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THE HALLS OF HOLLOW HILL

An Adventure for Characters 2nd to 4th Level



BY J

NRP

Labyrinth Lord
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THE HALLS OF HOLLOW HILL

Legends surround the grim bulk of Hollow Hill, tales of tunnels and chambers that wind through the dark depths of the hill, of lost treasures and horrific monsters. Over the years, not a few bold adventurers have journeyed into the depths of the hill to discover the truth of these legends. A few returned, telling only of a few empty tunnels and chambers. Most never returned at all.

Now it is your turn to test your skill and courage against the dangers that lurk within the hill. You and your companions have gathered around a table at the Gilded Hammer tavern, in the village of Harmony, to plan your assault on the Halls of Hollow Hill. Succeed, and you will return with wealth and wondrous tales of your adventures. Fail, and your remains may lay forever amid the dust and bones that litter the Halls of Hollow Hill.

The Party

The Halls of Hollow Hill is a dungeon adventure for 4 to 7 characters of 2nd to 4th level. The party should include at least one cleric and one magic-user or elf. Due to the presence of lycanthropes and undead, the party should be equipped with one or magical and/or silver weapons.

Background

The Halls of Hollow Hill began as a series of natural caverns. The location and unusual features of the caves drew Chaos cultists and monsters to create lairs and places of worship within the caves. Over the centuries, the caves were fashioned into halls and chambers, pillars and statues were erected, and deadly traps laid in place.

Now, the halls are mostly abandoned, occasionally serving as a lair for monsters, raiders and depraved cultists. There is adventure to be had there, though. Treasure secreted away long ago by the halls' former, fell inhabitants and the possessions of fallen adventurers, await the brave explorer.

There is danger there, too. Traps and undead left from the halls' creators and monsters who make their lairs within Hollow Hill await the foolhardy. More recently, a band of wererat bandits have taken over a section of the halls, using the place as a base to attack passing caravans and travelers.

The creature's occasionally send one or more of their number, in human guise, to the village of Harmony. There they gather information on caravans scheduled to pass through the area, strangers and travelers in town, and on any prominent citizens. The spies then return to their kin to plot their raids. The wererats further increase their profits by selling prisoners and information to other fell inhabitants of the area, such as those of Crimson Gorge.

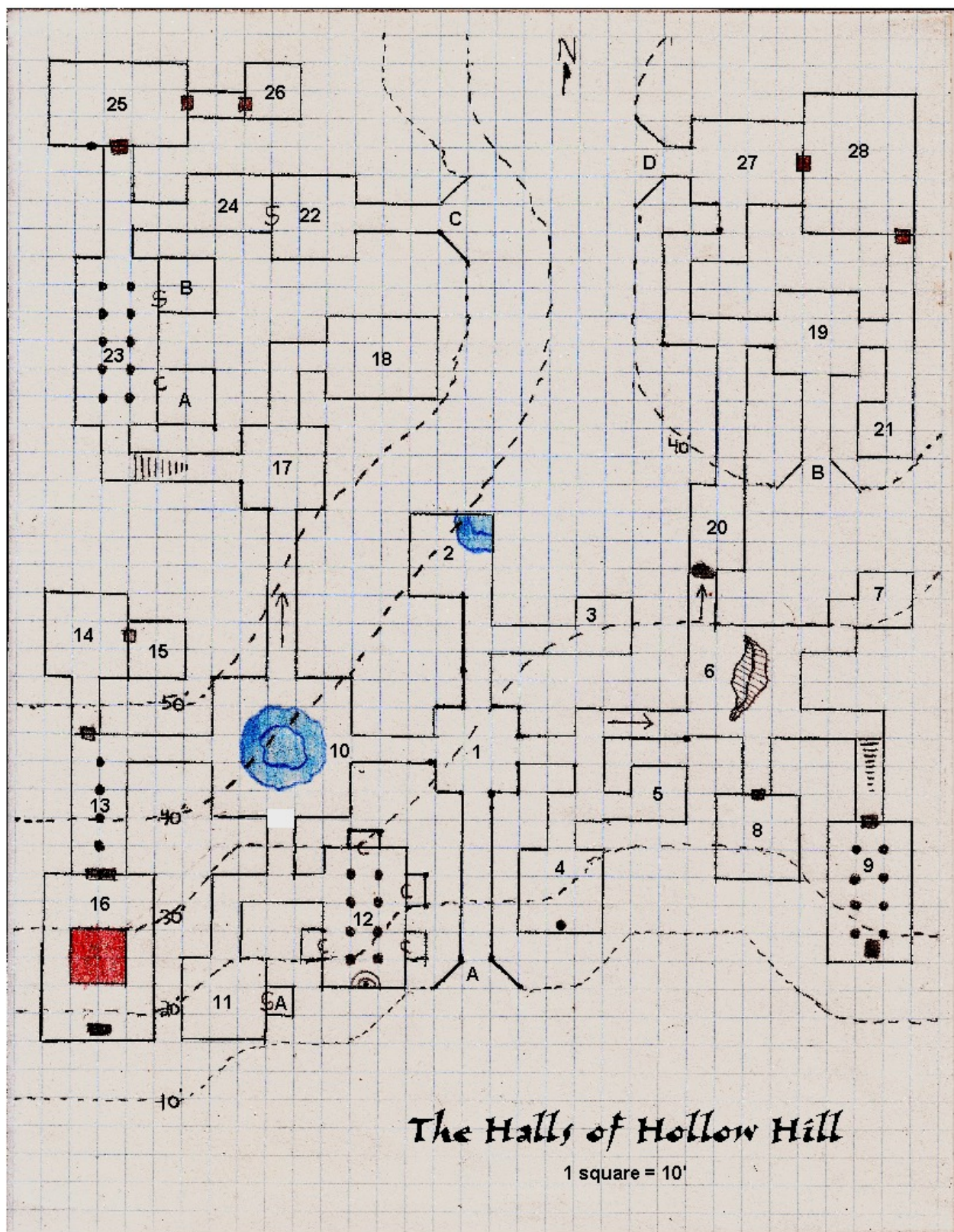
Rumors

One or more of the following rumors may be heard by characters.

1. A magical pool of healing is located within the Halls.
2. Tombs in the Halls contain hidden wealth.
3. Many of the weapons in the Halls are cursed by the restless spirits of their former wielders.
4. The Halls are the remains of an ancient dwarf mine, abandoned long ago. Not even monsters can be found there now.
5. The Halls are crawling with undead.
6. A necromancer haunts the Halls, animating those that die there.
7. Connol, a local hunter, came across the tracks of a giant wolf near Hollow Hill..
8. More and more rats of all sizes are being spotted near the hill.
9. There are legends of a magical fire that will summon a genie to serve the one who summons it.
10. There are numerous doors within the Halls, some are hidden, others cannot be opened.

Location

Hollow Hill is located a few miles northwest of Harmony, north of the old road just before it enters the moors,



Wandering Monsters

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

1. 1d3 Giant Centipedes
2. 2d4 Giant Rats
3. 1d4 Giant Flies
4. 1d3 Giant Bats
5. 1d4 Fire Beetles
6. 1 Gray Ooze

A. South Entrance

1. Entry Chamber

The tunnel opens into a square, rough-hewn chamber. Cobwebs hang from the walls and dirt, leaves and debris litter the floor. In the northwest corner is a mound of dirty leather sacks.

Searching the sacks disturbs three giant centipedes (HP 4, 3, 3).

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

The sacks contain only moldering food, rotting clothing, a few common, household plates, a dented candle holder and a broken pewter mug. Under the sacks is a loose stone, which will be found automatically if the sacks are moved and the corner searched. If the stone is moved, it will uncover a shallow hole. Inside is a small, wood and ironbound coffer. The coffer contains 164 cp, 53 sp and a potion of healing.

2. Damp Chamber

A sheen of moisture shines from the rippled stone walls to the northeast as water slowly flows down the walls and accumulates in a shallow pool. Dirt and debris litters the floor along with the remains of a giant beetle.

Lurking in the shadows to the west is a gray ooze (HP 13).

Gray Ooze [AL N; MV 10' (3'); AC 8; HD 3; #AT 1; DG 2d8; SV F 2; ML 12; XP 80; dissolve armor, immune to fire and cold].

If the shallow pool is searched a bloodstone (100 gpv) will be found.

3. Empty Chamber

Ancient black roots hang down several feet from the ceiling of this small chamber. Withered leaves and branches litter the floor and beneath the roots is an armored skeleton.

The roots and the skeleton are harmless. The chain mail is rusted and useless. The sword on the skeleton's hip is still serviceable. Beneath the bones is a silver dagger and a pouch containing 23 cp and 14 sp.

4. The Face in the Stone

This chamber smells of fresh earth, although the floor is clear and free of the usual debris. Near the center of the south wall is a rough hewn obelisk. A relief carving of a face is on the wall above the obelisk.

The obelisk is three-feet high and the face is set three feet above the top of the obelisk. Primitive runes representing the "treasures" of the earth are engraved in the obelisk. If a gem is placed on top of the obelisk, it will shimmer for a few seconds and then vanish. The eyes and mouth of the face will then open and the face will say, in a deep gravelly voice, "Ask." The characters can ask a single question. The face's knowledge is limited to the halls and to what an earth spirit would know. The face can only be activated once per day.

5. Dead Rats

The smell of rot grows stronger the closer the characters come to this chamber. Near the center of the chamber, crawling over the remains of two giant rats, are three slug-like creatures..

Lurking in the shadows are 3 giant flies (HP 10, 7, 5).

Giant Fly [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].

There is nothing else of interest in the chamber.

6. Dark Chasm

Cold drafts of air swirl through this chamber, carrying a damp, moldy smell and an aged, charnel stench. Hundreds of pieces of stone are scattered across the floor. A large chasm nearly splits the chamber in two.

The drafts of air are not normally strong enough to extinguish torches, but will cause flames to flutter wildly. At the beginning of each turn roll 1d6. On a roll of 1, a sudden strong draft of air blows through the chamber for 1 turn. During that time, there is a 4 in 6 chance the gust will extinguish a torch and a 3 in 6 chance it will extinguish a lantern.

Hanging from the ceiling are 4 giant bats (HP 11, 11, 10, 9).

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

The stones are primarily shale and obsidian. Many are flat, shiny and engraved with air runes. In the past, sacrifices were placed near the chasm and stoned with the engraved rocks until they fell into the chasm. The chasm could lead to deeper dungeons.

7. Chamber of Bones

Bones, scraps of leather and cloth and the remains of weapons and armor are scattered across the floor of this small chamber. Cobwebs hang from the walls and the air is dry and dusty.

The bones are mostly human, although a few large animal bones and less identifiable remains are also present. If the bones, rags, arms and armor are searched, a total of 159 cp, 120 sp, 45 gp, an engraved silver ring (75 gpv), a leather bracer set with a silver wolf's head and two tiny, emerald eyes (350 gpv), a war hammer, medium shield, battle axe, a heavy crossbow, and 6 bolts with silver heads will be found.

8. Painted Room

This room is sealed with a heavy stone door which requires an Open Doors check to open.

The air in this room is dry and stale. A thick layer of dust coats the floor and grey masses of cobwebs cling to the walls and hang from the ceiling.

Nothing can be seen behind the layer of dust and cobwebs. If a space on the south wall is swept clear, however, the faded color of old paint will be uncovered. If enough area is cleared, two separate paintings can be uncovered. The first shows a large chamber split with a dark chasm. The second shows a human dressed in rags falling into the chasm. There is nothing else of interest in the room.

9. Crypt

This room is sealed with a heavy stone door which requires an Open Doors check to open. The stone is cold to the touch.

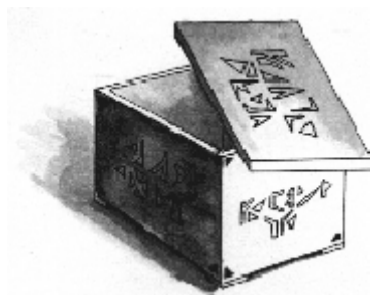
A deep chill hangs in the air of this large, rectangular room. Cobwebs hang from the walls and a double-row of ornate black pillars, which support the shadowy ceiling. Near the south end of the room, a large, rectangular object rises from the dusty floor.

Lurking behind a pillar near the center of the room is a wight (HP 20).

[AL C; MV 90' (30'); AC 5; HD 3; #AT 1; DG drain 1 level; SV F 3; ML 12; XP 110; only hit by silver or magical weapons].

The rectangular object is a sarcophagus. The lid is heavy and requires an Open Doors check to open. Up to three characters can work together to open the sarcophagus. Inside the sarcophagus are 1,200 cp, 600 sp, a gold necklace set with 6 bloodstones (500 gpv), a jade unicorn (350 gpv), and a silver ring set with an aquamarine (650 gpv), a potion of invisibility and a scroll of magic missile and shield, and a +1 mace.

Also in the sarcophagus is a rune-covered stone disc, twelve-inches across and one-inch thick, with five finger holes in a rough circle around the center four inches. The disc opens the doors at Area 16.



10. Murky Pool

A fetid stench rises from a murky pool of water in the center of this large, gloomy chamber. Bones and bits of trash litter the floor.

If you have the *Universal Adventures Custom Encounters*, draw 1 card from the Murky Pool deck. Otherwise, each turn the characters spend in the area, make a wandering monster check. If the characters successfully search the pool, roll 1d6 on the following table.

1. The character finds 1d6 x 5 copper coins.
2. The character finds 1d6 x 5 copper coins and 2d6 silver coins.
3. The character finds 1d6 x 5 silver coins.
4. The character finds 1d6 x 5 silver coins and 1d6 gold coins.
5. A small, rusty coffer, which is locked and contains 2 potions of antidote. Drinking a potion of antidote will neutralize all poison in the user's system. The coffer can only be found once. Treat additional results as a 1.
6. A silver-headed, rune-engraved +1 war hammer. The hammer can only be found once. Treat additional results as a 2.

A maximum of 500 cp, 300 sp and 100 gp can be found.

11. Web Chamber

Sheets of cobwebs hang down from the ceiling, cover the walls and shroud the corners of this shadowy chamber. A few lumpy, cobweb-covered mounds lay on the floor near the center of the west wall. The air is dry and still.

Two giant black widow spiders (HP 18, 11) lurk in the webs near the ceiling.

Giant Black Widow Spider [AL N; MV 60' (20') Web 120' (40'); AC 6; HD 3; #AT 1; DG 2d6 + poison; SV F 2; ML 8; XP 80].

The lumpy masses are the desiccated remains of past meals. There are seven of them. Three are giant rats, one is a giant fly and one is a gnome dressed in studded leather, bearing a short sword and dagger, a pouch of 45 cp and 12 sp and another pouch with lock picks, flint and steel, two wax candles and a flask of oil. The sixth is a human in +1 chain mail, bearing a medium shield, sword, 2

daggers, a pouch of 23 cp, and a back pack containing rope, 5 iron spikes, 3 torches and a flint and steel. The last is also a human in normal clothing with a dagger, pouch of 15 sp, pouch with flask of oil and flint and steel, and a third pouch with a magic-user scroll of protection from evil.

The secret door to the east can be found after a successful search.

Note: if you have *Universal Adventures Custom Encounters II*, feel free to use the Web Chamber cards. However, you may want to treat large spiders as 1 HD monsters and giant spiders as giant black widow spiders.

11 A. Secret Room

A large dusty chest sets in this small, secret room. The chest is locked and trapped with a poison needle (save or 2d6 poison damage). Inside is a heavy, thirty-pound, scepter made of a single piece of dull, black, incredibly hard rock. The scepter is meant to be placed in the hand of the statue in Area 12.

12. Pillared Chamber

Ornate, cobweb-covered pillars support a shadowy, arched ceiling. Dust covers the black-tiled floor and the walls are decorated with faded paint. At the far end, atop a raised dias, is a stone statue of an emaciated, nearly skeletal, humanoid with four arms and wearing an elaborate, high-arched headdress.

The paintings depict scenes of volcanic eruptions, blizzards, raging storms at sea and the like. If the statue is approached within twenty feet a deep moan will escape the statues grinning mouth. If approached within ten feet, the concealed panels will snap open and 2 zombies (HP 10 each) will step out of each compartment and attack the nearest intruder.

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

If the statue is investigated, the characters will see that one hand holds what appears to be a lightning bolt, another a fireball and the third a bowl with four writhing tentacles sticking out. The fourth hand is empty, although partially closed as if it once held something.

If the dias is searched, a secret compartment can be found with a successful Search check. Finding the secret catch that opens the compartment requires a second Search check. To release the catch, roll 1d6 and add the character's Dexterity modifier. If the result is 6+ the catch is released. Releasing the catch opens the secret compartment in the dias, but is trapped and causes the statue to blow out a 30' x 20' cloud of poison (save or take 2d6 poison damage). If the stone scepter from Area 11 A is placed in the statue's hand, the arm lowers a few inches and the secret compartment opens without releasing the gas.

Inside the compartment is a pair of silver candelabra (100 gpv each), a plain gold ring (200 gpv), a small obsidian statue of a dragon with turquoise eyes (500 gpv), a pouch of 12 gold nuggets (50 gpv each), a wand of magic missiles (14 charges), and a ring of fire resistance.

13. Pillared Corridor

This wide hall is carved from black stone with crimson-colored veins of minerals running through it. A single row of black pillars, each set with curved bands of orange crystal, runs down the center.

To the north is a heavy stone door which requires an Open Doors check to open. To the south is a pair of stone doors, each engraved with relief images of flames. In the center, where the doors meet, is a one-inch deep, twelve-inch diameter depression. The doors are warm to the touch. If the stone disc is placed in the depression and turned clockwise, the doors will slide open and remain so for 1 turn before sliding closed again. It takes three rounds for the doors to slide completely open or closed. Using the disc is the only means to open the doors.

14. Preparation Room

In the center of this room is a large stone table, with various crusty brown, black and yellow stains on its surface. Hanging on the north wall is a rack which holds dozens of rusty knives, cleavers and slim, pointy rods. Along the west wall is a small mound of shattered pottery.

The knives, cleavers and such are rusted and crumble into a red flaky pile if handled. The mound appears to be the remains of various clay vessels. Both doors are made of heavy stone door and require an Open Doors check to open.



15. Chamber of the Dead

A draft of stale air carries the strange odor of dried herbs and smoky wood. Standing in the center of the room are six horribly scarred humans covered with dust and cobwebs. As soon as the door is opened, they begin to move toward you.

The humans are zombies, left here by their creators as guardians (HP 10 each).

In the southeast corner is a small stone chest. Inside are 10 blocks of rare incense (50 gpv), an obsidian dagger (250 gpv), a small, locked box of carved ivory (250 gpv), which contains a scroll of cure light wounds and resist fire, and a pouch which contains six gems (4 X 50 and 2 X 100 gpv).

16. Chapel of Fire

A dim ruddy glow emanates from a large pit that occupies the center of this large room. The air is warm, and smells of smoke and sulfur. Along the south wall is a large block of shiny, black stone.

The pit is twenty-feet deep and the bottom is covered with red-glowing coals up to a depth of two feet. Anything falling in the pit takes 2d6 damage from the fall and 1d8 fire damage per round from the coals.

If a character approaches more than halfway into the room, four jets of flame will erupt from the pit, each forming into a hell hound (HP 19, 18, 16, 14).

Hell Hound [AL C; MV 120' (40'); AC 4; HD 3; #AT 1 (bite or breath); DG 1d6 or 3d6; SV F 3; ML 9; XP 80].

If the coals are somehow extinguished, the hell hounds will vanish.

On top of the block of stone is a copper bowl and a fist-sized red crystal. The copper bowl is inlaid with four hematite chips and eight silvery runes and appears to be worth around 250 gold coins. Once per week, if incense is burned within the bowl, the fire and smoke will act like a crystal bowl. Engraved on the tablet is a map, which will lead the characters to another adventure site, such as the *Dungeons of Diremirk*, also available from New Realms Publishing.

Buried in the coals is a small, one-foot square, stone

box. Inside the box is a leather sack containing 10 X 100 gp gems (4 amethyst and 6 spinels), and a fire opal (1,000 gpv).

17. Rat Chamber

Seven giant rats (HP 4, 2 X 3, 3 X 2, 1) occupy this chamber. Six of the rats will attack intruders, while the seventh will attempt to scurry out the west entrance, heading to Area 23B, to warn the wererats there. There is nothing of value in the chamber.



18. Filthy Chamber

A foul stench of rot and decay fills this large chamber. Near the center of the chamber is a low mound of bones, rotting hides and garbage.

Lurking in the shadows are 4 giant flies (HP 11, 10, 10, 6).

Giant Fly [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].

If the mound is searched, the characters will discover a silver dagger, a pouch of 100 silver coins and a silver necklace set with a moonstone pendant (100 gpv).

B. The Forgotten Halls

This entrance has not been used by anything larger than a wolf for several years and the cave mouth is now covered by a thick screen of brush. To spot the entrance, each character traveling within sight of the entrance must roll 1d6, plus Wisdom modifier. If the roll is 6 or higher, the character spots the tunnel beyond the brush. Characters searching the area around the entrance will discover the tunnel automatically.

19. Dusty Chamber

Dust, twigs and withered leaves litter the floor of this rough-hewn chamber.

This chamber is empty.

20. Boulder Chamber

Dust and broken bits of stone cover the floor of this chamber. A large boulder sets against the south wall and near the center of the west are the remains of a large insect.

If the floor is searched, numerous tracks in the dust can be found, along with a trail as if something large was dragged or pushed. The latter was made by the gnolls when they blocked the southern entrance with a boulder. Moving the boulder requires a successful Open Doors check at -1. The insect remains are of a smashed carrion beetle.

21. Stirge Lair

A vile stench hangs in the air of this small chamber, drifting north on the occasional draft of foul air. Scattered across the floor are dozens of bones, piles of filthy rags and the tattered, rotting remnants of numerous hides.

This chamber is the lair of six stirges (HP 8, 6, 3 X 5, 3).

Stirges [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].

If the disgusting chamber is searched, an old, dirty forest cloak will be found. In an inside pocket of the cloak is a pouch containing 4 gems (2 X 50, 1 X 100, and 1 X 500).

C. West Entrance

22. Rats' Nest

A mound of filthy rags is piled in the center of this dirty chamber. The air is rank and garbage litters the floor.

This chamber is the lair of eight giant rats (HP 4, 3 X 3, 3 X 2, 1).

Scattered throughout the nest are 100 cp, 60 sp, an ornate leather belt that is hopelessly ruined, but set with four pieces of turquoise that are worth 25 gp each, and a normal mace.

The secret door in the west wall requires a Search check to locate.



23. Pillared Hall

The ruddy light of torches reflects from bronze shields that hang on the walls of this large hall. Crude pillars of black stone rise from ancient, crimson-streaked flagstones to support the shadowy ceiling above. The air is smoky and smells faintly of wet fur and garbage.

There are four torches, two set in the west wall and two in the east, and six shields. Two shields hang on the west walls, two on the east and one to the west of each entrance.

The wererats in Area B watch the hall through a peephole in the secret door. The creatures look for reflections in the shields to alert them to the presence of intruders. If intruders are spotted, the wererats wait for the characters to reach the middle of the hall before pulling a lever, which opens a hidden door to Area A, releasing the giant rats. On the following round, while the character are engaged with the rats, the wererats will emerge and attack.

A. Concealed Room

The concealed door to this room can only be opened by pulling down a lever in Area B. Eight giant rats are in this room (HP 2 X 4, 4 X 3, 2 X 2). They are hungry and vicious and will rush out to attack. The room is otherwise empty.

B. Watch Post

This room is entered by a secret door, which is set with a peephole. Three wererats (HP 22, 16, 12) occupy this room, taking turns watching the great hall through the peephole. There are three piles of filthy blankets, a brazier of smoky coals, an open box which contains a flint and steel, two dozen torches and two flasks of oil. The monsters are armed with swords and each carries 3d6 sp and 1d6 gp. There is a lever in the south wall which opens the concealed door at Area A.

[AL C; MV 120' (40'); AC 7; HD 3; #AT 1 weapon or 1 bite; DG by weapon or 1d4; SV F 3; ML 8; XP 95; surprise 4 in 6].

24. Storage Chamber

Half-a-dozen muddy cloaks hang on pegs set in the north wall of this chamber. To the south is a pile of crates and barrels. Numerous spears and javelins lean against the wall in the northeast corner. The air smells faintly of wet fur and garbage.

The cloaks smell like an animal's den and numerous strands of brown fur can be found clinging to the cloth. Lying on the floor beneath the cloaks are a pair of shovels. Clumps of dirt cling to the blades. The stack of weapons includes 6 spears, 12 javelins and 2 halberds. To the south is a barrel of water, half a barrel of salted pork, a sack stuffed with normal clothing that appears to have been scavenged, a sack of moldy flour that is also full of insects, a crate with 24 iron spikes, 2 coils of rope, and 2 hammers, another crate with 30 torches and a final crate which contains six short swords and a great sword. The great sword is of exceptional quality and adds 1 to all attack checks.

25. Wererat Lair

The air of this large room smells of filthy fur and refuse. Six mounds of filthy blankets are scattered around a small, smoky fire, which burns near the center of the room. Numerous weapons and dirty, leather sacks lean against the walls.

This room is the lair of six wererats (HP 24, 22, 17, 17, 14, 13). Each of the wererats has a sword, 3d6 sp and 1d6 gp. The leader wears a +1 ring of protection and has a bag of holding, which contains 120 pp, and the key to the locked chest.

In the northeast corner is a loose flagstone with a shallow pit dug beneath. The work was recently completed and there are still clumps of dirt about, making the hidden compartment easier to discover. In the pit are three large sacks, containing a total of 1,200 cp and 600 sp and an iron bound chest. The chest is locked and contains a sack of 200 ep and 400 gp, 7 pieces of minor jewelry worth 1d4 X 10 gp each, a fur-trimmed cloak (100 gpv), a leather belt inlaid with silver (150 gpv), six bolts of fine cloth (50 gpv each), and an engraved wooden box (25 gpv). The box contains eight gems (4 X 50, 3 X 100, 1 X 500).

26. Prison

A heavy wooden bar is mounted on the outside of the door to this room. Inside, four humans and a dwarf sit bound and gagged against the walls. Two of the humans are farmers from the Harmony area, one is a merchant and the fourth is a 1st level fighter, who was working as a caravan guard.

If rescued, the farmers have little to offer but their gratitude. The merchant will reward the characters with 100 gold pieces each. The fighter, Derrick of Eastmont, could become a loyal henchman if asked and treated decently. The dwarf, Harold Axeson, could adventure with the characters and will also see that they are rewarded with a one 50 gp gem each and a +1 hand axe.

Derrick of Eastmont [AL L; MV 120' (40'); AC 9; F 1; HP 7; #AT 1; DG by weapon; SV F 1; ML -; XP 13; STR 16; DEX 11; CON 13; INT 10; WIS 11; CHA 12].

Harold Axeson [AL L; MV 120' (40'); AC 9; D 2; HP 20; #AT 1; DG by weapon; SV D 2; ML -; XP 29; STR 13; DEX 11; CON 18; INT 12; WIS 12; CHA 7].

D. East Entrance

This entrance to the tunnel complex is only used by the dire wolf and the gnolls. Characters searching the area may discover the tracks of either monster, locate a clump of wolf-like fur or detect the stench of a nearby animal lair. Should the characters linger near the entrance for longer than a turn, the dire wolf may detect their presence. Should the dire wolf feel threatened or a battle ensue, its howls and growls will alert the gnolls. Should the dire wolf be in a particularly cunning mood, the creature may alert the gnolls by scratching at their door and the group could then prepare a welcome for the characters.

27. Dire Wolf's Lair

Bones and bits of trash are scattered across the floor of this foul-smelling chamber. In the northeast corner is a pile of straw, rags and uncured furs.

This chamber is the lair of a dire wolf (HP 23).

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

The dire wolf is a companion to the gnolls in Area 28 and any unusual noise in this area is sure to cause the gnolls to investigate.

The pile in the northeast corner is the dire wolf's bed. Among the bedding is an elven cloak.

28. Gnoll's Lair

Smoky embers burn in the depths of a shallow pit in the center of this large chamber. Along the east wall is a pile of sacks, barrels and a few broken crates. Scattered near the fire are several piles of furs and rags. Numerous weapons lean against the walls.

This room is the lair of 7 Gnolls (HP 16, 13, 11, 11, 10, 10, 6).

Gnolls [AL C; MV 90' (30'); AC 5; HD 2; #AT 1; DG by weapon +1; SV F 2; ML 8; XP 47].

The gnolls are armed with swords, battle axes and spears, and each has 3d6 cp, 2d6 sp and 1d6 gp. The leader wields a +1 sword, +2 versus lycanthropes, 3d6 each of cp, sp and gp, and the key to the chest.

The gnolls have gathered a large quantity of items ranging from moldy rations and a half-keg of ale to arms, armor and equipment scavenged from past victims. Total valuables along the walls include a silver fox cape (250 gpv), 6 miscellaneous furs (4 x 10, 2 x 25 gpv), 4 spears, 2 swords, 1 great sword, 2 hand axes, 4 daggers, 2 short swords, a long bow, a heavy crossbow, 14 bolts, ring mail armor, chain mail armor, a silver dagger set with a tiger eye (100 gpv), 6 silver-tipped arrows and 4 +1 arrows.

Inside one of the broken crates is a locked iron chest. The chest contains four sacks of 500 gold pieces each. The gnolls use the gold to purchase prisoners from the wererats, who are then taken to Crimson Gorge to meet a grisly fate.

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