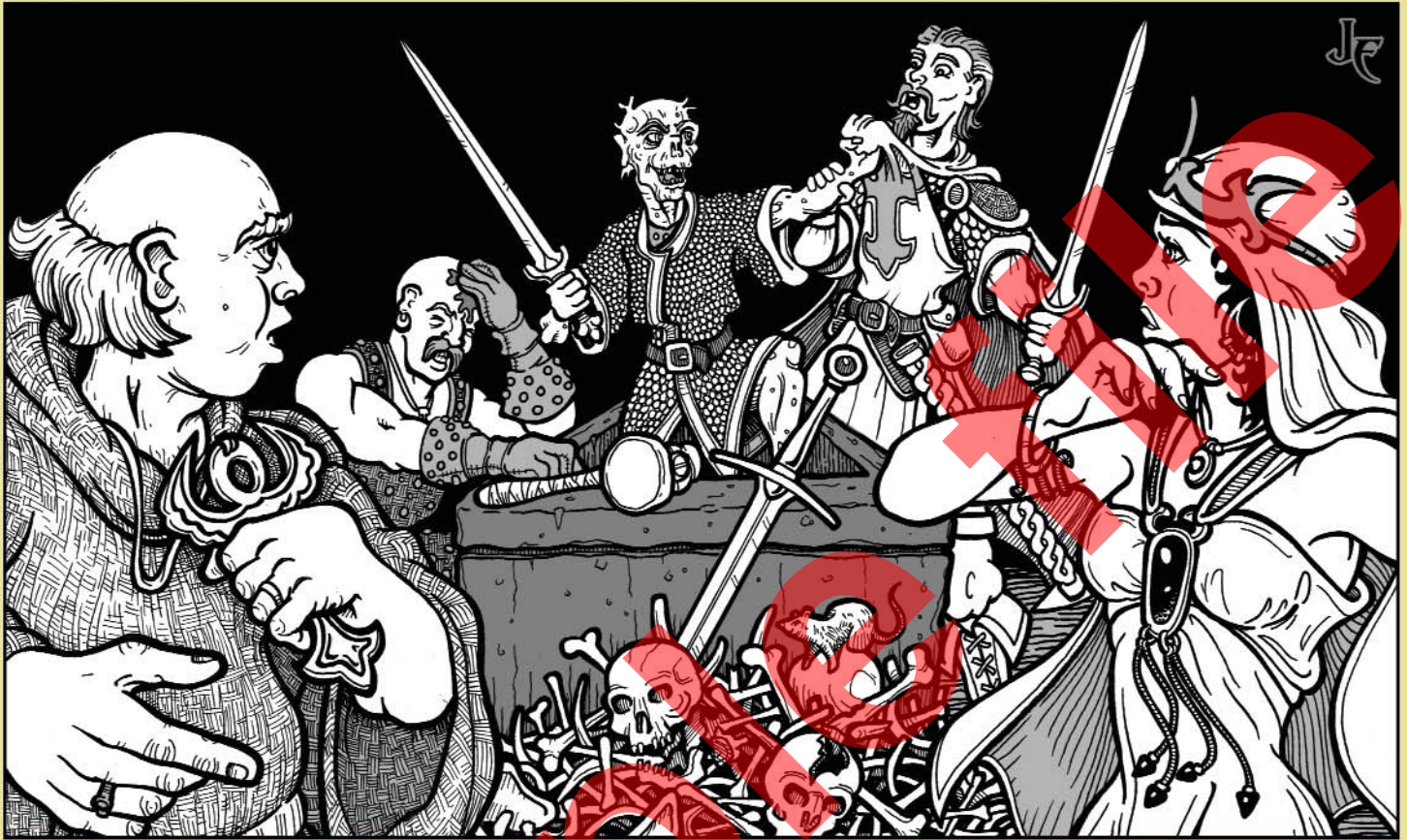


Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc.
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Map #1:
The Ogre's Cave

□ = 5 ft.



N

Map #2: The Back Door



Dungeon Crawl Classics #0 Legends are Made, not Born

by Chris Doyle
AN ADVENTURE FOR 0-LEVEL CHARACTERS



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Introduction

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

Legends are Made, not Born is designed for six 1st-level NPC-classed PCs. Note that the adventurers should have NPC classes, so their total challenge rating should only be 3. The adventure assumes the PCs are all townfolk, and the appendix contains pre-generated PCs intended for use. See the "Scaling Information" section for ways to tailor this adventure to regular PC classes, or your group's size and unique style of play.

Adventure Summary

The PCs are all townfolk from the wilderness village of Dundravage. For the past few years, an ogre that lairs in a nearby cave has extorted goods from the town, in exchange for not attacking or destroying town property. Up until now, the ogre's demands have been ale, sheep, and mundane supplies. The townfolk complied, and the ogre never bothered them. But last month, the ogre's demands included gold and building supplies. This set the townfolk on edge and then, just last week, the ogre returned to town two weeks early to demand more ale, gold, and, even worse, captive townfolk! The good folk of Dundravage decided something had to be done. They put together a plan to spike the ogre's ale with poison, but when they delivered the ale to the ogre without any prisoners in tribute, the ogre flew into a rage. The brute dragged two townfolk off to its cave, to be eaten for sure. The ogre's reign of terror must be stopped. Six brave citizens of the town have banded together with a plan to put an end to the evil ogre's villainy!

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. The abbreviations used are: **Loc** – the location number keyed to the map for the encounter, listed by area and room number. **Pg** – The module page number on which the encounter can be found.

Type – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters or traps that can be found in the encounter. Names in *italics* are notable NPCs. **EL** – the encounter level.

Loc	Pg	Type	Encounter	EL
1-2	6	P	7 sheep	–
1-3	7	C/P	<i>Gurt</i> , hobgoblin War2	1
1-4	8	C/P	Wolf	1
1-5	9	T	Log deadfall trap	1
1-7	9	C	<i>Blogg</i> , ogre	3
1-8	9	C	<i>Carrion vulture</i>	1/2
2-2	12	C/P	Bat swarm	1
2-3	13	C/P	Dire skunk	1
2-4	13	C	<i>Lord Tulwar</i> , ghoul	1
2-5	14	C	3 giant fire beetles	1
2-6	15	T	Mushroom field	1/2
2-7	15	C	6 tiny centipedes	1/2
3-1	16	T	Ladder trap	1/2
3-2	16	T	Swinging greatclub trap	1
3-3	17	C	Animated broom	1
3-4	18	C/T	3 animated books Small viper	3
3-5	19	C/P	<i>Durbin</i> , dwarf Exp2	1
3-6	20	C/T	Shrieker	1
3-7	20	C	<i>Suto Lore</i> , Wiz(Conj)5	4
3-8	22	C	<i>Quast</i> , male quasit	2



Scaling Information

Legends are Made, not Born is designed for six NPC-classed characters of 1st level, but can be modified for parties of different sizes or levels. Consider adapting the adventure using any of the following suggestions:

- **Weaker Parties (5 or fewer NPC-classed PCs):** Convert Gurt to a goblin War1, and the wolf in area 1-4 to a dog. Remove one giant fire beetle from area 2-5, and two monstrous centipedes from area 2-7. Remove the trap in area 3-2. Remove two of the animated books from area 3-4, and convert the viper to Tiny size. Remove one level from Suto Lore.
- **Stronger Parties (7 or more characters, or 1st level PC-classed characters):** Add two levels to Gurt. Replace the bat swarm with the carnivorous variety presented in the MM (making it an EL 2 encounter). Convert Blogg to a normal ogre War1 and make sure he always has his club. Double the number of giant fire beetles in area 2-5. Convert the monstrous centipedes in area 2-7 to Small size. Add another animated object to area 3-3 (such as a table or carpet). Add another animated book to area 3-4, and convert the viper to Medium size.

Getting the Players Involved

If the PCs are not townsfolk from Dundrville, the following hooks can be used to get the players involved in the adventure:

- The PCs are traveling and spend the night in Dundrville. While in the local tavern, they learn of the ogre's unreasonable monthly tribute demands. In the morning, they are approached by the mayor and hired to bring the ogre to justice.
- A family member of a PC resides in Dundrville. The PC receives an urgent message stating the family member has been kidnapped by an ogre. The town needs heroes to put an end to the ogre's unreasonable tribute demands.
- This hook works well if one of your regular players misses a gaming session. While the PCs visit the town of Dundrville, one of the PCs (the player not at the session) is kidnapped by an ogre menacing the town. To save their comrade, the PCs track down the ogre and attempt to bring him to justice.

Character-Constructed Traps

There is a good chance the PCs will attempt to construct traps in an effort to defeat the ogre. This is an excellent idea, but the PCs don't have weeks to spend designing and building extensive traps in the wilderness. Limit their options to pits, snares, and simple deadfalls. It's suggested the CR of any trap designed be no higher than 2. Follow the steps below to determine the success of building such a trap in a few hours.

- 1 Have the PCs explain the idea behind the trap, and gather the materials needed.
- 2 Determine the trap's CR and effects (see "Designing a Trap" in the *Traps* section of Chapter 3: Adventures in the DMG).
- 3 Have a PC make a Craft (trapmaking) check. A CR 1 trap requires a DC 15 check. A CR 2 trap requires a DC 20 check. If improper materials are substituted (e.g., vines are used instead of rope), increase the DC by +5.
- 4 Have the PCs explain how they plan to lure the ogre into the trap.

Rumors

The PCs may visit locations and NPCs in town to gather rumors regarding the ogre and his lair. Consult the appendix on Dundrville for details on which rumors are known by which NPCs, and how the PCs can obtain the information. PCs can also attempt a DC 14 Knowledge (local) check to gain randomly determined rumors from the table below.

d10 Rumor

- 1 "Months ago, I saw the strangest thing. A large dog attacked a rat in town. The bite should have cut the rat in half, but instead had no effect. With a single bite from the rat, the dog fled." (True; the rat was Quast in alternate form poking around town and the catacombs below)
- 2 "A few years back, I found a cave entrance on the west side of Skulltop Hillock. The caves head directly into the hillside, and perhaps are a back entrance to the ogre's lair." (True; see part 2)
- 3 "An ancient warrior of great renown is buried under Skulltop Hillock. His tomb contains many magical treasures." (True and false; see area 2-4, but he was buried with no magical treasures)