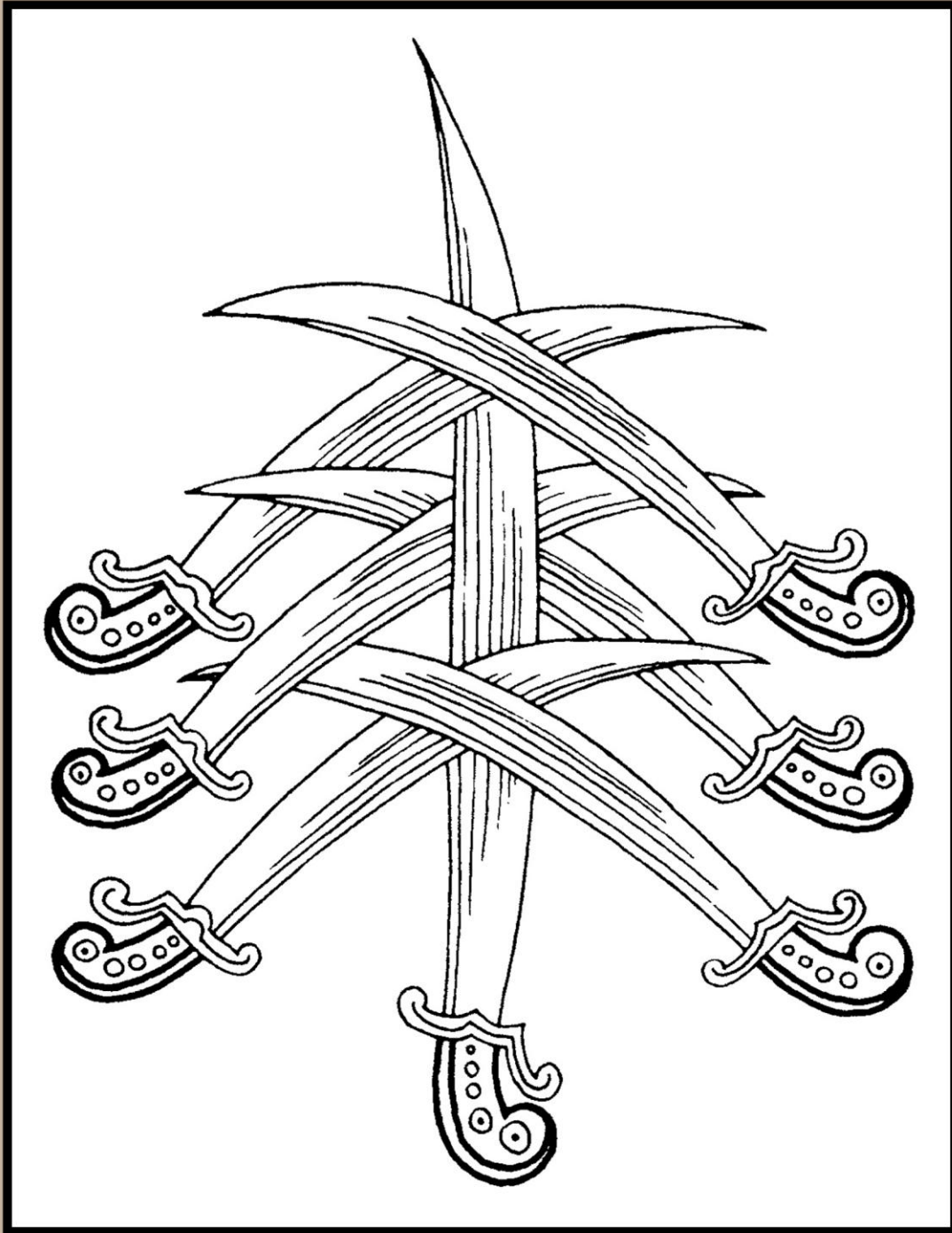


STONEHELL DUNGEON

Supplement One: The Brigand Caves



By Michael Curtis

The first is a series of supplemental material for use with STONEHELL DUNGEON
For use with Labyrinth Lord™ and other early versions of the original
fantasy role-playing game

Labyrinth Lord
Compatible Product



STONEHELL DUNGEON

Supplement One: The Brigand Caves

What is this?

When I designed Stonehell Dungeon, I purposely left many details of the dungeon open to allow the Labyrinth Lord to customize the setting to his own desires and campaign world. Some doorways and corridors to “nowhere” (leading off the map and into uncharted territories) were included to give both myself and other Labyrinth Lords the ability to expand Stonehell Dungeon over time and to maintain its freshness in the face of wave after wave of adventurers.

In addition to those areas purposely left undefined, there was some information and supplemental material left on the cutting room floor when I put the book together. While I had hoped to include this additional information in the final product, space limitations forced me to trim some useful, but not critical, details and notes. Rather than expand the page count and pass the cost on to those who might not need or use this supplemental material, I decided to produce a line of optional game material for Stonehell Dungeon in the form of separate, downloadable PDFs. This is the first release of that supplemental material.

Do I need this?

These supplements are not required to make use of the main Stonehell Dungeon books. Instead, these releases provide additional material that some Labyrinth Lords might find interesting or useful with their own versions of the megadungeon. In these supplements, a few corners of the dungeon will be painted in, some new monsters and magic added, and a handful of useful charts, NPCs, and other Labyrinth Lord information will be provided. These PDFs will be made available through my Lulu storefront (STOREFRONT) for little or no charge, and will be released when time and interest allows.

The **Stonehell Dungeon Supplements** are not intended to flesh out the entire dungeon and establish a concrete “you must do it this way” setting. Instead, it is intended to give me a way of letting the dungeon grow as more adventurers venture into its depths and uncover the secrets lurking within. If you’re the type of gamer who likes to see what a designer does with his own material over time, you might find this series entertaining, if not helpful. Harried Labyrinth Lords with no time on their hands and seeking additional material to throw at their players will also find the supplements useful as their players explore the megadungeon.

The Brigand Caves

Near the box canyon that leads to the entrance of Stonehell Dungeon is a network of caves. These natural chambers once served as barracks and storehouses for the prison’s guards, but, following the prison’s liberation, they’ve become home to other creatures seeking shelter.

Currently, a band of brigands occupies the caves, using them as a hideout in between robberies. The brigands prey on those who travel along the main thoroughfare to the south, striking from ambush and carrying their stolen goods back to these caves. Here, loot is sorted and counted, and anything of value that the brigands can’t immediately use is traded to the smugglers who ply the murky waters of the nearby swamp.

Although the brigands are drawn to the area around Stonehell both for the seclusion of the caves and the regular secondary source of loot in the guise of adventurers plumbing Stonehell, there is another reason for their occupancy here. Their leader seeks to learn the fate of his lost sister, who he suspects can be found in the depths of the dungeon underneath his feet.

The brigands can serve as a way to introduce the party to the dungeon. Tired of the raids along the thoroughfare and suspecting the bandits are weakened after a run in with a cadre of Warden Rangers, the local constabulary implores the PCs to track down the brigands to put an end to their roadside thefts. After finding a faint trail, the party tracks the bandits back to their lair.

Stonehell Dungeon Supplement One: The Brigand Caves

Design & cartography: Michael Curtis

Illustrations: Dover Electronic Clip Art Collection

For more about Stonehell Dungeon, please visit

Three-Headed Monster Games

(thmgames.blogspot.com) and **The Society of Torch, Pole and Rope** (poleandrope.blogspot.com)

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Level S1: The Brigand Caves

Overview

Not every creature that lairs in and around Stonehell Dungeon is monstrous in aspect. Some are quite human in form, if not in their actions. The band of brigands that lairs in a cave network above Stonehell's box canyon is one such example.

These caves were originally used as storage space and barracks for the guards of the prison. They kept watch over the natural chimney that leads down to the caves on **Level One** of the dungeon, preventing inmates from escaping that way, and also used the shaft to lower food and water down to the prisoners during scheduled feeding times. When the prison was liberated, the guards stationed here departed in haste. The caves now serve as a home to brigands.

This group of brigands, who call themselves the Ghost Beggars, has laired in the vicinity of Stonehell for several months. The dungeon's out-of-the-way location makes for a fine hideout to retreat to in between robberies, and the steady flow of inexperienced adventurers coming to the dungeon serves as a convenient source of extra loot. The Ghost Beggars have ties with a group of smugglers who operate out of the nearby swamp, allowing them to trade stolen goods for coin, weapons, and other needed supplies.

Due to the hazards of criminal life, the Ghost Beggars suffer the occasional loss of a gang member or two. Recently, however, a roadside robbery failed spectacularly when the Beggars' tried to rob a caravan guarded by a group of Warden Rangers. Although the brigands escaped capture, they lost nearly half of their numbers in the skirmish. They've since been laying low and licking their wounds.

In order to replenish their band, the Ghost Beggars have invited a small gang of highwaymen to join up with them. These highwaymen are much less skilled and armed than their brigand counterparts, but in times such as these, the Beggars cannot indeed be choosy. The brigands figure that any highwayman not worth having around will soon be culled by their life of crime.

The brigand caves are "dead caves," meaning that the water which formed them has long dried up. The caves are cool and dusty, and many of the mineral formation

such as stalagmites and stalactites have begun to crack and fall, leaving rubble scattered about the caves.

Population

The Ghost Beggars are the only inhabitants of note in the caves. Although they once numbered thirty members, the recent failed robbery has severely trimmed their numbers, forcing them to replenish their ranks with lesser thieves. The Ghost Beggars are comprised of human males, and they conform to the description of Brigands in the *Labyrinth Lord Revised*TM rulebook (p. 87). Half of those encountered will be armed with a short sword and short bow, and protected by leather armor and a shield (AC 6). The other half of the band wields long swords and dons chainmail and a shield in battle (AC 4). The highwaymen amongst their ranks are dressed in leather and armed with short swords, clubs, and daggers.

Early in their criminal careers, the Ghost Beggars looted bolts of black and yellow cloth dyed in a checkerboard pattern. Having so much of the stuff, the brigands adopted it as their bandit colors, and most wear a strip of this cloth as face masks, head wraps, scarves, sashes, etc. So ubiquitous is it amongst the brigands that the watch lizard in area **#14** won't attack anyone wearing a swatch of that color.

Special Dungeon Notes

Cramped Caves (various locations) – These caverns have low (3' to 4' tall) ceilings, making it necessary for most humans and elves to crouch low while moving through these areas. Such tall creatures do not gain any AC bonuses due to high Dexterity and lose all ties when rolling for initiative while in these areas. Dwarves and halflings suffer no penalties due to their stature.

If the Labyrinth Lord wishes to add an element of realism to this cave crawl, he can ask each human or elf exploring these low ceilinged caves to make a save vs. petrify once during the game session. A failed result indicates that the character smashes his head on the low overhead and takes 0-1 hp of damage if not wearing a helmet.

Secret Nixthisis Shrine (area #17) – During the time these caves were used by Stonehell's guards, one of those souls fell under the sway of the nixthisis (see **Stonehell Dungeon: Down Night-Haunted Halls** p. 127). He secretly constructed a small shrine to the entity in this out of the way cave.

The shrine is composed of a cheap statuette depicting a young, chaste-looking woman dressed in flowing robes

(obviously bought at some market and not a religious icon). Several small tokens of devotion (dried flowers, pretty stones, cheap trinkets, etc.) are arranged about the statuette, and a small pile of notes lies next to it, held down by a rock paperweight.

The notes read like love letters written by a smitten teenager. They describe the beauty of the woman (the nixthis in a fair guise) that appears to the writer in his dreams, her encouragements to help the prison grow (to prove himself worthy of her love, she claims), and even calls the mysterious dream woman “Nixthis” several times, but always as if that were her name. A Sage will be able to identify a nixthis as an extra-dimensional entity, but there is no direct connection with the creature and the dungeon in the notes.

Important NPCs

The leader of the Ghost Beggars, Zorrel Gnast, has far deeper ties to Stonehell Dungeon than his men suspect. His purpose for lairing here is not just that the caves are secluded...

Zorrel Gnast [AL C, MV 90' (30'), AC 3, HD 2, Hp 16, #AT 1, DG 1d8+1 (longsword + STR bonus), SV F2, ML 7]

Zorrel Gnast looks as if he belongs on a pirate ship rather than on land. A bushy, black beard obscures his face, large hoop earrings dangle from his lobes, all that remains of his left eye is a puckered hole, and he wears the Ghost Beggars' checkered scarf as a head wrap. Zorrel is a bear of a man and his dented plate armor makes him an even larger, more imposing figure.

Gnast rules his band with a steel fist wrapped in velvet. He shares the wealth the Ghost Beggars rob freely with his men, but has no qualms about striking down those who contest his will. He'd normally have little to do with the highwaymen, but desperate times have called for their inclusion in the Ghost Beggars' ranks.

Unknown to anyone, Gnast has a secondary reason for lairing this close to Stonehell. Some years ago, his sister, Esmalia, fell in with a gang of cutthroats who turned out to be wererats. Having contracted this disease from her lover, Esmalia joined the lycanthropes when they moved their operations to Stonehell (see **Stonehell Dungeon: Down Night-Haunted Halls** p. 64). She's now the co-leader of that band.

Zorrel seeks to save his sister from her disease – by any means necessary. Although curing her is his primary hope, he's acquired a *short sword* +1/+2 vs. *lycanthropes* should it become necessary to put Esmalia down

permanently. He joins his men on their occasional R & R trips down to Kobold Korners (**Stonehell Dungeon: Down Night-Haunted Halls** p. 40) hoping to learn where the wererats can be found in the dungeon. Should he ever determine their lair's location, he'll lead a rescue effort against the wererats, convincing his men that there is great treasure to be found in the lycanthropes' den. This rescue effort will doubtlessly end poorly and, should Gnast even survive the attempt, his days of leading the Ghost Beggars will be at an end.

New Monsters

Highwayman

No. Enc: 1d8 (2d12)

Alignment: Neutral or Chaotic

Movement: 90' (30')

Armor Class: 7

Hit Dice: 1

Attacks: 1

Damage: 1d6 or weapon

Save: T1

Morale: 8

Hoard Class: VI (XXII)

Highwaymen are petty thieves who've banded together to rob others. Not as well equipped or trained as brigands, highwaymen assume the guise of common travelers or lie in wait to surprise their victims. Occasionally highwaymen are found amongst brigands as probationary members or replacements for lost bandits.

Mhyrakian Watch Lizard

No. Enc: 1d3 (2d8)

Alignment: Neutral

Movement: 150' (50')

Armor Class: 6

Hit Dice: 1+1

Attacks: 1

Damage: 1d4+1

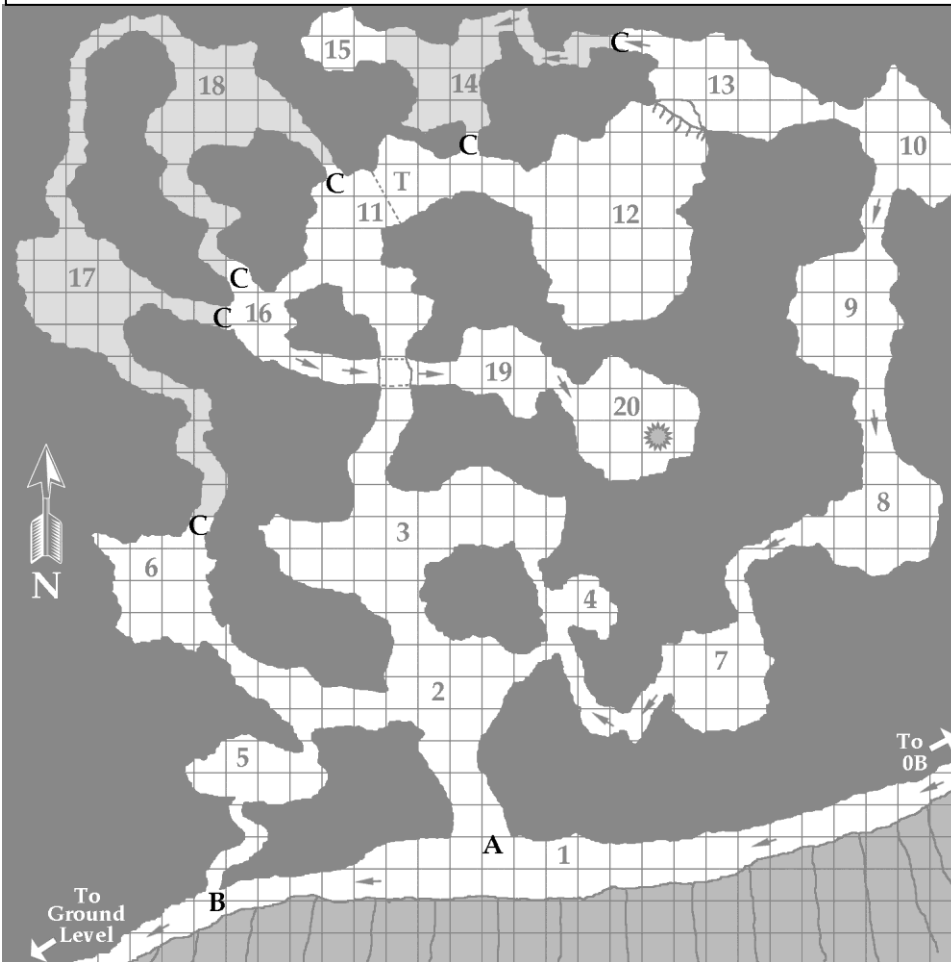
Save: F1

Morale: 10

Hoard Class: None

Bred especially as guard animals in the land of Myhrak, these 6' long brownish-grey lizards are both quick and tenacious. In combat, they bite with mouths filled with jagged, recurved fangs for 1d4+1 points of damage. Mhyrakian watch lizards are extremely smart, and most are trained not to attack people bearing a specific color or pattern. This trait allows guards and other approved people access to the areas protected by the reptile.

Level S1: The Brigand Caves



Wandering Monsters (Check every 2 turns - 1 in 6 chance)

1. Highwaymen (1d3) – see p. 3.
2. Highwaymen (1d3)
3. Brigands (1d4) wearing leather armor.
4. Brigands (1d4) wearing leather armor.
5. Brigands (1d4) wearing leather armor.
6. Brigands (1d4) wearing chainmail.
7. Brigands (1d4) wearing chainmail.
8. Centipedes, Giant (2d4)

Legend - Special

1 square = 10'

- Low Ceiling
- Natural Chimney (Down)
- Natural Stone Ledge
- Sloping Passage (Down)
- Trap (Crossbows)
- Tripwire
- Underpass Tunnel

Features Key:

A: The cave mouth slopes down to the left at a 45° angle, giving the cave a wedge-shaped opening. It is 8' tall at its highest point and 1' tall at its lowest. Scree and vegetation are piled in front of the cave mouth to disguise it from a distance, but it is readily noticeable to anyone within 30' of the opening.

B: This entrance is disguised as A above. A Brigand (leather clad) keeps watch from here and has a 2 in 6 chance of hearing/seeing anyone approaching the caves from the trail along area #1. If intruders are detected, he will alert his cohorts in area #5. One will then rush to area #3 to pass word along, and the other two will move to bolster the numbers in area #2.

C: The tunnel becomes very low at these points, dropping to 3' to 4' in height. Humans and elves must crouch to continue onwards, but dwarves and halflings are unaffected. See **Special Dungeon Notes** p. 3 for more details.

Note #1: Adventurers' Packs

The following packs are found in area #19. They are also suitable to equip starting adventurers when time doesn't allow for purchasing their equipment piece by piece.

Pack #1

Backpack
Small sacks (2)
Lantern
Oil flasks (2)
Flint & steel
Iron spikes (12)
Hammer
Waterskin (full)
Rations, trail (3 days)

Pack #2

Backpack
Large sacks (2)
Torches (6)
Oil flasks (2)
Flint & steel
Pole, 10' wooden
Rope, hemp (50')
Waterskin (full)
Rations, trail (3 days)
Mirror, small steel

Pack #3

Backpack
Small sacks (3)
Holy symbol, pewter OR Thieves' tools
Holy water, vial
Rope, hemp (50')
Crowbar
Shovel
Waterskin (full)
Rations, trail (3 days)

Room Key

1. **Overlook Trail:** Cliffside trail; 100' drop-off to the south, steep cliff face to the north. Signs of horses and men can be detected along the trail. The trail extends to the east off the map for 240' where it connects with the switchback trail on **Level 0B** (see **Stonehell Dungeon: Down Night-Haunted Halls** p. 18), and extends west for 450' where it reaches level ground.
2. **Stables:** Straw and manure covers the floor; feed bags, saddles, and water troughs; smell of horses, manure & hay, whicker of horses. Highwaymen (2 – see p. 3) and Horses (6) are found here. The highwaymen are busy caring for the horses and suffer a -1 penalty to surprise rolls. The highwaymen each carry d% cp.
3. **Warehouse Cave:** Piles of stolen goods (barrels, crates, sacks, tack, spare wheels, etc.) stacked about the cave. Brigands (3 in leather, 1 in chainmail) are sorting through the contents of a recent robbery. Each carries 1d8 gp, and one has a silver ring (10 gp value). The stolen goods have a value of 1d10×100 gp, but, at the Labyrinth Lord's discretion, safe return of it to its rightful owners might result in a greater reward.
4. **Stable Storage:** Spare horse tack, feed, and a small farrier's set-up. The valuable contents of this area are worth 2d6×10 gp, but it requires that the PCs recover a total of 300 lbs. of goods in order to collect that value.
5. **Watch Post:** Simple furnishings (stolen or constructed); Brigands (2 – leather clad) and Highwayman (1)
6. **Old Supply Cave:** Old boxes and barrels atop pallets; thick dust; containers are empty and dry-rotted.
7. **Former Watch Post:** Thick smell of human waste; decrepit furnishings; buckets holding waste; box of leaves and rags. Once a guard post, the brigands now use this area as a latrine.
8. **Forgotten Common Area:** Old, dusty furnishings; dry, brittle rushes cover the floor; two chests containing forgotten items (see **Stonehell Dungeon: Down Night-Haunted Halls** p. 125 to determine their contents).
9. **Former Barracks:** Thick dust; old bunks & furnishings for twenty; signs of sudden abandonment. A longsword rusted firmly into its scabbard lies behind one bunk. Hidden inside it, at the bottom of the scabbard, are a gold earring (60 gp value) and a silver necklace (50 gp value).
10. **Abandoned Kitchen:** Decrepit kitchen tools and supplies; large clay oven; a narrow (1') fissure covered by a rusty iron grate acts as a chimney; bird cage hangs from the ceiling and holds a grey parrot. The bird is the brigand leader's cockatoo (**AC 7, Hp 3**). This bird hates everyone and will begin screeching if someone enters this room. Its cries are incredibly loud and will alert the leader in **#13** and the brigands in **#12** that intruders are about.
11. **Trapped Cave:** Dry cavern containing cracked cave formations; the smell of dirty bodies and wood smoke hangs heavy in the air. A trip wire is strung across this cave (see map above). Anyone crossing the tripwire has a 3 in 6 chance of setting off the trap (two crossbows; attacks as a 3rd level fighter; 1d6 damage; can hit multiple targets).
12. **Main Encampment:** Furniture cobbled together from empty crates and barrels; two small campfires; bedrolls; weapons; personal belongings. Brigands (2 in leather, 2 in chain) and Highwaymen (2) are found here. Each has d% cp. The entrance to area **#13** is a cave mouth 10' above the floor of this cavern and reached by a rickety ladder.
13. **Leader's Quarters:** Decrepit furnishings draped with stolen rugs, cloth & other fabric; crude, flea-ridden bed; locked chest. Unless alerted by combat in **#12** or his bird in **#10**, Zorrel Gnast (see **Important NPCs** above) will be found here. Chest contains 500 sp, 200 gp, a gem worth 500 gp, and a *short sword +1/+2 vs. lycanthropes*.
14. **Lair of the Watch Beast:** Low ceiling; uneven floor; faint, unpleasant odor. The brigands keep a Mhyrakian Watch Lizard (1) in this cave to guard area **#15**. It attacks anyone not wearing a brigand's checkered scarf.
15. **Treasure Vault:** Dry cave holding two locked, iron chests. Chest #1 holds 1,000 ep and 500 gp. Chest #2 is trapped (spring-loaded spike; save vs. wands or take 1d6 damage) and contains 750 sp and 5 gems (3×10 gp, 50 gp, and 500 gp values).
16. **Watch Post:** Wooden table and chairs; burning brazier; cards, dice, coins, and a bottle of liquor on the table. Brigands (2 leather-clad) keep a haphazard watch over the tunnel leading down to area **#19**. They will investigate any disturbance in area **#11**, but, if the party looks to be too much of a threat, the duo will attempt to escape the caves via the natural chimney in area **#20**. Each has 1d8 gp and there are 2d10 cp and 1d10 sp in wagers on the table.
17. **Secret Shrine:** Rubble; broken cave formations. Amongst the rubble is a small, easily overlooked shrine (2 in 6 chance of finding it if room is searched). The shrine is dedicated to the nixthisis (see **Special Dungeon Notes** p. 2).
18. **Creepy Crawl:** Extremely low (3' high) ceiling; small, stagnant puddles; rocky debris. Giant Centipedes (5) lair here and will strike at the crouched and crawling adventures moving through this area.
19. **Storage:** Containers holding foodstuffs (one month's food for 20 men); five barrels of cheap wine (20 gp value each); three dirty and dusty adventurers' packs (see **Note #1** above).
20. **The Lift:** Large winch; naturally-formed shaft (8' dia. × 150' deep) covered by a closed and locked iron grate in the cave floor; rope (300' worth); numerous straps, buckets, pallets, hooks, and chains; pulley system mounted above the shaft and connected to the winch. Brigands (2 chainmail, 1 in leather) stand watch over the grate. They have no treasure on them. They await the return of the brigands in area **#10** of **Level 1A** (see **Stonehell Dungeon: Down Night-Haunted Halls** p. 39) and will lower the buckets and pallets to raise the brigands and their collected supplies back up once they return.

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