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CAMPAIGN MODULE 1

BORDERLANDS OF ADVENTURE



An Adventure for Characters 1st to 3rd Level

By J

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Labyrinth Lord
Compatible Product

Borderlands of Adventure

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Introduction

The borderlands were always a dangerous place. Monsters and bands of humanoids striking out from the wilderness would rampage through the region, killing and looting. Then, a group of knights constructed a keep in the borderlands and aided the local soldiers and settlers in defending their homes and turning back invaders. The region prospered, until a massive incursion of humanoids overran the area. The hordes were eventually broken, but the region remained unsettled. Rumors persist, though, of treasure lost among the ruins that lay within the borderlands. Your group has gathered in a nearby settlement, preparing to mount an expedition to the borderlands. The journey is sure to be fraught with peril. Monsters and bands of marauders are thought to still roam the region. And who knows what creatures and foul beings may have crept into the hills and dark forests since the area was overrun. The dangers may be great, but wealth and glory await those brave enough to seek it out and bold enough to seize it.

ABOUT

Borderlands of Adventure is a Campaign Module for characters of 1st to 3rd level. The characters will have opportunities for both wilderness and dungeon exploration, and should be prepared for both. The group should include at least one magic-user or elf and one cleric.

The adventure begins with the characters on a trail at the edge of the borderlands. From there, the characters will be free to travel through the wilderness, explore ruins and caverns, battle monsters and search for treasure. If the characters need to rest and recover hit points and spells, they can either camp in the wilderness, in a cleared section of ruins or caves, or return to the settled lands.

GETTING STARTED

To begin using this module, first, read the entire adventure and become familiar with the maps and encounters. When you are prepared to play, read the Background section to the players. The players will have the opportunity to purchase equipment and gather information about the borderlands, if they choose. If the characters ask around town, use the Rumors table to provide the characters with additional information. Once the characters are prepared to begin the adventure, start the group at encounter A on the Borderlands map.

BACKGROUND

The borderlands were always a dangerous place. Monsters and marauding humanoids rampaged through the area, killing and looting. The settlers and soldiers of the region, usually with the aid of mercenaries and adventurers, would turn back the invaders, but the cost was often high. Then a group of knights, calling themselves the Order of the Dragon, constructed a keep at the edge of the borderlands. From there the knights patrolled the region, battling monsters and humanoids and aiding the locals in defending their homes.

The region prospered until ten years ago, when a massive force of Chaotic humanoids invaded the region. Knights, soldiers and settlers banded together to turn back the hordes, but the region was overrun. Eventually, the hordes pushed further south and were broken and driven back by armies from the settled lands. The borderlands, though, have remained unsettled.

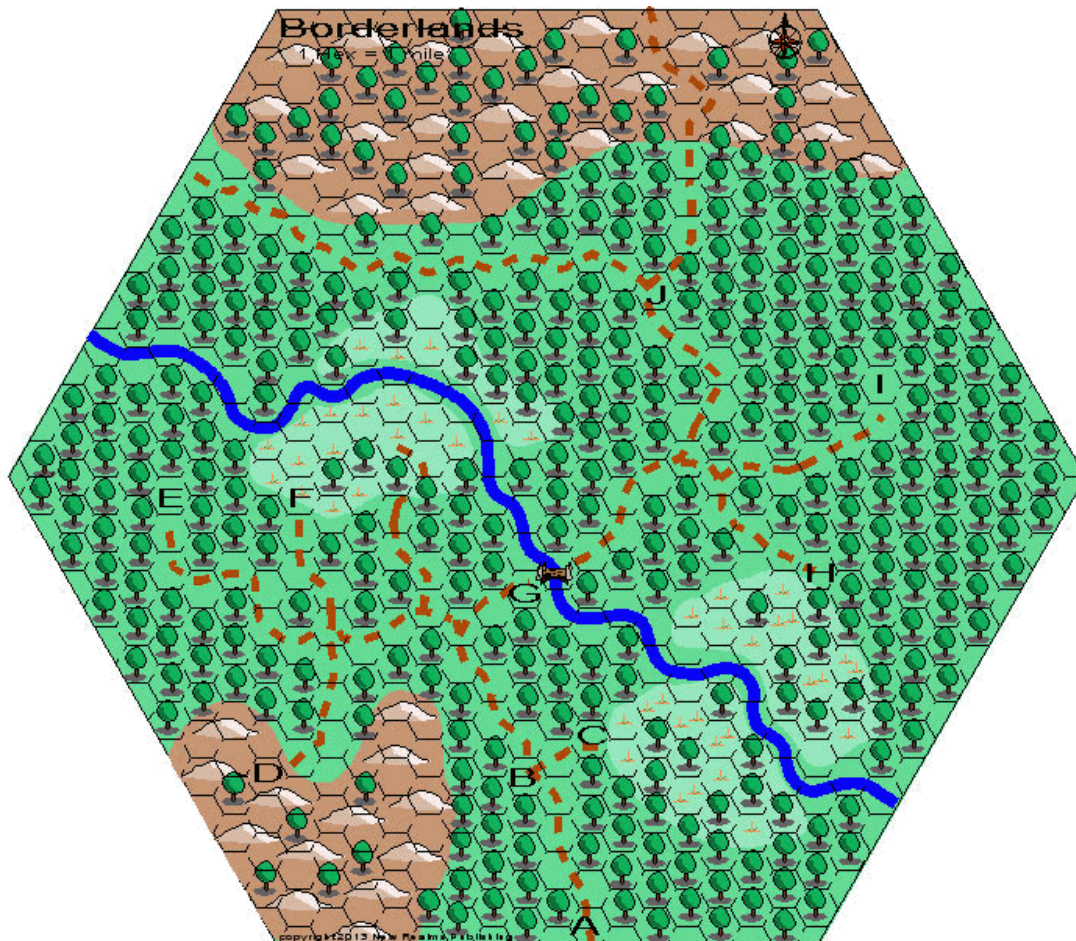
Now, rumors are spreading of humanoids and bandits attacking travelers and merchants, raiding isolated farmsteads and small communities, and carrying captives and loot back to their lairs in the borderlands. There are older tales of ruins in the borderlands, crumbling fortifications and burnt out settlements, mist-shrouded and monster-haunted, where treasure yet lies, waiting to be claimed.

With tales of lost treasure in mind, you have gathered at a tavern in a nearby settlement to make plans for an expedition into the borderlands and discover the truth of these rumors for yourselves..

RUMORS

1. The standard of the Knights of Wardstone Keep was a gold dragon on a crimson field.
2. There are caves in the hills.
3. The marshes are dangerous places.
4. A winged monster was spotted flying over the borderlands at night.
5. There are different bands of humanoids in the borderlands.
6. The ruins are cursed.
7. Trappers occasionally venture into the area, seeking the valuable furs.
8. A magic hammer was lost in the borderlands.
9. A conjurer with a magic cloak disappeared in the borderlands.
10. Adventurers in search of the ruins of Wardstone Keep recently entered the borderlands.
11. Recently, a band of elves entered the borderlands in search of a lost cache of magic;.
12. Years ago, a Knight of Wardstone Keep healed a wounded soldier with a touch of his sword.
13. Huge wolf tracks have been seen in and around the borderlands.
14. A hunter was found near the borderlands, his body drained of blood.
15. A necromancer is raising an undead army in the old battlefields and ruins in the borderlands.
16. There are cursed necklaces, pendants that turn their wearers into monsters.
17. Somewhere in the borderlands is a gold statue of a dragon with gemstone eyes.
18. A goblin king is organizing an army and preparing to invade the settled lands.
19. Some evil force is organizing the humanoids.
20. An army of orcs, bearing the standard of a bloody wolf skull, is gathering in the borderlands.





The Borderlands

WANDERING MONSTERS

Check for Wandering Monsters every hour if the characters are moving and every four hours if they are camping. To check for an encounter, roll 1d6. If the roll is a 1, a random encounter occurs. To determine what the encounter is, roll on the table below that matches the terrain the characters are in and the time of day.

Forest Encounters		
d6	Day	Night
1	Giant Rats	Giant Rats
2	Giant Centipedes	Goblins
3	Giant Killer Bees	Skeletons
4	Giant Crab Spider	Hobgoblins
5	Berserkers	Zombies
6	Giant Flies	Giant Gecko

Hill Encounters		
d6	Day	Night
1	Giant Rats	Giant Rats
2	Giant Centipedes	Orcs
3	Giant Killer Bees	Skeletons
4	Giant Crab Spider	Stirges
5	Giant Flies	Giant Bats
6	Spitting Beetle	Dire Wolf

Marsh Encounters		
d6	Day	Night
1	Giant Rats	Giant Rats
2	Stirges	Stirges
3	Giant Flies	Skeletons
4	Giant Toads	Giant Toads
5	Giant Draco Lizard	Zombies
6	Giant Leech	Giant Leech

Berserkers [1d4+1; AL C; MV 120' (40'); AC 7; HD 1+1; #AT 1; DG 1d8; SV F 1; ML -; XP 21; berserk].

Dire Wolf [1; AL N; MV 150' (50'); AC 6; HD 4+1; #AT 1; DG 2d4; SV F 2; ML 8; XP 140].

Ghouls [1d2; AL C; MV 90' (30'); AC 6; HD 2; #AT 3; DG 1d3 + paralyzation; SV F 2; ML 9; XP 47; difficulty to turn as 3HD]

Giant Bats [1d4; AL N; MV 30' (10'), Fly 180' (60'); AC 6; HD 2; #AT 1; DG 1d4; SV F 1; ML 8; XP 20].

Giant Centipedes [1d3; AL N; MV 60' (20'); AC 9; HD ½; #AT 1; DG Poison; SV 0; ML 7; XP 6].

Giant Crab Spider [1; AL N; MV 120' (40'); AC 7; HD 2; #AT 1 bite; DG 1d8 + poison; SV F 1; ML 7; XP 38; surprise 4 in 6].

Giant Draco Lizard [1; AL N; MV 120' (40'), Fly 210' (70'); AC 5; HD 4+2; #AT 1; DG 1d10; SV F 3; ML 7; XP 215].

Giant Fly [1d4; AL N; MV 90' (30') Fly 180' (60'); AC 6; HD 2; #AT 1; DG 1d8; SV F 1; ML 8; XP 29; surprise 4 in 6].

Giant Gecko Lizard [1; AL N; MV 120' (40'); AC 5; HD 3+1; #AT 1; DG 1d8; SV F 2; ML 7; XP 100].

Giant Killer Bee [1d4; AL N; MV Fly 150' (50'); AC 7; HD ½; #AT 1; DG 1d3+poison, stinger; SV F 1; ML 9; XP 7].

Giant Leech 1; [AL N; MV 120' (40'); AC 7; HD 6; #AT 1; DG 1d6; SV F 3; ML 10; XP 570; blood drain].

Giant Rats [2d4; AL N; MV 120' (40') Swim 60' (20'); AC 7; HD ½; #AT 1; DG 1d3 + disease; SV F 1; ML 8; XP 6].

Giant Spitting Beetle [1d2; AL N; MV 120' (40'); AC 4; HD 2; #AT 1 bite or spit; DG 1d6 or special; SV F 1; ML 8; XP 38].

Giant Toads [1d3; AL N; MV 90' (30'); AC 7; HD 2+2; #AT 1; DG 1d4+1; SV F 1; ML 6; XP 71; surprise 3 in 6, tongue attack, swallow].

Goblins [2d4; AL C; MV 60' (20'); AC 6; HD 1-1; #AT 1; DG 1d6; SV 0; ML 7; XP 5].

Hobgoblins [1d6; AL C; MV 90' (30'); AC 6; HD 1+1; #AT 1; DG 1d8; SV F 1; ML 8; XP 15].

Orcs [2d4; AL C; MV 120' (40'); AC 6; HD 1; #AT 1; DG 1d8; SV F 1; ML 8; XP 10].

Skeletons [1d6; AL C; MV 60' (20'); AC 7; HD 1; #AT 1; DG 1d6; SV F 1; ML 12; XP 13].

Stirges [1d4+1; AL N; MV 30' (10'), Fly 180' (60'); AC 7; HD 1; #AT 1; DG 1d3; SV F 2; ML 9; XP 16; +2 bonus on first attack, blood drain].

Zombies [1d4; AL C; MV 120' (40'); AC 8; HD 2; #AT 1; DG 1d8; SV F 1; ML 12; XP 29].

ENCOUNTERS

A. Start

The trail winds north around great grey trunks, disappearing into shadowy folds in the land, appearing again on a rising slope in the distance. Unseen birds call from the shadows of the dense canopy above and small animals scurry through fallen leaves and brush.

This is the starting point of the adventure. To the south lay settled lands. Adventure lies ahead.

B. Berserker Camp

The trail branches east and continues north. To the west, a dozen yards off the trail, six crude hide tents sit in a half-circle around a smoking fire. Crouched around the fire are eight men dressed in furs and with shaggy hair and beards.

The men are berserkers [AL C; MV 120' (40'); AC 7; HD 1+1; HP 9, 7, 3x6, 3x5; #AT 1; DG 1d8; SV F 1; ML -; XP 21; berserk].

Each of the berserkers is armed with a sword, dagger and carries a pouch containing 4d6 cp and 2d6 sp. The leader wears a silver medallion in the shape of a wolf's head with tiny ruby eyes (500 gpv). In each of the tents are two spears, two handaxes and bedrolls. In the leader's tent is an ornate +1 *two-handed sword*, with a silver pommel engraved in the shape of a wolf's head, a silver-tipped spear, six quality furs (50 gpv each), a large sack containing 300 cp and 200 sp, and a second sack containing 100 gp and various personal effects collected from past victims including 5 rings (3x25 gpv and 2x50 gpv) and a plain silver bracelet (100 gpv).

These berserkers are a particularly vicious band that prey on travelers. At times, they have banded with the orcs from Area D to raid farmsteads to the south. If approached, the leader will do the talking and claim they are a group of hunters and trappers. If the party appears to be too strong, the leader will not attack, preferring to track the party down later, perhaps with the aid of other berserkers and/or orcs. None of the berserkers will avoid a fight, however.

C. Toad Attack

The buzz of insects and the chirps and croaks of unseen animals grows louder the further you travel east. Then, suddenly, the trail ends at the edge of a marsh that extends to the east as far as you can see. From the murky water ahead comes a glint of metal.

Lurking in the water and brush nearby are three giant toads [AL N; MV 90' (30'); AC 7; HD 2+2; HP 15, 12, 10; #AT 1; DG 1d4+1; SV F 1; ML 6; XP 71; surprise 3 in 6, tongue attack, swallow].

The glint in the water comes from 23 cp, 14 sp, 12 gp and 1 gem (50 gpv).

D. Orc Lair

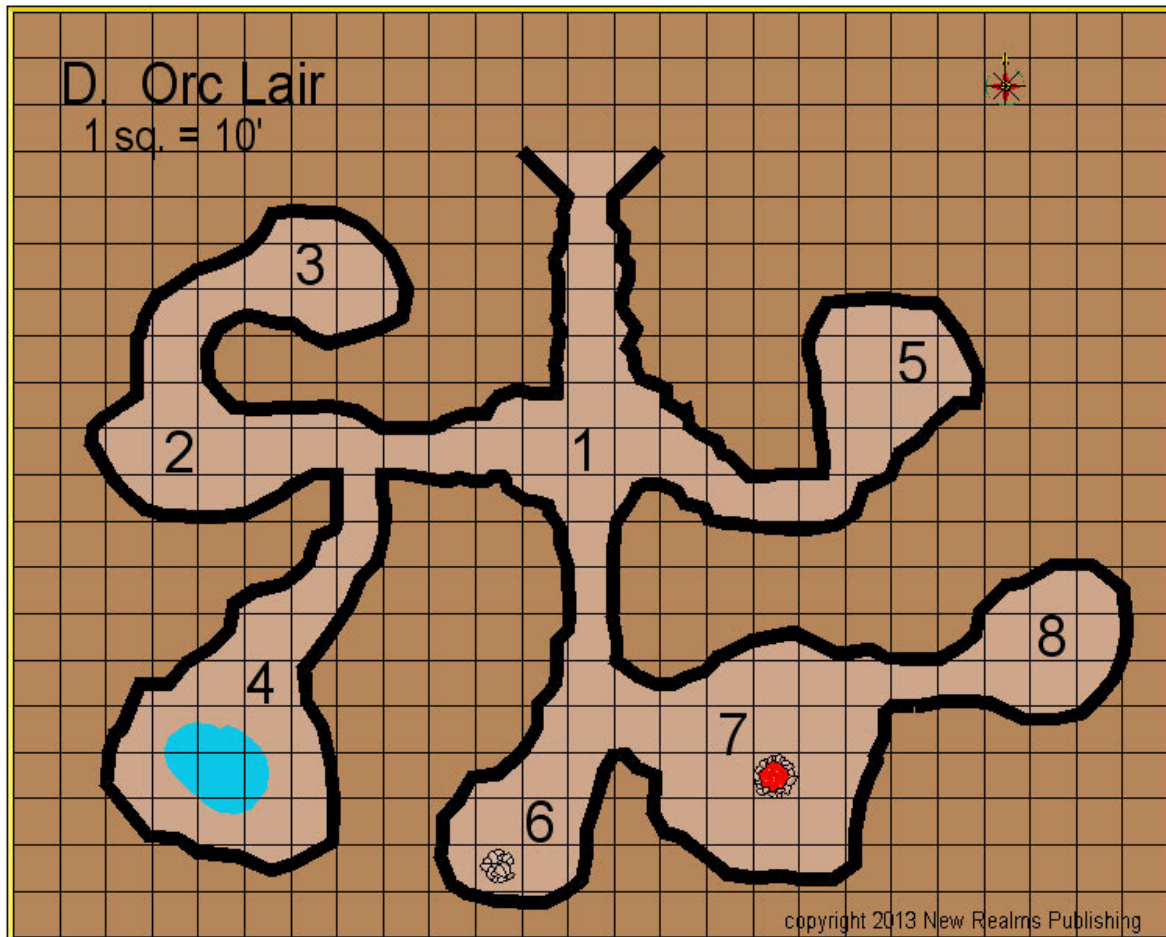
The trail turns southwest, becoming rockier, and the forest begins to thin out on either side. Ahead, steep hills rise in the distance. The trail dips down into a long vale, with steep slopes on either side. After a short distance, the vale ends at a steep wall of rock. A path cuts across the end of the vale, leading to a cave mouth midway up the steep slope.

The cave mouth opens into a series of caverns that extend back into the hillside. A band of orcs and a few other monsters use the caves as a lair. At night, there is a 4 in 6 chance that half the orcs and either the leader or his lieutenant will be out. The ogre rarely leaves, being well paid by the orcs to act as a guard and ally in times of attack.

Wandering Monsters

There is a 1 in 6 chance every two turns that a random encounter will occur. Roll 1d6 on the following table.

d6	Encounter
1	Giant Rats
2	Giant Centipedes
3	Orcs
4	Stirges
5	Fire Beetles
6	Ogre



Giant Centipedes [1d3; AL N; MV 60' (20'); AC 9; HD ½; #AT 1; DG Poison; SV 0; ML 7; XP 6].

Giant Fire Beetles [1d3; AL N; MV 120' (40'); AC 4; HD 1+2; #AT 1; DG 2d4; SV F 1; ML 7; XP 15].

Giant Rats [1d6; AL N; MV 120' (40') Swim 60' (20'); AC 7; HD ½; #AT 1; DG 1d3 + disease; SV F 1; ML 8; XP 6].

Ogre [1; AL C; MV 90' (30'); AC 5; HD 4+1; #AT 1; DG 1d10; SV F 4; ML 10; XP 215].

Orcs [1d4; AL C; MV 120' (40'); AC 6; HD 1; #AT 1; DG 1d8; SV F 1; ML 8; XP 10].

Stirges [1d4; AL N; MV 30' (10'), Fly 180' (60'); AC 7; HD 1; #AT 1; DG 1d3; SV F 2; ML 9; XP 16; +2 bonus on first attack, blood drain].

1. Entrance

The walls of the tunnel broaden, forming a four-way intersection. Loose stone, dry leaves and twigs litter the floor. Along the southwest wall is a pile of sticks and leaves.

The bones of a giant rat and a burnt out torch stub are mixed in with the pile of sticks. There is nothing else of interest in the cavern.

2. Rubble Cavern

The west wall of this cave has collapsed into a pile of rubble that slopes toward the center of the cave. The air is chill and damp and a draft from the north carries the smell of mold.

If the rubble is searched, after four turns of digging the characters will uncover the skeletal remains of an elf adventurer. The elf's longbow and arrows are broken and most of the clothing is torn and rotten.

A still useable suit of chainmail, sword, dagger, and *elven boots* will be found, along with a pouch containing 45 cp and 16 sp.

3. Fungi Cavern

Water drips from stalactites that hang from the ceiling of this cave. Several large mushrooms and mounds of fungi grow on the rocky floor and there is a large crack in the north wall.

Crawling about the cavern are four giant fire beetles [AL N; MV 120' (40'); AC 4; HD 1+2; HP 9, 7, 5, 4; #AT 1; DG 2d4; SV F 1; ML 7; XP 15].

A cold draft of air comes through the crack in the north wall. The beetles travel through the crack, which is too small for characters to pass through.

4. The Face in the Pool

Stalactites hang from the ceiling of this cavern and stalagmites rise from the floor, surrounding an oval-shaped pool of water that sets near the center of the cave.

If characters investigate the pool, they will see a crude carving of a stone face in the bottom. After one round, the eyes on the stone face will open, filling the pool with a pale green light. Roll 1d6 for each character looking into the pool.

d6	Effect
1	Sharp pains in character's eyes. The character must make a save against Spells or be blind for 1d6 hours.
2	An image forms in the pool of a burning barn, orcs and wild-eyed men in furs.
3	The character falls into a deep slumber from which they cannot be awakened. After 7-12 turns, the character awakes refreshed as if from a full nights sleep.
4	An image forms in the pool. Moonlight shines on a burnt building. Out of the structure steps a small, ugly humanoid.
5	In the luminous water, an image forms of bones moving through dirt and rubble, forming a skeleton, which stands upright.
6	In the pool you see the image of a grey dragon, breathing fire as it charges.

Four of the results from the pool show images of events that may come to pass. These images are only seen by the character looking into the pool. These results should be written down and passed to the player whose character sees the image. The eyes in the stone face only open once per week.

5. Ogre Lair

The tunnel broadens and ends, forming a wedge-shaped cavern. Several large, mangy furs are piled at the far end. Near the furs are two large sacks, a pair of heavy spears and a large club.

The cavern is the lair of an ogre [AL C; MV 90' (30'); AC 5; HD 4+1; HP 28; #AT 1; DG 1d10; SV F 4; ML 10; XP 215].

In the sacks are 400 cp, 600 sp, and 200 gp. Among the furs is a fur-trimmed cape (50 gpv), a black leather bracer inlaid with gold in the shape of a dragon (100 gpv), and a silver dagger with a jeweled pommel (150 gpv).

6. Garbage Dump

This cavern reeks of moldering garbage. Water drips from the ceiling, gathering into small, filthy puddles. Near the south end is a large mound of refuse.

The orcs use this cavern as a trash dump. The accumulated filth has become the lair of 12 giant rats [AL N; MV 120' (40') Swim 60' (20'); AC 7; HD ½; HP 4, 4x3, 5x2, 2x1; #AT 1; DG 1d3 + disease; SV F 1; ML 8; XP 6].

The mound is a reeking, filthy mass of waste, tattered, bloody clothing, gnawed pieces of leather, old bones, and unidentifiable bits of junk. Among the mess is a +1 *cloak of protection*.



7. Orc Lair

A smoky fire burns near the center of this large cavern. Numerous pallets and mounds of furs and rags are piled near the fire. Spears, sacks and shields lean against the walls.

This cave is the common area for the orcs. Normally, the lieutenant and 12 orcs are here [AL C; MV 120' (40'); AC 6; HD 1; HP 7, 4x6, 4x5, 4x4; #AT 1; DG 1d8; SV F 1; ML 8; XP 10].

Only half the orcs will be ready for battle. The remainder will need a round to grab weapons and shields. If a battle breaks out in this cave, the leader from Area 8 will join the fray, taking one round to grab his weapons before moving into the area.

Each of the orcs carries 4d6 cp and 2d6 sp. The lieutenant carries 24 cp, 18 sp, 12 gp, wears a black leather bracer inlaid with silver in the shape of a wolf's head (50 gpv) and a silver necklace (75 gpv).

8. Leader's Cave

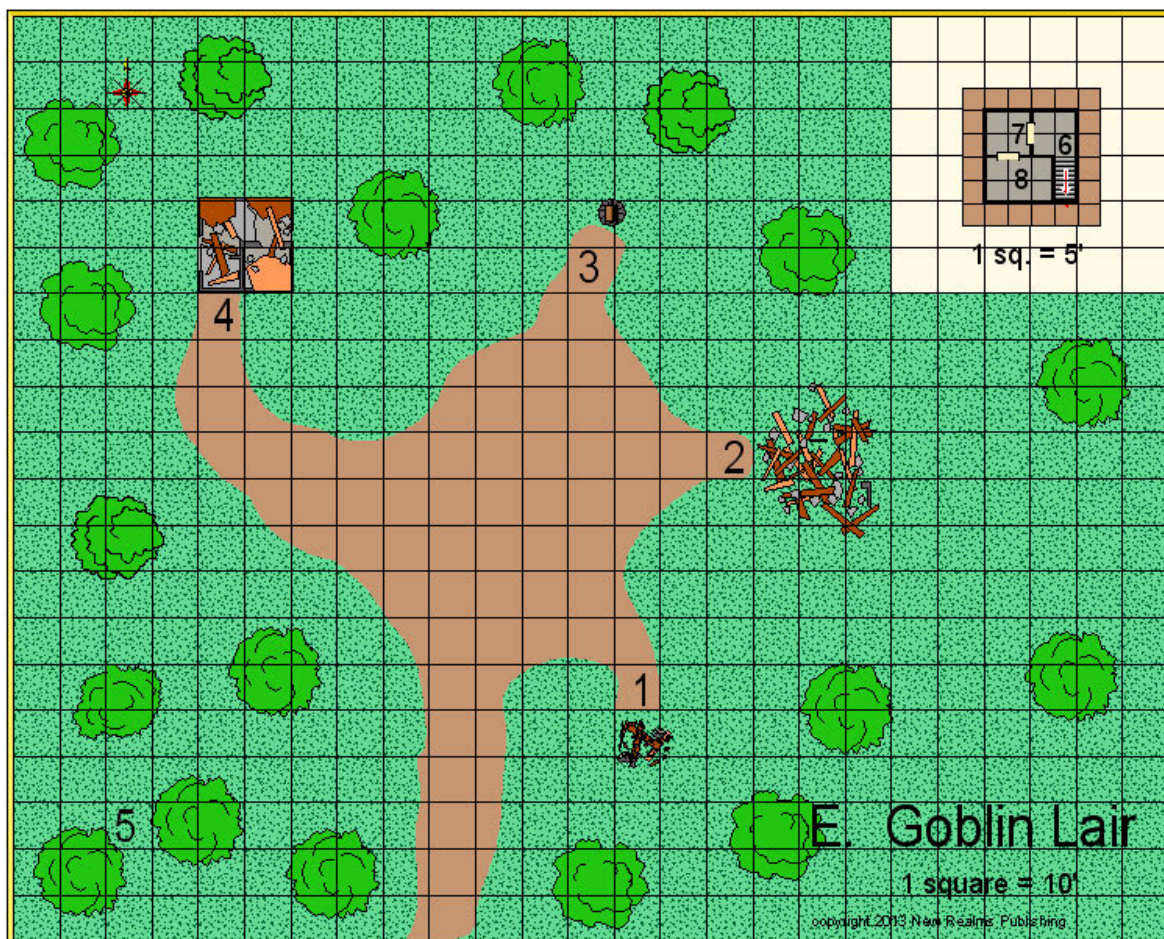
A smoky brazier burns near the east wall of this roughly circular cavern. Near the north wall is a small mound of furs and next to the mound are several sacks, armor and weapons.

This cave is the lair of the orc leader [AL C; MV 120' (40'); AC 4; HD 1; HP 8; #AT 1; DG by weapon +1; SV F 1; ML 8; XP 13].

The leader wears chainmail, carries a shield, sword, dagger, +1 *handaxe*, and a pouch containing 34 cp, 13 sp, and 17 gp. The orc wears a black tabard emblazoned with a silver wolf's head over his armor and a silver necklace with a silver pendant in the shape of a wolf's head (100 gpv).

Several of the furs in the mound are valuable (5x10 gpv). In the sacks are 400 cp, 600 gp, and a small wooden box containing 3 gems (25 gpv each) and a *potion of healing* and a magic-user scroll of *magic missile*. The arms and armor include 2 shields, a sword, battleaxe, spear and mace.





E. Goblin Lair

The trail winds through the forest, making a final turn north before ending in a large dirt clearing. Four short paths lead out of the clearing, each ending in an overgrown mound of rubble or crumbling ruin nestled among the trees.

1. Rubble

Charred boards and chunks of mortar and stone form a mound of rubble at the end of this short path. The broken handle of a shovel sticks out of the pile and the rusted head of a rake lies nearby.

The rubble has been searched through on numerous occasions and there is nothing of value in the mound.

2. Rubble

The path ends in front of a large mound of rubble that sits in the midst of a wide grassy clearing surrounded by trees on three sides. The mound is five-feet high and composed of charred boards and timbers and scorched chunks of mortar and stone.

The rubble is the nest of 10 giant rats [AL N; MV 120' (40') Swim 60' (20'); AC 7; HD ½; HP 2x4, 4x3, 4x2, 2x1; #AT 1; DG 1d3 + disease; SV F 1; ML 8; XP 6].

If the rubble is searched, there is a 1 in 6 chance per turn of uncovering one of the following items of value: leather pouch containing 12 cp, 14 sp; a locked iron box, which contains 20 gp and a silver bracelet (50 gpv); and a small ivory statue of a nymph (100 gpv). Any other items found are typical household items, too burnt and broken to be of value.

3. Well

The stone top of a well rises above the tall grass at the end of the path. A scorched wooden plank covers the top of the well. A wooden bucket attached to a rope lays nearby.

The well goes down fifteen feet to the ceiling of a small cavern, ten feet above the cavern floor. The cavern floor is covered with three-feet of water. The bucket is wet and the ground around the bucket is muddy. There is nothing else of interest.

4. Ruined House

Scorched sections of the outer walls and charred portions of the roof are all that remain of the exterior of this small, wooden building. Broken, charred wooden beams and chunks of wood have fallen into the interior. The upper floors are gone as are most of the interior walls. The ground floor appears intact.

A band of goblins have taken up residence in the basement of this burned-out structure. Most of the outer walls, the ground floor and the southeastern portion of the roof are solid and there is little chance of them collapsing. Characters can move safely through the interior at half-speed. In the southeast corner of is a flight of stairs leading down to Area 6.

5. Spider Nest

A large sheet of webbing is stretched between the trunks and lower branches of these two oak trees.

Higher up in branches of the western tree lurks a giant black widow spider [AL N; MV 60' (20') Web 120' (40'); AC 6; HD 3; HP 17; #AT 1 bite; DG 2d6+poison; SV 3 1; ML 8; XP 80].

Suspended in webbing in the upper branches of the tree are the wrapped and desiccated remains of several giant rats, giant flies, 2 goblins and a halfling. If the remains are searched, a total of 47 cp, 33 sp, 20 gp and a gold ring (50 gpv) will be found.

6. Outer Chamber

A pair of foot-long lizards hang by their tails from the rafters of this small chamber. Two spears lean in the northeastern corner next to a pair of filthy sacks. The air smells of old blood and mold.

The lizards were killed by the last goblin hunting party. There is a 1 in 6 chance per turn that the door to Area 2 will open and a goblin will emerge. The spears are crusted with blood, but otherwise normal. The sacks contain some edible roots and plants and pieces of junk, such as an old iron spike and a scorched, broken mirror frame, all scrounged locally.

7. Guard Post

A small square table and a pair of chairs set in the center of this small room. Dice, dirty cups and a scattering of coins clutter the top of the table. A barrel sets in the northwest corner.

Four goblins occupy this room. Each goblin has 1d6 cp and 1d6 sp, a spear and either a handaxe or a shortsword. Scattered across the top of the table are 2d6 cp and 2d6 sp. The barrel contains water.

Goblins [AL C; MV 60' (20'); AC 6; HD 1-1; HP 6, 5, 4, 3; #AT 1; DG 1d6; SV 0; ML 7; XP 5].

Since the goblins have encountered little danger so far, and there is little else to do during the day, they spend their time tending to their weapons, playing dice, arguing and rummaging through the junk they have collected, which increases the chance of their being surprised to 3 in 6.

8. Common Room

Six dirty pallets are scattered across the floor of this room. In the southwest corner are a pair of large sacks and three spears. In the southeast corner is a wooden trunk.

In this room are five goblins and the goblin leader [AL C; MV 60' (20'); AC 6; HD 1-1; HP 7, 6, 2x5, 2x4; #AT 1; DG 1d6; SV 0; ML 7; XP 5].

Each of the goblins carries 1d6 cp and 1d6 sp. The leader wears black leather armor emblazoned with a white rat's head. The goblins are armed with spears, handaxes and shortswords.

The sacks contain junk the goblins have scrounged from the ruins or taken from victims. The trunk contains 400 cp, 800 sp, 100 gp, several ordinary boots and cloaks, a pair of copper wrist bands (10 gpv each), and a silver necklace with a dragon's-head pendant (200 gpv).

F. Dragon Statue

The forest grows quiet and a mist hangs in the air. As you continue north, the ground grows softer and muddier and the mist thickens. The trees grow wider apart and long trailers of moss can be seen hanging from some of the branches.

After a half-mile the trail ends. A few yards ahead, a great stone statue of a reptilian monster looms out of the mist. The grey stone dragon rises out of the murky water that swirls along the muddy banks of a marsh that extends to the north and east.

Lurking nearby is a giant python [AL N; MV 90' (30'); AC 6; HD 5; HP 23; #AT 2; DG 1d4/2d8; SV F 3; ML 8; XP 350].

The statue is fifteen-feet tall and the base is half-submerged in the mud and murky water. There is a secret compartment in the statue's chest, which can be opened safely by pressing on one of the scales on the statue's left side. Finding the compartment and the switch requires a successful search check for each.

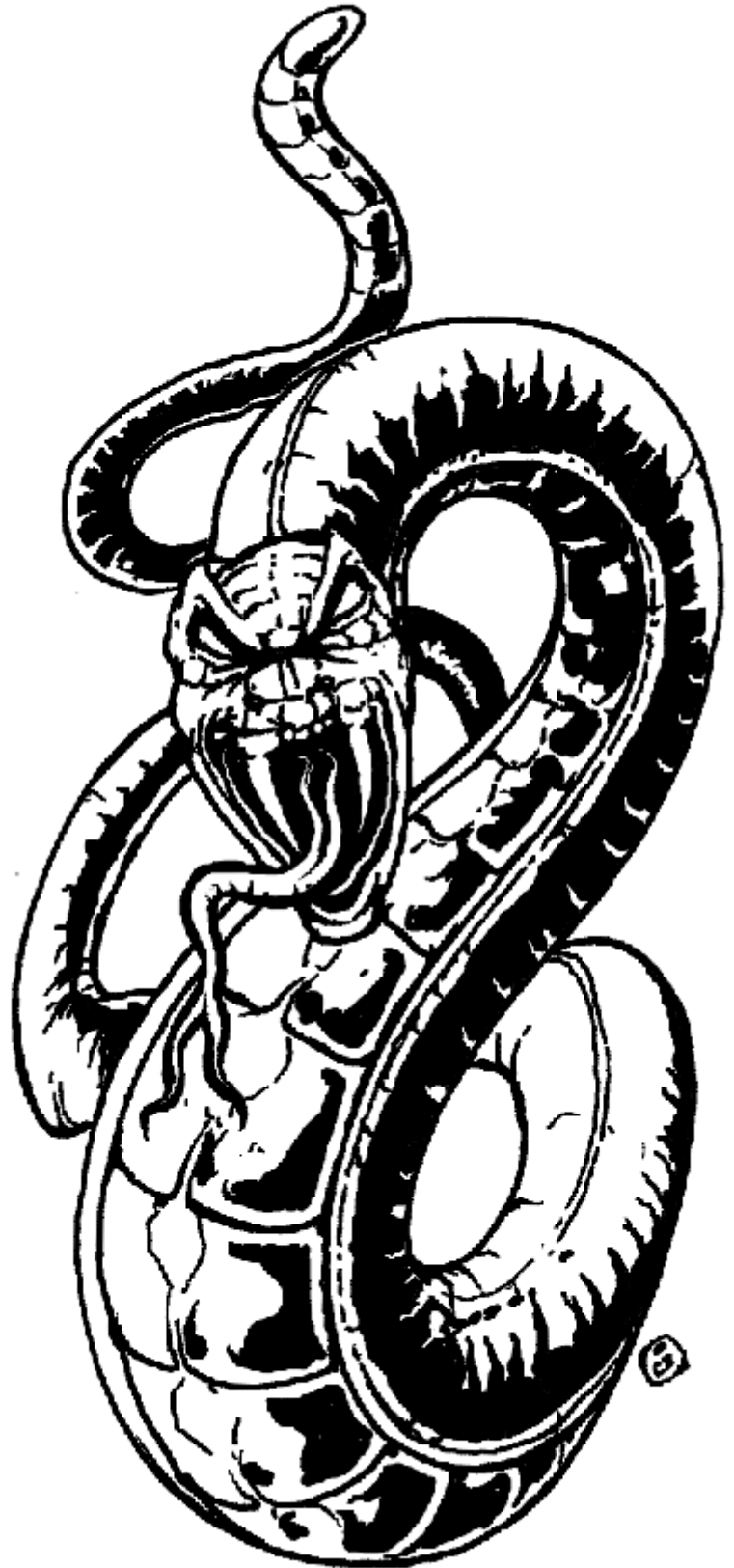
If an attempt is made to force the compartment open, the statue's jaws drop open and a poisonous gas billows out, filling the ten-foot space in front of the statue. Any breathing thing in that space must save against poison or die in 1 turn.

The compartment holds a locked coffer. Inside the coffer is a small pouch of gems (3x10, 4x25, 3x50, 2x100 gpv), a *potion of healing*, a *potion of fire resistance*, a magic-user scroll of *shield* and a clerical scroll of *protection from evil* and *neutralize poison*.

G. Bridge

The trail leads to a wide wooden bridge that spans a river that flows across the trail. Tall sedge grass and cattails grow along the bank. The trail continues on the other side of the bridge.

Lurking in the river, near the bank, is a giant crab [AL N; MV 60' (20'); AC 2; HD 3; HP 16; #AT 2; DG 2d6/2d6; SV F 2; ML 7; XP 50].



H. Burial Mound

The trail ends in a small clearing, overgrown with thick patches of thorny brush and a few stunted, twisted trees. In the center of the clearing is a large mound of rocks, fifty-feet across and nearly twenty-feet high in the center.

Shortly after the characters enter the clearing, a pack of zombies will shamle into view. Three zombies will come from the west, three from the north and three from the east. Four rounds after first spotting the zombies, six more will arrive, two each from the north, west and east.

Zombies [AL C; MV 120' (40'); AC 8; HD 2; HP 10 each; #AT 1; DG 1d8; SV F 1; ML 12; XP 29].

The zombies will not move further than one mile from the clearing.

The mound is the burial mound of a magic-user, with a secret entrance on top, in the center. Inside is a thirty-foot diameter chamber, with a sarcophagus in the middle, four pillars supporting the ceiling and two chests along the north wall. Bones, rags, numerous coins and refuse litter the floor.

Guarding the chamber is a gargoyle [AL C; MV 90' (30') Fly 150' (50'); AC 5; HD 4; #AT 4; DG 1d3/1d3/1d6/1d4; SV F 8; ML 11; XP 500; only harmed by magic and magic weapons].

The chests are locked. The first chest is stuffed with rolls of fine cloth and furs (6x25, 4x50, 3x100 gpv). The second chest contains three sacks, one with 500 cp, the second with 500 sp and the third with 500 gp.

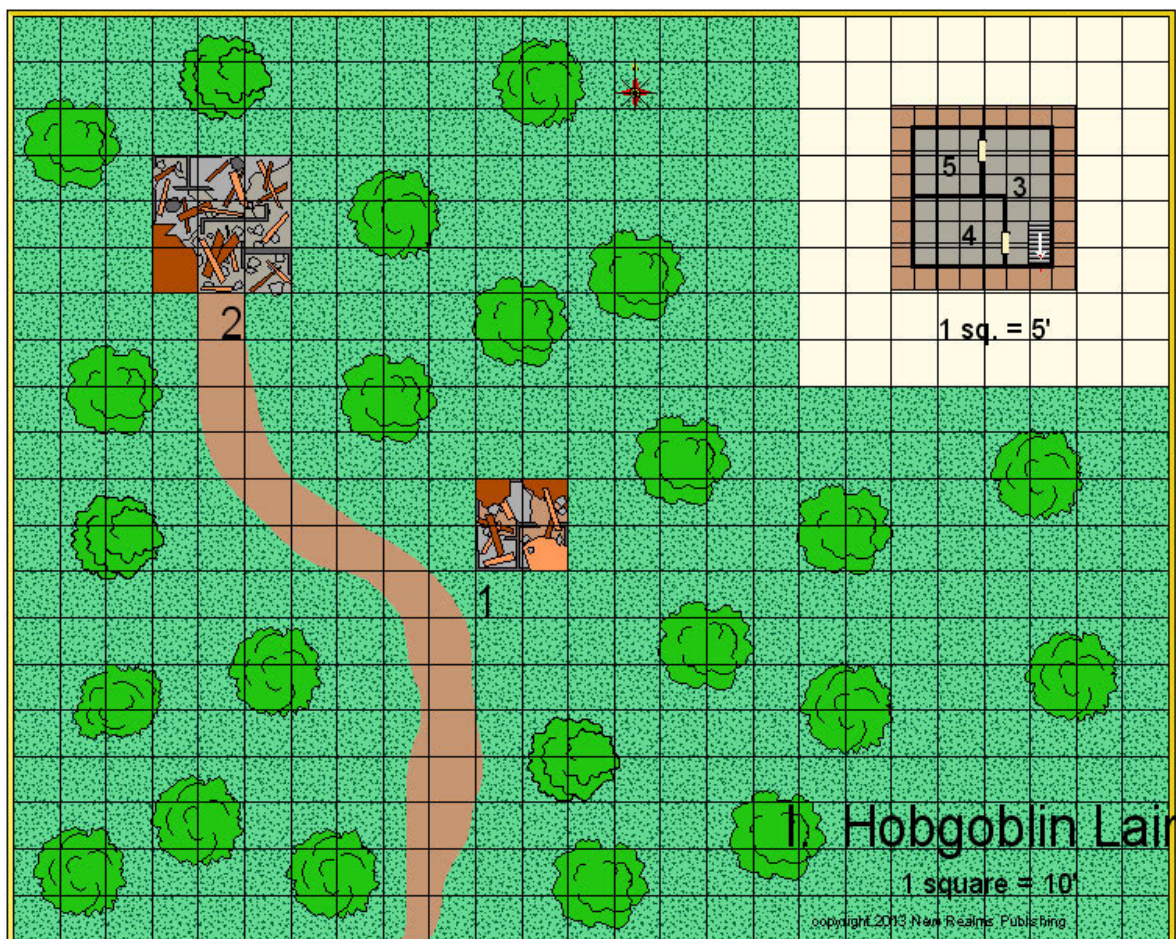
The sarcophagus is sealed with a heavy stone lid, which is trapped. If the lid is moved without disarming the trap, several large rocks fall from the ceiling near the sarcophagus. Make an attack roll against each character within ten-feet of the sarcophagus. The rocks attack as a 3HD monster. On a hit, the character takes 1d6 damage.

Inside the sarcophagus are the twisted, mummified remains of the magic-user, who has become a wight [AL C; MV 90' (30'); AC 5; HD 3; HP 17; #AT 1; DG drain 1 level; SV F 3; ML 12; XP 110; only hit by silver or magical weapons].

The wight is wearing a gold necklace (800 gpv). Lying in the sarcophagus is a *wand of magic missiles* with 12 charges, a magic-user scroll of *levitate*, a potion of *speed* and a *broach of shielding* with 61 hp remaining.

The litter on the floor are the remains of the gargoyle's victims. Searching through the mess will uncover 300 cp, 400 sp, and 120 gp, 3 daggers, a spear, 2 swords, a mace, a longbow, 10 arrows, a light crossbow and 6 +1 bolts.





I. Hobgoblin Lair

1. Dog House

Charred sections of the roof and exterior walls are all that remain of the upper stories of this house. The door and windows are missing on the ground floor and the exterior walls are scorched. Charred beams, leaning at odd angles, can be seen sticking through the ceiling in the interior.

This ruined house is the lair of a dire wolf [AL N; MV 150' (50'); AC 6; HD 4+1; HP 23; #AT 1; DG 2d4; SV F 2; ML 8; XP 140].

The dire wolf stands guard over the trail. Before charging into battle, the dire wolf will let out a great howl, which has a 4 in 6 chance of alerting the hobgoblins. If alerted, the hobgoblins, lead by the bugbear, will emerge from the house at Area 3 in four rounds, prepared for battle.

The ground floor of the dire wolf lair is intact, although the stairs to the basement are choked with rubble and the upper floors have collapsed. There is nothing of value inside.

2. Hobgoblin Lair

The trail ends at the burnt remains of a house. Clinging vines cover portions of the charred walls and a large section of the roof has collapsed. The front door is missing and blackened walls can be seen within.

The basement of this ruined house is the lair of a band of hobgoblins. The upper floors have collapsed. The ground floor is severely damaged, but safe to walk through. In the southeast corner is a flight of stairs leading down to Area 3.

3. Guard Room

Shelves line the walls of this room. On the north wall, across from the stairs hangs a mirror.

Standing guard in the room are two hobgoblins [AL C; MV 90' (30'); AC 6; HD 1+1; HP 6, 4; #AT 1; DG 1d8; SV F 1; ML 8; XP 15]. The hobgoblins are armed with spears and swords. Each carries 2d6 sp and 1d4 gp.

The hobgoblins stand along the south wall, near the door to room 4, and are able to watch the stairs by using the mirror. The hobgoblins will alert their companions in Areas 4 and 5. There is nothing of value in the room.

4. Common Room

A dozen pallets are spread across the floor of this room. Several spits of roasting meat lean over a small pit of hot coals. In the northwest corner is a large barrel, a pair of wineskins and a few weapons.

Eight hobgoblins are resting here and will require one round to fully prepare for battle.

Hobgoblins [AL C; MV 90' (30'); AC 6; HD 1+1; HP 8, 2x6, 4x5, 4; #AT 1; DG 1d8; SV F 1; ML 8; XP 15].

Each of the hobgoblins carries a spear, sword, 2d6 sp and 1d4 gp. The barrel contains water and the skins wine. The weapons are 3 spears, 4 shortbows and 4 quivers of arrows.

5. Leader's Room

A bed sets in the southwest corner of this room. At the foot of the bed is a large trunk. An old tapestry covers the floor and in the northwest corner is a pile of arms and armor.

This room is the lair of a bugbear, who commands the hobgoblins and, occasionally, the goblins.

Bugbear [AL C; MV 90' (30'); AC 3; HD 3+1; HP 20; #AT 1; DG by weapon +1; SV F 3; ML 9; XP 100; surprise 3 in 6].

The bugbear wears chainmail and carries a +1 *shield* that is covered in black leather. Under the leather, the shield is emblazoned with the image of

a gold dragon. He is armed with a sword, handaxe and mace. In a pouch he carries 13 cp, 24 sp, and 10 gp. On a gold chain around his neck is an ivory pendant in the shape of a rat's head set with tiny ruby eyes (300 gpv).

In the trunk are a bunch of old clothes, a sack of 300 cp and 200 sp. In the northwest corner is a suit of leather armor, chainmail, 2 shields, a battleaxe, flail, longbow and 20 arrows.

The tapestry is dark green and depicts a keep with knights riding out to battle. Under the tapestry is a loose flagstone. Under the flagstone is a hollow space containing an iron chest. In the chest is a sack of 400 gp, and a small box with six gems (4x50, 2x100 gpv), a *potion of gaseous form*.



J. The Ruins of Wardstone Keep

The overgrown trail turns east, ending at a large clearing slowly being reclaimed by the surrounding wilderness. Large mounds of rubble can be seen amid the trees and brush. South of the trail is a pond surrounded by thick, waist-high grass. In the center of the clearing is a large, square, stone structure. The upper floors have collapsed and timbers can be seen sticking through the fallen roof. The ground floor appears to be intact.

The stone structure is all that remains of Wardstone Keep, the castle that once housed the Knights of the Dragon. From here, the knights patrolled the region, battling monsters and invading humanoids, and aiding the locals in defending their homes. Then, numerous large bands of humanoids from beyond the borderlands invaded the region. The majority of the knights rode out to meet the invaders and aid the local settlers and soldiers. While the knights were out, though, the keep was attacked by a large band of gnolls and their allies. The small band of defenders fought valiantly, but the keep was overrun. While the humanoids were looting the keep, the gnoll leader attempted to break the altar stone in the chapel and in that instant brought down a terrible curse. A violent tremor rumbled through the keep, causing the upper floors and outer works to collapse. Those looters not killed during the earthquake fell dead, only to rise again as undead, cursed to defend the keep, its treasures, and the remains of its defenders.

Wandering Monsters

Every two turns, there is a 1 in 6 chance of the characters encountering wandering monsters. If wandering monsters are encountered, roll 1d6 on the following table.

d6	Encounter
1	Giant Rats
2	Giant Centipedes
3	Giant Crab Spider
4	Giant Flies
5	Carrion Scavenger
6	Giant Gecko Lizard

Carcass Scavenger [1; AL C; MV 120' (40'); AC 7; HD 3+1; #AT 8; DG Paralysis; SV F 2; ML 9; XP 135].

Giant Centipedes [1d4; AL N; MV 60' (20'); AC 9; HD ½; #AT 1; DG Poison; SV 0; ML 7; XP 6].

Giant Crab Spider [1; AL N; MV 120' (40'); AC 7; HD 2; #AT 1 bite; DG 1d8 + poison; SV F 1; ML 7; XP 38; surprise 4 in 6].

Giant Fly [1d4; AL N; MV 90' (30') Fly 180' (60'); AC 6; HD 2; #AT 1; DG 1d8; SV F 1; ML 8; XP 29; surprise 4 in 6].

Giant Gecko Lizard [1; AL N; MV 120' (40'); AC 5; HD 3+1; #AT 1; DG 1d8; SV F 2; ML 7; XP 100].

Giant Rats [2d4; AL N; MV 120' (40') Swim 60' (20'); AC 7; HD ½; #AT 1; DG 1d3 + disease; SV F 1; ML 8; XP 6].



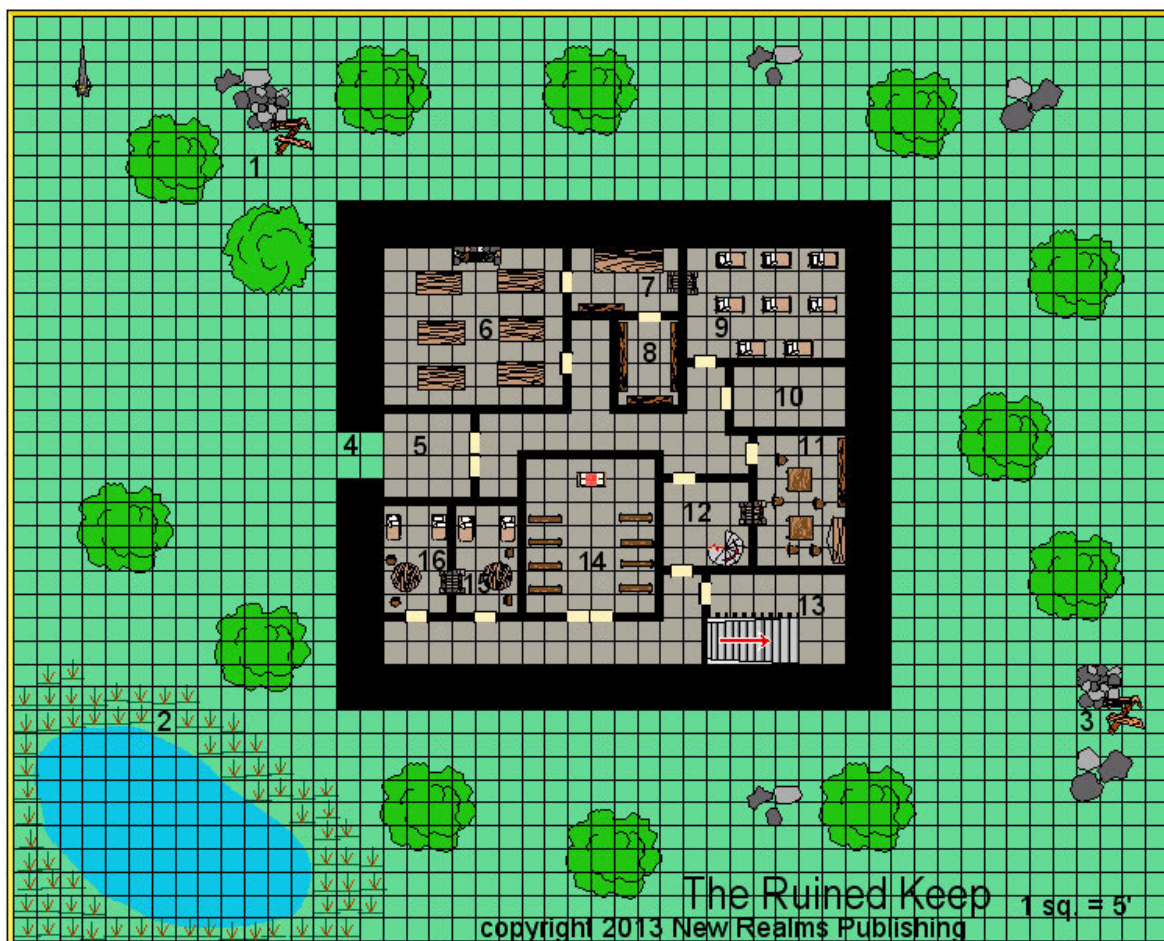
1. Rubble

A large mound of lichen-covered rubble lies just outside the cover of two old oak trees. A few old timbers jut from the pile and several rusted weapons can be seen among the pieces of mortar and stone.

If the characters search through the rubble, there is a 1 in 6 chance per turn of uncovering the skeletal remains of several large humanoids, gnolls, to be exact. Scattered loose among the bones is 120 sp, 33 gp and a large sack bulging with treasure. If the sack is taken, or the contents removed, the gnoll skeletons will animate and attack. The loose coins can be taken without causing the skeletons to animate and attack.

Gnoll Skeletons [AL C; MV 60' (20'); AC 7; HD 2; HP 13, 10, 8; #AT 1; DG 1d6; SV F 1; ML 12; XP 29].

The sack contains 120 cp, 80 sp and a silver candelabrum (150 gpv).



2. Marshy Pool

A thick screen of waist-high grass surrounds a large pool of murky water. Patches of slimy vegetation float on the surface of the pool and cling to the rocky edges.

Lurking near the edge of the pool are a pair of giant toads [AL N; MV 90' (30'); AC 7; HD 2+2; HP 16, 13; #AT 1; DG 1d4+1; SV F 1; ML 6; XP 71; surprise 3 in 6, tongue attack, swallow].

The water of the pool is warm and reaches a depth of five feet near the center. The pool contains nothing of value. If the grass is searched, however, a pile of bones, rotting cloth and a scattering of 124 cp, 57 sp and 12 gp will be found.

3. Rubble

A moss-covered pile of stone, broken masonry and scorched wood lies within the shadow of a twisted elm. A spear shaft juts from the rubble and several bones can be seen within the pile.

Hiding in the rubble are four giant centipedes [AL N; MV 60' (20'); AC 9; HD ½; HP 4, 3, 3, 2; #AT 1; DG Poison; SV 0; ML 7; XP 6].

The centipedes will not attack unless the rubble is disturbed. If the rubble is searched, a +1 *war hammer* will be found amid a pile of bones, rotting leather, a rusted suit of mail and a Lawful holy symbol.



4. Entrance

The smashed remains of a pair of ironbound doors hang from heavy, iron hinges on either side of this wide doorway. The twisted remains of a rusted portcullis lie in the grass near the doorway along with several large bones.

The bones are from a pair of gnolls. There is nothing else of interest.

5. Entry Room

Scorch marks mar the walls and dozens of bones, the broken and rusted remains of weapons and armor and bits of rubble and plaster are scattered across the floor of this room. Double doors are set in the center of the east wall and in the center of the west wall is a ten-foot wide opening. A metal lever sticks out of the wall to either side of the west opening.

The bones are human and gnoll. There is nothing of value in the room.

The levers once operated the doors and portcullis that were set in the west wall. The levers are set in slots in the walls and both are currently in the up position. The northern lever once operated the locks on the broken doors. Now, pulling the lever down causes a mechanism in the wall above the opening to click twice, but with no other discernable effect. If the lever is pushed back up, it clicks once.

If the southern lever is pulled down a loud screech of metal echoes through the room and then a 20' length of heavy chain falls through a small hole in the ceiling of the entryway, jangling and clattering for several seconds as it forms a neat pile on the stone floor. The noise will alert all creatures on this level, making it impossible to surprise them for the following six turns, and increase the chance of encountering a wandering monster by 1 for the next four turns.

6. Dining Room

Broken and overturned benches, rubble and bones clutter the floor of this room. Six long, heavy wooden tables rise from the rubble. Dust, pieces of metal and chunks of stone are scattered across the dirty tops of the tables. In the center of the north wall is a wide fireplace.

Movement through the room will be at half pace as characters must pick a path through the rubble. The occupant of this room, a giant gecko lizard, is not hindered by the rubble, as the creature can move across the walls, ceiling and tabletops as need be. The giant lizard hunts in the surrounding forest, coming and going through a hole in the ceiling.

Giant Gecko Lizard [AL N; MV 120' (40'); AC 5; HD 3+1; HP 21; #AT 1; DG 1d8; SV F 2; ML 7; XP 100].

Among the rubble and refuse of the room can be found old tin dinner plates, eating utensils, the occasional broken weapon or rusted remains of armor and a scattering of loose coins (80 sp and 50 gp total), a gold ring emblazoned with the image of a rearing lion (250 gpv) and a clerical scroll of *cure light wounds*.

7. Kitchen

Pots, pans, cooking utensils and bones litter the floor of this room. Among the refuse are four intact skeletons. Three of the skeletons are the remains of bestial humanoids with skulls that resemble those of dogs or wolves. The remains of rusted plate armor are on the fourth skeleton, which still grips a battleaxe. Along the north wall is a long counter with cupboards beneath and in the center of the east wall is a fireplace. A second counter sits along the south wall.

Three of the skeletons are the remains of gnolls. The fourth is of a human fighter, a knight, who died battling the gnolls. Searching the gnoll skeletons uncovers 125 cp, 76 sp and 20 gp. The knight's armor is beyond use and repair. The battleaxe is still a useable weapon, however, and under the armor is a gold medallion emblazoned with the image of a gold dragon and set with two tiny rubies for eyes (500 gpv), and a pouch at his side containing 30 gp.

If the knight's remains are disturbed, the gnoll skeletons will animate and attack.

Gnoll Skeletons [AL C; MV 60' (20'); AC 7; HD 2; HP 14, 11, 9; #AT 1; DG 1d6; SV F 1; ML 12; XP 29].

The cupboards contain a few cobweb-covered pots and pans, a small wooden box, and a giant centipede [AL N; MV 60' (20'); AC 9; HD ½; HP 3; #AT 1; DG Poison; SV 0; ML 7; XP 6].

The box contains a clerical scroll of *cure disease* and *neutralize poison*. If the scroll is removed, the gnoll skeletons will animate and attack if they have not already done so.

8. Pantry

Shelves line the east, west and south walls of this room and refuse litters the floor. Splotches of slimy green mold cover the center section of the west shelf and a lumpy pile in the south west corner. A section of the ceiling near the south end of the room has collapsed, spilling rubble across the shelves and floor. A large, ornate wooden trunk sits at an angle between a hole in the ceiling and the top shelf to the south.

This room was the kitchen pantry. Any food that was here was claimed long ago by time and scavengers and what remained is now covered by the disgusting, but harmless, green mold. The refuse consists of tattered sacks, the splintered remains of broken crates, bits of glass and pottery and chunks of rubble from the ceiling.

The trunk is 3' high, 5' long, 3' wide and weighs 50 pounds. If the characters wish to retrieve the trunk, or at least examine its contents, they will need to devise a plan to do so. The ceiling is 10' high. The shelves are 8' tall. There are four shelves per wall with 2' of space between each shelf (i.e. the first shelf is 2' off the floor, the second 4', etc...). Each shelf can safely support 200 pounds of weight. Each pound over 200 results in a 1% chance per turn of the shelf breaking (i.e. 250 pounds is a 50% chance). Should a character fall from a shelf, there is a chance the character will take damage. The first shelf 0-1 points, the second 0-2, the third 0-3 and the fourth shelf 1-4 points of damage.

The real danger, however, comes from the ceiling. If a dwarf or thief examines the ceiling they have a chance (dwarf 3 in 6 and thief double find traps chance) of determining the ceiling is unstable and that moving the trunk could be dangerous. There is room enough for 2 characters to work together to move the trunk. If the trunk is moved, roll 1d20 and add each characters strength and dexterity

modifiers, +2 if two characters are working together, + each thief's level (if any). If the result is 16 or higher, the trunk is safely moved out of the hole. If the result is 15 or lower, the southern section of the ceiling collapses. Each character in the southern 10' section of the room takes 1d6 damage and must Save vs Breath Attacks (modified for dexterity) for half damage. Those on the shelves take 2d6 damage, save for half.

The safest method is to remove, or examine, the contents without moving the trunk. There is not enough room to open the lid. However, the lid could be pried off and the contents safely removed. The trunk contains moldy, rotted clothing, a sack containing 200 sp, another containing 200 gp, and a small, locked wooden box containing 6 gems (2x25 gpv, 2x50 gpv, 2x100 gpv) and a *potion of invisibility*.

If the treasure in the trunk is removed, a group of four gnoll skeletons will animate from the bones in Area 5, taking 1 round, and then move to intercept and attack the characters.

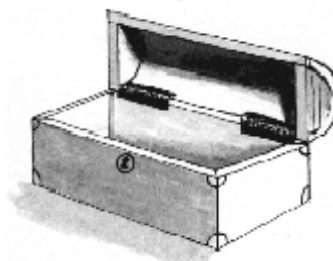
Gnoll Skeletons [AL C; MV 60' (20'); AC 7; HD 2; HP 10 each; #AT 1; DG 1d6; SV F 1; ML 12; XP 29].

9. Barracks

Eight bunk beds, covered with filthy, tattered blankets and mattresses, occupy much of the room. Broken footlockers, torn clothing and rubbish litter the floor. A fireplace is set in the west wall.

This room is the nest of 12 giant rats [AL N; MV 120' (40') Swim 60' (20'); AC 7; HD ½; HP 4, 3x3, 5x2, 3x1; #AT 1; DG 1d3 + disease; SV F 1; ML 8; XP 6].

If the rubbish on the floor is searched, a sheathed silver dagger in a gnawed leather belt will be found. There is nothing else of value in the room.



10. Armory

Cobweb-covered shelves and weapons racks line the walls of this dusty room. Weapons and armor litter the floor. The air smells of rot and mold.

This room is occupied by four gnoll zombies [AL C; MV 120' (40'); AC 7; HD 3; HP 22, 20, 18, 17; #AT 1; DG 1d8; SV F 1; ML 12; XP 65].

There are several useable weapons and armor in this room. If the characters search through the litter on the floor, they will uncover 1 suit of platemail, 2 suits of chainmail, 3 shields, 2 swords, a handaxe, 2 maces, a heavy crossbow, 12 arrows and 6 arrows with silver heads. Scattered loose among the weapons is 120 cp, 36 sp and 46 gp.

11. Lounge

Two heavy, square tables and several chairs occupy the middle of this long room. A set of shelves and a cupboard set against the east wall and in the west wall is a fireplace. A few plates, mugs and bits of trash are scattered across the floor.

Nothing on the floor is of any value. The cupboard is locked and contains a pair of crystal goblets (50 gpv each), an ivory statuette of a dragon with sapphire eyes (750 gpv) and a box containing an ornate set of tableware (150 gpv). If any of these items are disturbed, a group of five gnoll skeletons will animate from the bones in Area 12, taking 1 round, and then move to attack the characters.

Gnoll Skeletons [AL C; MV 60' (20'); AC 7; HD 2; HP 10 each; #AT 1; DG 1d6; SV F 1; ML 12; XP 29].

12. Guard Room

The broken ends of a pair of heavy wooden beams jut down through the ceiling of this room. Rubble, bones and the broken, rusted remains of weapons and armor litter the floor and in the east wall is a fireplace. A rubble-choked, spiral staircase winds up from the floor in the southeast corner.

The bones are human and gnoll. If searched, a silver dagger will be found among the refuse. The stairs once lead to the second floor, but are now full of rubble. There is nothing else of interest.

13. Stairwell Room

A tattered crimson tapestry hangs from the north wall of this dusty room. A few chunks of plaster litter the floor and along the south wall a wide set of stairs leads down into darkness.

The stairs go down to Area 17. The room is otherwise empty.



14. Chapel

Dusty crimson cloth embroidered with gold covers a block of grey stone near the center of the north wall of this room. The handle of an axe, the head imbedded in the stone, sticks up in the air above the block of stone. Two rows of dusty, cobweb-covered pews line the walls to the east and west. Dusty green and crimson tapestries depicting the stylized image of a gold dragon hang from the walls. Tattered pieces of paper, broken candles and bits of stone litter the floor. The air is cold.

This area was once the chapel for the knights that were housed within the keep. A gnoll champion died in this room while in the process of desecrating the chapel, bringing about the curse. The gnoll rose as a wight [AL C; MV 90' (30'); AC 5; HD 3; HP 22; #AT 1; DG drain 1 level; SV F 3; ML 12; XP 110; only hit by silver or magical weapons].

The block of stone is an altar, three-feet high, four-feet long and three-feet wide. In the middle of the crimson cloth that covers the altar, embroidered in gold, is a circle with the image of a dragon inside. The axe stuck in the stone is a +1 *battleaxe*, which once belonged to the gnoll. If the wight is defeated, the axe is removed from the altar and a *bless* spell is cast by a Lawful cleric, the curse will be broken and no further skeletons will animate.

The wight wears a necklace of 8 gold nuggets (25 gpv each) and a black leather belt inlaid with silver skulls (100 gpv). On the belt hangs a handaxe and a pouch containing 25 cp, 15 sp, 19 gp and 4 pp.

A large sack next to the altar holds 300 sp, 200 gp, 3 gems (100 gpv each), a pair of black leather bracers inlaid with gold in the shape of a dragon (250 gpv each) and a necklace of silver and jade (800 gpv). If the treasure is disturbed, a group of four gnoll skeletons will animate from the bones in Area 12 and another four will animate in Area 5. Each group of skeletons takes 1 round to animate and then moves to intercept and attack the characters.

Gnoll Skeletons [AL C; MV 60' (20'); AC 7; HD 2; HP 10 each; #AT 1; DG 1d6; SV F 1; ML 12; XP 29].

A hidden catch on the side of the altar opens a secret compartment in the floor on the north side of

the altar. The compartment contains a stone disk, six-inches across, carved with the image of a gold dragon and a clerical scroll of *cure light wounds*, *resist cold* and *resist fire*. The disc opens the door to Area 21.

15. Bedroom

A pair of moldering beds set near the walls at the north end of this room. Two broken trunks, the tattered, filthy contents, overturned chairs and a round table are scattered across the floor. A fireplace is set in the west wall, half-filled with ashes and refuse.

Much of the refuse on the floor is tattered clothing, pieces of glass, wood and leather, and less identifiable material. There is nothing of value among the litter. Half-buried in the ashes in the fireplace is a dirt-encrusted silver candelabrum (150 gpv).

If the candelabrum is removed from the fireplace, a group of five gnoll skeletons will animate from the bones in Area 20, taking 1 round, and then move to intercept and attack the characters.

Gnoll Skeletons [AL C; MV 60' (20'); AC 7; HD 2; HP 10 each; #AT 1; DG 1d6; SV F 1; ML 12; XP 29].

16. Bedroom

The door to this room is locked.

Numerous holes pockmark the cracked and uneven ceiling of this room. Dust and chunks of rubble litter the floor and a pair of dirt and dust covered beds set at the north end of the room. A trunk sits at the foot of each bed, a table and two chairs near the west wall and a fireplace is in the east wall.

This room is the lair of a giant crab spider [AL N; MV 120' (40'); AC 7; HD 2; HP 14; #AT 1 bite; DG 1d8 + poison; SV F 1; ML 7; XP 38; surprise 4 in 6].

The creature is able to come and go through the chimney. If the trunks are searched, a total of 120 sp, 123 gp, an ornate silver ring (125 gpv), a *potion of heroism*, a clerical scroll of *bless* will be found among rotting clothing, a few candles, 2 vials of holy water and a tinderbox.

If the treasure is disturbed, a group of four gnomish skeletons will animate from the bones in Area 5, taking 1 round, and then move to intercept and attack the characters.

Gnomish Skeletons [AL C; MV 60' (20'); AC 7; HD 2; HP 10 each; #AT 1; DG 1d6; SV F 1; ML 12; XP 29].

Dungeon Level

17. Stairwell Room

A flight of stone stairs climbs from the dusty floor of this rectangular room. Cobwebs shroud the corners and a few bits of rubble litter the floor at the base of the stairs.

A green slime clings to the ceiling near the bottom of the stairs.

Green Slime [AL N; MV 3' (1'); AC -; HD 2; HP 12; #AT 1; DG turn to slime; SV F 1; ML 12; XP 38].

There is nothing of value among the rubble.

18. Storeroom

Smashed crates and barrels, twisted bands of metal and tattered sacks litter the floor of this room. Broken shelves line the walls and in the northwest corner is a large crate.

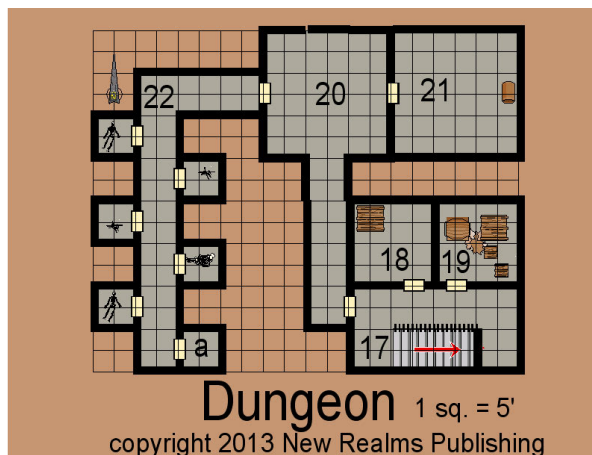
If the refuse is searched through, a crowbar and a pair of hammers will be found. The crate contains three coils of rope and a dozen bedrolls. In the corner behind the crate is a gallon jug of oil.

19. Storeroom

The stench of rot and decay fills the air. Crates and sacks are piled in the eastern half of the room and in the northwest corner is a large cask atop a wooden rack.

Lurking behind the crates to the northeast is a zombie bugbear [AL C; MV 120' (40'); AC 6; HD 4; HP 30; #AT 1; DG 1d8+1; SV F 2; ML 12; XP 135].

The monster will plow through the crates in an effort to reach the characters, this will cause the rack to topple over and the cask to come bouncing and rolling toward the doorway. Any characters in the



path must make a save against Breath Attacks or be knocked down.

The crates and sacks contain only rotting foodstuffs and moldering cloth and leather. A pouch at the bugbear's waist contains 20 sp, 13 gp, and 3 gems (50 gpv each). Lying on the floor in the northeast corner is a normal mace and a large sack containing 200 gp, a pair of ornate gold candelabra (250 gpv each) and a magic-user scroll of *detect magic* and *magic missile*.

If the treasure in the sack is disturbed, a group of four gnomish skeletons will animate from the bones in Area 12 and another group of four from Area 20, taking 1 round, and then move to intercept and attack the characters.

Gnomish Skeletons [AL C; MV 60' (20'); AC 7; HD 2; HP 10 each; #AT 1; DG 1d6; SV F 1; ML 12; XP 29].

20. Guard Room

Bones and the broken and rusted remains of weapons and armor litter the floor of this room. A mound of scorched wood and other refuse is piled in front of the southern entrance and an empty weapons rack sets in the northeast corner.

The bones are of humans, gnomes and a few bugbears. If the bones and weapons are searched through, two shields, a two-handed sword, a battleaxe, two maces, 120 cp and 35 sp will be found. Only scorched chunks of wood and twisted bits of metal will be found in the refuse in front of the southern entrance.

The door to the east is made of stone and has no visible hinges or handles. In the center of the door is a circular depression, six-inches in diameter, engraved with the image of a dragon. If the stone disc from Area 14 is placed in the depression, the door will slide into the ceiling. The door cannot physically be forced open and will resist magical spells and effects third level and lower.

21. Treasury

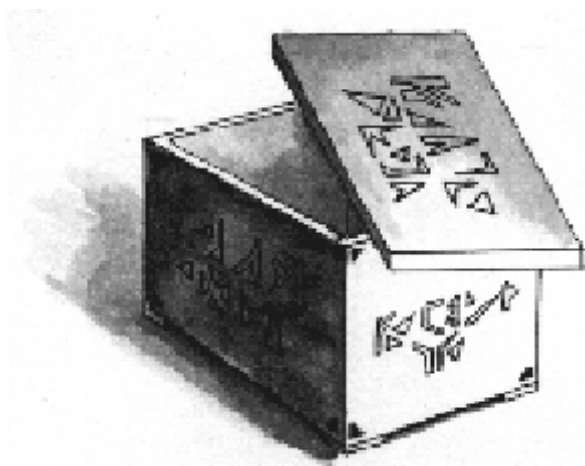
Dust and cobwebs cover this room. A stand in the northeast corner holds a suit of chainmail. A large stone chest sits on the floor near the center of the east wall. In the southeast corner is a weapons rack. In the northwest corner is the grey stone statue of a dragon.

The statue is ten-feet tall and will animate and attack if the weapons, armor or chest is touched.

Dragon Statue [AL N; MV 90' (30'); AC 5; HD 5; HP 30; #AT 3; DG 1d6 each; SV F 5; ML 12; XP 500; immune to hold, charm sleep, poison, gas; breathe fire 3/day, 20' long cone, 3d6 damage, save for ½].

The armor is +1 *chainmail*. The weapons rack holds a silver-bladed polearm, a quiver of 12 +1 *arrows* and a +1 *sword* that casts *cure light wounds* 1/day. The sword's hilt is gold and engraved in the image of a dragon.

The stone chest holds a sack of 500 gp, a small statue of a gold dragon with emerald eyes (1500 gpv), a small box set with ivory and jade (500 gpv) that contains six gems (3x100, 2x250, 1x500), a *wand of detecting magic* with 9 charges.



22. Cells

This area once housed prisoners of the keep. Now, the cells only contain a few old bones, filthy straw, and perhaps an old blanket or a crusty, wooden bowl. The area is the hunting ground of a carcass scavenger that is able to move in and out of the cells via holes and connecting tunnels in the ceiling.

Carcass Scavenger [AL C; MV 120' (40'); AC 7; HD 3+1; HP 23; #AT 8; DG Paralysis; SV F 2; ML 9; XP 135].

The creature will either be up in the ceiling, in the corridor or in cell a, as indicated by a die roll on the table below.

d6	Location
1-4	Ceiling
5	Corridor
6	Cell a

If the monster is located in the ceiling, the carcass scavenger has a 4 in 6 chance of attacking the adventurers from the rear and a 3 in 6 chance of surprising them.

In cell a are the remains of a previous group of adventurers, a fighter, magic-user and thief. The fighter wears chainmail and carries a sword, shield, dagger and backpack. The backpack contains moldering food, 3 torches, tinderbox, a flask of oil and a large sack. In a pouch, under the armor, are 13 cp, 12, sp, 14 gp, and 2 gems (50 gpv each).

The magic-user carries a dagger, a scroll of *mirror image*, a belt pouch with a *potion of healing*, a flask of oil, a tinderbox, and a vial holy water, and a backpack. The backpack contains only moldy food, a wineskin, a large sack of 200 sp, 2 wooden stakes and a mallet.

The thief wears leather armor, carries a +1 *dagger*, a sword, light crossbow and 7 quarrels, a belt pouch containing a tinderbox, flask of oil, thieves tools and two wax candles, and a backpack. The backpack contains moldy food, a half-full wineskin, 50' of hemp rope, 3 iron spikes, hammer and a crowbar. Under his armor is a pouch containing 12 of each type of coin and 6 gems (50 gpv each).

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