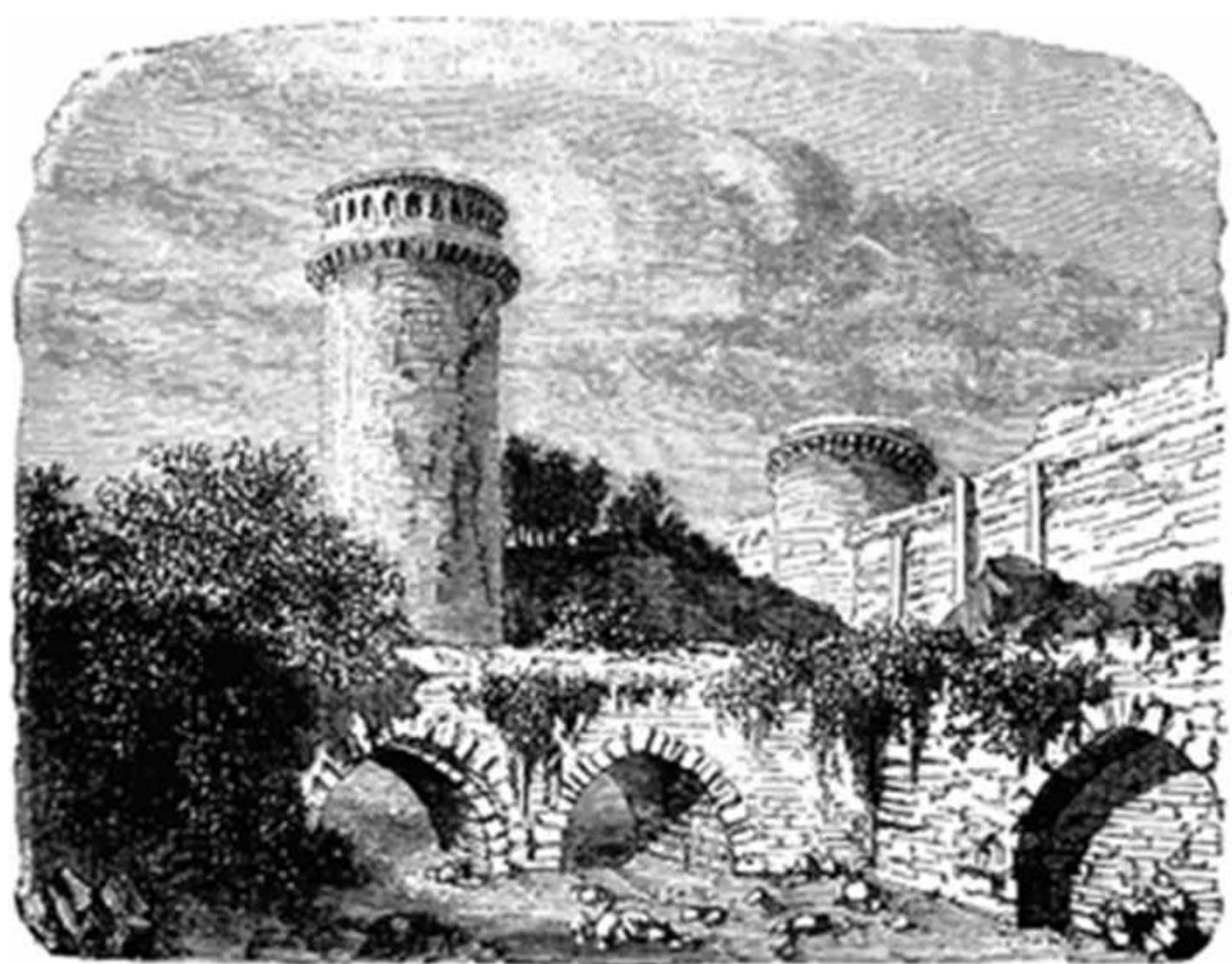
This spell is effective on the magical illnesses spread by monsters such as mummies, as well as lycanthropy (if

Carry Illness

Level:	Cleric 3
Type:	Abjuration
Range:	touch
Duration:	1 day/level +
Area of Effect:	see below
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	see below

This spell is unique to the faith of Kiputytto (the goddess of sickness), and it allows the caster to touch an infected target and then "carry" that illness for the duration of the spell, with the ability to then transfer that disease to a recipient by touch. The "recipient" is allowed a saving throw against spells to avoid infection, although the donor is not allowed a save (even in the event they are aware that they are subject to a spell). The cleric who carries the illness or disease will not become infected by the disease that they carry.





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