THE NEST

For 6-9 characters levels 1-4
by RC Pinnell

SQUARE = 5'

S = secret door/panel

Sloping passage
>>>>>>>>>>>>>>>>>>
up   down

= ledge

=hole in ceiling

Tunnel height: 4'-5' width: 3'-7'
Cave height: 4'-6' (Except, #7,
which is 12' above the western ledge

MATRIX KEY

1. Four *giant-rats* (HPS 3,3,2,1)
A. Covered pit, 20' deep
2. Four *giant-rats* (HPS 4,2,2,1)
3. Six *giant-rats* (HPS 3,2,2,2,1,1)
4. Two *giant-rats* (HPS 4,4)
5. Nest, 12 young, non-combatant
6. Nine *giant-rats* (HPS 4,4,4,3,3,3,1,1,1)
7. Large Cavern with chasm, 45' drop off ledge.
Six *giant-bats* (HPS 4,4,3,2,2,1) Treasure ledge:
3000 CP, 1000 SP, 75 GP

B. Secret door to treasure-ledge
8. Twelve *giant-rats* (HPS 3x4, 3x3, 3x2, 3x1)
9. Twelve *giant-rats* (HPS 3x4, 3x3, 3x2, 3x1)
10. Ten *giant-rats* (HPS 4,4,4,3,3,3,3,3,3,3)
11. *Giant scorpion* (HPS 18)
C. Covered pit, 10' deep with 1-8 spikes.
12. *Giant-spider* (HPS 22)
4000 CP, 2500 SP, 125 EP, 20 GP, +1 Ring

Background

The tiny Hamlet of Ratzburg needs your help. Several local children have gone missing, and all clues point to subterranean passages and chambers beneath the old mill on the outskirts of town. A large hole discovered in the cellar reeks of rodent filth, and distant squeaking sounds seem to confirm the existence of a nest somewhere beneath.

The Burgermeister has offered a reward of 500 gold pieces to any one that will enter the den of disease, and slay the vermin that dwell within. If any children are located, alive or dead, the return of them or their bodies would be appreciated.

Note to the DM While most of the remains have been tossed into the great chasm in chamber #7, it is recommended that at least one child be found alive—though badly hurt and dehydrated, somewhere in "the nest"; perhaps hiding on the treasure-shelf. The remains/bones of one more should be spread through out, requiring the party to collect them as they go. Returning either or both of these will likely result in additional reward which you should determine.

Six to nine characters are recommended, with hobbits and gnomes suffering no penalties while within the nest, and all others taking a -1 to hit and -3 to damage to their combat rolls. A magic-user or elf is recommended for inclusion, as well.