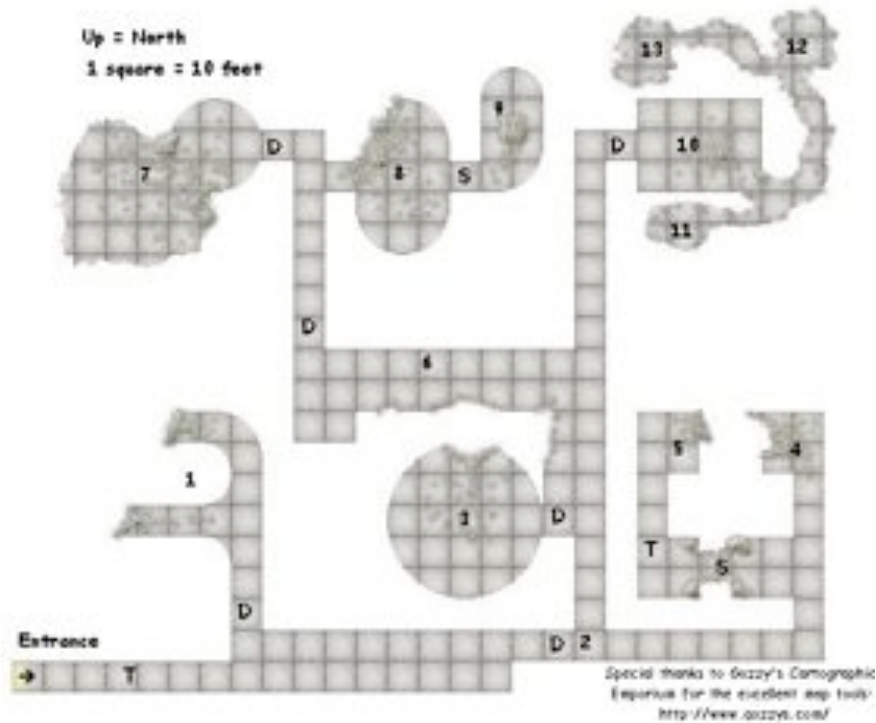


## Pitt's Pit



### Wandering Monsters

1. 2d4 Orcs
2. 2d8 Giant Rats
3. 1 large Grey Ooze (from room 6)
4. 1d4 Dwarves
5. 1d6 Gargoyles
6. Rival Adventuring Party \*

### Map Key:

- D = Door  
S = Secret Door  
T = Trap

**Background:** The local villages have long lived under the brutality of Pitt the Minotaur and his gang. With the recent news of his death reaching public, the time has now arisen to race to his lair and plunder his ill-gotten treasure horde before another party of adventurers does so first!

### **Key:**

**Entrance:** Pitt's lair is an old set of crumbling ruins, partially buried by time. The door to the entrance is a shoddy old wooden door that has beaten down already. Trap is an old series (of 3 blades) of pendulums that swing down to kill intruders. One blade has already killed the hireling of another party and is not reset.

**1. Old Armory:** Metal braced door to area is bolted shut. Many weapons and sets of armor here but most are in state of decay. 15% chance random magical weapons and armor will be found here.

**2. Hallway:** Sounds of battle to the east (4). Torches have been removed from sconces.

**3. Common Room:** 10 dead orcs lie here, killed in their sleep. Room has been ransacked. 9 giant rats remain here.

**4. Prison Room:** 3 dwarves are battling 7 orcs here. 2 dead orcs and 3 dwarves litter the floor. Orcs have 161 GP and 2 gems worth 50 GP, dwarves have mace +1, a healing scroll, and 189 GP. Two deceased humans are behind the prison bars.

**5. Storage Locker:** Poison needle trap in chest. Chest contains prisoners belongings (2 sets of chain mail, short swords, helmets, silver daggers, and shields). 3 fire beetles in north area.

**6. Great Hall:** 1 large grey ooze on the ceiling.

**7. Old Tower:** West wall broken leading outside (30 foot drop). 4 gargoyles live here. 420 GP, 130 SP, spear +1, and a wand of detection are scattered about the floor.

**8. Pitt's Chamber:** Orc shaman and minotaur zombie (treat as weaker minotaur). Minotaur zombie is armed with large battle axe +1. Orc will flee at first chance.

**9. Pitt's Horde:** 1400 GP, 3200 SP, 4700 CP, and 3 gems worth 500 GP lie here in chests.

**10. Other Common Room:** 8 orcs here. 1 will run to get troll in room 11 if given chance. 165 GP.

**11. Trolls cave:** Troll here "freelances" for Pitt. for regular food supply. Has necklace worth 600 GP.

**12 & 13. Blocked off caverns:** 7 ghouls reside in these areas. Blockades made by orcs to keep ghouls out. Ghouls very hungry and hate troll and orcs the most from torment.

\* **Rival adventuring party:** 2d4 hirelings/torchbearers/treasure carriers, 1d6 fighting men, 1d4 clerics, 1d2 magic-users. Neutral temperaments. 75% of nonmagical treasure, 35% magical.