

DM1

DUNGEON MODULE 1

THE SECRET OF EBERON'S MANOR



An Adventure for Characters 1st to 3rd Level

By J

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Labyrinth Lord
Compatible Product

Borderlands of Adventure

by J

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Introduction

What lies beneath the ruins of Eberon's Manor? For years, rumors have circulated along the borders of the settled lands of the halls and chambers that are reputed to lie beneath the rubble-choked foundation of that once stately home and of the hidden treasures, magical wonders and lurking horrors that may be found there. Many have made the journey to the ruins to discover what may be found there, but none have returned to tell their tale. Will you and your companions uncover the secret of Eberon's Manor, or will you also vanish beneath the ruins?

ABOUT

The Secret of Eberon's Manor is a Dungeon Module for characters of 1st to 3rd level. The module can be used independently or as part of the Borderlands of Adventure Campaign Module. If you are using this module as part of the Borderlands of Adventure Campaign Module, the adventure site is located three miles northeast of Area A on the Borderlands map. A mile north of Area A, an old, overgrown trail branches off from the main trail, winding eastward to the ruins of the manor.

BACKGROUND

Ten years ago Eberon's Manor burned. Large bands of humanoids from out of the wilderness had invaded the region. A hastily assembled army of knights, settlers and soldiers had gathered to stop the raiders, but several of the groups had banded into a rampaging horde and the defenders were overrun. Not long after that battle, a band of marauding humanoids drove south, to the edge of the settled lands, and the manor was looted and burned.

Now, ten years after its destruction, tales of the manor still circulate along the borders of the settled lands. The lord of the place is said to have been named Eberon, a man of middle years that some claim was a wizard. Rumor has it that beneath the manor are numerous halls and chambers where Eberon hid his wealth, both magical and mundane, and conducted research into the arcane arts. What truly lies beneath the ruins of Eberon's Manor is not known, but the manor lies not far from the borders of the settled lands, nor is it hard to find. Supplied with directions from the locals, you and your companions have gathered in a small settlement close to the ruins to make your final preparations to discover the secret of Eberon's Manor.

GM'S BACKGROUND

Eberon was indeed a wizard, and a philosopher, a servant of the Lawful powers and a gold dragon. Eberon was one of the founding members of the Knights of the Dragon, an order of warriors and clerics who had built a keep in the borderlands to help protect settlers from monsters and marauders from the wilderness. Shortly before the borderlands were invaded by a horde of Chaotic humanoids, Eberon and some of his companions traveled north, through the Silver Spiral, to confront some powerful evil. When a band of raiders attacked the manor, there were few defenders, and the manor was quickly overrun.

Around the same time, a curse fell over Wardstone Keep*, the base of the Knights of the Dragon, creating powerful tremors that nearly destroyed the keep and rumbled through the land for miles around. These tremors damaged portions of the dungeon beneath the manor and opened a passage to caverns beneath the dungeon.

Now, the ruins and the dungeons beneath are haunted by numerous monsters and undead. And there is treasure there. The hobgoblins that attacked the manor only explored a few of the rooms in the dungeon before attrition and the thought of more battles and easier loot elsewhere drew them off.

*The Ruins of Wardstone Keep is detailed in CM1 Borderlands of Adventure, available now.

RUMORS

1. The residents of the manor were rarely seen.
2. Eberon was a kind, friendly man.
3. Few people lived at the manor.
4. Many strange travelers once traveled to the manor, but none ever made a return journey.
5. Undead prowl the ruins by night.
6. Giant rats infest the ruins of the manor.
7. The bloodless body of a hunter was discovered not far from the ruins.
8. Knights of the Dragon occasionally visited the manor.
9. Clerics of a goddess of knowledge were asking about the ruins.
10. There is said to be a crystal sphere within the ruins that is sacred to a goddess of knowledge.
11. There is a magical pool beneath the ruins.
12. Eberon was a warlock, bent on opening a portal to realms of Chaos.
13. A necromancer haunts the ruins.
14. Eberon was a vampire who still haunts the ruins.
15. A pack of vampires lurk in hidden crypts beneath the ruins.
16. Eberon's wealth came from a dragon's hoard, which is hidden beneath the manor.
17. Eberon collected books and is believed to have had an extensive library.
18. A group of elves are searching for a cache of magical arms and armor in the area.
19. A troop of dwarves passed through the area recently, searching for a magic hammer.
20. A cursed pool that creates undead lies beneath the manor.



Ruins of Eberon's Manor

START

The path ends in a large clearing of bare earth, overgrown with weeds and surrounded by grass and trees. Four short paths lead out of the clearing, each ending in front of scorched, crumbling ruins within the shadows of the trees.

WANDERING MONSTERS

Every three turns there is a 1 in 6 chance of encountering wandering monsters.

d6	Day	Night
1	Giant Rats	Giant Rats
2	Giant Centipedes	Skeletons
3	Giant Killer Bee	Stirges
4	Giant Fly	Ghouls
5	Giant Crab Spider	Giant Bats
6	Giant Spitting Beetle	Gecko Lizard

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 [1d3; 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 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 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].

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

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].

ENCOUNTER AREAS

A. Crumbling House

The path ends in front of a crumbling wooden structure. Most of the roof has caved in and portions of the scorched exterior walls have fallen. The interior is blackened and parts of the ground floor are choked with collapsed sections of the upper floors.

Exploring this structure is hazardous. Each turn a character spends on the ground floor, roll 1d6. On a roll of 1 the floor beneath the character's feet collapses and the character falls into the basement, sustaining 1d6 damage. Trapped in the basement are two zombies [AL C; MV 120' (40'); AC 8; HD 2; HP 12, 10; #AT 1; DG 1d8; SV F 1; ML 12; XP 29].

The upper floors are mostly collapsed and inaccessible by any means short of climbing and the use of magic. The stairs leading down to the basement are full of rubble. Short of clearing away the rubble, the only means characters who have fallen into the basement have of getting out is climbing out a hole in the ground floor.

B. Old Foundation

A jumbled layer of charred wood, plaster and chunks of crumbling masonry cover the top of this old stone foundation. Numerous gaps in the cover reveal a maze of charred beams and rubble that litter the basement floor below.

The rubble covering the foundation is the remains of the manor house. Characters can climb down through the rubble to the basement floor fifteen-feet below. The floor is covered with broken and charred refuse. In the north wall is a thirty-foot long tunnel which ends at Area 1.

C. Rubble

The path ends in front of the remains of a collapsed structure. Scorched, broken beams jut from a large mound of charred wood and stone overgrown with creeping vines and thorny brush.

Hiding in the rubble is a Carcass Scavenger [AL C;

MV 120' (40'); AC 7; HD 3+1; HP 18; #AT 8; DG Paralysis; SV F 2; ML 9; XP 135].

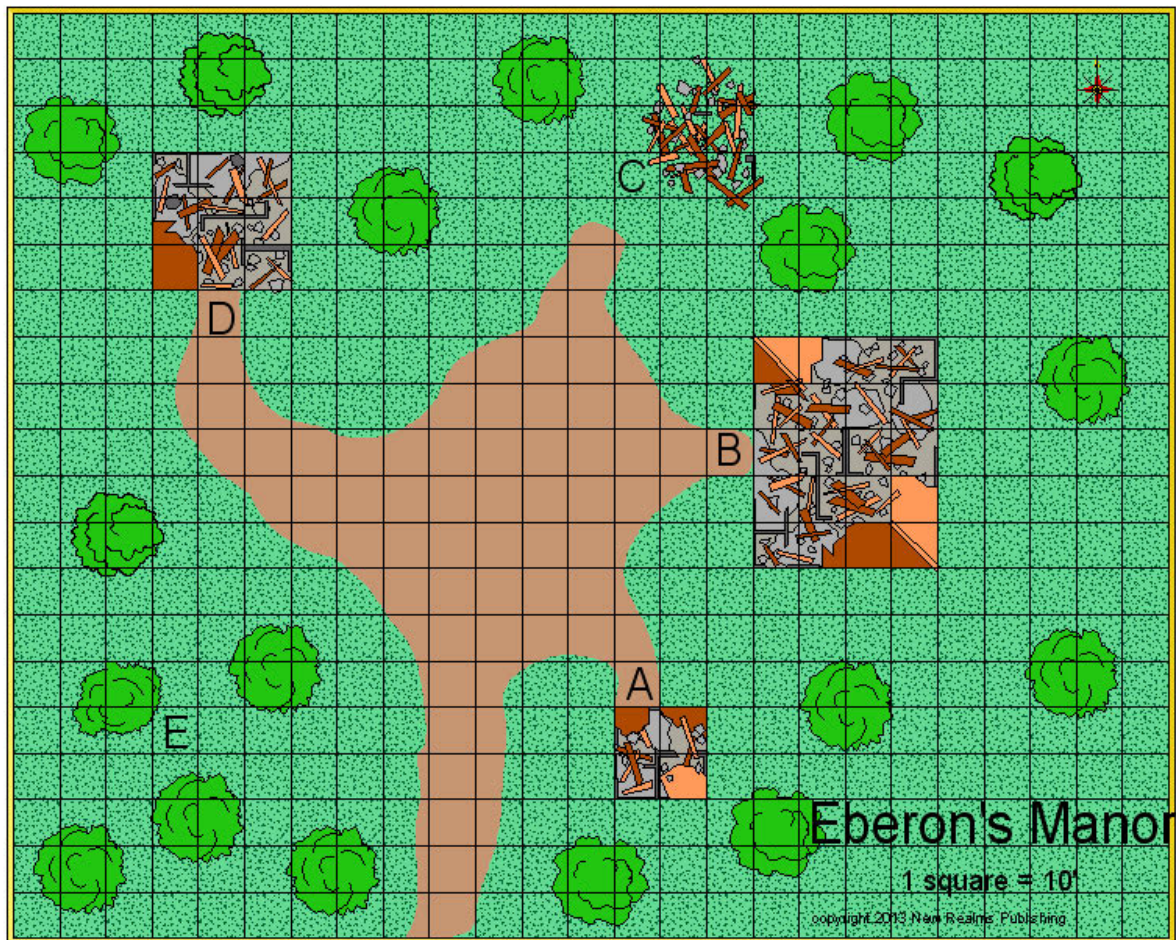
If the characters search through the rubble they will find the remains of a few of the carcass scavenger's past victims and the treasure they were carrying, a sack of 400 ep, a sword and a pouch of 3 gems (2x50, 100 gpv).

D. Ruined House

A foul stench comes from within this ruined structure. Most of the roof and upper floors have collapsed into a charred heap in the middle of the ground floor. The front door is gone and most of the interior is charred or missing.

Inside the ruins are three giant flies [AL N; MV 90' (30') Fly 180' (60'); AC 6; HD 2; HP 14, 12, 9; #AT 1; DG 1d8; SV F 1; ML 8; XP 29; surprise 4 in 6].

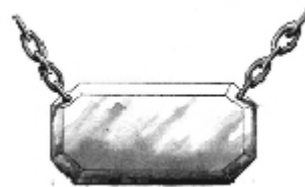
If the characters investigate the interior, they will discover the decomposing and partially-devoured



remains of three goblins. The goblins carry a handaxe, spear, 1d6 cp and 1d6 sp each. One of the goblins wears a copper medallion engraved with the head of a rat (10 gpv).

E. Giant Beetle

Crawling over a fallen log is a giant spitting beetle [AL N; MV 120' (40'); AC 4; HD 2; HP 11; #AT 1 bite or spit; DG 1d6 or special; SV F 1; ML 8; XP 38].



Under Eberon's Manor

WANDERING MONSTERS

Roll 1d6 every two turns. An encounter occurs on a 1.

d6	Encounter
1	Giant Rats
2	Giant Centipedes
3	Skeletons
4	Stirges
5	Fire Beetles
6	Giant Crab Spider

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 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 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].

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

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].

ENCOUNTERS

1. Entrance

Dried leaves, twigs and bits of charred wood litter the floor of this small chamber. There is an opening in the center of the south wall and a set of stone double doors in the center of the north wall.

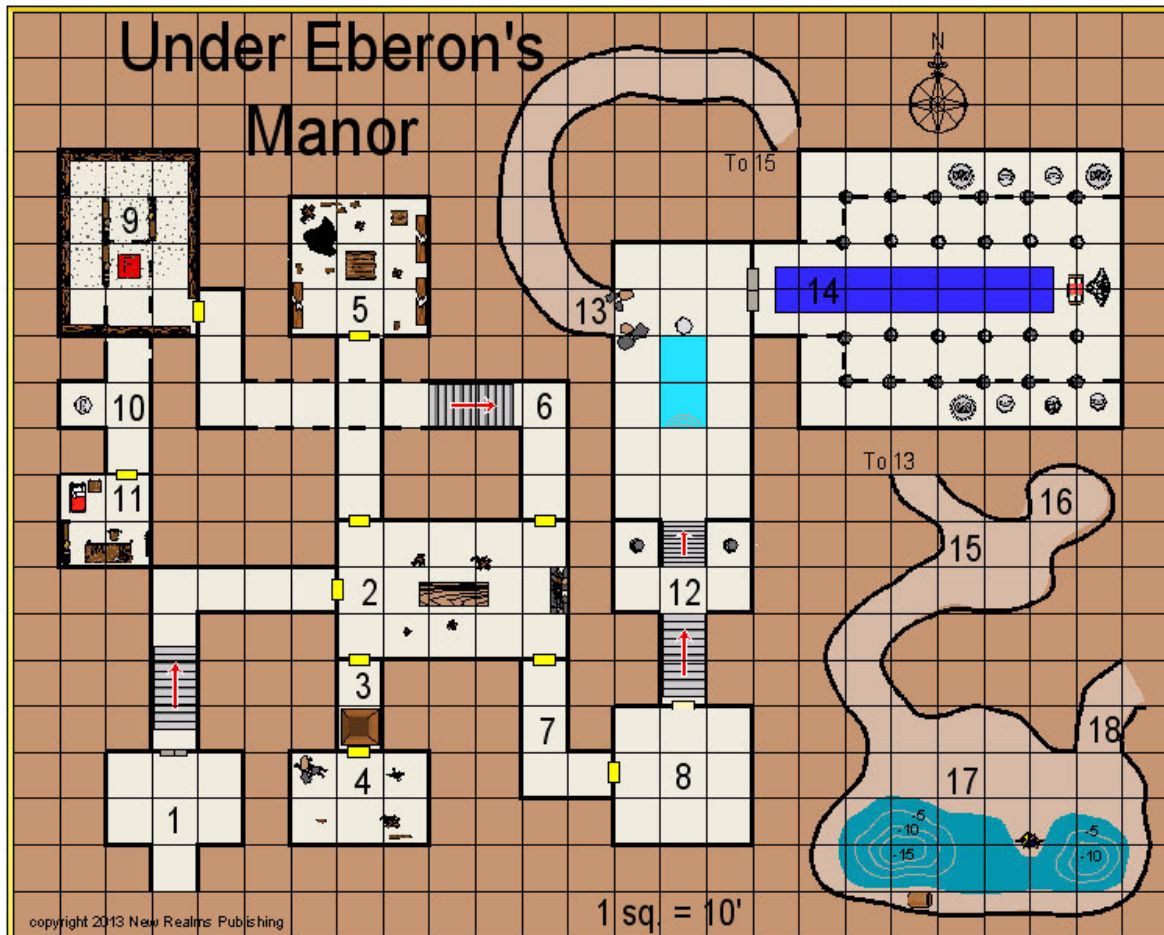
The opening in the south wall is the north end of a thirty-foot long tunnel that connects to the basement of the ruined manor (see Area B). The double doors open onto a landing and a flight of stairs that go down twenty feet to the dungeon halls below.

2. Ruined Hall

A long, heavy wooden table dominates the center of this rectangular room. Charred and broken pieces of wood litter the floor and, in places, the dark stained paneling has been pried away from the walls, revealing smooth grey stone beneath. Iron sconces flank wooden doors set in the walls to the north, south and west. Set in the east wall is a wide fireplace. Dust and cobwebs coat the room and the air smells faintly of mold.

The broken pieces of wood are the remains of smashed furniture and a few spent torches. In the fireplace are old ashes and a giant crab spider [AL N; MV 120' (40'); AC 7; HD 2; HP 10; #AT 1 bite; DG 1d8 + poison; SV F 1; ML 7; XP 38; surprise 4 in 6].

Among the ashes is a gold necklace with a gold medallion engraved with the head of a dragon (200 gpv).



3. Pit Trap

This ten-foot deep pit is covered by a fake section of stone floor made of wood covered by a thick layer of mortar. The pit cover is held in place by two large iron springs. When one hundred or more pounds of pressure is placed on the cover, the cover tips down to the east depositing anything on the fake floor into a ten-foot deep pit. Anyone falling in the pit takes 1d6 points of damage. The springs are slow to uncoil due to age and lack of maintenance, requiring 20 seconds to push the cover back up into place. The pit is eight feet square and set against the east wall leaving a two-foot walkway around the west and south sides of the pit.

Lying face down at the bottom of the pit is the mummified remains of a hobgoblin still gripping a sword. On the creature's leather cuirass is a black, three claw symbol. In a pouch at its side is 24 cp, 13 sp, and three gems (2x25 and 1x50 gpv).

Crawling among the remains is a giant centipede [AL N; MV 60' (20'); AC 9; HD ½; HP 3; #AT 1; DG Poison; SV 0; ML 7; XP 6].

4. Armory

The air in this room is chill. Broken boxes and toppled racks and shelves litter the dusty floor. In the northwest corner is a large pile of cobweb-covered rubble.

The rubble consists of, in order from top to bottom, a collapsed case of shelves, a five-foot square, six-inch thick, piece of cut stone now cracked in half, the fractured skeletal remains of a hobgoblin, and a wooden iron reinforced trunk (5'X4'X3') emblazoned with the image of a gold dragon. Above the rubble, a five-foot square section of the ceiling has fallen away, uncovering a three-foot diameter hole that opens into a network of small (one- to two-foot diameter) tunnels that wind

through the earth above the dungeon, eventually leading to another hole on the surface.

In this room are seven stirges [AL N; MV 30' (10'), Fly 180' (60'); AC 7; HD 1; HP 8, 7, 2x5, 3x4; #AT 1; DG 1d3; SV F 2; ML 9; XP 16; +2 bonus on first attack, blood drain].

The trunk is locked and contains a +1 *handaxe*, a suit of chainmail, and a fine quality blue cloak, trimmed in fur, (100 gpv) a *potion of growth* and a *potion of healing*. On the remains of the hobgoblin is a mace, a pouch containing 24 cp and 12 sp, and a large sack containing 200 cp, a silver candelabrum (150 gpv), and a small ivory statuette of a unicorn with tiny sapphire eyes (500 gpv). Searching through the debris will uncover a shield, two daggers, a silver dagger, a spear, shortbow and 24 arrows.

5. Storeroom

Drafts of foul air carry the stench of rot and filth from this refuse-littered room. Broken shelves line the walls and fragmented boxes, tattered sacks, and bits of garbage litter the floor. A large square crate rests in the center of the room.

This room is 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 rats come and go through a three-foot diameter hole in the floor in the northwest corner. The hole opens into a network of narrow tunnels that wind through the floor, walls and ceiling, eventually leading to the surface.

Searching through the litter will uncover 6 candles, a crowbar, 2 hammers, 50' of hemp rope and 4 iron spikes. The north side of the crate is open. Inside the crate is a nest of tattered cloth, leather, twigs and a few bones. If searched, a silver goblet (75 gpv), a gold bracelet (50 gpv) and three gems (25 gpv each).

6. Stairs

A flight of stairs goes up twenty-feet. Standing guard at top of the stairs are four skeletons [AL C; MV 60' (20'); AC 7; HD 1; HP 7, 6, 5, 4; #AT 1; DG 1d6; SV F 1; ML 12; XP 13].

7. Tapestry

Hanging on the east wall is a tapestry depicting a troop of knights charging out of the gate of a castle. The knights fly banners of crimson and gold. On one of the knight's shield is the image of a gold dragon.

The tapestry is heavy (300 enc.), but could be worth 100 gp or more if the right buyer is found.

8. Fresco

Painted on the center of the east wall is a fresco depicting a red dragon standing atop a mound of treasure inside a vast cavern.

In the section of wall painted with treasure is a secret compartment. The compartment is opened by pressing a hidden catch where the dragon's eye is painted. The compartment contains a small sack and a locked coffer. The sack contains 200 gp. The coffer contains a *potion of heroism*, a *potion of healing*, a magic-user scroll of *magic missile* and a clerical scroll of *bless*.

9. Library

A fetid stench hangs in the air of this dusty, cobweb-shrouded room. Tall wooden cases of shelves line the walls, and four stand in the center of the room, forming a double room. Torn books, pieces of leather and scraps of parchment litter the floor.

The room is occupied by four zombies [AL C; MV 120' (40'); AC 8; HD 2; HP 14, 12, 10, 8; #AT 1; DG 1d8; SV F 1; ML 12; XP 29]. The monsters stand between the cases of shelves in the center of the room and will not attack until a character comes into sight.

If the room is carefully searched, the characters will uncover a dozen books of various mundane subjects (20 gpv, 50 enc each), a clerical scroll of *cure light wounds* and a magic-user scroll of *protection from evil*.

Set in the floor, near the center of the room, is a secret trapdoor. Beneath the trapdoor is a spiral staircase which winds down twenty feet to the corridor leading to Areas 10 and 11.

10. Statue

A stone statue of a suit of armor stands in a shadowy alcove in the west wall of this corridor. Sheets of cobwebs hang from the statue and dust covers the floor.

The statue radiates magic if detected for. The statue appears ordinary. If the trap in Area 11 is activated, the statue will animate and attack intruders in Areas 9-11. The statue will not pursue beyond Area 9.

Animated Statue [AL N; MV 90' (30'); AC 4; HD 3; HP 20; #AT 2; DG 1d6 each; SV F 3; ML 12; XP 65; immune to sleep, charm and hold spells].

11. Study

Furniture lines the walls of this dusty room. In the northwest corner is a bed and stand, along the west wall is a cabinet of shelves and pigeon hole compartments, and to the south is a wooden table and chair. A tapestry covers a portion of the east wall.

Mounted on the inside of the door are two "L" brackets. Mounted on the doorframe on the west side of the door is a wooden bar, which can be dropped into place to hold the door shut.

The bed and stand are normal. Under the blankets on the bed, though, the mattress is rotting and covered with yellow mold [AL N; MV 0; AC -; HD 2; HP 10; #AT acid, spores; DG 1d6/suffocation; SV F 2; ML -; XP 38; acidic damage on contact, spores cause suffocation].

The shelves are bare except for a small, ornate wooden box (25 gpv). The box is locked and contains a pouch of silver dust (100 gpv). In the pigeon holes are six scrolls. The first two scrolls are magic-user scrolls of *floating disc* and *levitate*. The next four scrolls are covered in magical writing, which can be understood by any character able to cast magic-user spells. When read, each of the scrolls activates the silver spiral behind the tapestry and sets the spiral to a particular destination. If you are using the Borderlands of Adventure map, the first scroll sets the spiral to Area E, the second to Area I, the third to Area J and the fourth to a destination of the GM's choice. The writing on the scrolls does not vanish upon use.

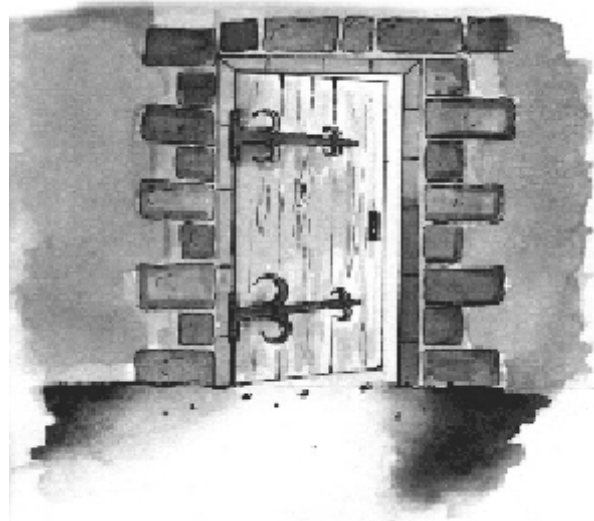
On the table are several pieces of blank parchment, a quill in an inkwell gone dry and four pieces of parchment covered in writing. The parchment with writing are notes on the development of a *fly* spell.

In the west wall, beside the bed, is a secret compartment. The door to the compartment is trapped. If not disarmed, the trap will cause the tapestry and statue to animate. Inside the compartment is a small sack containing 200 gp, a pouch of six gems (3x25 and 3x50 gpv), a *potion of clairvoyance* and a *potion of invisibility*.

The tapestry is five-feet high and ten-feet long and depicts a scene of knights, under a crimson and gold dragon standard. The tapestry appears to be worth around 100 gold. If the trap on the secret compartment is activated, however, the tapestry will animate and attack.

Animated Tapestry [AL N; MV 30' (10'), Fly 150' (50'); AC 5; HD 3; HP 18; #AT 1; DG immobilize; SV F 3; ML 12; XP 80; immune to sleep, charm and hold spells, immobilize]. On a successful hit, the tapestry will wrap around the target and attempt to hold the target immobile. The target is allowed a save again paralyzation, modified for Strength, each round to escape.

Behind the tapestry is a five-foot diameter silver spiral. When activated, the spiral will begin to spin and turn into a glowing circle of light. Anyone or anything passing through the circle will be teleported to the destination determined by the scroll. Teleportation through the spiral is one way. After six rounds, the spiral reverts normal.



12. Pool of Healing

Do to the length of this chamber, the description is divided into two sections.

Southern Section:

The southern section of this wide hall is raised ten feet above the remaining floor. A flight of stairs, flanked by two pillars which support the ceiling fifteen above, descends from the raised area to the floor to the north. An opening in the center of the south wall leads to a flight of stairs going up. The hall extends to the north into darkness.

Northern Section:

Three broad, curved steps lead down into a six-foot deep rectangular pool of cloudy water in the center of this wide hall. Just beyond the north end of the pool is a stone disk three-feet across. Between the stone disk and the piles of rubble that frame a gaping hole in the west wall lies a medium-sized statue of a human woman in robes holding a staff. Large, ornate double doors of stone are set in the northern-most portion of the east wall. The hall extends to the south into darkness.

Crawling about this chamber are five giant fire beetles [AL N; MV 120' (40'); AC 4; HD 1+2; HP 9, 7, 6, 6, 5; #AT 1; DG 2d4; SV F 1; ML 7; XP 15].

The water in the pool is murky and foul, but otherwise ordinary. If the statue, which is of a Lawful deity of healing, is placed upright on the stone disk and turned to face south, the water will shimmer with a gold light for three rounds after which the water will be clear and pure. Any living creature bathing or wading in the pool will heal one hit point per round until fully healed or the pool runs out of charges. The pool begins with the maximum number of twenty charges. Each point healed uses one charge. The pool regains one charge each sunrise.

The double doors to the east are each five feet wide, ten feet tall and are set with an iron ring on the western side. Each door is embossed with the image of a human woman in robes with a hood covering the top half of her face, holding an orb. The embossed images on the doors are symbols sometimes used in conjunction with a goddess of knowledge.

13. Cavernous Passage

Two mounds of rubble flank a ten-foot diameter hole in the wall.

The hole leads to a cavernous tunnel that slopes down to Area 15, thirty-feet below. There is nothing of value in the rubble.

14. Temple of Knowledge

A foul stench hangs in the air of this large room. A faded and worn length of blue carpeting covers a ten-foot wide section of floor across the center of the room ending at the base of a cobweb-covered block of stone. Behind the stone looms a large humanoid shape, the features shrouded in the dark depths of the room. Ornate pillars encrusted with filth flank the carpet, supporting a vaulted ceiling twenty-five feet above. On either side of the entrance, a wide ledge supported by ten-foot tall pillars extends from the west wall and continues along the north and south walls where shadowy humanoid shapes stand silent and immobile.

This room is the lair of three ghouls [AL C; MV 90' (30'); AC 6; HD 2; HP 14, 12, 9; #AT 3; DG 1d3 + paralyzation; SV F 2; ML 9; XP 47; difficulty to turn as 3HD].

The humanoid shapes on the ledges are statues of heroes of various races. The statues to the east perished centuries ago while those further west are from the last century. The block of stone is, or was, an altar to a goddess of knowledge. Behind the altar stone is a large, fifteen-foot tall, statue closely resembling the image on the outside of the double doors (see Area 39).

Piled before the altar, amid old gnawed bones and tattered strips of cloth and leather, is the ghouls treasure. The treasure includes 800 cp, 500 sp, 300 gp, two silver goblets (50 gpv each), a small statue of an owl with emerald eyes (500 gpv), a blue crystal sphere, six-inches in diameter (400 gpv) and a *Helm of Comprehend Language and Read Magic*.



15. Damp Cavern

The walls of three tunnels curve and broaden, forming a small cave. Water drips from the ceiling, gathering into several small puddles on the rough-hewn floor. The air is damp and chill.

Painted on the southeast wall is the crude image of a dozen large goblin-like figures. Four of the figures are carrying a litter on their shoulders, which holds another goblin-like figure, wearing gold, jewels and silvery armor. The cave is otherwise empty.

16. Burial Cave

Spotches of color are smeared along the walls of this small cave. Near the center of the cave is a long stone box.

The patches of color are crude paintings depicting large, hairy goblin-like creatures. Starting to the left of the entrance, the first painting shows one hairy goblin battling another hairy goblin wearing a jeweled helm. In the next, the first hairy goblin, now wearing the jeweled helm, leads other hairy goblins in an underground battle against dwarves. In the third, the same hairy goblin, now wielding a large warhammer, stands atop a hill, surrounded by a large band of hairy goblins, looking down into a lush valley. In the last painting, the hairy, hammer-wielding goblin, leads a charge of hairy goblins against a group of knights.

The stone box is eight-feet long, five-feet wide and five-feet high. The lid can be removed, but is trapped, and unless disarmed will fill the cavern with a poison gas that inflicts 1d6 damage unless a save against poison is made. Inside the sarcophagus are the skeletal remains of a large bugbear, wearing silver chainmail, a jeweled helm, bracers and with a large warhammer on his chest.

If any of the items are touched, the skeleton will animate and attack with the hammer.

Bugbear skeleton [AL C; MV 90' (30'); AC 4; HD 4; HP 26; #AT 1; DG 1d8+2; SV F 4; ML 12; XP 190].

The chainmail and hammer are both +1 magic. The hammer required two hands to wield and inflicts a base of 1d8 damage, plus the bonus. The helm is of fine craftsmanship and set with a

sapphire (500 gpv) and the bracers are black leather and inlaid with gold in the shape of a dragon (250 gpv each).

17. Large Cavern

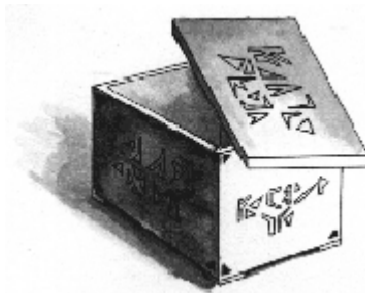
Damp chill air swirls across this large cavern. Water drips from numerous stalactites gathering into tiny rivulets that criss-cross the cavern floor and eventually drain into a large pool along the south wall. A dust-covered mound of arms and armor is piled near the north edge of the pool. On the far side of the pool, near the south wall, is a large iron-bound chest.

Hanging among the stalactites are six giant bats [AL N; MV 30' (10'), Fly 180' (60'); AC 6; HD 2; HP 15, 13, 12, 2x10, 8; #AT 1; DG 1d4; SV F 1; ML 8; XP 20].

The arms, armor and chest were hidden here by bugbears years ago. Still useable in the pile of arms and armor are two suits of chainmail, three shields, a battleaxe, sword, mace and two-handed sword. The chest is locked and contains three fine quality cloaks (10 gpv each), an *elven cloak*, a pair of fur-trimmed boots (25 gpv), a sack of 500 sp, a pouch with a pair of silver bracelets (50 gpv each) and three copper rings (20 gpv each), and a rolled up tapestry depicting a woodland scene (50 gpv). The chest contains a secret compartment in the bottom. In the compartment is a small wooden box containing 12 gems (2x10, 3x25, 6x50, and 250 gpv).

18. Cavernous Tunnel

The rough-hewn tunnel winds to the north and east, sloping up eighty-feet along its length, eventually leading to the surface. Optionally, the tunnel could lead to another dungeon or series of caverns.



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