

Escape the Hidden Dungeon

A Basic D&D Adventure for 4-7 1st level PC's

By A. Thacker

“**Escape the Hidden Dungeon**” is a Basic D&D adventure for 4-7 1st level player characters. It is designed with the pregenerated characters included in the back of this booklet in mind, though the players may use any 1st level character, if the DM so chooses.

This adventure starts in an unusual way: the PC's have all been captured by Phaermotos's agents and deposited in the cells in Room 1 with all their equipment. Players playing non-pregenerated characters will also be in one of the cells with their equipment nearby.

ADVENTURE BACKGROUND

Phaermotos is a particularly cantankerous and dangerous wizard. He delights in torturing innocents and placing them in nearly impossible situations all in an effort to test the strength of those he selects.

Despite his chaotic nature, and the obvious evil he inflicts on others, he has a purpose to his madness. He is seeking a select group of champions to point towards a rival entropic cult. To do this, he needs people who can survive his tortures.

Phaermotos doesn't particularly care who his spies and agents grab; young, old, infirm, spry, experienced or not it doesn't matter. Some will raise to the occasion and, he hopes, band together to hunt down the rivals he despises so much. He's left clues in the dungeon for those intelligent enough to find and interpret them that will point them towards his hated rivals.

FOR THE DUNGEON MASTER

Phaermotos won't appear in this adventure and the PC's will not learn his name or his purpose. Instead, they could learn of an entropic cult who wants to destroy them to prevent some prophecy from occurring which involves the PC's. (In reality, there is no such prophecy. This is merely a ploy to spur the heroes into wiping out the cult for him).

GENERAL CONDITIONS

The rooms are dark and cold unless otherwise noted. The walls are damp and there is a general smell of rot and decay throughout the dungeon. Once the PC's enter room 13, the moisture and smell of decay intensifies. Rooms 14 and 15 are particularly nasty smelling and each contains special rules. See below for details.

1.) Cell Block. This room is well lit with two torches, one on each of the north and south walls. The cells themselves are shadowy, but not full dark. Read the following to the players:

“Ugh. Your head hurts. You don't remember drinking anything, or not so much that you passed out, but apparently you did. The rough straw mat you're laying on smells of decay and the rude blanket is well worn and probably hasn't been washed since it was woven.

The room you're in is dark, but not pitch black. There is some light. You notice

immediately there are bars in place of one wall. You're in a cell!

Fighting down panic, you look around and notice a pile of equipment. Some of you have scale mail or chain mail armor, some of you have leather or no armor. All of you have a handful of weapons be they swords, bows, daggers, or axes.

Looking out of the cell you're in, you notice there are others here, as well. From the bewildered looks on their faces, they've little or no idea what is going on either.

There is a round table in the center of the main area on which lies more equipment."

Getting out of the cells is relatively easy. The bars can be bent or the doors forced open on normal chances. Alternately, the thief can pick the lock on their cell door, then pick the locks on the remaining cell doors.

The equipment on the table consists of the following items:

- (2) 10' wooden poles
- (2) small hammers
- (24) iron spikes
- (3) vials of holy water
- (3) coils of rope (50' lengths)
- (3) grappling hooks
- (1) scroll

The scroll is a note, written in Thyatian, which reads:

"Tangren, these "people" are to be given over to Petrides of the Cult of Alphaks for their dark rites. Hold them here and don't let them escape or the prophecy will come true! According to the Cult of Alphaks, they're some special heroes who will rise from obscurity or something. They must be held indefinitely. Don't let them die, but don't treat them like royalty, either! Make sure Gerd heals their wounds and sees to their general health."

There is one door to the north which is locked (normal chances to pick and/or force open; not trapped). It is the only means of leaving this area. Once in the corridor, the PC's will see the firelight from area 3 and hear the loud drinking songs the goblins are singing.

2.) Kobold Guard Room. This area is the home of four kobolds. They're not particularly attentive, so the PC's can take them by surprise, if they're careful. Other than the kobold's weapons and coins, there is nothing of note or value in the room.

Kobold (4) Int 9; AL C; AC 7; HD 1-4 hp; hp 2; MV 90' (30'); Attacks 1 shortsword; Dmg 1d6-1; Saves NM; ML 6; XP 5; Each kobold has 9 cp.

3.) Goblin Guard Room. Like the kobolds, these humanoids aren't particularly alert. They're spending their free time, such as it is, drinking from a large cask of wine and singing loudly. Should anyone speak goblin, they will know the songs are all about killing dwarves, elves, halfling, and men in

the bloodiest way possible while dancing on piles of gold and gems. Surely a worthy goal for goblins!

Goblin (3) Int 9; AL C; AC 6; HD 1-1; hp 3; MV 90' (30'); Attacks 1 shortsword; Dmg 1d6; Saves NM; ML 7; XP 5; Each goblin carries 2 sp.

The secret door to the north is found on normal chances. It is locked (normal chances to open either by picking or forcing) and trapped (poison needle trap: normal chances to find and disarm; 1 hp damage plus save vs poison at +2 or fall asleep for 1d6 turns). The goblins know the door is there and trapped, so they stay away from the area. The door opens into area 13, below.

4.) Human Guard Room. This room is occupied by Tangren's human guards. They're alert and expecting trouble, so taking them by surprise will be difficult, though not impossible. They know they're expendable, so they fight until they are slain. They will pursue the PC's throughout the dungeon until they recapture them or they themselves are killed.

Guard (3) Int 11; AL C; AC 5; F1; hp 5; MV 120' (40'); Attacks 1 sword; Dmg 1d8; Saves F1; ML 8; XP 10; Scale mail, shield, normal sword, 12 sp each.

5.) Guard Captain's Room. Tangren, the Captain of the Guard calls this room home. He always has two guards stationed with him during the day. These guards are better equipped than the regular guards and thus more loyal.

Elite Guard (2) Int 12; AL C; AC 4; F1; hp 6; MV 120' (40'); Attacks 1 sword; Dmg 1d8; Saves F1; ML 8; XP 10; Chain mail, shield, normal sword, 15 sp each.

Guard Captain Tangren Int 13; AL C; AC 3; F2; hp 14; MV 120' (40'); Attacks 1 sword; Dmg 1d8; Saves F2; ML 8; XP 20; Chain mail, *shield +1*, normal sword, 10 gp, key to the secret door at A on the map.

A.) Secret Door. This door is locked and cannot be picked. It can only be opened by using the key in possession of Tangren, the guard captain in area 5 or Gerd's key (found in area 11 or 12). The door can be found on normal chances. It is not trapped.

NOTE: Areas 6-10 feature undead as the primary opponents, so players should be extra careful. The air in this section of the dungeon is stale, rotten, and smells of death and decay. This becomes more of a problem in area 8 and 10. See below for details. None of the rooms have light, unless otherwise noted.

6.) Lower Antechamber. This small room looks like construction was begun on it, then ceased. The room is empty.

7.) Musty Chamber. This musty chamber is particularly choked with noxious fumes. Though they're not hindering the PC's though it is uncomfortable to be in the room. Laying along the north wall is a

dead body. The body looks to have been pummeled to death by fists.

The body is that of a thief who wandered into Gerd's clutches and released into this area for the amusement of the others. He was killed by the zombies there in area 8 when he stirred them up. They gave chase and he was cornered and killed here.

A search of the body reveals 34 cp, 51 sp, 25 gp, and an garnet (worth 100 gp) in a large sack, a set of thieves tools, a suit of leather armor, a shortsword, and (2) daggers.

8.) Zombie Pit. This large, irregular chamber is choked with a foul odor. It's so pervasive and noxious it imposes a -2 to hit, saves, and turn attempts unless a saving throw vs dragon breath is passed. If the save fails, the PC is affected by the gas for (20-Constitution) rounds.

Milling about in the pit are two zombies. Once the zombies are aware of the PC's, they rush to attack (for zombies) and pursue then until they're turned or destroyed.

Zombie (2) Int 1; AL C; AC 8; HD 2; hp 12; MV 90' (30'); Attacks 1 fist; Dmg 1d8; Saves F1; ML 12; XP 20;

On the far west wall from the entrance is a large chest. The chest is locked, but not trapped, and contains 1,000 cp, 700 sp, 100 gp, 2 amethysts (each worth 100 gp), a cleric scroll with *cure light wounds* (x3), *detect magic*, *protection from evil*, and *remove fear* spells on it and a magic-user scroll with *analyze* (x2), *light*, *magic missile*, *shield*, *floating disc*, and *read magic* spells on it.

9.) Ghoul Lair. This area is the home to a ghoul. The ghoul, like all the undead, will pursue the PC's until dead or turned. In the far corner is a small pile of treasures from past victims. It consists of 500 cp and a gold chain (worth 100 gp).

Ghoul (1) Int 3; AL C; AC 6; HD 2*; hp 12; MV 90' (30'); Attacks 2 claws/1 bite; Dmg 1d3/1d3/1d3 + paralyzation (2d4 turns; elves immune); Saves F2; ML 9; XP 25;

10.) Zombie Horde. This room, like area 8, is choked with a foul odor. It's so pervasive and noxious it imposes a -2 to hit, saves, and turn attempts unless a saving throw vs breath weapon is passed. If the save fails, the PC is affected by the gas for (20-Constitution) rounds.

Shuffling around in the room are three zombies. Once the zombies are aware of the PC's, they rush to attack (for zombies) and pursue then until they're turned or destroyed.

Zombie (3) Int 1; AL C; AC 8; HD 2; hp 12; MV 90' (30'); Attacks 1 fist; Dmg 1d8; Saves F1; ML 12; XP 20;

In the middle of the room is a pool of muddy water. The water is not deep, only 4 feet, and lying at the bottom of the pool is a locked chest. The chest is wedged into the bottom of the pool (the width of the pool is 10' and the chest scrapes against the walls when opened) and getting the chest out of the pool will take two characters with a total Strength Score of 28 or better. Otherwise the PC's will have to fish around in the water to locate the items within, assuming they succeed at a blind Open Locks roll (-15%). This penalty is removed if the chest is removed from the water and the thief has a

reliable light source.

The chest holds 2,000 sp, (7) *potions of healing*, a *longsword +1*, and a quiver of (20) *arrows +1*. The coins are loose and cannot be easily gathered so long as the chest is underwater. It will take a full hour to collect all the coins unless the chest is brought up.

11.) Shrine to Alphaks. This area is home to a shrine to the evil immortal Alphaks. This is where Gerd spends most of his time (75% chance he is here when the PC's arrive).

Gerd's tactics will include using his *hold person* spells to immobilize the PC's without killing them. If this doesn't work, however, he will beat them into submission (negative hit points) and heal them later. Remember, his goal is to hold the PC's in the cells for a time, not kill them. Gerd has a lot of hit points and is a tough fight, as he is meant to be, but this makes him overconfident and he will make mistakes like turning his back to opponents thinking he is invincible and leaving himself open to attacks by dropping his shield. Gerd can be beaten, though it will take time and resources for the PC's to do it.

Gerd (Cleric of Alphaks) AL C; AC 3; C 4**; hp 18; MV 120' (40'); Attacks 1 mace (at +1) or spell; Dmg 1d6+1 mace or by spell; Saves C5; ML 9; S 13 (+1) D 14 (+1) C 15 (+1) I 14 (+1) W 15 (+1) Ch 12; XP 175; Chain mail, shield, mace, cleric scroll: *purify food and water*, *resist cold*, *cure light wounds* (x2), *detect evil*, cleric scroll: *bless*, *hold person*; (3) vials holy water, holy symbol (Alphaks), key to the secret door at A on the map.

Spells per Day: 1st: 2; 2nd: 1;

1st: *cure light wounds*, *darkness*

2nd: *hold person*

12.) Gerd's Quarters. Gerd calls this room home and is here 25% of the time. There is a crude sleeping mat filled with straw, a chamber pot, a partition for privacy, a small cabinet with 2 weeks of iron rations and 2 casks of fresh water in it, and a small chest with several changes of clothes. There is nothing of any real value here.

13.) Ogre Room. This large, irregular area is the home of Gundrax, an ogre. Gundrax will attack anyone on sight and will fight without mercy. He expects to die a violent death and throws himself into battle without a care in the world. Gundrax has a pouch with 50 gp in it.

Gundrax (Ogre) Int 6; AL C; AC 5; HD 4+1; hp 18; MV 90' (30'); Attacks 1 two-handed sword; Dmg 1d10+2; Saves F4; ML 10; XP 125;

14.) Slimy Room. This area is particularly slick with moisture and a luminescent green slime. The ground is slick and difficult to move in. Moving through the area at faster than a slow, careful walk forces a saving throw vs petrification to avoid slipping and falling. A fall inflicts 1 point of damage due to the debris and rough floors of the room.

Players may think this room is covered in green slime. It is not, though you shouldn't do or say anything to dissuade them from thinking this. The area is just slimy and rank with foul odor.

15.) Orc Guard Room. This chamber is used by a group of orcs that serve as a choke point for any invaders into the dungeon. The orcs know not to venture too deep into the dungeon past room 14 as Gundrax in the area beyond is fond of orc flesh.

Orc (2) Int 7; AL C; AC 6; HD 1; hp 4; MV 120' (40'); Attacks 1 weapon; Dmg 1d6 spear; Saves F1; ML 8 (6 if leader killed); XP 10; 16 cp each.

Orc Leader (1) Int 7; AL C; AC 6; HD 1; hp 8; MV 120' (40'); Attacks 1 weapon; Dmg 1d6+1 spear; Saves F1; ML 8 (6 if leader killed); XP 10; 24 cp.

16.) Cult Guard Room. This room is the barrack/sanctuary the cultists use for prayer and sleeping. At any given time, there are two cultists here. They attack anyone they don't recognize.

Cult Guard (2) Int 11; AL C; AC 5; F1; hp 5; MV 120' (40'); Attacks 1 sword; Dmg 1d8; Saves F1; ML 8; XP 10; Scale mail, shield, normal sword, 12 sp each.

17.) Wizard's Quarters. This chamber is the home of Phelton, a minor magic-user serving Phaermotos. The room is richly appointed with a plush bed with silk sheets, a large armoire with several robes of high quality inside and a chest with various pairs of footwear: sandals, boots, and foot wraps. In the bottom of the chest is a small box with 4 onyx gemstones (each worth 50 gp) in it.

There is a 40% chance Phelton is here when the PC's arrive. If he is, he fights to the best of his ability using all his spells and experience to best his foes. (His statistics appear below in area 18). Otherwise, the room is empty and Phelton can be found in area 18 working on a new spell or other nefarious deed.

18.) Wizard's Workshop. Phelton uses this well lit space for magical research and as a general study. He will not take kindly to intruders. If/when a fight develops, he will use all his spells and abilities to defeat the intruders, though he will try to stabilize downed foes if at all possible, provided he's not being attacked at the time they go down.

The walls are lined with shelves filled with books. In all there are about 250 books on a variety of topics, most mundane in nature, but having at least a peripheral connection to magic in some form. For example, there might be a book titled The Magical Properties of Gemstones. All the books can be sold to a collector or sage for 5 gp per book, though getting all of them out of the dungeon would be a chore in and of itself.

Phelton's spellbooks are here. They can be found using a detect magic spell (which will also reveal the other magical writings and items in the room). Otherwise, the book appears to be just another book and the players risk missing it altogether. The spellbooks contain his memorized spells plus *read magic*, *detect magic*, *analyze*, *continual light*, and *knock*.

Phelton (Magic-user) AL C; AC 7; MU3* ; hp 12; MV 120' (40'); Attacks 1 dagger (at +1) or spell; Dmg 1d4+1 dagger or by spell; Saves MU3; ML 9; S 13 (+1) D 14 (+1) C 15 (+1) I 18 (+3) W 14 (+1) Ch 12; XP 75; Dagger.

Spells: 1st: *magic missile, sleep*
2nd: *invisibility*

19.) Armory. This is the guards' armory. There is an abundance of armor and weapons here, if the PC's feel they need extra gear. The complete list is as follows:

(1) dwarven sized plate mail	(3) human sized suits of banded mail
(4) shields	(4) silver daggers
(12) spears	(2) halberds
(120) arrows	(12) silver-tipped arrows
(2) shortbows	(1) heavy crossbow
(1) longbow	(20) bolts
(22) daggers	(2) vials of holy water

20.) Lower Portal Room. The door to this room is hidden (-1 to locate) locked (-5% to open) and trapped (-5% to find traps and -5% to remove traps) with a poison needle trap (1 hp damage; save vs poison or sleep for 1d6 turns).

This room contains only one thing of interest: a large read portal which will allow the PC's to exit this dungeon. The room is guarded by an elite guard who will try to prevent the PC's from leaving.

The portal will deposit the PC's in room 21 at an identical portal. They will be disoriented for a few moments before they can continue on their way.

Elite Guard (1) Int 12; AL C; AC 3; F1; hp 6; MV 120' (40'); Attacks 1 sword; Dmg 1d8; Saves F1; ML 8; XP 10; Chain mail, shield, normal sword, 15 sp.

21.) Upper Portal Room. This room appears to be a cellar. There is one exit at the top of the stairs clearly visible. The door is not locked or trapped and can be opened easily.

Like the previous room, this room is guarded by an elite guard who will act to stop the PC's from leaving.

Elite Guard (1) Int 12; AL C; AC 3; F1; hp 6; MV 120' (40'); Attacks 1 sword; Dmg 1d8; Saves F1; ML 8; XP 10; Plate mail, shield, normal sword, 15 sp.

22.) Rustic Cabin. This area is actually a cabin situated in a woodland area, though where they are exactly the PC's will have little clue. The room contains a double bed, a chamber pot, a partition for privacy, a weapon rack (holding two spears, a longbow, and 40 arrows), and a small "hunter's box" which contains 2 months of iron rations and water.

Sitting on a table is a book. Written in Thyatian, the book details a cult of Alphaks worshipers in the town of Stellanford who plan to abduct a cleric named Aralic at the forthcoming King's Festival. The ring leader of this plot is a man named Petrides, who plans to murder Aralic as a sacrifice to Alphaks. The date of the forthcoming King's Festival is two days from now, which all the pregenerated PC's in this book will know. (See *B11 King's Festival* for more information should the PC's wish to intervene and stop the "Cult of Alphaks" from doing the deed.

There is nothing else of value in the cabin.

ONCE THE PLAYER CHARACTERS GET OUT

Once the PC's are out of the dungeon, they're free to try to figure out where they are. The cabin is located in a woodland area on the side of a mountain in the Black Peak Mountain range. There is a nearby stream which is a small tributary which feeds a larger river called the River Shutturgal about an hours walk from the cabin.

At the end of the trail is a small dock with three small boats moored there. If the PC's take the boats, they will eventually come to the River Shutturgal and, after an hour float south will end up in Stallanford. (See *B11 King's Festival* for more information on Stallanford and the troubles which plague that settlement.)

If the pregenerated player characters from this booklet are being used, they will know they are still within the Grand Duchy of Karamaikos, as Stallanford is north of Penhaligon and Kelvin, two of the larger settlements in the Duchy.

TREASURES GAINED

CP SP GP
1,626 2,877 185

GEMS

garnet (100 gp)
(2) amethysts (100 gp each)
(4) onyx (50 gp each)

JEWELRY

gold chain (100 gpv).

ART

library books (1,250 gp)

MAGIC ITEMS

cleric scroll: *cure light wounds (x3), detect magic, protection from evil, remove fear*

cleric scroll: *purify food and water, resist cold, cure light wounds (x2), detect evil*

cleric scroll: *bles hold person.*

magic-user scroll: *analyze (x2), light, magic missile, shield, floating disc, read magic*

(7) *potions of healing*

(20) *arrows +1*

longsword +1

shield +1

Phelton's Spell book *read magic, detect magic, analyze, continual light, magic missile, sleep; invisibility knock*

cp value: 16 gp, 2 sp, 6 cp

sp value: 287 gp, 7 sp

Total gp value 2,338 gp. 9 sp, 6 cp

EXPERIENCE POINTS

Achieving Goals: Completing each "section" of the dungeon (Areas 1-5, 6-10, 11-15, 16-20, 21-22) finding the hidden magical items in Area 10, and escaping the dungeon are all worth 200 xp each 1,400

Monsters are worth a total of 655XP

Total XP: 4,393 (4 PC's: 1,099; 5 PC's: 879; 6 PC's: 733; 7 PC's: 628) (Before exceptional actions, role-playing, and bonuses due to high ability score XP are considered).

NUMBER	1	2	3	4	5	6	7
Class	Fighter	Fighter	Cleric	Thief	Magic-User	Dwarf	Elf
Height	6'1"	5'11"	5'8"	5'6"	5'7"	4'2"	5'4"
Weight	190	185	170	165	170	150	120
AL	Lawful	Lawful	Lawful	Neutral	Lawful	Lawful	Lawful
AC*	4	4/5**	5	5	7	4	3/4**
HP***	9	10	6	4	4	10	6
MV	120'	120'	120'	120'	120'	120'	120'
STR	17	16	13	13	10	16	13
DEX	13	13	12	17	16	13	16
CON	15	16	11	10	11	16	12
INT	12	10	10	13	16	12	16
WIS	11	11	17	11	13	11	11
CHR	10	12	15	14	12	10	10

* Dexterity adjustments added in

** Indicates with/without a shield

*** Constitution adjustments added in

EQUIPMENT (all have the following):

Backpack, 1 wk iron rations, 50' rope, waterskin, (1) large sack, (1) small sack, belt, belt pouch, (6) torches, flask of oil, tinderbox, boots, cloak, (1) *potion of healing*, and 5 gp.

In addition, the cleric has a holy symbol and a spell scroll containing (3) *cure light wounds* spells, while the thief has of thieves tools.

Weapons and Armor:

Fighter #1: Chain mail, bastard sword, (3) spears, dagger
 Fighter #2: Scale mail, shield, normal sword, (6) javelins, halberd
 Cleric: Scale mail, shield, mace, sling with (20) stones
 Thief: Leather armor, (6) daggers
 Magic-User: Dagger, sling, (20) stones
 Dwarf: Chain mail, battle axe, (3) throwing axes
 Elf: Scale mail, shield, longbow, quiver with (20) arrows, normal sword

SPELLS

Elf: *Detect magic, read magic, sleep, protection from evil*
 Magic-user: *Detect magic, read magic, magic missile, shield*

SKILLS

Fighter #1: Weapon: Bastard sword (1-h), bastard sword (2-h), dagger, spear (thrown only)
 General: Military Tactics (12), Leadership (10), Riding Horse (13), Bravery (11)
 Fighter #2: Weapon: Normal sword, javelin, halberd, blackjack
 General: Endurance (16), Muscle (16), Wrestling (16), Intimidation (16)
 Cleric: Weapon: Mace, sling
 General: Healing (10), Ceremony (17), Know: Religion (10), Persuasion (15)
 Thief: Weapon: Dagger (melee), dagger (thrown)
 General: Acrobatics (17), Alertness (17), Escape (17), Danger Sense (11), Detect Deception (11)
 Magic-User: Weapon: Dagger (melee), sling
 General: Alchemy (16), Storytelling (12) Know: History (16), Magical Engineering (16), Mapping/Cartography (16), Know: Arcana (16)
 Dwarf: Weapon: Battle axe, throwing axe
 General: Endurance (16), Intimidation (16), Mountaineering (13), Engineering (12)

Elf: Weapon: Longbow, normal sword
General: Survival (forest; 16), Nature Lore (16), Blind Shooting (16), Tracking (16), Alternative Magic (16), Hunting (16)

LANGUAGES (Common is called Thyatian)

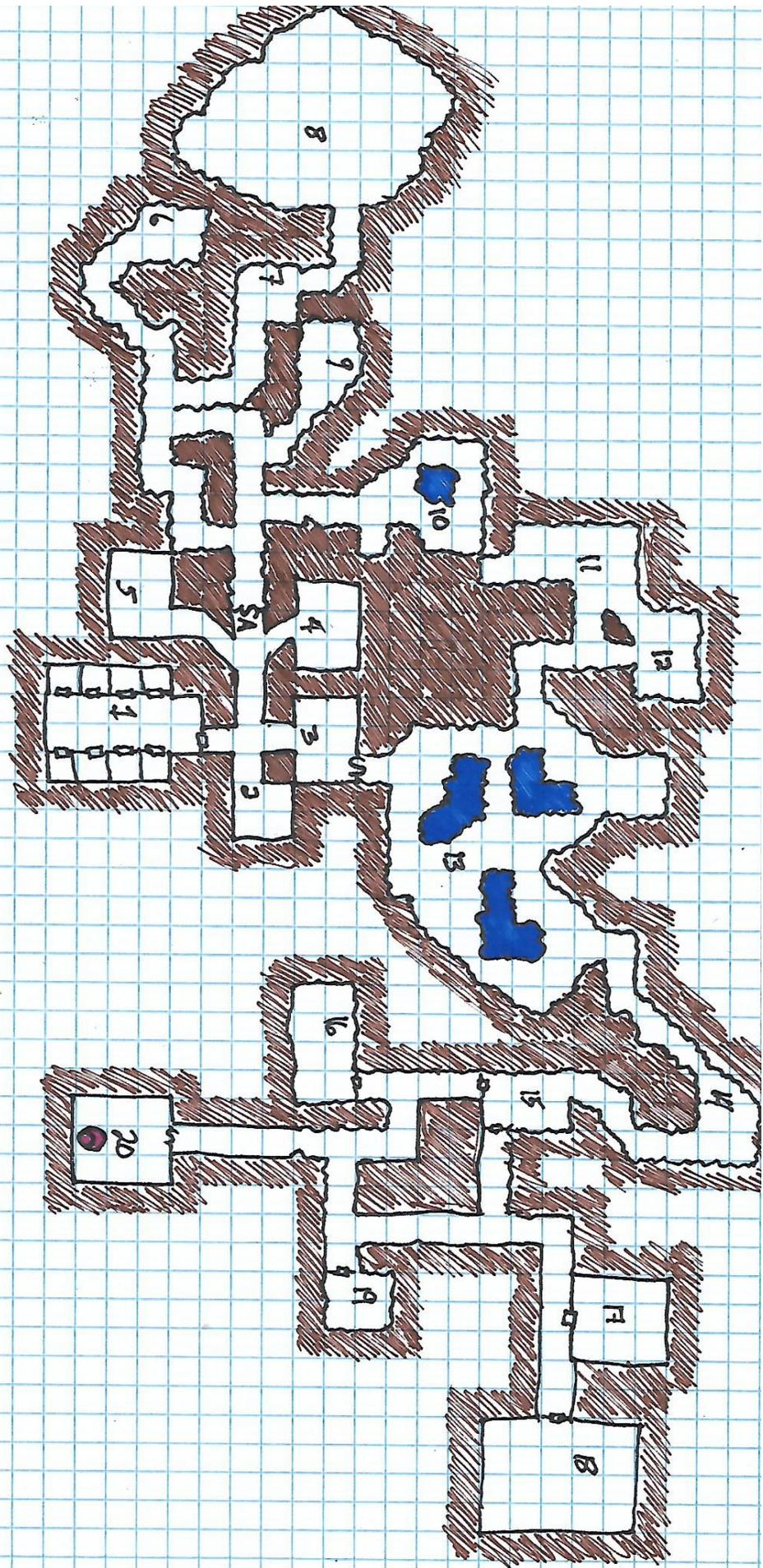
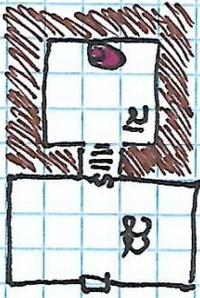
Fighter #1: Thyatian, Traladaran
Fighter #2: Thyatian, Traladaran
Cleric: Thyatian, Traladaran
Thief: Thyatian, Traladaran, Stronghollow Dwarvish
Magic-user: Thyatian, Traladaran, Callarii Elvish, Orc
Dwarf: Thyatian, Stronghollow Dwarvish, Gnome, Goblin, Kobold
Elf: Thyatian, Vyallia Elvish, Gnoll, Hobgoblin, Orc, Goblin, Callarii Elvish

HOMELAND, ETHNICITY, OCCUPATION, AND SOCIAL STATUS

Fighter #1: Vorloi; ethnic Thyatian; Patrol Rider; Comfortable
Fighter #2: Riverfork Keep; ethnic Traladaran; Guardsman; Struggling
Cleric: Sulescu Village; ethnic Traladaran; Priest; Struggling
Thief: The Nest, Specularum; ethnic ½ Traladaran/Thyatian; Street Performer; Penniless
Magic-user: North End, Specularum; ethnic ½ Traladaran/Thyatian; Sage; Wealthy/Untitled
Dwarf: Rugalov Village; Engineer; Struggling
Elf: The Woods near the Lake of Lost Dreams; Hunter and Guide; Comfortable

GENERAL CONCEPT OF CHARACTER (Abilities, skills, and weapon choices were guided by this high concept)

Fighter #1: A mounted guard and outrider who patrols the wilderness in defense of their home town
Fighter #2: A member of the garrison stationed at Riverfork Keep; foot soldier
Cleric: An acolyte and lay priest of the Church of Traladara
Thief: A street wise street performer, juggler, and general entertainer
Magic-user: A sage of history and magic who makes a decent living as an alchemist, as well
Dwarf: An engineer and overseer of building projects
Elf: A hunter and guide for lost travelers



Map 1: The Hidden Dungeon