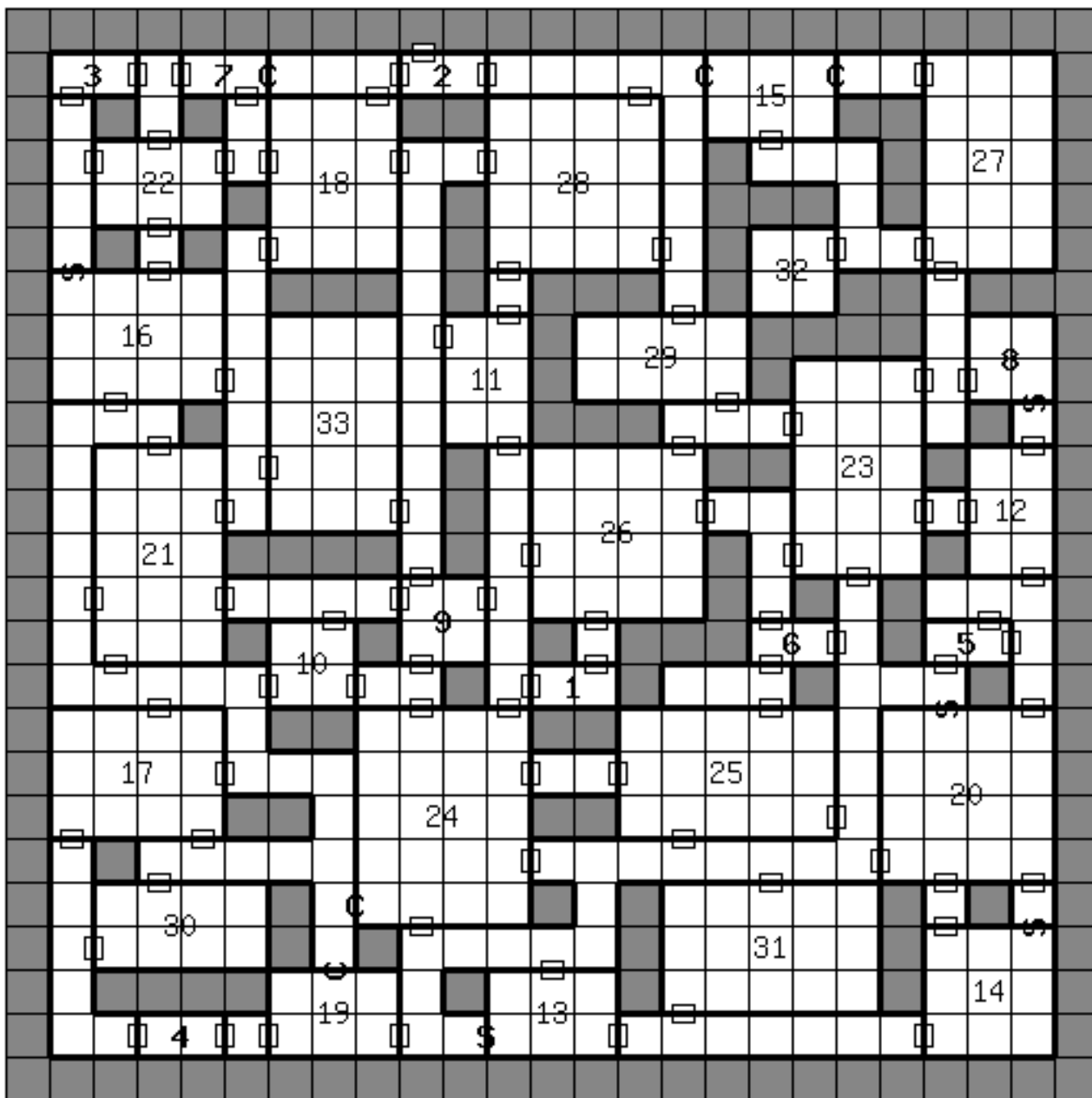


The Basement Beneath the Inn

A dungeon for use with the OSRIC RPG, by FNH (<http://BlackDogOfDoom.BlogSpot.com>).

The Map :



Map image generated by http://www.myth-weavers.com/generate_dungeon.php

Introduction

In the town of Honeywell is a solitary Inn called the "Green Boar". The Inn is a big place, a huge barn, and it is popular, always full of people. The door to the basement of the Inn is barred and locked, with many barrels filled with water piled against it. Above the bar is a sign that reads:

*Ale is not served cool because we can't use the basement as it's infested with monsters.
50gp reward paid to any that clear it.
We want our cool Ale back!*

The owner of the Inn is named Cathag and he inherited the Inn from his father, who in turn inherited it from his father. Over all of these years the basement has been enlarged bit by bit. Sometimes for storage, sometimes to accommodate passing dwarves. So up until recently the Inn had the biggest and best basement in the town.

Alas for Cathag this happy situation has come to an end. A few months ago he was terrified to find Kobolds had moved in. How they got there he does not know, but as soon as he saw them, he ran. He barred the door and has not been back since.

The sign has been above the bar for weeks and has become somewhat of a joke amongst the locals, none of whom are going to risk themselves by trying for the gold.

Cathag, will confirm to any that ask that the offer is real but will only be paid once all of the monsters have been cleared out of the basement.

This is a fairly large dungeon and it's unlikely that the players will be able to clear it in one outing. The players are free to have their characters leave the dungeon and spend time in the Inn recovering or just resting before going back down.

The Inn keeper will of course expect payment for any time spent in his Inn, so if they stay for the night it'll cost them a silver piece each per night. He might consider a slight discount if they bring out the head of a Kobold as proof that they are doing "the job".

As the Dungeon Master keep in mind that not all of the encounters listed here are going to immediately be enemies. Indeed, some encounters might lead to friendship and assistance in clearing the dungeon, for instance the Berserkers in room 14 or the Halflings in room 27.

The Dungeon

Room 1 : *Empty*

Room 2 : *Empty, lots of broken barrels. The remains of a fire*

Room 3 : *Slimey pool containing 2 Giant Frogs waiting*

to strike:

Size: Small to medium
Move: 30 ft, swimming 90 ft
Armour class: 7
Hit dice: 2
Attacks: 1, tongue 6ft range
Damage 1d6
Surprise : 1-4

HP 5 (60xp)
HP 9 (78xp)

Room 4: *10 Skeletons Guarding a small chest*

The chest contains a necromancers wand. The wand contains a single charge, its a Resurrect spell. There is also a golden Goblet worth 10gp.

Size: man size
Move: 120 ft,
Armour class: 7
Hit dice: 1
Attacks: 1,
Damage 1d6
Special : Blades only do 1-2hp damage. Holy Water does 2d4

HP 8 (18xp)
HP 2 (12xp)

HP 4 (14xp)
HP 2 (12xp)

HP 3 (13xp)
HP 5 (15xp)

HP 4 (14xp)
HP 5 (15xp)

HP 8 (18xp)
HP 4 (14xp)

Room 5: *Empty*

Room 6 : *Two Giant Fire Beetles Guard an entrance to their Lair*

The entrance is too small for a PC to enter, and anyway only leads to a cache of worthless beetle eggs. The beetles are flame coloured and illuminate the room. They will continue to glow for up to 10 hours after death. Under rubbish in the corner is a rusty dagger (+1 when thrown).

Size: small
Move: 120 ft,
Armour class: 4
Hit dice: 1+2
Attacks: 1,
Damage 2d4

HP 5 (35xp)
HP 10 (40xp)

Room 7 : *A Coffin Corpse is in the corner, waiting only*

for the the living to wake it by coming near.

A Coffin Corpse is zombie like, it throttles you. Can only be hurt by magical weapons. When hit for 6+HP in a single blow, it drops to the floor and will take a turn to get back up. In a sack near where it was laying is : 1000cp

Size: man sized
Move: 60 ft
Armour class: 8
Hit dice: 2
Attacks: 1,
Damage 1d6 (throttle
Special : Only hurt by magical weapons

HP 6 (42xp)

Room 8 :

13 kobolds eating the remains of a goblin (2sp in its pockets)

Size: Small
Move: 60 ft
Armour class: 7
Hit dice: 1/2(1d4 HP)
Attacks: 1,
Damage 1d4 (no weapons)

HP 2 (7xp) 11cp
HP 2 (7xp) 8cp

HP 4 (9xp) 10cp
HP 1 (6xp) 14cp

HP 3 (8xp) 9cp
HP 3 (8xp) 14cp

HP 3 (8xp) 13cp
HP 4 (9xp) 11cp

HP 4 (9xp) 11cp
HP 3 (8xp) 7cp

HP 3 (8xp) 13cp
HP 2 (7xp) 10cp

HP 1 (6xp) 13

Room 9 :

1 Giant Badger has just unearthed a treasure chest which fell through the roof of its burrow.

The entrance to the burrow is in the south west corner, any pc brave enough will find it leads outside. Although the Giant Badger does not care about the chest it is near the entrance to its burrow, so it will guard the entrance against the party

Size: Medium
Move: 60 ft
Armour class: 4
Hit dice: 3
Attacks: 3,
Damage 1d3/1d3/1d6

HP 8 (66xp)

The treasure chest contains 900cp, 1600cp

Room 10 :

A swarm of 20 giant bats will swarm if disturbed

Size: small (6ft wingspan)
Move: 240 ft
Armour class: 8 (-3 to attack with missiles)
Hit dice: 1d4
Attacks: 1
Damage 1d2 1% chance of getting rabies

HP 1 (6 xp)
HP 1 (6 xp)

HP 3 (8 xp)
HP 3(8 xp)

HP 1 (6xp)
HP 1 (6xp)

HP 4(9xp)
HP 4(9xp)

HP 4 (9xp)
HP 1 (6xp)

HP 2(7xp)
HP 3 (8xp)

HP 2 (7xp)
HP 4 (9xp)

HP 1 (6xp)
HP 2(7xp)

HP 2 (7xp)
HP 4 (9xp)

HP 1 (6xp)
HP 2(7xp)

Bag – 300gp, 140pp

Room 11 :

4 men sit around a fire.

They were rats, that will try and lure the party in close in order to jump them. They will greet the party as their saviours claiming to have been lost. Some unrecognisable meat is roasting over the fire.

Size: media
Move: 120 ft
Armour class: 8 (-3 to attack with missiles)
Hit dice: 3+1
Attacks: 1
Damage 1d8 sword
Surprise 1-4
Special : only hurt by silver

HP 18 (222 xp)
HP 12 (166xp)

HP 20 (230xp)
HP 15 (210xp)

The rats have hidden their treasure in an invisible chest. 1600sp, 140pp, potion of diminuation

Room 12 :

8 Orcs will attack anyone who appears

Size: man size
Move: 90 ft
Armour class: 6
Hit dice: 1
Attacks: 1
Damage 1d8

HP 3 (13xp) 7ep
HP 6 (16xp) 9ep

HP 8 (18xp) 9ep
HP 4 (14xp) 6ep

HP 2 (12xp) 7 ep
HP 2 (12xp) 9ep

HP 4 (14xp) 10ep
HP 2 (12xp) 7ep

4000cp bracelet worth 3000gp, earrings worth 900gp, bracelet 900gp, potions of water breathing, protection, free action, warmth

Room 13 :

An old well stands in the middle of the room.

Anyone drawing up a bucket will also draw up a giant frog!

Size: Small to medium
Move: 30 ft, swimming 90 ft
Armour class: 7
Hit dice: 2
Attacks: 1, tongue 6ft range
Damage 1d6
Surprise : 1-4

HP 10 (60xp)
HP 5 (78xp)

HP 7 (78xp)

Room 14 :

5 men are sharpening their swords

These men are Berserkers sworn to cleanse the world of evil creatures. They “may” join the party if they can be convinced the party are good and set against evil. If they feel the the party is evil they will attack!

Size: man sized
Move: 120 ft
Armour class: 7
Hit dice: 1d6+1
Attacks: 2
Damage 1d6 short sword

HP 5 (15xp) 11sp
HP 3 (18xp) 7sp

HP 6 (16xp) 11sp
HP 4 (14xp) 12sp

HP 3 (13xp) 11sp

Room 15 :

Empty, damp wall, book

Room 16 :

20 Kobolds are hanging hammocks and getting ready for bed

Size: Small
Move: 60 ft
Armour class: 7
Hit dice: 1/2(1d4 HP)
Attacks: 1,
Damage 1d4 (no weapons)

HP 3(8 xp) 11cp
HP 2(7xp) 7cp

HP 3(8xp) 10cp
HP 1(6xp) 13cp

HP 4(9xp) 13cp
HP 2(7xp) 17cp

HP 4(9xp) 13cp
HP 2(7xp) 11cp

HP 2 (7xp) 5cp
HP 4 (9xp) 10cp

HP 3 (8xp) 11cp
HP 3 (8xp) 12cp

HP 3(8xp) 14cp
HP 1(6xp) 16cp

HP 2(7xp) 11cp
HP 4(9xp) 10cp

HP 3(8xp) 16cp
HP 2(7xp) 7cp

HP 1(6xp) 11cp
HP 3(8xp) 10cp

Room 17 :

Empty, mold

Room 18 :

Empty, broken arrow, small box

Room 19 :

Empty, sack

Room 20 :

Empty, cracks in wall, statue of an octopus

Room 21 :

The floor of the room is a giant 10ft deep pit

A column stands in the middle of the pit, the top of which is level with the floor. On the column rests a golden statue. The column can only be reached by a wooden plank bridge. The bridge will collapse if anyone stands on it. golden idol worth 500gp

Room 22 :

Empty, slime on wall

Room 23 :

Empty, sticks, ladle

Room 24 :
A party of gnomes are measuring the room
They have been thinking of moving in and are measuring up. Although not evil, and not likely to attack unless provoked they want to move in here. The party will have to convince them to leave... or kill them, as Carthag will not accept Gnomes living in his basement!

Size: Small
Move: 60 ft
Armour class: 5
Hit dice: 1
Attacks: 1,
Damage 1d6

HP 1(11xp) 17gp
HP 2(12xp) 16gp

HP 6(16xp) 15gp
HP8 (18xp) 18gp

HP 2(12xp) 10gp
HP 3(13xp) 7gp

HP 1(11xp) 13gp
HP 4(14xp) 16gp

HP 5(15xp) 14gp
HP 3(13xp) 15gp

Room 25 :

Empty, rubble

Room 26 :

Empty, broken bottle, abandoned lantern

Room 27 :
Lost Halflings are cowering in this room.
They just want out! Which way is it? When the party encounter them, they will clump together with weapons outward in a hedgehog arrangement. They have become lost and run out of candles.

If the party talk to them, they may be able to just lead them out.

Size: Small
Move: 90 ft
Armour class: 7
Hit dice: 1d6
Attacks: 1,
Damage 1d6

HP 6 (11xp) 17sp
HP 4(9xp) 13sp

HP 2 (7xp) 8sp
HP 1(6xp) 12sp

HP 2 (7xp) 14sp
HP 4 (9xp) 13sp

HP 2 (7xp) 12sp
HP 3(8xp) 13sp

HP 4(9xp) 18sp
HP 6(11xp) 16sp

Room 28 :

Empty, damp floor

Room 29 :
2 angry Giant Fire Beetles
They've been made angry by some kobolds, one of whom lies dead. They will immediately attack

Size: small
Move: 120 ft,
Armour class: 4
Hit dice: 1+2
Attacks: 1,
Damage 2d4

HP 5 (35xp)
HP 10 (40xp)

Room 30 :

Kobolds are marching into this room preparing to clear the dungeon for their king
They will immediately attack, none but Kobolds shall live!

Size: Small
Move: 60 ft
Armour class: 7
Hit dice: 1/2(1d4 HP)
Attacks: 1,
Damage 1d4 (no weapons)

HP 3(8 xp) 11cp
HP 2(7xp) 7cp

HP 3(8xp) 10cp
HP 1(6xp) 13cp

HP 4(9xp) 13cp
HP 2(7xp) 17cp

HP 4(9xp) 13cp
HP 2(7xp) 11cp

HP 2 (7xp) 5cp
HP 4 (9xp) 10cp

HP 3 (8xp) 11cp
HP 3 (8xp) 12cp

HP 3(8xp) 14cp
HP 1(6xp) 16cp

HP 2(7xp) 11cp
HP 4(9xp) 10cp

HP 3(8xp) 16cp
HP 2(7xp) 7cp

HP 1(6xp) 11cp
HP 3(8xp) 10cp

Room 31 :

Empty, wall damp, hood

Room 32 :

Empty, cracks in floor, leggings

Room 33 :

8 Skeletons guard an empty coffin

Size: man size

Move: 120 ft.

Armour class: 7

Hit dice: 1

Attacks: 1,

Damage 1d6

Special : Blades only do 1-2hp damage. Holy Water does 2d4

HP 8 (18xp)

HP 2 (12xp)

HP 4 (14xp)

HP 2 (12xp)

HP 3 (13xp)

HP 5 (15xp)

HP 4 (14xp)

HP 5 (15xp)

Wandering Monsters

When the party enter an room 1D6, on a roll of 6, roll another die and consult the following table for a random encounter.

1) 1d10 Orcs

2) 1d10 Kobolds

3) 1d6 Giant Frogs

4) 1d4 Giant Bats

5) 1d4 Giant Fire Beetles

6) 1 Were Rat