This module includes a cover folder with maps and a complete description booklet to form a ready-made scenario for DUNGEONS & DRAGONS® Basic Set. It has been specifically designed for use by beginning Dungeon Masters so that they may begin play with a minimum of preparations.

Within are many features to aid novice players and Dungeon Masters: legends and background information, a list of adventuring characters, tips on how to be an effective Dungeon Master, plus an interesting area for characters to base themselves in (the Keep) before setting out to explore the Caves of Chaos!

If you enjoy this module, look for more releases in the D&D® family from TSR, The Game Wizards.

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Introduction: Welcome to the land of imagination. You are about to begin a journey into worlds where magic and monsters are the order of the day, where law and chaos are forever at odds, where adventure and heroism are the meat and drink of all who would seek their fortunes in uncommon pursuits. This is the realm of DUNGEONS & DRAGONS® Adventure Game.

If you plan to play in this module and participate in the fun of adventuring, stop reading now. The information in the rest of the module is for your Dungeon Master or DM, so that he or she may guide you and other players through a thrilling adventure. Knowing too much about the contents of this module will spoil the surprises and excitement of the game.

Dungeon Masters, if many copies of this module are available to the players, you may wish to alter sections of the Keep and the Caves of Chaos. If you do this, you will be sure to have new surprises for players who might be familiar with some of the contents of the module. You are not entering this world in the usual manner, for you are setting forth to become a Dungeon Master. Certainly there are stout fighters, mighty magic-users, wily thieves, and courageous clerics who will make their mark in the magical lands of D&D® adventure. You, however, are above even the greatest of these, for as DM you are to become the Shaper of the Cosmos. It is you who will give form and content to all the universe. You will breathe life into the stillness, giving meaning and purpose to all the actions which are to follow. The others in your group will assume the roles of individuals and play their parts, but each can only perform within the bounds you will set. It is now up to you to create a magical world filled with danger, mystery, and excitement, complete with countless challenges. Though your role is the greatest, it is also the most difficult. You must now prepare to become all things to all people.

NOTES FOR THE DUNGEON MASTER

The basic instruction book for DUNGEONS & DRAGONS® Game has given you the information necessary to understand this game and start play. This module is another tool. It is a scenario or setting which will help you to understand the fine art of being a Dungeon Master as you introduce your group of players to your own fantasy world, your interpretation of the many worlds of DUNGEONS & DRAGONS® Adventure. THE KEEP ON THE BORDERLands is simply offered for your use as a way to move smoothly and rapidly into your own special continuing adventures or campaigns. Read the module thoroughly; you will notice that the details are left in your hands. This allows you to personalize the scenario, and suit it to what you and your players will find most enjoyable.

NOTE: Several words in the following text will be followed by an asterisk (*). This means that the word will be explained in the Glossary at the end of this module.

This module has been designed to allow six to nine player characters of first level to play out many adventures, gradually working up to second or third level of experience in the process. The group is assumed to have at least one magic-user and one cleric in it. If you have fewer than six players, be sure to arrange for them to get both advice and help in the KEEP. For example, they should have advice from a friendly individual to “stay near the beginning of the ravine area, and enter the lower caves first”, to avoid their getting into immediate trouble with higher level monsters. Likewise, the services of several men-at-arms* must be available to smaller parties. If only two or three player characters are to adventure, be sure to have a non-player character or two along, as well as a few men-at-arms. In addition, give the player characters a magic dagger or some magic arrows and at least one potion of healing — family bequests to aid them in finding their fame and fortune when they go against Chaos.

The DM should be careful to give the player characters a reasonable chance to survive. If your players tend to be rash and unthinking, it might be better to allow them to have a few men-at-arms accompany them even if the party is large, and they don’t attempt to hire such mercenaries*. Hopefully, they will quickly learn that the monsters here will work together and attack intelligently, if able. If this lesson is not learned, all that can be done is to allow the chips to fall where they may. Dead characters cannot be brought back to life here!

Using the KEEP as “home base”, your players should be able to have quite a number of adventures (playing sessions) before they have exhausted all the possibilities of the Caves of Chaos map. Assuming that they have played well, their player characters will certainly have advanced a level or two in experience when the last minion of darkness falls before their might. While your players will have advanced in their understanding and ability, you will likewise have increased your skills as DM. In fact, before they have finished all the adventure areas of this module, it is likely that you will have begun to add your own separate maps to the setting. The KEEP is only a small section of the world. You must build the towns and terrain which surround it. You must shape the societies, create the kingdoms, and populate the countryside with men and monsters.

The KEEP is a microcosm, a world in miniature. Within its walls your players will find what is basically a small village with a social order, and will meet opponents of a sort. Outside lies the way to the Caves of Chaos where monsters abound. As you build the campaign setting, you can use this module as a guide. Humankind and its allies have established strongholds - whether fortresses or organized countries - where the players’ characters will base themselves, interact with the society, and occasionally encounter foes of one sort or another. Surrounding these strongholds are lands which may be hostile to the bold adventurers. Perhaps there are areas of wilderness filled with dangerous creatures, or maybe the neighboring area is a land where chaos and evil rule (for wilderness adventures, see DUNGEONS & DRAGONS® EXPERT SET). There are natural obstacles to consider, such as mountains, marshes, deserts, and seas. There can also be magical barriers, protections, and portals. Anything you can imagine could be part of your world if you so desire. The challenge to your imagination is to make a world which will bring the ultimate in fabulous and fantastic adventure to your players. A world which they may believe in.

NOTE: For your convenience, whenever a monster or non-player character (NPC*) is described in the text, the details will be listed in the following order:

Name (Armor Class, Class/Level or Hit Dice, hit points, Number of Attacks per round, Damage per attack, Movement (per round), Save as class and level, Morale)

Amor Class = AC; Class: Cleric = C, Fighter = F, Magic-user = M, Thief = T, Dwarf = D, Elf = E, Halfling = H, Normal Man = ML. 0 or NM; Level = # Hit Dice = HD, hit points = hp, Number of Attacks = ATT. Damage = D, Movement = MV, Save = Save, Morale = ML

Class/level is only used for non-player characters (NPCs), while Hit Dice is used for all other monsters. Movement in a game turn is three times the movement given for one combat round. NPCs save at the same level as their class level of experience.
When dice are used to randomly determine a number, the type of dice used are abbreviated ‘d#’ (‘d4’ means a four-sided die, ‘d6’ a six-sided, and so forth). If more than one is rolled, the number required is placed before the ‘d’ (‘2d8’ means two six-sided dice). If any number is to be added to the total of the dice, it is indicated afterward (‘d4 + 2’ means to roll a four-sided die and add 2 to the total: ‘2d8 + 1’ will thus give a number from 3 to 17). You will quickly get to know all of these abbreviations, and may use them when you design your own dungeon.

### Determining Armor Class

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>Type of Armor</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>None</td>
</tr>
<tr>
<td>8</td>
<td>Shield only</td>
</tr>
<tr>
<td>7</td>
<td>Leather</td>
</tr>
<tr>
<td>6</td>
<td>Leather &amp; Shield</td>
</tr>
<tr>
<td>5</td>
<td>Chainmail</td>
</tr>
<tr>
<td>4</td>
<td>Chainmail &amp; Shield</td>
</tr>
<tr>
<td>3</td>
<td>Plate Mail</td>
</tr>
<tr>
<td>2</td>
<td>Plate Mail &amp; Shield</td>
</tr>
<tr>
<td>1</td>
<td>Plate Mail &amp; magic Shield -1 (or other combinations)</td>
</tr>
</tbody>
</table>

Note that an Armor Class (AC) of less than 2 is possible for characters wearing magic armor, carrying a magic shield, having a higher than normal Dexterity score, and/or wearing a ring of protection. Players using these items will subtract bonuses from their AC – for example, a fighter using both Plate Mail +1 and Shield +1 would have AC 0.

### Using the Combat Tables

To find the die roll needed to hit any Armor Class, look at the **HOW TO ATTACK** section in the **D&D Basic Set** rulebook. Compare the Level (if a character) or Hit Dice (if a monster) with the AC of the target to find the number needed ‘to hit’. For Armor Classes lower than 2, adjust the number upwards; a character needing a roll of 17 to hit AC 2 would need an 18 to hit AC 1, 19 to hit AC 0, and so forth. Unless magic or silver weapons are needed to cause damage (and not available), a roll of 20 will always hit, and a roll of 1 will always miss!

A bonus of -1 should be added to the “to hit” die roll of high level characters, for they have more training and experience in fighting. This bonus will apply to Fighters of 4th level or above, to Clerics and Thieves of 5th level or above, and to Magic-Users of 6th level or above.

### Movement in Combat

Combat movement is usually very short and quick. In a combat situation, only short charges or retreats are allowed. After combat is resolved, movement rates return to normal. The movement speed for characters is:

- Unamored, unencumbered man: 40 feet per melee round
- Metal armored or encumbered man: 20 feet per melee round
- Metal armored, encumbered man: 10 feet per melee round

To determine a monster’s movement speed in combat, divide its base movement speed by 3.

**Note:** Movement speed may be different if the optional encumbrance rule is used.
order to ambush and trap the party – fleeing from more powerful foes, but always ready to set a new snare for the unwary character.

If all of this seems too difficult, never fear! Just as your players are learning and gaining experience at D&D® play, so too will you be improving your ability as a DM. The work necessary to become a master at the art is great, far greater than that necessary to be a top player, but the rewards are even greater. You will bring untold enjoyment to many players in your role as DM, and all the while you will have the opportunity to exercise your imagination and creative ability to the fullest. May each of your dungeon adventure episodes always be a wondrous experience!

HOW TO BE AN EFFECTIVE DUNGEON MASTER

As Dungeon Master, the beginner is faced with a difficult problem. The DM is the most important person in the D&D® game. He or she sets up and controls all situations, makes decisions, and acts as the link between the players and the world he or she has created. Perhaps the most common question asked by a beginning Dungeon Master is, “What do I do to run a game?” It is possible to read through the rules and become slightly lost by all the things that must be prepared or known before DMing a game.

Unlike most boardgames, D&D® play relies on information, both from the players and the DM. In boardgames, the way the game is played is obvious. First one person moves, and then another. Actions are limited and choices are few. In this game, the action is only limited by the abilities of the character, the imagination of the player, and the decisions of the DM. The play will often go in unexpected directions and the DM will sometimes be required to decide on situations not covered in the rules. The DM is the judge.

As a judge, moderator, or referee, the DM must constantly deal with the players. Just as the referee of a sporting event, the DM must be fair. He or she cannot be “out to get the players”, nor should he or she be on their side all the time. The DM should listen to the players and weigh their arguments fairly when disagreements arise, but the final decision belongs to the DM. The Dungeon Master’s word is law!

TIME

The Dungeon Master is responsible for keeping a track of game time. Inside the dungeon, a normal turn is ten minutes long (adventure time). A normal turn is determined by the distance the slowest party member can travel, using the CHARACTER MOVEMENT TABLE in the Dungeons & Dragons® Basic Set rulebook. For example, a party whose slowest member moves at 120 feet per turn, would travel 120 feet in a turn. When the party has mapped 120 feet of dungeon, one turn has passed.

If fighting should occur, the time reference shifts to melee rounds of 10 seconds each. Melee rounds are used to simulate the quick exchange of blows in combat. For convenience, a DM should consider one entire melee* to last long as one normal turn (that is, 10 minutes), no matter how many melee rounds the combat actually took. The extra time is spent recovering one’s breath, bandaging wounds, resharpening blunted weapons, etc.

The actual (clock-time) length of a turn varies. A turn might take longer than ten actual minutes, especially if a long combat has taken place. On the other hand, a turn may be quite short in actual time, if the party is heading back through a familiar area. In general, a party should rest and sleep eight hours every 24. Cautious player characters will sleep in shifts, with a guard always awake.

Remember that player characters heal 1-3 points naturally every 24 hours of full rest.

DIVIDING TREASURE AND COMPUTING EXPERIENCE

After the party leaves the dungeon safely, all surviving player characters should divide the treasure and be awarded their experience points. Division of treasure is the players’ responsibility. Awarding experience points is the Dungeon Master’s responsibility.

Ideally, treasure should be divided equally among surviving player characters, with retainers* usually receiving a share (minus any advance payment already given them). Players may decide to only give magical items to character classes that could use them. For example, a fighter should take a magical sword as part of his or her share in preference to a scroll.

Non-magical treasure is usually divided first, since it is easier to divide equally. It is seldom possible to divide magic items equally. A suggested solution to division of magic items is to have each character roll percentile dice and let the highest score have first pick, second highest score second pick, and so on until there are no more magical items. Retainers may, or may not, be given an equal chance for a magic item. If they are excluded, a DM should note the fact and take it into account when it next comes time to test the retainers’ loyalty.

For example, a party consisting of a fighter, a magic-user, and a retainer (all first level) returns safely to the Keep. Their recovered treasure equals 520 gold pieces, 1000 silver pieces, a necklace worth 400 gold pieces, a sword +1 and a ring of water walking. The total value of all non-magical treasure is 1020 gold pieces. Without selling the necklace, it would be impossible for the party to split the treasure...
equally. The two player characters compromise by giving
the necklace to their retainer, to insure his loyalty with a
greater share of treasure. They each take only 310 gold
pieces, but the magic-user keeps the ring and the fighter
keeps the sword.

Experience points are awarded by the DM to player
characters on the basis of non-magical treasure recovered
and monsters killed or overcome. Experience points for
recovered treasure are calculated at one experience
point for every gold piece worth of non-magical treasure.
Experience points for monsters overcome or killed is
ca lculated by using the Experience Points for Monsters
chart in the DUNGEONS & DRAGONS Basic Set rulebook.

Unless a player character has earned extra treasure
through the use of his or her class abilities (for example, a
thief who steals treasure which he did not report to the
party), the DM should divide the experience points
earned through treasure recovery equally among all sur-
viving party members. Since, in the above example, the
entire party recovered 1020 gold pieces worth of non-
magical treasure, the fighter and the magic-user each re-
ceive 340 experience points for the treasure recovered. The
retainer receives 1/2 normal experience, since he was only
following orders, and not doing his own thinking. The re-
tainer thus receives only 170 experience points for re-
covered treasure.

To recover the treasure, it was necessary for the party mem-
bers to kill 19 orcs, 7 skeletons, and an ogre. The party
should receive 10 points of experience for each orc killed,
as orcs have 1 hit die. The party should receive 5 experi-
ence points for each skeleton. For killing the ogre, they
should receive 125 experience points, since it has 4 +1 hit
dice. The total experience points for defeating monsters
would be 350. When this is divided, the magic-user and
fighter each receive 117 additional experience points. The
retainer receives only one-half, 59 additional experience
points. The total experience for each player character is
457 (340 + 117) experience points apiece. The retainer re-
ceives 229 experience points.

When enough experience points are accumulated, a
player character rises to the next higher level, and gains
the benefits of that level (an additional hit die, a new spell,
etc.). Wealth can be used to buy new equipment, to pay for
everyday expenses, and to hire retainers.

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Preparation for the Use of the Module

The use of this module first requires that the DM be familiar
with its contents. Therefore, the first step is to completely
read through the module, referring to the maps provided to
learn the locations of the various features. A second (and
third!) reading will be helpful in learning the nature of the
monsters, their methods of attack and defense, and the
treasures guarded.

Certain buildings of the KEEP will frequently be visited by
the adventurers (such as the Travellers Inn, Tavern, and Pro-
visioner). Floor plans are very useful in visualizing these
areas. For information on their preparation, refer to the sec-
tion entitled “Designing Floor Plans” near the end of the
module.

Once you are familiar with the areas described in the
module and have drawn whatever additional plans you
wish, assist the players in preparing their characters by
reading them the section entitled Background. This will set
the stage for the game.

After the background is given, the players may prepare
their characters. Full details are given in the D&D BASIC
SET rulebook. A written record of each character should be
kept by the players.

As an alternative to rolling up new characters, the players
may (at the DM’s option) select characters from the NPC*
list in this module. Note that the personalities given are for
the DM’s use with NPC’s only, and are not to be used by the
players.

Before the Players enter the KEEP, the DM may privately give
each Player one rumor about the CAVES OF CHAOS. This
information may be shared or kept secret, as the players
wish. The DM should avoid interfering with their choices
whatever the result. Additional information may be
gathered in the KEEP itself; use the Rumors Table in the “DM
Notes About the Keep” for this purpose, or create your own
based on the CAVES.

To start an adventure outside the KEEP, the players must de-
cide on an order of march — who will be in the first rank,
middle, and at the rear of the party. This should be drawn
on a sheet of paper and given to the DM for his or her refer-
ence. Any changes in the order (due to injuries, special
procedures, etc.) should be noted on the sheet as they
occur. In a standard 10’ wide corridor, the most common
arrangement is two adventurers, side by side, in each rank;
however, three characters could occupy a single rank if all
of their weapons were small (such as daggers and hand
axes).

One player in the group should be selected as leader and
‘caller’ for the party; another one or two should take care of
necessary mapping. INDIVIDUAL PLAYERS MAY DECIDE ON
THEIR ACTIONS, but it is the ‘caller’ who gives the DM the de-
tails on the party’s course of action (such as “We’ll head
down the eastern corridor.”). The caller should discuss the
party’s actions with the players, and inform the DM of the
decisions of the group. When a player speaks and indi-
cates that an action is being taken, it has begun — even
if the player changes his mind. Use your discretion in these
cases, and remember that the DM has the final say in all
matters.

The players should use graph paper to map the areas
being explored. Have them indicate which direction is
north, and use compass directions to describe details and
direction of travel (“We’ll go west and turn north at the next
intersection”). Use the same method to describe areas to
them (“You see a corridor which goes about 30’ south and
then turns west”). Be sure to keep your descriptions ac-
curate, though you may say such things as ‘about forty
feet’, especially in open areas or when describing irregular
Our characters have already been chosen for them: you will be one of the many adventurers who enter the CAVES OF CHAOS. However, you must also prepare a character of your own. You may play a fighter, a magic-user, or a cleric. You will be given names suitable for your role. 

You will be provided with a detailed description of your character, including his or her appearance, background, and skills. You will also be given a list of the equipment and weapons available to your character, as well as the area where you will be placed. 

Within the Keep, you will find that there are many places to explore. You can visit the town, the chapel, the keep, and the surrounding countryside. You can talk to the townspeople, or you can explore the dungeons and the caves. You can also engage in battle with the monsters that live in the area. 

The Dungeon Master will provide you with the information you need to make decisions about your character. You will be able to make choices about your character’s skills, equipment, and actions. You will also be able to make decisions about the game itself. You can decide when to stop playing and when to start again. 

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Each ballista has 12 missiles. They may only be fired once every four rounds (requiring 3 rounds to load and 1 to fire).

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II. Floor plans might be useful. Note that most areas have two or more stories, and there is furniture in the rooms not shown. Also left out are details of heating, light, and descriptive touches such as color, rafters, decoration, etc. If you have time, floor plans and detailing of each area might be very helpful, exceptionally so in places frequented by the adventurers. See the appendix covering this near the end of the module.

III. Information from inhabitants of the KEEP might be gained by player characters. You may give one rumor (at random, using d20) to each player as starting information. Other rumors may be keyed to other persons in the KEEP. For example: "Talking with the Taverner (#15) might reveal either rumor #18 or #19; he will give the true rumor if his reaction is good."

Do not give out all the rumors. You may add whatever false rumors you wish, but adding to the amount of true information is not recommended.

The false rumors are noted by an 'F' after the number.

**RUMOR TABLE**

1. A merchant, imprisoned in the caves, will reward his rescuers.
2. A powerful magic-user will destroy all cave invaders.
3. Tribes of different creatures live in different caves.
4. An ogre sometimes helps the cave dwellers.
5. A magic wand was lost in the caves' area.
6. All of the cave entrances are trapped.
7. If you get lost, beware the eater of men!
8. Altars are very dangerous.
9. A fair maiden is imprisoned within the caves.
10. "Bree-yark" is goblin-language for "we surrender!"
11. Beware of treachery from within the party.
12. The big dog-men live very high in the caves.
13. There are hordes of tiny dog-men in the lower caves.
14. Piles of magic armor are hoarded in the southern caves.
15. The bugbears in the caves are afraid of dwarves!
16. Lizard-men live in the marshes.
17. An elf once disappeared across the marshes.
18. Beware the mad hermit of the north lands.
19. Nobody has ever returned from an expedition to the caves.
20. There is more than one tribe of orcs within the caves.

IV. Entrance to the Inner Bailey can be gained if the adventurers perform a heroic act in behalf of the KEEP, if they bring back an exceptional trophy or valuable prisoners, or if they contribute a valuable magic item or 1,000 or more gold pieces to the place. They will be invited to a feast and revel, and then closely watched and carefully questioned. If the Castellan likes the looks of the group, and his assistants agree, he will ask them to perform a special mission (suitable to their ability, but difficult – use the area map or the Caves of Chaos to find a suitable goal). On the other hand, if they are rude or behave badly, he will simply retire early, ending the revel, and they will never be aided or invited back. If they try to steal or are threatening, the group will be attacked and killed immediately (if this can be managed, of course).

Groups sent on a mission will be blessed and given up to 100 g.p. each for any needed supplies. If they succeed, they will be given passes to the Inner Bailey and can ask the Castellan for aid if there is a major foe to overcome (in the Caves' area). He will send a minimum of one corporal and 3 archers in plate, or at maximum the sergeant, a corporal, and a dozen men-at-arms.

V. After the normal possibilities of this module are exhausted, you might wish to continue to center the action of your campaign around the KEEP by making it the base for further adventures which you may devise. For example (assuming that the group has done good service for the Castellan), have a large force of bandits move into the area, and then appoint the group to command an expedition of KEEP troops, mercenaries, and so on to drive them away. Or the party might become "traders" operating out of the KEEP, hoping to find adventures as they travel in the surrounding area (for wilderness adventures see the D&D® EXPERT SET).
AREAS OF THE KEEP

1. MAIN GATE: Two towers 30' high with battlements, flank a gatehouse 20' high. All have holes for bow and crossbow fire. A deep crevice in front of the place is spanned by a drawbridge (usually up). There is a crossbow fire. A deep crevice in front of the place is flank a gatehouse 20' high. All have holes for bow and entering the KEEP put their weapons away, and then tire fortress.

est granite, undoubtedly common throughout the en-
the building is constructed of great blocks of the hard-
portcullis' at the entry and large gates at the far end of

2. FLANKING TOWERS: Atop each tower are four cross-
bowmen with crossbows cocked and ready to fire. Each is clad in chain mail (AC 5), wearing a sword and dagger, and has a shield (AC 4 when picked up) nearby. (AC 5 or 4, FL, hp 4, #AT 1 or 2 with crossbow, D 1-6, ML 10.) Inside each tower are 12 other men-at-arms, four being "on-duty" and armored and armed as the men-at-arms on the tower tops. The other eight in the tower are resting, and it will take one full turn for these men to ready themselves for battle. They are exactly like the others, except instead of crossbows, they carry long bows. (AC 5 or 4, FL, hp 4, #AT 1, D 1-6, ML 10.) The three floors of these towers will contain supplies of bolts and arrows, spears, rocks, and several barrels of oil (all for hurling down on attackers). There will also be pallets* for sleeping, pegs with clothing belonging to the soldiers, and some small tables, stools, and benches. Each man-at-arms will have (d6) copper pieces and (d4) silver pieces on his person.

3. ENTRY YARD: This narrow place is paved. All entrants, save those of the garrison, will be required to dismount and stable their animals (area 4., below). The corporal of the watch is here. He is dressed in plate mail and carries a shield, with sword and dagger at his waist. (AC 2, FL, hp 15, #AT 1, D 2-7; his sword is a +1 magic weapon, ML II.) The corporal is rather grouchy, with a low charisma, but he admires outspoken, brave fighters and is easily taken in by a pretty girl. Beside him is a man in robes (a scribe) who records the name of each person who enters or leaves, and flanking each man is another man-at-arms in plate with pole arms (as noted in I. above). (AC 3, FL, hp 5, #AT 1, D 1-6, ML 10.) When dismounted, lackeys* will come from the room to take the mounts or mules. Any goods which are not carried by the adventurers will be stored in area 5. (the warehouse). Another lackey will then show travelers to the Traveler's Inn.

4. COMMON STABLE: This long building is about 15' high, with a 3' parapet* atop its flat roof, so that it can be used in defense of the gate. The gatehouse wall is pierced for archery. There are always 5-8 (d4 + 4) lackeys inside tending to horses and gear. Each is unarmored (AC 9) but can fight with various available weapons (pitchforks and the like - treat as pole arms) and each has 1-4 hit points. There will be various light horses (AC 7, HD 2, hp 8 each, #AT 2, D 1-11, ML 7) and draft horses (AC 7, HD 2 + 1, hp 9 each, #AT 0) here, 2-8 of each, as well as 1-4 mules.

5. COMMON WAREHOUSE: Visiting merchants and other travelers who have quantities of goods are required to keep their materials here until they are either sold to the persons at the KEEP or taken elsewhere. The build-

ing is the same as the stable (4., above) with respect to height, parapet, etc. Its double doors are chained and padlocked, and the corporal of the watch must be called to gain entry, as he has the keys. Inside are two wagons, a cart, many boxes, barrels, and bales - various food items, cloth, arrows, bolts, salt, and two tun's of wine. (Average value is 100 gold pieces per wagon-load).

6. Bailiffs Tower: The superintendent (or bailiff) of the outer bailey* of the fortress lives here. (AC 1, FL, hp 22, #AT 1, D 2-7 due to sword +1, ML 12.) He is wearing magic plate mail +1 or wields a sword +1, and is also able to use a longbow which is hanging on the wall. He and the scribe share offices on the lower floor. Their quarters are on the second story. (Usual furnishings of bed, chest, armoire*, table, chairs, rug, etc.) (The bailiff has 3d6 gold pieces with him always, the scribe has 2d6 silver pieces and d4 gold pieces in his purse. There are 50 gold pieces hidden in the bailiff's old boots in the armoire*, and hanging on his wall is a quiver with 20 arrows, 3 of which are magic arrows +1. The scribe has a jewelled ink pot worth 100 gold pieces, but it is dirty and ink covered, looks worthless, and is on his table in plain sight.) The third floor is a storage area, and the fourth story quarters twelve men-at-arms. Six are armed in leather and shield (AC 6) with pole arm and hand axe, the other six have chain mail (AC 5), crossbow, and sword and serve as the escort of the bailiff from time to time. (FL, hp 4, #AT 1, D 1-6, ML 10.) Each carries 2d6 copper pieces and 1d6 silver pieces. Their room contains pallets, pegs with cloaks and other clothing, two long tables with benches, a supply of 180 bolts, and several dozen large rocks. The whole tower is 40' high, with a 5' tall battlement atop it. All walls are pierced for archery.

7. PRIVATE APARTMENTS: Special quarters are available for well-to-do families, rich merchants, guildmasters, and the like. The five small apartments along the south wall are occupied by families of persons dwelling within the Outer Bailey of the KEEP. The two large ones (indicated by 7a. and 7b.) currently house a jeweler merchant and a priest:

a. Jewel Merchant: This normal man and his wife are guarded by a pair of 2nd level fighters in chainmail and shield with sword and dagger. (AC 4, FL, hp 17, #AT 1, D 1-6, ML 8.) The four are lodged in the eastern portion of the building, the merchant and his wife being on the upper floor most of the time. Each guard commands a huge dog trained to kill. (AC 6, HD 3, hp 12, FL, #AT 1, D 1-6, MV (60') Save F 2, ML 9.) The merchant has a locked iron box with 200 platinum pieces and 100 gold pieces inside. Secreted in his belt are 10 gems of 100 gold piece value each. He will buy gems at 60% to 90% (d4 x 10 + 50%) of value. He sells at 110% (d4 x 10 + 100%) of value. His wife wears a jeweled bracelet, necklace, and earrings (600, 1,200, and 300 gold piece value respectively), also available for sale as per gems. They are awaiting a caravan back to more civilized lands. All persons here have 3d6 silver pieces each upon their person. The apart-
ment is well-furnished, but there is nothing of particular interest or value, except for the coins, gems, and jewelry noted.

8. **SMITHY AND ARMORER:** This building is about 20' high, with the usual 5' parapet above and walls pierced for defense. The lower floor is occupied by a forge, bellows, and other items. Here horses and mules are shod, weapons made, armor repaired and similar work done. The smith is also an armorer, and has two assistants. (Smith: AC 7 from leather armor, F 1, hp 11, #AT 1, D 1-6; he uses his hammer as a weapon, ML 8). His two assistants: AC 8, LVL 0, hp 5 each, #AT 1, D 1-6; they will pick up any weapons handy if need be, ML 8.) There are 2 swords, 1 mace, a suit of man-sized chain mail, and 11 finished spears in the shop. In the second story are rooms where the smith, his family, and his assistants live. (The rooms have normal furnishings, but a jar hidden in the smith’s bedroom holds 27 paintbrush pieces.) The smith carries 4 gold pieces, and each assistant has 2d6 silver pieces.

9. **PROVISIONER:** This low building houses a shop where all of the equipment needed for dungeon adventurers (as listed in the rulebook) are sold. He does not sell weapons other than spears, daggers, arrows and bolts. He has a few (7) shields, but does not sell armor or mounts. He will direct any persons interested in such items to the trader next door. Prices are as shown in the rules. He will buy equipment from adventurers at 50% of listed price. The provisioner is a normal man: in time of need he has leather armor and shield (AC 6) and will man the walls or otherwise fight with a spear. (In the shop he is AC 9, LVL 0, hp 3, #AT 1, D 1-6, ML 7.) His wife and two children live in a small apartment in the place. He carries 4d6 gold pieces. He has a strong box with 100 gold pieces, 16 electrum pieces, and 30 copper pieces.

10. **TRADER:** This place deals in all armor, weapons, and large quantities of goods such as salt, spices, cloth, rare woods, etc. The trader is very interested in obtaining furs. (Prices are as per the rulebook, purchases from adventurers are at 50% of listed cost, except for furs which will be bought by him at whatever their stated value is if the seller demands.) He is a normal man (AC 9, LVL 0, hp 2, #AT 1, D 1-6, ML 7); his two sons are likewise (AC 9, LVL 0, hp 3 each, #AT 1, D 1-6, ML 7). All have leather armor and shields (AC 6) and pole arms and swords for use when necessary. (Hidden under the floor-boards of their small apartment are 500 gold pieces and 1,110 silver pieces. Each carries 2d6 gold pieces in his purse.)

11. **LOAN BANK:** Here anyone can change money or gems for a 10% fee. The banker will also keep a person’s wealth stored safely at no charge if it is left for at least one month, otherwise there is a 10% fee. Loans at an interest rate of 10% per month can be obtained for up to 5 gold pieces with no security deposit; over 5 gold pieces requires some item of at least twice the value of the loan. A sign on the shop states clearly that this place is under direct protection of the KEEP, and there is always a man-at-arms in chain mail with long bow and sword watching the place from tower 12. (AC 5, F I, hp 4, #AT 1, D 1-6, ML 10.) (The banker is a retired 3rd level fighter (AC 9, F 3, hp 12, #AT 1, D 1-6, ML 9) with a sword handy, and plate and shield (AC 2) stored in his apartment above. He carries 6 platinum pieces and 12 gold pieces with him.) There is a scrappy old clerk in the place as well (2nd level magic-user, 5 hit points, with sleep and ventriloquism spells ready) who typically handles transactions. A hired mercenary fighter (AC 3, F 1, hp 7, #AT 1 or 2 with crossbow, D 1-6, ML 8) in plate mail and armed with battle axe and crossbow is on guard inside the door. Displayed for sale are the following items:

1. carved ivory tusk – price 50 g.p.
2. silver cup – 20 g.p.
3. crystal decanter* – price 45 g.p. (actual worth 10 g.p.)
4. jade ring – price 250 g.p. (actual worth 400 g.p.)
5. dagger with jeweled scabbard – price 600 g.p.
6. fur-trimmed cape – price 75 g.p.
7. blank vellum* books – price 20 g.p. each
8. gold &silver belt – price 90 g.p.
9. set of thief’s tools – price 100 g.p. (actual worth 35 g.p.)
10. iron box with secret lock – price 50 g.p.

The strong room of the place is in the cellar. It is protected by a locked iron door which leads to a small vault with 12 compartments each protected by locks with hidden poison needles (save versus Poison at -1 die). These compartments hold the following items:

1. #1, #4, #11 empty
2. #2 has 277 g.p. and 1 gem worth 500 g.p.
3. #3 has a gold altar service set forth 6,000 g.p.
12. WATCH TOWER: This 45’ tall tower has all of the usual defensive devices. It houses six men-at-arms in chain mail (AC 5) with bows and swords, 6 others in leather and carrying shields (AC 6) and pole arms (F 1, hp 4 each, #AT 1, D 1-4 plus poison, MV (30) Save F 1, ML 7). It has four pit vipers (AC 6, HD 1 1/2, hp 5 each, #AT 1, D 1-4 plus poison, MV (30) Save F 1, ML 7). It is always necessary to buy mercenaries a drink before discussing terms of employment. There is a 10% chance that each of the following persons will be in the tavern at any given time:

- CAPTAIN OF THE WATCH
- CAPTAIN OF THE WATCH
- BAILIFF (see 7b., above)
- PRIEST (see 7b., above)
- CORPORAL OF THE WATCH
- 2-4 WATCHMEN (see 12., above)
- SERGEANT OF THE GUARD (see 18., below)
- WANDERER (a 2nd or 3rd level fighter, dwarf, elf, or halfling as the DM decides, with complete equipment for adventuring; such a wanderer is 75% likely to join an expedition if offered 25% of the treasure gained, but 1 in 6 will be of chaotic alignment).

The taverner is a normal man (AC 9, LVL 0, hp 6, #AT 1, D 1-6, ML 7), as are his son and the pot boy’ (AC 9, LVL 0, hp 5, 2, #AT 1, D 1-6, ML 7), but in time of need they will don leather armor, carry shields (AC 6), and bear arms against attackers. The place is also served by his wife, daughter, a serving wench, and a scullion* (The owner and his son each have 2d6 gold pieces in their purses, the wife d6, all others have 2d6 coppers). The cellar is where drink and food are stored and prepared, and where the servants sleep. The family sleeps in the small loft. (Hidden in an old crock under empty flour bags in the back room are 82 copper pieces, 29 silver pieces, 40 electrum pieces, and 17 gold pieces.)

16. GUILD HOUSE: When members of any guild (merchants, craft, artisans, etc.) travel to this area, they are offered the hospitality of this two-story building. This is a fee collection and administrative post, and the staff is careful to observe what traffic passes through the KEEP. Any trader who passes through must pay guild dues of 5% of the value of his merchandise, but he then gains the protection of the Guild House, assuming he is not a regular member. Craftsmen and artisans must gain Guild permission to enter or leave the land, paying a fee of 2d6 gold pieces either way (depending on the value of their trade). The lower floor contains the Master’s and his two clerks’ quarters and an office (all sparsely furnished, but the Master has a gold ring worth 50 g.p., and 2d6 g.p. in his purse; each clerk has d4 each of gold, silver, and copper pieces. A strongbox under the Master’s bed holds 712 gold pieces.) They are normal men (AC 9, LVL 0, hp 4 each, #AT 1, D 1-6, ML 7), with chain mail (AC 5), crosbows, and swords kept in a closet for quick use. There are two servants who will not fight and who have quarters in the cellar. The upper floor is divided into two private rooms and a dormitory for guests. The Master is very influential, and his favor or dislike will be reflected in the treatment of persons by fortress personnel. Four men-at-arms with leather armor and shields and armed with spear and sword are on duty at all times, two on the first floor, two above (AC 6, F 1, hp 6 each, #AT 1, D 1-6, ML 8). They are fanatic Guildsmen who will obey any order from the Master. Guests of the Guild eat here. Drinking is frowned upon.

17. CHAPEL: The spiritual center of the Keep is opposite the Guild House. This building has a peaked roof two stories tall; the interior is one large room. The altar is located at the eastern end, with a colored glass window (worth 350 g.p. intact) above it; the window is 20’ tall and 8’ wide. An offering box is fastened securely atop a heavy pedestal in the southeast corner; it contains I-100 c.p.
18. Curate’s locked room in the Chapel cellar, which has all of the clerics’ armor and weapons stored in the pedestal unless the pedestal is moved. The door has two sets of keys. The Curate recalls the staff (or for 1d4 turns maximum). He has 15 gold pieces and a 150 g.p. shield +1, normal shield, and a ring of protection +1, C 5, hp 24, #AT 1, D 1-6, ML 7). He will wield either a mace +1 (2d6) or a snake staff. The snake staff adds +1 to “to hit” rolls and does 2-7 (1d6+1) points of damage. On command the staff turns into a snake and coils around the person hit. The victim is held helpless until the Curate recalls the staff (or for 1d4+1 rounds maximum). The snake staff crawls back to the cleric on command. He rarely wears his armor (unless the Keep is threatened), but is never without his ring and staff. His three Acolytes (AC 9 or 2, C 1, hp 6, 5, 5, #AT 1, D 1-6, ML 7) have plate mail and shield (AC 2) and mace. They are normally clothed in robes (AC 9) but will arm for battle on command of the Curate.

The Curate normally carries the following spells: cure light wounds, detect magic, bless, hold person. He will only use the cure on a member of his congregation, such as an officer of the Guard or a shopkeeper. All of the clerics’ armor and weapons are stored in the Curate’s locked room in the Chapel cellar, which has normal but sparse furnishings. The Chapel also owns many magic potions (3 of healing, 1 or ESP, 1 of gaseous form) and a magic scroll with one cure disease (a higher level spell which will cure any one normal disease), one hold person, and three cure light wounds spells on it. All of these magic items are hidden in a secret compartment underneath the offering box pedestal. The door of the compartment cannot be found unless the pedestal is moved. The door has two locks in it; the Curate and the Acolytes have the only sets of keys.

If questioned closely by a friend, the Curate might (50% of the time) reveal his distrust of the Priest (see 18, above) who visits the Keep regularly. The Acolytes, however, think very highly of the Priest, and will say so to any who ask about him.

18. INNER GATEHOUSE: This stone structure is itself like a small fort. The southern portion is only about 15’ high, plus battlement; the rear part is some 30’ tall, plus battlement. There are arrow slits in the southern section of course, and along the walls of the 20’ wide, 10’ high passage through to the north. This passage slopes upwards towards the inner courtyard. The heavy gates are doublebound with iron and spiked. There are six guards on duty at all times (two inside the gateway, two on the lower battlement, two on the upper), plus one officer on call (see below). No visitor is allowed beyond this point except by invitation or unless he or she has special permits.

The first floor of the place is the main armory. There are dozens of shields and of each sort of weapon. Two small rooms are quarters for the Sergeant and Captain of the Guard (furnishings are sparse). The second story on the north houses the Guardsmen stationed here.

Captain of the Guard: (AC 0, due to plate mail +1 and shield +1, F 3, hp 24, #AT 1, D 1-6 plus magical bonus, ML II). He has a sword +2 and a spear +1. This man is very kind, friendly and an excellent leader. (He will sometimes move about in the Outer Bailey disguised as a mercenary.) He has 15 gold pieces and a 150 g.p. gem in the pommel of his dagger.

Sergeant of the Guard: (AC 2, due to chain mail with a shield +1, and a ring of protection +1, F 2, hp 16, #AT 1, D 3-8 due to Strength plus magic weapon bonus, ML 11.) This very strong fellow (strength 17) is a hard fighter and loves to drink and brawl. He wields a sword +1 and a dagger +1. He carries d6 each of gold, electrum, and silver pieces. (There is a potion of healing in a chest in his room under a spare cape.)

Guardsmen: There are 24 quartered here. Each has chain mail and shield, sword, dagger, and hand axe. Eight are crossbowmen, eight are long bowmen, and eight have pole arms. (AC 4 or 5 when not using shield, F 1, hp 5 each, #AT 1 or 1/2 for crossbows, D 1-6, ML 10.) Two from each group are on duty at any given time; the rest take a full turn to armor and arm and turn out. (Each has 2d6 silver pieces.)

19. SMALL TOWER: This typical tower houses eight guardsmen who are all armor in chain mail (AC 5) and carry crossbows and swords. Shields are stored below, so in hand-to-hand combat they are AC 4. (AC 5 or 4, F 1, hp 5 each, #AT 1 or 1/2 for crossbows, D 1-6, ML 10.) Two are on duty atop the tower at all times. The other six are in the chamber below. The base of the tower is solid except for the small stair up.

20. GUARD TOWER: This 50’ high structure houses 24 guardsmen (as in 18, above). Their commander is the corporal of the guard (AC 0, F 1, hp 9, #AT 1, D 1-6 plus magic bonus, ML II.) He is armed with a sword and a dagger +1. There are supplies of food, weapons, and oil on the upper floor. The rest of the building is barracks and a room for the leader.

21. INNER BAILEY: This entire area is grass-covered. The troops drill here, and there are practice and jousting areas. During the daylight hours they will always be a dozen or more soldiers engaged in weapons practice.

22. CAVALRY STABLES: There are 30 war horses (AC 7, HD 3, hp II each, #AT 2, D I-6-11, ML 8) and 1-4 riding horses (AC 7, HD 2, hp 8 each, #AT 2, D I-11-1, ML 7) kept within. They are tended by two lackeys’ (AC 9, LVL 0, hp 2 each, #AT 1, D I-6, ML 7) and guarded by two men-at-arms (AC 4, F 1, hp 4, #AT 1, D I-6, ML 8).

23. GREAT TOWER: This 60’ high structure houses 24 guardsmen, one-third with crossbows, one-third with bows, one-third with pole arms, and another corporal as per 20, above. (See 18, for tower details and so on.)

24. THE KEEP FORTRESS: This place has many tiers and is solidly built to withstand attack. The lowest level consists of a 15’ high front section. The round flanking towers are 60’ high, while the main building is 30’ high. All sections have battlements. The door is solid iron. Inside are a great hall, an armory for the cavalry, and several side chambers for small dinners or meetings. The cellars below have vast stores of provisions, quarters for a score of servants, a cistern*, and a dungeon area with four stout cells.

The Castellan lives in area 27. (see below), but he and his assistants will be in the lower part of the building during the day, tending to business and holding audience. There will always be eight guardsmen in plate (AC 3) with crossbows and swords on duty on the wall, and the same number with plate & shield (AC 2) and swords stationed inside. (AC 2, F 1, hp 5 each, #AT 1 or 1/2 with crossbows, D I-6, ML 8.) The whole place is well decorated, and the furniture is heavy and upholstered.

Second Floor: There are rooms here for up to 36 cavaliers, plus two chambers for special guests. There are 12 heavy cavalrymen with plate & shield and...
sward and dagger (AC 2, F I, hp 8 each, #AT 1, D 1-6, ML 10). There are also 18 medium cavalrymen in chain, each with crossbow and axe, quartered here. (AC 5, F I, hp 6 each, #AT 1 or 2 for crossbows, D 1-6, ML 10.) Their rooms are sparsely furnished with only a cot, chair, and armoire* for each. Two couriers, men-at-arms with leather armor and swords, are currently quartered in one side chamber. (AC 7, F I, hp 3, #AT 1, D 1-6, ML 8.)

25. TOWER: Each is 40’ high, with battlements, and pierced with arrow slits to protect the east and west corners of the building. The fortress men-at-arms are housed in these structures and in the towers indicated by 26.

26. CENTRAL TOWERS: These structures rise 20’ above the roof of the fortress, with a 5’ battlement on their roof. Their two upper stories house 12 men-at-arms each; 6 in plate (AC 3) with crossbow and sword, 6 in plate and shield (AC 2) with sword (AC 3 or 2, F I, hp 5, #AT 1 or 2 for crossbows, D 1-6, ML IO) who are off-duty. It will take one turn for them to get ready for battle. In the two lower floors are the Castellan’s assistants.

Scribe: This individual is a 2nd level cleric, armored in plate & shield, with a mace. (AC 2, C 2, hp II, #AT I, D I-6, M L 6.) He has a hold person scroll on a scroll he carries; his own spell is wish which he may cast on an opponent’s eyes to blind him. The scribe’s chamber is austere, and there is nothing of value within except a gold holy symbol worth 150 gold pieces. He has 48 gold pieces in his purse.

Advisor: This individual is a third level elf (AC 0 due to Dexterity 16 and plate mail +1, E 3, hp 18, #AT 1, D 1-6, ML 12.) He wears a ring of fire resistance and carries a short bow (which he uses at +2 “to hit” due to high Dexterity) and 10 arrows +1. His spells are charm person, read magic, and web. Tapestries and carpets are all about the room (one tapestry is worth 500 g.p.); he has very nice furniture. He wears a jeweled pendant worth 1,000 g.p. and carries 6 platinum and 10 gold pieces in his purse.

27. CASTELLAN’S CHAMBER: This portion of the fortress is 10’ above the main roof and has battlements. Inside is the lavishly furnished, with a silver mirror (worth 300 g.p.) on the wall, a malachite bowl (worth 750 g.p.) on a table, and a fox robe (worth 1,200 g.p.) in his armoire*. He has a small silver case (worth 450 g.p.) which contains 40 platinum pieces and 12 gems worth 100 g.p. each. There is a spear +1 on the wall by the door.

Castellan: 6th level fighter (+1 to hit due to his high level), (AC -3 due to Dexterity 16, plate mail +1, shield +1, and ring of protection +1, hp 48, #AT I, D I-6 plus magical bonus, ML 12) with sword +2, dagger +1, and elven cloak and boots. (He also carries a potion of levitation and a potion of healing with him at all times.) His chain of office is silver with gems (worth 1,800 g.p.), and he carries 10 each of platinum, gold, and electrum pieces, plus a gem worth 500 g.p. He is a very clever fellow, but at times he can be too hasty in his decisions. His bravery and honesty are absolute. If a guest asks him any question, he will do his best to answer, providing that it does not compromise the security of the KEEP.

**ADVENTURES OUTSIDE THE KEEP**

After the group establishes itself and obtains equipment, they will either follow clues gained in conversation with residents of the KEEP or set out exploring on their own (or both). Nature will be trying to find the Castelans, but this will take some travelling, and in the meantime they might well run into more than they can handle. Thus there are two maps - an AREA MAP for use when the party searches for the caves and the CAVES OF CHAOS MAP which is a dungeon level map. First, take a look at the AREA MAP.

The “Realm” is to the west, off the map. The road branches, one path to the KEEP ON THE BORDERLANDS, the other leading off into the forsaken wilderness beyond the ken of Law. Note that most features are unnamed, so you can name them as suits your campaign. Inspection of the map will also show that there are five special areas. Numbers 1-4 indicate outside encounters and are detailed below. The Caves of the Unknown area is left for you to use as a place to devise your own cavern complex or dungeon maze. You may also wish to expand on the other encounter areas, designing camps, lairs or lost ruins to permit more adventuring. If you do not wish to undertake this at first, simply DO NOT ALLOW YOUR PLAYERS TO LOCATE IT EVEN IF THEY THEROUSLY SEARCH THE VERY SPACE IT IS IN. (It was hidden by a magical illusion so as to be undetectable . . .)

The normal movement rate is 1 square per hour searching, 3 walking. Walking in the fens is at the rate of 1 square per hour. Walking is done in the forest at 2 squares per hour.

(Wilderness adventures are more completely explained in the D&D EXPERT SET rulebook.)

**Camping Outdoors Overnight:** Nothing will bother the party when camped outdoors, unless they are within six squares of a numbered encounter area. For each square they are within the six square range there is a 1 in 6 chance that monsters there will disturb them. So at 6 squares there is a 1 in 6 chance, at 5 there is a 2 in 6, at 4 there is a 3 in 6, at 3 there is a 4 in 6, at 2 there is a 5 in 6 and at 1 square a 6 in 6 - automatic encounter. Treat otherwise as a normal encounter.

Organized parties should post at least one guard in shifts throughout the night. However, if the party posts no guards, the monsters will surprise automatically as the party was sleeping and unaware. If the party has a fire lit, the monsters will never be surprised, even though the party may be. Also take note of what provisions are brought with the party. They are adventuring, not hunting, and so they should not expect to find food. They should bring enough food and water with them. If not, when the party eats all the food, they will either have to try their luck at hunting (1 chance in 6 to catch food for one day for 6 men), or return to the Keep to restock their supplies. Stress to them in some manner that they will probably prefer to return to the Keep, knowing that they will fare better there, and not risk encountering monsters while hunting.

If the party attempts to move off the map, have a sign, a wandering stranger, a friendly talking magpie, or some other “helper” tell them that they are moving in the wrong direction.

**Area Map Encounter Areas:**

1. MOUND OF THE LIZARD MEN: The streams and pools of the fens* are the home of a tribe of exceptionally evil lizard men. Being nocturnal, this group is unknown to the residents of the KEEP, and they will not bother the party. Individuals moving about in daylight unless they set foot on the mound, under which the muddy burrows and dens of the tribe are found. One by one, males will...
come out of the marked opening and attack the party. There are 6 males total (AC 5, HD 2 +1, hp 12, 10, 9, 8, 7, 5, #AT 1, D 2-7, MV (20') Save F 2, ML 12) who will attack. If all these males are killed, the remainder of the tribe will hide in the lair. Each has only crude weapons; the largest has a necklace worth 1,100 gold pieces.

In the lair is another male (AC 5, HD 2 +1, hp 11, #AT 1, D 2-7, Save F 2, ML 12) 3 females (who are equal to males, but attack as 1 hit dice monsters, and have 8, 6 and 6 hit points respectively), 8 young (with 1 hit point each and do not attack), and 6 eggs. Hidden under the nest with the eggs are 112 copper pieces, 186 silver pieces, a gold ingot worth 90 gold pieces, a healing potion and a poison potion. The first person crawling into the lair will always lose the initiative to the remaining lizard man and the largest female, unless the person thrusts a torch well ahead of his or her body.

2. SPIDERS’ LAIR: Two black widow spiders (AC 6, HD 3*, hp 11, 10, #AT 1, D 2-12 plus poison, MV (20') (40') in web, Save F 2, ML 8) have spun their webs amongst the trees here. Under a pile of leaves nearby is the skeleton of a victim, a hapless elf. Everything he bore has turned to rot and ruin, save a filthy shield which appears quite worthless (but cleaning and oiling will return it to +1 magic status).

3. RAIDER CAMP: A party of a dozen chaotic fighters has camped here – close enough to be able to spy on the KEEP, far enough away so as to be unlikely to be discovered by patrols. The members of this group are:

Leader:   AC 5 (chain mail), F 2, hp 12, #AT 1, D 1-6, ML 10, bow and spear
Lieutenant:   AC 6 (leather and shield), F 1, hp 7, #AT 1, D 1-6, ML 9, spear and sword
2 Bowmen:   AC 7 (leather armor), F 1, hp 4 each, #AT 1, D 1-6, ML 8, bows and daggers
8 Spearmen:   AC 6 (leather and shield), F 1, hp 5 each, #AT 1, D 1-6, ML 8, spears and daggers

Each has 3d6 silver pieces, the lieutenant has an additional d6 gold pieces, and the leader has an additional 2d6 gold pieces. They each have a bed roll and the bowmen have an extra quiver of 20 arrows. There is a cask of good wine on a tree stump in the camp. Several game animals are hung from branches and can be eaten or taken along as they are cleaned.

4. THE MAD HERMIT: For many years a solitary hermit has haunted this area of the forest, becoming progressively wilder and crazier and more dangerous. His home is in a huge hollow oak, the entrance to the hollow concealed by a thick bush. Inside is a mound of leaves and a couple of pieces of crude furniture. Even his cup and plate are handmade of wood and are of no value. (There is a small chest buried under a few inches of dirt under the leaves of the Mad Hermit’s “bed”. In this container are 31 gold pieces, 164 silver pieces, a potion of Invisibility, and a dagger +1.) The hermit also has a “pet”, a mountain lion, which lurks on a limb of the oak, ready to spring upon any unwary intruder. (This creature will always get first attack.)

Mad Hermit: (3rd level thief, AC 4 due to leather armor, ring of protection +1 and Dexterity 17, hp 15, #AT 1 at +2, D 3-8, ML 10.) The hermit has a 30% chance to move silently and a 20% chance to hide in shadows. His madness gives him a +2 bonus to hit and a +2 bonus on damage (thus the bonus for striking from behind is +6 to hit, and double normal damage +2 points). He carries no treasure (other than the ring he wears!).

Mountain Lion: AC 6, HD 3 +2, hp 15, #AT 3, D 1-31-1-31-6, MV (50') Save F 2, ML 8. (This creature will always attack first in each round. If it leaps down upon an opponent, it gains +2 to hit on each of its attacks that combat round. Usually it will first attack by jumping, and then it will stay on the ground and fight normally. If it is not engaged in combat during any round, however, it will take the opportunity to leap into a tree and then spring down on the next round.)

(The DM may choose to have the Mad Hermit approach the group on friendly terms, claiming to be a holy man seeking goodness in nature – perhaps he actually believes that at times. He will suddenly turn on the group when the opportunity presents itself, striking from behind, and calling his ferocious “pet” to his aid.)
**THE CAVES OF CHAOS**

(DM Note: When the players discover the ravine area, read the following paragraph to them. Add whatever you feel is appropriate to the description of what they see, but be careful not to give anything away or mislead them. Information on how you should handle the whole area is given before the encounter area descriptions.)

**START:** The forest you have been passing through has been getting more dense, tangled, and gloomier than before. The thick, twisted tree trunks, unnaturally misshapen limbs, writhing roots, clutching and grasping thorns and briars all seem to warn and ward you off, but you have forced and hacked your way through regardless. Now the strange growth has suddenly ended – you have stepped out of the thicket into a ravine-like area. The walls rise rather steeply to either side to a height of about 100’ or so – dark, streaked rock mingled with earth. Clumps of trees grow here and there, both on the floor of the ravine and up the sloping walls of the canyon. The opening you stand in is about 200’ wide. The ravine runs at least 400’ west (actually 440’) to where the western end rises in a steep slope. Here and there, at varying heights on all sides of the ravine, you can see the black mouths of cave-like openings in the rock walls. The sunlight is dim, the air dank, there is an oppressive feeling here – as if something evil is watching and waiting to pounce upon you. There are bare, dead trees here and there, and upon one a vulture perches and gazes hungrily at you. A flock of ravens rise croaking from the ground, the beat of their wings and their cries magnified by the terrain to sound loud and horrible. Amongst the litter of rubble, boulders, and dead wood scattered about on the ravine floor, you can see bits of gleaming ivory and white – closer inspection reveals that these are bones and skulls of men, animals, and other things...

You know that you have certainly discovered the Caves of Chaos.

**NOTES FOR THE DM ON THE CAVES OF CHAOS**

**CAVE AREA MAP:** There are woods overlays and rough contour lines* shown on the map. These are only for surface movement references, and once your players are underground you should ignore these markings.

**WOODS:** The small groves and copses are thick growths, tangled and forbidding. You may, at your option, have characters encounter occasional monsters herein – stiges, humanoids (kobolds, orcs, etc.) from the caves nearby, or the like. Movement through these wooded areas is slow and difficult. Characters must move in single file. Even though not shown, there are single trees, shrubs, and bushes elsewhere.

**UNDERGROUND:** The caves, passages, and rooms of the complex are on different levels. Passages slope upwards and downwards between the contours, even where stairways are not shown. Areas are roofed by at least 5’ of solid rock.

**INTERIORS:** Except where noted otherwise, all underground areas are natural or cut from living rock. All surfaces are rough (and easy for a thief to climb) with small ledges, minor cracks, small holes, etc.

**RANSOMING PRISONERS:** Organized tribes can optionally be allowed to take player characters prisoner, freeing one to return to the KEEP in order to bring a ransom back to free the captives. Set the sums low – 10 to 100 gold pieces (or a magic item which the ransoming monsters would find useful) per prisoner. If the ransom is paid, allow the characters to go free. Then, without telling the players, assume that this success brought fame to the capturing monsters, so their numbers will be increased by 2-12 additional members, and the tribe will also be very careful to watch for a return of the adventurers seeking revenge for their humiliating captivity. The period of extra alertness will last for 1-4 weeks; the increase in numbers is permanent.

**TRIBAL ALLIANCES AND WARFARE:** You might allow player characters to somehow become aware that there is a constant fighting going on between the goblins and hobgoblins on one side and the orcs, sometimes with gnoll allies, on the other – with the kobolds hoping to be forgotten by all, and the bugbears picking off any stragglers who happen by. With this knowledge, they might be able to set tribes to fighting one another, and then the adventurers can take advantage of the weakened state of the feuding humanoids. Be careful to handle this whole thing properly; it is a device you may use to aid players who are few in number but with a high level of playing skill. It will make it too easy if there are many players, or if players do not actually use wits instead of force when the opportunity presents itself.

**MONSTERS LEARNING FROM EXPERIENCE:** Allow intelligent monsters (even those with only low intelligence) to learn from experience. If player characters use flaming oil against them, allow the monsters to use oil as soon as they can find some. If adventurers are always sneaking up on them, have the monsters set warning devices to alert them of intruders. If characters run from overwhelming numbers, have the monsters set up a ruse by causing a few to shout and make noise as if there were many coming, thus hopefully frightening off the intruders. This method of handling monsters is basic to becoming a good DM. Apply the principle wherever and whenever you have reason.

**EMPTIED AREAS:** When monsters are cleared out of an area, the place will be deserted for 1-4 weeks. If no further intrusion is made into the area, however, the surviving former inhabitants will return or else some other monster will move in. For instance, a thou1 might move into the minotaur’s cave complex (I.), bringing with him whatever treasure he has.

**Encounter Areas:**

A. **KOBOLD LAIR:** There is a 2 in 6 chance that as the group enters the cave-like tunnel, 8 kobolds will come out from hiding in the trees above and attack. Kobolds: AC 7, HD 1/2, hp 3 each, #AT 1, D 1-4, MV (40’), Save NM, ML 6. Each carries 8 silver pieces.

Note: 30’ inside the entrance is a pit ([X]). There is a 3 in 6 chance that each person in the front rank will fall in unless they are probing ahead. There is a 1 in 6 chance that individuals in the second rank will also fall in, but only if they are close to the first rank and the character ahead has fallen in. The pit is 10’ deep, and those falling in will take 1-6 points of damage. The pit lid will close, and persons within cannot escape without aid from the outside. The noise will attract creatures from areas 1 and 2. Planks for crossing the pit are stored at #4 beyond.

1. **GUARD ROOM:** 6 kobold guards (AC 7, HD 1/2, hp 3 each, #AT 1, D 1-4, Save NM, ML 6). They will throw their spears the first round if they have initiative. Each carries d6 silver pieces. One will run to warn areas 4 and 6. The guards will be alerted by loud noises or lights.

2. **GIANT RATS** (amidst garbage and waste): There are 18 giant rats (AC 7, HD 1/2, hp 2 each, #AT 1, D 1-3 plus disease, MV (40’), Save F 1, ML 8). Each time a character...
CHARACTER ATTACKS

Attacker's Defender's Armor Class
level 9 8 7 6 5 4 3 2 1 0 -1 -2 -3
(normalman) II 12 13 14 15 16 17 18 19 20 20 20 20
1st to 3rd 10 II 12 13 14 15 16 17 18 19 20 20 20
4th + higher 9 10 II 12 13 14 15 16 17 18 19 20 20 20

for NPCs or higher level characters

MONSTER ATTACKS

Monster's Defender's Armor Class
Hit Dice 9 8 7 6 5 4 3 2 1 0 -1 -2 -3
up to 1 II 12 13 14 15 16 17 18 19 20 20 20 20
1+ to 2 10 II 12 13 14 15 16 17 18 19 20 20
2+ to 3 9 II 12 13 14 15 16 17 18 19 20
3+ to 4 8 10 II 12 13 14 15 16 17 18 19
4+ to 5 7 8 9 10 II 12 13 14 15 16 19
5+ to 6 6 7 8 9 10 II 12 13 14 15 18 19
6+ to 7 5 6 7 8 9 10 II 12 13 14 15 16 17
7+ to 9 4 5 6 7 8 9 10 II 12 13 14 15 16
9+ to II 3 4 5 6 7 8 9 10 II 12 13 14 15
11+ to 13 2 3 4 5 6 7 8 9 10 II 12 13 14
13+ to 15 2 2 3 4 5 6 7 8 9 10 II 12
15+ to 17 2 2 2 3 4 5 6 7 8 9 10 II
17+ or more 2 2 2 2 3 4 5 6 7 8 9 10

SAVING THROWS

Type of Attack
Death Ray or Magic Paralysis Poison or Turn Rods or Winds to Stone Breath or Spells
Character Class Clerics Dwarf Halfings Elves Fighters Magic-users Thieves
Death or Paralysis Rods, II 12 14 16 15 15 14 14 14 15 16 15
Character Ray or Magic or Turn Dragon Stave, II 12 14 16 15 14 15
Classification
Clerics II 12 14 16 15
Dwarves and Halflings 10 11 12 13 14 15 14 14 15
Elves 12 13 13 15 15 16 16 16 15
Fighters 12 13 13 14 15 16 16 16 15
Magic-users 13 14 13 16 16 15
Thieves 13 14 13 16 15

MONSTER ATTACKS

Monster's Defender's Armor Class
Hit Dice 9 8 7 6 5 4 3 2 1 0 -1 -2 -3
up to 1 II 12 13 14 15 16 17 18 19 20 20 20 20
1+ to 2 10 II 12 13 14 15 16 17 18 19 20 20
2+ to 3 9 II 12 13 14 15 16 17 18 19 20
3+ to 4 8 10 II 12 13 14 15 16 17 18 19
4+ to 5 7 8 9 10 II 12 13 14 15 16 19
5+ to 6 6 7 8 9 10 II 12 13 14 15 18 19
6+ to 7 5 6 7 8 9 10 II 12 13 14 15 16 17
7+ to 9 4 5 6 7 8 9 10 II 12 13 14 15 16
9+ to II 3 4 5 6 7 8 9 10 II 12 13 14
11+ to 13 2 3 4 5 6 7 8 9 10 II 12 13
13+ to 15 2 2 3 4 5 6 7 8 9 10 II
15+ to 17 2 2 2 3 4 5 6 7 8 9 10 II
17+ or more 2 2 2 2 3 4 5 6 7 8 9 10

SAVING THROWS

Type of Attack
Death Ray or Magic Paralysis Poison or Turn Rods, Staves, or Spells
Character Class Clerics Dwarf Halfings Elves Fighters Magic-users Thieves
Death or Paralysis Rods, Staves, II 12 14 16 15
Character Ray or Magic or Turn Dragon Stave, II 12 14 16 15
Classification
Clerics II 12 14 16 15
Dwarves and Halflings 10 11 12 13 14 14 14 15
Elves 12 13 13 15 15 16 16 16 15
Fighters 12 13 13 14 15 16 16 16 15
Magic-users 13 14 13 16 15
Thieves 13 14 13 16 15

SAVING THROWS FOR HIGHER LEVEL CHARACTERS

In the D&D BASIC rules, NPCs higher than 3rd level should use the saving throws given above. In the D&D EXPERT SET, saving throws are given for higher level characters. In the more advanced game, a character's saving throws get easier to make as the character advances in experience level.

The DM may want to give higher level NPCs a bonus of +2 on all saving throw rolls to imitate their improved ability to save vs. special attacks. This should not be done, however, if the D&D EXPERT rules are used.

COST OF EQUIPMENT AND WEAPONS

Weapons

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost in gp</th>
</tr>
</thead>
<tbody>
<tr>
<td>Axes: Battle Axe (two-handed)</td>
<td>7</td>
</tr>
<tr>
<td>Hand Axe</td>
<td>4</td>
</tr>
<tr>
<td>Bows: Crossbow (fires quarrels)</td>
<td>30</td>
</tr>
<tr>
<td>Case with 30 quarrels</td>
<td>10</td>
</tr>
<tr>
<td>Long Bow</td>
<td>40</td>
</tr>
<tr>
<td>Short Bow</td>
<td>25</td>
</tr>
<tr>
<td>Quiver with 20 arrows</td>
<td>5</td>
</tr>
<tr>
<td>1 silver-tipped arrow</td>
<td>5</td>
</tr>
<tr>
<td>Daggers: Normal dagger</td>
<td>3</td>
</tr>
<tr>
<td>Silver dagger</td>
<td>30</td>
</tr>
<tr>
<td>Swords: Short Sword</td>
<td>7</td>
</tr>
<tr>
<td>Sword (normal)</td>
<td>10</td>
</tr>
<tr>
<td>Two-handed sword</td>
<td>15</td>
</tr>
<tr>
<td>Other weapons: Mace*</td>
<td>5</td>
</tr>
<tr>
<td>Club*</td>
<td>3</td>
</tr>
<tr>
<td>Pole Arm (two-handed)</td>
<td>7</td>
</tr>
<tr>
<td>Sling with 30 Sling Stones*</td>
<td>2</td>
</tr>
<tr>
<td>Spear</td>
<td>3</td>
</tr>
<tr>
<td>War Hammer*</td>
<td>5</td>
</tr>
<tr>
<td>' these weapons may be used by a cleric.</td>
<td></td>
</tr>
</tbody>
</table>

Armor

<table>
<thead>
<tr>
<th>Item</th>
<th>AC</th>
<th>Cost in gp</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chain Mail Armor</td>
<td>5</td>
<td>40</td>
</tr>
<tr>
<td>Leather Armor</td>
<td>7</td>
<td>20</td>
</tr>
<tr>
<td>Plate Mail Armor</td>
<td>3</td>
<td>60</td>
</tr>
<tr>
<td>Shield</td>
<td>-1*</td>
<td>10</td>
</tr>
</tbody>
</table>

Sometimes the characters may wish to buy an item not on this list. In this case, the DM must carefully consider whether such an item could be found for sale and, if so, how much it would cost. The item should then be added to this list.
Clerical Abilities

First Level Clerical Spells
1. Cure Light Wounds
2. Detect Evil
3. Detect Magic
4. Light

Second Level Cleric Spells
1. Bless
2. Hold Person
3. Silence 15' radius

Cleric's level

Skeletons Zombies Ghouls Wights Wraiths
1 7 9 11 No effect No effect
2 T 7 9 11 No effect
3 T T T 7 9 11

T means that the cleric automatically Turns the undead; a number is the roll needed (on 2d6) to Turn. A complete explanation of the spell Turning undead is given in the class description of clerics.

VARIABLE WEAPON DAMAGE

<table>
<thead>
<tr>
<th>Damage</th>
<th>Weapon Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>l-4 (ld4)</td>
<td>Torch</td>
</tr>
<tr>
<td>l-4 (ld4)</td>
<td>Daggcr</td>
</tr>
<tr>
<td>l-4 (ld4)</td>
<td>Sling stone</td>
</tr>
<tr>
<td>l-4 (ld4)</td>
<td>Club</td>
</tr>
<tr>
<td>l-6 (ld6)</td>
<td>Arrow</td>
</tr>
<tr>
<td>l-6 (ld6)</td>
<td>Hand Axe</td>
</tr>
<tr>
<td>l-6 (ld6)</td>
<td>Mace</td>
</tr>
<tr>
<td>l-6 (ld6)</td>
<td>Quaemel (Crossbow Bolt)</td>
</tr>
<tr>
<td>l-6 (ld6)</td>
<td>Short Sword</td>
</tr>
<tr>
<td>l-6 (ld6)</td>
<td>Spear</td>
</tr>
<tr>
<td>l-6 (ld6)</td>
<td>War Hammer</td>
</tr>
<tr>
<td>l-8 (ld8)</td>
<td>Battle Axe</td>
</tr>
<tr>
<td>l-8 (ld8)</td>
<td>Sword</td>
</tr>
<tr>
<td>H-10 (ld10)</td>
<td>Pole Arm'</td>
</tr>
<tr>
<td>H-10 (ld10)</td>
<td>Two-handed Sword'</td>
</tr>
</tbody>
</table>

ARMOR CLASSES

<table>
<thead>
<tr>
<th>Type of Armor</th>
<th>Armor Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clothing only</td>
<td>9</td>
</tr>
<tr>
<td>Shield only</td>
<td>8</td>
</tr>
<tr>
<td>Leather Armor</td>
<td>7</td>
</tr>
<tr>
<td>Leather Armor &amp; Shield</td>
<td>6</td>
</tr>
<tr>
<td>Chain Mail Armor</td>
<td>5</td>
</tr>
<tr>
<td>Chain Mail Armor &amp; Shield</td>
<td>4</td>
</tr>
<tr>
<td>Plate Mail Armor</td>
<td>3</td>
</tr>
<tr>
<td>Plate Mail Armor &amp; Shield</td>
<td>2</td>
</tr>
</tbody>
</table>

Armor Class is a measure of how well a character is protected from physical attacks. As the Armor Class number gets lower, the character becomes harder to hit. Armor Class is affected by such things as magic, magical items, and Dexterity, as well as by the type of armor worn.

Armor Class may be lowered (improved) by Dexterity and magical bonuses. A fighter with a Dexterity score of 16, plate mail +1, and a shield +1 would have a total Armor Class of 7. Magical protection pluses are always subtracted from the number of the Armor Class.

WANDERING MONSTERS: LEVEL 1

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Wandering Monster</th>
<th>No.</th>
<th>Die Roll</th>
<th>Wandering Monster</th>
<th>No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Acolyte (A)</td>
<td>1-8</td>
<td>2</td>
<td>Beetle, Oil (N)</td>
<td>1-8</td>
</tr>
<tr>
<td>1</td>
<td>Bandit (N-C)</td>
<td>1-8</td>
<td>2</td>
<td>Berserker (N)</td>
<td>1-6</td>
</tr>
<tr>
<td>1</td>
<td>Beetle, Fire (N)</td>
<td>1-8</td>
<td>3</td>
<td>Cat, Mt. Lion (N)</td>
<td>1-4</td>
</tr>
<tr>
<td>1</td>
<td>Dwarf (L)</td>
<td>1-6</td>
<td>4</td>
<td>Elf (L)</td>
<td>1-4</td>
</tr>
<tr>
<td>1</td>
<td>Gnome (L)</td>
<td>1-8</td>
<td>5</td>
<td>Ghoul (C)</td>
<td>1-6</td>
</tr>
<tr>
<td>1</td>
<td>Goblin (C)</td>
<td>2-8</td>
<td>6</td>
<td>Gnoll (C)</td>
<td>1-6</td>
</tr>
<tr>
<td>1</td>
<td>*Green Slime (N)</td>
<td>1-7</td>
<td>7</td>
<td>*Gray Ooze (N)</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>Halfling (L)</td>
<td>3-18</td>
<td>8</td>
<td>Hobgoblin (C)</td>
<td>1-6</td>
</tr>
<tr>
<td>1</td>
<td>Killer Bee (N)</td>
<td>9</td>
<td>9</td>
<td>Lizard, Draco (N)</td>
<td>1-4</td>
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<tr>
<td>1</td>
<td>Kobold (C)</td>
<td>4-16</td>
<td>10</td>
<td>Lizard Man (N)</td>
<td>1-3</td>
</tr>
<tr>
<td>1</td>
<td>Lizard, Gecko (N)</td>
<td>1-3</td>
<td>11</td>
<td>Neandethal (N)</td>
<td>1-2</td>
</tr>
<tr>
<td>1</td>
<td>Orc (C)</td>
<td>2-8</td>
<td>12</td>
<td>Noble (A)</td>
<td>2-8</td>
</tr>
<tr>
<td>1</td>
<td>Shrew, Giant (N)</td>
<td>1-3</td>
<td>13</td>
<td>Pixie (N)</td>
<td>1-6</td>
</tr>
<tr>
<td>1</td>
<td>Skeleton (K)</td>
<td>3-12</td>
<td>14</td>
<td>Robber Fly (N)</td>
<td>1-6</td>
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<tr>
<td>1</td>
<td>Snake, Cobra (N)</td>
<td>1-6</td>
<td>15</td>
<td>Rock Baboon (N)</td>
<td>2-12</td>
</tr>
<tr>
<td>1</td>
<td>Spider, Crab (N)</td>
<td>1-4</td>
<td>16</td>
<td>Snake, Pit Viper (N)</td>
<td>1-8</td>
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<tr>
<td>1</td>
<td>Sprite (N)</td>
<td>3-18</td>
<td>17</td>
<td>Spider, Black Widow (N)</td>
<td>1-3</td>
</tr>
<tr>
<td>1</td>
<td>Surge (N)</td>
<td>1-8</td>
<td>18</td>
<td>Troglodyte (C)</td>
<td>1-8</td>
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<tr>
<td>1</td>
<td>Trader (A)</td>
<td>1-8</td>
<td>19</td>
<td>Veteran (A)</td>
<td>2-8</td>
</tr>
<tr>
<td>1</td>
<td>Wolf (N)</td>
<td>2-12</td>
<td>20</td>
<td>Zombie (C)</td>
<td>2-8</td>
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WANDERING MONSTERS: LEVEL 2

<table>
<thead>
<tr>
<th>Die Roll</th>
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<th>No.</th>
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<tbody>
<tr>
<td>1</td>
<td>Beetle, Tiger (N)</td>
<td>1-6</td>
<td>2</td>
<td>Bugbear (C)</td>
<td>2-8</td>
</tr>
<tr>
<td>1</td>
<td>Caerion Crawler (N)</td>
<td>1-3</td>
<td>3</td>
<td>Doppleganger Driver (C)</td>
<td>1-12</td>
</tr>
<tr>
<td>1</td>
<td>Halfling (L)</td>
<td>3-18</td>
<td>4</td>
<td>*Gargoyle (C)</td>
<td>1-6</td>
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<tr>
<td>1</td>
<td>Halfling (L)</td>
<td>3-18</td>
<td>5</td>
<td>Gelatinous Cube (N)</td>
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</tr>
<tr>
<td>1</td>
<td>Halfling (L)</td>
<td>3-18</td>
<td>6</td>
<td>Happy (C)</td>
<td>1-6</td>
</tr>
<tr>
<td>1</td>
<td>Harpy (C)</td>
<td>9</td>
<td>7</td>
<td>Living Statue, Crystal (N)</td>
<td>1-6</td>
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<tr>
<td>2</td>
<td>Medium (A)</td>
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<td>8</td>
<td>Medusa (C)</td>
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<tr>
<td>3</td>
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<td>Ochre Jelly (N)</td>
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<tr>
<td>3</td>
<td>*Ochre Jelly (N)</td>
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<td>10</td>
<td>NPC Party (A)</td>
<td>5-8</td>
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<td>1-6</td>
<td>20</td>
<td>Toul (C)</td>
<td>1-6</td>
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</table>
8. THE WATCHER (G.) WILL ALERT THE GUARDS HERE (EXACTLY AS IN 7., ABOVE) WHO WILL RUSH WEST AND THEN SOUTH TO FLANK OR SUMMON INTRUDERS THREATENING AREA 7. OR 9. OR APPROACHING THEIR OWN QUARTERS.

9. STORAGE CHAMBER: The door is locked. Amidst the stacks and heaps of supplies here (see 3., above), there are 3 shields, 17 spears, and 2 battle axes in excellent condition. A small crate in the far northeast corner contains a long-forgotten crossbow and 60 bolts. There is nothing else of value in the place.

10. COMMON ROOM: Here are quartered 12 male orcs (AC 7, HD 1, hp 4 each, #AT 1, D 1-6, MV 40'), Save F 1, ML 8) and 18 females and 9 young (who do not fight). The males have 2d6 silver pieces each, the others have nothing of worth. The few furnishings in the room are likewise of no value.

11. STORAGE CHAMBER: The door is locked. Amidst the stacks and heaps of supplies here (see 3., above), there are 3 shields, 17 spears, and 2 battle axes in excellent condition. A small crate in the far northeast corner contains a long-forgotten crossbow and 60 bolts. There is nothing else of value in the place.

12. ORC LEADER'S ROOM: This large creature is clad in chain mail, has a shield +4, and carries a mace. He fights as a 4 hit dice monster, has 15 hit points, and adds +2 to damage he causes when successfully striking an opponent (thus, 3-8 points of damage). This is due to his strength and skill. He carries 31 gold pieces, and wears a ring set with a gem (total value 700 g.p.).

The room is carpeted, has tapestries upon the walls (note one of these covers the entrance to the small cave to the west), and battered but still serviceable furniture and a cot. His two mates sleep on cushions at the foot of his resting place. The two females in the place fight as males (AC 7, HD 1, hp 3 each, #AT 1, D 1-6, Save F 1, ML 8) and each has 2d6 gold pieces on her person. The chests and other furniture have nothing of value.

If hard pressed, the leader will wiggle behind the tapestries on the south wall and attempt to work the catch on the secret door to the south and go to the rival tribe for help, but his very life must be in great peril before he will do so. (Adventurers can only spring this catch by rolling a 1 (on a d6) twice in a row, or having two characters do so simultaneously.)

Area 1: This alcove is used by the orc leader to store arms and treasure. There are two complete suits of chain mail here (man-sized and dwarf-sized), 4 swords, and a locked iron chest which holds 205 copper, 286 silver, 81 gold, and 13 platinum pieces. A small niche in the back like opening from which he can observe the entrance to the lair. A piece of gray canvas hangs from the ceiling of the alcove, and alerting any orcs that he is bitten there is a 1-in-20 chance of getting a disease, unless a save vs. Poison is made. If the saving throw failed, there is a 25% chance the character will die in 1-6 (ld6) days. Otherwise the character will be too sick to adventure for one game month. These monsters are the pets of the kobolds, living off the garbage and waste of their hosts. They will rush to the sound of the trap door closing or of battle. They have nothing of value in their lair or on their bodies, but their leader (rat #18), who will be at the back of the pack, a huge fellow (AC 5 due to speed and cunning, HD 1, hp 4, #AT 2, D 2-4/2-4, MV 40'). Save F 1, ML 8) wears a thin silver chain set with 5 small gems (jewelry value 400 gold pieces, chain value 50 gold pieces, each gem worth 50 gold pieces). The weight of a few rats will not trigger the pit trap.

3. FOOD STORAGE ROOM: The door is locked. This place contains various sorts of dried and salted meat, grain, and vegetables in sacks, boxes, barrels, and piles. There are also bits and pieces of past human victims. There is nothing of value here; even the wine in a large cask is thin and vinegary.

4. GUARD ROOM: Here are 3 very large kobold guards with chain mail and bows to fire down the passage at attackers (AC 5, HD 1+1, hp 5 each, #AT 1, D 1-6, MV 40'). Save NM, ML 6). The guards will hide behind the corner for cover, so all missiles fired at them will be at -2 to hit. Each carries a hand axe in his belt and a purse with 2d6 gold pieces.

5. KOBOLD CHIEFTAIN'S ROOM: This huge kobold (AC 5, HD 2, hp 8, #AT 1, D 2-8 (2d4), MV 40'). Save F 1, ML 8) is so powerful that he fights with a battle axe. He has the key to the storage room (3#) and a large gem on a great golden chain about his neck (value 1,200 gold pieces). Five female kobolds (AC 7, HD 1/2, hp 2 each, #AT 1, D 1-3, Save NM, ML 8 due to the chief) are also in the room. There are heaps of cloth and bits of battered fur furniture in the place. Hidden in an old blanket hanging on the wall are 50 gold pieces (sewn into the hem). Each female has 6d6 gold pieces. A locked chest holds 203 copper, 61 silver, and 22 electrum pieces.

6. COMMON CHAMBER: The rest of the kobold tribe lives here. There are 17 males (AC 7, HD 1/2, hp 3 each, #AT 1, D 1-4, MV 40'), Save NM, ML 6), 23 females (AC 7, HD 1/2, hp 2 each, #AT 1, D 1-3, Save NM, ML 6), and 8 young (which do not attack). If their caves are invaded, those able will help in its defense. Males have 4d6 silver pieces each, females d4 silver pieces each; the young have nothing. Amidst the litter of cloth and bits and scraps of odds-and-ends there is a piece of silk worth 150 gold pieces. (If the party does not search it will not be located.)

(DM Note: Kobold losses will not be replaced, though injured kobolds will heal. If the attackers hurl oil at the kobolds, they will retreat if possible, rather than suffer damage. Should they have the opportunity to find any flasks of oil, the kobolds will use them against attacking characters!)

B. ORC LAIR: Upon entering, the party will see that the wall 30' to the north is decorated with heads and skulls (human, elven, dwarven) in various stages of decay. These cheerful greetings are placed in niches which checker about 100 square feet of the surface of the wall. Close inspection will show that one is orcish (see g. below). Sounds of activity can be heard from the west, but all is quiet to the east.

Area: This narrowing area is a guard post, the watcher (Orc: AC 7, HD 1, hp 5, #AT 1, D 1-6, MV 40'), Save F 1, ML 8) having a small, window-
C. ORC LAIR: Similar to the orcs at area B., these monsters inhabit cave areas 14.-16. These orcs, however, do not rely upon a continual watch being kept; instead, they have a series of nearly invisible strings running across the entry passage, about 1/4 from the entrance. When any of these strings is tripped, a heavy, weighted net suspended from the ceiling will drop upon intruders, and metal pieces tied to it will create an alarm sound. (The trip strings will be spotted only if careful observation is asked for, each observer having a 1 in 6 chance of seeing the devices. The camouflaged net is 10' wide and 18' long, made of thick, tarred ropes, and will entrap the victim for 1-4 rounds. Meanwhile, orcs from area 14. will be there in 1 round . . . .)

14. COMMON CHAMBER: Here there are quartered 9 male orcs with shields and swords (AC 6, HD 1, hp 3 each, #AT 1, D 1-6, MV (40'), Save F1, ML8), and 8 females and 3 young who do not fight. The males have d20 silver pieces each, the females d4 copper pieces, the young have nothing. The place is a mess, and there is nothing of value in it. The males will go the entrance if they hear the net falling, arriving in 1 round.

15. LEADER’S ROOM: A guard (g.) is always posted just inside the door, and he cannot be surprised. (Orc: AC 5 for chain mail, HD 1+, hp 6, #AT 1, D 1-6, Save F1, ML6, carries 2d6 silver and d4 gold pieces.) He immediately shouts an alarm if any intruders attempt to enter. Behind him are stacks of barrels and boxes and sacks – extra supplies for the tribe. (One small wine barrel, 400 coins in weight, contains a good quality wine worth 55 gold pieces.) None of the other items here have value, and the foodstuffs is not up to human standards.

16. LEADER’S ROOM: A guard (g.) is always posted just inside the door, and he cannot be surprised. (Orc: AC 5 for chain mail, HD 1+, hp 6, #AT 1, D 1-6, Save F1, ML6, carries 2d6 silver and d4 gold pieces.) He immediately shouts an alarm if any intruders attempt to enter. Behind him are stacks of barrels and boxes and sacks – extra supplies for the tribe. (One small wine barrel, 400 coins in weight, contains a good quality wine worth 55 gold pieces.) None of the other items here have value, and the foodstuffs is not up to human standards.

The area to the east houses the leader (AC 2, HD 3, hp 16, #AT1, D 1-6, Save F3, ML10). He is a very large orc who wears plate mail and carries a shield. He uses a sword and attacks as a 3 hit die monster. At his belt is a magic hand axe +1 which he will hurl at an opponent, and he can do so and still attack normally in the same round of combat. His belt is made of silver, with a gold buckle (total value 160 gold pieces), and his sword has a 100 gold piece gem set in its pommel*. In his purse are 8 gold pieces, 17 electrum pieces, and 5 silver pieces. His mate is equal to a male orc in combat (AC 7, HD 1, hp 5, #AT1, D 1-6, Save F1, ML10), and she has a bracelet of ivory which is worth 100 gold pieces. The area is well furnished, and a small chest of drawers contains a sack with 50 platinum pieces tied shut with a rope of climbing. There is also a copper bowl, finely wrought and chased with silver, on a small table near the bed. However, it is filled with garbage and very tarnished, so it looks as if it were worth 10 silver pieces, rather than the actual 50 gold pieces, unless it is closely inspected.

(DM Note: Orc losses cannot be replaced. If this tribe is attacked, they will have the males at area 15. watching the entrance, ready for a second try by the adventurers. If the leader is slain, the survivors will seek safety in area B., if possible; otherwise, they will flee the place entirely, carrying their goods away.)

17. GUARD CHAMBER: 6 goblin guards with several spears each (AC 6, HD 1-3, hp 3 each, #AT 1, D 1-6, Save NM, ML7) are alertly watching both passages here for intruders of any sort, including hobgoblins from the south. They each have d4 x 10 copper and d4 silver pieces. The chamber has a barrel with 60 spears, a small table, 2 benches and a keg of water.

18. GUARD CHAMBER: This is the same as 17., above, except the goblins watch mainly to the east. If there is a cry of “BREE-YARK!” (similar to “Hey Rube!”), 2 of these guards will rush to the secret door, toss a sack with 250 gold pieces in it to the ogre (E., below) and ask him to help them. The ogre will accept the payment and will enter the goblins’ lair and move to attack intruders immediately, if possible. The sack of gold coins is hidden in a water barrel in the comer by the secret door.

19. COMMON ROOM: There are 10 males (AC 6, HD 1-3, hp 3 each, #AT 1, D 1-6, Save NM, ML7) and 14 females and 6 young (who do not fight) dwelling here. Food is prepared and eaten here, and general meetings are likewise held here. There are heaps of bedding, tables, stools, benches, etc. all around the whole place, making it very cluttered. Each male has d6 silver pieces, 1/2 potion of healing and a scroll with a 6-die fireball spell on it.
each female has 2d6 copper pieces. If the wandering group of goblins has not been encountered when the adventures enter this area, be certain to have those 6 additional males in this chamber.

20. CHIEFTAIN'S ROOM: The goblin leader (AC 4 due to chain mail and shield, HD 3, hp II, #AT I, D 2-7 due to Strength and skill, Save F 2, ML 9) guards (AC 6, HD 1-4, hp 7, #AT I, D 1-6, Save NM, ML 9 due to presence of chief), and several females are quartered here. The chief has a purse with 18 gold and 2 platinum pieces in it; each of his guards has 8 electrum pieces and d6 silver pieces. There is a silver cup (value 90 gold pieces) under his bed. He and the guards have bows hung on the wall, and if there is time they will take them down and use them. If hard-pressed, 2 of the female goblins can fight as well as males, and will do so (2 fe-

male goblins (AC 7, HD I-I, hp 2 each, #AT I, D 1-6, MV (20'), Save F I, ML 9 due to the presence of the chief); the other females do not fight.

This place has quite a bit of good furniture in it – all scaled to goblin-size, of course. A low bench near the bed has a secret drawer under the seat, and inside is stored the treasure of the goblins: a tapestry with silver and gold threads which is worth 900 gold pieces. Nearby is a stand with a pewter bowl which holds 273 silver and 321 copper pieces.

21. STORAGE CHAMBER: Note that at position g, there are 4 goblin guards on duty (AC 7, HD I-I, hp 4 each, #AT I, D 1-6, Save NM, ML 7), armed with ready crossbows and swords. Many bales, boxes, crates, barrels, and sacks are stacked and heaped in the large chamber. They contain cloth, food, beer, and wine – all of no special worth. The hard-working but not-too-bright goblins continually bring supplies of stolen and looted goods to this place. They do not realize that their large cousins, the hobgoblins at area F, below, use a secret door known only to them to steal the best of the foodstuffs and drink. If the adventurers stay in this chamber for more than 1 turn, a party of 4 hobgoblins will come through the secret door:

4 Hobgoblins (AC 6, HD 1-1, hp 6 each, #AT I, D 1-8, MV (30'), Save F I, ML9) Each carries d4 gold pieces.

(DM Note: Goblin losses cannot be replaced. If they are being soundly defeated by intruders, the goblins will attempt to hide or flee east. Those who do so will go from being soundly defeated by intruders, the goblins will attempt to hide or flee east. Those who do so will go from

being soundly defeated by intruders, the goblins will attempt to hide or flee east. Those who do so will go from

22. The ogre sits here on top of a great leather bag. In this bag are seven large sacks which contain:

#1: 287 silver pieces; #2: a hard cheese; #3: 182 copper pieces and 91 electrum pieces; #4: 289 gold pieces; #5: a keg of brandy (value 80 gold pieces); #6: 303 copper pieces; #7: 241 gold pieces (actually lead coins with a wash of gold, so value of each is only 1 copper!).

If intruders offer him a bribe of 20 or more gold piece value, the ogre will be 90% likely to allow them to leave unmolested, but if he catches them again, he will attempt to kill them, whatever the offers. Hidden under a heap of old bones in the southern portion of his cave are 6 magic arrows +1, a potion of invisibility, and a magic scroll with 2 cleric spells – cure light wounds, hold person.

F. HOBGOBLIN LAIR: Seldom are these fierce creatures troubled by marauders, for the entrance to their lair is guarded by a stout, barred door at the back of the entry cave. Skulls are lined along the walls, and several are affixed to the oaken door to highlight a waning written in common runes: "Come in – we'd like to have you for dinner!" (Which could be misinterpreted as a cordial invitation to dine.) Careful inspection of the barred door has a 1 in 6 chance of opening it; the noise of the falling bar will be heard, but guards will not have time to react, so the intruders will have two rounds of time before the guards will come.

23. COMMON ROOM: This place quarters 5 males (AC 6, HD 1-1, hp 5 each, #AT I, D 1-8, MV (30'), Save F I, ML 8) with d4 x 10 silver pieces each; 8 females (AC 7, HD 1, hp 4 each, #AT I, D 1-6, Save F I, ML 7) with 2d6 silver pieces each, and 3 young which do not fight and have no treasure. There are heaps of cloth and skins for beds, some odds and ends of furniture, and a small barrel of beer, buckets, etc. in the place, all worthless. The males are watching the common door which connects with the goblin lair (D, above) and are battle-ready.

24. TORTURE CHAMBER/PLAYROOM/FOOD STORAGE: There are 2 very large, ugly hobgoblins here. Each is equal to a 2 + 1 hit dice monster, one having 10 hit points, the other 8 hit points, and both wear chain mail (AC 5). One also has a whip, as well as a sword, so that he can strike at opponents up to 15' distant, and if a hit is scored, the whip will jerk the victim off his or her feet and stun (paralyze) him or her for 1-2 melee rounds. However, once closely engaged, the hobgoblin cannot make use of his whip, so he will cast it aside. Each of these monsters has a purse with d6 each copper, silver, and electrum pieces. The larger also has a silver amulet worth 135 gold pieces. They guard 6 prisoners who are chained to the walls. There are two chairs, a small table, a central fire pit, and various implements of torture in the chamber. The keys to the prisoners' chains are hanging on the wall in the southwest comer. The prisoners are:

#1: A plump, half-dead merchant, scheduled to be eaten tonight in a special banquet. If he is rescued and returned to the KEEP, the Guild will pay a 100 gold piece reward, grant the rescuers honorary Guild status, and exempt them for one year from any fees, dues, taxes, and the like which the Guild would normally collect.
26. An orc (AC 7, HD 1, hp 4, ML 8) who will fight goblins and hobgoblins gladly, if handed a weapon of course, he will seek to escape from the adventurers at first chance, taking whatever he can with him, and informing his fellows at 8 (above), of what happened.

27. A man-at-arms (AC 9 due to no armor, F 1, hp 5, ML 7) who formerly served as a guard for the merchant. He will take service with rescuers for 1 year if an offer is made, for room and board only, if given armor and weapons.

28. STOREROOM: Goods stolen from the stupid goblins are kept here until needed above. There will be a single guard (AC 6, HD 1-H, hp 5, #AT 1, D 1-8, Save F I, ML 8) on duty here at all times. He has 2d8 electrum pieces. (If the looting party does not encounter adventurers in area 21, they will also be here: 4 hobgoblins (AC 6, HD 1-1, hp 6 each, #AT 1, D 1-8, Save F I, ML 8). Each of the four carries 4d gold pieces.

29. GUARD ROOM: 2 hobgoblin guards with crosbows and swords stand here. (AC 7, HD 1-H, hp 5 each, #AT 1 or 1/2 for crosbows, D 1-6, Save F I, ML 8.) With them are 2 females who will fight (AC 7, HD I, hp 4 each, #AT 1, D 1-6, Save F I, ML 7). Males have 2d6 each silver and copper pieces, females have no treasure. There are 6 cots, a bench, a stool, and a large box filled with spoiled clothing in the room. If attackers are seen, one female will alert area 30., the other area 31.; both will fight.

30. HOBGOBLIN CHIEF'S QUARTERS: This great, ugly creature (AC 2 due to his plate mail and shield, HD 5, hp 22, #AT I, D 3-10 due to Strength and skill, MV (30)), Save F 5, ML 10) has 5 platinum and 31 gold pieces in his purse. He wears a silver and gem studded belt (value 600 gold pieces). With him are 4 large female hobgoblins, each equal to a male (AC 6, HD 1+1, hp 6 each, #AT 1, D 1-8, Save F I, ML 10 due to the chief), and each has 2d6 gold pieces. The room is crowded with furniture and junk, all of no real worth, except that there is a false bottom in a huge iron box filled with many animal skins. The secret portion of the iron box holds 25 platinum, 200 gold, 115 electrum, and 400 silver pieces plus a 100 gold piece gem and a potion of poison. Amidst a heap of kindling wood near the fireplace (southeast corner) there is concealed a wand of paralyzation, but it has only 7 charges left in it.

31. GUARD ROOM: 4 hobgoblins (AC 5 due to chain mail, HD 1+1, hp 6 each, #AT 1, D 1-8, Save F I, ML 8) each with 2d6 electrum, silver, and copper pieces. They are alert for danger, and when notified, they will pass the word to areas 29., 30., and/or 27., as required. The room is rather bare, having only 2 pallets, a stool, and a large water barrel.

(DM Note: As usual, hobgoblin losses cannot be replaced during the course of normal play, which is a period of only several days or weeks of action. The hobgoblins are fairly smart, well-organized, and alert. If their chief is killed, they will typically seek to escape alive, unless their opponents are obviously weak and inferior. Survivors will reinforce the goblins at D, above, unless their attackers are very dangerous and the hobgoblins can see that the whole Caves' area is in trouble...)

G. SHUNNED CAVEN: Even the normal inhabitants of this area, including the ogre, stay away from here, for the creatures who dwell herein are exceptionally dangerous. Any creature foolish enough to venture out at night becomes fair game. A horrible stench is noticed as soon as creatures enter the cavern area.

32. EMPTY GALLERY: The odor of these places is awful. Bones and rotting corpses are spread here and there amidst a litter of dead leaves and old branches. If a careful search is made, adventurers will find a coin every round: 12 = 1 copper piece, 3-4 = 1 silver piece, 5-6 = 1 electrum piece. The sound of such searching might bring visitors! Roll on the table below for an encounter:

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### Table: Item Possibilities

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<th>Item Type</th>
<th>Quantity</th>
<th>Notes</th>
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<td>Suit of man-sized plate mail</td>
</tr>
<tr>
<td>Armor</td>
<td>1</td>
<td>Suit of dwarf-sized plate mail</td>
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<tr>
<td>Armor</td>
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<td>Suits of man-sized chain mail</td>
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<tr>
<td>Armor</td>
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<td>Suits of elf-sized chain mail</td>
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<td>Battle axe</td>
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<td>Crossbows</td>
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<td>Arrows</td>
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<td>Pole arms</td>
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<td>Helmets of various sizes</td>
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33. **SHALLOW POOL:** This portion of the cavern is very wet, and all of the walls and the floor have a sheen from the dampness. There is a large pool of shallow water (as shown), and a few white, blind fish are swimming therein. There is a jewel-encrusted goblet worth 1,300 gold pieces in the water. There are 3 gray ooze monsters in this place (only 2 if 1 has already been encountered in a 32. area). Each causes 1-8 hit points of damage on the first round, unless attacking from above, because half of their damage will be taken up in destroying the foot and leg protection of the victim. Thereafter, attacks cause 2-16 points of damage, as do attacks from above. (AC 8, HD 3* hp 15 each, #ATI, D 1-8 first round, then 2-6 destroys armor, MV (3'). Save F 2, ML 12.) The pair always in the place are the one at the south edge of the pool and the one on the ceiling in the southwestern portion of the area. There is only a 1 in 20 chance of noticing either unless a pole device is used to prod the area before the pool or unless two or more torches are held aloft so as to fully light the ceiling area. The third gray ooze will be on the ceiling to the left of the entrance, if present.

34. **OWL BEAR'S DEN:** The owl bear (AC 5, HD 5, hp 30, #AT3, D 1-811-811-8, MV (40')) Save F 3, ML 9) sleeps in the most southerly part of the den, digesting a meal of gnoll it just caught at dawn. If aroused, the beast will roar and rush out, striking with its two great paws and toothy beak for 1-8 points of damage per hit, with three such attacks per round, i.e. a claw, another clawing attack, and then a snap of its beak. It has no treasure, but amidst the many sticks and bones it sleeps on is a bone tube (1 in 6 chance of noticing it for each person searching the heap, with a check for each once per round) with a **protection from undead** scroll within it.

35. **GUARD ROOM:** 3 bugbears (AC 5, HD 3 + 1, hp 11 each, #ATI, D 2-8. MV (30')). Save F 3, ML 9) with 2d10 gold pieces each, These creatures lounge on stools near a smoking brazier which has skewers of meat toasting over the coals. Each will ignore his great mace when close to fight hand-to-hand. These bugbears tend to the slaves as well as help to guard the entrance to their lair. There are bedrolls, a bench, a long table, a water heap and various boxes and crates of high quality dried or salted foodstuffs, leather hides in a stack, 3 barrels of ale, a tun of wine, and a small keg of oil (20 flask capacity). (If all but the shield and oil are sold at the KEEP, the value will be 400 gold pieces.) Breaking the lock or smashing the door will bring the guards from 35. and the chieftain and his mate from 36.

36. **CHIEFTAIN'S ROOM:** This tough old bugbear is equal to an ogre (AC 5, HD 4+1, hp 18, #ATI, D 3-12 (d10+2), Save F 4, ML 9). He has a pouch with a key, 29 platinum pieces, and 350 g.p. gems in it. With him is a female bugbear equal to the male (AC 5, HD 3+1, hp 12, #ATI, D 2-8, Save F 3, ML 9). She has gold earrings worth 100 g.p. The furnishings of the room are battered and crude, but several pieces of silk are mixed up with the bedding, in all 6 may be found; the party will be able to sell them for 20 g.p. each. There is a gray chest stuck up on a ledge near the ceiling which will only be spotted if the room is carefully searched. It contains 1,462 silver pieces, a 30 pound statuette of alabaster and ivory (worth 200 gold pieces), and 2 potions of **healing** (which will break if the chest is roughly handled). It will take three or four strong characters to bring this down safely. There is a **hand axe +1** on the wall, and if the chieftain has the chance, he will take it down and hurl it first, then close for full melee. He knows of the secret door—its escape route in desperate situations.

37. **SPOILS ROOM:** The heavy door is locked, and the key is in the pouch of the chieftain (36., above). Inside are a **shield +1**, being used as a tray to hold a heap of dried herbs (catnip, something these particular bugbears relish), various boxes and crates of high quality dried or salted foodstuffs, leather hides in a stack, 3 barrels of ale, a tun of wine, and a small keg of oil (20 flask capacity). (If all but the shield and oil are sold at the KEEP, the value will be 400 gold pieces.) Breaking the lock or smashing the door will bring the guards from 35. and the chieftain and his mate from 36.

38. **COMMON ROOM:** 3 males (AC 5, HD 3 + 1, hp 12 each, #AT1, D 2-8, MV (30')). Save F 3, ML 9) with 2d6 each of gold and silver pieces, 7 females (AC 6, HD 2, hp 8 each, #AT1, D 1-8, Save F 2, ML 8), and 3 young bugbears (AC 7, HD 1, hp 3 each, #AT1, D 1-4, Save F 1, ML 7) live here. There are piles of bedding and old garments here and there. Blackened by soot, there is a silver um worth 175 g.p. near the fireplace, but only close examination will reveal its true value.

39. **GUARD ROOM:** Watching here are 2 males (AC 5, HD 3 + 1, hp 10 each, #AT1, D 2-8, Save F 3, ML 9) with 2d8 gold pieces each, and 3 females (AC 6, HD 2, hp 7 each, #AT1, D 1-8, Save F 2, ML 8) each with 2d10 gold pieces. Each has a spear in addition to normal weapons, so that they can hurl this missile and then close to fight hand-to-hand. These bugbears tend to the slaves as well as help to guard the entrance to their lair. There are bedrolls, a bench, a long table, a water pail, and sacks of meal scattered here and there. Blackened by soot, there is a silver um worth 175 g.p. near the fireplace, but only close examination will reveal its true value.

40. **SLAVE PEN:** The iron door is secured by a bar, chain, and heavy padlock. Inside is a litter of straw, a bucket, and the following slaves: 3 kobolds (AC 9, HD 1/2, hp 2 each, MV (40'), Save NM, ML 6), 1 gooblin (AC 9, HD 1, hp 3 each, MV (20)), 3 females (AC 6, HD 2, hp 7 each, #AT1, D 1-8, Save F 2, ML 8) each with 2d8 gold pieces, 5 females (AC 6, HD 2, hp 7 each, #AT1, D 1-8, Save F 2, ML 8) each with 2d6 each, and 2 humans (AC 9, HD 1, hp 4 each, MV (40')). (ML 7) – optionally add 1 dwarf (AC 9, D 2, hp 12, MV (40'), ML 8) and 2 elves (AC 9, E 1, hp 7 each, MV (40), ML 8) in place of 2 of the kobolds and 1 of the orcs. They are chained to the wall with a common chain and a heavy padlock. All will fight against the bugbears if given weapons. (Treat as AC 9 unless protection is provided.) The humans will serve as those noted in F, 24., above. The dwarf and elves, if used by the DM, may agree to help the adventurers as long as they stay in the caves area continuously and fight. The other creatures will desert at first opportunity.

41. **SLAVE PEN:** Another barred, chained, and padlocked iron door keeps safe the following slaves: 3 hobgoblins (AC 8, HD 1+1, hp 6 each, MV (30), Save F 1, ML 8), 2 gnolls (AC 8, HD 2+1, hp 9 each, MV (30), Save F 2, ML 8), 1 (rebel) bugbear (AC 7, HD 3+1, hp 14, MV (30), Save F 3, ML 9) and 1 huge human – a seeming wildman, with mighty muscles, shaggy hair and beard, and staring eyes. He is a Hero (a 4th level fighter). His 18
Strength and +1 for his level give him a total of +4 "to hit" bonus and +3 to damage (AC 9 due to no armor, F 4, hp 24, #AT 1, D 4-9, ML 10). He is prone to fits of berserk fury due to his enslavement, and if armed and in combat it is 50% likely per round that he will strike a friend instead of a foe in his lust to slay! If freed, these slaves will attempt to flee, although they will attack bugbears who are in the way of their escape. There are two exceptions: the big bugbear hates his fellows, and will take arms and fight against them or any of the other inhabitants of the whole area; he will continue to do so as long as the party stays there. The hero is an evil person; once he is armed, and after battle madness leaves him, he will either kill the adventurers who freed him, so as to have all their treasure for himself, or else he will steal whatever is most valuable and then sneak off — but only if he knows the party is too strong for him.

(DM Note: There are 2 bugbears out hunting, and they will return with a human corpse and 83 gold pieces the day after adventurers first enter the bugbear lair. They will be placed on guard duty at 35., if appropriate, and their statistics are the same as the guards there. Bugbears will stay in the place until all are dead, save the chieftain, who will seek help from the minotaur at 45.)

1. CAVES OF THE MINOTAUR: This labyrinth* houses a number of nasty things, but the worst is a fiendishly clever minotaur who abides herein. Immediately upon entering the place, adventurers will feel slightly dizzy — the effects of a powerful spell which will cause them to lose all sense of direction.

The minotaur will agree to help the bugbears against invaders at the cost of one human slave every three days of service — of course, the slave is eaten in that period. The minotaur keeps only the choicest of treasures, tossing unwanted loot to whomever happens to find it at the mouth of the labyrinth.

(DM Notes: You may allow players to find a few low-value coins, normal equipment, weapons, or armor at the entrance. After 30' past the cave mouth, a spell of direction confusion (a special spell) will begin to function, so start to misdirect them by naming incorrect directions, i.e. south instead of northeast, east instead of west, etc. Don't worry about calling the same passage as a different direction should they travel over the same route twice — that's the effect of the magic on them. You may wish to allow the mapping character a secret saving throw every couple of turns, a 19 or 20 indicating that the effect has been thrown off.)

42. STIRGE CAVE: There are 13 of these flying monsters here: (AC 7, HD 1, hp 3 each, #AT 1 at +2 to hit, D 1-3 first round plus 1-4 per additional round, MV (60') Save F 1, ML 9). If opponent is hit, stirge will automatically suck blood each round thereafter, doing 1-4 hit points of damage due to blood drain until victim is dead or stirge is killed. The minotaur loves to catch and eat these creatures, so they avoid him, and they are quite hungry. In fact, this hunger makes it 90% likely that they will be squeaking and hooting to one another, so the party won't be surprised. They have no treasure.

43. FIRE BEETLES: There are 2 of these creatures here, in all respects like those in 43., above.

44. FIRE BEETLES: There are 2 of these creatures here, in all respects like those in 43., above.

45. THE MINOTAUR: This huge monster has AC 4 due to a great chain mail coat he wears, and carries a spear +1L. When he first attacks, the minotaur (AC 4, HD 6, hp 35, #AT 1 or 2, D 4-9 or I-611-6, MV (40'). Save F 6, ML 12) will rush forward and stab with his spear for 4-9 (d6+3) points of damage, due to his strength. The next round he will gore and bite doing 1-6 points of damage with each successful attack. The minotaur may only use his spear or his hams and bite.

When intruders enter the area, the minotaur immediately moves to attack. He knows this area so well that the only way for victims to escape is to go through the secret door into area 36., or else to run out of the place and climb a large tree.

The cave the minotaur dwells in has skulls and bones arrayed in decorative patterns. The secret door is actually a slab of stone which takes not less than 3 humans to move. (It will be noticed by careful checking of the walls, but how it is moved requires a roll of a 1 on a six-sided die to indicate the searcher has found where it can be grasped. All of the minotaur's treasure is behind this slab of rock. It hides:

1 locked chest (with poison needle in lock) — contents 930 gold and 310 electrum pieces
1 staff of healing
1 suit of man-sized (optionally elf-sized) plate mail +1
1 locked coffer — contents 3 potion bottles (gaseous form, healing, growth)
1 locked chest — contents 3 pieces of jewelry worth 1600, 900, and 600 g.p. respectively
J. GNOLL LAIR: The entry into this place is a small cave, and only at the end will worked stone be visible. If the adventurers have a light or make much noise, the guards (46.) will certainly be alerted and ready.

46. GUARD ROOM: There are always 4 gnolls (AC 5, HD 2, hp 9 each, #AT 1, D 2-8, MV 30'), Save F 2, ML 8) on duty here. Two have bows, and will shoot at intruders until melee takes place; they will then run for help while the other two fight. Each gnoll has d8 each of electrum, silver, and copper pieces.

47. GUARD ROOM: 3 males (AC 5, HD 2, hp 8 each, #AT 1, D 2-8, Save F 2, ML 8) and 5 females (AC 6, HD 1 +1, hp 5 each, #AT 1, D 1-8, Save F, ML 8) are quartered here. They will be ready to fight immediately. The males have d6 gold pieces each, the females have d4. There is a scattering of rude furniture in the place, heaps of bedding on the floor, several hides and pelts on the walls (one is a valuable sable cloak worth 450 g.p.), and a barrel of water in the southwest corner of the room.

48. LOCKED ROOM: This chamber is a store room and armory. Besides the usual provisions, there are 7 shields, a suit of dwarf-sized chain mail, 12 hand axes, 3 long-bows, 5 quivers of arrows (20 in each), and a sword -1, cursed. One barrel of exceptionally fine ale is leaking, and the odor will tempt adventurers to taste it. It is so good, in fact, that there is a 5 in 6 chance per taste that he or she will draw a healthy draught and then spend the next 1-4 turns drinking. (If this occurs, be sure that you have the appropriate characters sing, make noise, and act foolishly. Any of their attacks will be at -2 to hit; this will continue for as many turns as they spent drinking, i.e. 1-4).

49. COMMON ROOM: This place quarters the gnoll tribe - 6 males (AC 5, HD 2, hp 8 each, #AT 1, D 2-8, Save F 2, ML 8), 11 females (AC 6, HD 1 +1, hp 5 each, #AT 1, D 1-8, Save F, ML 8), and 18 young who do not fight. Males have d6 each of electrum and silver pieces, females d10 silver pieces each. There is the usual clutter of worthless furniture in the room.

50. GNOLL CHIEFTAIN'S QUARTERS: The gnoll leader (AC 3 due to pieces of plate mail worn, HD 3, hp 17, #AT 1, D 4-10 (2d4+2) due to his strength, Save F 3, ML 10) has a dais and throne-like chair set with 4 large red gems (500 g.p. each) at the south end. It is otherwise empty except for a dozen skeletons, clad in rags of chain mail and bearing battered shields and rusty scimitars (swords), propped against the walls. These bony guards do not move, and any attempt to turn them immediately upon entering the chamber will have no effect, as they are obviously not animated. However, as soon as intruders touch the dais or throne chair, these monsters will spring to life from their positions on either wall of the chamber. Each has an amulet of protection from turning upon it, so they are turned by a cleric even if they were zombies. These ghastly monsters are clad in filthy red and black striped uniforms. Each carries a cleaver-like battle axe. (Each wears an amulet of protection from turning, so attempts by a cleric to turn them are made as if they were ghouls rather than zombies.)

K. SHRINE OF EVIL CHAOS: A faint, foul draft issues from the 20' wide cave mouth which is the entrance to this place. The wod path through the copse of obscenely twisted and oddly bloated trees gives those approaching along its length an eerie sense of unease, and as soon as they enter the cave mouth a dim awareness of lurking evil will pervade their senses. Red strata intertwine with bulging black veins running through the hewn rock walls beyond the entrance. The wide corridors and chambers are deathly still. A faint groaning sound, and a shrill piping may be occasionally heard, barely perceptible even if the party is absolutely silent and listening.

51. BOULDER FILLED PASSAGE: Large rocks and boulders have been placed here in order to seal off this tunnel. It will take 100 man-turns to open a way large enough for a human to pass through into the area beyond. (You have the option of allowing this passage to lead to the outside somewhere to the southwest of the Caves of Chaos, or you may choose to have it go all the way to the Cave of the Unknown. If you opt for the latter case, you must, of course, prepare an appropriate underground area map and stock it with monsters and treasures.)

52. HALL OF SKELETONS: This unusual audience chamber has a dais and throne-like chair set with 4 large red gems (500 g.p. each) at the south end. It is otherwise empty except for a dozen skeletons, clad in rags of chain mail and bearing battered shields and rusty scimitars (swords), propped against the walls. These bony guards do not move, and any attempt to turn them immediately upon entering the chamber will have no effect, as they are obviously not animated. However, as soon as intruders touch the dais or throne chair, these monsters will spring to life from their positions on either wall of the chamber. Each has an amulet of protection from turning upon it, so they are turned by a cleric even if they were zombies. These ghastly monsters are clad in filthy red and black striped uniforms. Each carries a cleaver-like battle axe. (Each wears an amulet of protection from turning, so attempts by a cleric to turn them are made as if they were ghouls rather than zombies.)

53. GUARD ROOM: There will always be 8 zombies (AC 8, HD 2, hp 8 each, #AT 1, D 1-8, Save F 1, ML 12) turned as if they were ghouls due to a amulet of protection from turning hulking silently here, 4 at either end of the hall. Anyone entering will be attacked unless they are turned by a cleric. There is a large barrel of water in the southwest corner of the room. The skeletons have d6 each of electrum and silver pieces, females d4. There is a scraggly pile of dirty clothes on the floor, a scatter of rude furniture in the place, heaps of bedding on the floor. A faint groaning sound, and a shrill piping may be occasionally heard, barely perceptible even if the party is absolutely silent and listening.

54. ACOLETS' CHAMBER: There are 4 acolytes (1st level clerics) here (AC 5, C 1hp 4 each, #AT 1D 1-6, ML 8), all
dressed in rusty-red robes, with black cowls*. Under these robes each wears chain mail and a mace at his belt. Each carries 10 gold pieces in his purse, and the leader wears an amulet of protection from good. This amulet circles the wearer with a magic barrier. The amulet serves as some protection from good attacks (attacks by monsters of some alignment other than the wearer’s alignment) by adding 1 to the wearer’s saving throws, and subtracting 1 from the “to hit” die roll of these opponents. The spell will also keep out attacks from enchanted (magical) monsters (such as gargoyles), but not missile fire attacks from these creatures. Their room contains four hard pallets*, a brazier*, a table, four stools, a cabinet for clothing, a water pail, a waste bucket, and a flagon* of wine and four cups. There is nothing of value amongst these items.

**55. CHAPEL OF EVIL CHAOS**

The place is of red stone, the floor being a mosaic checkerboard of black and red. The south wall is covered by a huge tapestry which depicts a black landscape, barren trees, and unidentifiable but horrible black shapes in silhouette – possibly demons of some sort – holding aloft a struggling human. A gray sky is torn by wisps of purple clouds, and a bloody moon with a skull-like face on it leers down upon the scene. Four black pillars support the domed ceiling some 25’ overhead. Between these columns, just in front of the tapestry, is a stone altar of red veined black rock, rough-hewn and stained brown with dried blood. Upon it are 4 ancient bronze vessels – a shallow bowl, a pair of goblets, and an ewer, a vase-shaped pitcher. They are also bloodstained but obviously worth a great deal of money. (The value is 1,000 g.p. for each cup, and 2,000 g.p. for each of the other items, but these are relics of evil, and any character possessing them will not part with them or sell them nor allow others to handle them.) For each character who picks up one of these objects, the DM should have the character roll a saving throw vs. Magic at -2. Any who save successfully will get a “feeling of great evil” about the object, and he or she may voluntarily put it down. If the save fails, the character will rapidly fall under the influence of a demonic spell and within 6 days become a servant of chaos and evil, returning to this chapel to replace the relics, and then staying as a guard forever after. If someone attempts to destroy these relics the great bell (see 58., below) will sound and the Shrine’s residents will come running in 3 rounds. If a detect evil spell is cast upon these items, they will glow an ugly purple, and all good characters will feel instant loathing for them. If the character who has taken them has a dispel magic and then a bless spell cast upon him or her, there is a 60% chance of removing the evil on the first day, 50% on the 2nd, 40% on the 3rd, 30% on the 4th, 20% on the 5th, and 10% on the 6th. Otherwise, nothing will be able to save the character!

**56. ADEPTS’ CHAMBER**

There are 4 adepts (2nd level clerics) here, each clad in a black robe with a maroon colored cowl* (AC 3, C 2, hp 8 each, #AT 1, D 1-6, ML 8). They have plate mail beneath their garments, and each bears a mace. Their waists are circled with copper chains (worth 40 g.p. each) with skull-shaped clasps fashioned of bone. Each carries a purse with 20 gold and 5 platinum pieces, and each wears an amulet of protection from good (#54), which makes their effective armor class 2 vs. good creatures. The first and second have cause light wounds (does 2-7 points of damage to creature touched; normal “to hit” roll must be made to touch victim) spells, the third a light spell, the fourth a cause fear (those who fail to save vs. Spells must flee in terror for 1 turn. A normal “to hit” roll must be made to affect creature) spell. They will use their spells first, if possible, before engaging in combat with weapons. In the room are four beds, four small stands, a table, four chairs, four chests for clothing, and various books and scrolls of evil nature – nothing of value. However, on the table are copper dishes and vessels (total weight 300 coins) of exceptional craftsmanship which are worth 175 gold pieces. (If the party opts to destroy the evil writings, they should receive an additional 600 experience points for the act, unless they are themselves evil, in which case they should receive points for keeping and reading these works) If hard pressed, these evil clerics will attempt to flee and warn their master by striking the great bell (58.).

**57. HALL OF UNDEAD WARRIORS**

There are four files of the undead here, two of 10 skeletons each, two of 10 zombies each. The former face south, the latter north.

20 skeletons: AC 6 (due to chain mail rags and shields), HD 1, hp 3 each, #AT 1, D 1-6, Save F 1, ML 12, turned as if they were zombies.

20 zombies: AC 5 (due to chain mail), HD 2, hp 8 each, #AT 1, D 1-8, Save F 1, ML 12, turned as ghouls.

Upon striking of the great iron bell at 58., below, the skeletons will issue forth from the south door of the place and march into the temple (58.) to line the south wall, while the zombies plod out the north exit to line the north wall of the temple. If intruders enter room 57., are in the passage to the temple, or are within the temple itself, these undead warriors will attack. Proper garments and amulets will prevent attack unless the head cleric commands the undead to do so. They have no treasure.

**58. TEMPLE OF EVIL CHAOS**

This huge area has an arched ceiling some 30’ or more in height. The floor is of polished black stone which has swirling patterns of red veins through it. The walls behind the draperies, and the ceiling as well, are of dull black rock, while the west wall is of translucent red stone which is seemingly one piece, polished to mirror-like smoothness. A great bell of black iron stands near the entrance point, with a pair of mallets beside its supports. To the south are several long benches or pews. There are three stone altars to the west, the northernmost of pure black, the middle one of streaked red and black, the last of red with black flecks. At the western end of the temple area is a dais of black stone, with four lesser chairs on its lower tier and a great throne above. The chairs are of bone; the ivory throne is set with gold and adored with gems of red and black (10 black stones each worth 100 gold pieces, 10 red stones each worth 500 gold pieces, and one large red stone worth 1,000 g.p.). The signs and sigils on these seats are of pure chaos and evil. The other walls are covered by draperies of deep purple with embroidered symbols and evil sayings, done in scarlet and gold and black thread. As soon as the party enters the place, black candles in eight great candelabras on either side of the place will come alight magically, shooting forth a disgusting red radiance. Shapeless forms of purple, yellow and green will dance and sway on the western wall, and if anyone looks at them for more than a moment, they must save versus Spells or be mesmerized into chanting a hymn to chaotic evil. Should three or more voices be so raised, the iron bell will sound automatically by magic, but even one such chant will alert the guards of the head cleric (see below). Zombie guards will enter here in 3 rounds after entry, even if the party is quiet.

**59. THE CHAMBERS OF THE EVIL PRIEST**

Location 59.g is the anteroom where special visitors are entertained by the chief cleric. There are lavish furnishings here, although
none are of particular value except for a golden flagon and cups (flagon worth 500 g.p., each of the nine cups has 100 g.p. value). Three zombies are on guard here. (AC 2 due to plate mail and shield, HD 2, hp 13 each, #AT 1, D 1-8, Save F 1, ML 12.) They stand unmoving unless they are summoned by a chant from the temple area, someone enters their area, or they are commanded by the evil priest.

Location 59. is the private chamber of the evil priest. He is 3rd level, wears plate mail +1, has a shield +1, and wears an amulet of protection from good, which adds a further +1 to his armor class when attacked by “good” creatures. (AC 0 or -1 due to magic armor and amulet, C 3, hp 14, #AT 1, D 2-7 (staff) or 1-6 (mace), ML 10). He attacks with a snake staff, which is +1 to hit. On command the staff will turn into a snake and coil around the person hit. The person is held helpless for 1d4 turns, or until the cleric recalls the staff. The staff then crawls back to the cleric on command. He also has a normal mace hanging from his belt. He has a gold ring with a black gem (value 1,400 gold pieces) and a purse with 51 platinum pieces in it. He wears a black cape and cowl, with red robes beneath. His weapons include: a demon idol leers from a secret compartment in the wight’s tomb; this contains a sword +2, a scroll of protection from undead, a helm of aalmant change, and a silver dagger worth 800 gold pieces because of the gems set into its pommel.

62. THE CRYPT: The door to this room is bolted shut. This long hall is of roughly hewn stone, with a low ceiling. In it are many coffins and large sarcophagi with the remains of servants of the Temple of Chaos. The sixth tomb opened will contain a wight (AC 5, HD 3*, hp 13, #AT 1, D drain one level, MV (30’), Save F 2, ML 12). There is no treasure buried with any of the remains, but there is a secret compartment in the wight’s tomb; this contains a sword +2, a scroll of protection from undead, a helm of alamant change, and a silver dagger worth 800 gold pieces because of the gems set into its pommel.

63. STORAGE CHAMBER: There are many piles of boxes, crates, barrels, sacks, and so forth here – the supplies of the temple are kept here. There is nothing of value, and if the party stays within the place for longer than 3 rounds, a gelatinous cube will move down the corridor into the place and block it. (AC 8, HD 4*, hp 22, #AT 1, D 2-8 plus paralyzation, MV (20’), Save F 2, ML 12). Inside the creature are 1d12 each of copper, silver, electrum, gold, and platinum pieces, as well as several bones – evidently parts of a victim not yet wholly digested. (One of the “bones” is actually a wand of enemy detection with 9 charges left. If it is not gotten out of the monster within 1 turn, it will be ruined by digestive juices.) The secret door in the room leads to the gnoll chieftain’s cave (50, above).

64. CELL: The door is of iron, locked and barred, but a window is set in the door. This is the place where prisoners are kept until tortured to death or sacrificed in the area above. There are several skeletons still chained to the wall, and one scantly clad female – a fair maiden obviously in need of rescuing! As she is partly around a corner, at first only her shapely legs and body up to the shoulders can be seen. Those who enter and approach closer are in for a rude shock! This is actually a medusa recently taken by the evil priest’s zombie guards (AC 8, HD 4*, hp 20, #AT 1, D 6-8 plus poison, MV (30’), Save F 4, ML 8). An opponent hit by the medusa’s attack has been bitten by the asp-hair and must save vs. Poison or die. Persons looking at the creature – including those fighting her from the front – must save versus being Turned to Stone by the medusa.

Not being above such things, the cleric had plans for removing its snakes, blinding it, and then eventually sacrificing it at a special rite to a demon. The medusa will spare one or two of the adventurers from her gaze, promising them she has magic which will turn their companions back to flesh again, if they will free her from her chains. She does, in fact, have a special elixir*, a potion of stone to flesh in a small vial, enough liquid to turn six persons, who have been turned to stone, back to normal, but she does not intend to give it away. If freed she will attempt to “stone” her rescuers.

Credits:

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Editing: Mike Carr, David Cook, Harold Johnson, Jeff R. Leason, Frank Mentzer, Tom Moldvay, Lawrence Schick, Edward G. Sollers, Stephen D. Sullivan, Jean Wells

Art: David S. LaForce, Erol Otus, Jim Roslof
NON-PLAYER CHARACTERS (NPCs)

Whenever the players encounter a person, it is helpful to have the characteristics of that person at ready. Before play, roll the Strength, Intelligence, etc. for each NPC. Make the adjustments as permitted in the D&D BASIC SET, select a personality, and equip the character (if details are not already given).

The tables below will help you get started. You may select a personality, and equip the character (if details are not already given).

For your convenience, you may key the characteristics listed below to the persons mentioned in the module. For instance, a note after the Taverner "c#4" would indicate that when the players meet him, the DM is to use the characteristics of #4 (below) to represent him. Remember to make as many listings as you need! The class designations (Ftr, etc.) do not apply to normal men, of course, and may be ignored when used to represent normal men.

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PERSONALITIES

1. Brave 11. Kind
2. Careless 12. Lazy
5. Courteous 15. Prankish
6. Dishonest 16. Rude
7. Forgiving 17. Suspicious
8. Friendly 18. Talkative

HUMANS

Class Str Int Wis Dex Con Cha
1. Ftr 14 13 7 11 12 14 Cheerful, honest
2. Ftr 16 10 9 9 11 15 Talkative, careless
3. Ftr 17 8 13 10 15 12 Brave, forgiving
4. Ftr 15 8 11 14 16 6 Honest, wasteful
5. Ftr 18 10 7 11 13 9 Kind, trusting
6. Ftr 14 8 10 13 17 11 Helpful, forgiving
7. Ftr 13 10 6 10 14 17 Kind, dishonest
8. Thf 11 12 8 14 11 7 Prankish, rude
9. Thf 14 6 11 16 12 10 Nosy, suspicious
10. Thf 8 9 11 17 8 16 Modest, careless
11. Cl 11 10 14 8 13 9 Lazy, trusting
12. Cl 13 7 15 11 10 10 Friendly, wasteful
13. Cl 7 11 17 9 16 8 Courteous, helpful
14. M-U 10 17 12 6 9 11 Cautious, modest

DEMI-HUMANS

Class Str Int Wis Dex Con Cha
15. Elf 16 14 7 9 13 10 Personality: Suspicious, dishonest
16. Elf 14 15 10 17 14 5 Cautious, rude

17. Hflg 17 12 8 14 10 9 Courteous, nosy
18. Hflg 15 10 12 11 7 Prankish, friendly
19. Dwarf 18 8 9 12 9 13 Brave, talkative
20. Dwarf 16 9 15 8 17 11 Cheerful, lazy

DESIGNING FLOOR PLANS

Once you have become familiar with the KEEP — who its residents are, where the main buildings are located, and so forth — it will be helpful to have details about the layout and contents of certain places. Players can easily see an area they are visiting if you have prepared a floor plan. The Guild House (#16) will be used as an example of this procedure.

On the map of the KEEP, the Guild House is shown to be an 'L' shape about 40' long. Draw a large version of it on a piece of graph paper (the kind with 1/4" squares usually works best). Leave room for a key (noting what symbols are being used) and index the sheet for easy reference.

The outer walls should have the same dimensions as the building's outline. Note the scale (what map length represents what real length) at the bottom of the key. In the example given, 1/4" equals two feet of 'real' length. Since the walls in a normal building are from six inches to one foot thick, they may be represented by single lines; an outer wall should be indicated by thicker lines.

Now look closely at the description of the building in the text. The lower floor contains the Guild Master's quarters, two clerks' quarters, and an office. Give equal spaces to the clerks, more to the Guild Master, and the most to the office (as it represents the main purpose of the building). The rooms may be in whatever order you like; just remember that the outer door shown on the map probably opens into the office, not into a private bedroom. Most doors are 3 to 5 feet wide. Be sure to include steps down to the cellar and up to the rooms on the second floor. Add some windows to help provide light.

Try and think of what items would be in a sparsely furnished office in the KEEP (probably chairs, tables, desks, a bookcase or chest, and a cabinet or two). Consider how necessities would be provided: heat (fireplaces), water (barrels), and food (a kitchen in the cellar). The fireplaces should be located first — chimneys go straight up, and must be placed in the same area on each floor. Most buildings have one or two chimneys. Remember to heat each room, if possible! Add other furnishings wherever you wish, including any information provided in the text.

The completed office in this example has the Master's desk along the west wall under a window, flanked by records cabinets. The clerks' desks and collection table are just inside a railing, which keep visitors from wandering into the work area. Waiting chairs are placed for the Guild members' convenience. A secret door in the fireplace leads to the Master's bedroom — a quick escape route in case of trouble. The locked chest is for money received in Guild dues, but is usually empty due to a clever 'drop' system. It is triggered by a lever under the Master's desk, which dumps the chest's contents down a short chute into a cellar storage room! (You may add whatever tricks and traps you wish.)

Arrange the bedroom furnishings (table, chairs, bed, armoire, etc.) in a similar manner. On the second floor (divided into private bedrooms and dormitory, according
TIPS TO THE PLAYERS

It often helps for beginning players to have advice on how to play D&D. Many points are overlooked by novices in their eagerness to get on with the adventure. The following points are given to help these players.

Most importantly, players should be organized and cooperative. Each player should have complete information on his own character and classes, players should work together to use their abilities effectively. Arguing among players will cause delays and classes, players should work together to use their abilities effectively. Cooperation should also be given to the DM. He or she is on his own character easily on hand and should supply the DM with this information quickly and accurately if asked. As parties will usually involve a variety of alignments and classes, players should work together to use their abilities effectively. Arguing among players will cause delays and attract monsters, and often result in the deaths of some or all of the members.

Cooperation should also be given to the DM. He or she is the judge of the game and his or her decisions are final. If a player disagrees, he or she should calmly state why, and accept whatever the DM decides. Shouting, crying, pointing, or refusing to accept decisions only angers the other players. The game should be fun for all involved. Not everything will go the way players want it.

Planning is another important part of play. Players should be well equipped, comparing each member's list and balancing the items on each. No character should be overburdened nor under-equipped. This may mean sharing the costs of extra items. Rope, oil, torches, spikes, and other useful items should always be carried. Plans should be considered for encountering monsters and casting spells.

Caution is also necessary and a part of planning. A party that charges forward without preparation is almost certainly doomed. Danger should be expected at any moment and from any direction, possibly even from one's own party. Lying and trickery are not unknown. Caution play will help avoid many (but not all) tricks and traps and may save a life. However, too much caution is as dangerous as too little. Many instances will require bold and quick actions on the part of the players, before all is lost.

Above all a player must think. The game is designed to challenge the minds and imaginations of the players. Those who tackle problems and use their abilities, wits, and new ideas will succeed more often than fail. The challenge of thinking is a great deal of the fun of the game.

GLOSSARY

amulet - A charm inscribed with a magic symbol.
armoire - A large trunk or closet where clothes are kept.
bailey - The outer wall of a castle, or an area within such a wall.
battlement - A parapet with open spaces atop a wall, used for defense or decoration.
brazier - A pan for holding hot coals, usually on a tripod.
castle -A governor or warden of a castle or fort.
cistern - A reservoir for storing liquids, especially water.
contour line - A line connecting points having the same elevation on a map.
cowl - The hood on a cloak.
decanter - A vessel used to pour or store liquids; usually used for wines and other liquids containing sediment.
elixir - A sweet liquid, or a cure-all.
fen - Low land which is covered, wholly or partially, by water; a swamp.
flagon - A large vessel or bottle of metal or porcelain, usually with a lid.
hilt - The handle of a sword or dagger.
labyrinth - A confusing maze, usually of tunnels underground.
lackey - A servant, usually very low in class.
man-at-arms - A soldier of the most common type.
melee - Hand-to-hand combat between groups of characters and monsters.
mercer - A soldier who fights for wages rather than sworn loyalty.
murder holes - Slits cut into a ceiling so that victims passing below may be attacked from above.
NPC - A non-playing character, controlled by the Dungeon Master rather than one of the players.
pallet - A straw-filled mattress or small, hard bed.
parapet - A wall or elevation of earth or stone to protect soldiers.
pole arm - A large, heavy weapon on a long pole. There are many types, all of which are considered equal for D&D BASIC SET combat.
pommel - The knob on the hilt of a sword or dagger.
portcullis - An iron grate hung over a gateway and lowered between grooves to prevent passage.
pot boy - A young servant or slave who works in a tavern or inn.
retainer - Special NPC followers of player characters, who travel on adventures for a share of any treasure found.
sarcophagus - A stone coffin (Plural - sarcophagi.)
scenario - An outline of a possible course of events.
score - 20 items.
scurrier - A kitchen helper, usually very low in class.
tun - A measure of wine: 252 gallons, or 8 barrels.
vellum - A very strong cream-colored paper.

To the text) build the rooms off of the stairs, hallways, and fireplaces. It's easy!

Now you design the cellar, remembering a few key facts:

1. The stairs and chimneys **must** connect properly to the first floor.
2. Two servants live in the cellar, but not as richly as the clerks or the Guild Master.
3. A heavily barred, locked room must be under the office to receive the Guild fees from the chute.
4. A kitchen must be located by one of the fireplaces.
5. You won't have to worry about windows or outside doors - but you might wish to include a secret entrance to a long-forgotten dungeon (which, of course, you must design and stock with monsters and treasure!)

Adding the details to a house, church, or other structure can take a lot of time, but it's not as hard as you might think. Before laying out the module, lay out as many buildings of the KEEP as you can. The most commonly used buildings will be the TRAVELERS’ INN (14), the TAVERN (15), the GUILD HOUSE (16.1), and the CHAPEL (17.). You may add just a few simple furnishings to each if you wish, leaving the many smaller details for later. By designing floor plans, you can experiment with many of your own ideas before starting a major project - like the CAVES OF THE UNKNOWN.
DRAW YOUR OWN FLOOR PLAN
# ADDITIONAL NON-PLAYER CHARACTERS

Use this sheet to list persons in the KEEP or in the CAVES OF CHAOS. Profession could be Fighter, Innkeeper, and so forth. Special refers to spells, valuables, and other details you may wish to include. Location should be noted by building or cave number.

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SCALE: ONE SQUARE EQUALS 10 FEET

- TREES
- CONTOUR LINE
- CAVE MOUTHS
- PIT
- DOOR
- SECRET DOOR
- STAIRS UP
- STAIRS DOWN
- CURTAINS
- PILLARS
- DAGS
- ALTAR
- POOL OF WATER
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