

The Thing in the Basement



A Level 1-3 Adventure for the Braunhaven Campaign Setting

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

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ON THE COVER

The Braunhouse Coaching Inn serves as the cornerstone of the town of Braunhaven.

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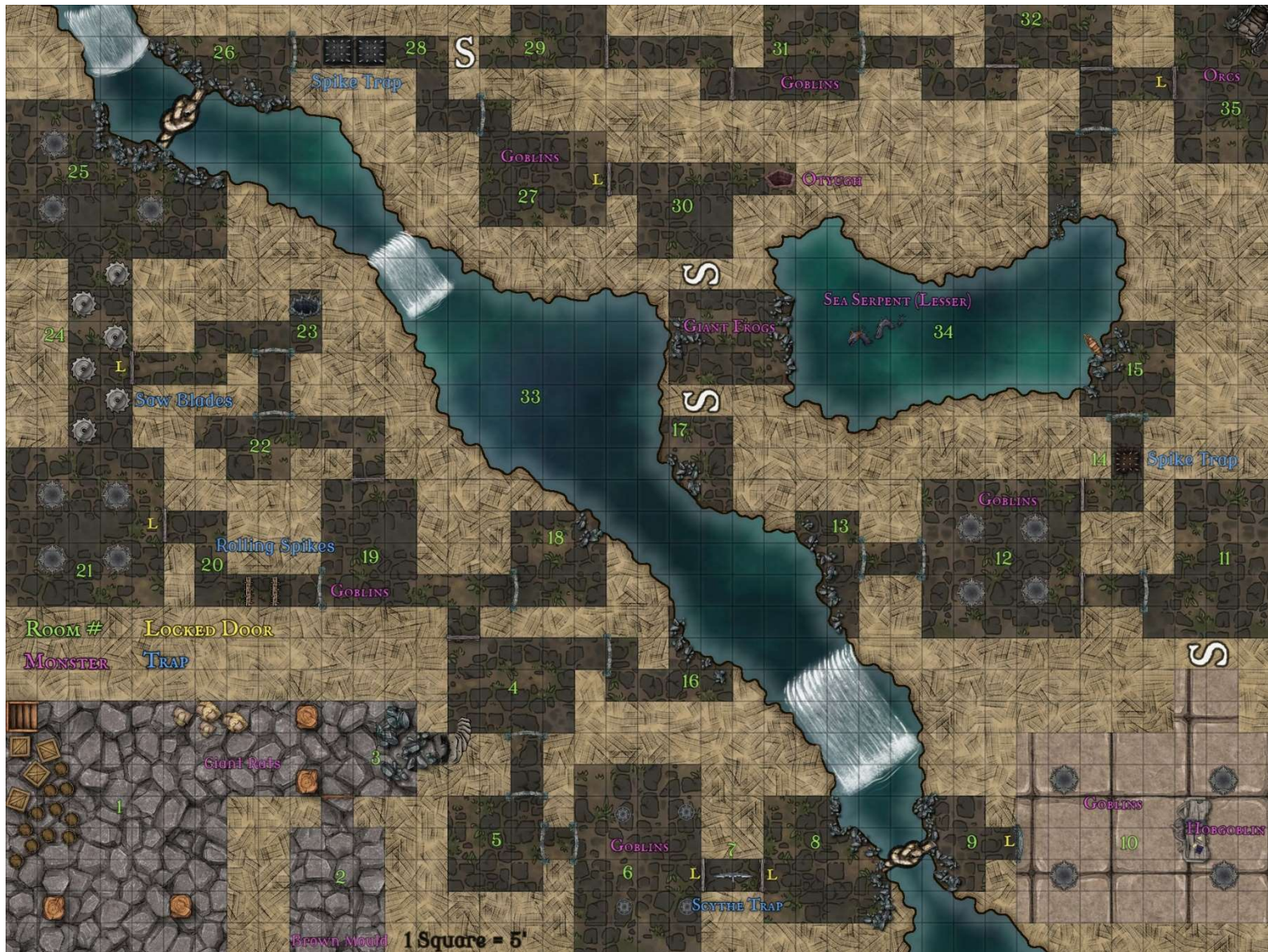


Greenwater Mercantile and Adventuring Company

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The Thing in the Basement Referee Map

Level 1



The Thing in the Basement Referee Map

Level 2

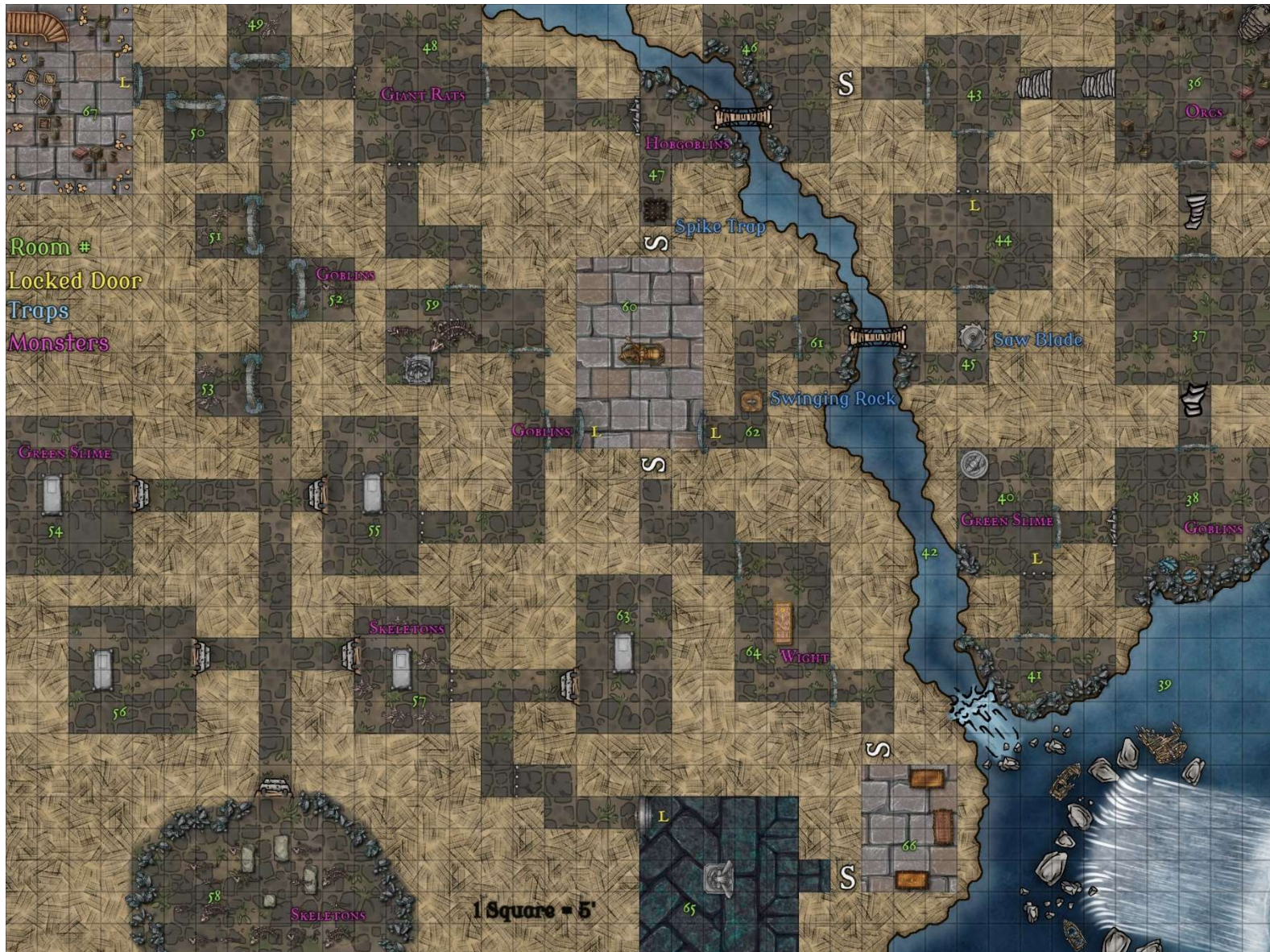


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Introduction

About This Adventure

The *Thing in the Basement* is a low-level adventure set in a subterranean cavern discovered beneath the Braunhouse Coaching Inn in the town of Braunhaven. Braunhaven is an idyllic town set in a larger region that shares its name. The people of the town are generally very kind and accepting, even though they face many hardships.

Old-School Essentials

The referee will require a copy of *Old-School Essentials Advanced Fantasy* to run this adventure. While the *Classic Fantasy* rules may work equally well, this adventure and the campaign setting have not been tested with those rules.

Character Levels 1-2

The Thing in the Basement is suitable for 1st and 2nd level characters. As an adventure set in the old-school style, it is not intended for all encounters to be balanced to the character's abilities. Indeed, not all encounters are meant to

be met head on! Players should use a copious amount of stealth, tricks, parley, and common sense when dealing with the creatures and characters they will meet. Not everything should be dealt with violently.

The Campaign Setting

While this dungeon can be set in any fantasy world, it is designed to be used with *The Braunhaven Campaign Setting*. It will be frequently referenced throughout the adventure and referees that choose to place it elsewhere will need to be mindful of this. A map layout for the taproom of the Braunhouse Coaching Inn is provided for reference, even though there are no keyed entries. The taproom can be used by referees to create their own adventures or simply as a setting for the characters to enjoy during their downtime.

Adventure Overview

Background

Teka Crackerbottom has owned the Braunhause Coaching Inn for about the last fifteen years. She spent little time getting it renovated and the inn is now fully operational. Being a Halfling, Teka had plenty of help from neighbors, well-wishers, cousins, nephews, aunts, uncles, and even her grandpa. And all of them find a place of work in the inn from time to time. With the inn operational, the town of Braunhaven has started to come back to life and the inn is the cornerstone of the town. Most of the townsfolk and local farmers come to the inn for a bite to eat and a pint at the end of the workday. It is a social nexus and the best place in the region to hear the juiciest rumors.

The cellar beneath the Braunhause holds the inn's copious amounts of meat, vegetables, and barrels of beer and ale. Not to mention Teka's prized cheese aging room. Over the past several weeks, Teka has complained of hearing scratching and banging noises coming from the cellar. She, and family members, investigated several times and were unable to find a source for the noises, though. But the cellar is quite dark and a candle only sheds so much light, leaving many shadows for

things to dwell in. Teka's assumption, and worry, was that it was caused by rats, and she set about planning to deal with them.

Two days ago, Teka made her way into the cellar to do just that. However, she was seen quickly running back up the stairs screaming and shutting the door to the cellar in a hurry! She claims that she isn't sure what it is that she saw, but it was in the shadows, and it was big. It growled and moved towards her, causing her to flee in a panic.

The renovations to the Braunhause are not complete and Teka doesn't have a lot of money to spare. But in this case, she's willing to hire professionals to deal with this problem. She has a pouch of ten Trade Coins (10pp) that she is willing to give to a party of adventurers willing to go into her cellar and deal with *The Thing in the Basement*.

Teka Crackerbottom

Teka Crackerbottom (not pronounced, “Teeka,” which causes a special irritation with her) grew up in the shire just to the northeast of the town of Braunhaven. She and her many brothers, sisters, cousins, nephews, and nieces all played hide-and-seek among the abandoned building of the town as youth. She has always been enamored with the Braunhouse and vowed to restore it to its former glory one day. Now, at the age of 45, she has done exactly that. Teka has won multiple festival awards for her cheese aging process, though she does not make the cheese herself.

Teka Crackerbottom

AC 7 [12], **HD** 1-1 (3hp), **Att** 1 x wooden spoon (1d4),

THACO 19 [0], **MV** 90' (30'), **SV**

D8 W9 P10 B13 S12 (Halfling 1), **ML** 7,

AL Lawful, **XP** 5, **NA** 1 (5d8), **TT** V (B)

- **Familial Group:** If encountered outside the Braunhouse, Teka may be accompanied by 5d8 additional Halflings.
- **Hoard:** Only have treasure type B when encountered outside the Braunhouse.

The Braunhouse Coaching Inn

The Braunhouse was the first building of what would later become the town of Braunhaven. Situated on the confluence of the Imperial Tradeway, the Eastern Tradeway, and the Barburus Trade Bridge, the inn catered

to the trade caravans that made their way along these routes. Having been abandoned and neglected for over two-hundred years, the renovation of the building is nothing short of a miracle. Teka and her family have done an amazing job, with more work yet to do. Grandpa has plans to begin work on the front deck and Grandma Crackerbottom runs the kitchen, shooing away others that interfere in her cooking.

The inn consists of three floors, with the taproom occupying the ground floor. The second floor contains six small, double occupancy rooms, while the third floor and its parapets are used to house Teka and her familial staff. Each floor is equipped with a fireplace, with the largest fireplace occupying the north wall of the taproom. The kitchen contains a sink, of Svirfneblin design, that allows for a pump to run water directly to the sink basin from the Great River.





What's Really Going On

A group of Orcs, from the Roc-Skull Tribe across the Great River, have been hired by the newly arrived noble, Duke Bartholomew, who has taken up residence in an old hunting manor nearby. Unbeknownst to many, ancient tombs and catacombs are scattered beneath the town of Braunhaven. This was originally for the internment of great soldiers and clergy but was later adopted by the Braun family in the deeper recesses.

The Orcs' mission was simple: retrieve an ancient holy relic from the catacombs and to search the All Faiths Temple for information on it. Not having the skill to tunnel their way beneath the town, the Orcs set a clan of Goblin sappers to the task. The Goblins quickly "tamed" the Giant Rats they found in the tunnels, using them as guard pets. However, the rats are not very good at staying on task and have a mind of their own.

Initially, the Goblins dug their way up into the wrong building and ended up in the cellar of the Braunhouse Coaching Inn (this was the sound of scraping and loud banging). Realizing their mistake and not wanting to risk

discovery by the inn's patrons upstairs, the Goblins went back into the catacombs to search for another way into the temple. The Giant Rats, smelling the foods, ale, and cheese from the cellar, made up their own mind to enter the cellar to get some of the delicious Halfling delicacies. And maybe a Halfling or three.

The Catacombs River

A frigid underground river zigzags its way through the two levels of the catacombs and eventually dumps out somewhere in the Underworld.

- **Swimming in the river:** The river is cold and moves quickly, with numerous under currents and jagged rocks. Characters have a 1-20 chance of drowning per round (1-6 if wearing heavy armour). Swimming upstream requires a successful STR ability check each round.
- **Boating:** On Level 1, boats are carried to the southeast to a 100' waterfall, depositing them in area 39 on Level 2. Here, the river continues to rapidly flow to the northwest.

Rumours

The referee may give players a set of rumors about the town, region, or the catacombs (should they ask around) while they visit the Braunhouse taproom.

False rumours are appended with (F) and partially true rumours with (P).

d10 Rumour

1	The tombs of a great Paladin and a Centurion Knight of The Empire rest somewhere beneath the All Faiths Temple. (P)
2	A traveling bard plays a song telling the lovesick tale of a fair maiden that died seeking her missing true love in the town. (F)
3	The Rok-Skull Orcs attacked a caravan, just west of the Trade Bridge. There were no survivors. (P)
4	The secret to Teka's cheese aging process is Brown Mould. (P)
5	Large rats were seen skulking about the river behind the inn. (P)
6	Saint Baldwere and his 15 magical guinea pigs are trapped in the Schelus Mountains. It will be a sad Festival this year! (P)
7	Emperor Belusian is actually Saint Glaust and is really a Vampire. (F)
8	Nester Falcious, the tax assessor, is a Wight. (P)
9	Farmer Kerson says that his scarecrows came to life and murdered his son! (P)
10	Strange goings on in the All Faiths Temple, late at night, prove that the Known Gods have returned to save us all. (F)

Treasure in the Catacombs

The following treasure is located throughout the catacombs. Much of it is hidden or guarded. Only the most thorough and cunning parties will find all of it.

Level 1

Area	Treasure
5	Silver ring (40sp)
8	30gp, ring of water walking, key to area 10
10	415gp, 8sp, 20cp, +1 mace
16	3 potions of healing
17	300gp, 100sp, 500cp
21	2 potions of healing, +1 throwing dagger
23	Gold and ruby necklace (100gp), 6 gems (50gp each)
28	300gp, 200sp, 50cp
29	50pp, 800gp, 250ep, 400sp, 1,400cp, freshwater pearl necklace (200gp), silver chalice set with rubies (500gp), electrum tiara set with diamonds (600gp), wand of enemy detection, potion of delusion, potion of polymorph self, 3 potions of healing, bag of holding, boots of speed
30	Ring of invisibility, electrum necklace with emeralds (800gp), electrum bracelets (700gp)
31	100pp, 1,100gp, 600sp, 900cp, 2 potions of healing
35	20pp, 50ep, 400gp, 200sp, 900cp, +1 flaming sword, 5 +1 arrows

Total monetary treasure: 7,730gp.

Level 2

Area	Treasure
41	10pp, 200gp, 100ep, 90cp, scroll of protection from undead
43	400gp, 200sp, 700cp, 2 potions of healing
46	500gp, 200ep, 150sp, 900cp
49	Gold bracelet (500gp)
50	Ring of protection
53	350gp, 1,200cp
54	100sp, 3000cp, treasure map VII
55	Shield +1, 100gp, 70sp, 1000cp, holy symbol of Janus (800gp)
56	800gp, 300sp, 300cp, divine scroll of raise dead
57	Berserker sword -1 (cursed), 500pp, 300ep, 2000cp
58	1000gp, 800sp, 6000cp
60	50pp, 500gp, 300sp, 2000cp, sword of sharpness +1, full plate armour +1
63	800gp, 800sp, 3000cp, ring of fire resistance
66	200pp, 900gp, 800ep, 1,550sp, 1000cp, short sword +1, wand of magic missiles, staff of growing +1

Total monetary treasure: 11,589gp.

Level 1 Area Descriptions



1. The Cellar

Several degrees colder (can see your own breath). Cobblestones (floor, 8' ceiling, walls). Dark (lights cast many shadows).

Giant Rats

Three Giant Rats have made their way up into the cellar through the hole dug by the goblin sappers. There is a 3-6 chance that they will have surprise due to the shadows (characters with infravision automatically see the rats). The rats will immediately move to attack.

Giant Rat

AC 7 [12], **HD** ½ (2hp), **Att** 1x bite (1d3) + disease, **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 5, **NA** 3d6 (3d10), **TT** C

- **Disease:** Bite has a 1-20 chance of infecting the target (**save versus poison**). The disease has a 1-4 chance of being deadly (die in 1d6 days). Otherwise, the victim is sick and bedridden for one month.
- **Afraid of fire:** Will flee fire, unless forced to fight by summoner.
- **Attacking in water:** May attack without penalty; excellent swimmers.

2. The Cheese

Cave

Deep cold (inside of the door is covered in frost). **Cobblestones** (floor, 5' ceiling, walls). **Wheels of cheese** (stacked around the room). **Fresh meat and sausages** (hanging from hooks in the ceiling).

- **Looking in:** The 15' wide x 25' deep room has 5' ceilings.
- **Examining the back wall:** Brown Mould covers the back wall from floor to ceiling.

Brown Mould

AC No hit roll required, **HD** 2* (9hp), **Att** None, **THACO** 18 [+1], **MV** 0' (0'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 25, **NA** 1d8 (1d4), **TT** None

- **Cold aura:** The area around a brown mould is noticeably cooler than average.
- **Area:** Each 10 square feet (e.g., 2' x 5') covered in brown mould is treated as one "individual." (A 10' x 10' area would consist of 10 individual moulds).
- **Immunity:** Unharmed by all attacks but magical cold.
- **Heat drain:** Any creature within 5' of the mould suffers 1d8 damage per round.
- **Multiplication:** Fire within 5' causes the mould to grow rapidly. Burning torch: 2 x size, burning oil: 4 x size, *fire ball*: 8 x size. Multiplication takes one round.
- **Disappointment:** Teka uses the brown mould to keep her cellar cold and would be very upset if it were destroyed. Afterall, it is the key to her prize-winning aging process! If the characters don't go too far into the cheese cave, they should be able to avoid the brown mould. They could even take a few wheels of cheese if they so wished.

3. Goblin Tunnel

Cobblestones (broken and strewn about in rubble). **Hole in east wall** (pitch darkness inside). **Natural cut stone stairs** (lead down 15' into the darkness below).

- **Northeast:** Rushing water or wind can be heard echoing from the bottom of the stone stairs.

4. Cellar Catacombs

Entrance

Dank and earthy smell (wet earth, moss, and stone assault the senses).

Broken stone and dirt (walls, 20' ceiling, floor). **Dark** (the entire catacombs are pitch darkness, unless noted). **Archways** (8' tall lead to 5' wide tunnels to the east and south).

Iron cell door (closed and leads to the north).

- **North:** The sound of rushing water or wind can be heard.
- **East:** The sound of crashing water, as if from a waterfall or rough rapids, can be heard.
- **South:** 1-20 chance, due to the sound from the north and east, of hearing the goblins trying to unlock the door in area 6.

5. Goblin Corpse

Broken stone and dirt (floor, 10' ceiling, walls). **Archways** (8' tall, lead to 5' wide tunnels to the north and east).

- **Goblin corpse:** The corpse of a dead goblin lays against the west wall. Investigation of the goblin shows that it has been partially eaten by vermin (the Giant Rats from area 1).
- **Angry goblinoid voices:** Low, frustrated sounding voices can be heard speaking Pukischoll (Goblinoid) from the tunnel to the east. 1-4 chance that the goblins in **area 6** will notice the characters if they are noisy.



Treasure: The goblin corpse has 1d4 cp, 1d4 sp, and wears a silver ring (40sp).



6. Goblin Locksmiths

Broken stone and dirt (floor, 10' ceiling, walls). **Four Pillars** (floor to ceiling, intricately carved).

- **Locked cell door:** Cell door leads to an 8' tall and 5' wide tunnel to the east. (See **Area 7** for door details)

Goblins

Four goblins stand in front of the cell door to the east. One is trying to jimmy the lock with a hairpin, the other three appear to be giving instructions (poorly) on how to do it better. Frustrated and hostile, the goblins are willing to parley if they are outnumbered, taking the first chance they have to stab the characters in the back. They do not tell the characters about the scythe trap in **area 7**, shushing each other if they are about to speak of it.

Goblin

AC 6 [13], **HD** 1-1 (3hp), **Att** 1 x short sword (1d6), **THAC0** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 7, **AL** Chaotic, **XP** 5, **NA** 2d4 (1d4), **TT** R (C)

- **Infravision:** 90'
- **Hate the sun:** -1 to hit in full daylight.
- **Hate dwarves:** Attack on site.
- **Hoard:** Only have treasure type C when encountered in the wilderness or in their lair.

7. Trapped Hallway

Packed earth (floor, 8' ceiling, walls).

Dripping moss (wet, dank moss covers walls, floor, and ceiling).

- **West:** Spring loaded and locked cell door. If opened, door will stay open for 1 round, then slam shut and lock. **Area 6** can be seen beyond the bars of the door.
- **East:** Spring loaded and locked cell door. If opened, door will stay open for 1 round, then slam shut and lock. **Area 8** can be seen beyond the bars of the door.
- **Scythe Trap:** A scythe blade is hidden in the ceiling, covered by moss. The scythe is spring loaded and swings each time a character steps into the hallway, dealing 1d8 damage.



8. Skeleton and Net

Broken stone and dirt (floor and walls).

Stalagmites (40' ceiling is covered in a forest of stalagmites). **Rushing river and falls** (river flows to the southeast, large waterfall to the northwest). **Chasm** (the river has carved a bisection through the catacombs).

- **East:** Deafening sound of the rushing river and falls.
- **Locked cell door:** Cell door leads to an 8' tall and 5' wide tunnel to the west. (See **Area 7** for door details)
- **Rope fishing net:** An old rope fishing net has been strung across the river. It is in terrible condition. Climb checks required, failure has 1-4 chance of character falling into river.
- **Skeletal corpse:** Corpse lays on floor, just east of the locked cell door. Holds the skeletal remains of its left arm in its right skeletal hand.

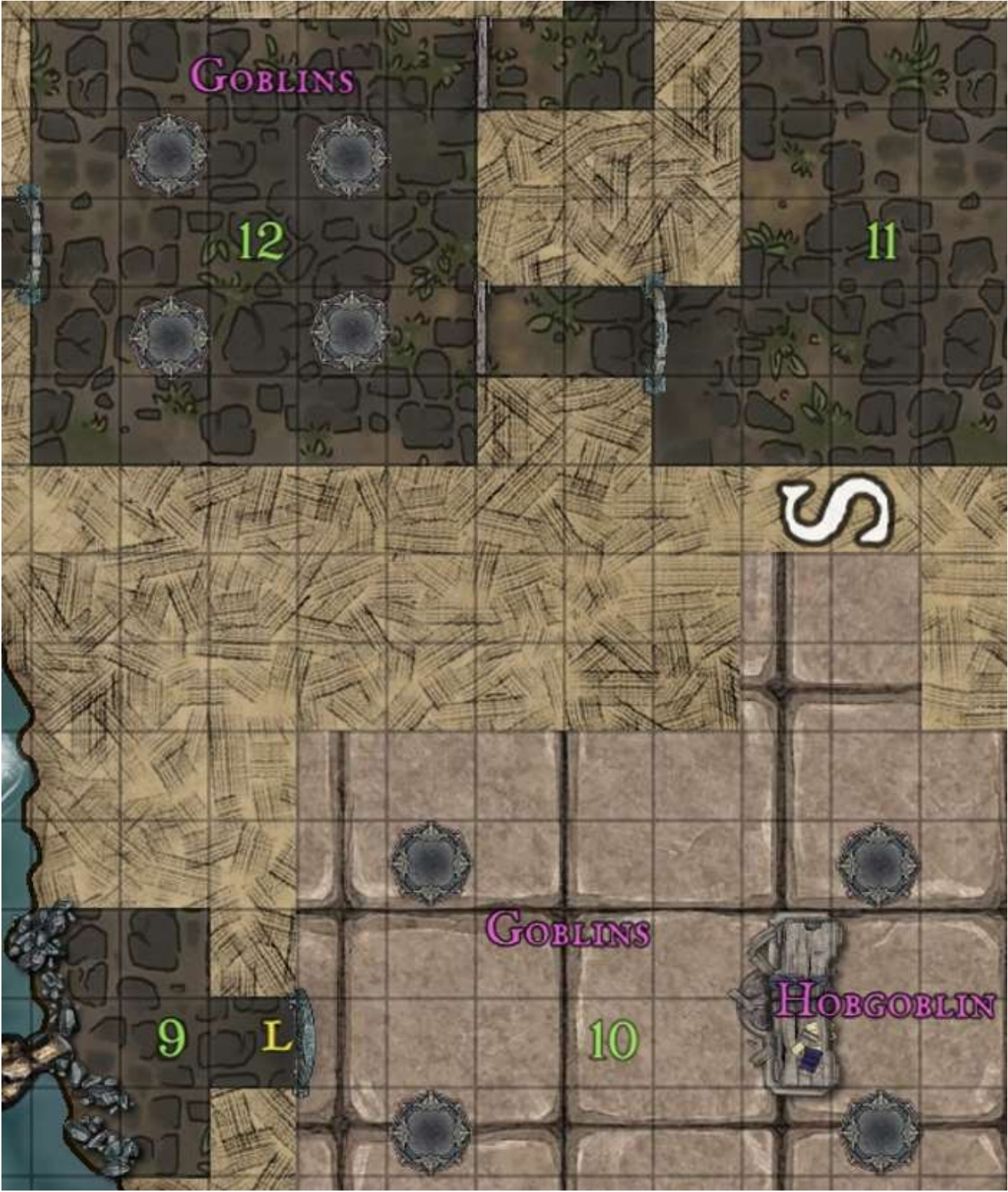
Treasure: Skeleton has a rotting leather pouch with 30gp, a *Ring of Water Walking*, and a key to the chapel doors in **area 9**.

9. Chapel Door

Broken stone and dirt (floor and walls).

Stalagmites (40' ceiling is covered in a forest of stalagmites). **Rushing river and falls** (river flows to the southeast, large waterfall to the northwest). **Chasm** (the river has carved a bisection through the catacombs). **Chapel doors** (8' double doors, intricate engravings depicting the Old Gods have been defaced with gouges and scratches).

- **West:** Deafening sound of the rushing river and falls.
- **Rope fishing net:** An old rope fishing net has been strung across the river. It is in terrible condition. Climb checks required, failure has 1-4 chance of character falling into river.
- **East:** The double chapel doors are locked.



10. Chapel of the Restful

White marble (floors, 10' ceiling, walls).

Polished pillars (floor to ceiling, white marble inlaid with gold and platinum).

Large altar (10' long x 5' wide, white marble with silver inlay).

- **West:** The double chapel doors are locked.
- **North:** 5' x 5' alcove with 8' ceiling. The northern wall contains a secret door on a weighted and balanced central pivot.
- **Altar:** Fresh corpse of a human. White shirt is torn open and was killed with a single stab wound to the chest.

Goblins

Five goblins kneel on the floor, bowing, before the altar. The hobgoblin priest has just performed a ritual sacrifice of a captured townspeople. The goblins will be surprised by the characters on a 1-4 chance. They are bolstered by the ritual (and the priest) and will immediately attack.

Goblin

AC 6 [13], **HD** 1-1 (3hp), **Att** 1 x short sword (1d6), **THAC0** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 7, **AL** Chaotic, **XP** 5, **NA** 2d4 (1d4), **TT** R (C)

- **Infravision:** 90'
- **Hate the sun:** -1 to hit in full daylight.
- **Hate dwarves:** Attack on site.
- **Hoard:** Only have treasure type C when encountered in the wilderness or in their lair.

Hobgoblin Priest

A hobgoblin priest has just killed a townspeople in a fell ritual to Gorruush, the bloated Goddess of the goblinoid races. The priest will immediately command the goblins to attack the characters and will begin the round by casting a spell.

Hobgoblin Priest

AC 6 [13], **HD** 4* (10hp), **Att** 1 x mace (1d6+1), **THAC0** 18 [+2], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (Cleric 4), **ML** 8, **AL** Chaotic, **XP** 200, **NA** 1d4 (1d6), **TT** D

- **Spells:** *Cause Light Wounds, Protection from Evil, Hold Person*
- **+1 Mace**

Treasure: Characters that spend 12 turns prying out the inlay in the pillars and the altar can gain 400gp. The human corpse has a coin purse with 15gp, 8sp, and 20cp. The priest carries a +1 Mace.



11. Chapel Backdoor

Packed earth and broken stone (floors, 10' ceiling, walls). **Footprints** (several footprints of various sizes lead from west to south).

- **South:** The southern wall contains a secret door on a weighted and balanced central pivot.
- **West:** 8' tall archway leads to 5' wide x 8' tall x 10' long tunnel that ends in a cell door. Sound of rushing water and the crashing of a waterfall to the southwest.
- **Voices:** Loud voices speaking Pukischoll (Goblinoid) and the sounds of bone dice clattering on a stone floor can be heard from the west. Goblins in **area 12** have 1-10 chance of hearing the characters if they are making noise. They will come through the cell door to investigate.

12. Goblin Guard Post

Packed earth and broken stone (floors, 10' ceiling, walls). **Wet walls and floor** (spray from the waterfall to the southwest makes the area damp). **Ancient pillars** (four ancient pillars hold up the ceiling. Centuries of water damage have eroded any intricate designs in the pillars).

- **East:** Two cell doors lead to different eastern tunnels. The south passage to **area 11** and the north passage to **area**

14. Neither are locked or stuck, though squeal loudly from rusty hinges.

- **West:** 8' tall archway leads to 5' wide x 8' tall x 10' long tunnel. Near deafening sound of rushing water and the crashing of the waterfall to the southwest make hearing in this room difficult. Characters must yell to be heard and understood.

13. Slippery Ledge

Mud and broken stone (floor, 10' ceiling, walls). **Bisected room** (room has been cut through by the river).

- **West:** Rushing river and chasm. Can see the edge of **area 16** 25' across the river. Standing at the edge of the river has a 1-6 chance of causing a mudslide, further eroding the floor into the river.
- **East:** 8' tall archway leads to 5' wide x 8' tall x 10' long tunnel.
- **Slippery floor:** Untethered characters have a 1-8 chance of slipping on the floor unless they move carefully.
- **Deafening noise:** sound of rushing water and the crashing of the waterfall to the southwest make hearing in this room difficult. Characters must yell to be heard and understood.



14. Spiked Hall

Broken stone and dirt (floor, 8' ceiling, walls). **Wet and slippery floor** (southeastern end of hall is wet).

- **West:** Cell door leads to **area 12**. Not locked or stuck, but squeals loudly when opened, due to rusted hinges.
- **North:** 8' tall archway leads to **area 15**.
- **Spike trap:** Any weight that is placed on the ground here causes

a spring loaded trap door to fall open. Pit is 15' deep with 5' long spikes at the bottom. Deals 1d6 damage with a 1-4 chance of impaling the victim on the spikes.

15. Boat Launch

Broken stone and dirt (floor, 8' ceiling, walls). **Crystal clear lake** (subterranean lake with crystal clear water.)

- **South:** 8' tall archway leads to **area 14**.
- **West:** Sounds of several croaking frogs can be heard echoing across the lake and cavern.
- **Northwest:** Wall of the room has collapsed and the floor slopes to become a beach for the lake. See **area 34**.
- **Hide boat:** A hide boat, capable of holding four people, is beached here. Inside the boat are two oars. Crossing the lake in the boat has a 1-20 chance of attracting Ol'Rivvy. See **area 34**.



16. Eroding Ledge

Packed earth and broken stone (floors, 10' ceiling, walls). **Wet walls and floor** (spray from the waterfall to the southwest makes the area damp).

- **East:** Rivers edge is precarious. Any movement along the edge has a 1-6 chance (1-4 for those in heavy armour) of further erosion, dumping characters into the river.
- **West:** Hall to **area 4**.
- **Loose stone:** A loose stone in the northwestern wall conceals a niche containing 3 *Potions of Healing*.

17. The Secret Stash

Packed earth and broken stone (floors, 10' ceiling, walls).

- **West:** Rivers edge is precarious. Any movement along the edge has a 1-6 chance (1-4 for those in heavy armour) of further erosion, dumping characters into the river. Collapsed corner of **area 18** can be seen 12' across river.
- **North:** Secret door set into wall. Balanced door on a central pivot.
- **Loose floor stone:** Careful investigation of the floor reveals a loose flagstone. Hidden recess holds waxed leather sack made from human flesh containing 300gp, 100sp, 500cp.

18. Fishing Post

Broken stone and dirt (floor, 8' ceiling, walls).

- **Northeast:** Collapsed corner of the room provides a 4' opening to the rushing river. A fishing pole and crude wicker basket sit here, as does a crude wineskin filled with a sour, vinegar-like wine. Anyone that drinks the wine must make a CON ability check or be forced to retch for 1 turn.
- **West:** 8' archway leads to a T intersection passage.
- **Voices:** Whispering voices speaking Pukischoll (Goblinoid) can be heard.





19. Goblin Guards

Broken stone and dirt (floor, 10' ceiling, walls). **Niches in walls** (from floor to ceiling holding urns).

- **East:** Passage to **area 18**. Loud sounds of rushing river echo.
- **West:** Long passage that zigzags. Inspection of the hall shows iron tracks curving down from the 8' ceiling, running along the wall to the west and curving back up to the ceiling. Passage ends in a locked cell door.
- **North:** Closed cell door. Beyond the bars shows a passage that leads to the north and hooks left to the west. Door is not locked.

Goblins

Four bored goblins sit lounging about drinking their foul wine. 1-6 chance of hearing loud characters approaching from **area 18**. -1 penalty to attacks due to being drunk.

Goblin

AC 6 [13], **HD** 1-1 (3hp), **Att** 1 x short sword (1d6), **THAC0** 19 [-1], **MV** 60' (20'), **SV** D14
W15 P16 B17 S18 (NH), ML 7, **AL** Chaotic, **XP** 5, **NA** 2d4 (1d4), **TT** R (C)

- **Infravision:** 90'
- **Hate the sun:** -1 to hit in full daylight.
- **Hate dwarves:** Attack on site.
- **Hoard:** Only have treasure type C when encountered in the wilderness or in their lair.

20. Rolling Spike Trap

Packed earth (floor) and **Stone** (walls, 8' ceiling).

- **East:** 8' archway leads to **area 19**.
- **West:** 5' wide passage zigzags to the west, north, and west ending in a locked stone door.
- **Rolling spikes:** Investigation of the passage shows iron rails set into the north and south walls that curve up to a recess in the ceiling on either end. Pressure plate 10' into the passage releases stone rollers, inset with iron spikes, that roll down the rails and up into the recess at the far end, resetting the trap. Deals 1d8 damage, roll DEX ability check for half damage.

21. Pillared Hall

Broken stone and dirt (floors, 10' ceiling, walls). **Four pillars** (5' diameter, floor to ceiling). **Pile of bones** (carefully stacked in center of the four pillars).

- **East:** Locked stone door leads to **area 20**.
- **North:** 10' wide hall with 10' tall ceiling leads to **area 24**.

Treasure: The pile of bones seems to be a religious offering to Gorruush, the goblinoid Goddess. Hidden in the pile are 2 *Potions of Healing* and a +1 *Throwing Dagger*.

22. Ossuary

Broken stone and dirt (floors, 10' ceiling, walls).

- **North:** 8' archway leads to a 5' wide, 10' long passage to **area 23**.
- **South:** 5' deep, 10' wide, alcove. Niches in the wall from floor to ceiling holding bones of the dead.
- **West:** 5' deep, 5' wide alcove. Niches in the walls from floor to ceiling holding the bones of the dead. Careful inspection reveals a stone rod with four engraved circles at one end (the key to the doors in **area 21**, **area 24**, and **area 27**).





23. Refuse Pit

Broken stone and dirt (walls, 10' ceiling, floor). **Stench of decay** (remains left in the pit).

- **South:** 8' tall archway and passage leads to **area 22**.
- **West:** Zigzag passage ends in a closed and locked stone door.
- **Northwest:** 5' deep alcove with a stone lined 20' deep pit in the floor.

Treasure: The goblins have been using the pit as a trash dump. Numerous bodies can be found at the bottom. Investigating through them produces a gold and ruby necklace (100gp) and a pouch with 6 gems (50gp each).

24. Saw Blade Hall

Broken stone and dirt (floor, 10' ceiling, walls). **Dried blood and viscera** (cover almost every surface).

- **South:** 10' wide hallway leads to **area 21**.
- **North:** Deafening sound of rushing water and a crashing waterfall. Characters must yell to be heard and understood.
- **East:** Locked stone door. Leads to **area 23**.
- **Floor:** Investigating the hall will show that the broken flagstones on the floor once were laid out in a particular pattern, now impossible to discern.
- **Saw blade trap:** Failure to step on the clear squares shown on the map causes the saw blades to pop up and begin spinning, dealing 1d8

damage to those standing on that square.

25. Northern Pillared Hall

Broken stone and dirt floor (floors, 10' ceiling, walls). **Three stone pillars** (5' in diameter, floor to ceiling). **Wet** (spray from the waterfall has left the entire room wet and damp).

- **South:** 10' wide hallway leading to **area 24**.
- **Northeast:** Corner of the wall has collapsed and created a beach along the river. Deafening noise from rushing river and waterfall. Characters must yell to be heard and understood.
- **Double knotted rope:** A rope with double knots has been anchored to either side of the river and allows traversal across the 10' river to **area 26**.

26. Fungal Shore

Wet soil and cracked stone (floor, 10' ceiling, floor). **Wet spray** (waterfall to the northwest keeps this entire room dripping wet).

- **Southwest:** A double knotted rope has been anchored to either side of the river and allows

traversal across the 10' river to **area 25**.

- **East:** 8' archway leads to a 5' wide, zigzagging passage (**area 28**).
- **Fungal grove:** A plethora of Pixiewort and Bumblesnort grows along the western shore. Characters that spend 1 turn may collect 1d4 doses of each.



27. Complaining Goblins

Broken stone and dirt floor (floor, 10' ceiling, walls). **Filthy door** (the door on the east wall is covered in stains...more than dirt).

- **West:** 8' archway leading to a 5' wide zigzagging passage (to **area 28**).
- **East:** Locked stone door. Covered in grime. Strong stench, everyone within 5' of the door must make **save versus poison** or retch for 1 turn.
- **Investigating the door:** If the dirt, and...other...is wiped away from the door, it shows an engraving of a smiling dwarf sitting on a chamber pot, raising a stein of frothing ale in toast.

Goblins

Five goblins take turns moving to the locked stone door, attempting to unlock it, then backing away to throw up. All the goblins have taken multiple turns attempting to unlock the door and suffer a -1 penalty to all attacks.

Goblin

AC 6 [13], **HD** 1-1 (3hp), **Att** 1 x short sword (1d6), **THAC0** 19 [-1], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 7, **AL** Chaotic, **XP** 5, **NA** 2d4 (1d4), **TT** R (C)

- **Infravision:** 90'
- **Hate the sun:** -1 to hit in full daylight.
- **Hate dwarves:** Attack on site.
- **Hoard:** Only have treasure type C when encountered in the wilderness or in their lair.

28. Spike Trap

Cracked stone and packed earth (floor, 8' ceiling, walls).

- **West:** 8' archway that leads to **area 26**. Deafening noise from rushing river and crashing waterfall. Cold mist comes into the passage from the falls.
- **East:** Zigzagging passage that ends in an 8' archway leading to **area 27**.
- **Spike trap:** 5' wide, 10' long spring-loaded trap door over a 15' deep pit with 5' long spikes at the bottom. Will not trigger unless two or more characters are on the trap. Deals 1d6 damage, 1-4 chance of victims becoming impaled on the spikes.
- **Secret door:** The northeastern wall holds a secret sliding door leading to **area 29**.

Treasure: At the bottom of the spike trap, among the skeletal remains of other misadventures, is a leather sack containing 300gp, 200sp, 50cp.

29. Loot Holding Room

Cracked tile and mud (floor, 10' ceiling, walls). **Six small chests** (overflowing with jewelry, gold coins, etc).

- **West:** 5' deep by 5' wide alcove conceals a sliding secret door to **area 28**.
- **East:** Unlocked iron cell door. Dark passage leading east can be seen beyond the bars.
- **Voices:** The echoes of voices can be heard coming from the east. Because of the echoes, it is impossible to make them out.

Treasure: The small chests are loot that the goblins have collected so far, storing it here before heading east.

- **Chest 1:** 200gp, 150ep, 400cp, freshwater pearl necklace (200gp), silver chalice set with rubies (500gp).
- **Chest 2:** 200gp, 100sp, 300cp
- **Chest 3:** 50pp, 100gp, 300sp
- **Chest 4:** Electrum tiara set with diamonds (600gp), *Wand of Enemy Detection*, 600sp
- **Chest 5:** 200gp, 100ep, 500cp, *Potion of Delusion*, *Potion of Polymorph Self*, 3 *Potion of Healing*.
- **Chest 6:** 100gp, 200cp, *Bag of Holding*, *Boots of Speed*.



30. Privy

Horrid stench (save versus poison or be forced to flee the room vomiting).

Filthy cracked tiles (floor, 10' ceiling, walls). **Is that...dirt?**

- **East:** Stone door leading to **area 27**. See **area 27** for description of door.
- **West:** 5' wide by 10' deep alcove. A pit in the floor has a crude wooden bench astride it.
- **Pit:** 5' in diameter and 30' deep. The stench seems to be emanating mostly from this pit, though the rest of the room is no slouch.
- **Secret door:** A sliding secret door opens in the southeastern wall.

Otyugh

An otyugh has made its home at the bottom of the pit and is feeding off the offal at the bottom.

Otyugh

AC 2 [17], **HD** 6* (27hp), **Att** 2 x tentacle (1d8), 1 x bite (1d4+1 + disease), **THACO** 14 [+5], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (6), **ML** 9, **AL** Neutral, **XP** 500, **NA** 1, (1d2), **TT** None

- **Disease:** Victims must **save versus poison** or contract a disease that is fatal in 1d12 days.
- **Light sensitivity:** Suffer a -2 penalty to attack rolls and a -1 penalty to AC when in bright light (daylight, *continual light*).
- **Telepathic:** Can communicate non-verbally with any sentient creature.
- **Symbiotic:** Often live in partnership with a powerful monster, living off its dung and the carcasses of its victims.

Treasure: The goblins were somehow successful at picking the lock on the stone door recently. They braved the stench to drag in the corpses of three of their comrades after they were killed by the orcs in **area 35** for not working fast enough. They forgot that one of the corpses was wearing a *Ring of Invisibility* and the other two had an electrum necklace studded with emeralds (800gp) and a matching pair of electrum bracelets set with emeralds (700gp for the pair, 300gp singly). All of it now lies at the bottom of the pit with the otyugh.



31. Goblin Workers

Broken stone and dirt (floor, 10' ceiling, walls). **Large sack and four small sacks** (sit in the center of the room).

- **East:** Unlocked iron cell door. Beyond its bars is a dark, dank passage leading to **area 29**.
- **West:** 8' archway leading to a zigzagging dark, dank passage.
- **Sacks:** The sacks are filled nearly to overflowing with treasure.

Goblins

Four goblins rummage through the sacks, taking inventory of items, while a fifth goblin supervises.

Goblin

AC 6 [13], **HD** 1-1 (3hp), **Att** 1 x short sword (1d6), **THAC0** 19 [-1], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 7, **AL** Chaotic, **XP** 5, **NA** 2d4 (1d4), **TT** R (C)

- **Infravision:** 90'
- **Hate the sun:** -1 to hit in full daylight.
- **Hate dwarves:** Attack on site.
- **Hoard:** Only have treasure type C when encountered in the wilderness or in their lair.

Treasure: The large sack contains 100pp, 300gp, 200sp, 500cp, and 2 *Potions of Healing*. Each of the smaller sacks holds 200gp, 100sp, and 400cp.

32. Ossuary

Cracked tiles overgrown with moss (walls, 10' ceiling, floor). **Niches in the walls** (floor to ceiling, each filled with the bones of the dead).

This room must have been beautiful at one time, and it is easy to see that the tiles were of exquisite craftsmanship.

- **Southwest:** Iron cell door, unlocked. Beyond the bars of the door is a dark, dank passage that zigzags to **area 31**.
- **Southeast:** Iron cell door, unlocked. Beyond the bars of the door is a dark, damp passage.
- **Sound:** The gentle sound of water lapping at a shore echoes up from the southeast passage.



33. Underground River Pool

Fast moving (boats swirl for 1 round and then travel down river to the southeast at 30' per round). **Cold** (frigid water causes hypothermia. -2 penalty to attacks for 1d4 rounds after coming out of the water. If in longer, will cause death in 3 turns).

The water of the underground river swirls into a pool here, before continuing to the southeast. The water seems much colder here than in other parts of the river.



34. Underground Lake

Crystal clear (proper lighting, or objects with the *light* spell cast on them can be seen all the way to the 50' bottom of the lake.) **Cold** (frigid water causes hypothermia. -2 penalty to attacks for 1d4 rounds after coming out of the water. If in longer, will cause death in 3 turns).

Cavern (40' ceiling, covered in stalagmites).

- **South:** The northwest corner of **area 15** has collapsed and forms a small beach on the edge of the lake. A hide boat, capable of holding four people, is beached here. Inside the boat are two oars.
- **West:** A dark room has had both the west and eastern walls collapse, forming a shore for the river and for the lake.
- **North:** A partially collapsed, 5' wide passage continues to the north. The southern end of the passage forms a beach.
- **Croaking echoes:** The sounds of many, large croaking frogs can be heard echoing across the lake.

Giant Mutant Frogs

Five giant mutant frogs make their home in the remains of the room to the west. They make the perfect snack for Ol'Rivvy.

Giant Mutant Frog

AC 7 [12], **HD** 1+4 (8hp), **Att** 2 x talons (1d2), 1 x bite (1d4+1), **THAC0** 18 [+1], **MV** 60' (20')/120' (40') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Neutral, **XP** 15, **NA** 3d6, (3d6), **TT** None

“Ol'Rivvy”

Ol'Rivvy is the name of a freshwater sea serpent (lesser) that hunts the waters of the Great River. An underground tributary that feeds the

underground river in the catacombs, and thus the lake, has made for a perfect lair for the serpent. Characters crossing the lake in the boat have a 1-20 chance of attracting Ol'Rivvy's attention. Otherwise, the sea serpent is hunting giant mutant frogs at the western edge of the lake.

Ol'Rivvy

AC 5 [14], **HD** 6 (27hp), **Att** 1 x bite (2d6) or 1 x squeeze (1d10 hull damage), **THAC0** 14 [+5], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 275, **NA** 0 (2d6), **TT** None

- **Lunge:** Up to 20' out of the water to use bite attack.
- **Squeeze:** Coil around and crush a vessel (of equal size or smaller).



35. Descending Passage

Broken stone and dirt (walls, 10' ceiling, floor). **Crates** (stacked against east wall next to descending natural stairs).

- **East:** Locked iron cell door.
Beyond the bars is a dark, dank, zigzagging passage to **area 32** and **area 34**.
- **Northeast:** A rough 10' tall cave like entrance contains roughly cut natural stairs that lead to **area 36** of level 2.
- **Crates:** A stack of crates sits next to the cave in the northeast corner. One of the crates is being used as a makeshift table and has a lit candle on it, along with a note.
- **Note:** The note is written in Pukisholl (Goblinoid) and details information on the orcs mission in the catacombs. See the Appendix for the player handout of the note.

Orcs

Four orcs rest here, sharpening their axes and complaining about the lazy goblins. While they are supposed to be keeping the goblins on task for their search, the orcs tend to hoard the best of the loot (that hasn't already been picked over by the goblins before it even makes it to the orcs). The orcs are not interested in discussion and will immediately attack any characters that come into **area 35**. The orcs are terrified of Ol'Rivvy and will not venture south to the lake.

Orc

AC 6 [13], **HD** 1 (4hp), **Att** 1 x battle axe (1d8), **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6 (8 with leader), **AL** Chaotic, **XP** 10 (leader: 10, chieftain: 75), **NA** 2d4 (1d6 x 10), **TT** D

- **Hate the sun:** -1 to hit in full daylight.
- **Weapons:** Prefer axes, clubs, spears, or swords. Only leaders use mechanical weapons (e.g. crossbows, catapults).
- **Craven:** Afraid of larger or stronger looking creatures, though leaders may force them to fight.
- **Orc chieftain:** A 4HD (15hp) chieftain rules an orc tribe. The chieftain gains a +2 bonus to damage rolls.
- **Giant companions:** For every 20 orcs, there is a 1-6 chance of an ogre accompanying them. There is a 1-10 chance of a troll living in their lair.
- **Tribal:** Orcs of different tribes may fight among themselves unless their leaders command them not to. Each tribe has its own lair and has as many females as males, and two whelps per two adults.
- **Mercenaries:** Orcs may be hired to fight in Chaotic armies. They delight in wanton killing and razing of settlements.

Treasure: The crates hold 20pp, 50ep, 400gp, 200sp, 900cp, +1 flaming sword, and 5 +1 arrows.

Level 2 Area Descriptions



36. Lower Landing

Mossy cracked stone and roots (floor, 12' ceiling, floor). **Crates and sacks** (stacked haphazardly in the southeast corner).

- **South:** 8' archway leads to a 5' wide passage with rough cut stone stairs that descend into darkness.
- **West:** 5' wide passage with rough cut stone steps that descend 25' to **area 43**.

Orcs

Five orcs lounge here, leaning against the sacks in the southeast corner. One of them occasionally yells down the passage to the south in Pukisholl (Goblinoid), telling the goblins in **area 38** to hurry up with their dinner.



Orc

AC 6 [13], **HD** 1 (4hp), **Att** 1 x battle axe (1d8), **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6 (8 with leader), **AL** Chaotic, **XP** 10 (leader: 10, chieftain: 75), **NA** 2d4 (1d6 x 10), **TT** D

- **Hate the sun:** -1 to hit in full daylight.
- **Weapons:** Prefer axes, clubs, spears, or swords. Only leaders use mechanical weapons (e.g. crossbows, catapults).
- **Craven:** Afraid of larger or stronger looking creatures, though leaders may force them to fight.
- **Orc chieftain:** A 4HD (15hp) chieftain rules an orc tribe. The chieftain gains a +2 bonus to damage rolls.
- **Giant companions:** For every 20 orcs, there is a 1-6 chance of an ogre accompanying them. There is a 1-10 chance of a troll living in their lair.
- **Tribal:** Orcs of different tribes may fight among themselves unless their leaders command them not to. Each tribe has its own lair and has as many females as males, and two whelps per two adults.
- **Mercenaries:** Orcs may be hired to fight in Chaotic armies. They delight in wanton killing and razing of settlements.

37. Drying Room

Warm, humid, and smokey (room is filled with smoke). **Large fire** (a 5' diameter, 6' tall bonfire is raging in the middle of the room). **Fish** (hanging from chains and hooks from the ceiling).

- **North:** 8' archway leading to a passage with rough cut stone stairs leading up to **area 37**.
- **South:** 5' passage with rough cut stairs leads down to **area 38**.

- **Noise:** The echo of the crashing waterfall in **area 39** can be heard to the south.
- **Obscured vision:** Because of the smoke in this room, vision is limited to 10' and creatures are at a -1 penalty to attack.
- **Fish:** Numerous boneless cave trout and salmon hang from the hooks. They've been salted and are left here to smoke.



38. Fishing Beach

Broken stone and dirt (floor, 12' ceiling, walls). **Baskets** (full of cave trout and salmon, sit on the south shore).

- **South:** The wall of the room has collapsed here, producing a rubble strewn beach for the pool at the base of the waterfall in **area 39**.
- **West:** A rusty, locked, iron portcullis has had the bars hacked through and bent outward. A 5' wide passage leads west to **area 40**.
- **Noise:** The deafening sound of the crashing waterfall in **area 39** causes characters to have to yell to be heard or understood. -2 penalty to any hear noise checks (impossible for those without the skill).

Goblins

Four goblins are along the shore fishing and yelling at one another in Pukischoll (Goblinoid) in a jovial manner. There is a 4-6 chance that they will be surprised by characters that enter the room.

Goblin

AC 6 [13], **HD** 1-1 (3hp), **Att** 1 x short sword (1d6), **THAC0** 19 [-1], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 7, **AL** Chaotic, **XP** 5, **NA** 2d4 (1d4), **TT** R (C)

- **Infravision:** 90'
- **Hate the sun:** -1 to hit in full daylight.
- **Hate dwarves:** Attack on site.
- **Hoard:** Only have treasure type C when encountered in the wilderness or in their lair.

39. Waterfall and Pool

Crystal clear water (light sources or objects with the *light* spell cast on them can see clear to the bottom of this 30' deep pool. **Wreckage** (the wreckage of many boats can be seen amongst the rocks at the base of the waterfall).

Stalagmites (25' ceiling is covered in a forest of stalagmites).

- **North:** A rubble strewn beach has been formed by the collapsed wall of **area 38** and **area 41**. A smaller set of falls and rapids allows the river to continue to rapidly flow to the northwest.
- **Southeast:** The underground river from level 1 flows into a crevasse and dumps out here in a 25' tall waterfall.
- **Deafening noise:** The crash of the falls makes it difficult to hear anything else. -2 penalty to any hear noise check (impossible for those without the skill). Characters must yell to be heard and understood.

40. Fishing Statue

Broken stone and dirt (floor, 12' ceiling, walls).

- **North:** A statue of a dwarf attempting to bait a fishing hook stands in the northwest corner.
- **East:** 8' archway leads to a passage that ends in a bent and broken rusty iron portcullis.
- **Southwest:** The corner of the room has collapsed providing access to the underground river.
- **South:** A rusty portcullis stands locked. A 5' wide passage can be seen leading south beyond.
- **Noise:** The crash of the waterfall in **area 39** is loud here. Characters must yell to be heard or understood.
- **Statue:** Close investigation of the dwarf statue will show that the fishing hook is a very balanced lever. Baiting the hook with a worm will unlock and lift the rusty portcullis to the south.

Green Slime

The ceiling above the dwarf statue is covered in a patch of green slime that will drop down on surprised characters.

Green Slime

AC No hit roll required, **HD** 2* (9hp), **Att** 1 x touch (consume flesh), **THACO** 18 [+1], **MV** 3' (1'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 25, **NA** 1 (0), **TT** None

- **Surprise:** Drops down on surprised characters from above.
- **Acid:** When in contact with a victim, sticks on and exudes acid. The acid destroys wood or metal (including armour) in 6 rounds but cannot affect stone.
- **Consume flesh:** Once in contact with flesh for 6 rounds, the victim is turned into green slime in a further 1d4 rounds.
- **Removing:** Once stuck on a victim, can only be removed by fire. This inflicts half damage to the victim and half to the slime.
- **Immunity:** Unharmed by all attacks except cold or fire.

41. Jetsam Beach

Mossy wet stone (floor, 12' ceiling, walls). **Slippery** (characters will need to make a DEX ability check to avoid slipping and falling).

- **North:** 8' archway that leads to a 5' wide passage that ends in a locked, rusty portcullis. **Area 40** can be seen beyond its bars.
- **South and West:** The wall of the room has collapsed and created a rubble strewn beach along the waterfall pool and the river.
- **Jetsam:** The southeastern edge of the beach is strewn with wreckage from the boats that have gone over the falls to the southeast. Searching the jetsam will locate the treasure.

Treasure: A battered wooden lockbox has washed up on the beach. It contains 10pp, 200gp, 100ep, 90cp, and a waterproof scroll tube containing a scroll of *Protection from Undead*.

42. Underground River

Fast moving (the river is swift. Boats on the river will move at 30' per round to the northwest). **Cold** (frigid water causes hypothermia. -2 penalty to attacks for 1d4 rounds after coming out of the water. If in longer, will cause death in 3 turns).

- **Southeast:** Falls from the pool in **area 39**.
- **Northwest:** The river rapidly flows into the dark, eventually flowing further underground to the deep Underworld.



43. High Traffic Landing

Dry dirt and cracked stones (floor, 12' ceiling, walls). **Numerous tracks** (it is obvious that numerous creatures have beat a path through the room from the western arch to the eastern stairs).

- **East:** Rough cut stairs climb a 5' wide passage to **area 36**.
- **South:** 8' archway leads to a 5' wide passage that ends in a locked iron portcullis. **Area 44** can be seen beyond its bars.
- **West:** 8' archway that leads to a 5' wide and 10' deep alcove.
- **Secret door:** A 4' tall stone in the western alcove can be pushed out, leading to **area 46**.
- **Large leather sack:** Sits at the base of the rough-cut stairs to the east.

Treasure: The large leather sack is sitting here, waiting to be carried back to the orcs. The sack contains 400gp, 200sp, 700cp, and 2 *Potions of Healing*.

44. Contemplation Chamber

Cracked tile and roots (the once beautiful tiles of this room have been broken by roots that have grown into the room). **Benches** (the walls have cracked marble benches).

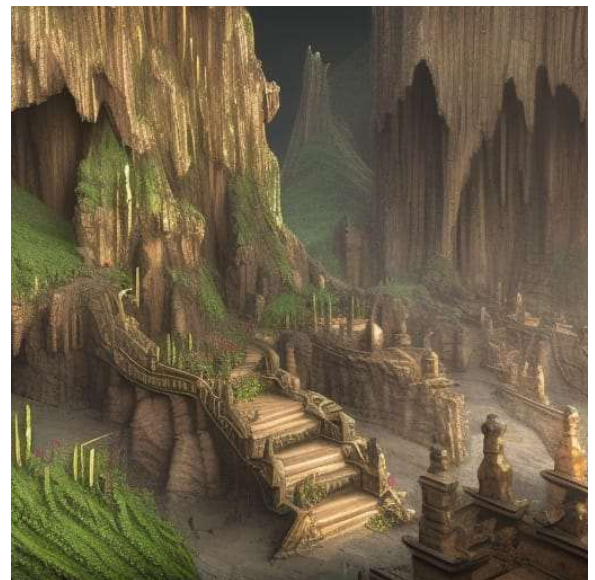
- **North:** Locked iron portcullis. Passage to **area 43** can be seen beyond the bars.
- **South:** 8' archway leads south to a 5' passage.
- **Noise:** The sound of rushing water can be heard echoing from the southern passage.

45. Trapped Hall

Cracked and disturbed tiles (floor).

Mosaic tiles (8' ceiling, walls).

- **North:** 8' archway leading to **area 44**.
- **West:** Rubble strewn beach where a partial wall has collapsed along the river. An ancient rope bridge with wood planks crosses the river to **area 61**. 1-8 chance that a wood plank will break under a character's weight (2-8 chance for characters in heavy armour), dropping the character into the river below.
- **Saw blade trap:** The tiles have been recently disturbed and a saw blade trap of crude goblin design has been installed. Deals 1d6 damage and only works once, then breaks.





46. Bridge Landing

Cracked stone and roots (floor, 12' ceiling, walls). **Damp** (entire area is damp from the river spray). **Sacks** (next to the bridge).

- **East:** A 4' tall stone in the western alcove can be pushed out, leading to **area 43**.
- **West:** An ancient rope bridge with wood planks crosses the river to **area 47**. 1-8 chance that a wood plank will break under a character's weight (2-8 chance for characters in heavy armour), dropping the character into the river below.
- **Hobgoblins:** Four hobgoblins can be seen on a 1-4 chance in the dark on the opposite side of the bridge. The hobgoblins have a 2-4 chance of seeing the characters and will start shooting arrows at them with short bows.

- **Noise:** The river here creates a lot of noise. The characters will need to yell to be understood by one another.
- **Sacks:** The sacks are overflowing with coins (see **Treasure**)

Treasure: The sacks are overflowing with 500gp, 200ep, 150sp, and 900cp.



47. Hobgoblin Guard Post

Broken stone and dirt (floor, 12' ceiling, walls). **Damp** (everything is moist due to spray from the river).

- **East:** An ancient rope bridge with wood planks crosses the river to **area 46**. 1-8 chance that a wood plank will break under a character's weight (2-8 chance for characters in heavy armour), dropping the character into the river below.
- **South:** 5' wide by 10' deep alcove. The south end of the alcove is a **spike trap**, a 15' deep pit set with 5' long spikes at the bottom. Deals 1d6 damage, 1-4 chance of characters being impaled.
- **Secret door:** Just beyond the pit trap, a balanced stone slab on a central pivot leads to **area 60**.
- **West:** A rusted iron portcullis has been bashed and broken through. 1-6 chance of taking 1 damage moving through the rusted metal.

Hobgoblins

Five hobgoblins laze about in this room, waiting for their goblin charges to finish their work.

Hobgoblin

AC 6 [13], **HD** 1+1 (5hp), **Att** 1 x sword (1d8), or short bow (1d6), **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8 (10 with king), **AL** Chaotic, **XP** 15 (bodyguard: 75, king: 175), **NA** 1d6 (4d6), **TT** D

- **Hobgoblin king and bodyguards:** A 5HD (22hp) king and 1d4 4HD (3d6hp) bodyguards live in the hobgoblin lair. The king gains a +2 bonus to damage rolls. A thoul may sometimes be found among the king's bodyguards.



48. Guard Rats

Dirt upturned by roots (floor, half encounter movement rate). **Flagstones** (walls, 12' ceiling).

- **East:** 8' archway leading to a 5' wide zigzagging passage leading west to **area 47**.
- **South:** Unlocked iron portcullis. STR ability check to raise. A dark passage to the



south can be seen beyond the bars.

- **West:** Unlocked iron portcullis. STR ability check to raise. A dark passage leads west.
- **Smell of decay:** The smell of decay comes from beyond the bars of the west portcullis.

Giant Rats

The hobgoblins in **area 47** left these three loyal giant rats here to guard the way to the crypts.

Giant Rat

AC 7 [12], **HD** ½ (2hp), **Att** 1x bite (1d3) + disease, **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 5, **NA** 3d6 (3d10), **TT** C

- **Disease:** Bite has a 1-20 chance of infecting the target (**save versus poison**). The disease has a 1-4 chance of being deadly (die in 1d6 days). Otherwise, the victim is sick and bedridden for one month.
- **Afraid of fire:** Will flee fire, unless forced to fight by summoner.
- **Attacking in water:** May attack without penalty; excellent swimmers.

49.49-53: Ossuary Crypts

Broken stone and packed earth (floor, 8' ceiling). **Niches** (walls, floor to ceiling). **Archway** (8' tall, 2' thick arch leads into each ossuary).

- **49:** Niches are filled with the bones of the dead. Investigation of the area produces a gold bracelet (500gp).
- **50:** The bones from the niches have been scattered about the ossuary floor. Investigation of the area produces a *Ring of Protection*.
- **51:** Bones scattered around the floor. The room has been picked clean.
- **52:** Five goblin looters are scattering the bones of the dead in a frantic search for anything valuable.

- **53:** Bones fill the niches, though some have fallen to the floor. Offerings to the dead are gathered in two sacks at the floor containing 1,200cp and 350gp.

Goblins

Goblin

AC 6 [13], **HD** 1-1 (3hp), **Att** 1 x short sword (1d6), **THAC0** 19 [-1], **MV** 60' (20'), **SV** D14
W15 P16 B17 S18 (NH), **ML** 7, **AL** Chaotic, **XP** 5, **NA** 2d4 (1d4), **TT** R (C)

- **Infravision:** 90'
- **Hate the sun:** -1 to hit in full daylight.
- **Hate dwarves:** Attack on site.
- **Hoard:** Only have treasure type C when encountered in the wilderness or in their lair.



54. Tomb of the Silent

Hermit

Heavy stone door (STR ability check to open). **Flagstone** (floor, 8' ceiling, walls).

Dust (a fine layer of dust coats every surface of the tomb).

- **East:** Heavy stone door that leads to a 5' wide by 8' tall passage.
- **Sarcophagus:** A stone sarcophagus 4' x 7' sits in the middle of the tomb. **Inside** rests the skeletal remains of a man and the possessions he was buried with.

Treasure: A sack of 100sp, 3000cp, a vellum *Treasure Map VII*.

Green Slime

A patch of green slime coats the ceiling above the sarcophagus and drops down on unsuspecting characters.



Green Slime

AC No hit roll required, **HD** 2* (9hp), **Att** 1 x touch (consume flesh), **THACO** 18 [+1], **MV** 3' (1'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 25, **NA** 1 (0), **TT** None

- **Surprise:** Drops down on surprised characters from above.
- **Acid:** When in contact with a victim, sticks on and exudes acid. The acid destroys wood or metal (including armour) in 6 rounds but cannot affect stone.
- **Consume flesh:** Once in contact with flesh for 6 rounds, the victim is turned into green slime in a further 1d4 rounds.
- **Removing:** Once stuck on a victim, can only be removed by fire. This inflicts half damage to the victim and half to the slime.
- **Immunity:** Unharmed by all attacks except cold or fire.

55. Tomb of the Righteous Guardian

Cracked marble (floor, 8' ceiling, walls).

Dust (thin layer coats everything). **Heavy**

stone door (STR ability check to open).

- **West:** Heavy stone door sealing the tomb.
- **East:** Unlocked iron portcullis. A 5' wide by 8' tall passage leads off into darkness beyond its bars.

- **Sarcophagus:** A white marble with red veins sarcophagus sits in the middle of the tomb. Carved in relief on the lid is the sculpture of a paladin in full plate armour.

Inside are the remains of this holy warrior, perfectly preserved as though he died yesterday. See treasure.

Treasure: Shield +1, 100gp, 70sp, 1000cp, platinum holy symbol of Janus (800gp).



56. Tomb of the Penitent

Priest

Packed earth (floor, 8' ceiling, walls).

Heavy stone door (STR ability check to open).

- **East:** The heavy stone door sealing the tomb leads to a 5' wide by 8' tall passage.
- **Sarcophagus:** Plain flagstone with a relief carving of a stone tablet containing holy scripture on the lid. **Inside** rest the bones of a priest and his last earthly possessions (see Treasure).

Treasure: A clay pot contains 800gp, 300sp, and 300cp. A sealed scroll tube contains a divine scroll of *Raise Dead*.

57. Tomb of Thurras'

Prophet

Polished obsidian (floor, 8' ceiling, walls. Mirror like surface reflects light).

Heavy stone door (STR ability check to open).

- **West:** The heavy stone door sealing the tomb leads to a 5' wide by 8' tall passage.
- **East:** Unlocked iron portcullis with a 5' wide passage beyond its bars.
- **Onyx sarcophagus:** A sarcophagus made of polished onyx 4' x 7'. **Inside** the mummified remains of the prophet and his burial possessions (see Treasure).

Treasure: Berserker Sword -1 (Cursed), 500pp, 300ep, 2000cp in loose coins.

Skeletons

If the onyx sarcophagus is opened, three skeletons form and animate in the tomb, attacking everyone inside.

Skeleton

AC 7 [12], **HD** 1 (4hp), **Att** 1 x sword (1d8), **THAC0** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 10, **NA** 3d4 (3d10), **TT** None

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

58. Tomb of the Faithful

Loose dirt (floor). **Crumbling flagstone** (walls, 8' ceiling). **Menhirs** (four standing stones offset the center for the room).

Heavy stone door (STR ability check to open).

- **North:** The heavy stone door sealing the tomb leads to a 5' wide by 8' tall passage.
- **Menhirs:** Sacks sit around the standing stones in the room (see Treasure).

Treasure: 1000gp, 800sp, 6000cp

Skeletons

If the treasure in the sacks is touched, eight skeletons animate and attack everyone in the room.

Skeleton

AC 7 [12], **HD** 1 (4hp), **Att** 1 x sword (1d8), **THAC0** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 10, **NA** 3d4 (3d10), **TT** None

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).



59. Shoveling Dwarf Statue

Broken stone and dirt (floor, 10' ceiling, walls). **Bones** (fragments and partial skeletons all over the floor).

- **North:** 8' archway leading to a 5' wide passage heading north to **area 48**.
- **South:** 8' archway leading to a 5' wide passageway. Goblins can be seen in the passage, speaking to one another in Pukischoll (Goblinoid).
- **Dwarf statue:** A statue of a smiling dwarf holding a shovel stands in a 10' wide x 5' deep alcove in the southwest corner.

The dwarf statue is a key to the locked doors in **area 60**. Pressing down on the shovel so that the tip digs into the dirt will unlock both doors.



60. Tomb of the Warrior Priest

Polished white marble (floor, 15' ceiling, walls). **Polished gold sarcophagus** (center of room, 10' tall).

- **Secret doors:** Solid stone slabs on balanced central pivot points open to north and the south.
- **West:** Locked double doors lead to a 5' wide vestibule. Five goblins crowd the vestibule, attempting to pick the lock.
- **East:** Locked double doors lead to **area 62**.
- **Gold sarcophagus:** The 10' tall sarcophagus has a polished gold statue of a war horse and paladin atop its lid. Requires a STR ability check from two characters working together to open. **Inside** lays the perfectly preserved body of the warrior priest and his burial possessions (see Treasure).

Treasure: 50pp, 500gp, 300sp, 2000cp, *Sword of Sharpness +1*, *+1 Full Plate Armour*.

61. Western Bridge Landing

Broken stone and dirt (floor, 12' ceiling, walls). **Damp** (entire area is damp from proximity to the river).

- **West:** 8' archway leads to a 5' wide passage heading west into the darkness.
- **East:** The eastern wall of this room has collapsed and caused a rubble strewn beach on the river. An ancient rope bridge with wood planks crosses the river to **area 62**. 1-8 chance that a wood plank will break under a character's weight (2-8 chance for characters in heavy armour), dropping the character into the river below.
- **Noise:** The rushing of the river causes noise that is loud enough

that characters must yell to be heard and understood.

62. Swinging Rock Trap

Broken stone and packed dirt (floor, 8' ceiling, walls).

- **Southwest:** The passage ends in a locked set of double doors on the western side.
- **Northeast:** 8' archway leads to **area 61**.
- **Swinging rock trap:** The goblins have set up a crude trap consisting of a flagstone brick tied to a 4' length of hemp rope. Deals 1d10 damage (**save versus petrification** to avoid).



63. Tomb of the Valiant

Knight

Flagstone (floor). **Baked brick** (8' ceiling, walls). **Roots** (pushing up through floor and walls). **Heavy stone door** (STR ability check to open).

- **West:** Heavy stone door sealing the tomb.
- **Marble sarcophagus:** Etched relief of the symbol of Sadus on the lid. **Inside** the skeletal remains of a knight and his few belongings (see Treasure).

Treasure: 800gp, 800sp, 3000cp, *Ring of Fire Resistance*.

64. The Wicked Treasurer

Cracked flagstones (floor). **Packed earth** (walls). **Baked bricks** (8' ceiling). **Small insects** (centipedes, spiders, and other “bugs” crawl over every surface).

- **Northwest:** 8' archway leading to a 5' passage that ends in a secret door to **area 60**.
- **Southeast:** 8' archway leading to a 5' passage.
- **Secret doors:** Solid stone slabs on balanced central pivot points open to north and the south.
- **Sarcophagus:** A sarcophagus of hazy translucent amber sits in the center of the tomb. 7' x 4', the shadow of a body can be seen in repose through the sides and lid.

Wight

The body inside the sarcophagus is the remains of a royal treasurer that was turned into a wight to protect the treasures of the catacombs. The wight becomes active as soon as the lid is opened.

Wight

AC 5 [14], **HD** 3* (13hp), **Att** 1 x touch (energy drain), **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** Chaotic, **XP** 50, **NA** 1d6 (1d8), **TT** B

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Mundane damage immunity:** Only harmed by sliver weapons or magic.
- **Energy drain:** A successfully hit target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to halfway between the former and new levels. A person drained of all levels becomes a wight in 1d4 days, under the control of the wight that killed them.



65. The False Vault

Polished malachite (floor, walls). **White marble** (15' ceiling). **Statue** (center of the room). **Inset shelves** (in the walls holding thousands of loose coins).

- **West:** Combination locked vault. The large combination wheel is numbered in the Gurnvold language. The correct combination is 03-14-72. The lock is old and can be picked, however, due to old gears clicking into place.
- **East:** A 5' deep, empty, alcove.
- **Secret door:** The secret door to **area 66** can only be opened by solving the statue puzzle.

- **Statue:** A statue of an Angel of Montus stands in the center of the room. Carved from a single block of polished electrum. A copper plaque at the base reads, "Be of balance, recite thy prayer." If a character of Neutral alignment recites a prayer to Montus while kneeling before the statue will unlock the secret door to **area 66**.

Treasure: All the loose coins on the inset shelves are made of cheap tin, painted to look like real coins.

66. Vault of the Faithful

Polished alabaster (floors, 15' ceiling, walls). **Large chests** (three large chests along the north, east, and south walls).

- **Secret doors:** A perfectly balanced door on a central pivot sits on the north wall, near the western wall. The secret door to **area 65** can only be opened by a special condition (see **area 65** description).
- **Chests:** All three chests are made of amber and are locked with inset iron locks.

Treasure: The three chests contain the following:

Chest 1 (north): 200pp, 800ep, 500sp, *Short Sword* +1.

Chest 2 (east): 700gp, 650sp, 1000cp, *Wand of Magic Missiles*.

Chest 3 (south): 200gp, 900sp, 3,000cp, *Staff of Growing* +1.



67. Undercroft Access

Granite bricks (walls, 12' ceiling, floor).

Candles (hundreds of candles are lit, throwing strange shadows but illuminating the area). **Crates, barrels, sacks** (storing various mundane items of the church).

- **West:** A rickety staircase ascends into the undercroft of the All Faiths Temple in Braunhaven.
- **East:** Locked double doors leading to a 5' wide passage with 8' ceilings that leads into the catacombs.
- **Crates, barrels, and sacks:** Vials of holy water, holy books, fresh water, dried meat, and dried fruit.

Further Adventures

The Light in the Church

The Light in the Church is the next adventure in the series and details the All Faiths Temple and its undercroft in Braunhaven. The stairs in **area 67** connect to the undercroft and the adventure can be continued that way. While *The Thing in the Basement* was ideally designed for a group of level 1 characters, *The Light in the Church* will be geared more towards level 2 characters.

The Nobleman's Manor

Duke Bartholomew has purchased, or been granted, a hunting manor in the Braunhaven region, not far from the town. It was the duke that hired the orcs in the first place and the adventure would eventually lead to the manor. *The Nobleman's Manor* will be designed for 3rd level characters.

The Underground River

The river that runs through the catacombs eventually flows into the Underworld. Perhaps the characters find a way to follow northwest flow of the river on level 2 of the catacombs to enter the Underworld there. Crafty referees could design an entire dungeon in the Underworld, expanding beyond level 2 of *The Thing in the Basement*.

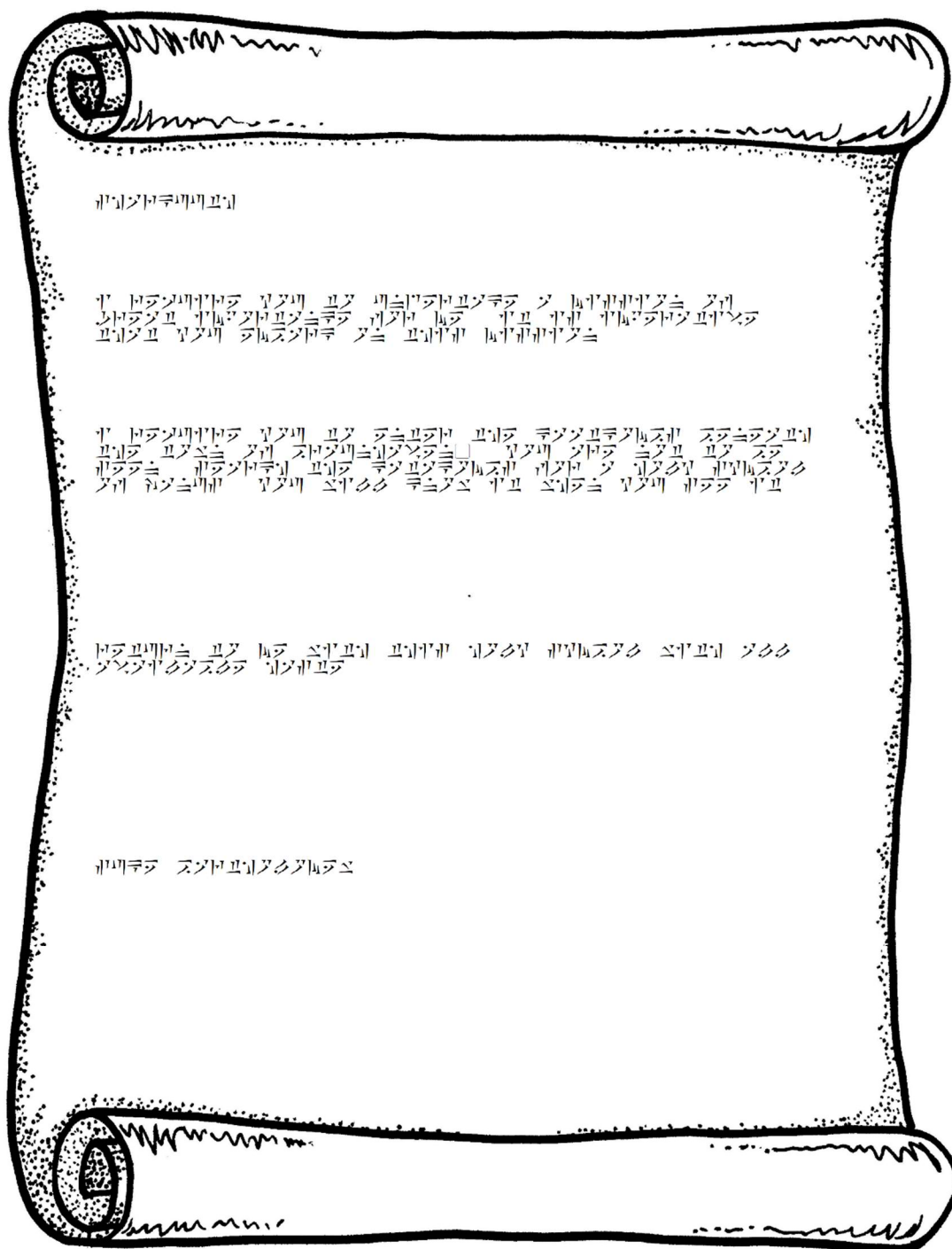
A Steppingstone to Adventure

The Braunhause Coaching Inn and the catacombs beneath it can be placed in any world of the referees choosing. *The Thing in the Basement* could be a jumping-off point to other published adventures or to dungeons of the referee's own design. Referees shouldn't feel constrained by this adventure and should let the juices of inspiration flow!

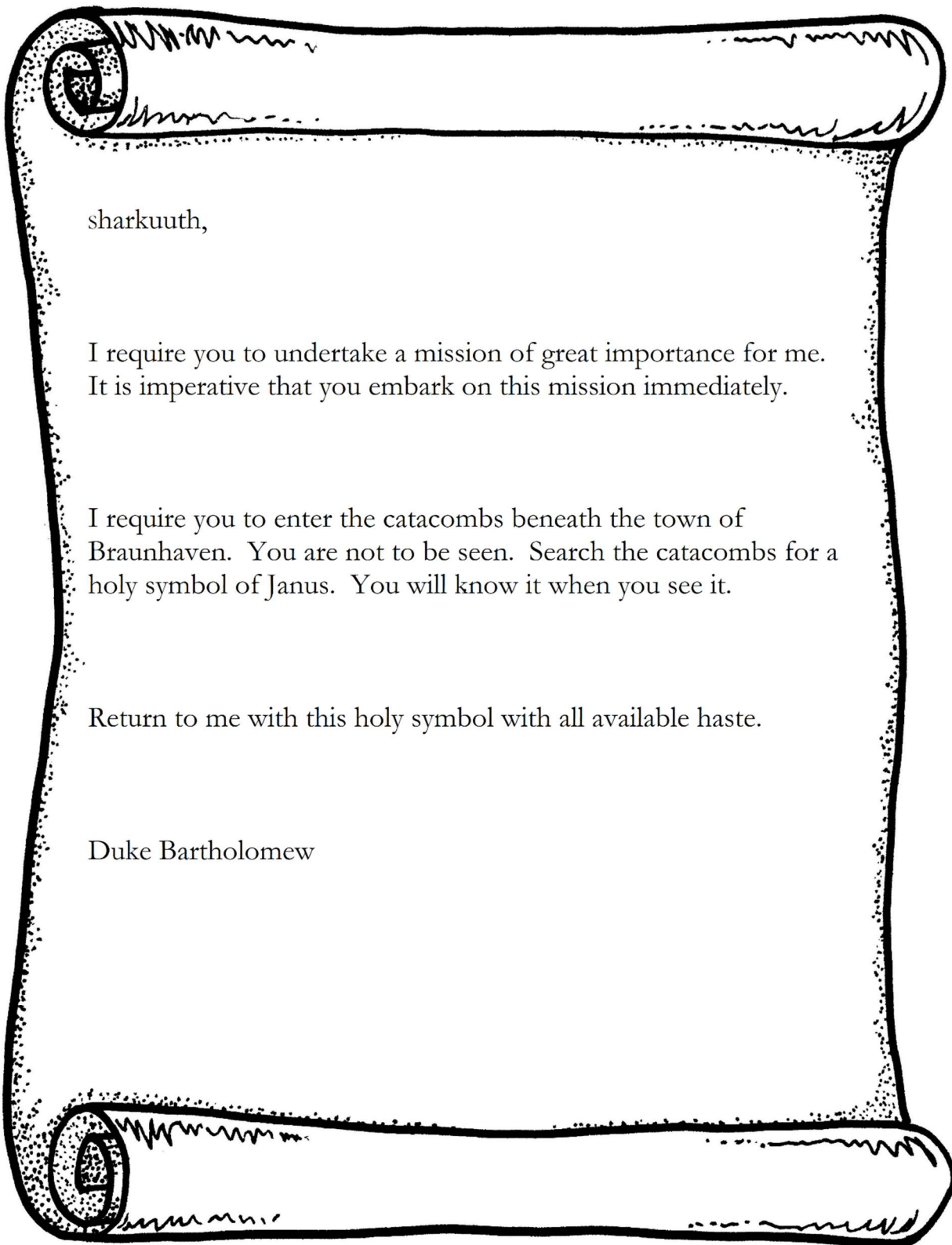


Appendix

The note to the orcs in area 35



Note Handeln (Common) Translation



The Braunhouse Coaching Inn Menu

The Braunhouse Coaching Inn Menu

Room for the evening (includes breakfast and a pint).....2 Fey Shill

Meals

Breakfast (Venison sausage, white gravy, biscuits, fried potatoes).....6 Drakh Pence

Lunch (Beef stew with boiled carrots, celery, potatoes, and onions. Served with a loaf of bread).....4 Drakh Pence

Dinner (Smoked salmon fillet, roasted green beans, baked potato).....7 Drakh Pence

Drinks

Braunhouse Dark Ale.....	Pint 2 Drakh Pence
	Pitcher 8 Drakh Pence.....
Braunhouse Pale Lager.....	Pint 1 Drakh Pence
	Pitcher 4 Drakh Pence.....
Glaustshine Imperial Pale Ale.....	Pint 6 Drakh Pence
	Pitcher 1 Fey Shill.....
Zolotoheim Distilleries Fifty Year Aged Whiskey.....	Cup 1 Fey Shill
	Flask 1 Cestus Piece.....
Drzewodolek Sparkling Wine.....	Glass 1 Fey Shill
	Bottle 8 Fey Shill.....
Gnomish Brandy.....	Cup 5 Drakh Pence
	Flask 2 Fey Shill.....

Snacks

Melted Cheese and Toasted Bread Loaf (made with Tekal's aged smoked Gouda).....2. Drakh Pence

Supplies

Iron Rations (7 days).....	15 Cestus Pieces
Standard Rations (7 days).....	5 Cestus Pieces
Shire Smoke (1 ounce pouch).....	2 Drakh Pence

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But what about the *cheese*?

Teka Crackerbottom, the halfling proprietor of the Braunhouse Coaching Inn in the town of Braunhaven says that something has been mucking about in her basement. It is now to the point that she is fearful to go down to fetch fresh kegs of beer and ale! And what about the aging cheese? She's offering good pay to any adventurers that will go into the basement of the inn and deal with whatever is down there!

A Level 1-3 Adventure for the Braunhaven Campaign Setting

Requires Old-School Essentials Advanced Fantasy