

Land Area

An Adventure For 3 Level 2 Characters With 3 Unique Areas Listed In Detail Below...

R A	ND	\mathbf{OM}	EN(CILO	ITERS
\mathbf{I}		\ / V			

1d20	ENCOUNTER
1	TIGER [AC: 14 HD: 6 ATK: 2 claws/1 bite DMG: 1d6/1d6/2d6 MV: 50` #APP: Wild 1d3, Lair 1d3
1	SV: Fighter: 6 ML: 9 TRS: None XP: 500]
2	MEDUSA [AC: 12 HD: 4** ATK: 1 snakebite + gaze DMG: 1d6+poison + petrification MV: 30`
	#APP: 1d3, Wild 1d4, Lair 1d4 SV: Fighter: 4 ML: 8 TRS: F XP: 320]
2	ALLIP [AC: 15 HD: 6** ATK: 1 touch + special DMG: energy drain (2 levels) MV: Fly 30`
3	#APP: 1d4 Lair 1d6 SV: Fighter: 6 ML: 12 TRS: None XP: 405]
	HOBGOBLIN [AC: 14 (11) HD: 1 ATK: 1 weapon DMG: 1d8 or by weapon MV: 30` Unarmored 40`
4	#APP: 1d6, Wild 2d4, Lair 4d8 SV: Fighter: 1 ML: 8 TRS: Q, R each; D, K in lair XP: 25
	WEAPON: dagger (1d4 damage)]
5	PIXIE [AC: 17 HD: 1*** ATK: 1 dagger DMG: 1d4 MV: 30` Fly 60` #APP: 2d4, Wild 10d4, Lair 10d4
5	SV: Fighter: 1 (with Elf bonuses) ML: 7 TRS: R, S XP: 61 WEAPON: short sword (1d6 damage)]
6	ZOMBIE, FLESH EATER [AC: 14 HD: 2 ATK: 2 claws/1 bite DMG: 1d3/1d3/1d6 MV: 40` #APP: 2d8
U	SV: Fighter: 2 ML: 12 TRS: None XP: 125]
7	OWL, GIANT [AC: 15 HD: 6 ATK: 2 claws DMG: 1d6 x2 MV: 10 fly 70 #APP: 1 Lair 1d2 Wild 1d4
,	SV: Fighter: 6 ML: 9 TRS: None XP: 5]
	RAT [AC: 1113 HD: 1 Hit Point ATK: 1 bite per pack DMG: 1d6 + disease MV: 20` Swim 10`
	#APP: 5d10, Wild 5d10, Lair 5d10 SV: Normal Man ML: 5 TRS: None XP: 360*]
9	RAT, GIANT [AC: 13 HD: 1d4 Hit Points ATK: 1 bite DMG: 1d4 + disease MV: 40` Swim 20`
	#APP: 3d6, Wild 3d10, Lair 3d10 SV: Fighter: 1 ML: 8 TRS: C XP: 13]
10	PEGASUS [AC: 15 HD: 4 ATK: 2 hooves DMG: 1d6/1d6 MV: 80° (10°) Fly 160° (10°) #APP: Wild 1d12
10	SV: Fighter: 2 ML: 8 TRS: None XP: 240]
11	ETTERCAP [AC: 14 HD: 6+1 ATK: 2 claws/1 bite + poison DMG: 1d3x2/1d8 MV: 30` #APP: 1d2
11	SV: Fighter: 6 ML: 7 TRS: None XP: 555]
12	ROT VULTURE [AC: 12 HD: 2 ATK: 1 flogging DMG: 1d6 MV: 10` FLY 120`
12	#APP: 1d10 Wild 1d10 Lair 1d10 SV: Fighter: 2 ML: 10 TRS: None XP: 100]
13	GARGOYLE* [AC: 15 HD: 4** ATK: 2 claws/1 bite/1 horn DMG: 1d4/1d4/1d6/1d4 MV: 30` Fly 50` (15`)
10	#APP: 1d6, Wild 2d4, Lair 2d4 SV: Fighter: 6 ML: 11 TRS: C XP: 320]
14	CHEETAH [AC: 14 HD: 2 ATK: 2 claws/1 bite DMG: 1d4/1d4/2d4 MV: 100` #APP: Wild 1d3, Lair 1d3
- '	SV: Fighter: 2 ML: 7 TRS: None XP: 75]
15	ANTELOPE [AC: 13 HD: 1 to 4 ATK: 1 butt DMG: 1d4 or 1d6 or 1d8 MV: 80` (10`) #APP: Wild 3d10
	SV: Fighter: 1 to 4 (as Hit Dice) ML: 5 (7) TRS: None XP: 25 - 240]
16	HORSE, WAR [AC: 13 HD: 3 ATK: 2 hooves DMG: 1d6/1d6 MV: 60° (10°) #APP: domestic only
10	SV: Fighter: 3 ML: 9 TRS: None XP: 145]
17	FROG, GIANT [AC: 13 HD: 2 ATK: 1 tongue or 1 bite DMG: grab or 1d4+1 MV: 30` Swim 30`
1,	#APP: 1d4, Wild 1d4 SV: Fighter: 2 ML: 6 TRS: None XP: 75]
18	DOG [AC: 14 HD: 1+1 ATK: 1 bite DMG: 1d4 + hold MV: 50` #APP: Wild 3d4 SV: Fighter: 1 ML: 9
	TRS: None XP: 25]
19	ROLL ON THE RANDOM ITEM I TABLE
20	DOLL ON THE DANDOM ITEM ILTADIE

20 ROLL ON THE RANDOM ITEM II TABLE

RANDOM FRESHWATER ENCOUNTERS

ENCOUNTER CRAB, GIANT [AC: 18 | HD: 3 | ATK: 2 pincers | DMG: 2d6/2d6 | MV: 20` Swim 20` | 1 #APP: 1d2, Wild 1d6, Lair 1d6 | SV: Fighter: 3 | ML: 7 | TRS: None | XP: 145] LEECH, GIANT [AC: 17 | HD: 6 | ATK: 1 + hold | DMG: 1d6 + 1d6/round | MV: 30` | #APP: Wild 1d4 | 2 SV: Fighter: 6 | ML: 10 | TRS: None | XP: 500] LIZARD MAN [AC: 15 (12) | HD: 2 | ATK: 1 weapon | DMG: 1d6+1 or by weapon +1 | MV: 20` Unarmored 30` Swim 40` (not in armor) | #APP: 2d4, Wild 2d4, Lair 6d6 | SV: Fighter: 2 | ML: 11 | TRS: D IXP: 75 WEAPON: longsword (1d8 damage)] EEL, HUGE [AC: 12 | HD: 4 | ATK: 1 bite | DMG: 1d10 | MV: 60` | #APP: Wild 1d6 | SV: Fighter: 4 | ML: 8 | TRS: None | XP: 240 or 280 for electrical | CROCODILE [AC: 15 | HD: 2 | ATK: 1 | DMG: 1d8 | MV: 30\(^(10\)) Swim 30\(^(10\)) | #APP: Wild 1d8 | 5 SV: Fighter: 2 | ML: 7 | TRS: None | XP: 75] WATER TERMITE, HUGE [AC: 13 | HD: 1 | ATK: 1 spray | DMG: Stun | MV: Swim 30` | #APP: Wild 1d4 | 6 SV: Fighter: 1 | ML: 10 | TRS: None | XP: 25 | SCRAB [AC: 18 | HD: 5* | ATK: 2 claws | DMG: 1d8/1d8 | MV: 20` Swim 20` | #APP: 1d2, Wild 1d6, Lair 1d6 | 7 SV: Fighter: 3 | ML: 7 | TRS: None | XP: Varies] LOCATHAH [AC: 14 | HD: 2 | ATK: 1 spear or 1 light crossbow | DMG: 1d6 | MV: 10` swim 60` | 8 #APP: 1d4 Wild 1d20 Lair 3d10+70 | SV: Fighter: as per hit dice | ML: 7 | TRS: D | XP: 75] MERMAID [AC: 12 | HD: 1* | ATK: 1 | DMG: 1d6 or by weapon | MV: Swim 40` | #APP: Wild 1d2 or 3d6 (see rules) | SV: Fighter: 1 | ML: 8 | TRS: A | XP: 37 WEAPON: hand axe (1d6 damage) | HAWK, GIANT [AC: 14 | HD: 4 | ATK: 1 | DMG: 1d6 | MV: Fly 150° (10°) | #APP: Wild 1d3, Lair 1d3 | 10 SV: Fighter: 4 | ML: 8 | TRS: None | XP: 240] HARPY [AC: 13 | HD: 2* | ATK: 2 claws/1 weapon + special | DMG: 1d4/1d4/1d6 or by weapon + special | 11 MV: 20° Fly 50° (10°) | #APP: 1d6, Wild 2d4, Lair 2d4 | SV: Fighter: 2 | ML: 7 | TRS: C | XP: 100]

HAWK [AC: 12 | HD: 1d4 Hit Points | ATK: 1 | DMG: 1d2 | MV: Fly 160` | #APP: Wild 1d6, Lair 1d6 | 12 SV: Fighter: 1 | ML: 7 | TRS: None | XP: 10 |

18

19

20

skull of a dwarf

eyeglasses

large puddle of murky water

RANI	RANDOM ITEMS FOUND ON THE GROUND					
1d20	RANDOM ITEM I	1d20	RANDOM ITEM II			
1	scattered ashes	1	chalk			
2	bits of fur and hair	2	bronze badger figurine			
3	metal arrowhead	3	iron crowbar			
4	iron hair brush	4	skull of a human			
5	7 foot wood pole	5	scattered bits of bones and teeth			
6	bar of white soap	6	bronze spoon			
7	white blanket	7	leather scrollcase			
8	rusty iron pan	8	jar of glue			
9	bronze folding shovel	9	iron cow bell			
10	60 feet of twine	10	blackjack			
11	a huge pile of various bones	11	beeswax			
12	brass bucket	12	basket			
13	small leather book containing prayers	13	rusty iron dented helm with a bloody head of a bugbear still in it			
14	bottle (filled with wisp dust)	14	2 foot long corroded iron chain			
15	iron dented helm	15	7 sticks scattered around			
16	bronze tongs	16	small iron mirror			
17	metal kettle	17	a parchment suicide note			

black silk handkerchief

2 feet of twine

cloth bag of crushed herbs

18

19

20

RANDOM WEATHER (ROLL ONCE EACH DAY)

JOHN WENTHER (ROLL GIVEL ENGINEEN)
WEATHER
The temperature feels chilly and the sky is sunny. The air is foggy, with no precipitation for the day.
The temperature feels mild and the sky is sunny. The air is windy, with no precipitation for the day.
The temperature feels chilly and the sky is cloudy. The air is windy, with no precipitation for the day.
The temperature feels hot and the sky is sunny. The air has gusting winds, with no precipitation for the day.
The temperature feels warm and the sky is cloudy. The air is quite calm, with a downpour all day.
The temperature feels warm and the sky is clear. The air has gusting winds, with no precipitation for the day.
The temperature feels cold and the sky is cloudy. The air is quite calm, with no precipitation for the day.
The temperature feels chilly and the sky is cloudy. The air is quite calm, with some slight drizzle all day and night.
The temperature feels cold and the sky is sunny. The air is quite calm, with no precipitation for the day.
The temperature feels hot and the sky is cloudy. The air is windy, with rain falling all day.
The temperature feels hot and the sky is sunny. The air has gusting winds, with no precipitation for the day.
The temperature feels hot and the sky is sunny. The air is quite calm, with no precipitation for the day.
The temperature feels warm and the sky is cloudy. The air is foggy, with rain falling during the morning.
The temperature feels hot and the sky is cloudy. The air is quite calm, with no precipitation for the day.
The temperature feels warm and the sky is clear. The air is quite calm, with no precipitation for the day.
The temperature feels cold and the sky is sunny. The air is quite calm, with no precipitation for the day.
The temperature feels hot and the sky is clear. The air is quite calm, with no precipitation for the day.
The temperature feels mild and the sky has an overcast. The air has gusting winds, with no precipitation for the day.
The temperature feels mild and the sky is cloudy. The air is quite calm, with a downpour all day.
The temperature feels warm and the sky is sunny. The air is quite calm, with no precipitation for the day.



1 - Emnden's Deserted Fort

1 2

3

4

- ${f 1}$ The area smells pungent. This room is bare of anything.
- 2 The area has a strong, moaning wind. There is a maple barrel by the western wall. There is a loom by the eastern wall. There is a tapestry of Marry the Swindler on the east wall. There are dried blood writings that warns others that they will surely perish...but written in a cryptic human language on the south wall.

SNAKE, SPITTING COBRA [AC: 13 | HD: 1* | ATK: 1 bite or 1 spit | DMG: 1d4 + poison or blindness | MV: 30` | #APP: 1d6, Wild 1d6, Lair 1d6 | SV: Fighter: 1 | ML: 7 | TRS: None | XP: 37] -- There are 7 in this area [HIT POINTS: 6, 5, 2, 1, 1, 5, 7]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

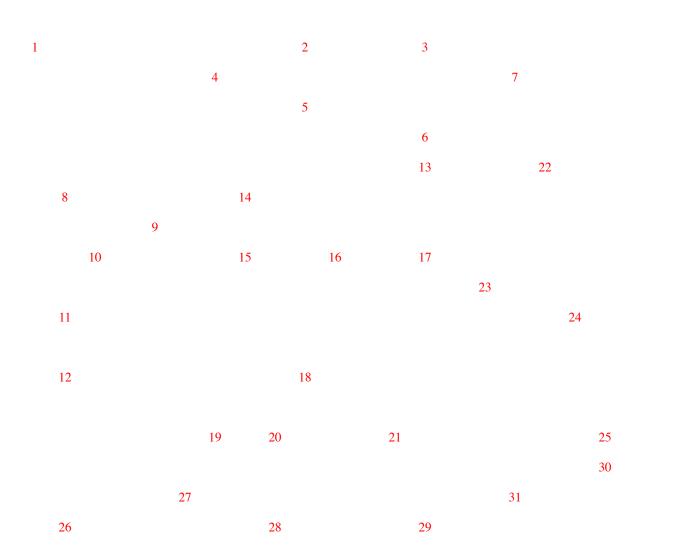
A BROWN LEATHER SACK CONTAINING: 4pp / 15ep / 4sp / 170cp (Located inside the maple barrel)

THESE SPECIAL ITEMS ARE LOCATED: in a walnut trunk that is hidden under a concealed floor panel. GEMS [3 each]: Azurite (4gp)

- **3** The area has a strong updraft. There is bottle of cheap wine, hematite (5gp), wooden case containing paints, small glass bottle (filled with mystic dust), small metal carving knife, metal tongs, brass tongs, small leather pouch of orange sand, ceramic jug of holy water...scattered around the room.
- **4** The area smells putrid and has a strong updraft. There is a birch weapon rack hanging on the south wall. There is a iron shield hanging on the west wall. There is a half-eaten corpse of an orc at the center of the room. There is a stone shelf by the southern wall. There is a purple canvas pouch hanging on the north wall. On the half-eaten corpse of an orc is...cloth bag of crushed herbs.



2 - Infernal Hold of Rpetah



f 1 - The area smells putrid. There are faint areas of dried blood on the west wall.

SOMETHING UNUSUAL IN THE AREA...

An idol (it is about 1 feet high and made of clay and looks like a ram...touching it triggers a trap [ROOM TRAP: Poison needles shoot from a nearby wall, attacking as a warrior (level 17). Anyone in front of it must save for poison or die. [It can be deactivated by deciphering the dried blood writings of complicated instructions {requiring an intelligence check to follow} on the ceiling of the previous area that shows how the trap can be activated and deactivated]].).

LEPER ZOMBIE [AC: 13 | HD: 1* | ATK: 2 claws/1 bite | DMG: 1d3/1d3/1d3 + disease | MV: 30` | #APP: 1d12 | SV: Fighter: 1 | ML: 9 | TRS: None | XP: 100] -- There are 3 in this area [HIT POINTS: 1, 8, 5]

2 - The area smells of chlorine. There is a fireplace with wood inside on the north wall. There are metal manacles with a bloody corpse of an elf fastened at the east end of the room. There is a stone wall basin, filled with oily water on the east wall.

On the mantle of the fireplace is...small leather pouch of silver powder.

ROOM TRAP: A polymorph spell hits whoever first enters the area where they turn into a chipmunk for 1d4+2 turns unless they can save for spells. [It can be deactivated by tapping the wall in a particular spot...and from a safe distance]

- **3** The area smells stale. There is a birch barrel by the western wall. There is a tapestry of a scenic forest view on the north wall. There is a oak armor rack hanging on the south wall.
- **4** The area smells metallic. You can make out a strange drumming sound coming from somewhere. There are brass manacles on the east wall. There is alot of areas of dried blood on the south wall. There is a rusty iron chair by the eastern wall. There is a square warped wood table by the southern wall. On the rusty iron chair is...ruined metal spoon.
- **5** The area smells pungent and has a slight breeze. This room had been emptied recently.
- **6** The area smells stale and has a strong updraft. This room had been emptied recently.

THESE SPECIAL ITEMS ARE LOCATED: in a walnut strongbox with a locked padlock that is hidden behind a concealed wall panel.

A PILE OF COINS CONTAINING: 2,330sp / 3,400cp

GEMS [1 each]: Chrysoprase (40gp)

7 - The area smells dusty. There is a mattress by the western wall. There is a bunch of cracks on the east wall. On the mattress is...compass.

SKELETON, WARRIOR [AC: 14 | HD: 2 | ATK: 1 | DMG: by weapon +1 | MV: 40° | #APP: 3d6 | SV: Fighter: 2 | ML: 12 | TRS: None | XP: 125 | WEAPON: claymore (2d4 damage)]

- -- There are 3 in this area [HIT POINTS: 8, 11, 10]
- **8** The area has a strong, moaning wind. There are brown painted writings that warns others that they will surely perish...but written in a demonic language on the west wall. There is deck of tarot cards, brass spoon, bottle of cheap wine, rags, brass rusty razor, silver earrings, small bag of charcoal...scattered around the room. There is a iron wall basin, filled with oily water on the east wall.
- **9** The area smells salty and damp and has a stillness in the air...with an average temperature for the area. There are brass manacles on the west wall. There is a grindstone by the western wall. There is a small locked rusty cage at the southeast end of the room.

SKELETON, WARRIOR [AC: 14 | HD: 2 | ATK: 1 | DMG: by weapon +1 | MV: 40° | #APP: 3d6 | SV: Fighter: 2 | ML: 12 | TRS: None | XP: 125 | WEAPON: heavy mace (1d6+1 damage) |

- -- There are 2 in this area [HIT POINTS: 10, 12]
- 10 The area smells of urine and has a strong wind. There is a ruined black couch by the southern wall. There is rusty bronze kettle, bronze lamp, prayer beads, ceramic jug of water...scattered around the room. There is a ruined brass shield hanging on the west wall.
- 11 The area has stillness in the air. There is a leather sack hanging on the south wall. There is a high oak stool by the western wall.
- 12 The area has a strong downdraft. There is a pallet by the western wall. There is a few areas of dried blood at the east end of the room. There are many cobwebs on the north wall. There is small rusty brass bird cage, small leather pouch of silver powder, 5 bronze spikes, a huge pile of various bones, 7 bent iron spikes, a huge pile of various bones, cork, wooden holy symbol, beeswax...scattered around the room.

TAPPER [AC: 15 | HD: 3 | ATK: 1 | DMG: 1d6 Mining Pick | MV: 30° | #APP: 1d6 | SV: Fighter: 3 | ML: 14 | TRS: special | XP: 145]

-- There are 3 in this area [HIT POINTS: 19, 10, 10]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A YELLOW LEATHER KNAPSACK CONTAINING: 572ep / 40sp / 600cp (Located under the pallet)

- 13 The area has an oddly still air...with moldiness in the air. There is a medium-sized locked rusty cage hanging on the east end of the ceiling.
- 14 The area smells metallic. There are coal drawings of circles on the center of the ceiling. There is a broken stone shelf hanging on the west wall. There is a bunch of scratches and claw marks on the south wall.
- 15 The area has an oddly still air...with dampness in the air. There is a cedar desk by the northern wall. There are many blood smears on the east wall.

SKELETON [AC: 13 (see rules) | HD: 1 | ATK: 1 | DMG: 1d6 or by weapon | MV: 40` | #APP: 3d6, Wild 3d10 | SV: Fighter: 1 | ML: 12 | TRS: None | XP: 25 | WEAPON: staff (1d6 damage)] -- There are 7 in this area [HIT POINTS: 7, 7, 1, 2, 1, 2, 3]

 ${f 16}$ - The area smells stale. There is a stone workbench by the southern wall.

On the stone workbench is...waterskin of spice --- broken broad sword.

17 - The area smells of manure. There is a torture rack made mostly of rosewood with areas of dried blood and has a bloody remains of a kobold by the eastern wall. There is a warped wood chair by the western wall. There is a wooden shelf hanging on the north wall. There is crucible, brown leather boots, wooden figurine, 3 iron nails...scattered around the room. On the warped wood chair is...dented bronze lamp.

On top of the hanging wooden shelf is...wooden stake.

SKELETON, BLACKBONE [AC: 13 (see rules) | HD: 1* | ATK: 1 | DMG: 1d6 plus 1d4 fire damage, or by weapon | MV: 40` | #APP: 3d6, Wild 3d10 | SV: Fighter: 1 | ML: 12 | TRS: None | XP: 37 | WEAPON: morning star (2d4 damage)] -- There are 5 in this area [HIT POINTS: 3, 6, 6, 6, 8]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BLACK CLOTH BACKPACK CONTAINING: 908ep / 4,600cp (Located on the bloody remains of a kobold) GEMS [2 each]: Lapis Lazuli (13gp) (Located on top of the hanging wooden shelf)

18 - The area has a strong updraft. There is 22 feet of rope hanging on the west wall. There are many areas of water dripping on the center of the ceiling. There is a warped wood chair by the eastern wall.

ZOMBRAIRE [AC: 12 (see rules) | HD: 2* (variable) | ATK: 1 dagger or 1 spell | DMG: 1d4 or per spell | MV: 20` | #APP: 1 | SV: Magic-User: 2 (equal to hit dice) | ML: 9 to 12 (s | TRS: None | XP: 100 (variable)] -- There is 1 in this area [HIT POINTS: 14]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A RED CANVAS KNAPSACK CONTAINING: 217pp / 177gp / 295ep / 7sp / 8,910cp (Located under the warped wood chair - TRAPPED: ROOM TRAP: Gray poisonous gases come out near the item where the one touching it must save for poison or suffer 1d12x2 damage. [It can be deactivated by a switch concealed on the floor])

19 - The area has stillness in the air. You can make out a quiet rustling sound coming from somewhere. There is a brazier by the western wall. There is a small ruined iron mirror hanging on the west wall. There is a broken orange cloth pouch hanging on the east wall.

Inside the broken orange cloth pouch on the wall is...rags --- corroded sword blade.

20 - The area has a stillness in the air...with an average temperature for the area. There is a broken stone throne by the eastern

wall. There are some blood smears on the center of the ceiling. There is a bunch of blood smears on the west wall. There is a pallet by the southern wall. There is a few cracks on the north wall.

On the broken stone throne is...blue silk handkerchief.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BLUE CLOTH BACKPACK CONTAINING: 206gp / 427ep / 8,050cp (Located behind the broken stone throne - TRAPPED: ROOM TRAP: A wall closes the exits to the area. The walls then begin to compact the area where they will crush all inside in about 20 minutes. [It can be deactivated by a button in plain site on the ceiling])

- 21 The area has a stillness in the air...with an average temperature for the area. There are many cobwebs on the southwest end of the ceiling.
- 22 The area has an oddly still air, but warm...with dryness in the air. There is 3 feet of ruined iron chain hanging on the east wall. There is food scraps, 3 square feet of canvas, small leather pouch of green sand, iron folding shovel...scattered around the room. There is a rotting wood throne by the eastern wall. There is a loom by the western wall. There is 18 feet of rope hanging on the west wall.
- 23 The area has a stillness in the air...with an average temperature for the area. This room is bare of anything.
- 24 The area smells musty. There is a wooden shelf hanging on the west wall. There is a fireplace with wood inside on the east wall.

SPRITE [AC: 15 | HD: 1d4 Hit Points | ATK: 1 dagger or 1 spell | DMG: 1d4 or by spell | MV: 20` Fly 60` | #APP: 3d6, Wild 3d6, Lair 5d8 | SV: Magic-User: 4 (with Elf bonuses) | ML: 7 | TRS: S | XP: 13 WEAPON: short sword (1d6 damage)] -- There are 2 in this area [HIT POINTS: 4, 2]

- -- There are 2 in this area [HIT POINTS: 4, 2]
- 25 The area has dampness in the air. This room has nothing within.
- 26 The area has dust in the air. There are corroded iron manacles with a mutilated remains of a hobbit on the north wall.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER SACK CONTAINING: 10gp / 34ep / 10sp / 100cp (Located on a mutilated remains of a hobbit - TRAPPED: ROOM TRAP: A magical teleporter will send the one touching it just outside the adventuring area. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill])

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden behind a concealed wall panel. A PILE OF COINS CONTAINING: 15,000cp

- 27 The area smells bitter. You can make out an echoey trumpeting sound coming from somewhere. There is ruined iron spoon, a full cask of wine, shredded and torn clothing, blackjack, whetstone, poison antidote, wooden club...scattered around the room. There is a broken grindstone at the north end of the room.
- 28 The area smells pungent and has a slight downdraft. This room seems to have nothing in it.

SKELETON, BLACKBONE [AC: 13 (see rules) | HD: 1* | ATK: 1 | DMG: 1d6 plus 1d4 fire damage, or by weapon | MV: 40° | #APP: 3d6, Wild 3d10 | SV: Fighter: 1 | ML: 12 | TRS: None | XP: 37 WEAPON: longsword (1d8 damage)] -- There are 5 in this area [HIT POINTS: 6, 4, 3, 5, 3]

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden behind a concealed wall panel. Scroll (level 1 mage spell...Magic Missile)

29 - The area smells metallic. There are faint cracks on the northeast end of the ceiling. There is a cracked granite armchair by the eastern wall. There is a cedar armoire by the northern wall.

Inside the cedar armoire is...yellow cloth pouch (contains 28 electrum) --- brown girdle --- ripped red trousers --- ripped gray apron --- moldy red apron --- brown girdle --- green mantle --- ripped black coat --- dirty orange jerkin.

30 - The area has an oddly still air, but warm...with stillness in the air. There is alot of cobwebs on the south wall. There is a large metal mirror hanging on the west wall. There is 18 feet of ruined rope hanging on the center of the ceiling.

SKELETON [AC: 13 (see rules) | HD: 1 | ATK: 1 | DMG: 1d6 or by weapon | MV: 40` | #APP: 3d6, Wild 3d10 | SV: Fighter: 1 | ML: 12 | TRS: None | XP: 25 | WEAPON: heavy mace (1d6+1 damage)] -- There is 1 in this area [HIT POINTS: 4]

31 - The area has moisture in the air. There is a bent brass bell with a 1 foot bent iron chain hanging on the southeast end of the ceiling. There is dagger hilt, 6 foot wood pole, paint brush, cloth bag of crushed herbs, wooden case containing paints, iron knife, humanoid bones, smoking pipe, bent brass knife...scattered around the room. There is a broken wood tub at the northeast end of the room. There is 2 feet of iron chain hanging on the south wall. There is a maple cupboard by the southern wall. There is a rusty iron armchair by the northern wall.

Inside the maple cupboard is...spoiled foods of pastries.

SKELETAIRE [AC: 13 (see rules) | HD: 1* (variable) | ATK: 1 dagger or 1 spell | DMG: 1d4 or per spell | MV: 40` | #APP: 1 | SV: Magic-User: 1 (variable) | ML: 12 | TRS: None | XP: 37

WEAPON: sling (1d4 damage) with about 19 stones each]

-- There is 1 in this area [HIT POINTS: 3]



3 - Forgotten Fort of Aghed

1

									3			
	2	4		5		6				7	8	
	9		14			15				16	38	
					17		18					
												39
	10	19		20			21			22	40	
		23					24			25		
			26			27						
	11	28		29			30				41	
									31			
12		32			33			34				
	13			35			36			37	42	
	43	44			45					46	49	
				47			48					

Level 1

 50
 51
 52
 53
 54

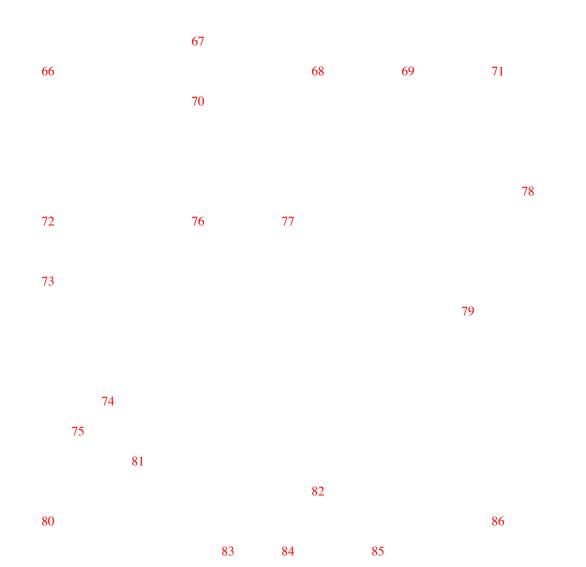
 55
 56

 58
 59
 60
 61

65

64

Level 2



Level 3

1 - The area has a stillness in the air...with an average temperature for the area. This room is completely empty.

GNOLL [AC: 15 (13) | HD: 2 | ATK: 1 weapon | DMG: 2d4 or by weapon +1 | MV: 30` Unarmored 40` | #APP: 1d6, Wild 3d6, Lair 3d6 | SV: Fighter: 2 | ML: 8 | TRS: Q, S each; D, K in lair | XP: 75 WEAPON: bow (1d6 damage) with about 16 arrows each]

-- There are 3 in this area [HIT POINTS: 6, 10, 7]

2 - The area smells of rotten meat and has an oddly still air, but warm...with a yellow colored smoke near the ceiling. There is a grindstone by the southern wall. There are many cobwebs on the west wall.

THESE SPECIAL ITEMS ARE LOCATED: in a maple case that is hidden behind a concealed wall panel. A PILE OF COINS CONTAINING: 1,310sp / 23,800cp GEMS [2 each]: Garnet (100gp)

- $oldsymbol{3}$ The area has a slight updraft. There is a mounted grizzly bear head on the west wall.
- **4** The area smells fetid and stale. There is a pallet by the southern wall. On the pallet is...pint of lamp oil.
- **5** The area has a strong, moaning wind. There is a maple desk by the southern wall.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BROWN LEATHER BAG CONTAINING: 2pp / 19gp / 1ep / 2sp / 10cp (Located inside the maple desk)

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden above a concealed ceiling panel. A PILE OF COINS CONTAINING: 422sp / 6,560cp

6 - The area smells salty and damp. There is a padded warped wood chair at the east end of the room.

URGOBLIN [AC: 14 (11) | HD: 2* | ATK: 1 weapon | DMG: 1d8 or by weapon | MV: 30` Unarmored 40` | #APP: Special | SV: Fighter: 2 | ML: 9 | TRS: Q, R, S each; special in lair | XP: 100 WEAPON: heavy warhammer (1d6+1 damage)] -- There is 1 in this area [HIT POINTS: 7]

7 - The area smells musty and has a slight downdraft. There is a few areas of moisture on the center of the ceiling. There is a cedar chest of drawers by the western wall.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BROWN LEATHER SATCHEL CONTAINING: 169pp / 50gp / 127ep / 203sp / 90cp (Located inside the cedar chest of drawers)

THESE SPECIAL ITEMS ARE LOCATED: in a cedar trunk that is illusioned to look like something else. A PILE OF COINS CONTAINING: 3,000cp

8 - The area smells of sulphur. There is 3 feet of iron chain hanging on the north wall. There are coal drawings of squares on the west wall. There is an empty keg by the eastern wall.

ROT GRUB [AC: 10 | HD: 1 hp | ATK: 1 bite | DMG: special | MV: 5` | #APP: 5d4 | SV: Fighter: 1 | ML: 12 | TRS: None | XP: 16]

- -- There are 3 in this area [HIT POINTS: 1, 1, 2]
- **9** The area smells rancid. There is a bent brazier by the western wall. There is a bronze bell with a 2 foot corroded iron chain hanging on the northwest end of the ceiling. There is a brazier by the northern wall.

HOMUNCULUS [AC: 14 | HD: 2 | ATK: 1 bite + poison | DMG: 1d4-1 + poison | MV: 20` | #APP: 1 | SV: Fighter: 2 | ML: 12 | TRS: None | XP: 100]

-- There is 1 in this area [HIT POINTS: 2]

10 - The area has a slight, damp breeze. There is 39 feet of rope hanging on the south wall. There are 3 metal hooks on the east wall. There is a maple desk by the eastern wall.

BISREN [AC: 15 (11) | HD: 1+2 | ATK: 1 | DMG: 1d6 Gore or by weapon | MV: 40` (subject to encumbrance) | #APP: 1d8, Wild 5d8, Lair 5d8 | SV: Fighter: 1 | ML: 9 | TRS: D | XP: 37 | WEAPON: longsword (1d8 damage)] -- There is 1 in this area [HIT POINTS: 6]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

set of silverware (19 forks, 18 spoons, 12 knives) worth 17gp ...and...

a strange, small almanac titled `The Story of the Mystic in the Ground` and is bound in white lizard skin, and is worth 25gp ...and...

3 inch tall brass statue of a sword worth 50gp (Located inside the maple desk)

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden under a concealed floor panel.

TRAPPED: A pit opens up in front of the container that is 10 feet deep. Anyone who falls in will take 1d6 damage...where the opening then closes. [It can be deactivated by tripping a thin wire within the container] A PILE OF COINS CONTAINING: 47ep / 12,650cp

11 - The area smells metallic. There are 10 torches held in brass wall sconces [only 4 are useable] on the west wall.

ROOM TRAP: Thorny vines fill the area and tangle around anyone inside causing 1d4+2 damage each round and can only be removed after 40 points of damage have been done to the thick vines. [It can be deactivated by a switch magically hidden on the floor of the nearest secret room]

12 - The area has a stillness in the air...with an average temperature for the area. This room is bare of anything.

GOLEM, WOOD* [AC: 13 | HD: 2+2* | ATK: 1 fist | DMG: 1d8 | MV: 40` | #APP: 1 | SV: Fighter: 1 | ML: 12 | TRS: None | XP: 100]

- -- There is 1 in this area [HIT POINTS: 15]
- 13 The area smells bitter and has a slight downdraft. You can make out an eerie rattling sound coming from somewhere. There is a short rusty iron mirror hanging on the south wall. There is a mattress by the southern wall.
- 14 The area smells stale. There is a ruined blue cloth sack hanging on the south wall. There is a painting of a keep on the east wall.
- 15 The area smells stale. There are bent bronze manacles on the west wall.
- 16 The area has a gray colored steam in the air. There are iron manacles with a mutilated body of a goblin on the east wall. There are chiseled drawings of constellations on the west wall.
- 17 The area has stillness in the air. There is a ruined wood throne at the center of the room. On the ruined wood throne is...bent iron pan.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

set of silverware (11 forks, 19 spoons, 4 knives) worth 75gp ...and... set of silverware (2 forks, 2 spoons, 14 knives) worth 30gp (Located behind the ruined wood throne)

18 - The area has a brown colored haze of smoke. There is a mahogany chest of drawers by the southern wall. There are carved writings that warns others to leave this place...but written in a human language on the east wall. There is bellows, wooden

pitcher, broken smoking pipe, waterskin of holy water, 15 square feet of canvas, moldy red coat, 6 ruined bronze spikes...scattered around the room. There is a broken cauldron by the northern wall. There is a crumbling stone pedestal at the north end of the room. There are corroded brass manacles with a rotted corpse of a dwarf on the north wall. There is a bunch of scratches and claw marks on the south wall.

Inside the mahogany chest of drawers is...yellow coat --- moldy yellow apron --- ripped green apron --- moldy brown mantle --- ripped red coat --- black cape --- ripped brown hood.

On a rotted corpse of a dwarf is...spyglass --- bronze pliers --- wooden stake.

SPRITE [AC: 15 | HD: 1d4 Hit Points | ATK: 1 dagger or 1 spell | DMG: 1d4 or by spell | MV: 20` Fly 60` | #APP: 3d6, Wild 3d6, Lair 5d8 | SV: Magic-User: 4 (with Elf bonuses) | ML: 7 | TRS: S | XP: 13 WEAPON: dagger (1d4 damage)]

-- There are 2 in this area [HIT POINTS: 2, 4]

19 - The area smells of chlorine. There is wooden wrist sundial, 47 foot rope, blue pottery shards, 4 iron spikes, rusty metal kettle, bronze padlock with key, hammer and chisel, silver goblet worth 23 platinum...scattered around the room. There is a oak cupboard hanging on the south wall.

FAUN [AC: 15 (11) | HD: 1 | ATK: 1 | DMG: 1d6 or by weapon | MV: 40` | #APP: 1d8, Wild 5d8, Lair 5d8 | SV: Fighter: 1 (with Dwarf bonuses) | ML: 8 | TRS: D | XP: 25] -- There are 3 in this area [HIT POINTS: 7, 5, 2]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A LEATHER POUCH CONTAINING: 29pp / 24gp / 150ep / 15sp / 300cp (Located inside the oak cupboard

- TRAPPED: ROOM TRAP: The ceiling becomes highly magnetized, causing all metal objects to fly up to the ceiling...carrying metal armor wearing adventurers up as well. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill])
- **20** The area has a gusting breeze. There is a bunch of areas of dried blood on the north wall. There is a broken wood wall basin, filled with clean water on the south wall.
- 21 The area has stillness in the air. You can make out an echoey humming sound coming from somewhere. This room had been emptied recently.
- 22 The area smells stale. There is a ruined brazier by the western wall. There are 9 ruined iron hooks on the northeast end of the ceiling.

SHOCKER LIZARD [AC: 16 | HD: 2* | ATK: 1 bite | DMG: 1d4 | MV: 40 $^{\circ}$ Swim 20 $^{\circ}$ | #APP: 1d6 Lair 2d6 | SV: Fighter: 2 | ML: 7 | TRS: None | XP: 100]

-- There are 3 in this area [HIT POINTS: 11, 11, 10]

23 - The area smells stale. There are yellow painted drawings of the map for this area on the north wall. There is a mattress by the southern wall. There is a bunch of fungi growing at the west end of the room.

On the mattress is...bronze fork.

GREEN SLIME* [AC: can always be hit | HD: 2** | ATK: 1 | DMG: special | MV: 1` | #APP: 1 | SV: Fighter: 2 | ML: 12 | TRS: None | XP: 125]

-- There is 1 in this area [HIT POINTS: 6]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A GREEN CLOTH RUCKSACK CONTAINING: 589gp / 465ep / 847sp / 50,910cp (Located under the mattress

- TRAPPED: ROOM TRAP: Poisonous insects come out near the item where they must save for poison from the bites or die. [It can be deactivated by deciphering the chiseled writings of a riddle {requiring a wisdom check to solve} on the floor of the nearest secret room that shows how to disable the trap])
- 24 The area has a stillness in the air...with an average temperature for the area. This room is completly bare.

LIZARD, GIANT GECKO [AC: 15 | HD: 3+1 | ATK: 1 bite | DMG: 1d8 | MV: 40° (special) | #APP: 1d6, Wild 1d10 |

SV: Fighter: 2 | ML: 7 | TRS: None | XP: 145] -- There is 1 in this area [HIT POINTS: 14]

- 25 The area has a slight, damp breeze. There is compass, blunt spear head, 11 pieces of blank parchment, iron hammer head, wooden snuff box with 4 pinches remaining...scattered around the room. There is a small steel table at the southeast end of the room.
- 26 The area has a strong, moaning wind. There is a wide rusty iron mirror hanging on the south wall. There is a torture rack made mostly of oak by the western wall. There is a torture rack made mostly of maple with areas of dried blood by the southern wall. There is a wooden armchair at the west end of the room.
- 27 The area has a white colored haze of smoke. This room is totally empty.

CHOKER [AC: 17 | HD: 3+3 | ATK: 2 tentacles | DMG: 1d3 + special | MV: 20` | #APP: 1 | SV: Fighter: 3 | ML: 7 | TRS: U | XP: 145]

-- There is 1 in this area [HIT POINTS: 18]

- 28 The area smells acrid and has an oddly still air...with a purple colored haziness to the air. There are 6 rusty metal hooks on the south wall. There is a blue couch by the northern wall. There is wooden wrist sundial, iron cow bell, bent metal pail, 26 inch leather strap, 2 brass nails, orange-colored, glass bottle of spice, purple feather, bronze metal file, ruined sword blade...scattered around the room. There is a walnut armor rack hanging on the north wall.
- **29** The area has a slight downdraft. There is a ruined tapestry of a scenic forest view on the south wall. There is a walnut barrel by the southern wall. There is 40 feet of twine hanging on the north wall.
- **30** The area smells of urine. This room has nothing in it.

PHANTOM FUNGUS [AC: 14 | HD: 2 | ATK: 1 bite | DMG: 1d6 | MV: 20` | #APP: 1 | SV: Fighter: 2 | ML: 12 | TRS: None | XP: 100 |

-- There is 1 in this area [HIT POINTS: 12]

- **31** The area smells putrid. There is a iron bell with a 3 foot corroded iron chain hanging on the center of the ceiling. There is a pillory made mostly of mahogany with areas of dried blood by the western wall. There is a round corroded bronze mirror hanging on the west wall.
- **32** The area smells putrid. There is a low granite table by the western wall. There is a fireplace on the west wall. There are 4 iron hooks on the north wall.

On the low granite table is ... ruined bellows --- rusty dagger hilt --- stone arrowhead.

- **33** The area smells of sulphur. There is a cracked granite tub by the northern wall. There is an almost empty keg of wine by the western wall.
- **34** The area smells dusty. There is a pillory made mostly of maple with areas of dried blood by the western wall.

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden behind a concealed wall panel.

A LEATHER SATCHEL CONTAINING: 82sp / 1,360cp

JEWELRY: Silvery Gemmed Bracelet (1,200gp)

35 - The area smells fetid and stale. There are coal drawings of constellations on the north wall. There is an iron maiden made mostly of bronze and has a rotted remains of a human by the northern wall. There are rusty metal manacles with a half-eaten body of a kobold on the south wall.

On the rotted remains of a human is...hammer and chisel --- blunt bent spear head --- brass knuckles.

On a half-eaten body of a kobold is...skull of a human.

36 - The area has a strong downdraft. This room had been emptied long ago.

SOMETHING UNUSUAL IN THE AREA...

A fountain (made of silver and is filled with mud...it is 5 feet deep and 7 feet wide in the shape of a square.).

FLY, GIANT [AC: 14 | HD: 2 | ATK: 1 bite | DMG: 1d8 | MV: 30° Fly 60° | #APP: 1d6, Wild 2d6 | SV: Fighter: 2 | ML: 8 | TRS: None | XP: 75]

-- There is 1 in this area [HIT POINTS: 13]

THESE SPECIAL ITEMS ARE LOCATED: in a iron footlocker with a locked keyhole that is hidden under a concealed floor panel.

A PILE OF COINS CONTAINING: 77ep / 18sp / 290cp

37 - The area smells stale. There is a mahogany armor rack by the southern wall. There is a tapestry of a castle on the west wall.

GERBALAINE [AC: 15 | HD: 1 | ATK: 1 | DMG: 1d4 or weapon | MV: 40` | #APP: 1d6, wild 2d4, lair 4d8 | SV: Fighter: 1 (halfling bonuses) | ML: 6 | TRS: 1d4 random small gems | XP: 25 WEAPON: light mace (1d4+1 damage)] -- There are 4 in this area [HIT POINTS: 3, 4, 3, 5]

- **38** The area smells clean. You can make out a quiet bellowing sound coming from somewhere. There is a marble armchair by the western wall. There are faint areas of moisture on the center of the ceiling. There are 7 torches held in brass wall sconces [only 2 are useable] on the west wall.
- **39** The area smells clean. There is a rusty iron shelf hanging on the east wall. There is a maple shelf by the eastern wall. On top of the hanging rusty iron shelf is...blank spell book bound in blue leather with a symbol of a scorpion on the cover.

BOGLIN [AC: 11 | HD: 1* to 5* | ATK: 1 weapon or by spell | DMG: 1d6 or weapon | MV: 30` | #APP: 1d4 | SV: Magic-User: 2 to 10 (see rules) | ML: 8 | TRS: R | XP: Varies | WEAPON: short sword (1d6 damage)] -- There are 2 in this area [HIT POINTS: 20, 20]

ROOM TRAP: A wall closes the exits to the area. The ceiling then begins to descend. [It can be deactivated by deciphering the coal writings of mystical runic symbols {that can be read by a wizard-type with an intelligence check} on the wall that shows how to disable the trap]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BROWN CANVAS SACK CONTAINING: 4,500cp (Located on top of the hanging rusty iron shelf)

40 - The area has moldiness in the air. There is a corroded brazier by the southern wall. There are rusty brass manacles with a bloody body of an orc on the west wall. There is tinderbox, vial of insect repellent, corroded bronze dented shield, bar of orange soap, ruined bronze dented helm with a decayed head of an ogre still in it, small leather pouch of silver powder worth 86 copper, pint of lamp oil, corroded bronze fork...scattered around the room.

On a bloody body of an orc is...clay jug of holy water --- small glass bottle (filled with nightmare blood) --- silver arm-ring (400gp) --- 6 crossbow bolts --- tan pottery shards.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A ORANGE CANVAS RUCKSACK CONTAINING: 18ep / 466sp / 4,780cp (Located on a bloody body of an orc)

THESE SPECIAL ITEMS ARE LOCATED: lying about...and is hidden under a concealed floor panel.

TRAPPED: Vines come out of the container and tangle around the opener and can only be removed after 20 points of damage have been done to the thick vines. [It can be deactivated by finding a scroll somewhere within the nearest secret room, that shows how to disable the trap]

set of 5 steel bars worth 75gp ...and...

a superb, large volume titled `The Grim Tomb of the Demon` and is bound in orange animal skin with a silver colored symbol of a angel on the front, and is worth 150gp

- **41** The area smells stale. There is a metal standing mirror at the center of the room. There is a tapestry of Liding the Occultist on the east wall.
- **42** The area smells acrid. There are corroded brass manacles on the east wall. There is a rotting wood workbench by the eastern wall. There is a maple chair by the southern wall.

LIVING STATUE, CRYSTAL [AC: 16 | HD: 3 | ATK: 2 fists | DMG: 1d6/1d6 | MV: 30 | #APP: 1d6 | SV: Fighter: 3 | ML: 12 | TRS: None | XP: 145]

- -- There are 3 in this area [HIT POINTS: 20, 16, 12]
- 43 The area has an oddly still air, but cold...with dampness in the air. You can make out a quiet sneezing sound coming from somewhere. There is a walnut cupboard hanging on the west wall. There is a few areas of moisture on the north wall. There are faint scratches and claw marks on the northeast end of the ceiling.

Inside the walnut cupboard is...spoiled foods of pastries --- cakes --- fowl --- biscuits --- cakes --- raisins --- eggs --- apricots.

- **44** The area has a orange colored steam in the air. There are orange painted drawings of constellations on the west wall. There are many areas of a peculiar black liquid at the center of the room.
- **45** The area smells earthy. There is a maple armoire by the eastern wall. There is a cracked granite wall basin, filled with oily water on the south wall. There is a stone shelf by the northern wall. There are 6 torches held in iron wall sconces [only 3 are useable] on the east wall. There is a rotting wood throne at the center of the room. There is loaded ivory dice, bronze candle snuffer...scattered around the room. There are faint traces of moss on the east end of the ceiling.

 Inside the maple armoire is...ruined black hat --- dirty blue cape --- purple smock --- purple cap --- brown pantaloons --- blue veil --- dirty white tunic --- torn brown hat --- moldy white leggings.
- **46** The area has dampness in the air. There is a rosewood desk by the western wall. There is a broken cauldron by the southern wall.

Inside the rosewood desk is...3 sling stones --- 6 dead bugs --- wooden snuff box with 3 pinches remaining --- ruined metal kettle --- gold whistle --- 4 gold nuggets worth 4 gold each --- metal earning --- metal candlestick.

```
CHEETAH [AC: 14 | HD: 2 | ATK: 2 claws/1 bite | DMG: 1d4/1d4/2d4 | MV: 100° | #APP: Wild 1d3, Lair 1d3 | SV: Fighter: 2 | ML: 7 | TRS: None | XP: 75 ] -- There are 2 in this area [HIT POINTS: 6, 12]
```

47 - The area has a strong, gusting wind. There are chalk writings that warns others that they will surely perish...but written in a demonic language on the east wall. There is a corroded brazier at the southwest end of the room. There is a wooden workbench by the eastern wall. There is a padded cracked granite chair by the southern wall. There is alot of areas of moisture on the center of the ceiling.

On the padded cracked granite chair is...ruined leather armor.

- **48** The area smells dusty. There is a low broken stone table by the northern wall. There are dried blood writings that tells the location of a nearby secret room...but written in a gnomish language on the center of the ceiling.
- **49** The area smells of urine. There is a padded iron chair by the eastern wall.
- **50** The area has a strong updraft. There is 5 pieces of wood, torn rags, brass scissors, paint brush, blackjack...scattered around the room. There are faint areas of mold on the south end of the ceiling.

```
CENTIPEDE, GIANT [AC: 11 | HD: 1d4 Hit Points* | ATK: 1 bite | DMG: poison | MV: 40` | #APP: 2d4, Wild 2d4, Lair 2d4 | SV: Normal Man | ML: 7 | TRS: None | XP: 13 ] -- There are 4 in this area [HIT POINTS: 4, 2, 4, 2]
```

THESE SPECIAL ITEMS ARE LOCATED: in a iron box with a locked keyhole that is hidden under a concealed floor panel. A BROWN CANVAS BACKPACK CONTAINING: 187sp / 3,760cp

- **51** The area smells clean. There is alot of blood smears on the east wall.
- **52** The area smells of urine. There is alot of scratches and claw marks at the southeast end of the room.
- 53 The area has a strong wind. There is a large iron cage at the center of the room. There is a tapestry of a mountain on the south wall.

SPIDER, GIANT BLACK WIDOW [AC: 14 | HD: 3* | ATK: 1 bite | DMG: 2d6 + poison | MV: 20` Web 40` | #APP: 1d3, Wild 1d3, Lair 1d3 | SV: Fighter: 3 | ML: 8 | TRS: None | XP: 175] -- There are 2 in this area [HIT POINTS: 20, 10]

- **54** The area smells stale and has a strong wind. There are faint areas of dried blood on the north wall.
- **55** The area smells salty and damp. This room is completely empty.

BUGBEAR [AC: 15 | HD: 3+1 | ATK: 1 weapon | DMG: 1d8+1 or by weapon +1 | MV: 30° | #APP: 2d4, Wild 5d4, Lair 5d4 | SV: Fighter: 3 | ML: 9 | TRS: Q, R each; B, L, M in lair | XP: 145 WEAPON: shortsword (1d6 damage)] -- There are 2 in this area [HIT POINTS: 20, 11]

56 - The area has an oddly still air, but cold...with stillness in the air. This room is totally empty.

SNAKE, PIT VIPER [AC: 14 | HD: 1* | ATK: 1 bite | DMG: 1d4 + poison | MV: 30` | #APP: 1d4, Wild 1d4, Lair 1d4 | SV: Fighter: 1 | ML: 7 | TRS: None | XP: 37] -- There are 3 in this area [HIT POINTS: 6, 4, 7]

57 - The area smells metallic and has an oddly still air...with moldiness in the air. There is tinderbox, rusty iron rusty razor, page torn from a spell book --- leather scrollcase...scattered around the room. There is a iron shield hanging on the east wall. There is a brazier by the northern wall.

THESE SPECIAL ITEMS ARE LOCATED: in a mahogany casket that is hidden behind a concealed wall panel. A PILE OF COINS CONTAINING: 123gp / 106sp / 580cp GEMS [3 each]: Banded Agate (10gp)

- 58 The area has dust in the air. You can make out a distant buzzing sound coming from somewhere. This room is completely empty.
- 59 The area has a gray colored steam in the air. You can make out a strange screaming sound coming from somewhere. There is ruined iron dinner plate, carnelian (40gp)...scattered around the room.

LYCANTHROPE, WERERAT* [AC: 13 | HD: 3* | ATK: 1 bite or 1 weapon | DMG: 1d4 or 1d6 or by weapon | MV: 40` | #APP: 1d8, Wild 2d8, Lair 2d8 | SV: Fighter: 3 | ML: 8 | TRS: C | XP: 175 |

- -- There are 2 in this area [HIT POINTS: 15, 18]
- **60** The area has a gusting breeze. There is a ripped mattress by the southern wall.
- **61** The area smells rancid. There is a mahogany cupboard hanging on the south wall. There are chiseled writings that spells out one of the adventurer's name...but written in a cryptic elvish language on the north wall.
- **62** The area has a strong updraft. There is a rosewood cupboard by the western wall. Inside the rosewood cupboard is...spoiled foods of peas --- bottle of milk.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

Potion of Diminution (Located inside the rosewood cupboard)

- **63** The area has a stillness in the air...with an average temperature for the area. There is a mounted grizzly bear head on the south wall. There is a crumbling stone armchair at the north end of the room.
- **64** The area smells pungent. There is stone arrowhead, 7 corroded iron spikes, 10 bloody bandages, dirty red toga...scattered around the room. There is a high mahogany stool by the northern wall. There is a pallet by the southern wall. There is a small puddle of oily water at the center of the room.

On the pallet is...mahogany cane --- rawhide necklace --- small metal bird cage.

65 - The area smells musty. There is a oak shelf hanging on the east wall. There is a purple cloth knapsack hanging on the north wall.

Inside the purple cloth knapsack on the wall is...crucible.

GRIMLOCK [AC: 15 | HD: 2 | ATK: 1 battleaxe | DMG: 1d8 | MV: 30` | #APP: 1d4 Wild 1d10+10 Lair 1d6x10 | SV: Fighter: 2 | ML: 7 | TRS: D | XP: 100 WEAPON: longsword (1d8 damage)] -- There are 3 in this area [HIT POINTS: 8, 8, 3]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

set of 3 baked and glazed clay tiles with a bear painted on them worth 45gp (Located on top of the hanging oak shelf)

- **66** The area smells of smoke and has an oddly still air, but warm...with stillness in the air. There is a high cedar stool by the eastern wall. There is basket, iron cheetah figurine, sheet of parchment, 4 foot long bent iron chain...scattered around the room. There is a iron shield hanging on the east wall.
- **67** The area smells stale and has a slight, damp breeze. There is a oak chair at the south end of the room. On the oak chair is...spherical, glass bottle of holy water.

ROOM TRAP: Poisonous snakes drop on anyone inside where they must save for poison from the bites or suffer 1d4x2 damage. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

68 - The area smells stale. There is brass goblet, small parchment describing where some nearby treasure is hidden --- scroll with smudged writing, chalk, brass shovel, 18 small sticks and twigs, a map of this area, vial of insect repellent, metal scissors...scattered around the room. There are some scratches and claw marks on the north end of the ceiling.

BOGLIN [AC: 11 | HD: 1* to 5* | ATK: 1 weapon or by spell | DMG: 1d6 or weapon | MV: 30` | #APP: 1d4 | SV: Magic-User: 2 to 10 (see rules) | ML: 8 | TRS: R | XP: Varies | WEAPON: light mace (1d4+1 damage)] -- There are 2 in this area [HIT POINTS: 10, 5]

69 - The area has a purple colored haze of smoke. There are chiseled writings that warns of a nearby trap...but written in a dwarvish language on the center of the ceiling. There is a iron standing mirror by the southern wall. There is a oak barrel by the western wall. There is a walnut desk by the eastern wall.

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

a brown canvas rucksack of extraordinary coins from a missing land that are made of bronze with a symbol of a unicorn on it (49 ea) worth a total of 25gp ...and...

an odd ceremonial dagger made of iron worth 125gp ...and... an elegant musical pipes worth 75gp (Located inside the oak barrel)

THESE SPECIAL ITEMS ARE LOCATED: in a birch footlocker that is hidden behind a concealed wall panel. A WHITE LEATHER SATCHEL CONTAINING: 9pp / 507sp / 360cp

70 - The area has dampness in the air. There is a birch cupboard by the southern wall. There is a rosewood bunk bed by the northern wall.

Inside the birch cupboard is...spoiled foods of butter --- plums --- greens --- pears --- raisins --- bread --- fowl. On the rosewood bunk bed is...white pottery shards --- corroded brass dinner plate --- ruined leather armor.

- **71** The area smells bitter. There is cork, metal ladle, green cloth pouch of 11 platinum, small leather pouch of black powder, 5 square feet of canvas, platinum goblet worth 8 gold...scattered around the room. There is a cedar stool by the northern wall.
- **72** The area smells rancid. You can make out a loud rattling sound coming from somewhere. There is a rosewood trunk by the eastern wall. There is a rusty iron workbench by the northern wall. There is a crumbling stone workbench by the southern wall. There is a cedar chandelier with 6 white candles in it with 4 burned down brown candles in it on the south end of the ceiling. Inside the trunk is...wooden dish --- brass dinner plate --- iron metal file.
- **73** The area smells of sulphur and has an oddly still air...with a orange colored haze of smoke. There is a pallet by the southern wall. There is metal dented shield, pipe tobacco...scattered around the room.

 On the pallet is...wooden case containing paints --- wooden club --- black blanket.

ROOM TRAP: Poison needles shoot from a nearby wall, attacking as a warrior (level 2). Anyone in the area must save for poison or suffer 1d12x2 damage. [It can be deactivated at the trap's source and by a thief, or one with a disarm trap skill]

74 - The area smells of manure. You can make out an odd chanting sound coming from somewhere. There is flint and steel, blackjack...scattered around the room. There is a loom by the northern wall.

```
WIGHT* [AC: 15 | HD: 3* | ATK: 1 touch | DMG: Energy drain (1 level) | MV: 30` | #APP: 1d6, Wild 1d8, Lair 1d8 | SV: Fighter: 3 | ML: 12 | TRS: B | XP: 175 ]
-- There is 1 in this area [HIT POINTS: 9]
```

75 - The area smells stale. There is a broken wood wall basin, filled with dirty water on the north wall. There is 2 feet of rusty iron chain hanging on the east wall. There is a 3 foot wide hole that goes 1 feet up on the west end of the ceiling.

```
BEETLE, GIANT TIGER [AC: 17 | HD: 3+1 | ATK: 1 | DMG: 2d6 | MV: 60° (10°) | #APP: 1d6, Wild 2d4, Lair 2d4 | SV: Fighter: 3 | ML: 9 | TRS: U | XP: 145 ] -- There are 2 in this area [HIT POINTS: 21, 7]
```

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A BROWN LEATHER BAG CONTAINING: 58pp / 10gp (Located inside the broken wood wall basin)

THESE SPECIAL ITEMS ARE LOCATED: in a cedar chest that is hidden behind a concealed wall panel. A PILE OF COINS CONTAINING: 376sp / 22,480cp

76 - The area smells metallic and has a stillness in the air...with an average temperature for the area. There is a ruined wood workbench by the northern wall. There are many cracks on the east wall. There is ruined bellows, wood whistle, small lead figurine, bottle of cheap wine, an empty keg, tinderbox, useless quill, jar of glue, ruined iron tankard, small bottle of ink...scattered around the room.

```
GERBALAINE [AC: 15 | HD: 1 | ATK: 1 | DMG: 1d4 or weapon | MV: 40` | #APP: 1d6, wild 2d4, lair 4d8 | SV: Fighter: 1 (halfling bonuses) | ML: 6 | TRS: 1d4 random small gems | XP: 25 WEAPON: short sword (1d6 damage) ] -- There are 6 in this area [HIT POINTS: 4, 2, 5, 5, 4, 8]
```

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A GRAY CANVAS BACKPACK CONTAINING: 498ep / 3sp / 40cp (Located under the ruined wood workbench)

- 77 The area smells of smoke and has a slight, damp breeze. This room had been emptied long ago.
- **78** The area smells acrid. There is a iron shield hanging on the east wall.

SHADOW* [AC: 13 | HD: 2* | ATK: 1 touch | DMG: 1d4 + 1 point Strength loss | MV: 30` |

#APP: 1d10, Wild 1d10, Lair 1d10 | SV: Fighter: 2 | ML: 12 | TRS: F | XP: 100] -- There is 1 in this area [HIT POINTS: 11]

79 - The area smells putrid and has a gusting breeze. There is a broken stone shelf by the northern wall. On top of the broken stone shelf is...skull of a human.

80 - The area smells pungent. There are some cracks on the west wall. There is a moldy mattress by the western wall.

CHOKER [AC: 17 | HD: 3+3 | ATK: 2 tentacles | DMG: 1d3 + special | MV: 20` | #APP: 1 | SV: Fighter: 3 | ML: 7 | TRS: U | XP: 145]

-- There is 1 in this area [HIT POINTS: 11]

81 - The area smells rancid. There is a padded broken stone chair by the southern wall. There are coal writings that tells the location of a nearby treasure...but written in a long dead orcish language on the south wall. On the padded broken stone chair is...pint of lamp oil.

SHADOW* [AC: 13 | HD: 2* | ATK: 1 touch | DMG: 1d4 + 1 point Strength loss | MV: 30` | #APP: 1d10, Wild 1d10, Lair 1d10 | SV: Fighter: 2 | ML: 12 | TRS: F | XP: 100] -- There are 3 in this area [HIT POINTS: 13, 4, 12]

82 - The area smells dusty. There is a cedar chandelier on the west end of the ceiling. There is pair of bone dice, rosewood cane, bits of fur and hair, iron hair brush, chalk, platinum goblet worth 43 electrum, a pile of dung...scattered around the room.

TOAD, GIANT [AC: 13 | HD: 2 | ATK: 1 tongue or 1 bite | DMG: grab or 1d4+1 | MV: 30° Swim 30° | #APP: 1d4, Wild 1d4 | SV: Fighter: 2 | ML: 6 | TRS: None | XP: 75]
-- There are 3 in this area [HIT POINTS: 8, 7, 8]

83 - The area smells fetid and stale and has an oddly still air...with moldiness in the air. There is a low wooden table by the eastern wall.

On the low wooden table is...ruined brass small bell.

RAT DOG [AC: 15 | HD: 3 | ATK: 1 | DMG: 1d6 bite | MV: 40` | #APP: 1d10, wild 2d20 | SV: Fighter: 3 | ML: 9 | TRS: None | XP: 145]

-- There are 2 in this area [HIT POINTS: 14, 17]

THESE SPECIAL ITEMS ARE LOCATED IN VARIOUS SPOTS...

A GRAY CANVAS BAG CONTAINING: 86gp / 476sp / 11,880cp (Located under the low wooden table)

- **84** The area has an oddly still air, but warm...with dryness in the air. You can make out a faint scraping sound coming from somewhere. There is a quarter full keg of water by the eastern wall. There are faint cobwebs on the south wall.
- **85** The area smells fetid and stale. This room is completely empty.
- **86** The area has an oddly still air...with dryness in the air. There is a cedar desk by the western wall. There is a round iron table at the center of the room.

Inside the cedar desk is...metal flask of alcohol --- broken spear --- 2 broken crossbow bolts --- bottle of red hair dye. On the round iron table is...iron cow bell --- torch.



Magic Items Found In These Areas

ITEM	AREA ROOM	M DESCRIPTION
1	62	Potion of Diminution
2	28	Scroll (level 1 mage spellMagic Missile)

Basic Fantasy Role-Playing Game is copyright 2006-2019 Chris Gonnerman, and the name and logo thereof are Product Identity under the Open Game License Version 1.0a

24 of 24