



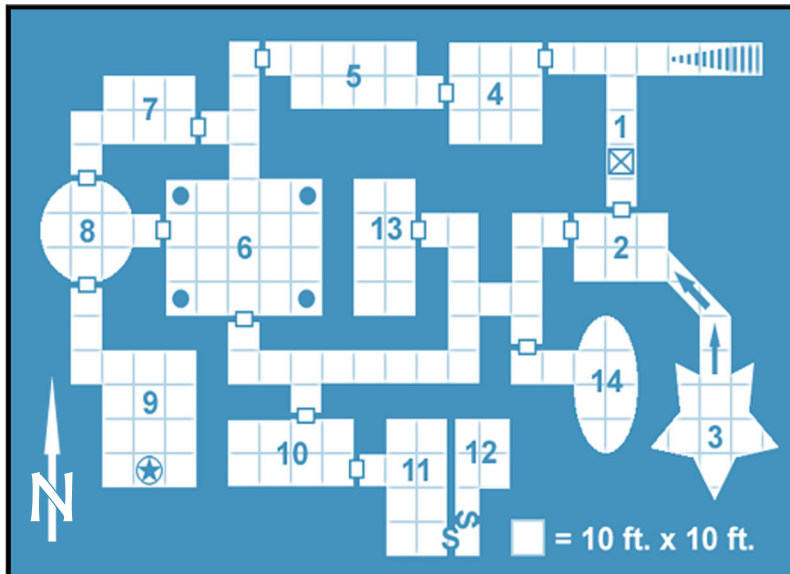
UNDER THE BLOOD MOON BANNER

By Tim Hartin

Background: A motley group of monsters have banded together and have been raiding the nearby area for months. The raiders are a mix of goblins, hobgoblins, orcs and ogres who are led by a frightful ogre mage known as Otorobu. He rules the raiders with an iron fist. Disobedience is punishable by death. The raiders' aim is to cause as much chaos as possible while they loot and plunder. All of the raiders have pledged their loyalty to Otorobu and his sacred ancestral banner of the Blood Moon.

Potential Character Hooks:

- 1) The Player Characters (PCs) are hired by local merchants to track down and deal with these raiders.
- 2) There is a bounty on the raiders' heads that the PCs wish to collect on.
- 3) They stumble on to the remains of a recent raid and find a dying old man who warns the PCs of the monstrous raiders and the direction they left.
- 4) A noble pays the PCs to rescue his daughter from the raiders.
- 5) The raiders have attacked someone the PCs personally know and now the PCs are out for vengeance.



1. Pit Trap: The floor's stonework conceals a deep pit trap. Any weight over 50 lbs will cause the floor to collapse tossing any standing on it into a 30 ft. deep pit with rusted metal spikes at the bottom. The cramped environment of the bottom of the pit is damp and humid. There is several inches of water at the bottom that has leaked from small cracks in the walls. Humidity and moisture has caused various molds to grow on the surrounding stonework. Note that any open wounds runs a risk of becoming infected. Should the pit trap be triggered, the cover will reset itself and close after 12 hours have past.

2. Ancient Library: Both doors to this chamber are bolted shut. Their padlocks have been melted and as such, there is no hole for a key. Should entry into this chamber become possible, the player characters will find an ancient library covered in several thick layers of dust. There are many wooden shelves containing thousands of parchments, scrolls and dusty old tomes. There is a 40% chance of finding 1d3 magical scrolls or tomes in this library.

3. Star Chamber: The passageway to this chamber has a steep incline. The floor is made from highly polished black marble. The combination of the steep angle and the slipperiness of the marble floor creates a chance of losing one's footing and tumbling back down. The walls are decorated with dark stonework. All over the walls and ceiling are various carved stars and painted with a fluorescent coating that makes the stars shine in the dark. Hidden in one of these stars near the entrance is a switch that if pushed, will cause a stone pathway to raise out of the left side of the floor. The center of the star chamber is illuminated with a star-shaped glow. This light will fully heal the first person that steps into it (healing magic available once per month). Once the healing nature has been used, the light becomes just normal light.

4. Sentry Post: A large dented metal gong hangs from a wooden frame in the south-eastern corner. 10 orcs are stationed in this room. At the first sign of intruders, nine of the orcs will engage them while the tenth will bang the gong alerting the goblins in the next chamber. The orcs have mundane treasure only.

5. Cookhouse: In the center of this chamber are three fire pits. Spits thick with meat roast over the fires. Next to the firepits are large wooden stumps that are being used as makeshift cutting boards. 14 goblins scuddle about as they prepare the meals for the ogres and the ogre mage. The north wall is lined with slabs of meat in various sizes (the remains of previous prisoners). Should the alarm be raised, two goblins will run to alert those in the Great Hall while the rest go to aid the orcs. The goblins have mundane treasure only.

6. Great Hall: A large fire pit smolders in the center of the hall. At the east wall is a large wooden chair on a short stone dais. Behind it, high on the wall, is the banner of the Blood Moon (Otorobu's personal tribe). In each corner are four elegantly carved pillars. The pillars depict an army of men battling many strange beasts. An owlbear is tied to the south-eastern pillar with a short chain leash. There are 16 hobgoblins and 12 goblins in this chamber at any time. There is a 25% chance that Otorobu is sitting in his throne but invisible (that's his preferred method of keeping an eye on his followers). The hobgoblins and goblins have mundane treasure.

7. Orc Barracks: 14 orcs, from the Broken Bone Tribe, share this room. A foul musky odor fills the room and everything in it. The orcs have mundane treasure only.

8. The Howling Chamber: This circular chamber appears to be carved straight from the surrounding rock. The walls arch upwards to an apex of 30 feet. Ten feet below the apex is a series of metal bars that run along a west-east direction that block access to the ceiling. There are many holes carved into the surrounding rock. These tiny holes act as tunnels that funnel air from outside which produces a wide range of whistling and howling sounds.

9. Defiled Shrine: This chamber was once a shrine to a now forgotten god. A once proud statue lies battered and faceless at the south wall. The altar is covered with dried blood. In the south-eastern corner, there is a small pile of skulls, each with its forehead bashed in. Sacrifices are now performed in the name of Vaprak the Destroyer.

10. Ironbelly Brothers Quarters: This chamber belongs to the Ironbelly Brothers: Urch, Nurk, and Kunch. These ogres are especially sadistic and enjoy torturing those weaker than themselves, especially their weaker humanoid raiders. The ogres have minor treasure.

11. Otorobu's Quarters: The ogre mage leader uses this chamber for his personal quarters. Otorobu is a tall ogre mage with light blue skin and long dark blue-green hair tied into a top knot. Has a wide selection of fine quality spears. Otorobu has major treasure.

12. Secret Vault: Should both secret doors be detected, they will reveal an ancient vault that contains treasure. A deceased knight is slumped against the eastern wall. His skeletal hands still rests on the hilt of his sword as if he is ready to protect the treasure around him. This vault has major treasure.

13. Slave Pen: All human and demi-human captives are kept in this chamber. The humans are usually used as slaves, while demi-humans often land in the pot (to be used as food) and some are used as sacrifices to Vaprak the Destroyer. The pen currently has 16 human, 12 elves and 3 gnome captives.

14. Owlbear Den: Otorobu keeps his foul tempered pet owlbear in this chamber when it isn't in the Great Hall. Straw, chewed bones and excrement litter the floor. A large nest of straw is at the southern end of the chamber. Hidden in the straw is minor treasure (gems).