

INTRODUCTION

MECC1: The Valley of Karaccia is the first in Mithgarth Entertainment's Castles & Crusades line. Karaccia is a classic RPG setting for low-level adventures, reminiscent of a thunderous valley from the early 90s. Within you'll find an overview of the eponymous valley, as well as a great way to introduce players to both the setting and Troll Lord Games' *Castles & Crusades*® RPG with three adventures, **The Crimson Caverns**, **The Relic of Fallsbarrow**, and **The Brinkwood Thicket**.

This module can easily be played with any OSR game system with minimal effort, but is of course written with *Castles & Crusades* in mind. Likewise, the valley of Karaccia can easily be placed within the mountains of whichever campaign setting you prefer and the religions and lore tweaked to reflect that, but it is written with Mithgarth Entertainment's *The Realm of Imlar* setting as the default. Together with *MECC2: Nefford and Beyond* and *MECC3: The Knaves of Nefford*, this trilogy brings new PCs from first level up to around 5th, and prepares them for adventuring in the wider realm of Imlar, which is detailed in *MECC4: The Realm of Imlar*.

These modules are perfect for starting a new OSR style campaign with the *Castles & Crusades* game. The early adventures are simple enough that players new to OSR play (or RPGs in general) can enjoy them without too much frustration, while learning the ins and outs of the game and the play style; the later adventures grow more challenging, while still giving the characters a relatively safe place to adventure in.

However, though the adventures may be written with the novice *player* in mind, the text presented is intended for experienced Castle Keepers/Game Masters who know how to use a module as raw material to forge their own great tales. You'll find no advice on how to run encounters, how to expand areas, what to do when your players are crazy murder-hobos and go way off the path, nor any other hand-holding here. You've got this, though.

Synopsis

Responding to a flier promising payment for kobold heads, the party has gathered in the town of Brink, in the northern end of the valley. From there, they set out on an expedition to the Crimson Caverns, the known location of the kobolds' lair. After proving their mettle against the vicious scamps, the PCs are implored by the local head of the Church of Erm to recover an artifact from Fallsbarrow which is needed to save the life of an important cleric.

Not long after, during the annual Brightbloom festival, the town is overrun by giant spiders who take the festival princess into the Brinkwood. In their effort to save her, the PCs will uncover a plot by a tribe of elves to use her as a sacrifice. The PCs will have to aid them to convince the elves to release their prisoner.

THE VALLEY OF KARACCIA

The Valley of Karaccia is a pleasant mountain basin, enclosed almost completely by sheer granite walls reaching half a mile into the sky. The basin is surrounded by impassable mountains, the only egress being a passage in the southeast.

Two rivers enter the valley. The first, known as the Fallflow, drops in over the Echo Falls near the town of Brink in the northwest, and is fed by the Hazelglade Creek before it joins the Corkorran. The Corkorran river meanders in through the hills in the passage to the southeast. The city of Nefford is situated at the confluence of the two, and from there it flows southwest to feed Gorgewater Lake. The Corkorran then exits and continues south from the lake, passing under the mountains where it continues on underground for some way.

The northern and southern portions of the valley are covered with dense woods. In the north is the Brinkwood – dark, wild, and untamed. In the south is the more hospitable Stonedurn Grove, though it too harbors dangers.

Humans account for 75% of the population, Halflings 15%, Dwarves 5%, Elves 4%, and Gnome an appropriately wee 1%. The Humans are gathered mainly in the three towns of Brink, Southshore, and Nefford. Brink and Southshore are both ecclesiarchies – they are run by the head clerics of their local churches – while Nefford is technically run by a democratically elected town council, but is in effect run by the two powerful merchant families of Barleyfellow and Blackgrove.

The Halflings who don't live among Humans (which is the majority of them), live in the smaller villages of Addersfield, Stanwyck Crossing, and Wealdstone. Dwarves and Gnomes mostly live in small clan settlements dug throughout the eastern hills, which is also home to their sizable city of Grimegarde. Additionally, a goodly portion live in the Kneetown quarter of Nefford. The Elves have a few small hamlets scattered about the woods of Karaccia, though most are settled in the town of Gul Nalore, nestled in the forest of Stonedurn Grove to the southwest.

The Humans of Karaccia are generally friendly folk, more curious of outsiders than wary. The Halflings are similar, if not more amiable, as are the Gnomes. The Dwarves, while not disagreeable, do tend to keep to themselves. You will find Dwarves working with the other races – trading, adventuring, etc. – but will rarely see them at festivities and social gatherings. The Elves tend to come off as cold and emotionless, but can open up warmly to those who have proven themselves to be good, honest folk.

The climate is temperate, and the mountains keep the valley sheltered from most extreme weather. Springs are wet and warm, and Summers mild and dry; temperatures rarely reach above 90 degrees. Autumn is cool and dry, and Winter, while cold, is considered pleasant with gentle snowfalls through most of Coldmonth, Newmonth, and Fathermonth.

The Valley of Karaccia



The Humans Of Karaccia

Of the four groups of men created by I'crenhellem, the people of Imlar (and thus, Karaccia) come from Earth-folk stock. The Earth-folk have ruddy complexions, hair that is brown, blonde, or red, and hazel, green, or blue eyes. Men average 6' in height and 180 pounds in weight, while women stand 5'8" and weigh 130 pounds. They are patient, practical, and loyal folks who tend to appreciate fine food and drink, often to a fault. Their loyalty can also turn into stubbornness.

Culturally and technologically, Imlar is not dissimilar to Europe around the 11th century. Of course there is magic, but while not unheard of it certainly couldn't be considered commonplace. The PCs will of course will run into magic on a relatively regular basis, but that does not mean that their experience is one of the common man; few people are called to become wizards, fewer still live to reach any level of significance, and those who do *most certainly* don't spend their time flooding the world with cheap magic items and enchanting everything under the sun to replace some modern amenity.

Likewise, while the vast majority of Humans belong to the Church of Erm and are faithful to the goddess, few are called to actually serve the church, and of those who do fewer still become clerics. Further, clerics rarely meddle in the natural course of life of the faithful, of which injury and sickness is a part.

One form of magic that could be considered common, however, is alchemy. Potions are generally easy to procure, depending on the size of the market one's searching. And, unlike those often hawked by the unscrupulous type in medieval Europe, those found in Imlar work (usually...).

Common dress for men is a linen tunic with a wool overcoat, linen underpants with wool or leather breeches, and leather boots or shoes. Hair is usually worn shoulder length and tied back, though styles run the gambit. Women generally wear a linen smock under a wool kirtle, with leather shoes. Hair is usually worn long, parted in the center and braided, with a veil covering the top if the woman is married. Of course, women who are adventurers will likely dress for their job, and not for the court. The most common colors for clothing in the region are grey, black, red, and green. Quality blue dye is extremely rare in this region and must be imported, so it is almost exclusively worn by nobles and royalty.

Time And The Calendar

Not even the greatest of scholars are certain as to the shape of the world, nor how exactly it is aligned to its sun, moon, nor to the stars in the sky. What is known, though, is that the sun rises each day and sets each evening, with early rises and late sets in the summer and late rises and early sets in the winter. The sun's position in the sky though is always directly east to west along the equator; it does not waver throughout the year.

A full year, as measured between winter solstices, is 336 days. The calendar used in Imlar is comprised of 12 lunar months of 28 days, with each month beginning on the full moon.

The year begins on the first of **Newmonth**, which on the Imlarian calendar coincides with the winter solstice.

The winter months continue with **Fathermonth** and **Thawmonth**. The first of **Flowermonth** brings us the spring equinox, and **Birthmonth** and **Clearmonth** finish up the season. The summer solstice occurs on the first of the aptly named **Sunmonth**, with **Firemonth** and **Ambermonth** providing warmth as well. Finally, the year begins to wind to an end when the autumn equinox arrives on the first on **Squashmonth**, and **Darkmonth** and **Coldmonth** bring the year to a close.

Months are divided into four weeks of seven days, which are named after the Church of Erm's creation story (which mirrors the actual timeline of I'crenhellem creating the world; her persona of the goddess Erm is more like her than any of her other presentations). They are **Sunday**, **Moonday**, **Waterday**, **Windday**, **Earthday**, **Fireday**, and **Restday**.

The current year is 268 PS (Post Sceleris). This is numbered from the year when King Henry Elmson of Imlar slew the foul dragon Sceleris.

Another common reckoning of the year is from the founding of the kingdom, in which case the current year is 709 AI (Age of Imlar).

This adventure begins on **Moonday**, the 16th of of Flowermonth, 268 PS.

The Church Of Erm/Religions Of The Region

The predominate by far religion of the realm is the Church of Erm. The church worships the "goddess" **Erm**, who is in fact an Immortal being named **I'crenhellem**. I'crenhellem manifests in three main ways to the good folk of the world. First and foremost, to the Humans and Halflings she appears as the goddess of life and creation, **Erm**. Erm appeared often during the first five generations of Men, to guide them in living fulfilling lives and celebrating the world in which they live. She still will manifest from time to time, but anymore her presence is mostly felt through her clerics and their magic.

Though the worship of Erm has been with the people from the beginning, the Church of Erm as it exists today was founded in the year 3 AI. Prior to this, although the worship of Erm was the common religion there was no central church, and methods of prayer and ritual could vary wildly from one village to the next. The first king, Imlar Elmson, realized that his people would be stronger and more unified if he were to bring them together in the worship of their Blessed Mother. So, beginning almost immediately after assuming the crown, he gathered holy men from all the villages across the region, those who had joined the kingdom and those who hadn't yet, and over the course of a year they debated holy texts, compared prayers and rituals, and compiled the doctrine which would establish the official, unified Church of Erm.

The Church believes that all acts against life are sins; abuse, assault, torture, murder, and the like are all considered to be delivered upon the goddess in addition to the victim. As such, punishments generally are swift and harsh.

The Church believes that all life should be celebrated and cared for, as life is a direct and powerful gift from the Blessed Mother. However, it also believes that the

evil races and creatures are a mockery of Erm's gift, and should be snuffed out.

The Church, above all, reviles the undead and those who worship the Prince of Undeath, Orcus; these vile beings should always be sought out, and destroyed when found.

Not all people follow the Church of Erm, though. To the Elves, I'crenhellem appears as great Tree Spirits. Most tribes of elves will have a sacred tree they revere, around which they've built their communities, and I'crenhellem communes with the sylvan beings in this manner. To the Dwarves and Gnomes I'crenhellem communes through **Grazdad Stonefather**, an amalgamation of their ancestors. Though they're celebrating their ancestors, most fail to realize that in doing so they're celebrating the being who brought their ancestors into creation.

Orcus is another Immortal who has sway over this world, and he has presented to the mortals of Vaedz'Eb in many different guises. He has and does appear as "himself," in the sense that he has followers who worship what they know as a goat-headed "god" of undeath whom they call Orcus. He has never revealed the true nature of Immortals (and thus himself), though. Some of the other known presentations of Orcus are as the serpent-god **R'aht-Amómn**, the ancestor worship of the orcs, and the goddess of death **Sra'ha**, whose worship was briefly integrated into the Church of Erm before being outlawed in the year 159 PS.

Player Characters

Players may make characters of almost any race or class from the *Castles & Crusades Player's Handbook*, with the following exceptions.

Half races do not exist on the world of Vaedz'Eb, be they the relatively mundane half-elf, or the abominations known as half-orcs. The good races (Dwarves, Elves, Gnomes, Halflings, and Humans) are distinct, and are genetically incompatible with each other for creating offspring, and the idea of Erm's beautiful creations being capable of breeding with the vile races created by Orcus is laughable at best. Also, monks are extremely uncommon in Imlar, if not completely absent altogether. The monasteries and sects which produce monk-classed characters are almost exclusively located far to the east, in the lands of the Wind-folk.

Settlements Of Karaccia

There are a handful of villages and towns that dot the landscape of Karaccia. Most of them are small, with populations of just a few thousand at most; Nefford and Grimegarde being the exceptions.

Addersfield

This small Halfling village is the closest of any others to Brink. Most of the 500 villagers are sheep ranchers, with the wool from this area being used all throughout the valley.



Brink

Located just a few short miles east of the Echo Falls, the farming community of Brink is detailed later in the adventure **The Crimson Caverns**.

Daldoor

Nestled in the hills along the Corkorran in the passage into Karaccia is the small village of Daldoor, with a population of only about 700 people. Once known by the name of Nilbottom (and prior to that many others over the centuries), the village is famous regardless of name for it's road house, The Nervous Stag. Standing proudly for the last 431 years, the Stag is known to serve some of the finest ales in all of Imlar.

Grimegarde

This city, with a population of 6,000 Dwarves and Gnomes, is the largest Dwarven settlement in Imlar which is not part of the Kamozi Kamoziian empire. Though, it is also the *only* Dwarven settlement in all of Imlar which is not part of the empire. The Grimegarde Dwarves split from the Kamoziian empire over 1,000 years ago as they had interest only in mining and crafting and none with the wars the empire was engaged in at the time. Though peace did eventually return to the Kamoziian Dwarves, the Dwarves of Grimegarde remained an independent state. Here live some of the best, most renowned artisans not only in Imlar, but on the entire world of Vaedz'Eb.

Gul Nalore

This verdant, serene Elven village located in the heart of Stonedurn Grove is detailed in *MECC2: Nefford and Beyond*.

Meanora

A small village of feral woodland Elves, Meanora is detailed later in the adventure **The Brinkwood Thicket**.

Nefford

The *de facto* capitol of Karaccia, the relatively large city of Nefford is positioned roughly in the center of the valley where the Fallflow and Corkorran rivers meet. Nefford is detailed extensively in *MECC2: Nefford and Beyond*.

Southshore

Nestled along the southern shore of Gorgewater Lake, Southshore is a fishing town about twice as large as Brink, with a population of 5,000. Southshore is detailed in *MECC2: Nefford and Beyond*.

Stanwyck Crossing

Another of the small Halfling settlements of about 500 folk, the quaint river village of Stanwyck Crossing, is known for the beautiful covered bridge they maintain which crosses the Fallflow river and provides easy access to the Brinkwood.

Torrmouth

Once a small logging village, Torrmouth is razed by a tribe of orcs during the events of *MECC2: Nefford and Beyond*.

Waddleby

This village is a common way point for those traveling between Nefford and Southshore, as it's roughly half way and boasts a public house called The Sore Foot which is known for having especially fine meals.

Wealdstone

A halfling farming community, the 300 residents of Wealdstone generally keep to themselves. They're not unfriendly to outsiders, they just rarely leave their home and equally as rarely have visitors.

Wood's Hollow

This fishing and logging village of 1,000 people is detailed in *MECC2: Nefford and Beyond*.



Dangerous Locations

Many locations on the map are labeled in red. These are the locations of dungeons or other adventure sites. The Crimson Caverns, Fallsbarrow, Qachurai's Sink, Stranglehole, and Thalanil's Pour are detailed in this module. The Blackblade Clan, The Lair of Duobraxis the Wyrm, The Lizard Cove, and the Yellow Hawk Clan are all detailed in *MECC2: Nefford and Beyond*. The few remaining are described below.

The Karaccian Depths

In the western-most area of Karaccia, a large cave opening in the side of the granite cliffs belches out gusts of wind that carries the stench of sulfur. There are rumors that a great dragon lives in these caverns; a handful of men over the years have claimed to have seen the best coming or going from the location. However, none have ever been brave enough to find out whether or not the rumors are true.

The Karaccian Depths are indeed the home of a seasoned red dragon, Vermilarian Pestiferous. For reasons unknown to any, Vermilarian enjoys the valley of Karaccia and as such she has never laid waste to any portion of it; the dragon prefers to fly northwest into the mountains to hunt. It has been close to 30 years since the last reported sighting, leading some to believe if the dragon is real, it has either died, left, or is sleeping. None of these are true, though with the state of rest she has been in for the last few years, the dragon is not far from falling asleep for the next few decades.

More information about Vermilarian can be found in *MECC2: Nefford and Beyond*.

The Lost Tomb of Karac the Learned

Most knowledge of its existence likely lost, and any knowledge of its location certainly lost, this is the final resting place of the great wizard Karac the Learned, who founded and granted his name to this valley many centuries ago. The few tales that do survive tell of a tomb protected by ghoulish traps and hellish magic, but which harbors riches untold.

Silkworm Hive

A labyrinth of underground tunnels which are home to giant silkworms. Industry around their silk has begun to spring up in the town of Nefford, though the folks working the site have no idea what horrors lurk in the deep, dark depths of this hive.

Vinvaldûr Mine

Once the pride of Grimegarde, the Vinvaldûr Mine used to be a productive network of copper and iron mines. About 150 years ago during an event known as "The Tragedy," almost all of the workers were slain and the mine was sealed. Many tales are told about what really happened that day, from an alchemical explosion to a demonic invasion, but no one knows for sure anymore.

Recently, rumors have begun to come out of the area that strange lights and noises have been coming from the mines at night.

THE CRIMSON CAVERNS

Irrug the kobold has been causing trouble near the town of Brink. This wily creature and his small band of troublemakers have recently moved in to some local caves known as the Crimson Caverns, and they have been harassing a few of the loggers who live in remote homesteads on the northern side of the river. Father Stevyn Coldmantle, the head of the town, has posted fliers all over the valley, hoping to attract some adventurous types to take care of Brink's kobold problem.

To begin the campaign, players should first create their characters after being briefed by the Castle Keeper on the setting. It is recommended that human and halfling characters be from a homestead near Brink, as having ties to the town will give them motivation for the events of **The Relic of Fallsbarrow**. Other races should be from the valley, but the exact location isn't important.

Once the players have gotten their characters ready, give them **Handout #1** and read the text in the "Starting the Adventure" section aloud.

The Town Of Brink

Located just east of the Echo Falls, the small town of Brink is a lawful-good farming community of some 2,000 folks run by **Father Stevyn Coldmantle**, head cleric of the Church of Erm. Father Coldmantle is an aging man in his late 60s who is generally kind-mannered, dresses simply and lives humbly. He has taken a young cleric named **Ariabelle Rosefall** under his wing and is preparing her to take over as head of the town's church when he retires. Both Stevyn and Ariabelle are loved by the community, and love it themselves in return.

Father Stevyn Coldmantle

5th level cleric

AC: 10 hp: 14 MV: 30' AL: LG

Str: 9 Dex: 10 Con: 8

Int: 14 Wis: 18 Cha: 14

The center of town hosts a handful of business, but most of the population is spread out among homesteads which are located south of the river, mostly within a mile or so of the town proper. There are a few goat ranchers who live in the grassy hills northwest of town, however, and the Halfling villages of Addersfield and Stanwyck Crossing both consider themselves part of Brink as well.

People who claim Brink as their home must pay 10% of their income to the church. This is collected on the 1st of Thawmonth, Clearmonth, Ambermonth, and Coldmonth.

It is illegal to carry edged weapons while in the center of town. Unless just passing through, weapons must be checked in at the church, where a receipt for items will be given. There is no fee to keep weapons there, and they are guaranteed to be safe when PCs return for them as they leave town.

Assault, murder, slander, tithe avoidance, blasphemy, and theft are all illegal. Most are sentenced with jail time and/or fines, though murder almost always results in public hanging.

Laws are enforced by the town guard which is led by **Brother Allecks Goldenfoot** (a 2nd-level fighter), who is an anointed man of the Church. Brother Allecks is in charge of a group of ten normal men.

Brother Allecks Goldenfoot

2nd level fighter

AC: 12 (leather) hp: 19

MV: 30' AL: LG

Att: short sword Dmg: 1d6+1

Str: 13 Dex: 10 Con: 17

Int: 7 Wis: 12 Cha: 12

Town Guards

AC: 12 HD: 1 (d8) Size: M MV: 30'

Att: spear Dmg: 1d6

Save: P Int: Avg AL: LG XP: 11 each

HP: 6 each

Alchemist

Aelynthi, a shrewd male elf, keeps a small selection of potions in stock. He has 1d4 of each for sale at any given time. He will also identify unlabeled potions for a cost of 75gp.

Protection from Evil	150gp
Potion of Shield	150gp
Potion of Cure Light Wounds	150gp
Potion of Aid	300gp

Boatwright

Grollen Humbleweaver, an elderly human man, sells simple river rafts (5' x 8') for 250gp. He'll also ferry up to 4 people at a time across the river for 5sp per person.

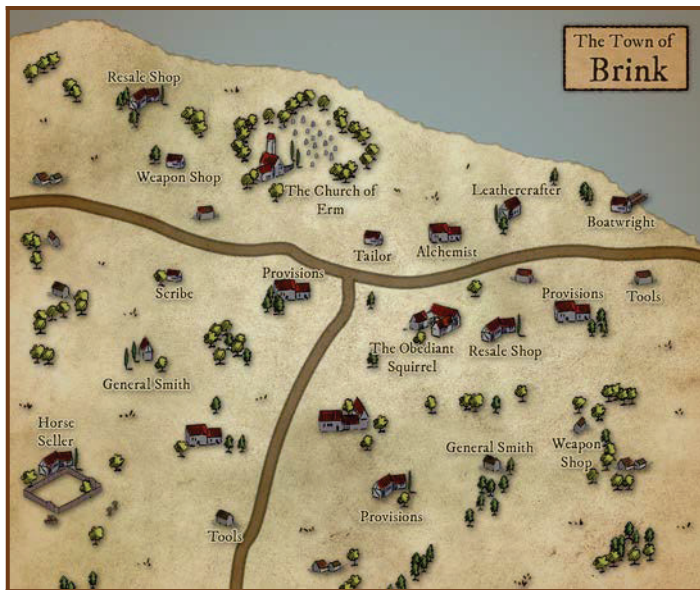
The Church of Erm

The largest building in town, the church doubles as the town hall. All important happenings in Brink are centered on the church. In addition to Father Coldmantle and Ariabelle, the church houses the men of the town guard, and an additional four young men who serve as acolytes.

Father Stevyn will cast *Cure Light Wounds* on those injured in service of the Church for a donation of 50gp, and will likewise *Remove Curses*, *Cure Diseases*, and the like for a donation of 150gp. It's important to note that these kinds of services aren't generally offered to the public; injury, disease, and the like are natural parts of life, as is death. The Church generally doesn't meddle in natural order of things which Erm has established, but does make exceptions for those who put their lives in peril while in service of the Church of its goals.

General Smith

Two smiths in town provide items like nails, horse-shoes, spikes, and other similar mundane items to other shops and merchants, as well as directly to townsfolk.



Scribe

Tanta Hopesinger, an elderly female halfling, can translate texts, write letters, and provide other duties of that sort (though she can't make any sense of the text on the scroll found in Fallsbarrow).

Tailor

Illunqii, a beautiful elven woman, provides outfits of plain clothes for 1gp, and middle-class clothes for 5gp.

Tools

Three different merchants sell a variety of mundane tools (farming, gardening, ranching, and other equipment) to the townsfolk.

Weapon Shop

The merchant closest to the church, **Nikodemus Sanford**, sells the following.

Sap	1gp	Staff	1gp
Club	5sp	Sling	5sp
Mace, light	5gp	Warhammer	10gp

The other weapon merchant, **Kralmuk Underbrewer** (a male dwarf), sells the following:

Arrows (20)	2gp	Dagger	5gp
Arrow, silver tipped (1)	2gp	Dagger, silver	100gp
Axe, battle	15gp	Shield, medium steel	20gp
Axe, hand	5gp	Sword, short	15gp
Bow, long	100gp	Sword, long	20gp
Bow, short	45gp	Sword, two-handed	40gp

Starting The Adventure

When you're ready to begin play, start by reading the following to the players:

Lunch at The Obedient Squirrel was surprisingly good. Jella, the barmaid, mentioned that the goat for the stew had been slaughtered just that morning.

While you dined, the lot of you came to realize you were all about to embark on a common quest: collecting the head of Irrug, a kobold trying to establish a tribe in the nearby Crimson Caverns. Gerran Hillfall, a local braggart, came in to boast that he and his fellows were off to slay the creature as you were finishing up your meals. By the time you were able to grab your gear and set off, Gerran had gained a half hour head start. Hopefully there will still be glory enough left for you!

The travel to the caverns is roughly a three mile hike after crossing the river by ferry. There's no path, but occasionally along the way you spot signs of Gerran and his friends' having recently passed though.

After two hours of difficult hiking through wooded and hilly terrain, the trees break and in the clearing you see the mouth of the Crimson Caverns.

Horse Seller

Joris and Yoland Shin, a married human couple, sell riding horses for 100gp. A saddle and bridle is 20gp, and saddlebags cost 5gp. Feed is 2sp for a week's worth.

Leathercrafter

Audra Windsir, a comely and flirtatious human female in her 20s, sells leather armor for 15gp and studded leather for 30gp.

The Obedient Squirrel

A simple, two story inn and tavern run by **Warmund Marinus**, a grumpy, middle-aged human male who tolerates few shenanigans.

Ale	5cp	Stew	1ep
Beer	1sp	Fowl	1gp
Wine	5sp	Mutton	2gp
Mead	1gp	Room	1gp/night

Provisions

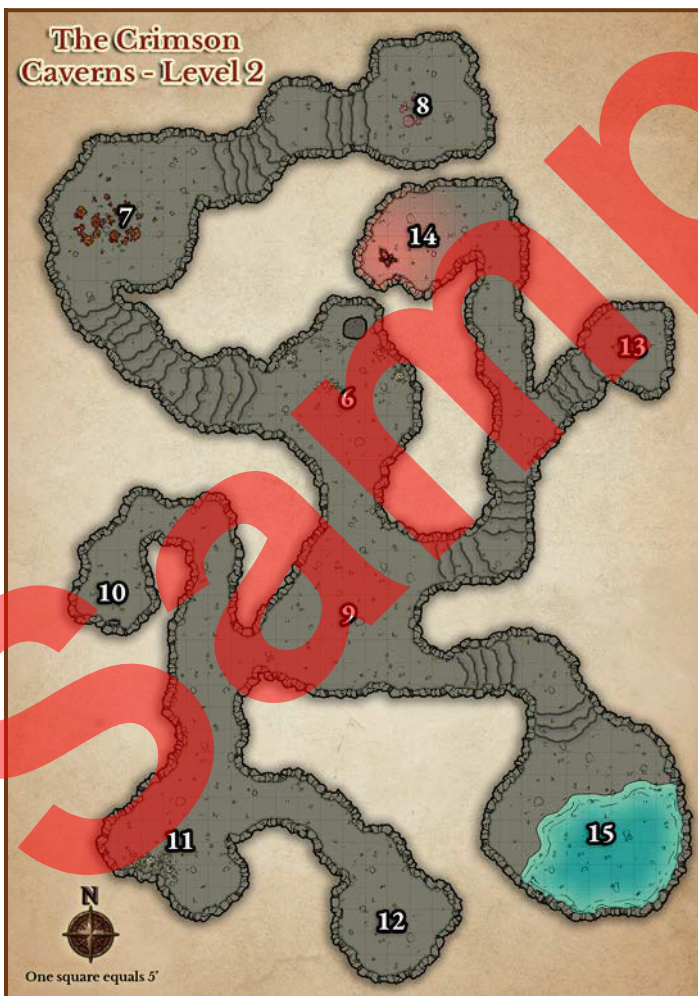
Two different general stores are in town, they usually have the same stock. Most items from the standard equipment list can be found between the two shops, at the Castle Keeper's discretion.

Resale Shop

Two different stores in town buy and sell used items, including some weapons. Any items for sale in other shops (except potions) are here for $\frac{3}{4}$ price. Items can be sold here for $\frac{1}{2}$ their full price from the shops. However, any used weapons will break on an attack roll of a 1, and any armor will break if hit with an attack roll of a 20. Availability of items is left to the Castle Keeper.



The Crimson Caverns - Level 1



The Crimson Caverns - Level 2

The Crimson Caverns

A large crystal slowly throbs with blood-red light in the lower portion of these caves. Streaks of light, like veins of precious metal, pulse along with the crystal throughout the entire complex, bathing the place in a dim, eerie red glow and lending the caverns their name. The crystal has a unique property: living creatures (PCs or monsters) who die within the caverns have a 1 in 6 chance of rising as a zombie in 1d4 turns. Zombies created in this manner do not come back once killed. Wandering monsters (1 in 6 chance, check every 20 minutes) are 1d4+1 **kobolds**.

Kobolds

AC: 15 HD: 1 (d4) Size: S MV: 30'
Att: spear Dmg: 1d6
Special: darkvision 60', light sensitivity
Save: P Int: Avg AL: LE XP: 5+1

1 – Gerran From The Grave

Three freshly dead bodies are sprawled on the ground; they are Gerran and his friends. The PCs arrive just in time to witness Gerran rise as a **zombie** and attack them. Between them they have 2 short swords, 1 dagger, a chain mail shirt, 2 sets of leather armor, 6 torches, 50' of rope, a tinderbox, two full water skins, 20gp, and 60sp.

Gerran the Zombie

AC: 12 HD: 2 (d8) Size: M MV: 20'
Att: slam Dmg: 1d8
Special: overwhelm, slow
Save: P Int: None AL: NE XP: 36
HP: 13

2 – Watchdogs

Four dog-headed **kobolds**, who are anticipating more adventurers, will try and surprise the PCs (CL 8). Once combat begins, one will flee to warn those in room 5. They have a total of 36cp between them.

Kobolds

AC: 15 HD: 1 (d4) Size: S MV: 30'
Att: spear Dmg: 1d6
Special: darkvision 60', light sensitivity
Save: P Int: Avg AL: LE XP: 5+1
HP: 2, 2, 1, 1

3 – Trophy Room

Steep steps ascend 15'. At least one hundred heads and skulls on spikes posted in the soft earthen floor of this cavern, some relatively fresh, others many years old. There's a 20% chance that a PC recognizes one (or more) of them. Spending at least twenty minutes searching reveals a platinum bracelet worth 1,500gp which is buried superficially in the loose dirt.

4 – Going Down

The steps to this cavern descend 10'. A sinkhole drops 60' down to the lower portion of the caverns. There is a rope ladder of kobold make going down the hole, but it can only support the weight of about four kobolds at a time and after about a 20' decent if anything heavier than 120 pounds uses it; roll 1d4 to determine the height at which the ladder breaks in tens of feet. A Dexterity save with a CL equal to the d4 roll will reduce the damage by half.

5 – Every Last One

The steps to this cavern descend 20' Pallets for sleeping made of filthy rags and straw are scattered about. Six **kobolds** defend this lair and the three females and 10 young, non-combatants, who are here with them. Once the aggressive males are dealt with the others are easy enough to dispatch without combat rolls being needed, though they're worth no XP. A half hour spent searching through the pallets reveals 130cp, 600sp, and 10gp.

Kobolds

AC: 15 HD: 1 (d4) Size: S MV: 30'
Att: spear Dmg: 1d6
Special: darkvision 60', light sensitivity
Save: P Int: Avg AL: LE XP: 5+1
HP: 4, 3, 3, 2, 1, 1

6 – Bones

Bones from a few different creatures litter the floor beneath the drop here. Otherwise this area is empty.

7 – Just Shrooms...

The steps to this cavern ascend 20'. A patch of yellow striped, sweet smelling mushrooms cover the floor of most of this cavern. If eaten within five minutes of being picked, they grant the ability to breathe underwater for 10-30 minutes (roll 1d3).

8 – Shrooms... And A Spider!

It is a further 20' ascent to this cavern. Another patch of mushrooms grow in this room, these white with red and purple spots. They're tasty, but have imbue no special effects. Hiding among them is a **small giant spider**.

Giant Spider (small)

AC: 14 HD: 1 (d4) Size: S
MV: 10' (climb 10')
Att: bite Dmg: 1d2
Special: poison (1d4 damage, and 2 Strength damage for 1d12 hours; CL 4 Constitution save negates), web, twilight vision
Save: P Int: Avg AL: LE XP: 14
HP: 9

9 – Grak's Graffiti

Scrawled in the common tongue along the western wall are the words, "GRAK SLEW A CREATURE HERE!"

10 – Anyone Have A Bobbypin?

Two **kobolds** are in here trying to break into a locked (CL 7) iron chest, which contains 300pp and two labeled *Potions of Cure Light Wounds* (100xp each).

Kobolds

AC: 15 HD: 1 (d4) Size: S MV: 30'
Att: spear Dmg: 1d6
Special: darkvision 60', light sensitivity
Save: P Int: Avg AL: LE XP: 5+1
HP: 3, 2

11 – Of Course They Do...

From a large pile of bones near the southwest wall, four **skeletons** animate and attack. Hidden among the remaining bones is a **diamond** worth 750gp.

Skeletons

AC: 13 HD: 1 (d12) Size: M MV: 30'
Att: spear Dmg: 1d6
Save: P Int: None AL: N XP: 5+1
HP: 8, 8, 6, 4

12 – Ribbit

A **giant toad** makes its lair here. It isn't hungry and won't attack unless the PCs get too close.

Giant Toad

AC: 16 HD: 4 (d8) Size: L
MV: 20' (jump 40')
Att: bite Dmg: 1d4
Special: twilight vision, swallow, camouflage
Save: P Int: Animal AL: N XP: 190
HP: 25

13 – Irrug's Chamber

The steps leading up to this small cavern ascend a total of 35'. The **kobold chieftain Irrug** and his **kobold bodyguards** can be found in this small cavern. Irrug wears a gold necklace with a ruby pendant worth 300gp, and the guards each have 36sp between them in their belt pouches.

Irrug

AC: 17 HD: 1 (d8) Size: S MV: 30'
Att: short sword Dmg: 1d6
Special: darkvision 60', light sensitivity
Save: P Int: Avg AL: LE XP: 21
HP: 8

Kobold Bodyguards

AC: 16 HD: 1 (d6) Size: S MV: 30'
Att: spear Dmg: 1d6
Special: darkvision 60', light sensitivity
Save: P Int: Avg AL: LE XP: 5+2
HP: 6, 5, 5, 4