

Under Gavin's Woods

This adventure uses the [Dungeon Squad](#) rules.



WANDERING MONSTERS

1 in 6 any time the party takes a significant rest

- 1d3+1 goblins arriving by boat from the Sea Cave
- Prungrelf and his bodyguards from 4
- The ghost from 6
- 1d10 crabs from 2 in a mating frenzy

ABBREVIATIONS

A: attack die
TH: number needed to hit this monster
Dmg: Damage
HP: hit points
Arm: Armor
Etc: special attacks
Gear: gear and treasure

MONSTER RACE: ETURIAN

Eturians are a subterranean race of magical hybrids from an infernal plane, like centaurs, but with a centipede lower body. They can climb walls and walk on ceilings. They are organized in tribes called mafias. They worship the dark goddess of Crim, Greahza.

ADVENTURE BACKGROUND

The fishing town of Gavin's woods has been plagued by a determined band of Goblin highwaymen. Now, in a daring raid on the Old Trunk Road, they have captured the Baronesses sapphire torc. The constabulary has tracked the robbers to a hidden dungeon entrance in the woods. Dungeon delving being no business of theirs, they've hired a likely bunch to recover the torc. The reward is 50 gold coins.

Unbeknownst to the townsfolk, the goblins are in league with another, more dangerous group, the notorious Wildwood bandits. The liaison between the two was arranged by an Eturian middleman. The Eturians' goal is to unite various criminal and cult organizations under their own criminal cabal.

ROOM KEY

- Gavin's Woods:** The adventure starts here. Four constables () watch for the PC's return. They will wait three days. If the PCs return without producing the torc, the constables will be suspicious and demand the torc. If the party seems weak, they may insist on searching the party's fear for it. (**4 Constables**; A:d8, TH:4, Dmg: pitchfork 1d6, HP:8, Arm: light leather 1d4, Gear: 1d6 gp)
- The Sea Cave:** This sandy underground cove opens to the sea and is used to deliver the best stolen goods to a pirate ship once a month. At high tide water comes to the edges of the room, 1' deep and the exit cave is filled to the roof. Dinner-plate sized carnivorous crabs dwell in the water. (**10 carnivorous crabs**: A:d4, TH: auto, Dmg: claws 1 point, HP:1, Arm: carapace 1, Etc: they fear fire)
- The Sand Cave:** This room is filled with sand, which contains old bricks, wood, bones, and other detritus. A 9' high stone totem of ancient elemental evil stands in the center of the room, the focus of a dark malevolence that will animate sand effigies (1 per party member) once the party has entered the room. Roll explorer, target 6, to find useful loot in the sand (a random treasure worth 1d8x10 gp). (**Sand effigies**: A: 1d8, TH: 4, Dmg: choking sand 1d6, HP: 6, Arm: none, Etc: knock opponent down on to-hit roll of 8, +1 die size attack against prone targets)
- Creeping Lair:** Prungrelf, an Eturian envoy has a lair here with his two goblin bodyguards (as below). He oversees the smuggling operation. 225 gp and an Amulet of Dark Earth are in a chest here. (**Prungrelf**: A: d10, TH: 6, Dmg: dual gladii 1d8, HP: 20, Arm: leather 1d6, Etc: climb walls, fireball spell 1d6, healing spell 1d8) If the fight looks bad, Prungrelf is not above negotiating his escape, or using negotiation as a ruse to get a fireball off. **Amulet of Dark Earth**: cast Summon/Command Earth Elemental (3 uses)
- Robbers Den:** The goblin bandits lair here, and are playing poker. Because of the totem (which they know how to bypass), the post no guard. Their recent take is here: 5 bolts of cloth worth 20 gp each. 28gp worth of trinkets. Baroness's torc worth 100 gp. (**5 goblins**: A: d6, Dmg: axe 1d6, HP: 8, ARM: padded 1d4)
- Rowena's Cairn:** The vengeful ghost of Rowena Culpepper haunts the cairn where her body was laid without proper burial rites. Her husband, Nate Culpepper, murdered her to take control of the Inn and set up his smuggling operation. The cairn is a pile of old stones, one of which is crudely engraved "Rowena." If the grave is disturbed, the ghost will rise. (**Rowena's Shade**: A: d8, TH: 6, Dmg: icy tendrils 1d8, HP: 20, arm: insubstantial 1, Etc: can attack any number of foes, Use wizard to hit the shade instead of warrior) If the grave is treated with proper respect, the ghost will rise and grant the party a reasonable boon, such as casting a spell for them, or revealing information about the dungeon.
- Old Foundation:** The human side of the smuggling operation has its base of operation here, in the secret basement of the old inn. Nate Culpepper acts as fence and middle man for the goblins. Niblsler, a savvy wildwoods bandit, is currently living here. The secret door is locked from the Inn side, but can be easily battered down. (**Niblsler**: A: d10, TH: 6, Dmg: sword 1d8, HP:22, Arm: leather 1d4; Gear: scroll of healing 1d10, 80gp). In a pinch he will whistle for his pets in room 8. If Nate and Niblsler have been alerted to the adventurer's presence (i.e. some goblins escape combat with the PCs), then Nate will be here as well armed with his magical sword and shield.
- Roots:** Niblsler's pets, 3 giant centipedes, live in the root cellar here. They won't attack unless molested or if Niblsler gives them the signal. They are very fast and gain an attack die-size when attacking from concealment. (**3 Centipedes**: A: 4, TH: 4, Dmg: 1d4 bite+poison, HP:8, Arm: carapace 1, etc: poison reduces warrior die 1 size for 1 hour, if dice are reduced to 0, opponent is paralyzed). Nate's +1 falchion and +1 shield are concealed here.
- Culpepper's Inn:** A somewhat disreputable Inn on the Trunk Road, Culpepper's is probably known to the PCs. Nate Culpepper, a grasping old miser and the owner, is in cahoots with the wildwoods bandits. A loose section of floor under a carpet in Culpepper's office provides entrance to the hidden cellar below. At any given time (other than dead of night), there are 1d8 patrons at the Inn, with a 25% chance that half of them are Wildwoods bandits (the rest are townsfolk). (**Nate Culpepper**: A: d8, TH: 4, Dmg: knife 1d4 or sword 1d8, HP: 15, Gear: cup of scalding hot coffee-use on opponent in the first round of combat to gain initiative, even if surprised) (**Wildwoods Bandits**: A:d6, Dmg: dirk 1d6, HP: 10, Arm: hides 1d4). If the jig is clearly up, Nate will make escape his top priority.

CREDITS: Adventure and artwork by Tony Dowler. **Playtesters:** Marc Majcher, Remi Treuer, Colin Creitz, Albert Andersen, and Josh Rensch