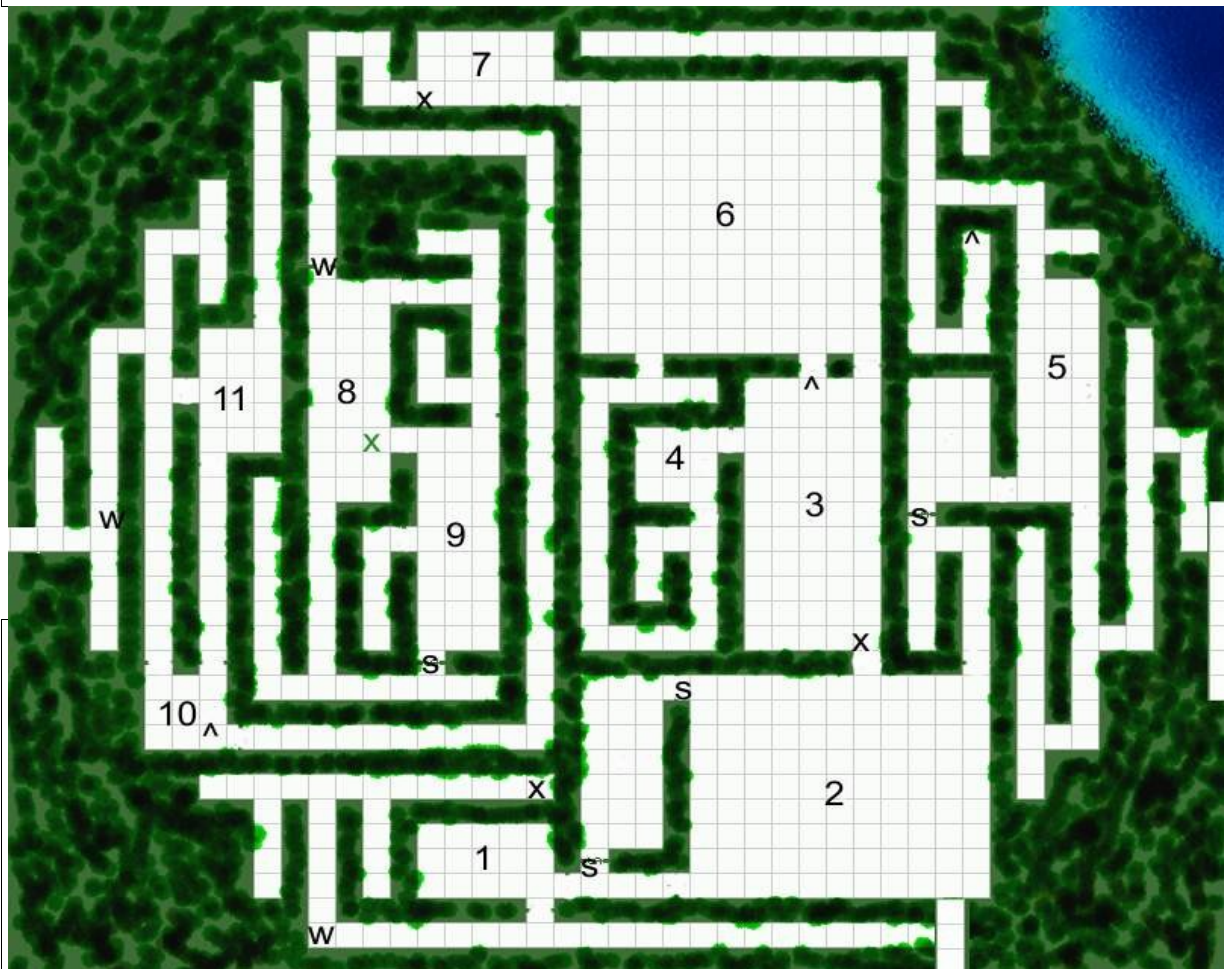


# The Phantom Tribe's Grotto

by Caleb Jensen



In a Mist filled Forrest a savage tribe of Halflings stage raids against the king's caravans and their elven neighbors. Any adventurer who can bring the devious Thenedral to justice can expect great rewards.

## **Wandering Monsters (1 in 6 chance every two rounds)**

- 1) 1d6 Halfling Warriors (Full plate and sword)
- 2) 1D4 Halfling Snipers (Bows, and cross bows)
- 3) 1d6 Halfling Scoundrel (leather armor/ short swords)
- 4) 1d4 Halfling Darter (Blow Gun + Poison Darts) 1d4
- 5-7) Ambush! (Roll again on 1D4 to determine ambushers)
- 8) 1d6 Attack Dogs
- 9) 1d4 Giant Spiders
- 10) Special

## **Special (1d6)**

- 1) Ghostly drum noises
- 2) Shriekers
- 3) Russle in the bush
- 4) Dessicated corpse left as warning
- 5) Snare Traps
- 6) Pit Trap

## **Legend**

- S – Snare Trap  
 X – Pit in floor  
 ^ - Dart trap  
 W - Web

## **Special Rules**

The raiders level equals the average party level +1d4-2

Characters that push through the hedges must succeed in a Strength check and take 1d4 damage from thorns.

## **Room Keys**

- 1) **Training Area:** 2 trainers (Scoundrels) train pack of guard dogs
- 2) **The Staging Grounds:** 2D4 Warriors prepare their weapons and armor for the next raid.
- 3) **Kings Quarters:** Thenedral (Halfling Sheriff) and his 4 chiefs make plans to continue their raids
- 4) **Ill Gotten Goods:** 1d8 warriors guard gold, furs, and other recently plundered goods worth the average party level times 100
- 5) **Spiders nest:** 1D6 Giant Black Widow spiders swarms the area
- 6) **The Commons:** 1d8 Non-combatants (1d4 HD) go about their daily business.
- 7) **Warrior's huts:** 8 raiders prepare equipment for their next raid.
- 8) **Alchemist Hut:** 1 Halfling alchemist makes a variety of poisons with the aid of two assistants.
- 9) **The Temples:** 1d 4 Halfling Wicca's are sacrificing 1d4 captives to their dark gods
- 10) **Rest Room:** They may be savages but everyone needs a place for unmentionables.
- 11) **Look out Roost:** 1d6 Darters watch for travelers from tree top look outs.