# A Cavern-Romp for BIND

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June 30, 2024
This story serves as a completely untested introduction to the BIND RPG. If you like playing it, send me an email, and tell me how it went.

Also, you should probably find a copy of the core rules. You don’t need to read it, but you will need to reference them.

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In this land, people move under tall trees, like ant through blades of grass. Arachnids and chiroptera the size of horses look down at them, and hunt them like they hunt deer and aurochs.

Inside a town, this place look a lot like a city from the Middle Ages, but people do not own this land. It remains wild, as monsters wander across it.

The Ainumar

This massive planet has a raging storm across its face, much like our Jupiter. Many think that the gods live here, planning how to kill people, and take their souls up to their houses. Each god holds domain over a different death.

**Paik** (●) is the god of death by justice. When bandits swing from the noose in the Pit of Justice, Paik takes them to his realm, and taunts them forever. ● ii, 2, 3

**Sylf** (♀) has griffin wings, with a woodsly’s head, an arachnid thorax, and human belly; both chambers are painfully bloated from pregnancy. She gives birth to monsters endlessly, and they eat someone, she uses their soul to birth a new creature. ● ii

Fenestra

This land, where elves, gnolls, and humans look up at trees, like ants moving through blades of grass. Predators larger than a horse hunt deer and people in the same way, so everyone travels together, and well-armed.

**Monsters** (♀) wander slowly, looking for deer, auroch, or anything they can eat. When they hear people, the noises and lights excite them, and they instinctively begin to stalk. ●

**Basilisks** have snake-like bodies, with six arms. Some grow to the size of a caravan.

They move slowly, always conserving energy for the hunt. But when hunting, they can charge, and let out a cloud of disgusting breath, making their prey wretch. ● 10

The Temple of Beasts (♀)

The highest and lowest of all temples absorbs feckless drunks, dickheads, scum, and people with political progressive political ideas. All of them become heroes, and forest-feed.

**Night Guards** are the sorry lot who have nothing better to do than wander into the darkness and get eaten. They exist to either thwart, or feed, Sylf, depending on whom one asks. ● 1

The Temple of Justice (●)

Left to their own paranoia, people form mobs, and mob-justice prevails. This temple thwarts the worst plans of the god Paik by providing impartial, official, justice.
The Pit of Justice is where a town’s Warden resolves legal disputes, and decides on the correct punishment for criminals. All trials must be on display, to warn the people about the consequences of crime, so they can learn that justice always prevails. And all trials must be entertaining, or nobody will pay the entry fee of 1 cp.

II Mechanics

These brief rules will serve to run a game.

**Actions**

When players want their PC to attempt something dangerous, they roll 2D6 plus Attribute, plus Skill. If the roll beats the TN, the character gets the prize; if the roll is under, they get the danger. When a roll hits the TN exactly, the player chooses both or neither.

**TN (Tie Number)** means the number players need to roll on the dice to achieve a tie with the task. Rolling higher indicates they have their prize, rolling lower means some nasty outcome is upon them.

<table>
<thead>
<tr>
<th>TN</th>
<th>Difficulty</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>Easy – just ask the barmaid what you want.</td>
</tr>
<tr>
<td>7</td>
<td>Basic – find firewood in the forest.</td>
</tr>
<tr>
<td>10</td>
<td>Tricky – find a good price in the market.</td>
</tr>
<tr>
<td>12</td>
<td>Professional – fix the cart by Sundown.</td>
</tr>
<tr>
<td>14</td>
<td>Specialist – Plan a three-storey stone building.</td>
</tr>
</tbody>
</table>

and rolling a tie means both (or neither). 

**Natural Rolls** represent the situation, and stay where they are; later rolls need to use the same result.

If someone tries to figure out how to find their way out of the forest, and back to a road, the player could roll \( \cdot \). With a +1 Bonus, the total is ‘5’. The next character has a +3 Bonus, so their total is ‘7’. With the TN set at ‘10’, the group cannot find their way back without changing their approach.

**Banding Actions** means characters perform better by working together. The first character adds their Bonus, the second adds half, the third, a quarter, et c. and we round halves up at the end.

**Resting Actions** apply when you can repeat something, without danger. Set the darker die to ‘\( \cdot \)' and roll the other. If this roll fails, it fails forever.

**Casting** start by spending one MP per spell level. The witch then commands the target Spheres, rolling Charisma + the lowest Skill required.

When ‘overspending’ on the Invocation, the witch gains 1 EP for each MP they lack.

If nobody resists a spell, the TN usually depends on its target. Earth spells can affect ice far more easily than rocks, and Air spells can whip up a gale easier when outdoors.

If a caster can think of a way to use a spell to stop a sword, they can enter combat as usual, rolling at TN 7 plus the NPC’s Dexterity + Melee. A battle-ready witch might encourage a warrior’s torch to burn his own face off, or make him forget what he wanted to do a moment before his sword comes down.

**Mana Points (MP)** grant every witch their power. When they run out, the caster gains one EP for every point they cannot spend.

**Caving** means coordinating the Labyrinth, where long caverns spread like veins, the logistics of travel twist and invert, and the dangers change. Fewer monsters wander through them, because fewer plants grow there.

**Black Walking** means walking in the darkness. The player rolls Dexterity + Caving (TN 8) to avoid wasting the Interval reorienting themselves.

**Gaging Caverns** tells you the chance of nearby water, of cave-ins, and may even indicate precious metals. The player rolls Wits + Caving (TN 10) to avoid misunderstanding the signs in the dark or (TN 9) to spot potential cave-ins. Appropriate tools include chisels and light.

**Hypoxia** means that air has grown thin, which makes people tired in a way they don’t always notice. This happens in deep, narrow caverns, and becomes worse as more people breathe the same air, and much worse if any of them carry a flame.

Anyone affected has the TN for all actions increased (and the player should not be told), and will start to hallucinate (if the players theorize about something that might happen, they begin to hallucinate the exact thing.
they spoke about). Soon after, all fires go out, as the dead air suffocates them. "'

**Marching** in the dark demands a gamble. Walk too slowly, and your supplies run dry; too fast and you hit yourself on something. The players decide how many miles to cover, then roll Dexterity + Caving. The TN starts at 8, and each mile raises it by +2.

<table>
<thead>
<tr>
<th>MILES</th>
<th>TN</th>
<th>EP</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>8</td>
<td>0/3</td>
</tr>
<tr>
<td>1</td>
<td>10</td>
<td>2/5</td>
</tr>
<tr>
<td>2</td>
<td>12</td>
<td>4/7</td>
</tr>
<tr>
<td>3</td>
<td>14</td>
<td>6/9</td>
</tr>
</tbody>
</table>

If the roll fails, the character with the lowest result immediately gains a 1D6 EP injury from wandering in the dark. "'

**Underground Fires** demand a complete understanding of convection, air-pressure, and the type of fuel being used. The player rolls Intelligence + Caving (TN 12), to avoid filling the room with smoke. Inhaling the smoke inflicts 1 EP each time. "'

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**Combat**

It does not matter who initiates combat – each character enters the standard Resisted Action. The PC rolls Dexterity + Combat Skill, and the TN equals 7 + the NPC’s Dexterity + Combat Skill. The winner deals 1D6+ Strength Damage, and every +4 Damage converts to 1D6. "'

**Action Points (AP)** measure how many actions someone can take in a round, based on how fast they can move and react. Start with 3 AP, plus your Speed; put that many coins on your character sheet, and spend them each time you take an action. "'

**Armour** protects characters by reducing Damage. It takes effect before DR applies. "'

**DR (Damage Resistance)** reduces incoming Damage, before a single FP is spent. It usually represents armour. "'

**Fate Points (FP)** measure how much luck the character has left. Spend them to avoid Damage. Max. FP = \( \frac{\text{Total XP}}{10} + \text{Charisma} \). "'

**Health Points (HP)** provide linear, measure of a character’s health and injury. "'

**Rounds** start when everyone wants to speak at once. The Judge goes round the table clockwise as players commit to actions by spending AP. "'

**Swarms** (unità) are myriad tiny creatures, acting as one. They crawl over characters, and into gaps in armour. "'

Swarms can cover a number of steps equal to their HP-total, or bunch up together, with 3 HP per step.

Attacking swarms is easy when there are so many targets. The TN to attack always reduces by 1 per HP in the swarm, so when a swarm is listed with ‘Att 12 - 8 HP’, the TN would be only 4; but if the swarm had only 1 HP left, hitting it would require a roll at TN 11. However, swarms only take 1 Damage each per attack.

Swarms can split into smaller parts as a normal movement action. Each part inflicts 1 Damage each round to anyone on the same step, as long as the swarm’s HP total comes to more than the target’s Covering. "'

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**Weight Rating**

Characters can carry items with a total Weight Rating equal to their HP total. Each point beyond inflicts a -1 Penalty to all actions. Creatures have a Weight equal to their own HP. "'

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**Chronicles**

The Chronicle is the game and the players, it tells the story of the troupe, but not of any particular PC. Each week which passes in our world, three weeks pass in Fenestra. During the game, the Judge sets the pace of any scene, but the session never covers more than three weeks.
The Judge rolls encounters, interprets the rules, and forgets to bring enough pencils.

Intervals divide the day into four parts — morning (☀), afternoon (☉), evening (★), and night (☽). After each Interval, each PC regenerates:

- Resting characters remove an EP.
- The Judge rolls 1D6 – everyone gains that many FP.
- The wind brings MP, and each point goes towards whoever has the most empty MP.

Each day, everyone must eat and sleep, or take two EP.

Regions are broad areas like ‘forest’, ‘town’, ‘roads’. Each contains different encounter types, and often has its own Side Quest collection.

Areas give a rough unit for large spaces. An area is a space made distinct by its features. In the Labyrinth, each cavern might count as an area, while out in the open plains a forest might be composed of the local areas: ‘the centre with the big, felled tree’, ‘the river’s fork’, and ‘the griffins’ nesting site’.

Steps provide a rough measure of space. We can imagine it about a metre long, or as wide as the step on your gaming board, or any other length.

<table>
<thead>
<tr>
<th>Location</th>
<th>MP</th>
<th>Cover</th>
<th>MP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Underground</td>
<td>1</td>
<td>Partial armour</td>
<td>-1</td>
</tr>
<tr>
<td>Indoors</td>
<td>2</td>
<td>Complete armour</td>
<td>-2</td>
</tr>
<tr>
<td>Outdoors</td>
<td>3</td>
<td>Submerged</td>
<td>-3</td>
</tr>
<tr>
<td>Storm</td>
<td>4</td>
<td>Entombed</td>
<td>-4</td>
</tr>
</tbody>
</table>
This module presents a baptism-by-napalm for BIND. Players should each begin with two to three characters. If that doesn’t work for you, add some extra Night Guards to the troupe, and hand out those character sheets to your players. They will need them!

Our duplicitious misadventure begins with an apparently easy job. The troupe must enter goblin-infested caves, and kill the lot. However, once they enter, a cave-in traps them inside, forcing them to find another route out of the caves. Players familiar with RPGs will find themselves surprised and confused by the dangers in these caves, as they are entirely natural, normal caves. They will find these kinds of scenes:

- In a long cavern, the air grows stale. A group of people, breathing in the remainder makes things worse. If they carry a torch through that long tunnel, hypoxia sets in, causing drowsiness, and hallucinations. The come out safely, they will have to understand their condition, and feel through the long, narrow, cavern, with their fingers and feet.

- Someone breaks an ankle. They can still move, but they will have to take breaks more often, and they want to rest for a night. But nobody knows how much further they will have to climb, and the rations are running low. Nobody asks the difficult questions, but everyone knows what those questions entail.

- The tunnel splits, and someone finds goblin tracks going down one of the passages. Players will probably discuss what to do with this information. “We should follow the tracks, so we avoid dead-ends.”

There is a lot to discuss, but limited time.

The troupe took a left turn a long time ago, and the tunnel has been getting narrower for a long time. If they turn back, they lose hours of progress, and have to attempt another unknown tunnel. If they continue, they will have to squeeze through a shaft so narrow that they will struggle to squeeze through while naked. . . . and on the other side, goblins silently wait for an immobile head to poke out as people slither out the crack like worms.

Many of these scenes will not appear in the text. How could I possibly write when the players will debate what to do with their wounded? I have no idea how your players will treat their light-sources either. But scenes like these will emerge naturally, by seeing the caves clearly, and telling the players exactly how you see them.

History

If anyone asks about the history of the caves, let roll Intelligence + Academics.

---

1I think about 10 characters, divided between the players, should work, but playtesting data may prove me wrong.

2Caveat: I have been down a couple of caves, read a few articles, and asked caving friends, but do not know a lot about caves. The caves here should seem plausible to everyone except extremely pedantic geologists. If you are or know a pedantic geologist, I’d love to receive any pedantic thoughts which might make the module more interesting.

3One option would be to split up at a dangerous impasse. The wounded might jump into a river in the hopes of getting down quickly. Be prepared to freeze the action, and catch up with a secondary troupe sometime later.

4If you want to guarantee that this chapter takes precisely one evening, you might want to set a timer. If you have a tall candle, you can drive three nails into it, to indicate four Intervals passing. Of course, if the troupe split into two, you may need to add an extra candle to the evening.
Fifty years ago, humans tried to mine this mountain, but found nothing of value, and left. A couple of wooden bridges remain.

Last year, goblins climbed up from the Labyrinth. They have stolen milk, rustled pigs, and even killed a few people and nobody knew where in the mountains they came from, until recently.

A Night Guard ranger discovered a cave entrance, some miles up a mountain. In fact, the goblins know of a tunnel which exits much closer to local baileys, but as the goblins keep their secrets, the PCs will have to enter via the mountainside.

Jotter Redcoin has already dispatched two groups of Night Guards have to enter the mountainside tunnel. The first group entered and died two weeks ago. The second group went a little into the darkness, lost two men, then returned terrified. The a jotter has ordered their execution, so Sun Guards have arrived to take them away from Stoatfen bothy.

All bothies are named after someone who died on the road. Stoatfen died in the many tentacles of a woodspy.

As he explains all this, the Sun Guards take the doomed prisoners down, and prepare to leave. The PCs hear all this from Redcoin’s office, and witness the rope-bound prisoners from the window.

Jotter Redcoin explains the mission:

*Your mission is to clear out a goblin-warren, half-way up Failpeak Mountain. Make sure you kill all of them. Everyone can pick up three days’ rations, and this map.*

As he explains all this, the Sun Guards take the doomed prisoners down, and prepare to leave. The PCs hear all this from Redcoin’s office, and witness the rope-bound prisoners from the window.

### THE ASCENT

#### THE HANGING PROCESSION

This morning, Stoatfen bothy hosts two traders, Redcoin (the visiting jotter), six new recruits, six prisoners and eight Sun Guards. The Sun Guards have travelled from a town’s Pit of Justice, all the way here to hang the prisoners, for dereliction of duty. You can hear the guards complaining bitterly about all the muck on their white tabards.

A shutter on the bothy’s upper floor opens, and the jotter shouts to you to come up for orders. The rest of the recruits start lazily making their into the bothy.

If the PCs argue, Redcoin will have none of it. He’s busy, and wants the PCs to get going, quickly.

If the PCs try to plead for the lives of the ex-Night Guard prisoners, nobody will listen.

If the PCs ask for more supplies, Redcoin will give them the following items, with a successful Charisma + Wyldcrafting roll.

You can use a single roll, rather than having the PCs making loads of dice-rolls, so the party will be

<table>
<thead>
<tr>
<th>TN</th>
<th>EQUIPMENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>TN 3</td>
<td>1 torch each</td>
</tr>
<tr>
<td>TN 4</td>
<td>50’ of rope</td>
</tr>
<tr>
<td>TN 6</td>
<td>Mallet</td>
</tr>
<tr>
<td>TN 7</td>
<td>2 more torches</td>
</tr>
<tr>
<td>TN 8</td>
<td>2 more torches</td>
</tr>
<tr>
<td>TN 10</td>
<td>One extra day’s rations</td>
</tr>
<tr>
<td>TN 11</td>
<td>3 more torches</td>
</tr>
<tr>
<td>TN 12</td>
<td>2 shortswords</td>
</tr>
<tr>
<td>TN 13</td>
<td>1 partial chain-mail suit</td>
</tr>
</tbody>
</table>
able to ask for anything on their roll, plus anything beneath that Tie Number (including all of those torches). However, they will have to ask for an item by name in order to get it.

**Asking the prisoners about what happened** requires a Charisma + Empathy roll (TN 8) (or whatever Skill seems appropriate), to convince the Sun Guards to allow the conversation.

Scarstain (a bulky, Sunburnt man in his forties) can tell the PCs the following:

- The entrance is easy. It’s a hole in the ground, so bring something to get down with – a rope, a stake, and a mallet.
- The goblins won’t fight; they just run away.
- The darkness in caves isn’t like the darkness at night. At night, the sky is dark, but in a cave, the darkness stands right next to you.
- The ground is rough – you can’t run anywhere. That means the goblins can stand back and throw things at you.
- And if you carry a torch, they can see you, but you can’t see them. And when you put it out, they can hear you, and you still get hit by rocks.
- Better to die in a town, than down some horrible cave. Better to join Paik than whatever strange god takes you when goblins eat you.

**The Road Up**

- The PCs start marching that very morning. Have the PCs roll Intelligence + Wyldcrafting to coördinate themselves. The TN is 8 if they have the map, and 9 otherwise. Each Margin of failure adds 2 miles to the journey time.\(^5\)

**Camping** By afternoon they will have to make camp. Ask them who takes watch, and assign 2 EP between whoever keeps watch.

**The Mountain** The next day, the troupe will reach the mountain. As they stop for a rest, part-way up the mountain, a hurricane blows fiercely. And in the distance, an umber hulk has already passed by the goblins (and eaten a few), exited the cave, and now stalks the mountainside. It attacks the troupe, with a morale score of 12. The PCs will see it coming a long way off.

**The Cave Mouth**

Past boulder leaning on rock. By rotten tree. Up to rock-line. The hole has ferns.

The directions on the map don’t make for easy navigation, but the PCs will find their destination eventually.

**Ferns** Give the players two false-starts. Tell them they see a big patch of ferns in the distance, and ask what they do. The third set of ferns contains the cave-mouth.

Pushing back the ferns, you see a hole, and a rock flies at your face.

---

\(^5\)See the book of *The Core Rules*, page 42 — Marching: Move 5 miles per Interval, +1 per EP.

The Goblin Warren

The Rock

At the cave-mouth, if any of the goblins see or hear the troupe, they will wait to throw rocks at them.

♀♀ Goblin

Strength -1  Dexterity 2  Speed -1
Intelligence -1  Wits -2  Charisma -2

Skills: Projectiles 1, Caving 2, Stealth 2, Amphibious.

Equipment: Javelin, rock (TN 10, 1D6-1, AP 2), tobacco pipe, a horse’s tail.

AP 2 (AP Cost: 2), Att 11, Dam 1D6.  

CR 6

III  A Small Hole in the Ground

Last of the Sunlight

You stand in a shaft of Sunlight. Darkness surrounds. The sound of your landing echoes back to you. High-pitched, mocking, giggling noises follow it. More rocks follow.

The first PC down receives 5 rocks thrown at them, and will have to make a single Dexterity + Athletics roll to avoid them (TN 10). Each failure margin means another rock, and each rock means 1D6 − 1 Damage.

The PCs can only enter one at a time, and the rocks will keep on coming. The players will have to decide, one at a time, who goes next into the dark hole.

♀♀ Goblins

Strength 0  Dexterity 1  Speed -1
Intelligence 0  Wits 2  Charisma -1

Skills: Melee 1, Caving 1, Stealth 1, Amphibious.

Abilities: Claws (+1 Damage), Claws (+1 Damage).

Equipment: Javelin, rock (TN 10, 1D6-1, AP 2), tobacco pipe, a horse’s tail.

AP 2, Att 7, Dam 1D6+2.  

CR 3

TN Result

| 10  | 1 rock (1D6 − 1) |
| 9   | 2 rock (2D6 − 2) |
| 8   | 3 rock (3D6 − 3) |
| 7   | 4 rock (4D6 − 4) |

The second after two characters get down the hole, the goblins flee. If the PCs don’t give chase, they have failed in their mission. The goblins will not return to this area for two days, so the PCs will eventually have to follow.

If the PCs have lit a torch, they will spot dry rocks.

The flickering torch illuminates a soaking wet cave, littered with bone-dry rocks of every size.

Running in the cave demands a Wits + Caving roll (TN 12). Failure inflicts 1D6 Damage, plus the character’s

The goblins emerge by sending one to climb, and then helping the others with a rope.

3The goblins emerge by sending one to climb, and then helping the others with a rope.
The dry rocks on the ground have fallen from the ceiling recently. The shouts and flooding in the cavern have begun a cave-in.

**Rocks Fall** once the troupe have gone 60 steps into the cavern. They will have to keep running forward to survive.

- Each round, roll 1D6 for each PC who don’t run towards the goblins. On the roll of a 1, a rock lands on the PC, inflicting 1D6 + 1 Damage.
- Every time a rock falls, the threshold for the roll, and Damage, increase by 1.
- The third time someone gets hit by a rock, the roll will increase to a 4 in 6 chance, and inflict 2D6 Damage.

Some PCs may try to run back to the entrance, and they may succeed. In this case, they will find themselves alone, at night, with a couple of goblins waiting nearby. Those goblins will wait for an Interval for a moment of weakness, but if that does not arrive, they become bored, and head down to the other cave entrance, far down the mountain.

You can leave these PCs as wildcards, until the very end of the session, then tell their entire story, just as the troupe begin to exit the mountain, far below (assuming anyone survives).

**Once the cavern collapses,** the dust thrown up inflicts 2 EP, each round, until the PCs leave the Area.

**Leaving this area** means they must find the exit. It looks like any other shadow among shadows, so the troupe must roll Wits + Caving (TN 10, +2 bonus for having a torch). They can use a Banding Action, so they will succeed eventually, as long as enough people help.

**The passage out** becomes smaller and smaller, until the head of the troupe must crawl. Whoever went first must roll Dexterity + Caving, against TN 8, plus their own Strength Bonus (larger people will struggle more).

Every character must make this roll, and every time they fail, every character behind them takes an EP due to the dust.

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### The Realization

begins once they reach the other side. Give the players a moment to understand what has happened, and the implications. Describe the scene again. They will need a clear view in order to prepare.

- Does anyone have a lit torch?
- How many torches do they have?
- How many characters survived? How many are dead?
- Who is wounded?
- How many tinder boxes? Tell them that the tinder box is dry, so it still functions. This will remind them that they must keep the tinder box dry.
- Did anyone take their backpack off to fight? Where did they leave that backpack?
- How many rations do they have in total?
- Do they have writing equipment, to make a map? (players who want to make a map should still be allowed, even if their character cannot)

**Digging their way out** seems obviously futile – the characters have a clear view of the debris, and can feel the weight of the rock around them, so no EP should be given out for attempting to dig, unless the players insist. And in this case, simply keep giving out EP, and allow them to remove another small patch of dirt.

If any characters remain above, they will have to find out what happens to them later.

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### The Goblin Feast

The goblins know the full cave layout, and will use this to their advantage. They will send scouts out to get updates on where the PCs have got to. They will move as quietly as they can, but may grow over-confident as they think humans are all large and noisy.

**If the troupe stay silent and still for long enough,** they may manage to capture a goblin scout as it claws past them through the darkness.

The PCs should make a Banding Action of Strength + Vigilance against TN 5 plus the goblin’s Dexterity + Stealth. The character with the lowest Bonus determines the result.
If a member of the troupe dies, the goblins will want the corpse for their dinner. It goes like this:

After an Interval, a scout finds the corpse, and screeches loud, notifying the other goblins of the find (they have a system of screeches, and will understand the meaning). The troupe will hear the echoes along the cavern, but may not understand the meaning (at least when the first character falls).

An Interval later, five scouts meet at the corpse, strip it (to make it lighter), then carry it back to the others.

Two more Intervals after that, the scouts join the other goblins.

Once the troupe encounter the goblins, they may witness a feast of a former comrade.

Keeping Pace with the Goblins requires marching underground fast enough to cover 2 miles in an Interval. You can keep track of the various goblin movements, including multiple scout groups, simply by writing a number to represent an Interval, on the map.

If you’ve reached the 7th Interval and think the goblins would send out a wave of scouts, write down the number ‘8’ where the scouts will arrive in a moment, and then ‘9’ where one might find a corpse. Once the troupe arrives at a spot on the 8th Interval, you’ll know exactly how many goblins wander nearby, and what they can hear.

IV  THE GUTS OF THE MOUNTAIN

1: Fresh Hall The troupe will almost certainly want to stop and rest here for an Interval. The air smells dusty, but fresh enough to rest.

This fresh hall has an ambient drip of water, and moisture everywhere. The ceiling slopes down gently, surrounding the entire passage with a ring of low-hanging darkness. Large, damp, rocks litter the ground in every direction.

The way out goes down, sharply.

The troupe should roll Dexterity + Caving (TN 10). A tie means the first person can drop an item instead of taking the fall. Falling down the passage inflicts 1D6 – 1 Damage (a helmet provides a maximum of DR 1, no other armour counts).

A path ahead leads up to ‘False Exit’, on this page.

A path ahead leads down to ‘First Bridge’, on the current page.

2: False Exit The path travels upwards until opening on the mountain’s side. Unfortunately, the path also exits onto the side of a cliff, so the troupe cannot simply walk down.

Climbing down requires a Dexterity + Athletics at TN 14. Failure means death.

3: First Bridge The human prospectors (who looked for a good place to mine) built two bridges. Over time, dust, rocks, and other debris covered the bridge entirely. Then the wood degraded, leaving a natural trap.

The first group of Night Guards to descend ran across the bridge, so half of it crumbled, sending them falling to the pit of sharp rocks below. One died, and his body, and equipment, were left down here to rot.

If the troupe inspect the hole, they will see the ground here is degraded wood.

If the troupe go across the wood, anyone with a Weight Rating of 9 or more (including equipment) will make the remains of the bridge collapse.

Jumping over the bridge, requires a Speed + Athletics roll (TN 9). A tie means the bridge collapses, but the character has crossed safely.

Falling into the hole inflicts 1D6 + 2 Damage.

Entering the hole requires an Intelligence + Caving roll (TN 10), to understand a safe route down. Ascending requires TN 12.

The players can make this a group roll, by having their characters discuss the safest route down, if they are prepared to spend an Interval on the discussion.

A path ahead leads down to ‘Rope & Cliff’, on the facing page.

A path ahead leads down to ‘Gentle Passage’, on the next page.

9If a player insists on attempting this check, you should roll for them, and tell them if they succeed or fail. The other players will only find out if their characters can climb down later – they should not know their chances of success by looking at the Natural Roll.
4: ROPE & CLIFF  This cavern has a tall cliff-face, ten steps straight down, so the goblins descend with a rope tied to a boulder. This may look like a trap, but it isn’t.

The torchlight no longer hits the far wall – you have come to a cliff-face, which overlooks a massive drop down. Right ahead, you see a boulder with rope tied around it. The rope droops down the cliff-face.

The echoes of your footsteps return from the other side of the cavern.

If the rope takes a combined Weight of 11 or more, the rope will pull the boulder down on their head.

If the rope takes a combined Weight of 14 or more, presumably due to multiple characters climbing down) it will snap.

A path ahead leads down to ‘Second Bridge’, on this page.

5: SECOND BRIDGE  The second old mining bridge has degraded almost as much as the first, and covers a wider area – a full four steps across, and one step high.

Anyone with Weight 8 or more who steps on it will make it break, and fall into the water below. However, the goblins can walk across it, one at a time, without damaging it.

A path ahead leads down to ‘Worm Tunnel’, on the current page.

A path ahead leads down to ‘Spartan Tunnel’, on the following page.

6: GENTLE PASSAGE  This path, like the entrance has had a little cave-in, and will have more if anyone large walks through it. The players may spot the danger, or you can give the characters a roll for gaging a cavern.

If moving across, the troupe can make a Dexterity + Stealth roll, with a TN equal to their total weight.10

The path widens, and you can comfortably walk, without ducking. It the wet cavern walls stand apart, allowing everyone to walk together, with two or three side-by-side. You step carefully over the little dry stones which cover the floor.

Just like the entrance, if the PCs don’t spot the danger, the ceiling will collapse on a 1 in 6 chance, which increases every time something falls. However, this time the cavern stretches across 60 steps.

Some characters may reach the other side before this passage collapses. If the troupe becomes split, focus on the characters with the longest journey ahead, and resolve their actions as quickly as you can, then check the remaining characters. This will require some careful timekeeping.

A path ahead leads down to ‘Cliff Dive’, on the current page.

7: CLIFF DIVE  This passage ends abruptly with a cliff-ledge, with a river a stone’s throw below.

The river has enough depth to let anyone land safely.

The PCs will have a difficult decision, since they can’t tell if the dive will kill them.

Climbing down demands a Speed + Athletics roll (TN 9).11

Diving down requires a Dexterity + Athletics roll (TN 10), but failure only inflicts 2 EP.

Once in the water, characters float gently downstream. One side of the river ends in a wall, the other has a little ledge to grab onto, some distance down.

Going upstream leads to a dead-end as the cavern’s ceiling descends to meet the water. Characters who attempt to go upstream will have to swim some distance before they find the dead end, and will suffer 3 EP.

A path ahead leads down to ‘Puddle of Doom’, on the following page, or death down the river.

8: MUD SLIDE  The goblins carried some mud here, so that they could leave large, obvious, footprints, upwards to the cavern of the umber hulk (room 15).

9: WORM TUNNEL  This tunnel has around a 1 metre diameter, and then becomes progressively smaller. It stretches a full twenty paces, so torch light will not show the exit.

Players should roll Dexterity + Caving, at TN 7 plus double their Strength score, plus 2 for wearing armour.

Rolling a tie means that the character takes a long time, and gains 2 EP from all the shuffling and scrapes.

Rolling a failure means the character has become stuck, has gained 2 EP, and will not get out without someone helping to pull them from the other side, with a rope.

Setting up a rope to help them requires another character to make their roll for them again, with +1 to the Tie Number.

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10The total Weight equals the character with the most HP, plus half of the second-highest HP, a quarter of the third, and so on. See the Core Rules, page ?? for a rundown.

11Planning cannot help with this roll – the characters cannot see below well enough to plan.
10: SPARTAN TUNNEL  This extremely boring tunnel has no goblins, traps, or anything else.

A path ahead leads down to  ‘Puddle of Doom’, on the current page.

11: PUDDLE OF DOOM  This little passage flooded recently. The goblins remember which way to go, but the PCs have a serious problem on their hands. Ahead, they will see only a puddle, and while they can easily find that it covers a passage, mapping that passage will prove difficult. In fact, some players may take a while to notice that they will have to map the passage, in one way or another.

If multiple PCs enter, this spells trouble. The passage only has enough space for one person, so if they run into trouble, they cannot back up without bumping into everyone behind them.

Whoever enters the frigid waters instantly gains an EP, and the exertion of swimming (as usual) inflicts another. The scene might go like this:

‘Okay, I’ll jump in the puddle.’

‘Do you take your backpack off?’

‘Yes. What do I see?’

‘The water has a metallic cold, which pulls heat from your skin.’

‘You feel the hard, slippery rocks around, and have to descend a little before finding a passage. This seems to be the only passage. It’s about the height of a crouching child.’

‘Okay, so I’ll go through, carefully.’

‘Going carefully, you have 3 AP, so you cover 3 steps this round.’

‘Put down a temporary EP (you can remove it once you can breathe again).’

‘Swimming onward, you cover another 3 steps and find a side tunnel on the left.’

‘Above, the tunnel opens upwards.’

‘Put down another EP.’

‘Which way do you go?’

‘I’ll move up.’

‘You find a sharp, spiky ceiling as you swim up and round. You think the tunnel moves horizontally from here, but you can’t be sure of which way is up or down in the freezing, dark waters.’

‘Take another EP.’

‘Do you continue?’

‘So if I have 3 slots without an EP, that means I can go another 3 rounds... so then how far have I come?’

‘You’re unsure.’

‘Take an EP.’

‘Again? Okay, I’m going back!’

Once out of the water and rested, the character can remove all EP from the water except 2 – they receive an EP for exertion, and another from the freezing-cold water.

This process might take a while. The player will have to decide who goes next, and plan their routes ahead. Each one will enter blind, and have to remember where they should scout next.

Remember to ask about the backpacks every time a character enters. Their rations almost certainly do not have waterproof coverings, nor do their tinder boxes.

The torches will still light fine, even after becoming wet. However, the water in the torch’s wood will mean that torch creates a constant hiss from the water turning to steam. This will prevent the troupe moving silently while they carry those torches.

For some extra tension, let a character enter the water and then focus on the other characters.

Okay, Ratcull entered the water. Everyone else waits for some time, and the water feels quiet.

What do you do now?

Let the troupe decide how long they will wait, in the darkness, before someone else enters. Of course, once you resolve the first character’s actions (the one in the black waters), you may find that the troupe did not in fact wait for an hour.

A path ahead leads up to  ‘Hungry Hall’, on this page.

12: HUNGRY HALL  This chamber could fit an entire bai-ley inside it. The troupe can go anywhere, in any direction, but they will find only damp rocks in the darkness unless they search hard.

The players should feel aware of their lighting choices. Keeping a lit torch means that they can see danger coming, at least a little way off, but it also means that anything in the darkness can see them, while they cannot see it.

The darkness watches them.

Lighting an underground fire will help dry off after the dunk from area 11.

Finding the exits requires a Speed + Caving roll (TN 9). The troupe can use a Banding Action only if they split up.

They can also make this a Resting Action if they are prepared to spend an Interval doing it carefully.

One exit rests at the height of a man, the others like low on the ground, and can only be accessed by crouching.

A path ahead leads down to  ‘Fire Cavern’, on the next page.

A path ahead leads down to  ‘Dark Tunnel’, on the facing page.
13: Fire Cavern  The passage here leads upwards, to a chamber of flammable gas.

The party can make a Wits + Caving roll (TN 13) to notice the smell before their torches ignite it, dealing 2D6 Damage to the first half of the characters, and 1D6 to the second half.

A path ahead leads down to ‘Smokey Passage’, on the current page.

14: Dark Tunnel  This narrow tunnel stretches a long way – around a mile. The troupe can walk down it single-file, occasionally crouching. However, if they have even a single torch lit, the oxygen in the tunnel will deplete, causing hypoxia. This will leave the party with a real problem – tiredness, and hallucinations can follow.

If the troupe avoid lighting any torch in the narrow tunnel, they will have to try black walking.

You stop for a small breather, then notice little goblinoid silhouettes up ahead or behind.

That little verbal slip-up – ‘ahead or behind’ – should be given with intention. The troupe will have trouble remembering which direction they came from and which they were going to. If they ask about the odd phrasing, tell them what they’re having trouble remembering; otherwise, simply wait until the troupe have dealt with the imaginary goblins, and decide to continue moving.

A path ahead leads down to ‘Umber Hulk’, on this page.

15: Umber Hulk  This giant, beetle-like creature\(^{12}\) wanders the caverns, feeding off anything that moves. It has laid a large group of eggs, and returns to them periodically, to drop any food on them that it can.

It will have a hard time attacking the troupe, as it cannot fit through all passages, but the troupe will also have a hard time moving past it.

\(^{12}\)See the book of Judgement, page 46 — Umber Hulks (♀): beetle-like creatures, the size of a wagon.

A wide crack in the ground ahead falls away to reveal a river, almost within touching distance. It moves silently, and looks the colour of black tea under the torchlight.

\[\begin{align*}
\text{Umber Hulk} & \quad \text{Strength 5 Dexterity 2 Speed 1} \\
\text{Skills} & \quad \text{Brawl 3, Athletics 2, Wits 1} \\
\text{Knacks} & \quad \text{Unstoppable (+2 HP, and +1 to any Medicine rolls to save them when dying)} \\
\text{Abilities} & \quad \text{Quadraped (double movement), Stench (breathing in demands Strength + Wyldcrafting check, TN 9, or take 3 EP).} \\
\text{AP 4, ATT 12, DAM 2D6+1, DR 5 (17)}, & \quad \text{CR 19}
\end{align*}\]

A path ahead leads down to ‘Smokey Passage’, on the current page.

16: Smokey Passage  The goblins wait at the bottom of this long passageway, to light a fire with all their sticks, once the troupe descend.

\[\begin{align*}
\text{♂♂♀ 2 Goblins} & \quad \text{Strength -1 Dexterity 2 Speed 1} \\
\text{Intelligence -1 Wits 2 Charisma -1} \\
\text{Skills} & \quad \text{Melee 1, Brawl 1, Caving 2, Stealth 2, Tactics 1,} \\
\text{Abilities} & \quad \text{Amphibious.} \\
\text{Equipment} & \quad \text{Javelin, rock (TN 9, 1D6-1, AP 2), ratking shaul, bag of 4 rocks.} \\
\text{AP 4 (AP Cost: 2), ATT 12, DAM 1D6}, & \quad \text{CR 8}
\end{align*}\]

\[\begin{align*}
\text{♂♂♂ Goblin} & \quad \text{Strength 0 Dexterity 2 Speed 2} \\
\text{Intelligence 0 Wits -3 Charisma -1} \\
\text{Skills} & \quad \text{Melee 1, Brawl 2, Caving 1, Stealth 1, Tactics 2,} \\
\text{Abilities} & \quad \text{Fangs.} \\
\text{Equipment} & \quad \text{Dagger, rock (TN 9, 1D6-1, AP 2), lock-picking set, 1 gp or from the far East.} \\
\text{AP 5, ATT 11, DAM 1D6+2}, & \quad \text{CR 9}
\end{align*}\]

\[\begin{align*}
\text{♂♂♂ Goblin} & \quad \text{Strength -1 Dexterity 2 Speed -1} \\
\text{Intelligence -1 Wits -3 Charisma -4} \\
\text{Skills} & \quad \text{Projectiles 1, Caving 2, Stealth 2,} \\
\text{Abilities} & \quad \text{Venom (grappling attack inflicts 1D6-2 Exhaustion Points).} \\
\text{Equipment} & \quad \text{Javelin, rock (TN 10, 1D6-1, AP 2), empty wine bottle filled with dead spiders, empty wine bottle filled with dead spiders.} \\
\text{AP 2 (AP Cost: 2), ATT 11, DAM 1D6}, & \quad \text{CR 6}
\end{align*}\]

If the PCs have been creeping quietly, they should make a Dexterity + Stealth, against the goblins’ Wits + Vigilance, TN 4.

A path ahead leads down to ‘Blind Fish’, on this page.

17: Blind Fish  A long, lazy, river with a wicked undercurrent cuts across this cavern. The a PC will need to vault it or swim across. Once on the other side, they can use the wooden planks goblins have left on the other side to get across.

One wooden plank is stable, the other has a cut across the middle.
Swimming demands a Strength + Seafaring roll (TN 10). Rolling a tie means the character can make no progress – they simply fight against the river’s undercurrent, gain an EP, and roll again.

Rolling a failure means the river pulls the character downstream, the TN increases by +2, and the character gains an EP then rolls again.

Examine the river reveals little fish, about the size of a finger.

Any reasonable plan to catch them might work, although placing an underground fire safely can prove very difficult.

Jumping over demands a Speed + Athletics roll (TN 12).

A path ahead leads down to ‘Stalagmites Point’, on the current page.

18: STALAGMITES POINT  
The last of the Night Guards from the first troupe died here.
The goblins have taken the rope from his satchel, and used it to string him up like a puppet, to entertain themselves.

<table>
<thead>
<tr>
<th>3 Goblins</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength  0</td>
<td>Dexterity 1</td>
</tr>
<tr>
<td>Intelligence 0</td>
<td>Wits 3</td>
</tr>
<tr>
<td>Skills</td>
<td>Melee 1, Caving 1, Stealth 1,</td>
</tr>
<tr>
<td>Abilities</td>
<td>Claws (+1 Damage)</td>
</tr>
<tr>
<td>Equipment</td>
<td>Dagger, rock (TN 8, 1D6-1, AP 2), tinder box and 4 candles, 1 sp from the far North.</td>
</tr>
</tbody>
</table>

AP 2, Att 7, Dam 1D6+2, CR 3

Once the troupe enter, they will see the corpse of the Night Guard, and may think he’s an undead creature.

The goblins will then begin to drop massive rocks on the PCs’ heads (1D6+3 Damage).

The characters can evade with a Dexterity + Athletics roll, vs the goblins’ Dexterity + Projectiles (TN 8).

The size of the rocks means the goblins can only hold onto them for two rounds.

The goblins also need a full two rounds to ‘reload’, as goblins pass rocks from above.

If the PCs examine the Night Guard body, they find a map of the cave, created as the previous group came down.

Retreat is easy, but the troupe have limited supplies. The goblins will wait a full two Intervals before leaving... silently.

Finding the ground exit is difficult, because the stalagmites block the view in every direction. The troupe can move through here, each PC must roll Dexterity + Athletics (TN 10) to ‘jump’ through. Failure means they block the passage – just for a round – and nobody else can move through until they adjust their position.

This lower passage leads to ‘Skein Hole’, on this page.

If the troupe run up the little ledge the goblins stand on, it leads to a cavern full of large rocks, then on to ‘A Short Cut to Mushrooms’, on the current page.

19: SKEIN HOLE  
Skein are skinny little lizards which live in caves. They have no eyes. Their little claws grasp smooth rocks like a spider. Their skin lets light through, and even the smallest glow of light causes them pain.

If the troupe have any source of light, the skein attack whoever has the light, and anyone who attacks them.

When skein feel pain, they react violently, in unison, as a swarm.

¥ 8 Skein

AP: 5  
Att: 11 − HP  
Speed: 2  
Wits: 0

If the troupe look around, they will notice large patches of mushrooms growing in this cavern. All of them are edible if one can prepare them correctly.

If the PCs pick the mushrooms, they will have enough supplies for five meals. The cook will need an underground fire and then make an Intelligence + Cultivation roll (TN 10) to prepare them properly.

Rolling a tie indicates that the chef has failed, but will not poison anyone. Failure indicates that the resulting rancid mushroom ‘stew’, will not count as a full meal for anyone, and instead inflict 2 EP.

A path ahead leads down to ‘Basilisk Cave’, on this page.

20: A SHORT CUT TO MUSHROOMS  
This passage hosts glowing mushrooms, called ‘glow shrooms’. Each one gives off light when disturbed in anyway.

A pile of them can be used as lantern light, though they will die within the Interval someone picks them, so they cannot provide a long-term torch.

21: BASILISK CAVE  
Basilisks hibernate here over the cold season. Last snowfall, one basilisk did not wake up, and so provided food for the entire caving system.

A swarm of skein currently feast on the remains of the basilisk corpse. As before, if the PCs carry any source of light, they will attack; otherwise, they ignore them.

13See the book of Book of Judgement, page 49 — Glowshroom.
A path ahead leads down to ‘Sun Roof’, on the current page.

22: Sun Roof This passage has had a cave-in, and sunlight floods in through the top. Unfortunately it still sits farther underground than a castle.

Climbing the ragged walls begins with an Intelligence + Athletics roll, to understand the best route up. A successful roll gives a further +2 Bonus to the main event: a Speed + Athletics check, TN 14. It also lets the player know the TN.

A tie means the character figures out this climb will only hurt them before they climb. A failed roll means the character suffers 2D6 Damage.

A path ahead leads down to ‘Crack to Exit’, on this page.

23: Crack to Exit This sweet-smelling narrow tunnel goes forward and up, and eventually exits to the world above. Unfortunately, it will only admit creatures with a Strength Bonus of 0 or less.

A path ahead leads down to ‘Windy Passage’, on the current page.

24: Windy Passage The wind coming through this tunnel indicates its invitation to the outside world. The troupe can finally move out, and be free of the goblin warrens.

At this point, you might ask how many goblin heads they have obtained...