

The Tortured Pet Pits of Novortos (An adventure for a Hemonalnd or Jungle/Forest type area)

CAVE ENTRANCE

Legend
 S - Secret Door
 X - Pit in floor
 C - Concealed Door
 D - Door

Wandering Monster Table (roll in any indicated wandering monster area)
 Roll Each monster for only one occurrence and then treat number as inert.
 2-3 Carrion Crawler, AC 3/7 HP 21, save vs. paralysis.
 4-Lurker Above AC 4 HP 22
 5-Loosed Jungle Cat AC 3 (Speed) Claw Claw bite 1D6, 1D6
 6-Roll on Strange noise sub table B
 7-8 No monsters
 9- Stray Bats (common, if aggravated (waving torches, bludgeoning) chance of bite & save vs disease.
 10- Large Drooling Mastiff Dog- AC 8 HP 9 Bite 1d4 Neutral unless taunted, food gift = very positive reaction.
 11-12 Giant Poisonous Toad AC7 HP 12 Psychedelic poison for failed save from bite OR accidental touch. Poison effects are 1D4 (duration is 1-8 hours or until cured)

Strange Noise Sub table B
 1-Fear 2- Violent paranoia 3-Sleep 4- Catatonia
 2-Nauseating Howl, save or vertigo for 1-6 rounds.
 3- Slurping or gurgling
 4- Shambling or foul smelling whoosh of air
 5- Panting or creaking door
 6- Jungle Monkey or bird squawking
 7- Dripping- splash splash
 8- Grunting & hooting
 9- Vile Flatulence like sound and taste
 10- Deep, rhythmic, thumping Save vs. INT or exhibit High Anxiety (-1 to attacks and initiative for 1-12 rounds)
 11& 12- Door crash and escape of 3 carnivorous apes (speckled colorations) AC 6 HP 12 each, claw claw bite 1d4 /1d4 /1d6 No treasure.

Room Key

- Empty Cave Entrance-** A fire pit (25% chance recently used & warm), a smattering of bones, if tracking, prints from humanoids and cats can be discerned, in random pattern from all the pacing. Walls exhibit ancient & primitive pictographs (stick figure men fighting large humanoid type creatures)
- Storeroom-** Secret door must be specifically searched for. Contents include standard supplies, + 1D6 flasks oil, cages of various sizes, nets and ropes.
- Concealed trap door and Guardroom,** Alerted by flag tied to trap door and a listening hole. Guard 1/2 Ogre named Mugnafu. F3 AC 5 (Chitin armor), HP 25. Fights with reinforced club 1d6+1. Can be parleyed and bribed with more than 100 gp value in loot. Can scream for help 1D6 6 = response
- Corridor** Check for Wandering Monsters
- Equipment Room-** Check Wandering Monsters, then 10' poles, neck nooses, polearms and foodstuffs, 2d6 pelts of rare and exotic animals TBD.
- Briefing Room-** 30 x 30 room with one natural wall as slate/chalkboard. Crude map and strategy of surrounding forest shown. If adventurers were lost, navigation/dicipher with a skill check could lead to river/port (for shipping) and/or nearest civilized area. 25% chance occupied by Sgt. At arms and 4 rangers from Rooms 9 & 10. If occupied, there is a 50% base chance of surprise as the poachers are deep in discussion.
- Large Room** with large 20 x 20 stone bench. In center of bench area is a table or bed suspended by a chain at each of its four corners. The floor in this stone bordered area is actually a Trapper, AC 3, HP 50, 6 melee rounds to smother its prey, 1/2 resistant to fire/cold. Treasure underneath: a fine set of silver for 6, 722 gp value and 344 SP, +2 dagger.
- Barracks-** Cots for 8 men, the 4 present are Rangers of questionable alignment R3 AC 6 HP 18,13,13,12 Equipped with Long swords. Will attack on sight. Treasure 1d20 gp each, Loose stone on floor hides 1-12 10gp gems, 2 potions healing and a larger holy water (5 vials worth) Surprised on 1 in 6.
- Sergeant at Arms-** Togrund the Dwarf Ftr 5, AC 3 (Chain +2 & Shield) +2 1h Axe, Dam 1d8 +2 HP 33 with 2 War dogs AC6 HP 11,11 (barding) Bite 1d6 2 potions Extra Healing. There is a 20% chance of a PC to notice a strong boozy scent that indicates he is semi intoxicated, this gives added ferocity +2 to all his attacks. He demonstrates a specific targeting of soft spelly type M/U characters. Wall in room exhibits a dozen heads from various exotic and mundane jungle animals. Table & chairs, bed all mundane. Documents outlining care, transport and contracts on a variety of creatures in (Pet Pits Room) He will fight to 1/3 his HP and then retreat to 11. Pet Pits to drink his 1 or 2 Extra Healing potion & unleash chaos/garner assistance. Three of the taxidermy heads have removable tounges & treasures: 12 rough gems each 10-50 GP size. A pouch of 35 pp and a ring of telekinisis (1 lb max) a set of earring and a brooch 342 gp.
- Wounded Expedition returning-** 4 Hmn Rangers of questionable alignment R3 AC 6 HP 9,7,3,12 Equipped with Long swords. Will attack on sight. But will surrender if 2 fail. Its been a long day. Treasure 1d20 gp each. Bound is a Su-Monster, unconscious A dirty grey monkey with blood red hands and black face.
- Pet Pits-** Large room has 12 large cages holding a variety of creatures. Six are occupied. If Togrund is on the run, he will open 2 random cages to flee.
 - Two Carniverous Apes** (there were 5 but 3 are wandering) These 2 are faking being locked waiting revenge. They wait for an ideal opportunity. AC 6 HP 22,25 Damage claw 1d4/claw1d4/Bite 1d8 + Rend if two claws hit, add 1-8 damage.
 - Displacer Beast** AC4 tentacles 2-8/2-8 -2 on attackers dice HP 29.
 - 2 Giant Porcupines** AC 5 HP30,21 Dam 2-8 Shoot quills. 1-8 quills at 1-4 damage up to 30' This mated pair will be extremely dangerous.
 - 7 Corollax birds-** AC 3 HP 5 Dam 1d4 +1 + Color Spray. These colorful intelligent birds are neutral and can be befriended as per MMII.
 - 1 Baby Gravorg** AC 3 Claw 1d6+4 Bite 1d8+2 Special Attacks Reverse Gravity-HP 44 This rather cute giant raccoon creature is actually a lemur from hell, and as a young juvenile it is only 6 foot long & can only successfully use its reverse gravity on a 10x10 section of floor 50% of the time. Highly camouflaged it will not attack unless its cage is opened or provoked, preferring to hide and escape.
 - 3 Humans** Marshall, Will and Holly. 0 lv Weak AC 9 in tatters and awaiting certain death. (Feel free to add any rescue-type hook here)
- The Cagemaker-** Maringia F/Tnf 4/4 AC 3 (Bracers +3) Dex +3 Long Sword +2 Wand of MMissiles 31 charges HP 34. She will fight her way out to the best of her ability and use her invisibility potion to flee & then plot an interesting animal "gift" to the PCs at a later date.