TtopRPG Sample Campaign #1

The local mayor's trophy was stolen out of a caravan that was ambushed. You have been sent to retrieve it (hey, it's free. What do you want, high adventure?)

1 – Entryway

The trail of the robbers leads here. A tall entrance is carved into the side of the mountain. A sign near the entrance reads, "KEEP OWT!"

If PCs make a lot of noise, the hobgoblins in Room 3 will be alerted and will awake the hobgoblins in Room 2 to deal with the intrusion. See Room 2 for details on how many hobgoblins are in each room.

Room 2 – Guard Chamber

Four sloppily-made beds lie about this chamber.

4 hobgoblins make up the ogre's guard force. Roll 1d4 as the PCs approach. That many hobgoblins are in here, asleep. The rest are in Room 3. If combat breaks out here, the hobgoblins from Room 3 will arrive in 3 rounds to assist.

Monster: Hobgoblins, hp 6 (1-4) (MM 153)

Treasure: Each hobgoblin has 2d20 gp.

Room 3 – Guard Room

A table with four chairs occupies the southern half of the room. A large door is affixed into the wall to the west.

Any hobgoblins that are not sleeping will be here, playing games at the table. They will immediately attack anyone entering the room, or will join combat if they hear it to the north. If the hobgoblins in Room 2 have not yet been slain, they will join battle here in d4+2 rounds.

The door is locked, and can be unlocked from either side (Gulog in Room 6 has the key). Its Open Lock DC is 20.

Monster: Hobgoblins, hp 6 (1-4) (MM 153)

Treasure: Each hobgoblin has 2d20 gp.

The stairs lead down to Level 2, approaching Room 4.

Room 4 – Rope Bridge

A rope bridge spans what appears to be a 15 foot-wide bottomless chasm.

The bridge is safe enough to cross, but anyone jumping off will fall 100 feet, suffering 10d6 points of damage when they hit bottom.

Room 5 – Pet Lair

A freshwater pond fills the eastern 15 feet of this room. Many bones are scattered about.

Dwelling in the water is a crocodile (don't forget its Hide bonus for being submerged). It will wait for someone to approach within 10' of the water, then charge out to attack.

Gulog enjoys throws his scraps to his “pet”. He knows better than to move too close to the water.

Monster: Crocodile, hp 22 (MM 271)

Room 6 – Boss's lair

A large bed sits against the southern wall of this cavern. A chamber pot is at the foot end of the bed. A large chest is against the wall.

Gulog the ogre dwells here. He will immediately attack

The chest is locked (Gulog has the key). It is trapped with an acid spray that will engulf a 10' cone in front of the chest.

Monster: Gulog the ogre, hp 29 (MM 199)

Trap: Acid spray trap (CR 1; Search DC 20; Disable Device 15; Cone 10', damage 2d4, Reflex DC 15 for half).

Treasure: Inside the chest are 200gp, three human skulls and the missing trophy.