

On the road to the 1st Dungeon, they meet  
5 dwarfven warriors who are 2nd level &  
have 10 Ht. pts. ea. They are proficient w/ battle-axe,  
short sword, footman's military pick, Sling, stone,  
Ranger - 4th level 18 Ht. pts.

Proficient w/ Short bow      dagger  
                                 long sword  
                                 spear

Urok - 4th level 12 Ht. pts.  
pro. w/ dagger, short sword, dart, Axe, hand or throwing  
dwarves

Str. 12

Dext. 14

Int. 10

6

They have been kicked out of their homes  
by kobolds & most of their ~~staff~~ families, friends etc.  
killed or captured & to be sacrificed to Amesh,  
god of Carrion.

On the road, they go up to, or come by a cave  
opening and go in, the dungeon starts here.









- 14 1st level population  
8 A - 5 stinges, 100 silver pieces  
2 B - 20 giant rats,  
19 L - 8 Goblins, 1 empty chest w/ 10 snakes inside.  
8 F - 2 Bugbears  
8 C - Water filled w/ Pirhana so that they have to  
figure some way across, the bridge dips 2ft. into  
the water.

(XX) - Gelatinous Cube - 1000 gp inside  
X

OO - Paladin Swordsman guarding cube of unknown  
magic

G - 20 kobolds ~~lie~~ lying asleep.

D - 12 Giant Rats are feasting on dead bodies of  
10 elves. when you kill them, 8 Centipedes attack from  
In the elves pockets, there are altogether 200 gp,  
and 2 rings of fire resistance.

U - 1 bugbear, 100 copper pieces, several skeletons

Y - 3 goblins eating human flesh.

H - 5 orcs, 1 captured hobbit warrior, 2nd level,  
Ht. pts. - 8, Proficient at daggers, shortbow, short sword,  
Dext. - 10, Str. - 8, Int. - 9, Chari - 17.

Z - 2 Hobgoblins,

AA - Owl bear

BB - bugbear

CC - 10 cave men

EE - 12 Goblins

FF - 12 Goblins

GG - 12 Goblins, 2 Hobgoblins, - 1 Chest contains 15,000  
gp jewel, as soon as you open, 4 spikes shoot out,  
the other chest has 10,000 gp in it.

Skull island has 3 Tigers in jungle inside the skull,  
the 2 rooms have a skeleton in ea.



upper level skull, black eye has old wizard who  
tells you stuff and dies, there is a ~~wand~~ of  
helmet of confusion, a potion of strength - 3 days,  
a +3 magic dagger + a wand of control.  
The other has 2 kobold short-bourne.

### 2nd level down

- wherever there is k and a number before it, there  
are that amount of kobolds, T denotes treasure  
and how much will be below  
100 electrum coins, P for prisoners

### 3rd level down

ea. T = 100 gp  
P = prisoner  
K = kobold







eyes of skeleton



Top level of skull

2nd level below skull

