

**DLD1**

**For Character Levels 1-3**

**CLASSIC**

# **DEEP LEVEL DUNGEON**

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## **The Courtyard of Gerald Red**

**by R. Lawrence Blake**



**LABYRINTH LORD**  
**COMPATIBLE PRODUCT**

PRIME REQUISITE GAMES™

CLASSIC

# DEEP LEVEL DUNGEON

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## The Courtyard of Gerald Red

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Gerald Red held evil and blasphemous battle games for the public within the confines of his courtyard. When the local officials came to put a stop to the bloodshed, Red vanished, leaving behind a terrible legacy of horror and death that surrounds his courtyard to this very day.

Can your characters conquer Red's construct and put the surrounding communities of Irlendom at ease? *The Courtyard of Gerald Red* is a perilous adventure for character levels 1-3.

For use with the Labyrinth Lord™ rules or other Basic RPG systems.

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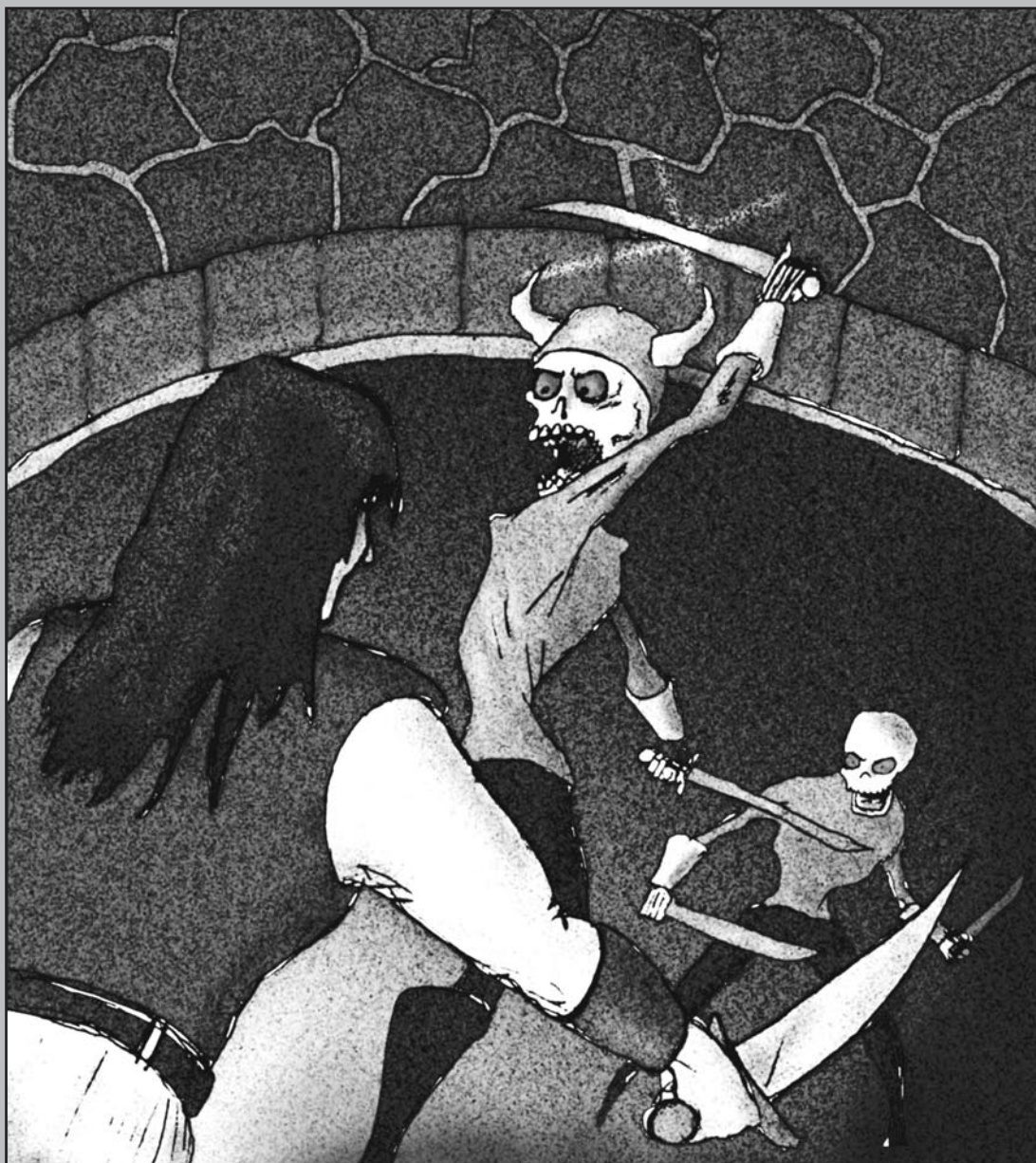
# DEEP LEVEL DUNGEON

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Prime Requisite Games™ Adventure DLD1 For Character Levels 1-3

## THE COURTYARD OF GERALD RED

by R. Lawrence Blake



PRIME REQUISITE GAMES™

For use with the Labyrinth Lord™ rules or other BASIC RPG systems.

*The Courtyard of Gerald Red is part of the Classic Deep Level Dungeon Adventures™ series from Prime Requisite Games™ for use with the Labyrinth Lord™ rules or other BASIC RPG game systems. Prime Requisite Games™ is dedicated to bring you quality old-school RPG adventures.*

## **The Courtyard of Gerald Red**

Written and illustrated by R. Lawrence Blake

Layout and design by R. Lawrence Blake

Dedicated to my wife Else.

Special thanks to Daniel Proctor for returning us to classic RPGs.

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## The Courtyard of Gerald Red

### INTRODUCTION

Ten years ago, Gerald Red constructed a courtyard 40 miles southeast of Irlendom to put on spectacular public shows of magic and battle. Red was once a popular traveling puppeteer throughout the northern Known Lands. He was revered as a strange man, possibly close to madness, but such behavior was thought to have only enhanced the atmosphere and spectacle of his public shows.

During his travels, under mysterious circumstances, Red came into a great deal of wealth. He settled in Irlendom, and three years before construction of the courtyard, Red spent his days obsessing about magic that dealt in protection and defense. It is rumored that during this time he acquired a set of valuable rings containing high magics. It is also said that during this time is when his madness started to take hold of him.

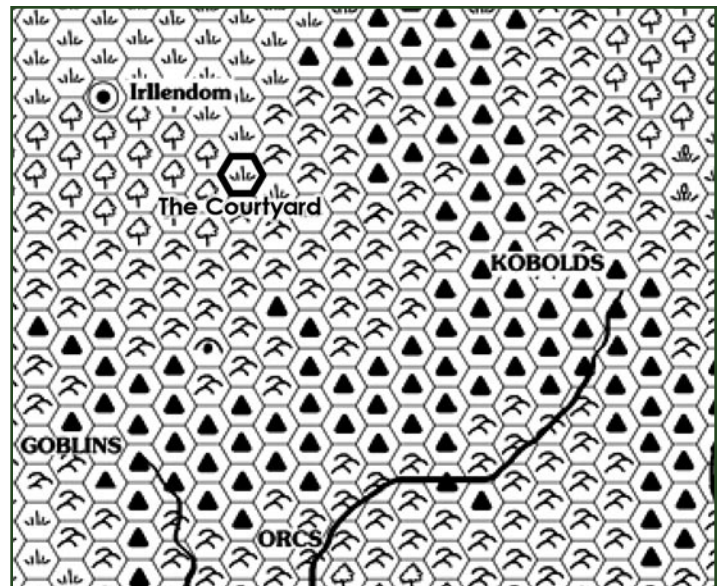
His obsession with magic was a mystery until he finally opened his courtyard games to the public. The games consisted of reenacted gladiator battles and magician trickery. It became an open secret that Red used his acquired magic for the games, protecting the fighters and giving them additional strength.

For two years, the shows became ever more popular with the surrounding communities, and people traveled from all over the northeast to attend. However, Red's insanity starting to seep into his games and spectacles. The battles became more dangerous, and the magic shows more incredible. Instead of reenactments of fierce battles, the shows became murderous gladiator games, and magic shows became blasphemous tinkering with undead, having them battle one another for the eventually dwindling crowd's amusement.

One evening, events went horribly awry when Red brought two charmed ogres into the courtyard battle games. When the spell was suddenly broken, the ogres flew into a rage, killing many of the game participants as well as many spectators.

Soldiers from Irlendom were sent to shut down the courtyard games and arrest Gerald Red for his part in the tragedy. When they arrived, they found the leftover carnage as well as the two ogres, now dead. However, Gerald Red was nowhere to be found. For many years now, the courtyard has stood dormant, only to be taken over by the surrounding elements and various horrific monsters.

Neighboring villages to Irlendom have complained to officials about the courtyard. Originally, Gerald Red's courtyard was a good source for tourism and trade in the area. Between losing the trade from local travelers



and the dread and fear of what the courtyard has become, the surrounding communities of Irlendom have decided to hire a group of mercenaries to clean it out. Once word has returned to the city officials of your success, your party will receive a total of 2,500 gps as well as any treasure taken from the courtyard.

### NOTES FOR THE GM

During the tragedy, Red had slain the ogres by his own hand. Knowing that the public have become hostile to the recently violent change in his courtyard games, he figured that the incident with the ogres would be the final straw for the authorities of Irlendom. Some of the surviving occupants were calling for Red's blood, but before the mob or the authorities could get to him, Red escaped to his hidden labyrinth underneath the courtyard.

For two years, he lived underground, rarely venturing above ground. Alone in the caverns, he was no match for a tribe of 15 troglodytes that discovered his caves through an entrance from an underground tunnel led from a fresh water river. The creatures killed Red and set the labyrinth up as their lair.

Every two to six months, the troglodytes ascend to the upper level to clear out / kill and eat any intruders within the courtyard construct. Such activity leaves behind the dreadful stench the troglodytes sweat during battle. Although it has been over a full three months since the troglodytes have been in the upper level, anyone going through the construct will still smell a faint, but disgusting, odor.

Sometimes, their "cleaning sessions" would result in a death for the troglodytes, and over the years, their number has been reduced to seven (or more, depending on the GM's discretion due to party strength).



## TRAVELING TO THE COURTYARD

While it is the surrounding communities that are hiring the characters, the officials of Irlendom have also agreed to help with the quest, offering traveling horses and any basic equipment that the party may need. They also make payment on the character's reward, so they will travel back to Irlendom to collect.

The travel to the courtyard will be relatively uneventful if the PCs take heed of the warnings they received before leaving the city: stick to the grasslands to the southeast and do not venture into the forest to the south. The forest has a path that would save the party four or five hours of travel, but the chance of a wandering encounter increases.

If the party decides to follow the path into the forest, roll on the Wandering Monster **Table 1** two times during their journey. If the party sustains damage from a wandering monster, it is best that they try to travel back into town to recover because the forest at night yields some dangerous possibilities. For each overnight stay in the forest, roll for wandering monsters two times.

The trip to the courtyard via the grasslands offers less activity, rolling only once on the Wandering Monsters **Table 2** during the day or overnight.

## WANDERING MONSTERS

**TABLE 1: Roll d8**

1. 3 Hobgoblins (AL: C, MV: 90' (30'), AC: 6, HD: 1+1, HP: 6, 5, 5, ATT: 1, DMG: 1-8, SAVE: F1, ML: 8, XP: 15)
2. 4 Goblins (AL: C, MV: 60' (20'), AC: 6, HD: 1-1, HP: 5, 4, 4, 3, ATT: 1, DMG: 1-6, SAVE: 0, ML: 7, XP: 5)
3. 2 Giant Killer Bees (AL: N, MV: 150' (50'), AC: 7, HD: 1-4 hp, HP: 3, 2, ATT: 1, DMG: 1-3, SAVE: F1, ML: 9, XP: 6)
4. Spitting Cobra (AL: N, MV: 30' (90'), AC: 6, HD: 1, HP: 6, ATT: 1, DMG: 1-3, poison, SAVE: F1, ML: 7, XP: 13)
5. 2 Giant Shrews (AL: N, MV: 180' (60'), AC: 4, HD: 1, HP: 6, 4, ATT: 2, DMG: 1-6, 1-6, SAVE: F1, ML: 10, XP: 10)
6. 5 Kobolds (AL: C, MV: 60' (20'), AC: 7, HD: 1-4 hp, HP: 4, 3, 3, 2, 2, ATT: 1, DMG: 1-4, SAVE: 0, ML: 6, XP: 5)
7. 4 Orcs (AL: C, MV: 120' (40'), AC: 6, HD: 1, HP: 7, 7, 5, 3, ATT: 1, DMG: 1-6, SAVE: F1, ML: 8, XP: 10)
8. 2 Giant Toads (AL: N, MV: 90' (30'), AC: 7, HD: 2+2, HP: 8, 7, ATT: 1, DMG: 1-4 +1, SAVE: F1, ML: 6, XP: 35)

**TABLE 2: Roll d4**

1. No encounter
2. 6 Patrol Guards from Irlendom (AL: L, MV: 120' (40'), AC: 5, HD: 1, HP: 7 each, ATT: 1, DMG: 1-6 (swords, bows), SAVE: F1, ML: 8, XP: 10)
3. 3 Kobolds (AL: C, MV: 60' (20'), AC: 7, HD: 1-4 hp, HP: 4, 3, 3, ATT: 1, DMG: 1-4, SAVE: 0, ML: 6, XP: 5)
4. 2 Hobgoblins (AL: C, MV: 90' (30'), AC: 6, HD: 1+1, HP: 6, 5, ATT: 1, DMG: 1-8, SAVE: F1, ML: 8, XP: 15)

## THE COURTYARD

The GM will have two sets of maps for the courtyard and its lower level. One set will be for the players (Maps **1b** and **2b**), provided if they find them in areas 6 and 10.

Monsters and treasure within this adventure can be adjusted to fit the strength of the party.

## UPPER LEVEL

Arriving at the courtyard, the characters notice that while the building is not in ruins by any means, it does look old and weathered. The surrounding plant-life is unkept with large tangled weeds carpeting the landscape and vines growing up the side of the walls.

Anyone coming within 20' of the courtyard building will notice the faint odor of the troglodytes (although it is doubtful that any character will know the source of the smell). The scent hangs lightly in the air throughout the upper level, always noticeable.

1. The front of the construct runs roughly 25' tall and 150' wide. A set of stairs 40' wide ascend up 5', leading to five pillars - each 6' in diameter. On either side of the stairs are 5' x 8' open windows protected and closed off by sets of heavy bars. Behind the pillars is an open portcullis. As the characters approach, **two wolves** emerge from behind the pillars and attack (AL: N, MV: 180' (60'), AC: 7, HD: 2+2, HP: 10, 7, ATT: 1, DMG: 1d6, SAVE: F1, ML: 8, XP: 35). The barking and fighting will alert the orcs in area 3, who will hide around the northwest corner of their room, just in case the characters peer inside the barred windows.

1a. There are 10' wide hallways leading both east and west. Directly north of the open portcullis is another half-opened portcullis leading into the courtyard. Each hallway leads to one door and a small set of steps which allow entrance to the courtyard seating (described in 2). Anyone attempting to enter into

the courtyard has a 65% chance of hitting a tripwire, dropping the half-opened portcullis. The character must make a Dexterity check at -2 or suffer 2d6 hit points of damage.

**2.** The courtyard, once a clean and grand place for war games and magical spectacles, is now a rotted area, overgrown with weeds and thickets. The courtyard extends 90' by 100' and is without a rooftop, exposed to the open sky. To the north is a large awning that extends about 30' over the northern part of the courtyard. It has numerous seats on top for the courtyard audience. While the courtyard is open, the awning seats have a roof 15' above them. Under the awning on the north wall is a set of double doors.

In the center of the courtyard are **two animated skeletons** battling one another with rusted broadswords. They slash and guard against one another, but never actually "kill" each other. Either one could easily be taken down by a character (they will not attack the party). If one is taken out, the other immediately begins bowing to the empty stands in victory. It does this repeatedly, continuing to do so until destroyed or one of the skeletons from the Second Level (area 14) arrives and begins with it a new battle.

Close inspection of the courtyard grounds will turn up a **Ring of Protection +1** and a silver holy symbol worth 25 gps. The ring is gold with an "R" insignia on its side, just under the gemstone (see area 6 for details on the other "R" rings). The gemstone is a light blue color.

The characters who enter the seating area from **1a** will find empty seats with nothing of value (except for the surreal skeletal battle below).

**2a.** Weapon racks line the east and west walls of this room. The eastern racks are empty - ransacked years ago - while the west wall has all the weapons in place: 1 shortsword, 1 longsword, 1 mace, 2 spears, and 1 trident. All along the western half of the north wall and all over the west wall (including the weapons) is a strange yellowish growth (**Yellow Mold**: AL: N, MV: 0, AC: always hit, HD: 2, HP: 11, ATT: spores, DMG: 1d6, special, SAVE: F2, ML: n/a, XP: 29). Using fire to destroy the mold will have a 30% chance of rendering the weapons useless.

**3.** There is a door to the north and a barred open window to the south wall which looks out to the front area. **Three orcs** (AL: C, MV: 120' (40'), AC: 6, HD: 1, HP: 7, 6, 6, ATT: 1, DMG: 1d6 or weapon, SAVE: F1, ML: 8, XP: 10) who were alerted by their guard wolves will attempt to surprise the characters. Each carry shortswords. One orc also carries a short bow with 12 arrows. Together they have a total of 75 gps and one carries a jewel in its pocket worth 100 gps.

**4.** This appears to have once been a dining area. Broken chairs and bits of what was once a table are scattered about. Nothing of value is in here.

**5.** This is a kitchen area with plenty of empty shelving and an old iron oven which sits in the northwest corner. An exhaust pipe, rusted with holes, leads from the oven to the ceiling. Within the pipe, **4 Stirges** (AL: N, MV: 180' (60'), AC: 7, HD: 1, HP: 7, 5, 5, 3, ATT: 1, DMG: 1-3, SAVE: F2, ML: 9, XP: 13) have built a nest. If the characters examine the oven, they will attack. Within the nest are 3 gems (2 worth 100 gps each and one worth 50 gps).

Other objects in this room are empty seasoning cans and obvious weather damage from the leaky ceiling around the exhaust pipe.

**6.** This is a storage room with various empty canisters and wine barrels. On a successful secret doors check, the characters will find a loose panel of wood that slides out from under one of the wine barrels, exposing an alcove in the floor. Within the alcove are three large steel boxes.

The first box contains a set of fine silverware for 24 settings worth 225 gps.

The second box has a needle trap. Anyone stuck must save vs. poison or suffer 2-8 hp of damage and be weakened for 3 days (50% movement and no physical activity). In the box are a set of rings, and except for one, each has an "R" insignia engraved into its side, just under the gem setting. There are slots for 8 rings, but only 5 are within. Each ring has a different appearance - thick, thin, silver, gold, etc. Three of the rings are normal, but two are magical (each non-magical ring is worth 150 gps). One is a **Ring of Protection +2** and the other is a **Ring of Weakness**. NOTE: This cursed ring is the only one without an "R" insignia.

The characters might try to find out the significance of the insignias, however they are just vanity marks for Gerald Red. The Ring of Weakness was purposely kept in the box as a piece of interest to those invading his treasure. He figured that the only ring without an insignia would trap a greedy thief into putting it on.

If a character puts on the cursed ring, they must use a **remove curse** spell to take it off. If the characters do not have the spell, the cursed character must travel back to Irlendom and find a cleric who could perform the ritual.

The third box is locked. The key to it is in a desk drawer in area 10. Inside the box contains a map (incomplete) of the lower labyrinth level (give a copy of **Map 2b** to the players). This map does not show areas 13, 14, 17, 18, and 19. The "X" in the water indicates the tunnel that leads to areas 18 and 19.

7. This is an empty room. If the orcs in area 3 were not killed, the creatures will wait for the characters to enter this area. Once the characters are in the room, the orc with the short bow will begin shooting at the characters from outside the open barred window to the south. The other orcs will wait by the western door, attempting a surprise attack on fleeing characters.

If the orcs are not dealt with, they will retreat for the time being only to return later when the characters venture into the Second Level (see area 11).

8. Old rotted chairs are scattered around this room. There is nothing of value.



9. The door to this room is blocked shut by a bed from the inside. A successful break doors check will knock it open. **5 Kobolds** inhabit this area (AL: C, MV: 60' (20'), AC: 7, HD: 1-4hp, HP: 4, 4, 3, 3, 2, ATT: 1, DMG: 1-4 or weapon -1, SAVE: 0, ML: 6, XP: 5). They locked themselves in this room when the orcs and wolves came. The kobolds will attack with daggers. They have a total of 22 cps.

They are extremely hungry and will take food over a fight. However (for those characters who speak kobold), they know nothing of the courtyard's layout (or even the secret door on the east wall), and will quickly grow impatient of any questioning.

10. This room was a study. The sparse shelves on the wall contain a number of old books. The books range in topics such as battlefield tactics, war gaming, weaponry, business, and books about magical

protection and resurrection. One book is a **spell book** containing 2 first level spells **Light** and **Shield** and 2 second level spells **ESP** and **Phantasmal Force**.

Along the east wall is a desk with three drawers. The bottom drawer is locked. Inside the drawer is a key to the locked steel box in area 6, a key to the locked coffins in area 14, and a map of the entire upper level, including secret door locations (hand out **Map 1b** to the players). One of the secret doors is a trap door on the floor near the south wall. This leads to Second Level underground labyrinth.

## SECOND LEVEL

11. When the characters open the secret door to the second level, the faint putrid smell that permeates the upper level becomes even more pungent within the dark stairway. The stairs descend 40' into pitch darkness. Torches or other lighting devices must be utilized for sight.

If the orcs from 3 have not yet been killed, they wait for the characters to reach around 20' down before throwing various items from the other rooms down upon them (chairs, large broken pieces of desks and furniture). These items will hit the last-in-line character with a +2 modifier for 1d6 hp of damage. They will continue to throw items for two rounds after the first attack - until the characters can reach the bottom of the steps. With any successful hit, each party member must make a Dexterity check or fall down (and taking down anyone in front of them) the remaining steps for 1d6 hps of damage.

The orcs will not follow the party into the second level, deciding to take their leave of the courtyard in case the characters attract the attention of something really nasty within the depths of the labyrinth.

12. Along the southwest wall is a small hand-dug alcove about 6" in diameter. Within the alcove is a **Ring of Water Walking**. This ring has an "R" insignia on it. The alcove was used more for easy access to whatever was placed in there rather than a good hiding place. Red used this ring as a way to access his treasure in cavern 18.

The movement and light source will stir a small **Green Slime** (AL: N, MV: 3' (1'), AC: n/a, HD: 2, HP: 9, ATT: 1, DMG: special, SAVE: F1, ML: 12, XP: 29) from the cavern ceiling. It will drop on a random character.

13. As characters progress toward this cavern, the fungi and vegetation begins to thicken along the floor and walls. Once the characters enter, their presence will set off **5 Shriekers** (AL: N, MV: 9' (3'), AC: 7, HD: 3, HP: 19, 17, 7, ATT: special, DMG: special, SAVE: F1, ML: 12, XP: 50). The noise will attract 4 Subterranean Locusts (described in area 15) searching for food.

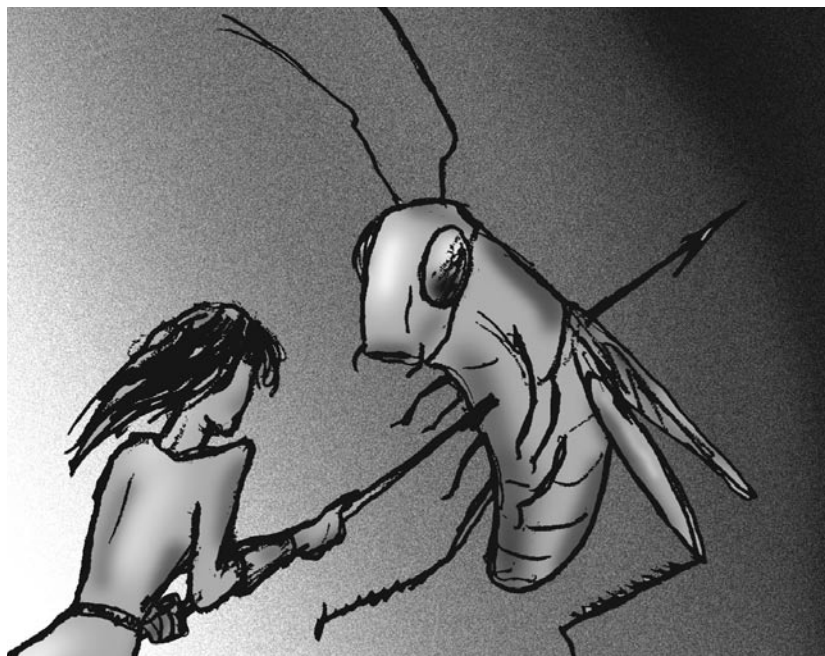


**14.** The entrance to this cave is blocked by fallen rock. The rock is loose and easy to remove, allowing characters to clear the passage in 3 turns. Once the characters enter, **8 Skeletons** (AL: C, MV: 60' (20'), AC: 7, HD: 1, HP: 6 each, ATT: 1, DMG: 1-6, SAVE: F1, ML: 12, XP: 10) will animate. As six of the skeletons attack the party, two will run past the party to do "battle" with the two others in the courtyard (or if they were destroyed, they will battle each other).

The skeletons guard two large coffins. Next to the coffins are an array of items used against undead (particularly vampires): a **silver dagger +1**, a string of garlic, 4 wooden stakes and a hammer, two vials of holy water, and various holy symbols. Each coffin has two large iron locks, fastening them shut. The key from area 10 or a successful Open Locks check can be used to open the locks.

In the coffins are not undead, but rather two fallen gladiators from a past courtyard game. Red tinkered with the possibility of undead gladiator games, but was not successful in any type of resurrection with these two. The superstitious Red placed them in the coffins with offerings -- each with a fine silk scarf worth 100 gps, and small gold coffers filled with dirt from where they fell in the courtyard. The coffers are worth 200 gps each.

**15.** The vegetation begins to become sparse within the cavern. Unusual rock formations of stalagmites and stalactites decorate cave, causing unsettling flickering shadows across the walls. If the **4 Subterranean Locusts** (AL: N, MV: 60' (20') or Fly 180' (60'), AC: 4, HD: 2, HP: 14, 10, 9, 9, ATT: 1(bite/slam/spit), DMG: 1d2/1d4/special, SAVE: F2, ML: 5, XP: 29) were not lured to the shrieker cave, then the light and movement will frighten them, causing them to slam into the party as they try to escape toward area 13. Nothing else is in here.



**16.** This large cavern has a natural pool of water in its center. The stronger putrid smell the characters first noticed at the labyrinth steps grows far worse in here. At the southern end of the pool (close to the "X" on the player's map) is a dead giant piranha (about 4 1/2' long). It was torn open and killed by two troglodytes who were attacked while swimming through the water tunnel from area 19. The **troglodytes** (AL: C, MV: 120' (40'), AC: 5, HD: 2+2, HP: 11, 10, ATT: 3, DMG: 1d4/1d4/1d4, SAVE: F2, ML: 9, XP: 47) are the source of the stench. They are blending into the southern cavern wall with their chameleon-like ability, and will attack characters with a surprise check roll of 1-4 on the 1d6.

To get into the pond, characters must climb down about 10' of rock to reach the water - no ability check needed. The water around the parameter is around 4' deep, and 15' deep at the center. The "X" on the map is a large opening within the pool's southwestern wall, about 8' in diameter. Venturing into the opening, the cavern ceiling opens to 15' high while the water remains about 4' deep within the tunnel (to area 18).

**17.** This is a storage area haphazardly filled with various tools, trinkets, pieces of armor, weapons, and fabric. This mess was a stockpile of whatever Red could get his hands on, some that he would use for the courtyard shows. If the characters begin shifting through the junk pile, part of it seemingly comes to life and attacks! This is a **Wood Golem** (AL: N, MV: 120' (40'), AC: 7, HD: 2+2, HP: 12, ATT: 1, DMG: 1-8, SAVE: F1, ML: 12, XP: 35). Most of the items in here are either worthless or rotted. However, searching through with turn up a golden goblet worth 100 gps, a **shield +1**, a **war hammer +1**, a **staff of healing**, and a **wand of lightning** (2 charges).

The wand of lightning was Red's insurance against the giant piranha in case he had trouble getting to his treasure (area 18). He left them alone as valuable guards, but had a plan to lure them into the open pond in either area 16 or 19 and have one of his hiring magic-users blast the water for a full 6d6 hps of damage on the piranhas. He would then promptly kill the magic-user to keep his underground labyrinth and its treasure a secret. His plan never came to pass, but one the characters could utilize if it so occurs to them.

If the piranhas are in a different cavern when the water is struck, they only take 3d6 hps of damage.

**18.** The water tunnel continues for about 60' until it splits north and south. If the characters go north (to area 19), the piranhas in the southern cave will leave them alone. If the party returns through the water tunnel back to area 16, the deadly fish will follow them, attacking the party once they reach the open pond.

If the party goes south, they will venture about 15' before reaching a large open cavern. The characters will notice that the floor begins to slope immediately. Another 10' into the cave and the water goes from 4' to 6' deep. Another 10' in and the cavern floor completely drops, where the water sinks to 20' deep.

When the characters reach the 6' mark, the **4 giant piranhas** will attack (AL: N, MV: 150' (50'), AC: 6, HD: 3+3, HP: 16,13,13,12, ATT: 1, DMG: 1-8, SAVE: F2, ML: 7, XP: 65). Roll randomly to see which characters are attacked. It is possible for a character to have more than one piranha attack him. The first round will be an automatic surprise, gaining the fish a +2 to hit. On any successful hit on the character, he must make a Dexterity check with a +2 modifier or his footing will be lost on the sloping floor and fall into the 20' deep water.

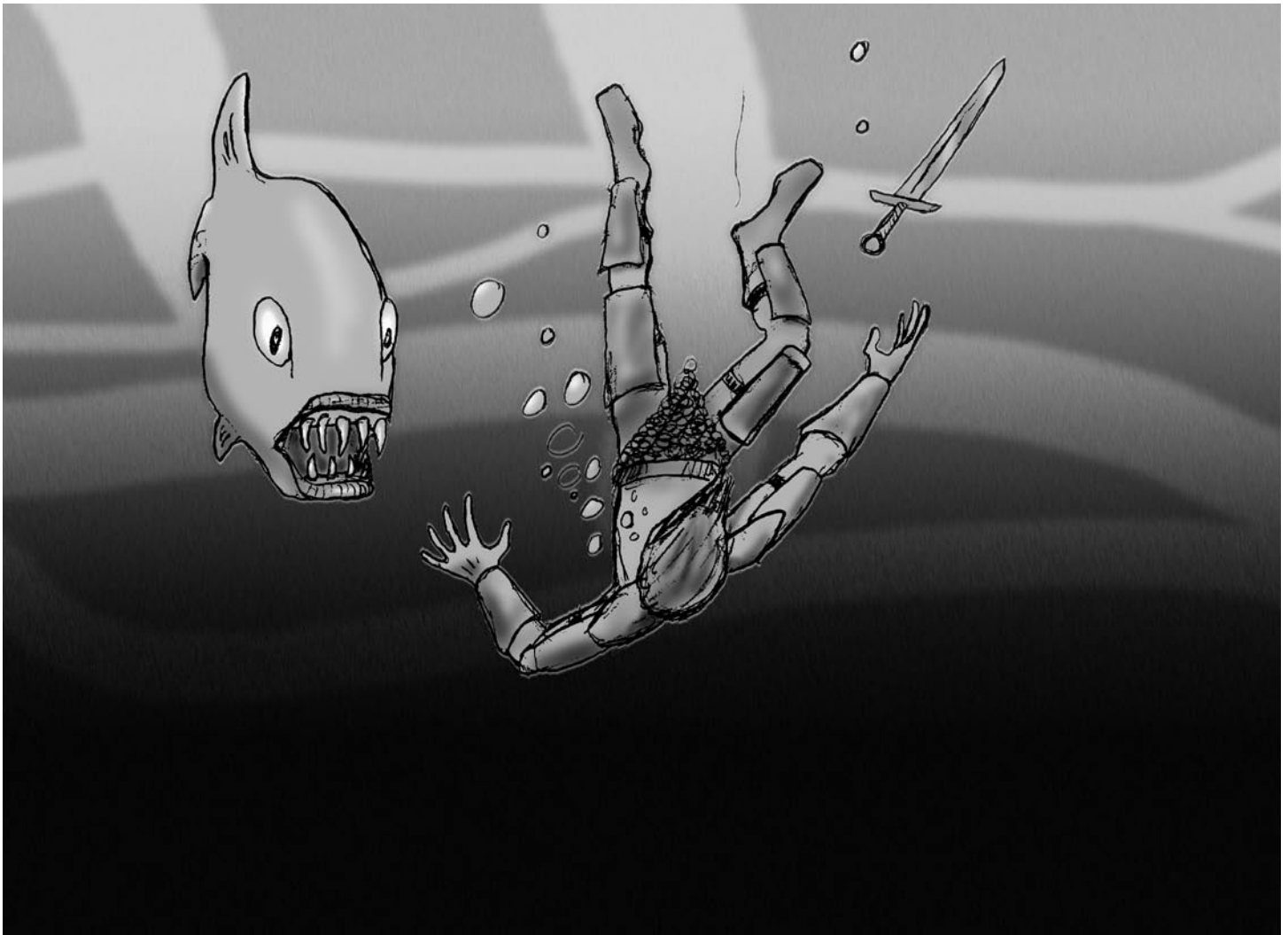
Any character who falls into the 20' deep water who is wearing metal armor will sink. Characters holding more than one small/medium weapon must drop other encumbering items or sink as well. It will take at least 3 rounds to remove enough armor to swim. It will take one full round to surface.

The number of rounds characters can hold their breath is up to 1/3rd of their Constitution score, rounding up. Afterward, they must make a Constitution check each round they remain under water. The first check is without any penalties. Each check after the first suffers a -2 cumulative penalty. If a check fails, the character either needs to breathe or drowns.

If a character is attacked by a piranha while attempting to either remove armor or swim to the surface, the piranha will gain a +2 on its to hit rolls. This bonus ends once the character has surfaced or if the character stops trying to surface and defends himself.

Characters wearing the Ring of Water Walking gain an advantage over the piranha's attacks. Only one piranha can attack the character at a time and it receives a -2 modifier to hit. Damage per successful hit is cut to 1-4 hps.

Gerald Red's treasure is in a chest on the west side of the cave, resting on a ledge about 4' above the water surface. Within is 3,000 eps, 2,000 gps, a **potion of healing**, a **potion of speed**, a **scroll of ward against undead**, and **Bracers of Armor** (AC 4).



**19.** As the characters emerge from the water tunnel, **5 troglodytes** (AL: C, MV: 120' (40'), AC: 5, HD: 2, HP: 11, 10, ATT: 3, DMG: 1d4/1d4/1d4, SAVE: F2, ML: 9, XP: 47) will throw stones down upon the party for 1d4 hp of damage for each successful hit. This lasts two rounds before the characters can climb out of the pond to engage. If the party retreats back into the tunnel, the troglodytes will leap into the water and give chase.

This area is their main lair. Whenever they surface above ground to clean the upper level of any intruders, they bring the valuables to this cavern. The total of both personal and looted treasure consists of 800 cps, 5,000 sps, 3,500 gps, 200 pps, 5 gems worth 150 gps each, **boots of speed**, **potion of polymorph**, **potion of flying**, and a **short bow +1**.

Near the secret door on the west side of the cavern lies the remains of Gerald Red. He was killed, partially devoured, and left on this very spot nearly 6 years ago. A **longsword +1** rests in its scabbard attached to his belt, and on his bony finger is a **Ring of Spell Turning** with an "R" insignia.

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## ENDING THE ADVENTURE

When the characters return to Irlindom for their reward, officials will dispatch 5 soldiers (1st Level Fighters) to the courtyard to make sure all is well.

If the characters offer the maps to the officials, they will be most gracious of the find, and will boost the reward an additional 200 gps. The soldiers will use these maps during their inspection.

Once the soldiers arrive and inspect the area, they will send for carpenters to renovate the courtyard - a beginning in reopening the games for the public (run by the local government) as a monetary benefit to the surrounding communities.

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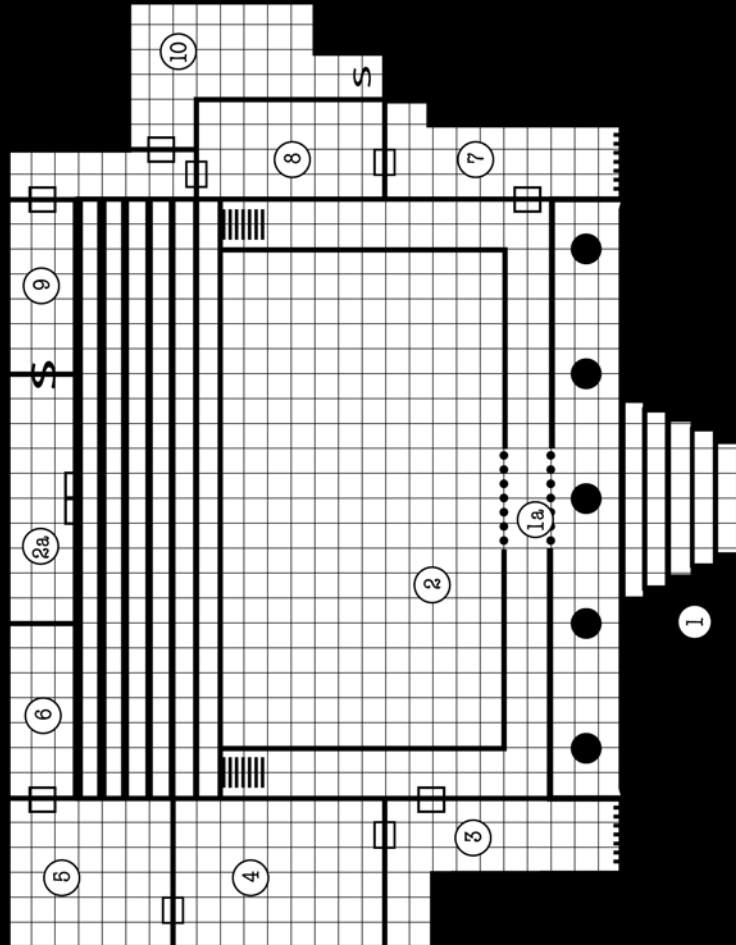
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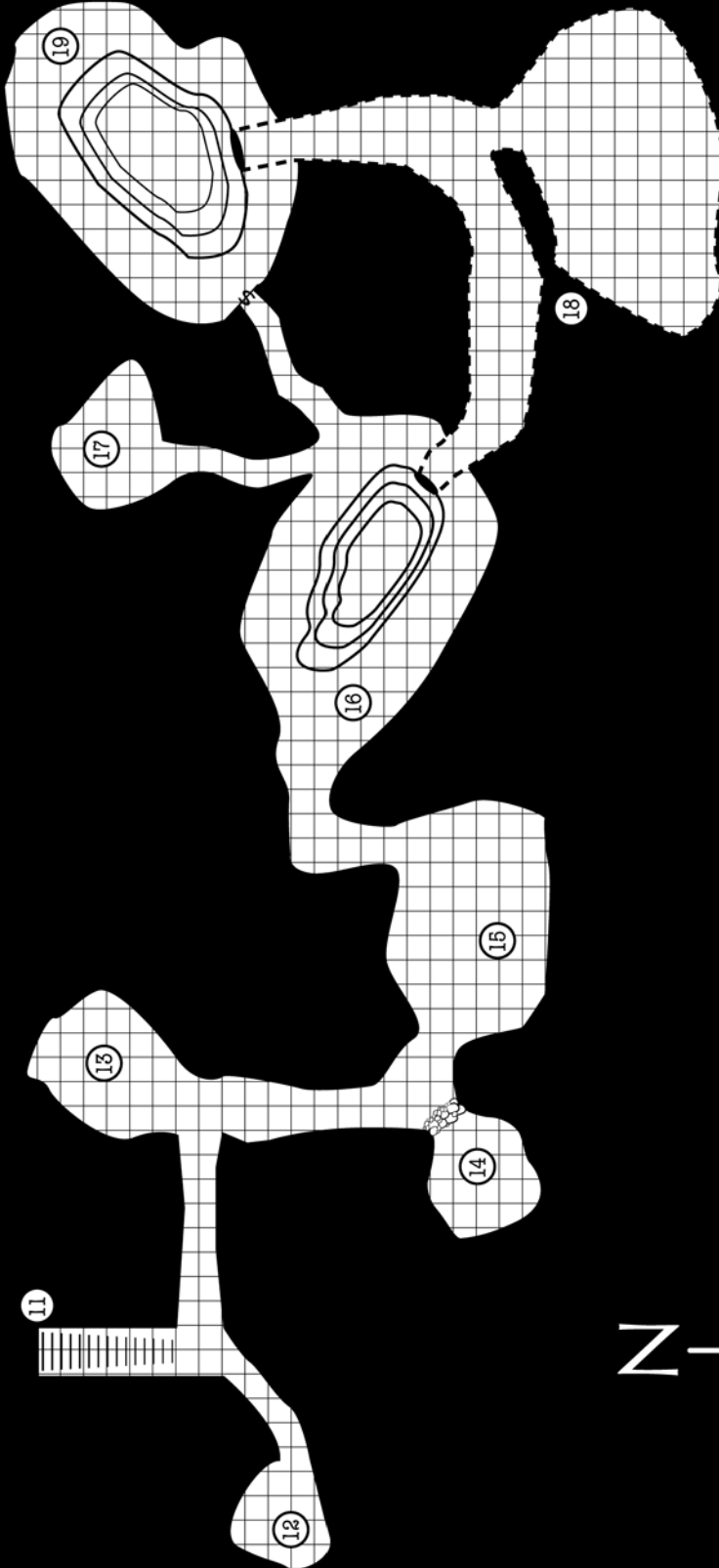




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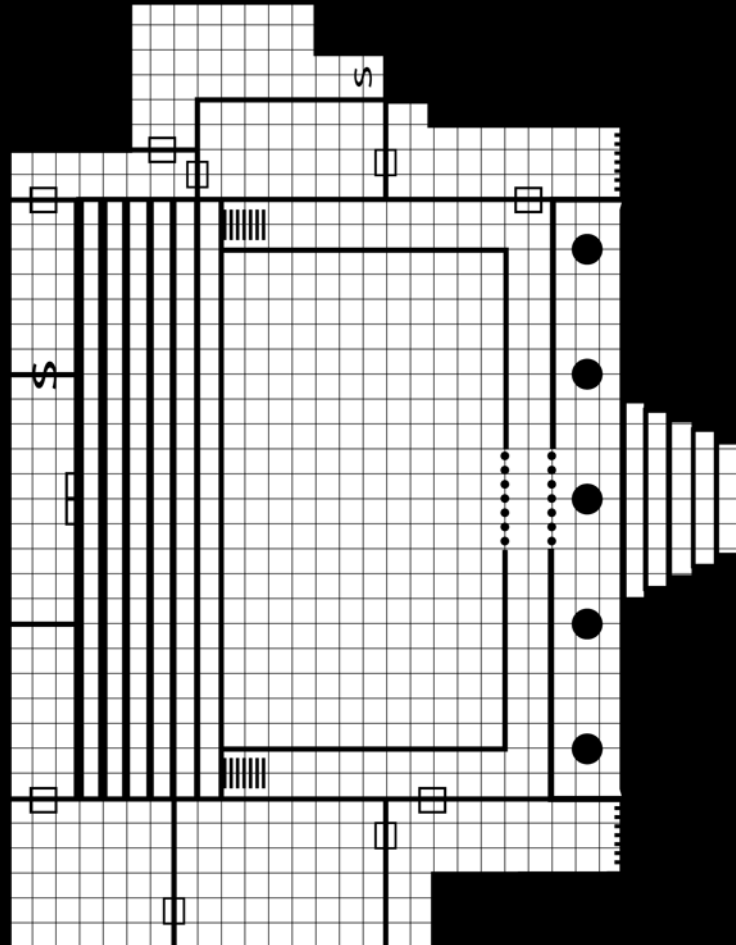
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LEVEL 1



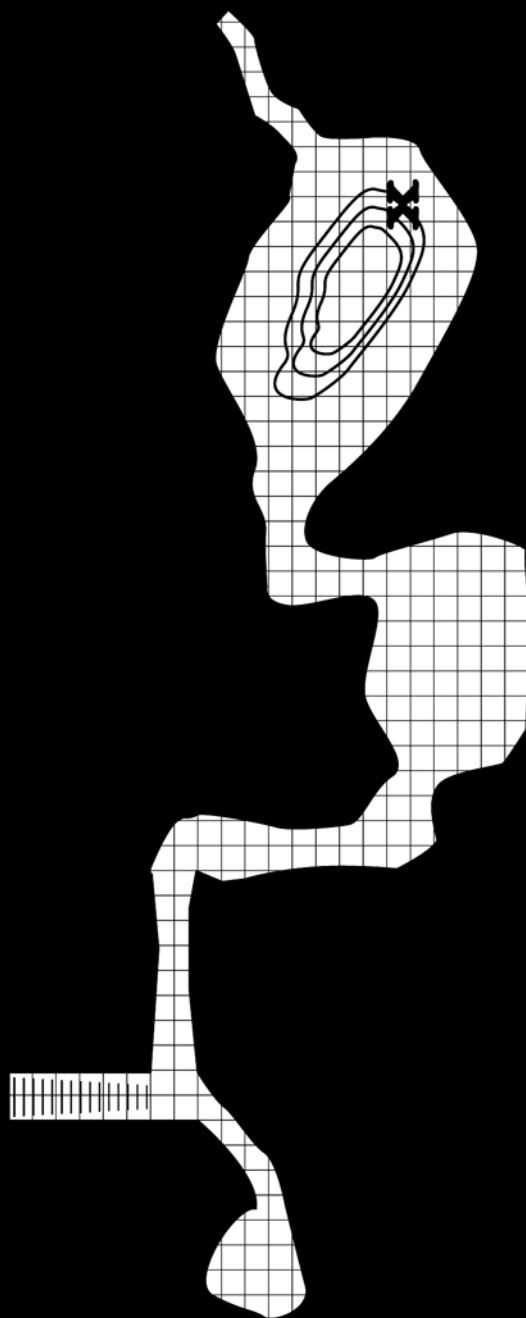
1 Square = 5'

## LEVEL 2



MAP 1b





MAP 2b