
Bloat Cave of the Man-Flies

written by Jason Owen Black

a 1st to 2nd level adventure for use with

THE BLACK HACK

developed by David Black

featuring artwork by
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featuring cartography by
Dyson Logos

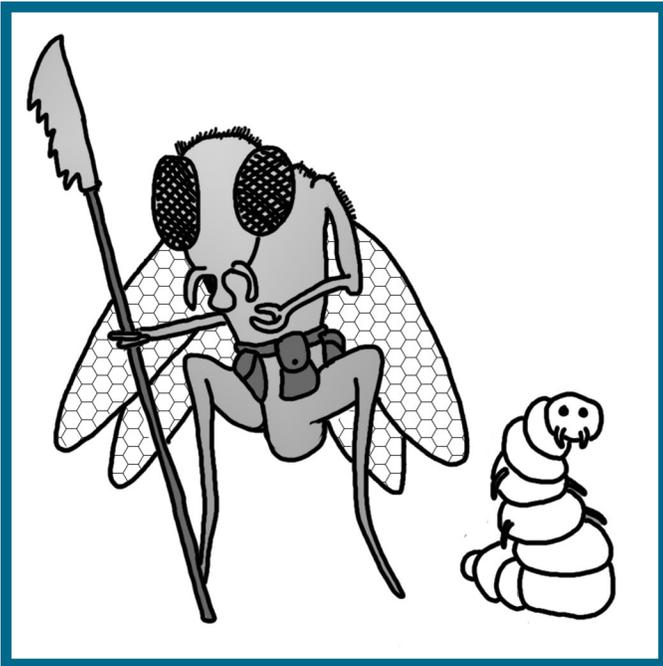
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Man-Flies



Welcome to the Bloat Cave!

Welcome to Bloat Cave of the Man-Flies, my first attempt at writing an adventure for The Black Hack. The idea came to me after watching the 1986 remake of *The Fly*.

Immediately following that viewing, I drew the monsters you see at the top of this page, which isn't something I do very often, which explains why it's not probably the greatest art ever. But this is a free supplement for an OSR game, so there's certainly a place for "bad" art.

I was originally just going to write up the man-flies and post them on my website, but then I had the idea for the title and decided to go with it. This is also my first go at laying out a PDF using Adobe InDesign, so forgive me if it's not the best. I'm pretty much learning as I go here.

The adventure is intended for 1st or 2nd level characters, and makes use of monsters from both **THE BLACK HACK** (the ghoul) and *The Beast Hack* (the zombie), and of course the man-flies. The first two are reproduced below for the sake of convenience, and you can find the rules and information on the man-flies, as well as new rules for disease, in the next column. The adventure itself begins on the next page.

You can find my contact info on the first page of this PDF if you want to get in touch. I would love to hear what people think of the adventure and the man-flies!

Monsters in this Adventure

Creature	HD	Actions and Specials
Ghoul	2	2 claws (1d3) + 1 bite (1d4) + CON test or Paralyzed
Zombie	2	Can only move close range

Man-Flies are humanoid flies associated with disease and filth. They are about three and a half or four feet tall, with a set of wings that allows them to fly, and the ability to cling to walls and ceilings. Though they are rarely found on the surface, they are not welcome when there, and when evidence of them appears, adventurers are usually dispatched to get rid of them. They reproduce quickly, but are easily killed by a number of other monsters. Within dungeons they usually occupy the role of scavengers, eating leftover kills or garbage, and some intelligent monsters keep them around specifically for this purpose.

They lay their eggs in corpses, which serve as food for their maggots until they eat enough to grow into a full-fledged man-fly. Once they reach their final form, they generally only live for a few years before something kills them, but those that manage to survive get stronger as they do so. A man-fly with 3 HD is known as a Knight, while one with 4 or more HD is called a Lord. Some lords have even been known to cast spells.

Their "society" is simple, with man-flies rarely working together unless there is a Lord to boss them around. They speak their own buzzing language, and can learn to speak common and other languages, but do so with a difficult to parse, buzzing accent.

In combat they favor simple weapons and are quite nervous and jumpy, making them very hard to sneak up on. Knights tend to use spears and other weapons with reach, while lords prefer to use bows.

Creature	HD	Actions and Specials
Man-Fly	1	Can fly and climb on walls or ceilings. Pestilence.

Disease

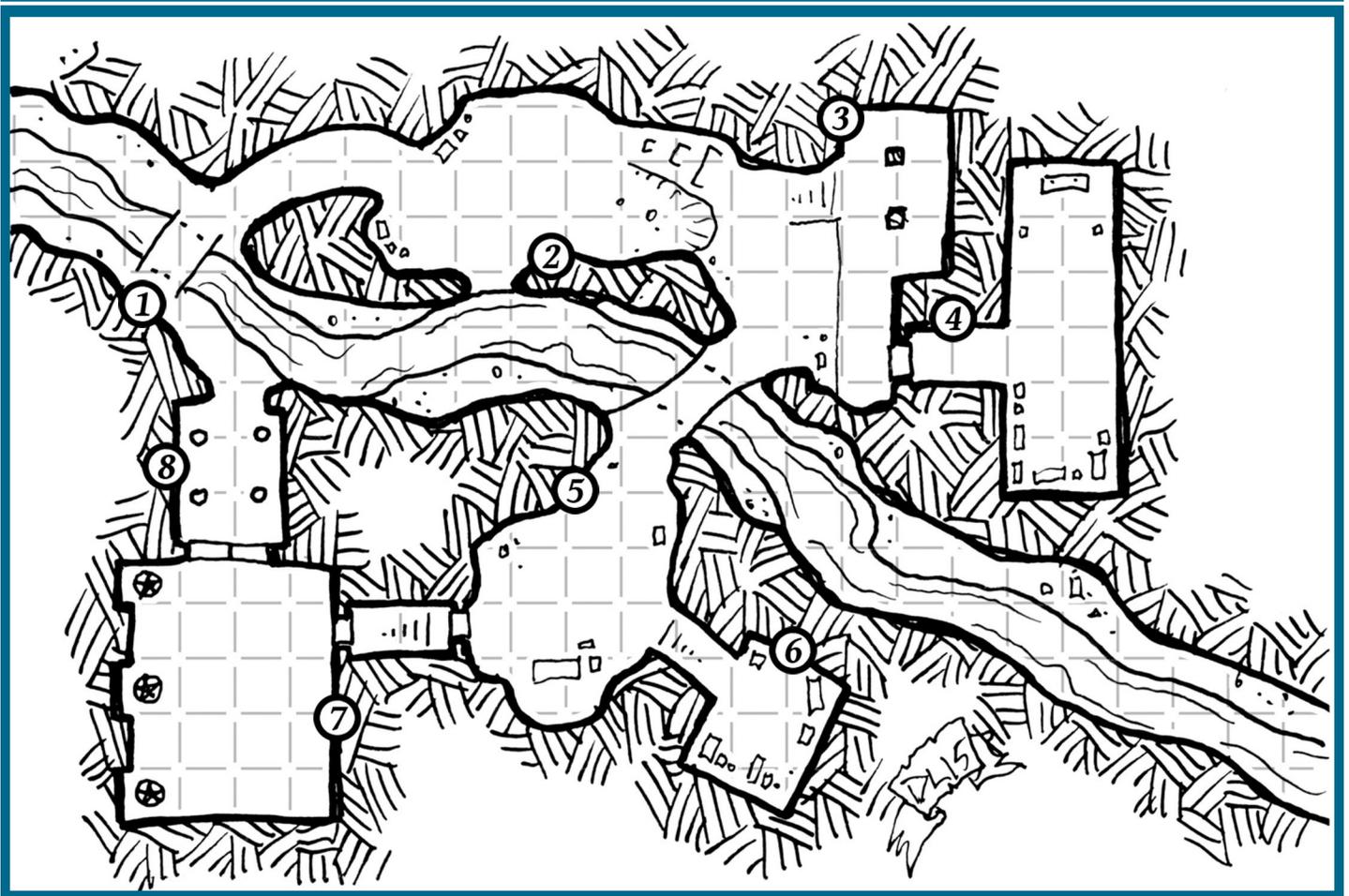
Sometimes adventurers come into contact with diseases on their journeys. They might be spread by monsters, cursed items, or plagued villages. The rules for contracting or fighting a disease are as follows.

Upon contact, a character makes a CON test to avoid contracting the disease. If they fail they suffer the effects as listed. A character can make a new CON test each time they rest to regain hp. A character who is targeted by a cleric's Cure Disease spell is cured automatically.

Pestilence (disease)

Characters suffering from pestilence take a -2 penalty to STR and CON until they pass a test to recover from it. A character who passes this CON test cannot contract pestilence again for a week. Man-flies deliver pestilence with their attacks.

Bloat Cave of the Man-Flies



Introduction

The adventure begins in a small town called Dalry, located near a chain of old, gently sloping mountains. The PCs could be there because they grew up in the area, or might be resting after an adventure or simply passing through on their way to the mountains.

One quiet afternoon, a local hunter named Oldust Ashurn comes into the tavern and orders a double. She's obviously pretty worked up about something, and if given the chance, she tells anyone nearby her story. She says she was out hunting and took a shot at a deer. She hit it but it bolted so she tracked it down, but when she got to the body, she found two short humanoids with bristly black fur all over their bodies, but with faces and wings like flies. She says they buzzed at her menacingly and then tried to fly away with the deer. She shot one of them out of the air and the deer came along with it.

If asked about the deer, she'll say that she left it with the body of the fly creature, not willing to touch either because they smelled like foul, spoiled meat. She came right to town after that. She can give them directions, but won't guide the PCs to the spot for any price.

Finding the Cave

The deer carcass and man-fly corpse have been removed back to the Bloat Cave, but the trail shouldn't be too hard to pick up, between blood from the bodies and the terrible smell left by the man-flies themselves. Following that trail will lead the party to a cave which holds an underground river.

The dungeon is part of a small underground river which cuts through the foothills of the mountains. It was once home to a secretive cult that used to perform dark rituals there, but most people have no idea about them. The party's best bet to find the cave is to follow Ashurn's directions and then explore from there.

Inside the Bloat Cave

The woods grow right up the side of the mountain, and they can find the river by following one of the small streams that branch off from it. They'll find an opening about twice as tall as a human, through which probably four people could walk side by side, which will lead them into the underground river. This will eventually bring them to area 1 the long way, passing under the bridge between areas 3 and 5.

Bloat Cave of the Man-Flies

1. Low Bridge

The only way to access the Bloat Cave is by navigating up the underground river which cuts through it. The river is relatively narrow and not very deep, but it does flow pretty quickly, with a downward slope heading towards the bridge between areas 3 and 5, and subsequently back outside. If a character falls into the river for any reason, they must pass a STR test or be dragged away by the water, moving Far Away in a single Moment. The bridge itself is built of sturdy stone and crosses the river pretty close to its surface.

2. Low Cave

This cave smells of rotting meat and wet garbage, and is the main gathering point for the man-flies. There are 1d4+3 of them here, milling about and buzzing in their weird language. While they aren't expecting anyone to come into the cave, they are jumpy and hard to surprise. Characters who spend an hour rummaging through the refuse here can roll on the treasure table, but they risk contracting pestilence.

3. Balcony

This balcony area leads into the Old Shrine (area 4) and as such, the man-flies pretty much ignore it. They haven't figured out how to get into the Old Shrine because they can't make sense of the lock on the door.

4. Old Shrine

This area used to belong to a cult of humanoids who committed ritual suicide, leaving it open for the man-flies to occupy. This was the focal point of that cult's community, and this room contains the altar they used for their profane rituals. In fact, what remains of the cult is still locked in this room, in the form of three zombies and a ghoul. The door into this room is made of heavy wood, and is locked. The lock can be picked with a DEX test or broken down with a STR test.

5. Upper Cave

This naturally occurring room used to function as a meeting place for the cult that once inhabited the dungeon, but is now home to several man-fly knights who protect the door into their lord's chamber. There are always three man-fly knights in the room, who will fight to the death to prevent access to their lord. If the fight starts to go against them, they will raise an alarm to attract reinforcements from area 6.

6. Storage Room

This small room contains the remnants of old dry goods and some tools, as well as two man-flies picking it over for

something to eat. If the knights in area 5 raise an alarm, they'll go there to fight, but are otherwise oblivious to the PCs actions in the dungeon.

7. Lord's Chamber

This large room has a high ceiling and contains three 10 foot tall statues of humanoids in robes, their faces hidden. The double doors to the north have been blocked with refuse and rubble to prevent creatures from coming in that way, and the man-fly lord who rules the dungeon uses this pile as a throne. This room is where the man-flies have been dumping bodies in order to feed their young, and the room is buzzing with activity. The lord never leaves this room, and is always protected by two knights, while 1d6 man-flies mill about the room, eating or tending to their young.

The man-fly lord can cast Bless and Cure Light Wounds once per battle, and will use the spells to support his minions. At any point there are 2d8 man-fly maggots in the room, eating carrion, though they are no threat. The room smells so bad that characters who do not somehow cover their noses suffer a -1 penalty to all roles made while in this room. Characters who spend an hour rummaging through the corpses and refuse can roll on the treasure table but risk contracting pestilence.

8. Old Entryway

This area used to lead into what is now the Lord's Chamber, but the doors have been blocked from the inside. At any point there are 1d4-1 man-flies hanging out in this area.

Treasure

If a character spends one hour rummaging through the trash in areas 2 or 7, they can roll once on the treasure table below to see what they find. Each player can roll once on the treasure table for each area.

Treasure Table

3d4	Treasure Found
3	Silver melee weapon.
4	Quiver of silver arrows.
5	Roughly cut gemstone worth 4d6 coins.
6	Potion of Cure Light Wounds.
7	Skull with gold teeth worth 2d6 coins.
8	Holy symbol of an evil god.
9	Melee weapon.
10	Gambeson.
11	Scroll of Knock.
12	+1 weapon.

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