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For Use With
1st Edition AD&D®

THE WITHERED CRAG

AN ADVENTURE FOR CHARACTER LEVELS 1-2



For use with 1st Edition Advanced Dungeons & Dragons®

Dare to seek the jewels bright?
Trapped within a fool's night,
Stalked by eyrie's guards, and greater:
You shan't survive the crag-and-crater!

The Withered Crag is an exploration-based module with avian and glass/crystal themes, opportunities for combat and climbing, plus obstacles that vary between daytime and nighttime visits. It will challenge a party of 4-6 characters with 8-10 total levels.



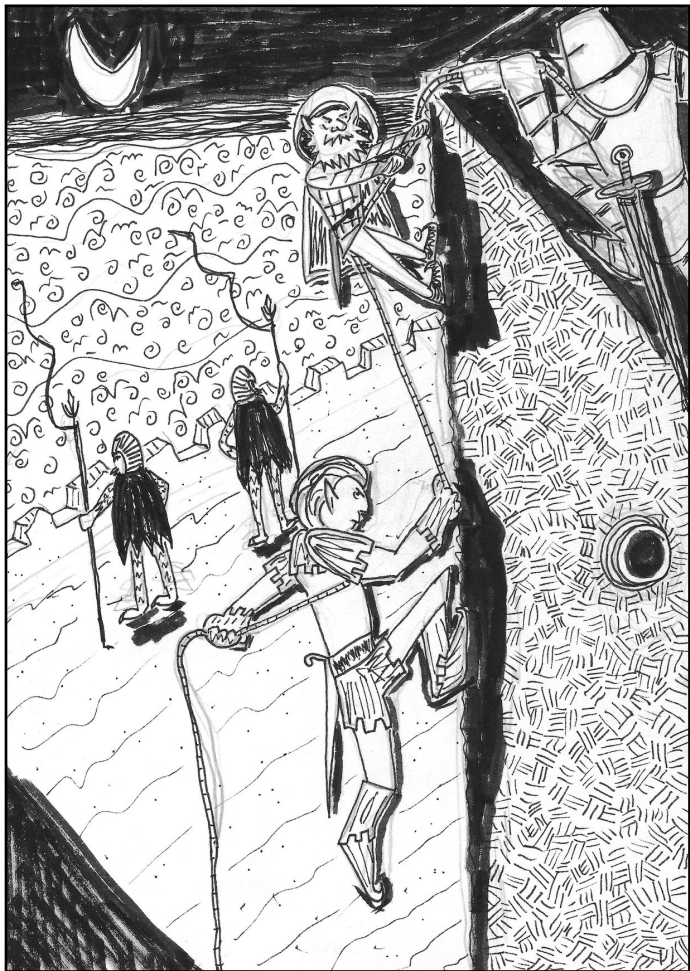
Chaotic
Henchmen
Productions

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The Withered Crag

Version 1 — May 23, 2019



CREDITS

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INTRODUCTION

The Withered Crag is an exploration-based module with avian and glass/crystal themes, opportunities for combat and climbing, plus obstacles that vary between daytime and nighttime visits.

The adventure will challenge a party of 4-6 characters with 8-10 total levels, and contains over 11,000 gp in loot, plus 9 magic items—mostly short-term consumables. Several characters in my home campaign gained a level during play.

The module intentionally leaves some background and mechanical details vague. I tried to balance between "ready-to-run" and encouraging improvisation and rulings. Areas that aren't fully explained should still give you enough detail to wing it.

BACKGROUND

During the battles that forced the petty god Nagl to retreat from this world, his agents built a secret fortress in a granite crag that rose from the center of an ancient crater. Many years later, these agents—the Withered—work furtively to enact revenge on those who banished their master; the Withered arrange bargains with beast-men and other horrors, bolstering them in exchange for strikes against humankind. And though the Withered only dare occupy their fortress at night, the structure itself entices other creatures to imperil the area during the day.

INSPIRATION FOR LINKS / RUMORS / HOOKS

After clashes with inhuman raiders—some with armor fused to body like a second skin, and bewitched with unexpected powers—it becomes clear they are in league with a yet-undiscovered malefactor. Some of their recent tracks lead to the crater.

Local farmsteaders tell stories of the greedy monks of the "Poison Abbey," who wear gem-studded helms and belts of knotted gold, only subsisting on corpses brought to them by their hawk-wives.

A drunk footpad with a loose tongue brags of his boss' discovery of a secret entrance into the treasury of the old crag fortress, and a plan to steal a magical boat that floats on the clouds.

Burgomaster Strooff thinks a sorcerer in the crag has a bounty on his head, and commissions an expedition. Does it matter that Strooff is politically impotent and believed to be delusional? His coin is as good as any!

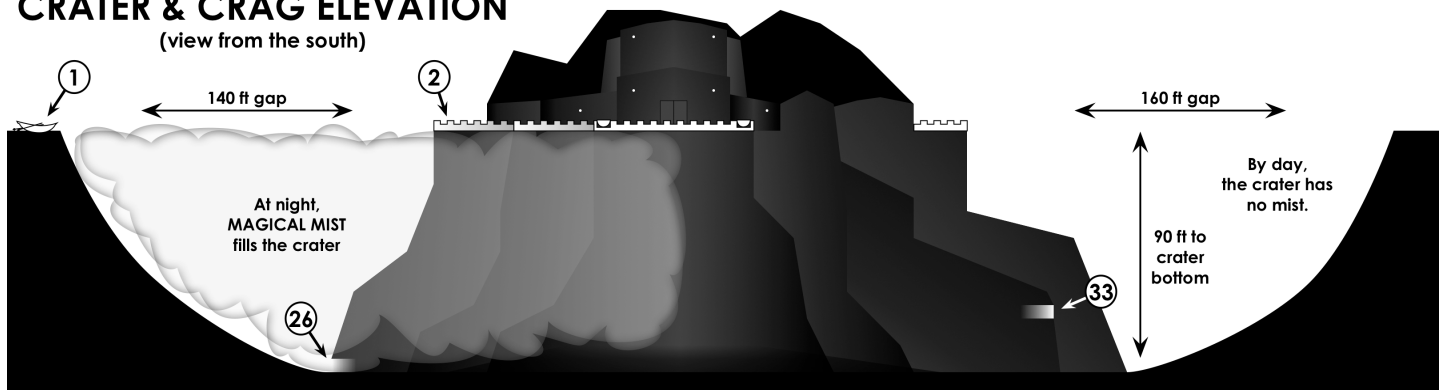
(Parts of the last three are inaccurate/untrue.)

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CRATER & CRAG ELEVATION

(view from the south)



PHYSICAL OVERVIEW

500 ft diameter crater. Granite crag juts up from the center, with two-story fortress complex carved into it starting at the same height as the surrounding land.

Day: The crater appears as a dry, rocky lake bed, with a number of openings (caves, windows) visible in the crag, below the fortress. Blood hawks circle high above, or perch atop the crag.

Night: A lake of thick white mist (**allowing wood to float!**) separates the fortress from the surrounding land. Black smoke wafts from the southern chimney. Careful listeners hear hammering of the Withered armorer working at the forge.

Windows: 1 ft diameter circular openings set high on many of the fortress walls, generally 7 ft above ground level, with some higher. (Allowing ingress/egress for the blood hawks.) Two larger, square windows 30 ft below the fortress look northward, with mullions blocking easy passage on the western one.

Doors: Stone, well-weighted and open with only slight strain. **Locked doors** (see legend) are openable and re-lockable by one of the **stone keys** mentioned herein (mostly carried by the Withered), which afterward crumbles to dust.

WANDERING MONSTERS

Encounters occur 2-in-6. Check every 3 turns. Use a nearby denizen appropriate to the time of day, like:

Blood hawks drawn to activity within the fortress—the distinctive intonation of human speech.

The mimic posing as a door-that-wasn't-there-before, trying to bait a hapless helper.

Withered patrolling the halls and battlements, or fetching coal for the forge.

Gang of nocturnal humanoids seeking a bargain with the Withered.

A drakopede snaking through the Undercaverns in search of prey.

1. ROWBOAT

12 ft wooden boat sits tilted, in the weeds a few feet outside the "lake," with three oars inside.

2. MOORING

The inset portion of the battlement lacks crenellations, and has two cleats for tying off a rope.

3. SECRET SALLY PORT

Disguised as fortress wall on the outside, with no opening mechanism. The inside has a handle and thick sliding latch.

4. CAULDRON-FLANKED ENTRY

Hefty stone cauldrons, 4 ft wide, with handles and tilting mounts, allow any contents to be poured into the crater.

Night: The cauldrons fill with hazy white mist—enough to swiftly fill the crater, and no more—allowing wood to float as if on water! The mist stays in the crater, not entering the crag's caverns, only fading with dawn.

5. SHRINE

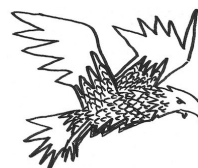
In the north, a chest-high granite altar sits before a plinth-supported statue: an 8 ft male figure of perfect physique, with outstretched hawk wings, and face turned away as if aloof.

Inscribed above all three doorways: "Indebted are they, graced by the presence of Nagl."

Day: Any visitor leaving the shrine (even to the east or west) without making an offering to Nagl, provokes his wrath: 1d6+1 blood hawks from area 20 swoop in via the windows, to attack the group, with doors stuck in position (either open or closed, as last left) during the battle.

Night: The Withered guard at area 6 listens for visitors.

Blood hawks (1d6+1) – SZ S; AC 7; MV 24"; HD 1+1; hp 6 ea; #AT 3; Dmg 1d4/1d4/1d6; AL N; XP 32.



6. LANDING

Night: A Withered guards the door, listening for visitors to the shrine. Distrustful of, and discourteous to groups that include humans.

Withered – AC 5; MV 9"; HD 2; hp 9; Dmg by weapon; SA aging breath on death; SD turned as ghost, but not destroyed, save +4 vs sleep, charm, hold; AL NE; XP 54.

Gear: dull mail and helm (wings pattern inlaid in hematite, 100 gp), ranseur, sling, 20 bullets.

7. PETRIFIED LIBRARY

Three rows of granite shelving support hundreds of useless stone book sculptures, plus four actual stone books (see below). Beyond the far row, a statue of a leprous eunuch (actually a petrified porter), eyes wide with shock, holds an open book sculpture titled, "Paradigms of Carving and Chiseling."

Three of the functioning books contain slate pages of gibberish, but empathically convey their knowledge if the holder desires—boon for most, but curse for humans—becoming inert afterward, or upon removal from the library. On touch, each conveys its title, offers to impart essential knowledge, and additionally warns humans (only), "My tutelage retracts from one who slays their own." A human learner can eliminate their curse by killing another human.

"Concordance Vectors" – Non-human learner gains a positive reaction in one future situation. Human learner always receives negative reaction rolls.

"The Weapon Named Grace" – Non-human learner permanently adds 1 to dexterity. Human learner always fumbles, mishandles, drops, or breaks any hand-held object worth more than 1 gp.

"Help Hurt Humans" – Non-human learner deals 2x damage on one future hit against a human. Human learner's presence makes all humans within 1 mile take +1 damage from any source.

The fourth functioning book contains magical writing, acting as a heavy (50 lb) magic-user scroll of scare and shocking grasp.

8. BIRDCAGE

4 ft wooden cage (actually a mimic) encloses a pecked, rotting humanoid lower leg, and a few gray feathers.

The hungry mimic, named Rem-Givvis, tries to glue someone (relocating and changing forms as necessary), then threatens to eat them if they don't help it to escape the crag. But it refuses many obvious plans, due to fear of sunlight and the drop into the crater, plus reluctance to attack the Withered—it suffered from their dying breaths three times already, since ending up here after a sorcerous mishap. If convinced it can float on the mist it may try to escape at night, but will fail—mimics aren't wood!

Rem-Givvis, Mimic – SZ L; AC 7; MV 3"; HD 7; hp 36; Dmg 3d4; SA glue; SD camouflage; AL N; XP 938.

THE WITHERED

These wicked men traded their names, free will, and youthfulness to a powerful evil entity in exchange for unnaturally long lifespans; now aged and gnarled, they sprout hoary beards and mere wisps of hair.

Though not undead, their inception requires negative energy, so they can be turned as ghosts, but not destroyed, nor influenced by evil clerics. They save at +4 vs sleep, charm, and hold, even when saves aren't allowed.

They see perfectly at night, but shun daylight.

When killed, a Withered's last icy breath seeks a foe within arm's reach: Save vs death or age 1d6 years, no system shock.

Withered with more than 2 HD may have additional magical powers.

Outfitters for man-killers: This group of Withered—Nagl's servants—supply enemies of humankind with potent, crafted armor, in exchange for decapitated heads of great men. Suits fuse permanently with the worthy, granting one or more boons against humans exclusively, such as invulnerability to non-magic weapons; imperceptibility; a nausea-inducing aura; or a field of unluck.

Night-only occupants: The Withered arrive at sunset, via a gateway to their otherworld (area 12). Two use the cauldrons (area 4) to fill the crater with mist (so visitors can come & go via boat), while the rest secure the fortress; then the armorer and assistant begin work in the forge. At dawn, as the crater's mist fades, they leave via the gateway, taking their work with them.

Receiving visitors: They hold parley in the shrine (area 5), but never offer specific services, instead striking bargains initiated by those knowing what to ask. Impatient at best with humans and their allies, the Withered may expedite with false bargains, then strike as visitors leave across the mist.

Tactics: They exploit ranged superiority (slings), and melee two-ranks-deep (ranseurs), some attacking to disarm. When under alarm, they outflank via the sally port or a far staircase, forming ranks so the armorer (area 22) can support with magic.

9. DORMITORY

Six stone, bed-like slabs surround the center.

Night: A group of Withered sits on the slabs, pointedly uttering self-condemning stanzas to themselves, in penance for their former humanity—reacting angrily to any human disturbance.

Withered (4) – AC 5; MV 9"; HD 2; hp 9 ea; Dmg by weapon; SA aging breath on death; SD turned as ghost, but not destroyed, save +4 vs sleep, charm, hold; AL NE; XP 54.

Gear: dull mail and helm (wings pattern inlaid in hematite, 100 gp), ranseur, sling, 20 bullets. One carries a stone key.

10. SCENES OF BIRTH AND SUFFERING

Life-sized reliefs on both long walls:

South – Man-sized egg, cracked and radiating, surrounded by inquisitive nobles.

North – Dying nobles and warriors, skewered on pikes, impaled on posts.

(The secret door's opening mechanism is in area 11.)

11. STATUES

North statue depicts 8 ft tall male of perfect physique, folded-back hawk wings, looped whip in hand. South statue depicts headless (as if decapitated) normal-sized male, many wounds upon it, standing weakly with back turned toward the other statue.

Secret Door: Placing any of the stone heads found throughout the complex onto the decapitated statue turns the whole statue to flesh for a few moments, moaning in pain; wound it and the nearby secret door slides down. Removing the stone head closes the door.



12. TOWERING STONE DOORS

These doors rise almost to the ceiling, with faceted strips forming a wings relief across the broad lintel, and runes graven on the jambs:

"Set thyself for enemies of Man.
Rise and Men fall from Within."

No physical or magical force affects the false doors or framing.

Sunset & Sunrise: While the horizon bisects the sun (roughly 10 minutes), the fake door slabs become permeable blackness, allowing the Withered to enter from or exit to their otherworld. Anyone not from the otherworld who touches the blackness suffers blindness and a curse causing 1d6 damage/hour in sunlight.

Night: The faceted wings relief becomes hematite inlay (extractable, 2800 gp). Smashing all the hematite to worthless powder permanently closes the otherworld gate, but anyone considering it knows they will lose 2800 xp (a deficit without causing level loss) regardless of whether they gained xp for the inlay as treasure.

13. GUARDED STORAGE

A man-shaped creature of translucent rock—with oversized hands, and a lustrous stone instead of a mouth—stands against the west wall, watching over a cart-sized mound of coal in the east. Concealed within the mound, a greasy pouch holds a cracked, acorn-shaped diamond (1000 gp).

The sentry interposes itself before any non-Withered who starts to enter the chamber, blasting with its mouth gem to prevent passage.

Crystalline Sentry – MV 9"; AC 4; 6 HD; hp 27; #AT 2; Dmg 1d6/1d6; SA mouth gem; SD MR 30%; AL N; Int avg; XP 512. (new monster)

Special: The mouth gem functions each round in addition to its melee attacks; it morphs form and power each round (roll d4 on the table below). Reducing the sentry to -4 hp or below pulverizes the gem.

- 1 Banded Agate (10 gp): 6" ray, save vs wands or sleep
- 2 Bloodstone (50 gp): gust of wind, basically frontal until next use
- 3 Moonstone (500 gp): 6" ray, save vs wands or one round of convulsions and rapid hair
- 4 Onyx (50 gp): 6" ray, save vs wands or attack ally/self once

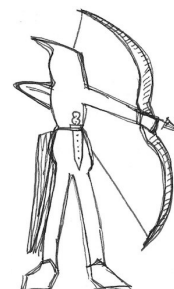
14. GRAND HEAD OF FOOLS

Massive bald stone head sculpture (4 ft tall), with dim-witted visage, puffed cheeks, puckered lips, and a seam around the cranium suggesting the top might lift off (internally triple-locked shut).

The mouth and ear holes each open to a foot-deep, 4-inch diameter shaft with a keyhole at the far end. Manipulating the fake tumblers in a keyhole triggers a trap: Part-way in, stone flanges swing closed like a shutter, to trap the wrist of a would-be opener. The traps stay shut until all three trigger, at which point they release, and the cranium lid also unlocks.

Head cavity holds 2 melon-sized rocks, and a silver flagon etched with a giant fingerprint (200 gp) containing frothy liquid (potion of stone giant strength).

Secret Door: The 400 lb stone head also pivots, with difficulty. If faced east-northeast (toward the secret door symbol on the map), a door-shaped section of the east wall turns purple and vaporous, blocking sight, but allowing passage. Anyone passing through the vapors must save vs. poison or scream in pain, writhing helplessly for 1d6 rounds.



15. TROPHIES

Throughout, a dozen pedestals each hold a granite head with noble, but lifeless visage (decapitated). In the north, a pile of similar heads (lesser of bearing) rests before a stone mannequin wearing a torso harness with integrated wax wings (unreliable waxen wings—see sidebar)

UNRELIABLE WAXEN WINGS

These wax wings and adjustable fastening apparatus fit any human, unfurling and beating as the wearer wills, allowing flight at 6" speed. Unfortunately, they wilt to ruin in light: They have 10 hp, and take 1 damage per minute in daylight, per turn in lantern/torch light, and per hour in starlight. (500 xp / 5500 gp)

16. DINING HALL

Uncomfortable stone furniture, all shoved to the perimeter. Shelves hold tableware and a stone box containing a 40 piece set of silver cutlery (200 gp).

Night: Withered spar in pairs and hone their pole arms while waiting to patrol.

Withered (5) – AC 5; MV 9"; HD 2; hp 9 ea; Dmg by weapon; SA aging breath on death; SD turned as ghast, but not destroyed, save +4 vs sleep, charm, hold; AL NE; XP 54.

Gear: dull mail and helm (wings pattern inlaid in hematite, 100 gp), ranseur, sling, 20 bullets. One has a stone key.

17. VESTIBULE

Wall carvings depict clouds; entire floor carved to depict a wilderness landscape as viewed from high above. A Withered corpse lies awkwardly in the south, with the usual gear, including hematite-inlaid helm (100 gp). Heaped rope ladder in the north, 100 ft, with anchor loop to fit a crenellation.

18. OVERTAKEN LOUNGE

Stone wingback chairs, low slabs, and slender cabinets. Now occupied by a mated pair of blood hawks, who aggressively defend their nest and 8 tiger eye gems (10 gp ea).

One cabinet holds colored glass vials (powdery residue) and a hand-held mirror of odd design (looking glass of Hur-Larr—see sidebar).

Blood hawks (2) – SZ S; AC 7; MV 24"; HD 1+1; hp 6 ea; #AT 3; Dmg 1d4/1d4/1d6; AL N; XP 32.

LOOKING GLASS OF HUR-LARR

Uneven frogs' eyes, cauliflower ears, and a barbed-tongue handle all protrude from this golden hand mirror—its frame suggesting a gaping, toothless maw. Requires blood to activate its powers; grasping the handle unprotected causes 1d4 damage, then allows one hour of clairvoyance and clairaudience of anything the mirror's eyes can see, even after releasing one's grasp. Hopefully a surplus of time, so the greedy Hur-Larr—who also observes through the device—can spy on the possessor's plans. (1500 xp / 4000 gp)

19. ABANDONED EXPERIMENTS

Toppled stone worktables, a jumble of mostly broken alchemical equipment (jars, stands, calipers, slide rules, tongs, etc.), a stone book (slate pages depict the structure of man), and granite mannequin limbs (two arms, four legs).

The limbs animate to kill anyone disturbing the contents, even hopping/crawling to follow retreating intruders.

The alchemical equipment includes 500 gp worth of unbroken gear, but every round of combat destroys another 1d8 x 10 gp worth.

Animated granite limbs (6) – SZ S; AC 4; MV 9"; HD 1; hp 5 ea; Dmg 1d3; AL N; Int non; XP 15.
(very simple new monster)



20. BLOOD HAWK ROOST

A cast of blood hawks—ever fond of human flesh—command the roost from 15 broad stone ledges that jut out around the perimeter, 10 ft above the floor, each with a red garnet (100 gp) set into the top. Gray feathers, droppings, and bones of humans and rodents clutter the floor.

Blood hawks (15) – SZ S; AC 7; MV 24"; HD 1+1; hp 6 ea; #AT 3; Dmg 1d4/1d4/1d6; AL N; XP 32.

21. CHIMNEY AND VENTILATION

These two shafts, each 1 ft diameter, lead down to area 22—the southern to the forge's furnace, and the northern to a fresh-air inlet.

Night: Coal smoke rises from the chimney, and industrious noises issue from both.

22. FORGE

Three hefty anvils and four granite dressing dummies—from petite, up to one resembling a hulking beast-man—occupy most of the space. South nook forms a coal-burning furnace, with pivoting smelting vat. (Each nook's 1 ft diameter chimney leads up to area 21.) West wall pegs and shelves hold myriad dusty, long-untouched tools.

Night: The Withered armorer and assistant toil near coal-flame heat, hammering and forming a suit of armor for some violent murderer of man, using implements brought with them on a wooden litter. The assistant wastes no time with unexpected visitors, rushing at them while the armorer assails with spells.

Withered armorer – AC 4; MV 9"; HD 4; hp 22; Dmg by weapon; SA spells, aging breath on death; SD turned as ghast, but not destroyed, save +4 vs sleep, charm, hold; AL NE; XP 223.

Gear: dull mail and helm (wings pattern inlaid in hematite, 100 gp), small shield, broad sword, devotion dagger (storing hold person at 6th level; see sidebar), stone key.

Memorized spells: scare, stinking cloud.

Withered – AC 5; MV 9"; HD 2; hp 9; Dmg by weapon; SA aging breath on death; SD turned as ghast, but not destroyed, save +4 vs sleep, charm, hold; AL NE; XP 54.

Gear: dull mail and helm (wings pattern inlaid in hematite, 100 gp), ranseur, sling, 20 bullets.

DEVOTION DAGGER

This plain weapon empathically reveals its power to any who grasps it: Similar to a ring of spell storing that holds exactly one spell, a cleric may store one of his memorized spells into the dagger, allowing the wielder to cast the spell at the cleric's level. Until the wielder casts the spell, the cleric may not memorize another spell to replace the stored spell. The cleric's deity holds judgement over the wielder's use of both the weapon and spell. (1000 xp / 5000 gp)



23. CELL WITH COLLAPSED FLOOR

Floor partially collapsed, forming a 5 ft diameter shaft, dropping 20 ft down to the boulder-covered floor of area 32.

2 ft square window overlooks the crater, but two thick mullions prevent the escape of man-sized creatures.

24. CELL WITH ESCAPEWAY

2 ft square window with smashed-away mullions allows easy passage to/from the precarious crag face outside.

Pecked and sundered skeletal corpse on the ground still has an intact leather pouch, holding a brass flask with only a teaspoon of acidic fluid (potion of diminution).

25. PETRIFICATION VAT

In the west stands an ovoid vat, as tall as a man, filled with dense yellow fluid that fizzes from an opening in the top. A granite head of an bedraggled man (decapitated) bobs at the surface.

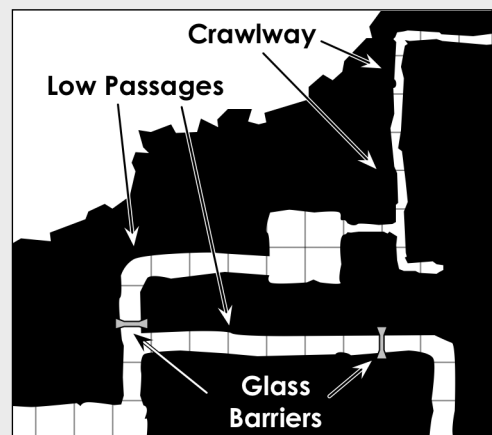
The dense liquid slowly (over several days) petrifies any human or demi-human body part submerged within.

UNDERCAVERNS

Low Passages: Primary undercavern tunnels rise only 4 ft high, forcing human-sized explorers to hunch over as they travel or fight within.

Crawlways: The narrowest tunnels are only 30 inches in diameter, and force most explorers to travel on hands and knees. The adult drakopede (area 35) cannot fit into the crawlways at all, but all the young ones can.

Glass Barriers: Made by drakopedes, these 2 inch-thick semi-transparent blockages can break with some difficulty (open doors check), causing high-pitched echoing reverberations throughout the area (2-in-6 chance to attract a nearby denizen).



26. LOW CAVE

Three crooked shards of pointed glass—the length of short fingers—lie just inside the pebble-strewn entry.

27. CONFLUENCE OF PASSAGES

A meager flow of warm, sulfurous water runs into the chamber from the central southern exit, then disappears through narrow fissures in the ground.

28. SULFUROUS HOT SPRING

Warm water burbles up from stubby mineral cones on the ground, then trickles down slope.

The oldest of the drakopede brood clings to the ceiling, basking in the warmth, listening for prey.

Drakopede juvenile – AC 4; MV 15"; HD 3; hp 22; #AT 3; Dmg 1d3/1d3/1d4; SA breath weapon 2x/day (1d6, save for half); AL N; XP 116.

29. GLASS-COVERED CEILING

Dark helm rests below the ledge, with wings-shaped inlay area stripped of ornamentation.

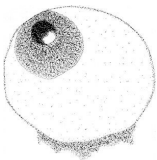
Glass coats the chambertop, with several long lumps like young stalactites. Easily shattered in one fell swoop—especially by a drakopede or inadvertent missile—to rain cutting shards onto everyone below; treat as 4 HD attack, 1d6 damage.

30. EGG CHAMBER

Four melon-sized glass orbs encase pulsing black-green nuclei (drakopede eggs), amidst dozens more empty, fractured orbs. Scrawny halfling corpse, gutted, but still outfitted (short sword, sling, 10 stones, backpack, 144 pp, map to the fortress & crater—marked "When is the loot?").

Six hungry young drakopedes wait out of sight, clutching the wall rock near the entrances. Their piercing yelps of pain have 3-in-6 chance/round to draw the adult from area 35; too large to enter the narrow tunnels, it frantically rushes back and forth among nearby rooms, seeking vengeance.

Drakopede hatchlings (6) – SZ S; AC 5; MV 12"; HD 1; hp 4 ea; Dmg 1d3; AL N; XP 14.



31. LONG-LOST EYE

Cranium fragments cover up a clear glass sphere, 1-inch diameter, etched with an iris and pupil (Dovunn's disparaging oculus—see sidebar).

DOVUNN'S DISPARAGING OCULUS

Anyone visibly presenting/wearing this glass eye in melee draws the ire of any enemies so engaged. They focus attacks on the bearer (save vs spells avoids—though most don't bother), and hit the glass eye itself on a natural 20. (300 xp / 3250 gp)

32. COLLAPSED CEILING

Grit and irregular boulders cover the ground beneath a 5 ft wide vertical shaft leading up to area 23. Rubble camouflages a stone key, in the northwest.

33. HIGH CAVE

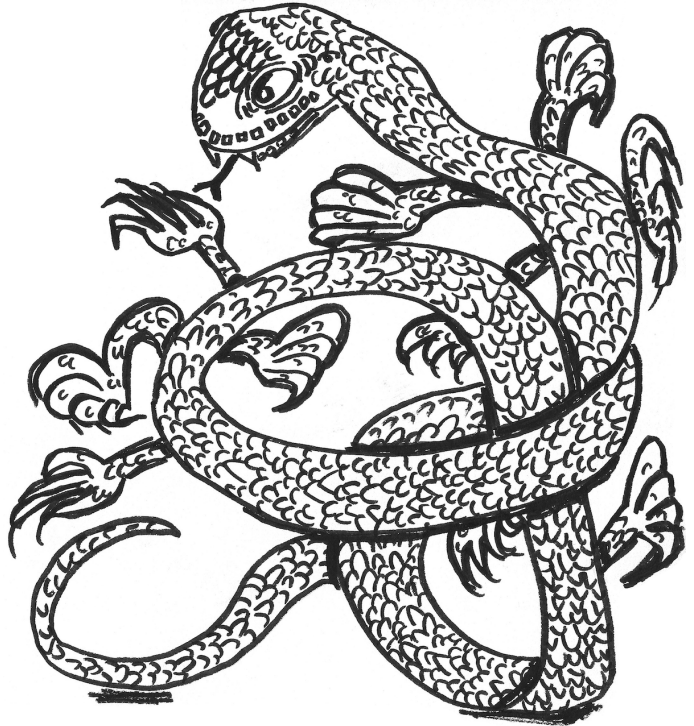
The cave mouth overlooks the ground from 20 ft above. At the bottom of the steep drop, cracked bones litter the crater floor: hawk, rodent, human and humanoid.

34. SHATTERED FRAGMENTS

Knife-edged shards of broken glass blanket the floor—some soiled with dark, bloody residue. Simple to sweep aside, though resonate with high-pitched noise (1-in-6 chance to attract a drakopede).

DRAKOPEDE

These slim, dragon-like creatures have ten clinging claws, allowing them to climb rough surfaces—even upside-down. They prefer to ambush prey from above, by spitting a breath weapon of glass shards (20 ft long, 2d6 damage, save for half; usable 2x/day), then climbing down to melee. Drakopedes excrete glass for other purposes, including egg-laying, barriers, and traps commensurate to their rudimentary (semi) intelligence. Adult drakopedes grow up to 20 ft long. Younger ones have lesser abilities, and may lack breath weapons.



35. DRAKOPEDE LAIR

Amidst glinting, semi-crystalline strips of molted skin, a drakopede usually (5-in-6 chance) lurks here, listening for undercavern intruders foolish enough to shatter a glass barrier, then slinking out to ambush.

When sensing others approach, she spans the ceiling above the entrance, ready to murder intruders with a breath of shards.

Drakopede – SZ L; AC 3; MV 18"; HD 8; hp 37; #AT 3; Dmg 1d3/1d3/1d6; SA breath weapon 2x/day (2d6, save for half); AL N; XP 920.

36. HOARD













Bottles (wine & spirits), vials, jars, spectacles, mirrors, lanterns, and other glassware rest atop a mound of coins (951 gp, 750 ep, 975 sp). Among them: potion of climbing (lumpy syrup), potion of healing (licorice fluid), 3 vials of holy water, bottle of perfect absynthe (200 gp), electrum necklace with eight rock crystal stones (1500 gp).

Area	Creature	SZ	AC	MV	HD	hp	Dmg	Special	AL	XP
5	Blood hawks (1d6+1) (from area 20)	S	7	24"	1+1	6 ea	1d4/1d4/1d6		N	32
6	Withered	M	5	9"	2	9	2d4 (ranseur) 1d4+1 (sling)	aging breath on death, turned as ghost, but not destroyed, save +4 vs sleep, charm, hold	NE	54
8	Rem-Givvis, Mimic	L	7	3"	7	36	3d4	glue, camouflage	N	938
9	Withered (4)	M	5	9"	2	9 ea	2d4 (ranseur) 1d4+1 (sling)	aging breath on death, turned as ghost, but not destroyed, save +4 vs sleep, charm, hold	NE	54
13	Crystalline sentry	M	4	9"	6	27	1d6/1d6	mouth gem, MR 30% The mouth gem functions each round in addition to its melee attacks; it morphs form and power each round (roll d4 on the table below). Reducing the sentry to -4 hp or below pulverizes the gem. 1. Banded Agate (10 gp): 6" ray, save vs wands or sleep 2. Bloodstone (50 gp): gust of wind, basically frontal until next use 3. Moonstone (500 gp): 6" ray, save vs wands or one round of convulsions and rapid hair growth 4. Onyx (50 gp): 6" ray, save vs wands or attack ally/self once	N	512
16	Withered (5)	M	5	9"	2	9 ea	2d4 (ranseur) 1d4+1 (sling)	aging breath on death, turned as ghost, but not destroyed, save +4 vs sleep, charm, hold	NE	54
18	Blood hawks (2)	S	7	24"	1+1	6 ea	1d4/1d4/1d6		N	32
19	Animated granite limbs	S	4	9"	1	5 ea	1d3		N	15
20	Blood hawks (15)	S	7	24"	1+1	6 ea	1d4/1d4/1d6		N	32
22	Withered armorer	M	4	9"	4	22	2d4 (broad sword) 1d4 (dagger)	aging breath on death, turned as ghost, but not destroyed, save +4 vs sleep, charm, hold spells (at 4th lvl): scare, stinking cloud devotion dagger spell (at 6th lvl): hold person	NE	223
	Withered	M	5	9"	2	9	2d4 (ranseur) 1d4+1 (sling)	aging breath on death, turned as ghost, but not destroyed, save +4 vs sleep, charm, hold	NE	54
28	Drakopede juvenile	M	4	15"	3	22	1d3/1d3/1d4	breath weapon 2x/day (1d6, save for half)	N	116
30	Drakopede hatchlings (6)	S	5	12"	1	4 ea	1d3		N	14
35	Drakopede	L	3	18"	8	37	1d3/1d3/1d6	breath weapon 2x/day (2d6, save for half)	N	920

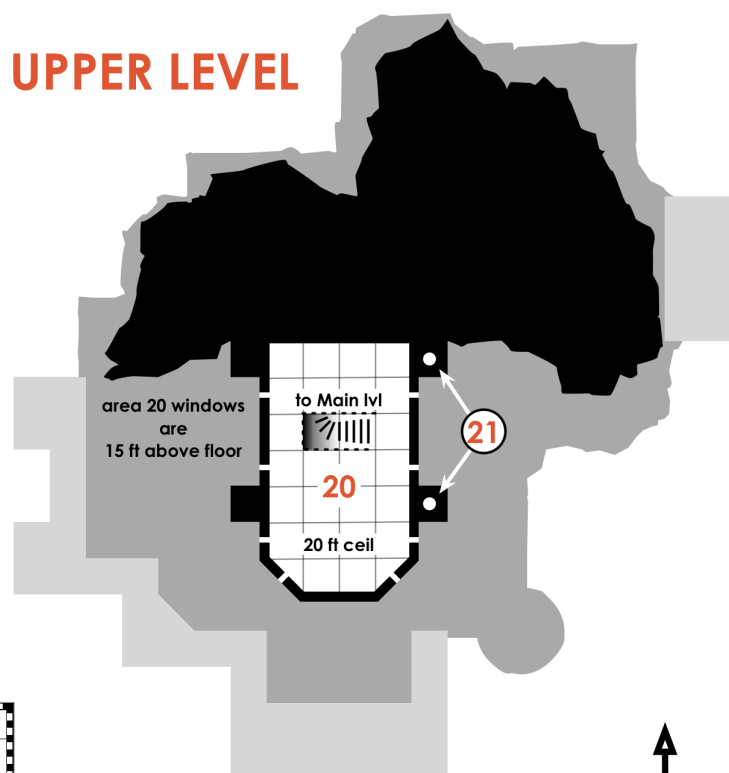


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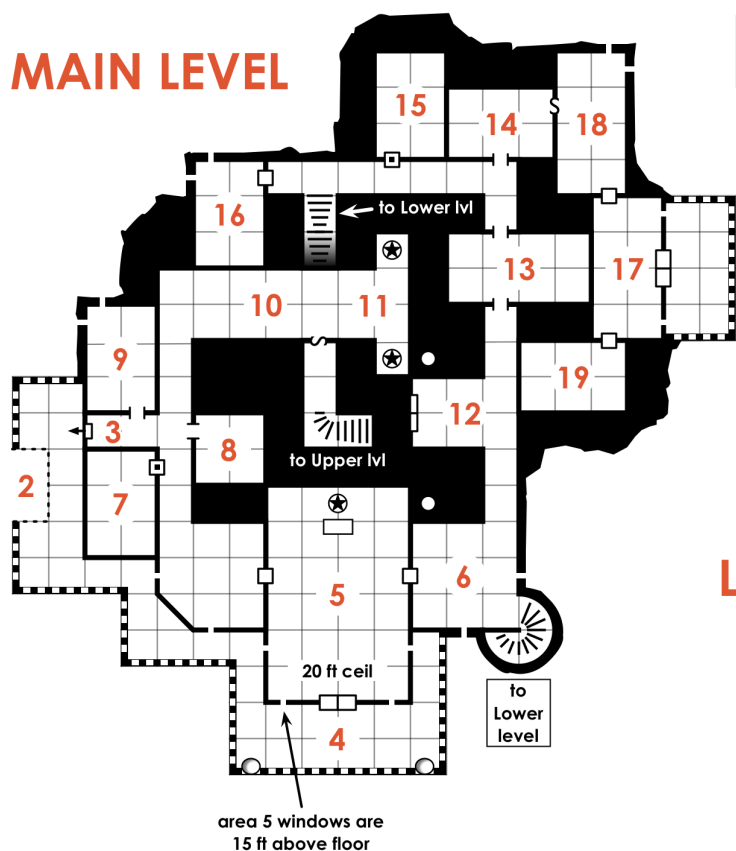
LEGEND 1 sq = 10 ft

-  locked door (requires stone key)
-  one-way door
-  crenellations
-  cauldron
-  circular window (1 ft diam, usually 7 ft above floor)
-  square window (2 ft)
-  chimney
-  hole in floor
-  hole in ceiling
-  glass barrier
-  ledge
-  —up 20—> slope

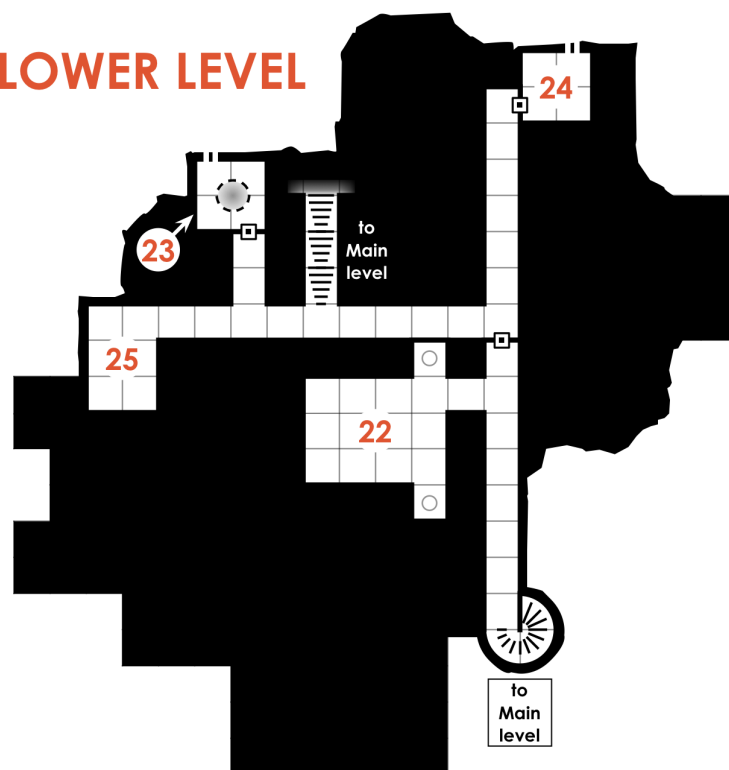
UPPER LEVEL



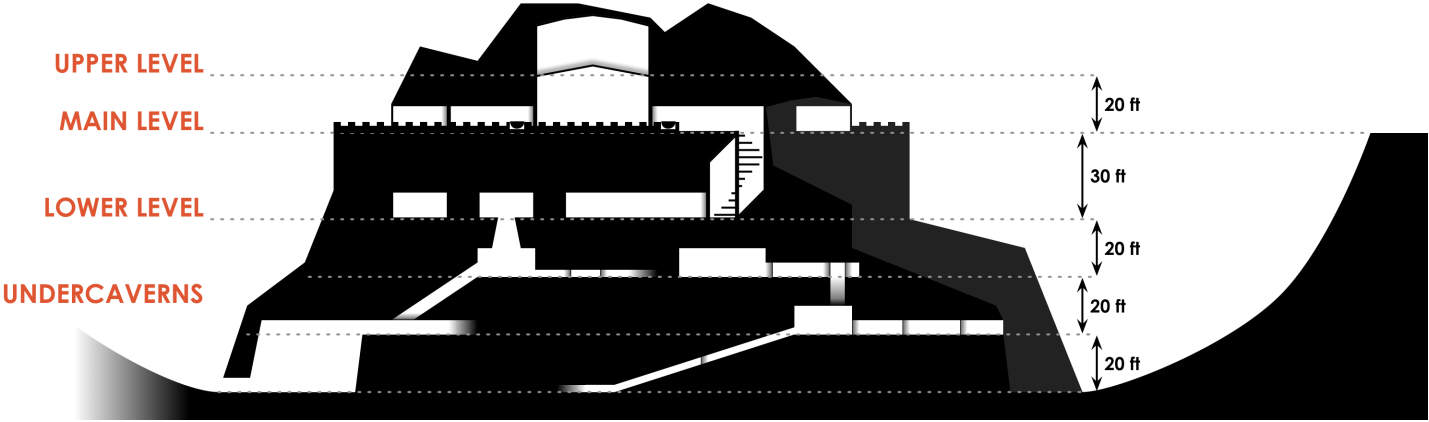
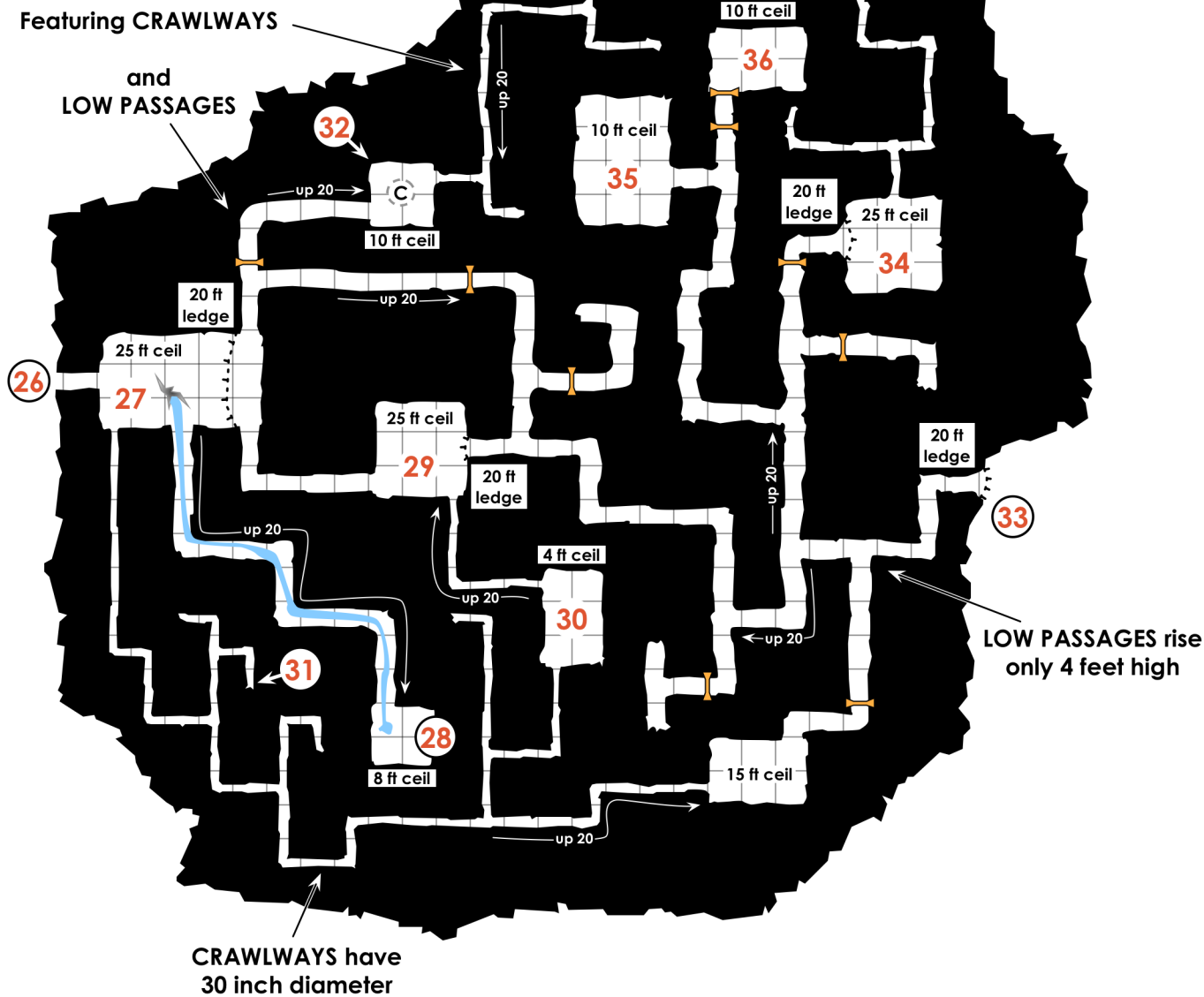
MAIN LEVEL



LOWER LEVEL



UNDERCAVERNS





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