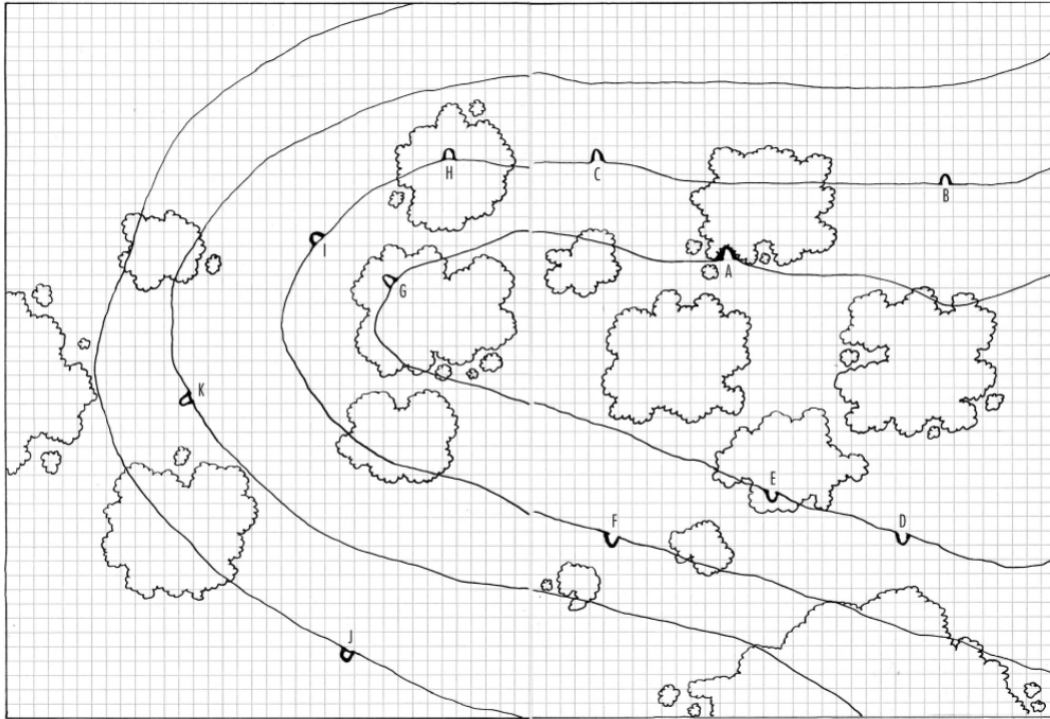


## The Adventure Diary:

This section includes all the pages of the adventure diary the party started the adventure with.

### THE CAVES OF CHAOS, PLAYERS MAP



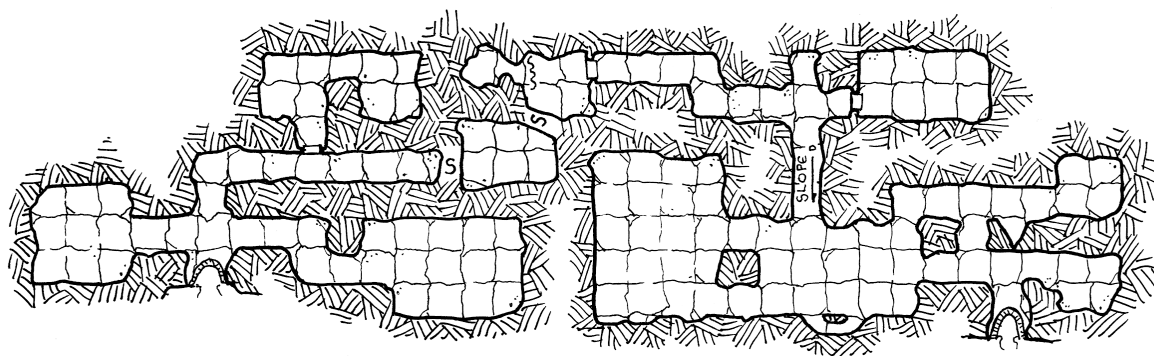
AFTER A SHORT JOURNEY EAST FROM THE KEEP, WE ENCOUNTERED AN UGLY SCAR ON THE COUNTRYSIDE - A SERIES OF CAVES CHEWED INTO THE LANDSCAPE ITSELF WHERE THE LAND FALLS AWAY AT LEAST A HUNDRED FEET FROM THE FOREST ABOVE. WERE THESE CAVES CREATED NATURALLY?

FROM THE LOOKS OF THINGS, EACH CAVE HAS DIFFERENT INHABITANTS. THE LESS THREATENING MONSTERS ARE TO THE EAST AND DOWNHILL. THE MORE POWERFUL ARE TO THE WEST.

STAY CLEAR OF CAVE E UNLESS YOU HAVE SOME COIN! THE OGREZ THERE ARE WILLING TO HELP, BUT THEY ARE STUPID AND ARE ONLY INTERESTED IN GOLD.

WE POKED OUR HEADS INTO CAVE I. THE ALIEN GEOMETRY OF THESE PARTICULAR CAVERNS WERE DIZZYING. EVEN THOUGH WE DIDN'T TRAVEL DEEP INTO THEM, WE IMMEDIATELY FELT OURSELVES GETTING LOST IN THE LABYRINTH. WE MANAGED TO FIND OUR WAY OUT JUST AS WE HEARD SNORTS AND HOOVED FOOTSTEPS APPROACH.

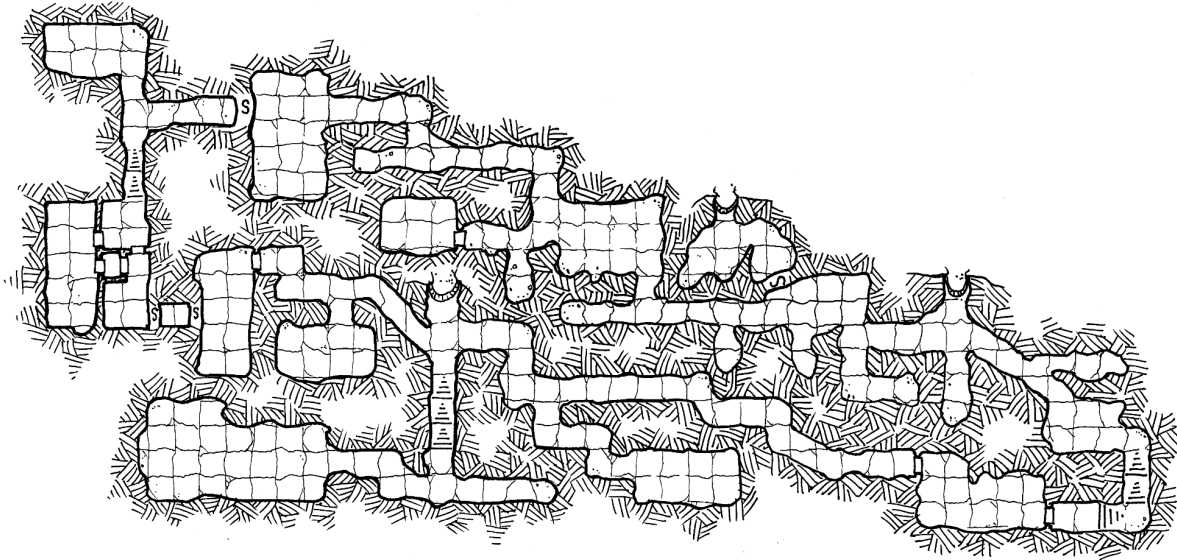
### Orc Lairs (Caves B & C)



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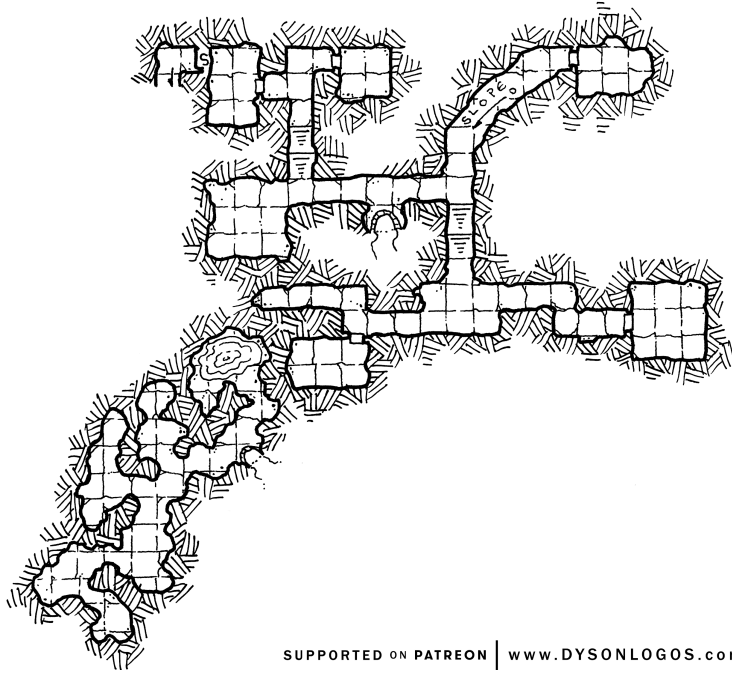
TODAY, WE EXPLORED IN AND AROUND CAVES B AND C - BOTH ORC LAIRS. CAVE B HAS A SECRET LOOKOUT, WHILE C IS TRAPPED WITH A GIANT NET TRIGGERED ON HIDDEN PULLEYS TO CAPTURE INVADERS. OUR ROGUE PAID WITH HIS LIFE FOR US TO LEARN THAT.

Southern Goblinoid Complex (Caves D, E, & F)



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GOBLINS OF ALL TYPES INFEST CAVES D, E, & F. THE WEAKEST IN D ARE ALLIED WITH THE MERCENARY OGTRES OF CAVE E. THE MILITANT, CANNIBAL HOBGOBLINS OF F ARE TOUGH BUT LAZY. WE FLED HEAVY CROSSBOW FIRE AFTER STEALING THEIR GOLD RIGHT FROM UNDER THEIR NOSES.

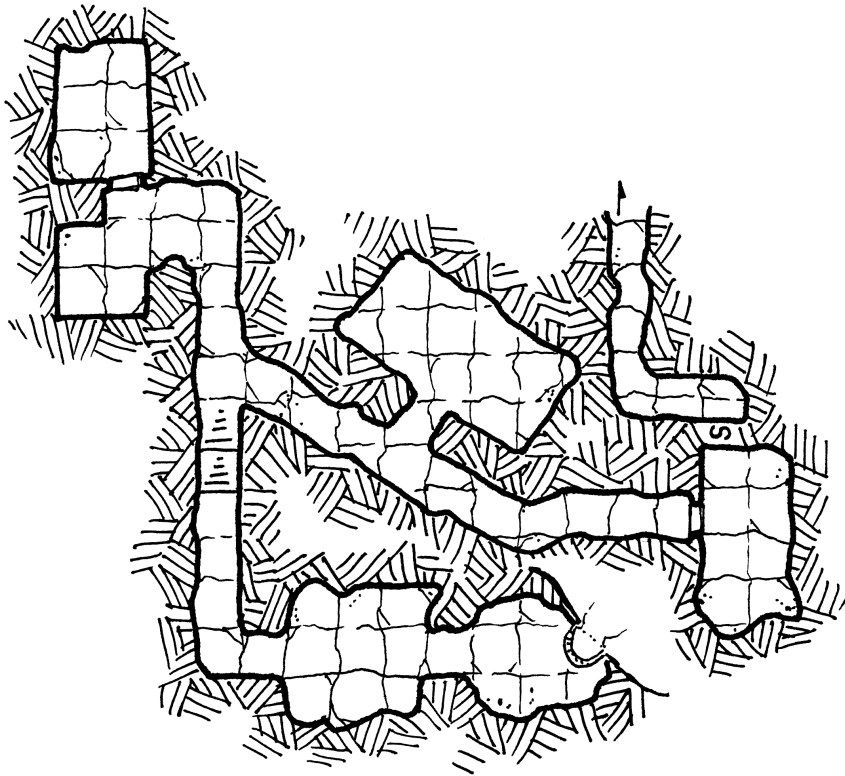


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AS WE APPROACHED CAVE  
G, WE SMELLED FECES AND  
ROTTEN MEAT - SIGNS OF  
A GIGANTIC MONSTER. WE  
PEEKED IN AT A CAVERN  
FILLED WITH RATS AND  
ALIEN FUNGUS. CHEWED  
BONES AND A FEATHERED  
NEST OF LEAVES BY THE  
BRACKISH POOL

INDICATES THAT OWLBEARS LIVE HERE. CAVE H IS FILLED WITH  
BUGBEARS. HANDWRITTEN SIGNS INVITE ANY TO JOIN THEM. WE  
CONSIDERED MASQUERADING AS AN INTERESTED PARTY, BUT THESE  
CREATURES ARE CLEVER AND DEADLY. THE GONG LOCATED JUST INSIDE  
COULD BRING REINFORCEMENTS QUICKLY.

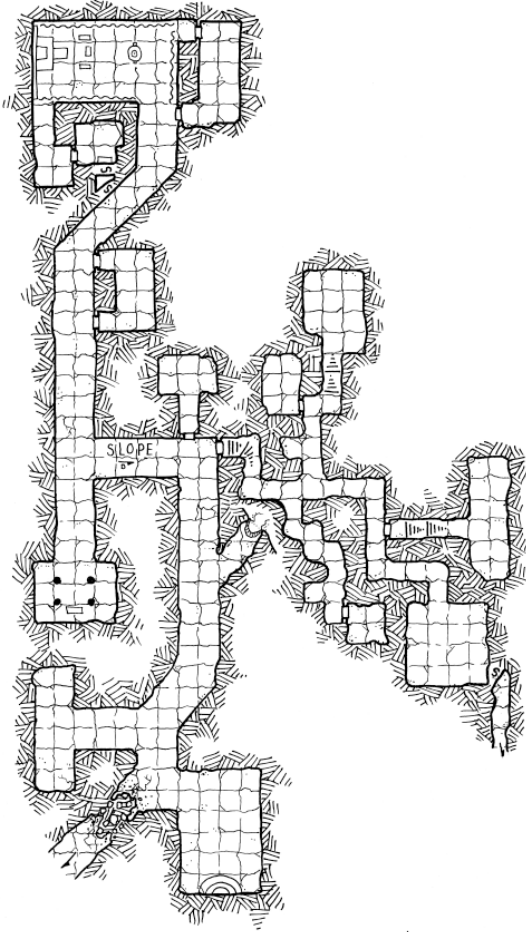
## Gnoll Lair (Cave J)



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THE GNOLLS OF CAVE J ARE AGGRESSIVE AND JINGOISTIC. BEWARE IF THEY BEGIN CHIRPING IN THEIR DEMONIC DIALECT. THEY ARE CASTING SPELLS TO ENCHANT YOU AND HOLD YOU IN PLACE!

Shrine of Evil Chaos (Cave K)

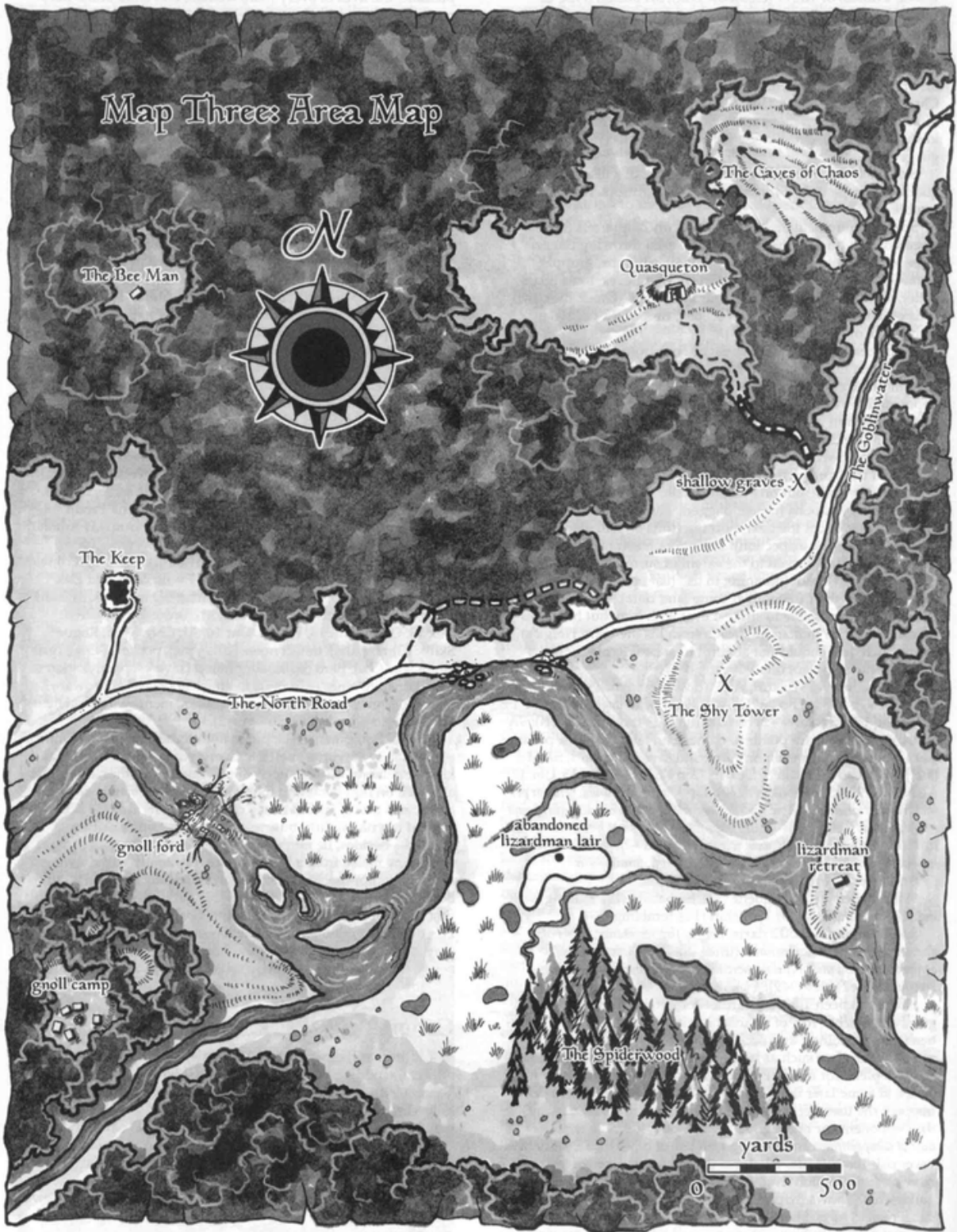


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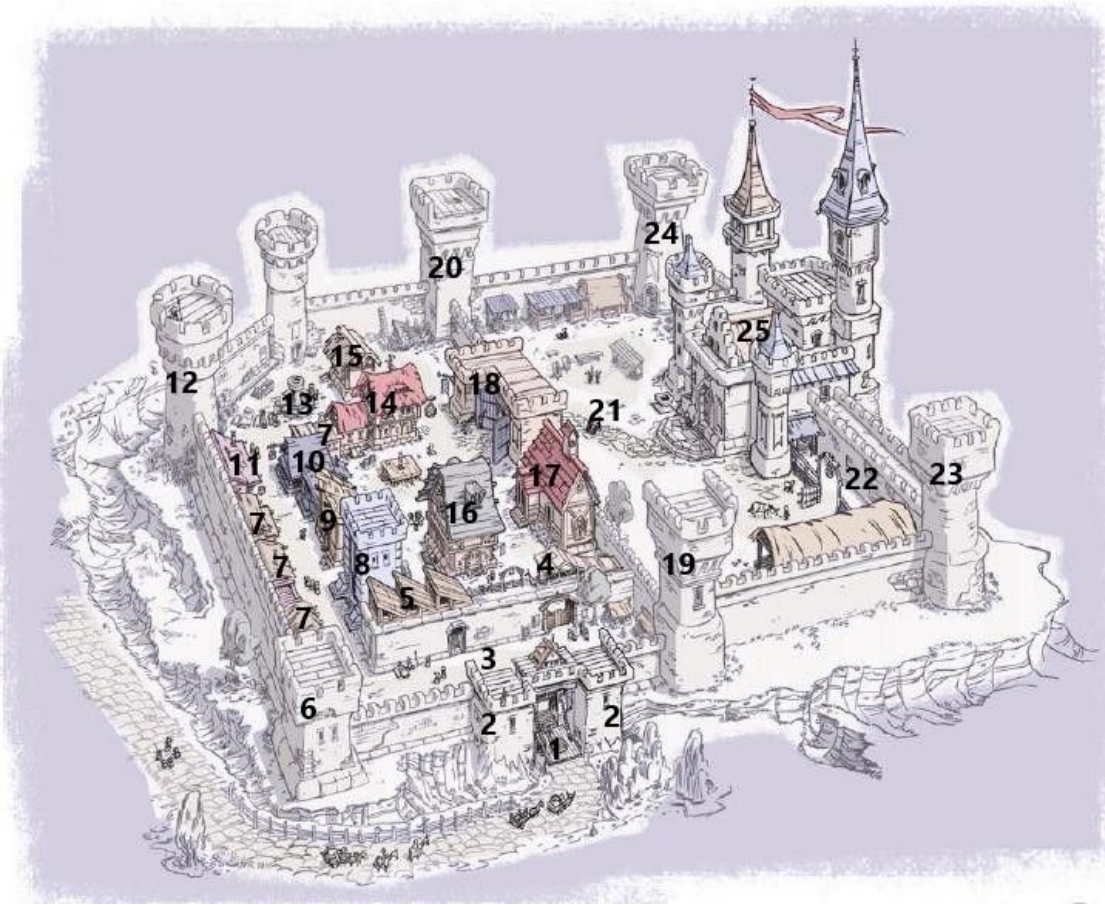
DISASTER! WE FOUND A TOMB  
BURIED BENEATH A HEAVY STONE  
DOOR THAT WE IDENTIFIED AS CAVE  
K. WE MOVED THE STONE, SNUCK IN,  
AND HEADED TO THE RIGHT AND  
DOWN A SLOPE. WE ENCOUNTERED  
SEVERAL ROOMS OF SKELETAL  
UNDEAD, BUT MANAGED TO GET TO A  
SHRINE OF THE FALLEN DAEVA  
NETRULL. THERE, UNDEAD COMPOSED  
OF DRY BONES ROSE FROM A STONE  
SARCOPHAGUS AND ATTACKED,

TEARING OUR FIGHTER TO BITS AND SLAUGHTERING THE CLERIC. THE  
FEW OF US THAT ESCAPED VOWED NEVER TO RETURN AGAIN TO THE  
CAVES OF CHAOS.

# Map Three: Area Map







- |                       |                            |
|-----------------------|----------------------------|
| 1. The Main Gate      | 9. Quartermaster           |
| 2. Gatehouses         | 10. Quartermaster Storage  |
| 3. The Main Courtyard | 11. Locksmith / Pawn Shop  |
| 4. Stables            | 12. Lookout Tower          |
| 5. Warehouse          | 13. Market Square          |
| 6. Gatekeeper's Tower | 14. Sleeping Giant Inn     |
| 7. Specialty Shops    | 15. Sleeping Giant Tavern  |
| a. Fishmonger         | 16. Teamsters' Guild House |
| b. Cobbler            | 17. Chapel                 |
| c. Scribe             | 18. Inner Guardhouse       |
| d. Tailor             | 19. Water Tower / Cistern  |
| e. Tanner             | 20. Granary                |
| f. Cheesemaker        | 21. Common Garden Plot     |
| g. Bakery             | 22. Old Stables            |
| h. Carpenter          | 23. Catapult Tower         |
| i. Cooper             | 24. Tannery / Prison       |
| 8. Smithy             | 25. Inner Fortress         |