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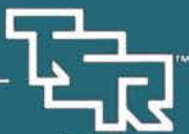
Basic Game Adventure

Horror on the Hill

by Douglas Niles



Only the mighty River Shrilf separates you from the mysterious mountain. Will you be the first to return, or will you fall prey to the Horror on the Hill? For character levels 1-3



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Basic Game Adventure

Horror On The Hill

by Douglas Niles



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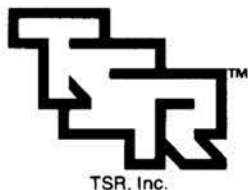
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PREFACE

Guido's Fort.

The end of the traders' road.

Perched along the banks of the mighty River Shrill, this isolated frontier settlement is the last stop on the caravan routes. The mile-wide river is all that separates the Fort from the shadowy bulk known only as "The Hill," a land of nameless terrors and ancient legend.

The fog-shrouded crests and densely wooded slopes of The Hill rise 400 feet, looming ominously over the tiny settlement. On clear days, The Hill's rocky cliffs can be seen jutting from its bulky mass, but the view is usually obscured by gouts of steam that seem to rise from outlets on The Hill itself.

This mysterious mountain has long been rumored to shelter bands of vicious monsters. Only the awesome waters of the Shrill have prevented the monsters from invading the undergarrisoned fort. Several groups of brave and hardy adventurers have crossed the river to explore The Hill's summits and face the wicked monsters, but none of these bands was ever heard from again.

Now a new group of eager adventurers has met in one of the inns at Guido's Fort. It is here that the adventurers discuss their own daring plans to explore the dangerous mountain.

Player characters can find transport across the river from any of the local fishermen; but once on the far shore, the adventurers are on their own. They must thread their way through a dense woods, where every bend of the trail can conceal hideous peril. They encounter mysterious beings, such as the two "kindly" old ladies, who may offer the party their special brand of assistance. Or, the party may meet the soldiers of a hobgoblin king mustering his forces for an attack on Guido's Fort.

If they make their way through a ghoulish graveyard, the player characters discover an old monastery, long-abandoned by its builders. The monastery is now used as a headquarters for the hobgoblin band. A fountain in the monastery's garden yields a magical drink whose effects may not always be good. Finally, the monastery yields entrance to a multilevel dungeon that is sure to challenge the players' wits and skills.

It is in this dungeon that the hobgoblin king himself must be confronted and defeated. But that is just the beginning! Just as the characters think their adventures are coming to a close, a hidden trap sends them to a staggering network of twisting corridors, all seemingly leading back to the same place. Once through, the characters must conquer the final obstacle — a young red dragon — before they can look upon the sun once more.

The rumors have never been proven false. No one else has ever returned. The characters' boat is waiting. The Hill is one of horror, to be sure. But for the strong and daring, it is a Hill of just rewards for deeds well done. The new adventurers are ready and willing to take their chances. So let the adventure begin!

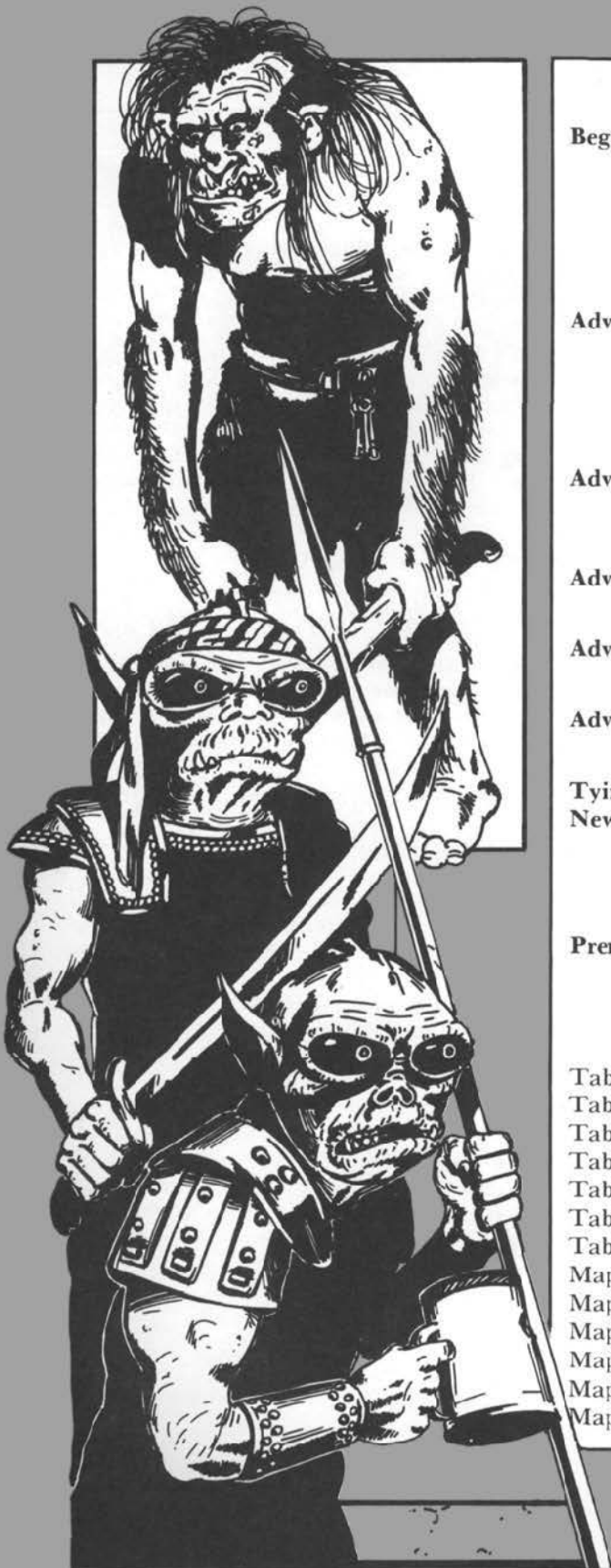


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BEGINNING THE ADVENTURE

On the inside cover of the module is a topographic map of The Hill, showing the trails that wind through the dense vegetation, the clearings, the cliffs, and the specific encounter areas. Also on the inside cover of the module is a detailed map of the ruined monastery, which lies on The Hill. Below the monastery lie three levels of dungeons. On page 15 is a map of Level I, on page 16 a map of level II, and on page 17 a map of level III.

Gathering the party

This module is designed for a group of five to ten player characters of levels 1, 2, or 3. The lower the level of the characters, the larger the number of characters recommended for the adventure (i.e., if all of the characters are 1st level, nine or ten should be involved; but if they are all 3rd level, five might be enough). It is also recommended that, in general, 1st level characters have at least three hit points, though fighters should have six or more. You may want to let players roll their initial hit points several times, until one roll equals or exceeds the suggested minimum. Or players may want to use the pre-rolled characters listed on the outside cover.

If the players want to roll up their own characters, you may want to recommend that they take one or more of the pre-rolled characters along as NPCs to fill out the group. In any event, the group should have at least one cleric, one magic-user, one thief, and a substantial number of fighters.

If characters are starting out on their first adventure, they may roll 4d6 (instead of 3d6, as per the Basic rule book) to determine their starting money. This modification is to counter the inflated prices found at Guido's Fort.

Meeting at Guido's Fort

Characters begin their adventure at Guido's Fort. They meet to prepare at the Lion's Den. The inn has a large common room filled with many benches and tables, a bar, and a large fireplace. The common room is a smoky, dimly-lit place, and tends to be rather quiet. The inn also has sleeping quarters for rent. One sp per person buys a night's lodging on a straw pallet in the back room. The quarters are so dirty that characters who sleep here have a 75% chance of becoming flea-infested during the night! (Fleas won't affect a character's play; they're just a temporary nuisance.)

At any given time of day or night, 2-12 (2d6) persons can be found in the Lion's

Den. Player characters can learn two of the rumors on the table below from any of these patrons or the innkeeper. For your own information only, the table shows whether the rumors are true or false. To see which two rumors the characters learn, roll 2d8, repeating if necessary until the second roll is different from the first. Note that the players must state they are seeking information before they can begin to hear the rumors.

If the characters express an interest in learning more about The Hill, they are referred to the "Old Timer." For each cold beer the party buys him, he will divulge another rumor, until they have heard all eight. Note that the Old Timer goes through the rumors randomly (roll a 1d8), and although he will not repeat a single rumor twice, he will probably repeat the two rumors that the party has heard elsewhere.

TABLE 1
RUMORS AT GUIDO'S FORT

Die Roll	Rumor	True or False
1	Many centuries ago, an old monastery was located on top of The Hill	True
2	A fire-breathing dragon lives in the caves below The Hill.	True
3	A band of slave-trading ogres is using The Hill as a base for forays into the civilized lands.	False
4	Man-eating ghouls prowl The Hill for food.	True
5	There is a haunted graveyard on The Hill.	True
6	An evil witch lives on The Hill. Her house appears to be a small hut, but in reality is an extravagant palace where she keeps the tortured souls of all who have trespassed on the slopes.	True
7	A huge orc army is entrenched on The Hill, waiting for orders to begin a massive assault on Guido's Fort.	False
8	A bubbling lake of lava lies below The Hill. The lake is the source of the steam columns that often rise into the air from many vents on the slopes' summits.	False

Purchasing equipment

The trading post in Guido's Fort is well-stocked, and the characters may want to pur-

chase some supplies there before embarking. Because the outpost is isolated, however, prices are a little higher than usual; and there is no guarantee the players can find what they need.

To determine the availability of any item on the Equipment List in the Basic rule book, roll 1d4. Any result other than a one means that a character can find the item. Then roll a 1d6 if a character wishes to purchase that item. A result of one or two means that the price is the same as that listed in the Basic rule book; a three or four means that price is 150% of the listed amount; and a five or six means that it costs twice as much. Note you follow this procedure for each item purchased: even though one player found a shortsword, for example, there is no assurance the next player can find one also.

Getting to The Hill and back

Characters can cross the River Shriil to begin their adventure on The Hill by seeking out one of the fishermen in Guido's Fort. Since times are hard for the fishermen, any of them are willing to ferry the party across the river. Since The Hill is so dangerous, though, the cost of ferry is high: 20 gp.

The party might also try to rent a boat from a fisherman, but without success. A fisherman might agree to *sell* the party a boat, but no fisherman is willing to rent one. Everyone in Guido's Fort is convinced the party is doomed—and renting a boat to people you'll never see again doesn't make any sense! If the party decides to buy a boat, the cost is 50-80 gp (1d4+4 × 10).

As long as the party is adventuring on the surface of The Hill or in the first level of dungeon below The Hill, the party may return to Guido's Fort as often as they want or can. If they haven't bought their own boat, though, they must make arrangements for returning to Guido's Fort before they leave. Even if they choose to stay on and under The Hill throughout the adventure, they need return passage when the adventure is ended. So in any case, without their own boat, the party must plan ahead for at least one return passage.

Perhaps they want to arrange for a fisherman to pick them up at a specified time and place. Any of the fishermen are willing to do so—for another 20 gp—but the party must be on time or the fisherman leaves.

The party might also arrange for a fisherman to pick them up when he sees a smoke signal the party sends. Once the party builds its smoke signal fire, there is only a 20% chance per turn someone in Guido's



Fort sees the signal. The fisherman begins crossing the river 1-4 (1d4) turns after someone notices the smoke signal.

If the party has talked to the Old Timer at the inn, they find him waiting for them at the waterfront as they are getting ready to leave. Impressed by the party's courage and determination, he offers them a bottle of clear liquid as a parting gift. He tells them a drink of the liquid helps to heal wounds, and he cautions them to use it sparingly. The bottle contains three doses of *potion of healing*.

About monsters

Many goblins and hobgoblins are on and under The Hill, organized into a loose army under the leadership of a hobgoblin king.

This king lives in the dungeon under The Hill but is not extremely powerful or effective. His troops are numerous but cowardly; and if combat with goblins or hobgoblins goes badly for the monsters, they try to escape. If the party prevents such an escape, the monsters surrender to save their own lives.

Note that if the characters return to town between sorties on The Hill, certain monsters are not idle in their absence. In particular, ogres, hobgoblins, and goblins replenish their garrisons three days after the party cleans them out. In fact, there is a 33% chance the number of ogres, hobgoblins, or goblins is actually 50% larger than the number first encountered! Wandering monsters do not replenish themselves, however.

Important! Encounters with wandering monsters are designed to keep the PCs on their toes. They are not designed to be the ultimate challenge or climax of the adventure. If the dice call for an encounter that you feel would seriously deplete the party's strength, you should ignore that encounter.

ADVENTURE ON THE SURFACE OF THE HILL

(see map, inside cover)

The Hill is covered with a thick and tangled hardwood forest, broken occasionally by clearings, cliffs, ponds, streams, and trails (see the map inside the module cover). The forest comprises oak and hickory-type trees; dense and thorny underbrush chokes the ground between the trunks. All the trees are 60 to 80 feet tall, so even if a thief climbs to the top of one, he sees only neighboring branches. Climbing a tree on a slope, however, is 50% likely to yield a view to the downhill side.

Movement on the surface of The Hill

Calculate movement around The Hill at 300 feet per turn (one square per turn) when the party is following a trail or crossing a clearing. Calculate cross-country travel (i.e., off the trails or clearings) at 75 feet per turn (one square per four turns) of travel. After traveling one square cross-country, a group must spend two turns resting.

Trails are easily detectable. The party must travel trails in single file if characters want to move at normal trail speed (cut speed in half if they move two abreast), but two characters can fight side by side if combat occurs on a trail: the bushes alongside the trail are a nuisance when one is trying to walk through them, but they can easily be pushed aside if it's a matter of life and death!

Only a thief who successfully rolls to climb sheer surfaces may climb or traverse a cliff. The thief must make a successful roll once for each cliff. If the thief trails a rope, he or she may use the rope to belay other characters, who may then move up or along the cliff safely. Calculate movement up or along cliff terrain at the cross-country movement rate.

If a thief should be so unfortunate as to fall, the fall begins at the middle of the climb or traverse. The thief may try to stop his fall by grabbing onto a bush or rock outcrop. He may try to do so after each 10 feet of fall by rolling a 1d20. If he rolls his dexterity score or less, he has made a successful grab and stops falling. The thief takes 1-6 (1d6) points of damage for each 10 feet fallen.

A party may use a rope to descend a cliff, but the rope must be tied to a solid object at the top; if an entire party descends in this fashion, the rope must be left behind. The first character to descend a cliff by rope must be a thief or a nonarmored character, and he or she may do so in one turn. Once this first character has descended, and presumably found easy passage, all other characters may follow, at a rate of 50 feet per round.

One turn is required for a party to cross a stream, but the streams are so shallow there

is no danger of drowning or being swept away. The ponds must be circled, since their bottoms are too soft for wading.

The swamp areas to the south and west of The Hill extend for miles beyond the map. Calculate movement through the swamps at the cross-country rate, though the party probably avoids these stagnant bogs (unless they happen to be running for their lives, and no other escape is available!).

Monsters on the surface of The Hill

Check for wandering monsters on The Hill every three turns when the party is moving, and every six turns if they are stationary (camping). If you roll a one on a 1d6, one of the following types of monsters is encountered (see table below): roll a 1d6 again to determine the exact creature(s). Note that you use one list for nighttime encounters and another for daytime encounters.

Since so many monsters swarm through the forest on The Hill, the party may encounter one type of wandering monster several times. For example, if the party encountered and killed eight skeletons one night, nothing would prevent another band of skeletons from attacking the player characters the next night, or even later on that same

evening, if you should roll such a circumstance.

Key to areas on the surface of The Hill

The river crossing takes six turns. As the party's boat nears the west bank of the river, they see two clearings on the shore at the base of The Hill. The underbrush in the forest is dense enough to make disembarking and moving difficult, but the characters can elect to land at any point. The waterfall in clearing #1 is visible from halfway across the river.

1. CLEARING AND WATERFALL

This pleasant expanse of grass and flowers surrounds a 15-foot high waterfall. The water in the stream looks cool and refreshing; the entire scene is lovely.

2. NARROW CLEARING

This clearing stretches for a long distance along the riverbank. The ground is low, flat, and muddy. Most of the grass has been choked off by hardier marsh plants, and the buzz of mosquitoes is constant. There are no flowers in this area.

TABLE 2
WANDERING MONSTERS ON THE SURFACE OF THE HILL

DAYTIME		NIGHTTIME	
Die Roll	Creature Encountered	Die Roll	Creature Encountered
1	Hobgoblins (1-6): AC 6; HD 1+1; hp 5 each; MV 90' (30'); #AT 1; D1-8; Save F1; ML 8; AL C	1	Goblins (1-8): AC 6; HD 1-1; hp 3 each; MV 60' (20'); #AT 1; D 1-6; Save NM; ML 7; AL C; one goblin mounted on: Dire Wolf (1): AC 6; HD 4+1; hp 19; MV 150' (50'); #AT 1; D 2-8; Save F2; ML 7; AL N
2	Ogre (1): AC 5; HD 4+1; hp 18; MV 90' (30'); #AT 1; D 1-10; Save F4; ML 10; AL C	2	Ghouls (1-2): AC 6; HD 2*; hp 8 each; MV 90' (30'); #AT 3; D 1-3/1-3/1-3 + paralyze; Save F2; ML 9; AL C
3	Stirges (1-6): AC 7; HD 1; hp 4 each; MV 30' (10'), 180' (60') flying; #AT 1; D 1-3; Save F2; ML 9; AL N; +2 on first "to hit" roll; blood drain	3	Giant Bats (1-4): AC 6; HD 2; hp 8 each; MV 30' (10'), 180' (60') flying; #AT 1; D 1-4; Save F2; ML 8; AL N
4	Horned Chameleon (1): AC 2; HD 5; hp 21; MV 120' (40'); #AT 2; D 2-8/1-6; Save F3; ML 7; AL N	4	Skeletons (1-8): AC 7; HD 1; hp 4 each; MV 60' (20'); #AT 1; D 1-6; Save F1; ML 12; AL C
5	Killer Bees (1-3): AC 7; HD 1/2; hp 2 each; MV 150' (50'); #AT 1; D 1-3 + poison + continual damage; Save F1; ML 9; AL N; bee dies after stinging.	5	Giant Rats (2-12): AC 7; HD 1/2; hp 2 each; MV 120' (40'); #AT 1; D 1-3; Save F1; ML 8; AL N
6	Neanderthals (1-4): AC 8; HD 2; hp 9 each; MV 120' (40'); #AT 1; D 2-8; Save F2; ML 7; AL L	6	Thoul (1): AC 6; HD 3*; hp 14; MV 120' (40'); #AT 2; D 1-3/1-3 + paralyze; Save F3; ML 10; AL C

ADVENTURE ON THE SURFACE OF THE HILL

3. SHADED CLEARING

Many wildflowers grow among the lush grasses in this shady glen. The clearing is quiet and peaceful.

4. KILLER BEEHIVE

This large clearing is pleasant and flowery, and tall grasses wave in the faintest breeze.

If the PCs stop and listen at the east end of this clearing, there is a 75% chance one of them notices a low-pitched buzzing. If the characters remain at the east end of the clearing, there is a 20% chance per round that a killer bee sights them. If they move more than 100 yards into the meadow, the killer bees certainly catch sight of them. The bees automatically attack any creatures they find in the clearing. Note that if the party does not specifically state they are listening at the east end of the clearing, they do not hear the bees until the bees have sighted them.

If the party enters the clearing from the west end, the party and the bees see each other immediately.

Killer Bees (8): AC 7; HD 1/2 or 1; hp 2, 3, 1, 4, 2, 3, 6, 8; MV 150'(50'); #AT 1 sting; D 1-3 + poison + continual damage; Save F 1; ML 9; AL N; each bee dies after it stings

Queen Bee (1): AC 7; HD 2*; hp 9; MV 150'(50'); #AT 1; D 1-3 + poison; Save F 1; ML 9; AL N; can sting repeatedly

If the bees attack, they do not reach the party as a huge swarm. Rather, on the first round of combat, one bee attacks; on the second round, three bees; and on the third round the entire hive, except the queen, arrives. If the party flees, the bees do not pursue beyond the edge of their clearing. Note that the queen bee stays behind to defend the hive.

The hive of the killer bees is located in a hollow beneath a dead tree trunk (marked by an X on the map). As explained in the Basic rules book, the honey acts as a half-strength potion of *healing*.

5. DRIVER ANTHILL

The air in this clearing is moist and smells of the swamp, which is visible to the south and extends to the far horizon. The grass in the clearing is thick but shorter and less lush than that by the riverbank.

The driver anthill is a huge pile of dirt located in a niche in the edge of the clearing's southern side. The anthill is 50 feet in diameter and rises 10 feet into the air. When first discovered, two driver ants are crawling

about the surface of the anthill. If the characters advance into the clearing, the two ants advance toward them. Fifteen other ants in the lair remain to defend the lair.

Driver Ants (2): AC 3; HD 4*; hp 25 each; MV 180'(60'); #AT 1; D 2-12; Save F 2; ML 7 or 12 in combat; AL N

Driver Ants in Lair (15): AC 3; HD 4*; hp 24, 22, 20, 18(x4), 16(x5), 14, 12, 11; MV 180'(60'); #AT 1; D 2-12; Save F 2; ML 7 or 12 in combat; AL N

The driver anthill covers a network of tunnels three feet in diameter reaching a depth of 100 feet. Nothing of value is in the driver anthill.

6. GLADE OF THE MAGICAL BERRIES

This pleasant meadow borders a crystal-clear pond of cool, fresh water. Many colored pebbles can be seen on the bottom, and hundreds of harmless gold and silver fish swim through the waters. At the border between the glade and the forest, three unusual bushes grow. They resemble raspberry bushes, but the berries on the plants are much larger than ordinary raspberries.

Many years ago, an old cleric spilled a potion of *healing* at the base of these bushes. A strange and magical absorption took place, and now the berries themselves have healing properties. Twelve berries are on each bush, and each berry acts as a half-strength potion of *healing*, curing 1-4 (1d4) points of damage for each berry eaten. The berries spoil fairly quickly, though, and are only effective if eaten within one day of being plucked from the bush. A *detect magic* spell indicates the bushes and berries are indeed magical.

7. ANCIENT STATUE

At the top of this steep, rocky hillside is a hideous idol, carved from granite by some forgotten race. The statue is a fat, squatting, vaguely humanoid figure, whose face is twisted into a hideous leer.

At one time, two niches within the statue's eyes held a pair of fabulous jewels, but these were looted long ago. There is nothing of value connected with the statue in any way.

8. CAVERN OF THE BATS (see map, p. 18).

The cave-mouth is easily visible to any character entering the clearing from either of the two trails near it. Because of boulders, however, the cave cannot be seen from any other place on the hillside. Thick bushes choke the entrance to a height of about two feet, sug-

gesting that the cave has not been used recently by any earth-bound creature.

8A. EMPTY CAVE

Past the entrance, the cave expands rapidly. Many boulders litter the floor; walking around them is difficult. Calculate movement through this cave at half the normal rate for exploring dungeons. Stalactites and stalagmites are common.

8B. CAVE OF STAGNANT WATER

This small side passage contains a pool of stagnant brown water. Any character drinking from it must save vs. poison or be immobilized by stomach cramps for 6-24 (1d4x6) hours.

8C. EMPTY CAVE

This corridor winds into nothing, ending in a mass of crumbled boulders.

8D. BAT HIDEOUT

This room is the largest in the cave. From one hour before sunrise until one hour after dark, this chamber houses the flock of giant bats that lives on The Hill. They attack any creature who enters, and pursue the intruders throughout the cave. They do not fly out of the cave during the day, however.

Giant Bats (6): AC 6; HD 2; hp 14, 12, 10, 9, 7, 5; MV (180')(60') flying, 30'(10') ground; #AT 1; D 1-4; Save F 1; ML 8; AL N

8E. EMPTY CAVE

This sidechamber is choked with rocks and stalactites. It contains nothing of value.

9. NARROW RIDGE

This escarpment is rocky on the sides and only about 20 feet wide on top. Because the sides rise quickly for 80 feet, you can look over the trees below.

Most of the vista from the ridge is treetops, but some terrain features are visible, including clearings #4 and #11; the pond, waterfall, and stream immediately below the ridge; the lower ridge beyond the pond; and—through a notch between two other ridges—a portion of clearing #17.

10. FIRST CAVERN OF THE STEAM WEEVILS

(See map, p. 18).

The air in this cave feels moist and warm. The walls and floor are smooth, free of rubble, and visibly damp.

This cave's smooth interior is due to occasional high-pressure bursts of steam from the geothermal pressure cooker below The

Hill, blasting from the vent in the back of the cave and rushing through the chamber to the atmosphere outside. The entire cave is wet, and five large pools of water have collected inside. The water is drinkable, though somewhat warm.

There is a 25% chance a swarm of steam weevils are discovered in the cave. If they are, these creatures immediately move to surround a randomly selected character among those entering the cave.

Steam Weevils (1 swarm): AC 7; HD 4; hp 15; MV 60' (20'); #AT 1; D 1-4 points of burn damage; Save NM; ML 11; AL N

For a complete description of steam weevils, see New Monsters, page 31.

For every turn the party is inside the cave, there is a 5% chance that steam is forced through the cave. If steam is forced through, characters inside hear a gurgling and hissing noise gradually building in volume for the round immediately preceding the eruption. Anyone who remains inside as the steam erupts takes 1-6 (1d6) points of damage from the scalding heat for each round they spend engulfed in the steam. The blast lasts for 2-20 (2d10) rounds.

11. PLEASANT GLADE

This small clearing is tucked into a narrow valley on the edge of a small pond. At the north end of the clearing, a stream falls away in a 30-foot waterfall. Several different varieties of flowers grow in this idyllic spot, and the waters of the pond and stream are clear.

12. HOBGOBLIN CAMP CLEARING

This clearing rests on the edge of a large pond. The shoreline of the pond has been churned into a muddy mess. An odor of carrion hangs in the air. The grass in the clearing has been trampled flat, and several shoddy tents and huts are visible at the far end.

The hobgoblin camp has been established as a guard post on The Hill, and from the encampment, the garrison sends out regular patrols along the trails. The camp itself is a dirty collection of five animal-hide tents and three brushy, dome-shaped shelters made of twigs and leaves. The poor tanning of the tents accounts for the odor of rotting meat.

Three hobgoblins stand guard at the entrance to the camp, by the trail leading into the camp, and 10 more of these ugly humanoids are back at the tents and huts. They attack intruders on sight. If the PCs flee, the hobgoblins pursue ruthlessly over The Hill.

Hobgoblins (12): AC 6; HD 1+1; hp 9, 8, 7, 6, 6, 5, 5, 5, 4, 4, 3, 3; MV 90' (30'); #AT 1; D 1-8; Save F 1; ML 8; AL C

The nine hit point hobgoblin has a *sword +1*. The other hobgoblins are armed with swords. In addition, one of the guards and three of the hobgoblins in the camp carry spears, which they cast as soon as they are within 40 feet of the party for 1-6 (1d6) points of damage.

If the hobgoblins fail a morale check, they may attempt to reach the trail leading out of the camp. If the party is positioned to cut them from the trails, the humanoids try to flee along the shore of the pond so they can reach the trail on the north edge of the pond. They flee down the trail and through clearing #17 to the ruined monastery (area A). Here they enter the dungeon to warn their king that enemies are roaming The Hill.

If the characters investigate the tents and huts in the encampment, they find them filthy, odorous, and dimly-lit inside. If the characters make a thorough search, they find in each tent: a sack containing 3-18 (3d6) gp, old pieces of leather garments, broken swords, 1-4 (1d4) wineskins filled with cheap wine, and a large bowl of unidentifiable swill.

The huts are no cleaner than the tents, though they are the quarters for the higher ranking hobgoblins. In each hut is a sack containing 4-24 (4d6) gp, 1-4 (1d4) wineskins holding a higher grade of wine than the wine in the tents, crude chairs, and a grimy table displaying a haunch of dried meat.

13. CLEARING OF THE MYSTERIOUS COTTAGE

In the center of this clearing is a white-washed cottage lined with bright green shutters. Gravel walkways connect the cottage to each of three trails into the forest, and pleasant gardens of bright flowers surround the home. White curtains, delicately embroidered, hang over each of the four windows.

This cottage is the home of Rosabella, a 5th level cleric, and Rosalinda, a 6th level magic-user. They are sisters, and each is a plump, gray-haired old lady of vitality and pleasant manner. Neither gives a clue about their classes or abilities when talking to strangers, whom they greet cheerfully. Both ladies are neutrally aligned.

Rosabella: AC 6; C 5; hp 20; #AT 1; D none; MV 120' (40'); Save C 5; ML 11; AL N; S 12; I 13; W 17; D 12; C 13; CH 14;

Spells: First Level: *protection from evil*, *detect magic*; Second Level: *hold person*, *silence 15' radius*.

Rosalinda: AC 9; M 6; hp 17; #AT 1; D magical; MV 120' (40'); Save M 6; ML 11; AL N; S 9; I 15; W 12; D 10; C 8; CH 13;

Spells: First Level: *sleep*, *shield*; Second Level: *phantasmal force*, *mirror image*; Third Level: *fireball*, *fly*.

Neither sister carries any weapons, but Rosabella wears a *ring of protection +3* and has a *staff of healing*, and Rosalinda has a *wand of paralyzation*.

As soon as characters enter the clearing, the two sisters bustle out of the cottage to greet them. Rosalinda has a rolling pin thrust through her apron strings; Rosabella is empty-handed. The shaft of the rolling pin is actually her *wand of paralyzation*. The sisters smile happily and invite the party inside for some tea and cake.

If the characters accept the invitation, the sisters precede them through the front door. The cottage is actually a permanent *illusion* that disguises a much larger building. The cottage appears to be 20 feet square on the outside, but the room that the characters enter is actually 40 feet square. Two hallways lead off of this room, and the ladies take the party down one of these, past a sweeping stairway to a second floor, and into a large parlor.

The sisters' "cottage" is in reality a mansion two stories high. Many fine paintings, gold and silver ornaments, and bejewelled knick-knacks are visible throughout their home. However, a virtual web of magical protection has been laid across and around the house, making the sisters impossible to steal from. If the sisters are killed, the house and all its contents immediately turn to dust. Note that the house's contents do not include the bodies of the PCs, but does include all of their possessions!

If the party (foolishly) attacks the sisters, the ladies try to overpower the characters without killing them. They use the *wand of paralysis*, and *sleep*, *phantasmal force*, and *hold person* spells to knock the characters out. If the sisters succeed, the characters wake up in clearing #6, with all of their possessions except any coins and magic-items they had been carrying.

If the party somehow overpowers the sisters without killing them, allow the characters to collect all manner of valuable gold and jewelled items. However, as soon as the characters try to carry any of this booty out of the house, it disintegrates into worthless dust.

On the other hand, if the characters are reasonably polite, the ladies treat the characters to delicious herbal tea and spice cake. The sisters chatter pleasantly about their

garden, the woods around The Hill, and the weather. They do not mention or discuss monsters or other inhabitants of The Hill.

If the party asks them for specific information or other help, the ladies smile benignly and reply: "Nobody gets something for nothing. What have you to offer us?" The sisters are avaricious indeed, happy to give the party information, healing, and perhaps even some small magic items—if the price is right. They *never* give anything away. Since they love a good bargaining session, they always ask for more money than they think they can get.

If the party becomes annoyed or angry during the bargaining, and makes threats to the sisters, the ladies primly request the party to leave. If they do not, the full fury of the sister's spells is likely to be loosed.

For the following information, the ladies ask for 100 gp but settle for 40 gp: knowledge of all of the types of wandering monsters on The Hill, the hobgoblin camp (clearing #12), the ogre's cave (area #14), a cave of steam weevils (area #15), the Neanderthal's cave (area #16), and the graveyard and its denizens (area #18).

For another negotiated fee (they ask for 150 gp, settle for 75), they tell of the ruined monastery and the dungeon below it, including the fact that many hobgoblins and goblins use it as a base of operations. The sisters do not know that a red dragon lives in those caverns, however.

Out of information but not satisfied to end the bargaining, the sisters offer to make another deal: "I'll use my *staff of healing* and my *cure light wounds* spell to bring everyone in your party up to full strength," says Rosabella. "In return for this act of healing, you must bring us the head of the male ogre that lives on The Hill, when I'll heal all your wounds again." (The ogre lives in area #14.)

Suppose the party agrees to this deal and performs the required deed. When they present the ogre's head to the sisters, the sisters are duly respectful. To show their admiration, they offer the PCs one final, generous deal: the sisters will give the party two magical scrolls and two bottles of magical potions. In return, at the end of the adventure, the sisters will meet the party at Guido's Fort and claim as payment any single item the party has acquired in the course of the adventure.

If the party accepts the deal, the sisters send them on their way with: a potion of *invisibility*; a potion of *healing*; a clerical scroll with the spells *cure light wounds*, *detect magic*, and *protection from evil*; and a magic-user scroll with *web*, *detect magic*,



and *magic missile* spells. (See page 30 to learn what the sisters claim as payment for the potions and scrolls.)

The sisters are very earnest when making deals. If the characters do not carry out their part of either deal, the sisters search them out wherever they might try to go, insistent on collecting their due. If the PCs resist, a *fireball* spell might help them change their minds...

14. CAVERN OF THE OGRES (See map, p. 18).

The mouth to the ogres' cave lies at the bottom of a rocky cliff. The cave mouth is invisible from above because of an overhang.

This precipice is 120 feet tall and contains no vegetation. Most of the rock is solid, but occasional crumbly patches give the cliff a broken appearance.

Within this small network of caves lives a bullyish ogre, his family (wife and two young), and six goblin slaves. This ogre is the one the sisters of the mysterious cottage are so anxious to have destroyed. Within the

cave, a 15-foot entry way narrows to a width of 10 feet before it ends in a solid wooden door outside of room #14A.

14A. PLAYROOM

The solid wooden door to this room is barred from the inside where two adolescent ogres are happily beating on each other with clubs. They would just as happily beat on intruders.

Ogres (2): AC 5; HD 4+1; hp 10, 12; MV 90'(30'); #AT 1; D 1-8; Save F4; ML 8; AL C

The adult ogres of the lair are accustomed to the tremendous bellows the young ones make when they are playing. There is only a 10% chance per round that sounds of combat are recognized as other than play. If the adult ogres do suspect combat, both of them arrive two rounds later to see what is wrong. The room contains only some large wooden chairs and a table.

14B. SLEEPING ROOM

This chamber is used by the two young ogres as a sleeping room. Two dirty pallets of

straw are on the floor, and an assortment of broken clubs, chipped stones, and other refuse is scattered about.

14C. WELL ROOM

This room is the cavern's well room. A large, seemingly bottomless pool of water fills the cavern's east end. The water is cool and refreshing to drink.

14D. GOBLIN SLAVE QUARTERS

The ogre's six goblin slaves dwell in this room. Six dirty pallets of straw are placed around the floor, and a dirty firepit is in the center. Well-gnawed bones and broken sticks lie about, which the goblins use as clubs if they are attacked.

Goblins (6): AC 6; HD 1-1; hp 5, 4, 4, 3, 2, 2; MV 60'(20'); #AT 1; D 1-4; Save NM; ML 7; AL C

The goblins shout and call for help if the party discovers them, and without doubt the adult ogres come running, arriving in three rounds.

14E. BEDROOM

This room is the private chamber for the bullyish ogre and his wife. A giant stone bed is at the far end; two chairs and a table, on which rests a jug of wine, complete the room's contents.

Ogres (2): AC 5; HD 4+1; hp 26, 18; MV 90'(30'); #AT 1; D 1-10; Save F 4; ML 10; AL C

On his belt, the adult male ogre carries a large key, which opens storage rooms #14F and #14G.

14F. STORAGE ROOM

The key on the ogre's belt opens this storage room. Inside are two large chests containing dried fruit and grain along the side wall, and a padlocked chest, whose key is buried in one of the fruit and grain chests. The padlocked chest contains 750 gp, 1,000 sp, and four gems worth 300 gp, 200 gp, and 50 gp.

14G. STORAGE ROOM

This storage room is also opened by the key on the ogre's belt. The room contains barrels of wine—the same cheap wine that fills the jug in room #14E.

15. SECOND CAVERN OF STEAM WEEVILS

(See map, p. 18).

This cave sits at the bottom of a 100-foot high cliff, which runs along most of the western slope of a high hill. The cave mouth

is visible halfway down the cliff, as is another cave (area #16).

This cave is another natural vent for the steam that occasionally bursts from deep underneath The Hill. As with the cave at area #16, there is a 5% chance per turn that pressure forces a blast of steam through the cave while the characters are inside. Characters have one round of warning noise before the steam erupts. Characters receive 1-6 (1d6) points of damage for each round they are exposed to the steam; the blast lasts 2-20 (2d10) rounds.

On a roll of one or two on a 1d6, a swarm of steam weevils is found inside this cave. If they are, the swarm advances and clusters around a single, randomly selected character.

Steam Weevils (1 swarm): AC 7; HD 4; hp 15; MV 60'(20'); #AT 1 burn; D 1-4; Save NM; ML 11; AL N

For a complete description of steam weevils, see New Monsters, page 31.

Several large pools of water have collected inside of this cave. The water is pure, though warm.

16. CAVERN OF THE NEANDERTHALS (See map, p. 18).

This cave is also visible halfway down the cliff.

The cave is the lair of a small tribe of Neanderthals dwelling on The Hill. Twelve of the cavemen have lived here for several years. They would like to claim all the caves along this cliff for their race, but the ogres (area #14) have been very uncooperative.

The Neanderthals cannot speak the common tongue, but they try to communicate with the characters in sign language. They are curious creatures and react to friendly gestures with goodwill.

16A. STORAGE ROOM

This room is where the Neanderthals have stored several dozen stone axes and spears, and several bins of berries and roots.

16B. COUNCIL CHAMBER

This room is the cavemen's informal council chamber; it is here the tribe awaits intruders. They are armed and suspicious, but do not fight unless attacked.

Neanderthals (12): AC 8; HD 2; hp 16, 14, 13, 13, 12, 12, 12, 10, 10, 9, 9, 8; MV 120'(40'); #AT 1; D 2-8; Save F 2; ML 7; AL L

16C, 16D, and 16E. SLEEPING CHAMBERS

These empty rooms are the sleeping chambers of the cavemen. None of them contains anything of value.

17. LARGE CLEARING

This clearing is one of the largest and most desolate on The Hill. Clumps of grass growing here are brown and scraggly. Most of the ground is simply bare, cracked dirt, and the forest surrounding it seems especially dark and foreboding.

18. GRAVEYARD

Part of this ancient burial site lies on the north end of clearing #17; the rest extends into the woods.

Bunches of thornbushes have started to grow along the north end of the clearing. You see many smooth, roughly square white stones lying among the thorns.

In centuries past, the bodies of the chaotic monks and clerics of the monastery were laid to rest here, and the blight of that evil has infected the very ground.

If the thorns are cleared from the headstones, the monuments prove too weathered to read, though signs of engraving can be detected. Of greater significance is the fact that one out of every three graves has been dug up in the last few years. Characters notice this oddity if they enter the thorny area for a close examination. The graves are 10 feet apart. For each grave the group reaches, roll a 1d6. A result of one or two indicates the grave has been excavated, and there is no sign of the body that formerly occupied it.

In the part of the graveyard lying in the woods, underbrush and roots have screened or destroyed most of the headstones. However, lurking among the bushes and trees are four ghouls. These hideous, undead monsters stalk through the bushes to get as close to the party as possible before attacking. Roll 3d6 and multiply by 10 to determine how far away the ghouls are when first sighted by the characters.

Ghouls (4): AC 6; HD 2*; hp 10, 9, 7, 6; #AT 2 claws/1 bite; D 1-3/1-3/1-3 + paralysis; Save F 2; ML 9; AL C

19. DRAGON'S ESCAPE TUNNEL

This large, vegetation-choked cave is used by a red dragon as an entrance/exit point from his dungeon lair deep under The Hill. He avoids the vegetation by flying out of the cave. The cave mouth is 30 feet wide and 20 feet high. The characters have no chance to discover this cave.

ADVENTURE IN THE RUINED MONASTERY (see map, inside cover)

The characters notice nothing unusual about this place until they cross the broken down wall at the western perimeter of the old courtyard. It then becomes obvious that, though heavily overgrown, the large rectangle was human-built.

The outer wall is almost entirely destroyed; what wall still stands is obscured by vines. Several squarish buildings and a large pool of stagnant water are visible.

The grounds inside the monastery walls are overgrown with bushes and trees, though not as extensively as is the forest outside. Trees are marked on the map of the monastery; it may be assumed the rest of the ground is passable, except for the tangled garden (area #24), where human-sized characters find it impossible to walk.

The buildings and columns of the monastery are made of granite, but characters cannot discern the stone unless they remove the covering vines, moss, and fungus. The insides of the intact buildings do not have this plant covering, however.

Doors to buildings and rooms are not locked as a rule, though they are usually stuck. A door is locked only when specially stated as such in the key to that area.

Certain creatures inhabit these ruins, and the party may encounter one or more of these denizens. Roll a 1d6 every two turns: a result of one means that one of the following types of creatures is encountered (see Table 3); roll a 1d6 again to determine which monster.



TABLE 3
WANDERING MONSTERS IN
THE RUINED MONASTERY

Die Roll	Creature Encountered
1	Rock Baboons (1-4): AC 6; HD 2; hp 10, 9, 7, 7; MV 120' (40'); #AT 1 club/1 bite; D 1-6/1-3; Save F 2; ML 8; AL N
2	Ogre (1): AC 5; HD 4+1; hp 18; MV 90' (30'); #AT 1; D 1-10; Save F 4; ML 10; AL C
3	Hobgoblins (1-6): AC 6; HD 1+1; hp 5 each; MV 90' (30'); #AT 1; D 1-6; Save F 1; ML 8; AL C; each carries spear and shortsword
4	Dire Wolf (1): AC 6; HD 4+1; hp 20; MV 150' (50'); #AT 1; D 2-8; Save F2; ML 8; AL N
5	Zombies (1-6): AC 8; HD 2; hp 12, 10, 9, 8, 7, 7; MV 120' (40'); #AT 1; D 1-8; Save F 1; ML 12; AL C
6	Giant Centipedes (1-8): AC 9; HD 1/2; hp 4,4,3,3,2,2,1, 1; MV 60' (20'); #AT 1; D poison; Save NM; ML 7; AL N

Key to areas in the ruined monastery

20. GARRISON QUARTERS

In ages past, this building quartered a small garrison of fighters who protected the monks of the monastery. The building has withstood the ravages of time fairly well, though its insides have been looted repeatedly. In the large room, which was the dining room for the guards, the long tables and benches have been overturned, and shattered pottery lies over much of the floor. The small room off the dining room was a kitchen; a few cracked pots and an oven are all that remain.

Each of the four small rooms off of the hallway on the eastern wing of the garrison quarters has a pair of well-rotted wooden beds, and other pieces of rot that might have been tables and chairs in some forgotten age.

21. HUGE POOL

This large, dark green expanse of water is rimmed by moldy, well-worn stone, which reveals still the pool's artificial origin.

The water is uncomfortably warm to the touch. The pool is fed by the same geothermal forces that yield the blasts of steam in and around The Hill. The water's depth varies from about two feet around the rim to six feet in the middle.

Along the east end of the pool is a crumbled mass of stone that was at one time

a luxurious bathhouse. No ceiling stands over these four rooms, and the walls have crumbled to only three or four feet of height. Large cracks can be seen, and many of the stone slabs that had been used as the ceiling are supported by debris. Lurking in these cracks and crevices are eight Giant Centipedes, who rush forward to attack any creatures passing the east rim of the pool.

Giant Centipedes (8): AC 9; HD 1/2; hp 4, 4, 3, 3, 2, 2, 1, 1; MV 60' (20'); #AT 1; D poison; Save NM; ML 7; AL N

22. STEAM VENT

This wide crevasse is apparently bottomless. Greenish mold and fungi grow thickly along the lip of the opening.

As is true of the other vents of The Hill, there is a 5% chance per turn that the vent erupts in a column of steam. As usual, one round before it erupts, any character standing on the rim of the vent can hear a gurgling sound. The sound gets louder throughout the round and culminates in a column of boiling steam shooting into the sky. Any character standing on the rim when the geyser erupts takes 1-6 (1d6) points of damage for each round he is engulfed in steam. The blast lasts 2-12 (2d6) rounds.

23. OLD TOMB

The double doors of this building are elaborately carved with a leering face and grotesque torso. The creature's mouth is gaping open to display row upon row of hideously pointed fangs. Two long, claw-tipped arms are carved in relief; they seem almost to be reaching out to gather in anyone standing before the doors.

This carving depicts the same pagan deity the PCs might have discovered on the old statue on The Hill (area #7). The doors it guards are locked. Once inside, the group sees a large room lined with many doors. Occupying a position opposite the door is a statue of the same creature pictured on the doors. This statue is carved in much more detail than the one on The Hill, and two gems still glitter from its eyesockets. The statue is about 12 feet tall, but its protruding belly prevents any character wearing metal armor from climbing up the statue and removing the gems, each worth 100 gp.

As soon as any character touches the statue or opens one of the doors on the perimeter of the room, 12 guardians of the tomb burst from the doors and attack. The guardians are 12 skeletons, and one comes from each door.

Skeletons (12): AC 7; HD 1; hp 8, 7, 6, 6, 5, 5, 4, 4, 3, 3, 2, 1; MV 60' (20'); #AT 1; D 1-6; Save F 1; ML 12; AL C

Each of the skeletons is armed with a short-sword and carries a shield.

The doors from which the skeletons emerge lead to 12 individual tombs, each a broad slab of stone set in the middle of an otherwise barren room. Behind the slab in room 23C is a dagger +2, visible only if a character enters the room and circles the slab.

24. TANGLED GARDEN

This garden is a tangled and thorny mass of brambles—virtually impenetrable by humans. Many types of plants have overrun each other here.

This garden once grew the many potent ingredients the monks used for brewing foul potions, or for ingesting as part of ghastly rituals. Since the monastery has been abandoned, the garden has grown wild.

The three spots marked with Xs on the map are entrances to tunnels that goblins have carved into the tangle. The tunnel entrances have been carefully masked with bushes, but they may be detected by rolling for a secret door. Behind each pile of brush lurk three goblins, waiting to ambush the party as they approach the temple door to room #31. The ambush is sprung only if the party is obviously moving toward the door, or if they begin to inspect the garden too closely.

Goblins (9): AC 6; HD 1-1; hp 7, 6, 6, 5, 4, 4, 3, 2, 1; MV 60' (20'); #AT 1; D 1-6; Save NM; ML 7; AL C

The goblins are armed with short-swords and shields. The seven hit point goblin carries a shield +1 (AC 5).

25. INITIATES' BARRACKS

This long room contains the rotted remains of many wooden bunks. The room once housed 60 of the monks striving to become worthy of the monastic order.

26. DINING HALL

This room holds rows of long tables and benches, covered by a sickening greenish-yellow mold.

The mold is harmless.

27. SECOND INITIATES' BARRACKS

This room is in the same condition as room #25. The only difference is that it contains the remains of only 20 bunks.

ADVENTURE IN THE RUINED MONASTERY

28. MONASTERY KITCHEN

A shattered oven and much broken pottery lies about the room. In the southeast corner of the room is a large pile of what appears to be garbage. Atop this pile are two giant rats, squeaking loudly upon hearing the door to the room open.

In two rounds, eight more rats charge into the room through a small hole in the kitchen wall that leads to the forest outside the monastery.

Giant Rats (10): AC 7; HD 1 1/2; hp 4, 4, 3, 3, 3, 2, 2, 2, 1, 1; MV 120' (40'); 1 bite; D 1-3 + disease; Save F 1; ML 8; AL N

The rats have been using the kitchen as a lair, storing their pile of apparent garbage here. Most of the pile consists of tattered pieces of leather, old bones, and many shiny pebbles, but characters willing to dig through the filth can find a few valuable items: three gems (60 gp, 40 gp, and 30 gp), 7 gp, 12 sp, 2 pp, and an arrow +2.

29. MONASTIC LIBRARY

The walls of this chamber are lined with debris-laden shelves. In the center of the floor is a large pile of garbage.

The library was a storehouse of books and papers—information gathered by the monks over many centuries. Now the paper and leather has crumbled; even the tables and chairs have rotted and decayed. The garbage pile was once more than 100 books of ancient lore. Apparently, the rats have been using it as a bed. No rats are currently in the room, and nothing of value is hidden in the pile.

On a shelf at the end of the room (opposite side from the door), however, hidden beneath tattered works of literature, is an ivory tube, worth 50 gp. The tube can only be discovered through close examination of the shelves. A screwed-in cap may be removed easily from the tube to reveal a well-preserved piece of parchment. Upon removal, any cleric recognizes the parchment as a clerical scroll. It contains the following spells:

First Level: *cure light wounds* (x2);
detect magic
Second Level: *bleed*

30. GARDEN OF THE FOUNTAIN

No roof blocks the sun's rays from this part of the monastery, where the atmosphere is peaceful and quiet. Around the perimeter of this restful spot, placed in an orderly fashion, are nine large birch trees. The ground is covered by a thick cushion of grass and flowers. In the center is a pool

at whose south end a fountain splashes into a shallow bowl. From a spout in the bowl, the water flows back to the long pool. The water is cool and crystal-clear. The stones lining the sides and bottom of the pool are glistening white, and reflections of the birch leaves dance in the shimmering surface.

This garden was a place of great sacredness to the monastery's original inhabitants. As part of his rite of initiation, each monk would be allowed to take a drink from the fountain. He would then be judged according to the effects the water had upon him. The magical properties of the fountain still exist, and characters wishing to drink from it may benefit or suffer from its effects. A *detect magic* spell can identify a strong aura of enchantment from the water in the shallow bowl. The water in the pool, however, is quite mundane; even though it flows from the fountain, somehow its enchantment vanishes before the water drops into the pool.

If a character takes a drink from the fountain, calculate the effects by rolling 1d8 and comparing the result to Table 4 (see below). Each character may gain only one effect from the water; any further drinks are simply thirst-quenching.

All effects take place immediately; they are permanent (except #3). Note that if a character's constitution or dexterity is changed, adjustments may need to be made to hit points or armor class.

If the characters wish to rest in the garden, or even spend the night here, they encounter no wandering monsters.

TABLE 4
THE MAGIC FOUNTAIN

Die Roll	Effect of Drink
1	Character subtracts one from all ability scores.
2	Character loses one hit point. Subtract this hit point from the character's total: the loss is not a wound!
3	Character is paralyzed for 2-20 (2d10) hours.
4	Character gains two hit points
5	Character adds one to prime requisite score.
6	Character adds two to dexterity score.
7	Character adds two each to strength and scores.
8	Character adds one to each ability score.

31. ANCIENT SANCTUARY

The door to this huge chamber bears the same leering visage that was found on the door of the tomb and on the statue on The Hill.

In this room, five giant statues of a long-forgotten pagan god support the 20-foot high ceiling with their heads. The floor is smooth stone and very clean.

The two secret doors leading out of this chamber may be discovered with the normal rolls. Each of them can be opened by a simple push.

32. EMPTY ROOM

The door to this chamber is stuck and must be smashed open. Smashing the door open yields a 20% chance that ogres in room #33 hear the disturbance and come to investigate.

Wooden and leather debris litters this chamber; a thick layer of dust covers the floor and all the room's contents.

33. OGRE GUARDROOM

This room is inhabited by a pair of the ugliest and meanest ogres to ever walk The Hill. They spend most of their time drinking and gambling, so there is a 50% chance that characters who stop to listen can hear their raucous bellows and heated arguments. The door to their room is locked, and the key hangs on the belt of the largest ogre.

Ogres (2): AC 5; HD 4+1; hp 21, 19; MV 90'(30'); #AT 1 club; D 1-10; Save F 4; ML 10; AL C

When discovered, the ogres are seated at a large table in the middle of the room. (It may be, of course, that they heard the party enter room #32 and went to investigate.) Because they are concentrating on rolling knucklebones (crude, bone dice) on the table before them, add one to their chance of being surprised (i.e., they are surprised if you roll one, two, or three on 1d6).

The ogres fight savagely, but if they fail a morale check, the surviving ogres surrender.

Three sturdy wooden beds are placed along the north wall of the room; a jumble of old bones—some of which look disturbingly human—are piled against the south wall, and a solid bar holds a door on the west wall firmly shut. The large table, three chairs, and an old trunk are the only other objects in the room.

Scattered about the top of the table, among the knucklebones and spilled wine-glasses, are 35 gp, 81 ep, and 124 sp. The trunk is locked; the key is on a ring on the



largest ogre's belt. The keys to rooms #33 and #34 are also on this ring. Inside the trunk are five huge jugs of wine, a sack holding 400 gp and 1,000 sp, and a dirty leather sack that is actually a *bag of holding*.

34. PRISON OF THE NEANDERTHALS

The door to this room is barred on the outside and locked. If it is opened, four male Neanderthals within are crouching belligerently, as if prepared to fight with their bare hands. They are quite surprised if any creatures other than ogres open the door, and wait to see what develops before attacking.

Neanderthals (4): AC 8; HD 2; hp 9 each; MV 120' (40'); #AT 1; D 2-8; Save F 2; ML 7; AL L.

These cavemen have been captured by ogres in one of the frequent skirmishes between these bands of mortal enemies. The peaceful Neanderthals have been trying to settle on The Hill for several years, but the ogres' depredations during have made this difficult.

Since these four Neanderthals were captured but a week ago, and since they doubtless would not have survived long in the

hands of ogres, they are grateful to anyone who frees them. Although they will not understand the PCs' language, they try to communicate that they consider the party to be valuable friends (assuming the party doesn't attack them, that is!). If the party successfully rescues these prisoners, all of the Neanderthals on The Hill are grateful, offering aid to the party whenever an opportunity presents itself.

35. HOBGOBLIN SUPPLY ROOM

The door to this room is locked; the hobgoblin leader in room #38 carries the key. The lock may be picked or the door smashed if the characters wish to gain access.

This room contains a collection of supplies that look sufficient for a small army. Six bins, a dozen barrels, two crates, and three racks are crammed into the large chamber.

The bins contain many bushels of dried beans, grain, and fruit. The barrels hold the same cheap wine that the ogres in room #33 were drinking. The racks hold an array of weapons, including 20 shortswords, 25 swords, 30 spears, 10 crossbows, and 200 quarrels. Each of the crates holds two dozen suits of leather armor, and 40 shields hang on the walls of the room. All of the weapons and armor are of a size that humans could use; there is nothing to suggest that it is hobgoblins who are collecting and preparing to use these supplies.

In truth, this room is a major collection point for the supplies the hobgoblins are gathering for a planned assault on Guido's Fort. Since the destruction of this trove would be a considerable setback to the attack plans, consider awarding the PCs 200 experience points if they successfully destroy the contents of the room. They can do so by burning the supplies, but in this case the hallway outside fills with smoke two turns after the fire is lit, and cannot be occupied for the next 12 turns. Smoke spreads through the entire corridor, right up to the doors to rooms #32 and #33, but it does not penetrate into any rooms whose doors are closed.

Note that the experience point bonus is appropriate only if the characters take the initiative to destroy the supplies. It's important you not give the party any suggestion to do so. Even a question such as: "What are you going to do with this stuff?" might be too suggestive.

36. ABANDONED CHAMBER

Except for a thick layer of dust on the floor, this chamber appears totally empty.

37. ANCIENT PAGAN ALTAR

This room is dominated by the familiar image of the leering pagan god, as usual carved from a block of granite. The gems that occupied its eyesockets have already been plundered. Before this statue is a shallow stone pit, about 6 feet long, 3 feet wide, and 1 foot deep.

The bloody cult of monks who once inhabited the monastery used the pit for human sacrifice.

38. HOBGOBLIN GARRISON

Three hobgoblins and two goblins are greedily feasting on a shank of meat at a dirty table. Their weapons are close at hand and they leap quickly to defend the room.

This chamber serves as a guardroom and line of defense to prevent unwelcome intruders from discovering the entrance to the dungeon below the monastery. Six hobgoblins and six goblins are on duty here, protecting the approach to their lair and hideout. Four of the hobgoblins and four of the goblins are sleeping when the party discovers this room; the sleeping monsters require two rounds to arm and prepare for battle.

Hobgoblins (6): AC 6; HD 1+1; hp 9, 8, 6, 6, 5, 4; MV 90' (30'); #AT 1; D 1-8; Save F 1; ML 8; AL C.

Goblins (6): AC 6; HD 1-1; hp 7, 6, 5, 4, 3, 2; MV 60' (20'); #AT 1; D 1-6; Save NM; ML 7; AL C.

The nine point hobgoblin carries a *shield +1* (AC 5); his morale is 9 (instead of 8), and as long as he is alive to spur the others on, all of the hobgoblins and goblins also have morale 9.

The room has plain wooden bunks along each wall; in the center are a table and two benches. Each of the hobgoblins has a belt pouch containing 1d10 gp and 2d12 sp. The goblins also have belt pouches, but they hold only 2d6 sp apiece. The nine point hobgoblin carries the keys to the supply room (room #35) and the access room (room #39) on a ring on his belt.

39. DUNGEON ACCESS ROOM

This small room contains only a stone stairway leading downward into darkness. Characters who have infravision may stand at the top of the stairs and look down, but all they see is that the stairway continues for more than 60 feet. The stairs lead to the dungeon below the monastery.

ADVENTURE IN DUNGEON LEVEL I (see map, next page).

This level of the dungeon is the stronghold of the goblins and hobgoblins preparing an army. Although the troops have not been assembled yet, there are enough goblins, hobgoblins, and their large cousins the bugbears here to keep the characters on their toes!

Since these humanoids dominate this level of the dungeon, few other monsters are found. Check for wandering monsters in the normal way; if an encounter is indicated, roll a 1d6 and compare the result to the table below.

Any monster encountered automatically attacks the party, fighting until either the PCs are defeated, all the monsters are dead, or the monsters fail a morale check. In the latter case, any surviving creatures flee toward room #66 to alert the hobgoblin king.

**TABLE 5
WANDERING MONSTERS
IN DUNGEON LEVEL I**

Die Roll	Creature Encountered
1-2	Bugbears (1-3): AC 5; HD 3+1; hp 16, 14, 13; MV 90' (30'); #AT 1; D 2-8; Save F3; ML 9; AL C
3-4	Goblins (2-8): AC 6; HD 1-1; hp 7, 6, 5, 5, 4, 3, 2, 1; MV 60' (20'); #AT 1; D 1-6; Save NM; ML 7; AL C
5-6	Hobgoblins (1-4): AC 6; HD 1+1; hp 8, 6, 6, 5; MV 90' (30'); #AT 1; D 1-8; Save F1; ML 8; AL C

Key to areas in dungeon level I

40. BUGBEARS' SITTING ROOM

In this dirty, vile-smelling chamber, a smoky fire is dying in a large fireplace, and a kettle holding some greenish-black stew simmers over the coals. Three large wooden benches, two chairs, and a table fill the room. On the table is a large jug and three wine-stained goblets, two of which are tipped over next to a sticky pool of wine. The goblets are crusted with dried wine and dirt.

The wine goblets are made of silver, discernible only if a character wipes the surface clean. Each goblet is worth 30 gp.

41. EMPTY CELL

This room is empty except for a pair of wooden bunks.

At one time, this cell held a pair of dwarves that bugbears were fattening for a sinister purpose. The secret door on the side end of the room is simply a block of stone the dwarves removed to tunnel to freedom some years ago. The bugbears don't know how the dwarves got out. If the bugbears take any of the characters prisoner, the bugbears place at least two of the characters in this cell.

42. BUGBEARS' QUARTERS

The door to this chamber is locked; three bugbears reside within. They have just finished a tiring shift of bullying goblins, so all three are sound asleep.

If the characters can pick the lock, or smash the door on the first try, they automatically gain initiative. If they hit the door once without breaking it open, however, the bugbears are armed and waiting for them on the next round.

Bugbears (3): AC 5; HD 3+1; hp 15, 13, 10; MV 90' (30'); #AT 1; D 1-8 +1 or 1-8 +2; Save F 3; ML 9; AL C

One of the bugbears carries a *battle axe* +1; the other two carry swords.

The room contains six large beds, a table on which lie three empty bowls, and an old but sturdy chest. On three of the beds lie three large, apparently sleeping creatures.

The key to the chest and the key to this room are on a thong around the neck of the 15 hit point bugbear. Inside the chest is a suit of leather armor; a short sword; a bow, quiver, and 16 arrows; a sack containing 120 sp, 30 ep, and 50 gp; and a backpack containing a coil of rope, two flasks of oil, and a set of thieves' lock-picking tools.

43. PRISON CELL

In this dingy chamber is found one hapless thief, captured by the bugbears on the outskirts of Guido's Fort three weeks earlier. He used to own most of the equipment found in the bugbears' chest (room #42).

Cullen DeFilch: AC 7; T 2; hp 7; #AT 1; D by weapon; Save T 2; ML 9; AL N; S 10; I 8; W 13; D 16; C 9; CH 10

If the characters release Cullen from his prison, he is most grateful, happy to join the party for the duration of the adventure. He does not ask for a share of the loot, claiming that his freedom is reward enough. If, however, he should be left alone with a bag of jewels for example, there is no guarantee that the bag remains as full as it was to begin with...

If the characters are not interested in the services of another thief, Cullen doesn't try to change their minds. He asks if the party has seen any sign of his equipment, and if they have he asks to have it returned. He does not become hostile, however, feeling his position to be too precarious to risk antagonizing his rescuers. He simply leaves and tries to make his way back to Guido's Fort if he is not invited to join the party.

44. SUBTERRANEAN STREAM

This natural cavern is blocked by a solid wooden door—watertight but unlocked.

A shallow stream runs through this room, falling from a spout in the ceiling, running through a trench in the cavern floor, and rushing out through an opening in the floor. The stream is about eight feet wide and one foot deep.

Lurking in the shadows where the stream disappears through the floor are three giant centipedes. As soon as they catch sight of intruders in the room, they rush forward to attack.

Giant Centipedes (3): AC 9; HD 1/2; hp 3, 2, 2; MV 60' (20'); #AT 1; D poison; Save NM; ML 7; AL N

Although the level of the stream is low now, stains on the walls indicate that it often fills the room to a depth of three or four feet. The spout in the ceiling is only one foot in diameter, and the stream disappears through a four-foot diameter hole in the floor. The hole in the floor drops through 60 feet of a winding, narrow shaft, before entering a large cavern totally filled with water.

If any characters are foolish enough to drop into this shaft, roll 3d6 to see how much damage they take before they enter the flooded chamber. If they are still alive, they certainly drown there.

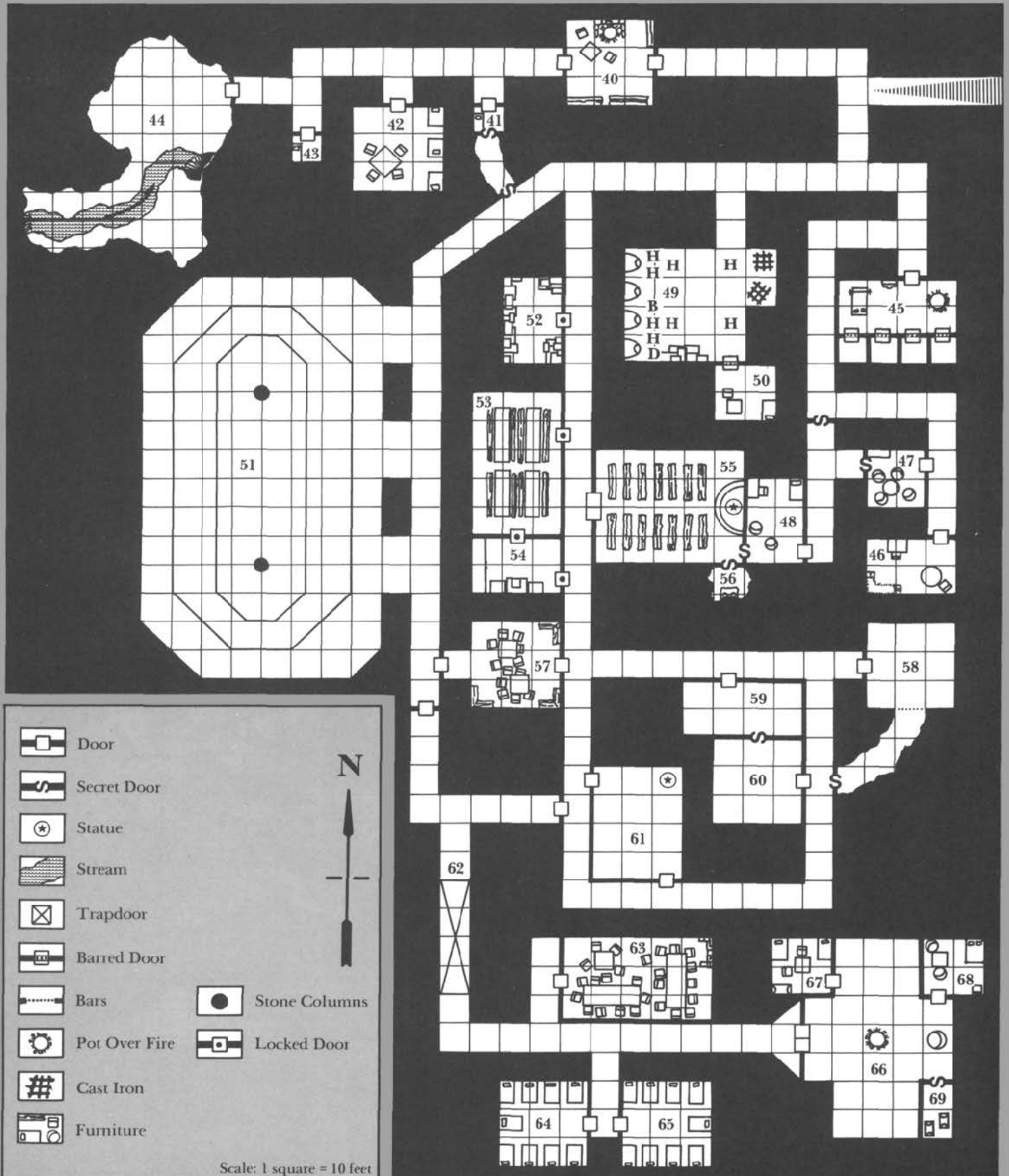
45. TORTURE CHAMBER

A torture rack, an iron maiden, and a huge pot of bubbling oil all give good indication of this room's purpose. Feeding the fire beneath the oil are two goblins.

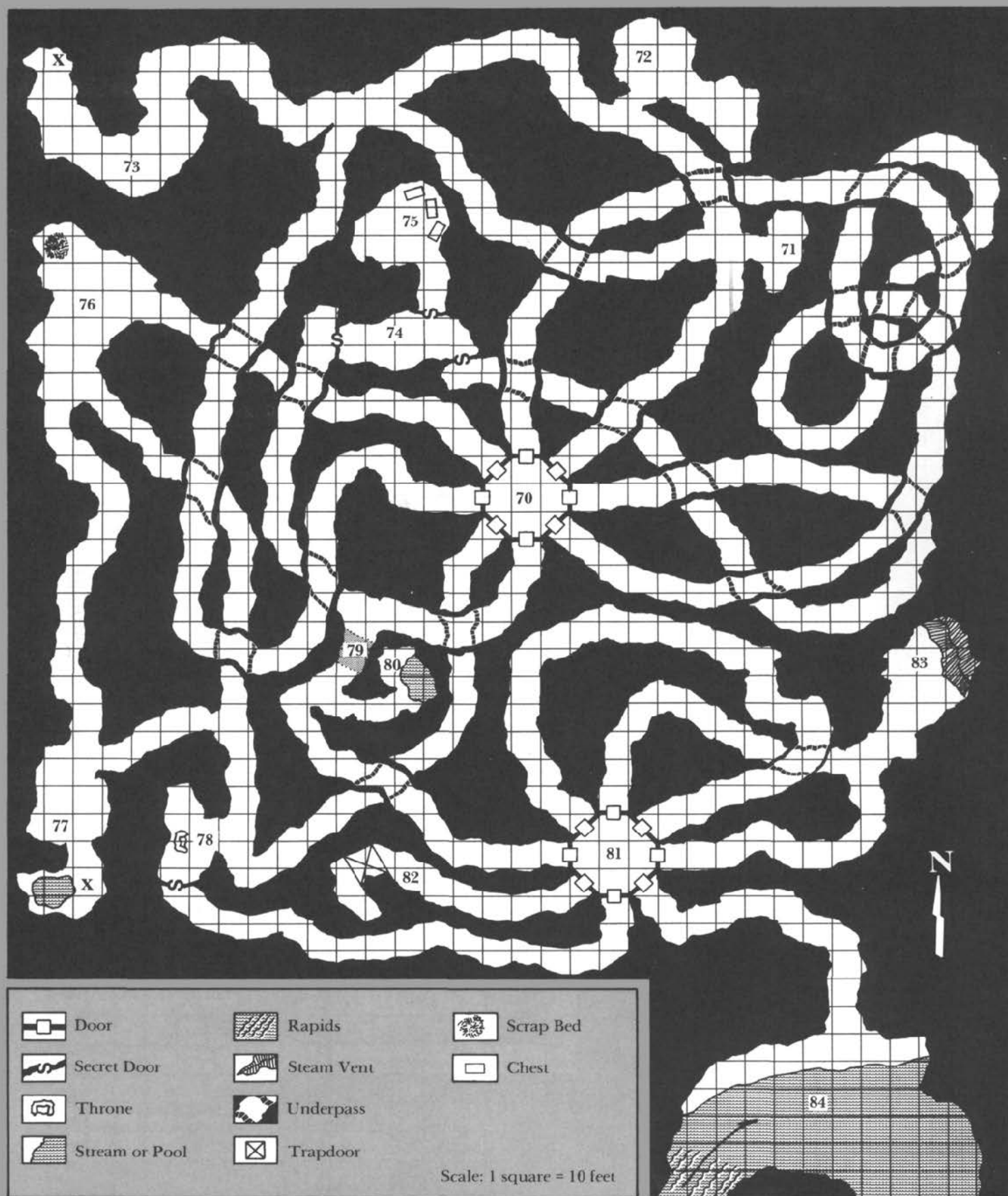
Goblins (2): AC 6; HD 1-1; hp 4, 3; MV 60' (20'); #AT 1; D 1-6; Save NM; ML 7; AL C

Along the southern wall of the room are four cells, each with a metal door. Each door has a barred window, presumably to let prisoners watch the "entertainment." Mercifully, all of the cells are empty of living creatures, although a moldering skeleton lies on the

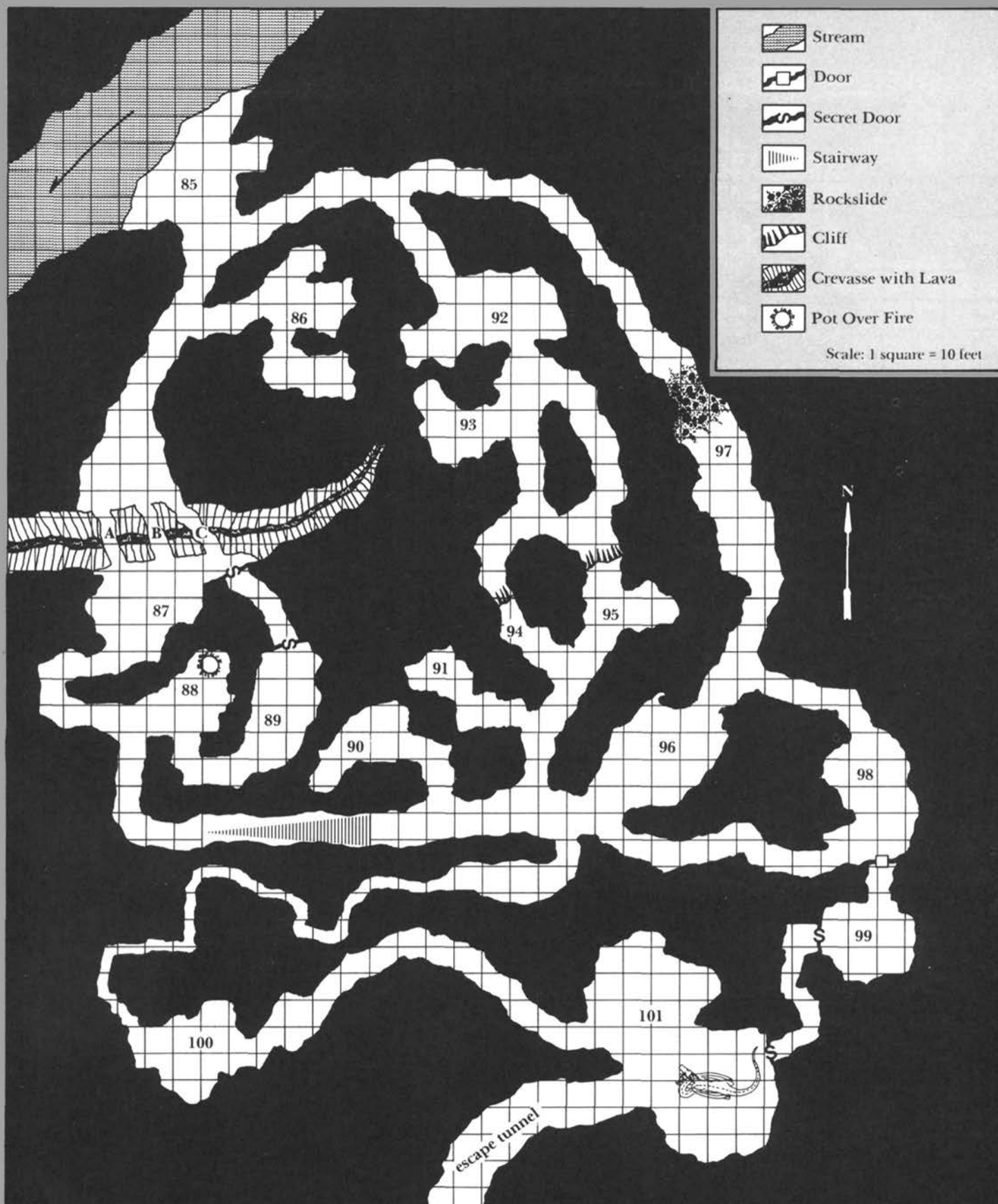
MAP OF DUNGEON LEVEL I



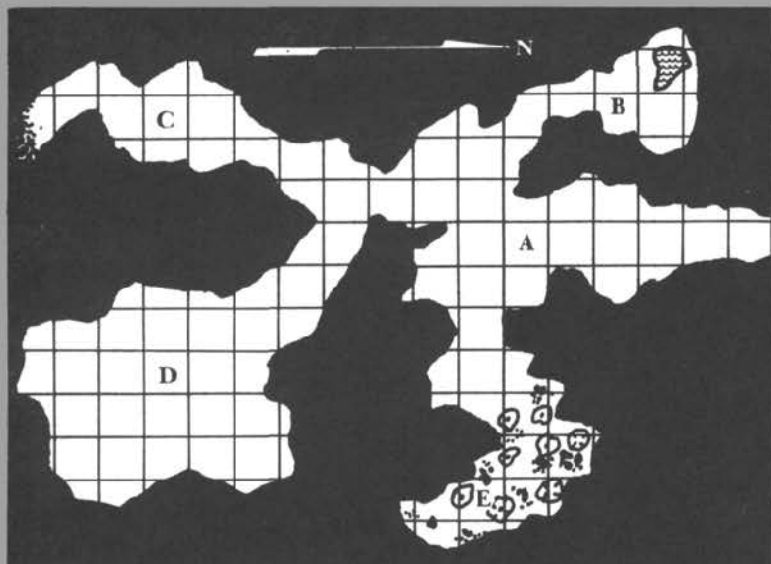
MAP OF DUNGEON LEVEL II



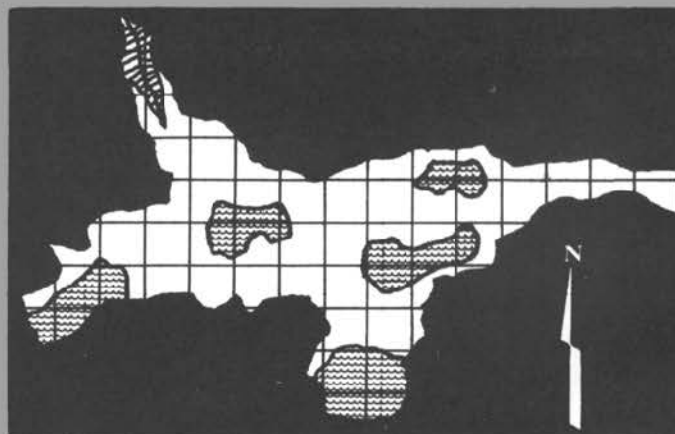
MAP OF DUNGEON LEVEL III



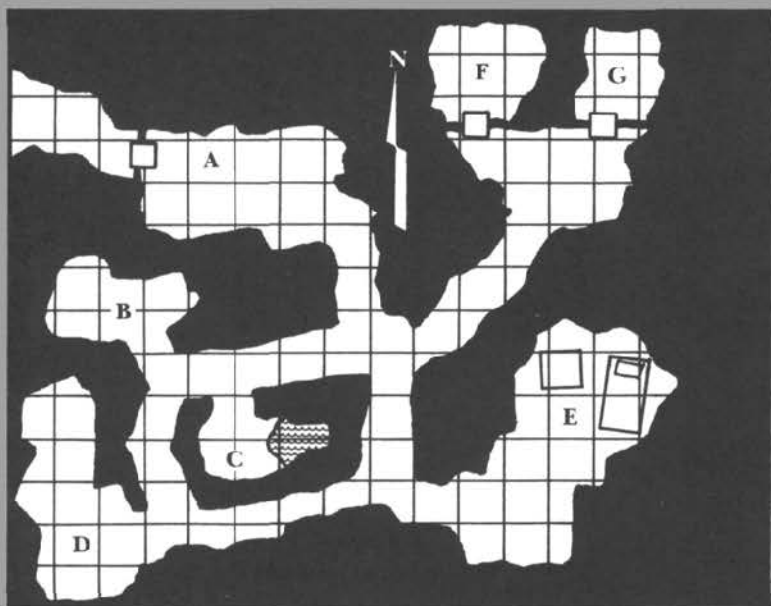
MAPS OF CAVES



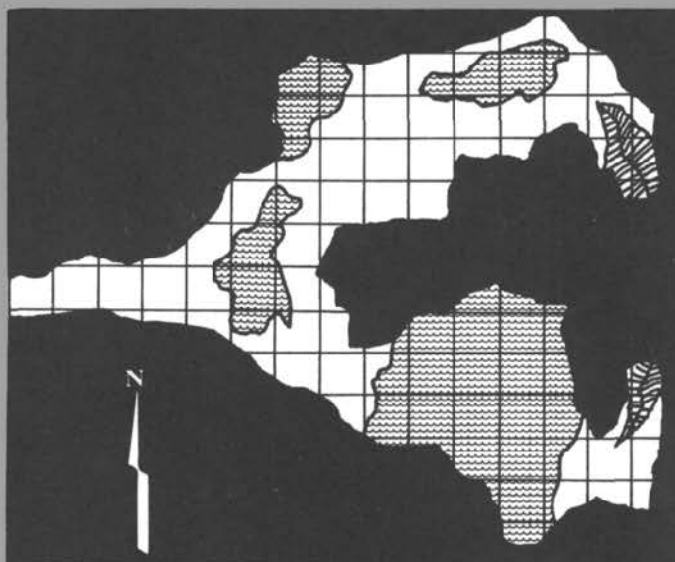
Cavern of the Bats (area #8)



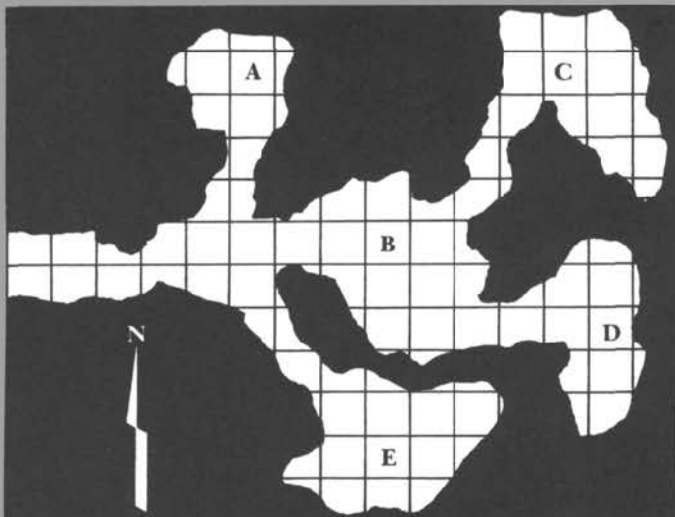
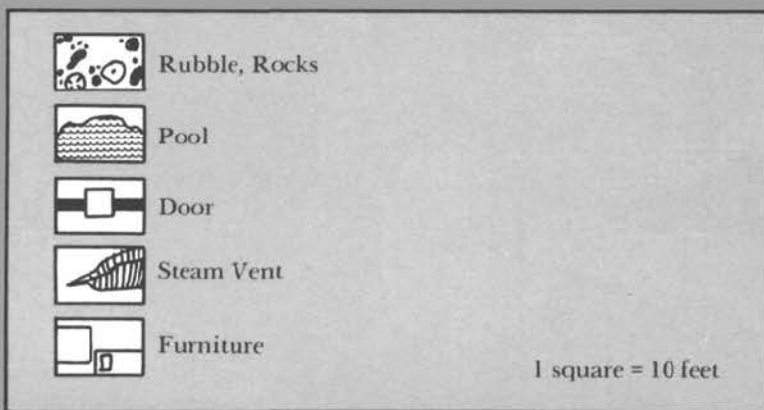
First Cavern of the Steam Weevils (area #10)



Cavern of the Ogres (area #14)



Second Cavern of the Steam Weevils (area #15)



Cavern of the Neanderthals (area #16)

bed in the far east cell. A ring bearing a large iron key hangs on the wall of the chamber. An examination shows that the key opens all four cell doors.

46. CLERIC'S OFFICE

The door to this chamber is locked.

In this room a polished circular table, a fur-lined bench, a desk, and a chair give the room a civilized look. An elaborate candelabra, made out of silver and worth 50 gp, rests on the table. On the desk is a miniature statue of the same god whose likeness is found throughout the ruined monastery. This statuette has been carved from pumice (hardened lava).

The desk has two drawers in it. The top drawer opens easily, and contains an inkwell, several quill pens, and a dozen blank sheets of parchment. The second drawer is locked and trapped with a poisoned needle. Any character picking the lock without removing the trap is pricked by the needle and must save vs. poison or die. The small amount of poison on the needle allows the character a +3 to his or her saving throw, however.

In the locked drawer is a small pouch containing seven gems worth 20 gp each and a rolled up parchment. If examined by a cleric, the parchment is recognized as a cleri-

cal scroll on which is written a *cure light wounds* spell.

47. CLERIC'S SITTING ROOM

The hall door leading to this room is locked, although the secret door on the west wall of the room pushes open easily.

The floor of this room is padded by several huge bearskins, and four soft chairs surround a low table. On the walls are niches for two dozen candles, and a shelf holding four crystal goblets and two bottles of wine.

The goblets are worth 50 gp each, and the wine, 80 gp per bottle. Both the goblets and the wine bottles are fragile, however, and there is a 20% chance they break each time any character carrying them is involved in a violent situation (combat or fall, for example).

48. CLERIC'S CHAMBER

The door to this room is not locked. (Its inhabitant—the foul cleric Moray Vaco—feels quite secure behind his many secret doors.)

A table, bed, and several chairs are visible in this room. Seated at the table, a hunched and scrawny figure is apparently writing on a sheet of parchment.

Moray Vaco: AC 2; C 3; hp 12; #AT 1; D 2-7; Save C 3; AL C; S 12; I 10; W 16; D 12; C 9; CH 6; +2 to saving throws (wisdom adjustment)

Spells: First Level: *protection from evil*, *detect magic*

Moray uses a *mace +1* in combat. His mace is always at his side, and he is always wearing his plate mail armor. If discovered in his room, Moray fights to the death.

This human cleric is a degenerate and filthy individual of thoroughly chaotic alignment. He has stayed so long with the goblins he has even begun to resemble them: his skin has taken on a gray hue, and he has filed his teeth to points.

Moray Vaco is one of the last survivors of the black-hearted cult that founded the monastery centuries ago. Lacking human followers, he has gathered a congregation of evil monsters. He provides the monsters "spiritual guidance" and "moral leadership," and they provide him protection, food, and an occasional prisoner to be sacrificed to Moray's iniquitous deity.

The parchment on Moray's desk is covered with foul chants in an ancient tongue. Hidden beneath his bed is a long, locked box containing 120 sp, 40 ep, 30 gp, an *elven cloak*, and a bottle filled with a potion of *invisibility*. The key to this box, the keys to rooms #46 and #47, and the key to the locked desk drawer in room #46 are on a ring on Moray's belt.

49. METAL FORGING SHOP

Four huge furnace fires burn along the west wall of this large room. The air is sooty and smoky. The fires are heating various pieces of metal, which are being forged into swordblades and spearheads. Working in this forge are eight hobgoblins, one bugbear, and a very dirty dwarf, imprisoned by a ball and chain attached to his ankle.

Bugbear (1): AC 5; HD 3+1; hp 16; MV 90'(30'); #AT 1; D 2-8; Save F 3; ML 9; AL C

Hobgoblins (8): AC 6; HD 1+1; hp 9, 8, 7, 6, 5, 4, 3, 2; MV 90'(30'); #AT 1; D 1-6; Save F 1; ML 8; AL C

Gareth Ironhand: AC 7; D 2; hp 13; #AT 1; D 2-7; Save D 2; AL L; S 13; I 10; W 9; D 12; C 16; CH 8

The bugbear carries a large club, the hobgoblins wear shortswords, and the dwarf wears a leather apron and carries a larger hammer.



ADVENTURE IN DUNGEON LEVEL I

The bugbear oversees the operation of the foundry, cursing and bellowing at the hobgoblins and dwarf. The hobgoblins are tending the fires (one per fire) and carrying ingots of iron from the pile next to the east wall. Two are next to the pile of ingots, and two are next to the northernmost fire. The dwarf is hammering at a swordblade at the southernmost fire. The positions of all these creatures are marked on the dungeon map as follows: D = dwarf; B = bugbear; and H = hobgoblin.

When the characters enter this room, the bugbear and hobgoblins immediately drop what they are doing and attack. The dwarf does the same, as soon as he catches sight of the party, but he directs his attacks toward the monsters. He throws his hammer at the bugbear (for 1-6 (1d6) points of damage) and snatches up a second hammer with which to beat the nearest hobgoblin (for 1-7 (1d6+1) points of damage—strength bonus).

The foundry is being used to manufacture weapons for the army now being recruited. The dwarf has been a prisoner for nearly a year, his skill as a smith has kept the hobgoblins from killing him. Given the chance, he fights savagely for his freedom, and offers to join the party or the rest of the adventure if they so desire. Assuming that the PCs are victorious in this battle and that they free the dwarf, he takes a shield from one of the dead hobgoblins (becoming AC 6), but his hammer remains his weapon of preference.

In addition to the fireplaces, the forge room contains two large piles of iron bars, a pile of firewood, a smaller pile of coal, and a rack of metalworking tools (tongs, hammers, anvils, prybars).

50. DWARF'S CELL

This cell, at the far south side of the forge room is where the dwarf has been kept. It contains a simple bed, table, and a chair.

51. GOBLIN ARENA

Torches placed on the walls at frequent intervals light this huge chamber. Two massive stone columns rise from the arena floor to support the roof. The arena floor is 10 feet below the level of the hallway. Lying in a circle in the center of the arena, and hardly recognizable from the upper deck, are four bodies.

If the characters approach for a closer look, they see that all of the bodies have been pierced by many arrows, but they have not been dead for long. As the characters approach, two shadowy forms advance from behind one of the columns to stand by the

bodies and growl menacingly at the PCs. These are two wolves trained as war dogs.

Wolves (2): AC 7; HD 2+2; hp 12, 11; MV 180' (60'); #AT 1; D 1-6; Save F 1; ML 8; AL N

The dogs were trained by the party of adventurers now lying dead upon arena floor. The canines are very loyal creatures, remaining here to guard their masters. The dogs look scrawny and underfed.

Certainly, the PCs can attack the dogs if they want, but the dogs do not attack the characters unless one of them actually touches one of the dead bodies. If the party advances to the corpses, the dogs growl and bristle, but slowly back away as long as the characters remain calm and do not disturb the bodies. If a character speaks to the dogs in a calm voice and offers them food, they both eat hungrily. From that moment on, they regard the person who fed them as their master or mistress, even to the point of letting that individual examine the bodies of their former masters.

From weapons, armor, and clothing, examination reveals the four bodies to have been two fighters, a thief, and a magic-user. Each fighter wore plate mail armor and carried swords, longbows, and 2d10 arrows. The thief wore leather armor and was armed with a *shortsword* +1 and a dagger. The magic-user was unarmed, though a *ring of protection* +1 encircles his little finger. None of them carried any monetary treasure.

The dogs have been trained to obey the following commands: "kill," which causes them to attack ferociously, gaining +1 to all damage rolls; "stay," which causes them to remain in place for at 1d4x6 turns if not countermanded; "fetch," which causes them to advance and pick up an object, without harming it; "guard," which causes them to eye a creature suspiciously, without harming it unless it moves (if it moves, the dogs respond in the same way as if told to "kill"); and "stop," which negates the "kill" and "fetch" commands. The dogs also act on their own initiative to warn of impending danger.

52. SUPPLY ROOM

The door to this room is locked; the hobgoblin king in room #66 keeps the key. If characters succeed in picking the lock or smashing the door, they find provisions within to support a good-sized army for several months.

Bales and boxes line the entire perimeter of this room, except for the space in front of the door.

Moving clockwise around the room, the boxes and bales contain: cured leather in

four by four foot pieces; grain from corn, wheat, and oats; salt; dried beans; nails; thousands of arrowheads; thousands of fresh torches; 20 coils of rope, 100 feet to each coil; 200 woolen cloaks; 800 iron spikes; 200 backpacks; 50 wooden poles, each 10 feet long; and 100 small sacks.

This trove is obviously valuable to the hobgoblins, so it is recommended that the characters receive bonus experience points if they manage to destroy it. Consider awarding 400 points if the destruction is total; scale the number down for less effective sabotage.

53. DINING HALL

The doors to room #53 are locked.

In this large room, four long tables, each bracketed by a pair of benches, easily identify the room's purpose. Two of the tables are covered with dirty bowls and spilled wine, as if a meal had been eaten recently.

If the characters enter this room before they enter the kitchen (room #54), then one round after the characters enter this room, the door to room #54 swings open; two very small goblins carrying large, empty trays stroll in. They squeak with fright at the sight of the intruders and rush back from whence they came to alert two other goblins in room #54; all four then rush into the hall to alert the guards in rooms #57. The guards appear in three rounds. If the characters have already been to room #54, the goblins will already have alerted the guards.

Goblins (4): AC 6; HD 1-1; hp 2, 2, 1, 1; MV 60' (20'); No attacks or damage; Save NM; ML 7; AL C

54. KITCHEN

The door to the kitchen is locked.

This room contains a large oven, two cookstoves, and a pantry filled with dried beans, grain, some stale bread, and 50 cheap ceramic bowls.

If the characters come into this room before they enter the dining hall (room #53), four goblins run out of the kitchen, through the dining hall, and into the hallway. From here, the goblins will rush to alert the guards. The guards will appear in eight rounds.

55. PAGAN TEMPLE

The double doors to this chamber are unlocked and swing open easily. Any lawful cleric entering this room feels chills run down his or her spine. This effect may be unsettling, but it is harmless.

In this room, seven sets of bare wooden benches face a raised dais, upon which sits the likeness of the same hideous god encountered several other times. This statue is carved from pumice, rather than the granite.

Two glittering gems adorn the eyesockets of this statue. Each is a fist-sized stone worth 300 gp, but they are set very firmly. Any character not wearing metal armor can scramble up the statue to pry the gems loose, but it takes 2d6+2 rounds to remove each one. Only one character at a time may try to loosen the gems.

Each gem is hooked to an elaborate trap, which is sprung unless removed by a thief. Note that each gem's trap must be removed individually. If a trap is sprung, the statue's mouth drops open and four robber flies buzz angrily into the room. They attack the characters randomly, although one is certain to go after the character stealing the gems.

Robber Flies (4): AC 6; HD 2; hp 10, 8, 8, 6; MV 180'(60'); #AT 1; D 1-8; Save F1; ML 8; AL N

56. SMALL SECRET CHAMBER

This small chamber contains only a ladder disappearing through a hole in the floor.

If the characters climb down the ladder, they see a small tunnel (three feet wide and five feet high) leading due north for 30 feet. A strong smell of carrion hangs in the air. At the end of the corridor is the cage in which the robber flies were kept. A simple calculation shows it is directly under the statue in room #55. If the statue's traps have been sprung, the cage is empty except for a rotting piece of unidentifiable meat.

57. READY ROOM

The doors to this room are unlocked.

A group of goblins and hobgoblins are seated around two tables and three wooden benches. A few coins are scattered about the tabletops.

The room is a place for a complement of goblin and hobgoblin guards to wait while they are "on call." The guards are fully armed and armored, and respond quickly to any threat to their stronghold.

Hobgoblins (4): AC 6; HD 1+1; hp 9, 7, 6, 5; MV 90'(30'); #AT 1; D 1-8; Save F 1; ML 8; AL C

Goblins (4): AC 6; HD 1-1; hp 6, 5, 5, 3; MV 60'(20'); #AT 1; D 1-6; Save NM; ML 7; AL C

If the party attacks, one of the hobgoblins tries to slip out the back door to alert the hobgoblins in room #65. The other guards fight a delaying action until reinforcements arrive. It takes five rounds for the hobgoblins to arm themselves and run to the fight.

The coins on the tables include 13 gp and 25 sp on one table and 24 gp and 51 sp on the other.

and 25 sp on one table and 24 gp and 51 sp on the other.

58. AVIARY

This room is actually a giant birdcage. Having heard the door open, a flock of brightly colored birds have taken to the air from a number of perches. They utter piercing shrieks as they zoom toward you.

The hobgoblin king has captured a flock of deadly piranha birds, and keeps them here, feeding them only rarely. They are half-starved and ravenously attack any creature so unfortunate as to have opened the door to the room.

Piranha Birds (8): AC 6; HD 1/2; hp 4, 4, 3, 3, 2, 2, 1, 1; MV 180'(60') flying; #AT 1; D 1-4; Save NM; ML 8; AL N

For a complete description of piranha birds, see New Monsters, page 31.

On the south wall of the room are a series of closely-spaced bars that block the opening to a secret door. It is from here the piranha birds are fed. A small gate in the bars may be opened to allow access to the cage, but it is too small for a character—even a halfling—to pass through.

59. BATTLE ROOM

This room is void of furniture. The bodies of two humans who obviously died violently are sprawled across the floor. One is wearing plate mail and carries a shield and a sword whose blade is broken; the tip of the sword lies across the room from the body. Strapped to his back is a quiver holding a dozen arrows and a longbow. The other dead human is wearing deeply gashed, leather armor. A short-sword lies on the floor near his body.

The longbow is actually a *longbow +1*. Both corpses show signs of mutilation, having been partially devoured by a thoul in room #60. In fact, for every turn the party spends in room #59, there is one chance in four the thoul comes into the room from the secret door connecting rooms #59 and #60. If the thoul charges in, both the PCs and the thoul should check for surprise. Chances are one in two that if the thoul comes through the



secret door, he trips over a third corpse: the invisible body of a dead magic-user lying directly in front of the secret door.

The dead magic-user is invisible because of a *ring of protection* he wears. The body can only be discovered by using a *detect magic* spell or by stumbling into it. If the party searches the room, chances are one in five per character that someone stumbles into the body. If a character states he or she is searching the room's east wall for secret doors, the character is sure to stumble over the corpse. The magic-user's body has no value save the magical ring.

60. LAIR OF THE THOUL

A lone hobgoblin appears to be the only occupant of this otherwise empty room. He is squatting in a corner gnawing an old bone.

The hobgoblin is actually a thoul.

Thoul (1): AC 6; HD 3**; hp 13; MV 120'(40'); #AT 2 claws; D 1-3/1-3 + paralysis; Save F 3; ML 10; AL C; regenerates 1 hp/round

The thoul attacks intruders with savage intensity, attempting to paralyze as many characters as possible by attacking a different individual each turn. The thoul has nothing of value in its room.



61. PARTIAL STATUE

The door to this chamber is not locked.

The only item in this room is a huge block of pumice. The top half of the block is carved into the likeness of the pagan god encountered elsewhere. The bottom half is still shapeless.

62. TRAPDOORS

These 40-foot long trapdoors are activated from the throne room of the hobgoblin king (room #66). The doors do not open as long as someone is seated on the throne, as is the case the first time the characters come down this hall.

When the seat is vacant, the weight of four characters causes the doors to swing open, plummeting those four characters down a 300-foot chute below the trap and depositing them in room #70 (dungeon level II) through a hole in the room's ceiling. There is a 75% chance any characters walking immediately behind the four also fall into the chute. Any characters that do not fall into the chute are isolated in this dead-end section of the dungeon, though they can still shout to their fallen compatriots below.

Characters falling through the trap accidentally take 1-3 points of damage each from the jostling and bouncing on the way down the long, curving chute. Characters

falling on purpose can slide all the way down without incurring any damage. Characters who fall on purpose can communicate the safety of the slide to characters still above.

The chute is very smooth-sided: it is impossible to climb back up—even by a thief who successfully rolls to climb sheer surfaces. A *levitation* or *fly* spell could get one character up, but getting the whole party up this way would be a slow and awkward process—even if the party has enough spells to make it possible. If some characters remain above, a long coil of rope could be used to pull the fallen characters back up, but it is much more likely all the characters slide down the chute to continue the adventure.



ADVENTURE IN DUNGEON LEVEL I

Hobgoblins (14): AC 6; HD 1+1; hp 9, 8, 8, 7, 7, 6, 6, 5, 5, 4, 4, 3, 3, 2; MV 90'(30'); #AT 1; D 1-8; Save F 1; ML 8; AL C

Each hobgoblin is armed with a sword and protected by a shield.

Since they are mistrustful even of each other, each hobgoblin's valuables are kept in a small pouch around his waist. The pouch contains 2d6 gp, 2d6 ep, and 2d6 sp.

66. HALL OF THE HOBGOBLIN KING

The huge double doors to this room are not locked. This chamber is where the hobgoblin king holds sway over his minions on and in The Hill.

A huge hobgoblin is seated on the throne at the south end of the chamber. One hobgoblin bodyguard is standing to each side of the throne. Four other hobgoblins are seated around a huge fire burning in the center of the room; two more hobgoblins are drawing liquid from a keg in the southwest corner of the room. Apparently, some kind of party is going on because the atmosphere in the room is festive.

Hobgoblin King (1): AC 6; HD 5; hp 22; MV 90' (30'); #AT 1; D 1-8+2 Save F 5; ML 12; AL C

Hobgoblin Bodyguards (2): AC 6; HD 4; hp 17, 14; MV 90'(30'); #AT 1; D 1-6/1-6+1; Save F 4; ML 10(8); AL C

Hobgoblins (6): AC 6; HD 1+1; hp 9, 7, 6, 5, 3, 2; MV 90' (30'); #AT 1; D 1-8; Save F 1; ML 10(8); AL C

The king's personal bodyguards are armed with spears, one of which is a *spear +1*. The king is wearing a *ring of fire resistance*, so he is invulnerable to normal fires and gains a bonus when saving against magical fires.

When the doors to the room are open, the hobgoblin king shouts a warning and orders his soldiers to attack. As long as the king is alive, the hobgoblins fight with a morale of 10; if the king is killed, they fight with a morale of eight.

The fire in the center of the room is heating a large kettle of boiling liquid, which vaguely resembles soup. In fact, it is soup, but characters find it rancid and foul-tasting, though not poisonous. The smoke from the fire is vented through a large hole in the ceiling.

Each of the eight hobgoblins has a belt pouch containing a few coins: 2d6 gp, 1d10 ep, and 3d6 sp for each pouch. On his belt, the king carries a ring of keys, including those to the doors of rooms #68 and #69, and to the chests in room #69. The hobgoblin

bodyguard who carries a magical spear carries on his belt the key to the chest in room #67.

67. BODYGUARD CHAMBER

Room #67 is the chamber of the two hobgoblin bodyguards.

Two soft beds, a table, two chairs, and a chest are the only items of furniture in this room. The table holds a bottle of wine and two glasses.

The chest is locked; the bodyguard who carries the magical spear has the key on his belt. In the chest are two woolen cloaks; a large sack containing 120 gp, 60 ep, and 200 sp; two swords; and a jeweled necklace worth 800 gp. The wine on the table is high quality.

68. BEDROOM OF THE KING

A large, plush bed, a table, a wooden chair, and two soft armchairs constitute the furniture in this room. Three woolen tapestries hang on the walls.

Although of rather shoddy craftsmanship, the tapestries are colorful and worth 50 gp apiece. They depict battle scenes in which hobgoblin exploits are prominently featured.

69. TREASURE ROOM

A secret door to room #69 may be discovered by the normal roll. Turning a loose stone in the wall reveals a key socket. If the key is used, or if a thief can pick the lock, the door swings open easily.

This tiny room is empty except for two large chests.

The keys to these chests are on the belt of the hobgoblin king. Each chest is trapped with a poison needle, activated if a thief picks the lock without removing the trap. If the trap is activated, the thief must save vs. poison or die. Using the proper key opens the chests without activating the trap.

The first chest contains coins of many different types, including 58 pp, 230 gp, 170 ep, 480 sp, and 1,290 cp. The coins are mixed together; trying to sort them takes three turns. The second chest contains four bottles of murky liquid—three bottles of *potion of healing* and one bottle *potion of invisibility*—and a pearl necklace worth 1,000 gp.

63. HOBGOBLIN HALL

This room is obviously a drinking and meeting hall for a degenerate band of monsters or humanoids. It is empty of creatures now, but many signs of use are in evidence. Chairs have been pulled carelessly back from the long tables, and spilled tankards of wine lie on both the tables and the floor. A sooty fireplace at the north end of the room holds but ashes. There is nothing of value in this room except for three shields hanging on pegs on the wall.

This room is the meeting hall for the hobgoblin king and his band. The ashes in the fireplace are warm to the touch.

64. HOBGOBLIN SLEEPING QUARTERS (EMPTY)

This chamber waits behind a locked door.

In this room, 14 filthy bunks show signs of recent habitation. Each of the beds has a mattress of moldy straw, and a blanket on top.

Any character prodding the blankets, or picking them up and moving them, has a 50% chance of hosting a band of fleas. Characters so infested need 1d6+1 rounds to brush the fleas off. If attacked, flea-infested characters may fight normally, but nothing other than combat allows them to stop brushing off the fleas.

If the party smashes in the door to this room before they have investigated the room across the hall (room #65), the chances are three in four they wake up 14 hobgoblins sleeping there. The hobgoblins dress and arm themselves, bursting out of room #65 and into room #64 in two rounds.

65. HOBGOBLIN SLEEPING QUARTERS (OCCUPIED)

This chamber is identical to room #64, except that 14 hobgoblins are sleeping on the bunks around the room. The hobgoblins are armed and ready for combat one round after awakening, but the PCs automatically gain initiative on that round.

ADVENTURE IN DUNGEON LEVEL II (See map p. 16).

As explained in the description of area #62, characters gain entrance to this dungeon level by falling through the trapdoors in the corridor outside the chamber of the hobgoblin king (room #66).

It takes a steady hand to map this level of the dungeon—a mass of twisting and turning tunnels. Each has rough, rocky walls, a 10-foot high ceiling, and are clean of debris (a gelatinous cube regularly sweeps all areas of this level). Many tunnels slope gradually up or down, crossing over or under other tunnels the party is not aware of. Whenever two corridors intersect on the map, one is shown by dotted lines; the other is marked by the usual solid lines. The corridors marked by dotted lines pass under the corridors marked by solid lines.

If a dwarf wants to check for sloping passages, examine the party's location on the map. If the group is within 60 feet of intersecting solid and dotted lines, and if the dwarf is successful on his roll, consult the map again. If the passage the PCs are on is underneath another tunnel, the slope is down; if the passage is on top of another tunnel, the slope is up. Of course, if the dwarf asks for a check at a time when the party is not within 60 feet of an intersection, you roll for him anyway, but the result is always "no slope."

When giving the characters descriptions of the twists and turns of these tunnels for mapping purposes, don't be too specific. Directions such as: "The corridor is gradually bending to the left," or "You come around a sharp curve to the right" is adequate, unless the characters ask for more specific terms. If they do, explain to the characters that demanding such precision is slowing them down. Try to estimate the angle of a curve (90 degrees, 45 degrees, etc.) as closely as possible, but remember that the party isn't going to measure the exact angles anyway, so slight inaccuracies are inevitable.

This level is never travelled by the hobgoblins; in fact, they have no knowledge of the creatures living here or the makeup of the dungeon. The creatures on this level are a crazed and half-starved lot, living a desperate and hungry existence: they are quick to assault any potential meal.

Many packs of rats scuttle about, living in tiny holes in the walls of the tunnels. The rats are the staple food of the residents of this area. The rats are used to running for their lives, so they never attack a character. You might mention occasionally that the party hears the rats squeaking or scratching, but the party never actually sees them.

Desperate for food, certain creatures roam the corridors. The chance of encountering a group of these wandering monsters is calculated as usual at the end of every two turns. If an encounter is indicated, roll 1d6 and compare the result to Table 6 below.

Key to areas in dungeon level II

70. OCTAGON ROOM

After bumping and sliding down the chute, you land on the floor of an eight-sided room, a wooden door on each side.

One of the doors (roll 1d8 to determine which one) opens 1d6 rounds after the characters land in the room; two men, filthy and unshaven, run wildly into the room, a manic expression in their eyes. In fact, they are berserkers and attack the party on sight.

Berserkers (2): AC 7; HD 1+1*; hp 7, 5; MV 120' (40'); #AT 1; D 1-8; Save F 1; ML 12; AL N

One of the berserkers is wearing *leather armor +1* (AC 6).

These two are part of a group of humans who have been wandering through the labyrinth of this level for many years. They have forgotten any human language they ever knew, communicating in a series of grunts, hoots, and shouts.

TABLE 6
WANDERING MONSTERS
IN DUNGEON LEVEL II

Die Roll	Creature Encountered
1	Piranha Birds (4-8): AC 6; HD 1/2; hp 4, 4, 3, 3, 2, 2, 1, 1; MV 180' (60') flying; #AT 1; D 1-4; Save NM; ML 8; AL N
2	Robber Flies (1-4): AC 6; HD 2; hp 12, 10, 9, 7; MV 180' (60') flying; #AT 1; D 108; Save F 1; ML 8; AL N
3	Thoul (1): AC 6; HD 3**; hp 14; MV 120' (40'); #AT 2 claws; D 1-3/1-3 + paralysis; Save F 3; ML 10; AL C
4	Bugbears (1-4): AC 5; HD 3+1; hp 14, 12, 11, 9; MV 90' (30'); #AT 1; D 2-8; Save F 3; ML 9; AL C
5	Ogres (1-2): AC 5; HD 4+1; hp 19, 16; MV 90' (30'); #AT 1; D 1-10; Save F 4; ML 10; AL C
6	Berserkers (1-4): AC 7; HD 1+1*; hp 9, 7, 6, 4; MV 120' (40'); #AT 1; D 1-8; Save F 1; ML 12; AL N

If the berserkers enter the room on the round immediately following the party's entry, the berserkers automatically get the initiative since the characters are still slightly stunned from their slide down the chute. If the berserkers enter on the second round, the characters suffer a -1 on their initiative roll.

Since all the doors in this room are identical, and since the corridors beyond the doors are maze-like, the party might become confused: they may find themselves back in this room over and over again. Exiting one door, twisting and turning in the corridors, they may have no idea which door(s) they have come in or out of. Basically, the only way to mark a door is to actually carve or paint something on it. If the characters try to keep track of doors by leaving markers in the room, the markers disappear almost immediately after the characters leave the room: if the gelatinous cube doesn't come through on a cleaning trip, some other monster passes through and drags away whatever the characters may have left behind.



71. BUGBEARS' CAVE

A rank smell emanates from this cave. If the PCs come within 30 feet of the cave, the odds are one in three they become aware of both the smell and the cave.

In this dirty chamber, three large and furry humanoids are squatting listlessly. As they see you, they yell a challenge and spring to their feet.

The trio of bugbears accidentally fell down the trap chute several months earlier; they claimed the cave and attack humans and demi-humans on sight.

Bugbears (3): AC 5; HD 3+1; hp 16, 13, 13; MV 90' (30'); #AT 1; D 2-8; Save F 3; ML 9; AL C

The bugbears fight with huge, knotty pieces of wood they use as clubs. They have no clothing, armor, or anything else of value.

72. LARGE CAVERN

The ceiling to this large chamber is 20 feet high. The floor is clean of debris.

The cavern contains nothing of interest to the characters.

73. CHAMBER OF THE MAN-EATERS

This large cavern appears to be empty. The ceiling is high, and the far end curves out of sight.

This chamber is the lair of a band of ghouls who happily eat humans or any other vaguely warm-blooded creature that they can sink their filthy claws into. Though the cave appears to be empty from its entrance, around the bend in the wall lurk the cave's four chaotic (and hungry!) inhabitants.

Ghouls (4): AC 6; HD 2*; hp 13, 11, 10, 8; MV 90' (30'); #AT 2 claws/1 bite; D 1-3/1-3/1-3 + paralyze; Save F 2; ML 9; AL C

The ghouls are squatting around a pile of miscellaneous bones at the spot marked by an X on the map. Unless the characters are very noisy, check normally for surprise. In any case, the ghouls attack the characters on sight.

Garbage the ghouls have collected lies piled against the wall next to their pile of bones. Most of the garbage is merely old belt buckles, links from chain mail, strapless shields, and the like. A few items of value might be turned up, however, if the characters wish to dig through the refuse. Valuables include 23 pp in an old sack; 80 gp, 100 sp, and 200 cp scattered around the floor; a jeweled necklace worth 100 gp; and a battered, corroded sword that is actually a

shortsword +2. The sword is not recognizable as a magical weapon unless considerable time is spent scraping the corrosion off of the blade. However, it functions with its +2 bonus whether it is cleaned or not.

74. SECRET CHAMBER

The two secret doors leading into this room, and the secret door connecting the room to room #75, are opened by rotating a small outcrop of rock in the center of the door.

Several small flying creatures dart from the door, zooming toward you. You can see several more of these bird-like things immediately behind the first ones. The room beyond appears to be empty.

When an entry door is opened, each character standing in the doorway is attacked by two stirges apiece. The rest of these blood-sucking parasites fly past the first rank of characters to find sustenance from those in the rearward ranks. All the stirges make an attack on the first round out of the chamber.

Stirges (8): AC 7; HD 1*; hp 8, 7, 6, 5, 4, 3, 2, 1; MV 180' (60'); #AT 1; D 1-3; Save F 2; ML 9; AL N

These birdlike predators have been living off the rats that occasionally enter their chamber through small holes. The stirges haven't had a decent meal in years; they try eagerly to attack any character so unfortunate as to have released the parasites from their cavern.

75. SECRET TREASURE ROOM

The secret door to this chamber is opened the same way as are the two doors leading into room #74. From the vantage point of the secret door, room #75 appears empty; a character must advance down a short hallway to see the chamber's contents.

In an alcove along the room's western wall lie three small, wooden chests. Each is fitted with a sturdy lock.

The first chest contains coins of all types: 38 pp, 120 gp, 70 ep, 250 sp, and 1,000 cp. The second holds valuables made of silver, gold, and gems: a silver pitcher and 6 goblets (200 gp), a fabulous jeweled necklace (400 gp), a bracelet (200 gp), a bejeweled dagger (100 gp), and a golden serving tray (300 gp). The third chest contains potent magical items: a bottle each of potion of *diminution* and *poison*, two bottles of potion of *healing*, a sword +1, a suit of *plate mail* +1, and a *ring of fire resistance*.

76. CAVERN OF THE GIANT SHREWS

In a far-north alcove of this chamber lies a large pile of leather and cloth.

Inside the pile are three adult shrews and six young. As the leading character advances into the room, the adult shrews bound out in fury, lashing at the intruders with razor-sharp teeth. The young are too small to engage in combat.

Giant Shrews (3): AC 4; HD 1; hp 6, 4, 3; MV 180' (60'); #AT 2 bites; D 1-6/1-6; Save F 1; ML 10; AL N

Note that giant shrews always gain initiative on their first attack; for their second attack, they gain +1 to their initiative roll. A *silence 15' radius* spell can "blind" them, since they use batlike radar to find their way about the darkness.

77. OWL BEAR DEN

This long cavern winds back into darkness. The air feels moist here.

This cavern contains a well of fresh, cool water, and an owl bear.

Owl Bear (1): AC 5; HD 5; hp 22; MV 120' (40'); #AT 2 claws, 1 bite; D 1-8/1-8/1-8; Save F 3; ML 9; AL N; can "hug" for extra damage

The owl bear is jealously possessive of its den, and will attack and attempt to maul any characters that stroll through the entrance. The bear will be resting at the spot marked with an X on the map so that it has a view of the mouth of its den. When it attacks, the owl bear will direct both of its claw attacks and its bite to the same character, repeating the attack until that character has been killed before selecting a new victim. It will not pursue characters beyond the mouth of its cave if it has already killed one; if not, it will pursue until it slays a character. It will then cease pursuit and drag the corpse back to its den.

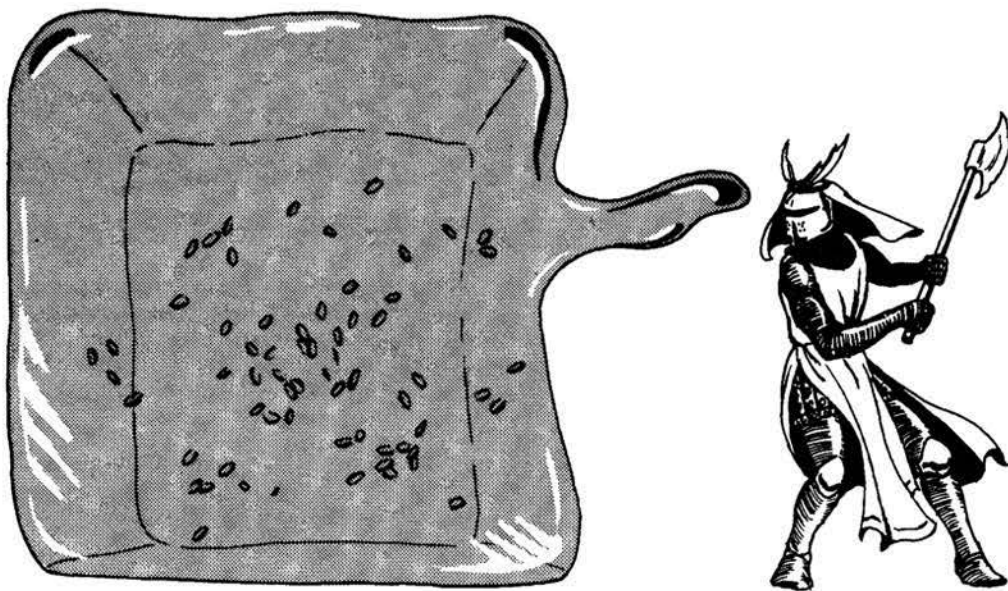
78. BERSERKERS' HOVEL

This cavern has been claimed by the small band of insane humans struggling to survive the dungeon. Two of these fellows the party met in room #70. Although some of the berserkers are out wandering the tunnels, the PCs find five in this chamber.

Berserkers (5): AC 7; HD 1+1*; hp 9, 7, 7, 6, 5; MV 12' (40'); #AT 1; D 1-8; Save F 1; ML 12; AL N

The nine hit point berserker carries a *shield* +2 for AC 5.

A large human sits on a tall stone chair pathetically resembling a throne. He is wrapped in a tattered, purple carpet, having donned it like a robe. Four other men kneel at his side.



The berserker on the throne considers himself Derywinki III, Emperor of the Lower World. He carries a long wooden staff and a shield +2; he is quite mad. His voice booms commandingly if he catches sight of the characters, even if they are simply walking past the mouth of his cave: "Who seeks an audience with Derywinki III? Kneel, peons!"

If the characters do not fall immediately to their knees, the emperor flies into a rage: "Impudent swine! You shall know the wrath of the Emperor of the Lower World! Guards, arrest them!" At this command, the four kneeling berserkers, followed closely by the emperor, rise and assault the party in full berserk fury.

If the characters kneel before Derywinki, he is mollified for the time being. He asks his "subjects" if they are happy and healthy, and why they seek an audience with his illustrious self. Judge the characters' response very carefully. Remember that the berserkers truly believe they are the custodians of a mighty underworld empire; they are sure to be offended if the characters do not behave like dutiful and respectful servants. If the characters play the proper role, however, the emperor is protective of their welfare. For example, if the characters were to state that the nearby owl bear is fomenting revolt, the emperor and his berserker subjects would march to slay the rebellious monster.

Behind the throne, a small wooden chest contains the Empire's treasury. The chest is locked, and Derywinki lost the key years ago, but the lock may be picked or the chest smashed. A character can smash the chest open by making a successful "open doors" roll. The chest contains 12 pp, 45 gp, and 180 sp.

79. GELATINOUS JANITOR

This spot in the corridor is where the party stumbles across the gelatinous cube. The creature is constantly on the move; when encountered, it is moving southwesterly, toward cavern #80.

Gelatinous Cube (1): AC 8; HD 4*; hp 19; MV 60' (20'); #AT 1; D 2-8 + paralysis; Save F 2; ML 12; AL N; surprise on 1-4

If the cube surprises the party, it attacks a randomly selected character in the front rank. If the party is not surprised, figure combat and damage normally.

While sweeping the dungeon, the gelatinous cube has picked up a few small treasures it has not been able to dissolve. Once the creature is dead, characters can remove from inside the creature: 12 gp and 47 sp.

80. WELL

This chamber contains a well of clear water. Twelve feet deep, the well originates from a small spring at its base. The water is drinkable. No creatures live in this cavern.

81. SECOND OCTAGON ROOM

This eight-sided room has eight identical doors spaced evenly around the walls.

This room is identical in all respects to room #70. When they first enter this room, the characters probably think they are back to room #70, and of course you shouldn't try to correct this misunderstanding!

82. PIT TRAP

At this spot in the corridor, trapdoors have been placed above a pit, 10 feet deep. Unless the party is actively looking for traps, the first two characters stepping onto the trapdoors trigger their opening. Characters immediately behind the first pair must successfully check their dexterity or fall into the pit (they must roll their dexterity score or less on a d20). Characters that fall take 1d6 points of damage.

83. STEAM VENT

This large cavern has one of the now-familiar steam vents in the northeastern end. There is a 10% chance per turn that this vent erupts with the usual scalding burst of steam, preceded by one round of bubbling and hissing, and doing 1d6 points of damage per round to characters caught in the steam.

Residing in this chamber—revelling in the occasional bursts of steam—are a lava lizard and a swarm of steam weevils.

Steam Weevils (1 swarm): AC 7; HD 4; hp 14; MV 60' (20'); #AT burn; D 1-4 points; Save NM; ML 11; AL N

Lava Lizard (1): AC 3; HD 4*; hp 16; MV 90' (30'); #AT 1 bite + burn; D 1-6/1-6; Save F 4; ML 12; AL N

For a complete description of both these monster types, see New Monsters, page 31.

If the party enters the cavern, the steam weevils immediately advance to swarm around a single character. The lava lizard, however, waits in the center of the cavern, moving to attack only if the party advances to within 20 feet of it.

84. UNDERGROUND STREAM

A chute of rapids is about 100 feet on the right. The rapids spill into a placid stream before you, which meanders out of sight to the left. Stretching 35 feet on both sides of you is a dry shelf.

This stream is the only means of escape from this level of the dungeon, other than climbing back up the chute that spills into room #70. The stream leads to dungeon level III.

If the characters stay on the shelf, there is the normal chance to encounter a level III wandering monster.

Greenish, phosphorescent lichen grow along the walls bounding the stream, allowing characters to see 100 feet away. If the party tries to move upstream, the force of the rapids is too strong; it knocks them back to their starting spot within 1-3 rounds.

Moving downstream, however, is relatively simple. Most of the stream is only one or two feet deep; the bottom is smooth sand and fine gravel. In a few places along the 500 feet leading to dungeon level III, halflings may have to be lifted onto others' shoulders, but there is no danger of drowning or being washed downstream.

Along the stream are five more dry shelves where the party may elect to camp or rest. If they do, they encounter no wandering monsters. This area is one of the few places the characters don't have to worry about combat!

ADVENTURE IN DUNGEON LEVEL III (See map, p. 17).

This deepest and most deadly of the dungeon's levels also holds the key to the party's return to the outside world. The characters have to bypass many enemies to escape, however, not the least of which is a young red dragon.

Level III comprises a series of winding tunnels and several large caverns. All these areas were formed either by volcanoes or by the erosive trickling of water through the ages; a few elements of artificial origin were added to the caverns—the steps leading to cavern #90, the doors to room #99, for example—but by and large, the forces of nature take credit for this grim, foreboding haunt.

A dramatic geological fault line crosses the dungeon level's middle; elevation changes suddenly along either side of the fault line; the northern end of the level is generally 50 feet lower than the southern end. Characters encounter this sudden shift in elevation at the cliffs near caverns #94 and #95, and at the rockslide near cavern #97.

Check for wandering monsters normally; if an encounter is indicated, check Table 7 to see the type of monster encountered.

Key to areas in dungeon level III

85. LANDING

After travelling 400 feet downstream, the party sights this shelf of rock 100 feet ahead.

Illuminated by the greenish phosphorescent glow, a flat shore is visible about 100 feet ahead on the left. A small humanoid figure stands on the shore.

Two more of these humanoids (kobolds) are napping in an alcove.

Kobolds (3): AC 7; HD 1/2; hp 4, 2, 2; MV 60' (20'); #AT 1; D 1-4; Save NM; ML 6; AL C

The kobolds are on guard duty, instructed to report to their chief if they sight any creatures coming down the stream. So many years have passed since the kobolds have encountered any intruders from this direction, however, that the guards are not taking their duties very seriously. When the characters first sight the kobold, there is a 20% chance the little humanoid sees them as well. If it doesn't, the party may advance to 50 feet away, when there is a 50% chance they are observed. If they are still not seen, they can reach the northern edge of the landing, but then are automatically sighted. When they are, the lone kobold shouts to his fellow guards asleep in the alcove. Obviously, if any of these kobolds escape, they run to warn the rest of the kobold band. In this event, the

party can hear the blast of the warning horn from the south.

86. KOBOLD STORAGE ROOM AND LAIR

As the characters reach the point where the corridor to cavern #86 branches off, they see a dull red light flickering ahead of them. This light is a volcanic glow emanating from the crevasse that splits room #87.

If no guards escaped from the landing (area #85), the party hears a clashing of swords coming from cavern #86. Four young kobold soldiers are practicing their swordsmanship inside the cavern.

If one or more of the guards at the landing did escape, the four kobolds are no longer in cavern #86; instead they are waiting for the party at the bridges to cavern #87, along with other kobold soldiers.

Kobolds (4): AC 7; HD 1/2; hp 4, 4, 3, 2; MV 60' (20'); #AT 1; D 1-5 (1d6-1); Save NM; ML 6; AL C

If these kobolds are still in the cavern, they are in the northern portion; in the southern alcove are several shoddy wicker bins. The bins contain fish and rat bodies, scaled or skinned, presumably for use as food.

87. THE BRIDGES OF DEATH

This large chamber is split by a 20-foot wide crevasse. The crevasse is 300 feet deep, and at its bottom flows a river of molten lava. Obviously, it's "curtains" for any creature who falls into it.

The south side of the crevasse is guarded by five kobolds at all times. If any kobold the party encountered on the landing (area #85) or in cavern #86 had a chance to escape, an alarm has been sounded; all the kobolds from caverns #88 and #89, as well as any kobolds escaping the landing or cavern #86, have arrived to support the five kobold guards.

If no alarm has been given, the leader of the five guards blows a brass horn he carries at his side as soon as the intruders are sighted. Reinforcements arrive within three rounds.

Kobolds (5): AC 7; HD 1/2; hp 4, 3, 3, 2, 1; MV 60' (20'); #AT 1 spear or shortsword; D 1-5; Save NM; ML 6; AL C

Each of the five carries two spears.

The five kobold guards defend bridges A and B by standing at the southern ends of the bridges and throwing their spears at the characters. The PCs cannot see bridge C until they reach the edge of the crevasse. If a character tries to cross it, one of the kobolds

tries to block the character by standing on the southern end of the bridge.

Any character or kobold who is wounded while on a bridge must check against dexterity (roll his or her dexterity score or less on a d20); if the check fails, the individual is knocked off balance and falls into the chasm. For purposes of this roll, all kobolds have a dexterity of 10.

If called by the horn, reinforcements from room #86 approach the bridges from the north. The reinforcements from cavern #88, if called by the horn, reach the bridges from the south. The reinforcements from room #89 reach the bridges through the secret doors exiting at the southern end of bridge C. Note that when the kobold chieftan arrives, the morale of all of the kobolds is eight.

88. CHIEFTAN'S COUNCIL ROOM

In this chamber, the kobold chief and his bodyguards dwell in modest splendor. If discovered in the council room, the chief and his six bodyguards are sitting in the center of the room drinking a foul-smelling brew. More of this nauseating liquid is fermenting in a large kettle at the northern end of the room.

**TABLE 7
WANDERING MONSTERS
IN DUNGEON LEVEL III**

Die Roll	Creature Encountered
1	Lava Lizard (1): AC 3; HD 4*; hp 17; MV 90' (30'); #AT 1 bite/1 burn; D 1-6 all; Save F 4; ML 12; AL N
2	Kobolds (2-12): AC 7; HD 1/2; hp 4, 4, 4, 3, 3, 2, 2, 2, 1, 1, 1; MV 60' (20'); #AT 1; D 1-4; Save NM; ML 6; AL C
3	Steam Weevils (1 swarm): AC 7; HD 4; hp 16; MV 60' (20); #AT 1; D 1-4; Save NM; ML 11; AL N
4	Giant Bats (1-4): AC 6; HD 2; hp 13, 10, 8, 6; MV 180' (60'); #AT 1; D 1-4; Save F 1; ML 8; AL N
5	Crab Spider (1): AC 7; HD 2*; hp 9; MV 120' (40'); #AT 1; D 1-8 + poison; Save F 1; ML 7; AL N
6	Piranha Birds (2-12): AC 6; HD 1/2; hp 4, 4, 4, 3, 3, 2, 2, 2, 1, 1, 1; MV 180' (60'); #AT 1; D 1-4; Save NM; ML 8; AL N

ADVENTURE IN DUNGEON LEVEL III

Kobold Chief (1): AC 7; HD 2; hp 9; MV 60'(20'); #AT 1; D 2-7; Save F 2; ML 12; AL C

Kobold Bodyguards (6): AC 7; HD 1+1; hp 6 each; MV 60'(20'); #AT 1; D 1-5; Save F 1; ML 8 or 6; AL C

The chief carries a *shortsword* +2.

Around the chief's waist is a belt made of gold and silver coins linked by a chain. The belt is worth 250 gp, but it constitutes all of the monetary wealth owned by the entire tribe of kobolds. If a character examines the liquid in the kettle, it is identifiable as a kind of beer made mainly from fishheads.

89. KOBOLD LAIR

Most of the kobold tribe occupies this room. If they have not been called to the defense of the bridges, 12 kobolds are here, languishing about.

Kobolds (12): AC 7; HD 1/2; hp 4, 4, 4, 3, 3, 3, 2, 2, 2, 1, 1, 1; MV 60'(20'); #AT 1; D 1-4; Save NM; ML 6; AL C

There are 15 dirty pallets of sand and dried grass in the room, a few pieces of half-consumed rat, and several bottles of the fish-head beer. The room contains nothing of value to the party.

90. EMPTY CORRIDOR

This short hallway branches off near the top of a 50-foot high stairway. The floor is littered with broken rock and other stony rubble.

91. CHAMBER OF DARKNESS

Utter blackness consumes a 10-foot wide stretch of the corridor wall. You can see nothing but the darkness.

Many years ago, a very evil cleric met an untimely end in this cavern. Because he was slain by a very good cleric, a strange magical phenomena took place: the black force of the evil cleric's soul took possession of the cavern, causing total darkness.

If the characters thrust a torch into the dark area, the torch seems to disappear. But if they withdraw it, it burns brightly. Only a *light* spell can illuminate the room.

There is nothing dangerous or harmful in the room, and in fact characters can find valuable treasure here. If they have no magical light, however, they must explore the chamber in darkness. For each character entering the room, there is a 15% chance per turn a character locates the skeleton of the dead cleric and the backpack he carried. This chance is cumulative, so if three characters search the room, there is a 45% chance per

turn one of them discovers the corpse and backpack.

The backpack contains two rolled-up parchments and three bottles of colored liquids. The parchments are scrolls containing the following spells:

Clerical

First Level: *cure light wounds* x2

Second Level: *bles*

Magic-User

First Level: *magic missile*

Second Level: *phantasmal force*

Third Level: *fireball*

The bottles are magical potions. One bottle holds two doses of *potion of healing*; another holds two doses of *potion of growth*; and a third holds two doses of *potion of invisibility*.

92. and 93. EMPTY CAVERNS

This network of rooms and tunnels has a floor littered with broken rock and dust. No tracks are visible.

94. and 95. KOBOLD-GUARDED CLIFFS

These two corridors expand and then drop away in 50-foot cliffs, and rock outcroppings stud the walls. A single kobold is on guard at the top of each cliff.

Kobolds (2): AC 7; HD 1/2; hp 3, 2; MV 60'(20'); #AT 1; D 1-4; Save NM; ML 6; AL C

The kobolds are lying prone, watching the corridors below them that approach from caverns #92 and #93. If the party sneaks up on them from behind, add +2 to the kobolds' chances of being surprised. If the party is below the kobolds, however, add +2 to the characters' chance of being surprised, and allow NO chance for the kobolds to be surprised.

If a thief tries to climb one of these cliffs, the kobold on top waits until the thief is halfway up, and then drops stones at him or her (roll "to hit" normally). Each stone hitting its mark does 1-4 (1d4) points of damage. The thief must check against dexterity if struck. If this roll fails, the thief falls. Consider his fall to be from halfway up the cliff; give 1-6 (1d6) points of damage for each 10 feet fallen.

Characters below may shoot arrows or other missiles at the kobolds, but the kobolds have an AC of 3 because the cliff shields them.

96. LARGE CAVERN

This large chamber contains many stalactites and stalagmites, some of which are broken and littering the floor.

97. ROCKSLIDE

The cliff here has gradually crumbled away, leaving a jumble of huge boulders. The rockslide lowers from south to north; the bottom is 50 feet lower than the top. The slope looks gentle enough to climb.

All characters may move both up and down the rockslide, but calculate movement at one-quarter the normal exploring rate. In addition, a hidden menace is coiled in the exact center of the slide.

Giant Rattler (1): AC 5; HD 4*; hp 15; MV 120' (40'); #AT 2; D 1-4 + poison; Save F 2; ML 8; AL N

The snake senses any character moving onto the rockslide, and immediately begins to rattle. The snake is hidden in the rocks, however, so the party cannot see it. If the characters continue to move up or down the slide, the snake slithers forward and tries to intercept the nearest character. If the snake fails a morale check, it disappears into the rocks, bothering the PCs no more.

98. DEN OF THE LAVA LIZARDS

Two large, iguana-like lizards are in the middle of this natural cavern. They are perfectly still, and their eyes seem to be closed.

These are lava lizards. They remain asleep unless touched. Once something comes into contact with one of them, however, they both awaken and enter into combat on the next round.

Lava Lizards (2): AC 3; HD 4*; hp 20, 17; MV 90' (30'); #AT 1 bite/1 burn; D 1-6/1-6; Save F 4; ML 12; AL N

For a complete description of the lava lizard, see *New Monsters*, page 31.

Characters may walk around the lizards and open a door at the rear of the cavern without disturbing the creatures. Even loud noises do not wake them.

99. OLD WARRIOR'S CAVERN

The door to this room is a sturdy slab of stone; add +1 to a character's roll to open.

It is obvious this room has been inhabited, presumably by the poor warrior whose skeleton—still clad in plate mail armor—rests on the room's lone chair. A mighty sword lies by the warrior's side. Also visible are a wooden table and a straw pallet bed.

These are the remains of a human warrior that became trapped on this level years ago. On the warrior's back is a quiver holding

five arrows +2. He wears *plate mail* +1, and the sword at his side is a *sword* +1 (+3 against dragons). A broken longbow lies on the floor under the table.

The secret door leading from his chamber may be opened by rotating an outcrop of rock.

100. DRAGON'S ENTRY ROOM

The winding corridor leading to this cavern is only three feet wide, so characters must travel in single file. The dragon is too large to move down this corridor.

This room is empty except for six small and blackened skeletons on the floor.

A close examination reveals the skeletons belonged to kobolds; any casual observer can see they have been savagely burned.

101. LAIR OF THE RED DRAGON

The secret door on the far east side of this cavern opens into the cavern by rotating an outcropping of rock. Characters entering this cavern from the secret door enter directly behind a red dragon, who is unaware of the door's existence.

This chamber is huge and dark. You feel an aura of evil, and from the darkness ahead, you can hear deep, slow breathing.

The red dragon living in this cavern is quite youthful by a dragon's standards, but it is still an awesome and terrible opponent. Its lair is connected to the outside by a tunnel nearly a mile long.

Red Dragon (1): AC -1; HD 7; hp 22; MV 90' (30'); #AT 2 claws/1 bite/ + breathes fire; D 1-8/1-8/4-32 + 22; Save F 7; ML 10; AL C

Spells: First Level: *ventriloquism*, *charm person*, *detect magic*

Second Level: *detect invisible*, *continual light*

Third Level: *dispel magic*

There is a 10% chance the dragon is asleep when discovered. If the characters encounter the dragon, then escape and stay away for at least six turns, there is a 10% chance again the dragon is asleep when they return.

If some characters invisibly enter the room, the dragon is aware of their presence due to its keen hearing, unless the character is a thief who successfully rolls to "move silently." If the dragon is aware of even one invisible character, it casts its *detect invisible* spell. The dragon is then able to see any invisible individuals or objects in the room. As long as the party is not fighting the

dragon, it is satisfied, however, merely to keep tabs on those who are supposedly invisible.

When the crafty serpent first becomes aware of the PCs, it does not immediately bake them with its fiery breath. Rather, it uses its *ventriloquism* spell to create a sound of great roaring and bellowing behind the party. When it is convinced that all the party members are in the room, it chuckles deeply before greeting them with the utmost politeness. It enjoys conversational banter and since it surely doesn't feel threatened by the presence of a band of mere humans, it may spend 2-12 (2d6) turns chit-chatting with the PCs.

The serpent is sitting upon a large collection of coins and other valuable items. It will react very favorably to compliments and flattery, and will even allow characters to advance and examine the many treasures in its trove if the group is appropriately respectful.

The dragon attacks if the characters try to leave the cavern, or if the party moves to attack the dragon. In both cases, roll for initiative normally; note that the dragon always uses its breath weapon as its first attack.

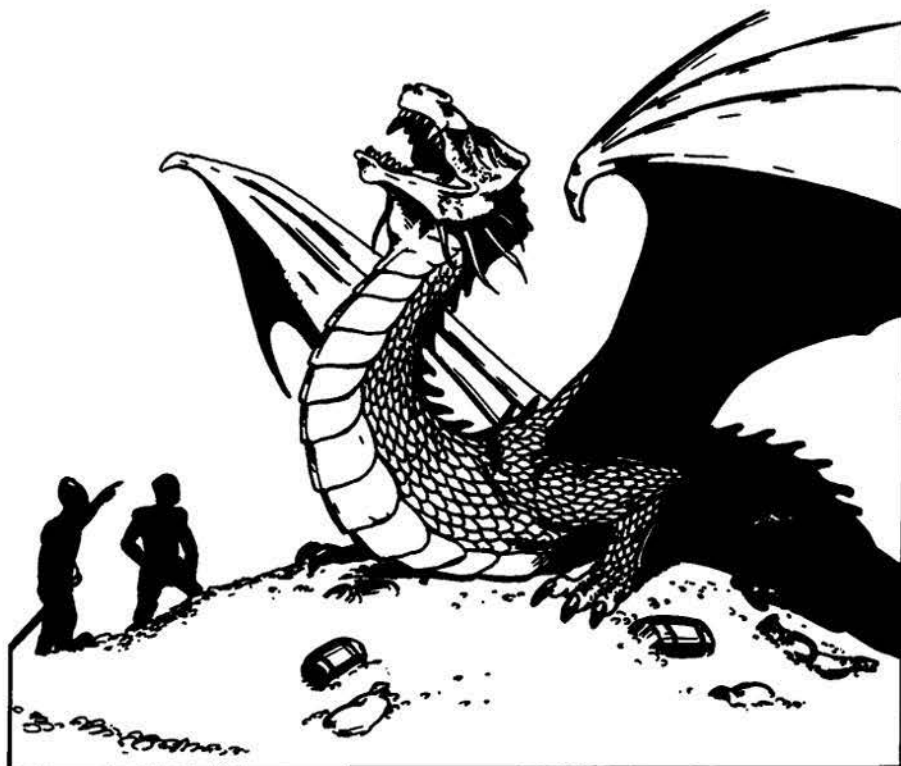
If the characters do not attack the dragon and do not attempt to leave the room, be

aware of when the dragon grows weary of conversation (2-12 (2d6) turns): its comments should be more curt and impolite, even hostile. If the characters still do not attack within two rounds, the dragon attacks anyway.

On the first round, the dragon tries to hit the greatest number of characters with its breath weapon; on succeeding rounds, the dragon attacks the rest of the group in the following way (as explained in the Basic Rules: roll a 1d6; a one, two, or three means the dragon uses its claw and bite attacks; a four, five, or six means it uses its breath again).

If the players are able to kill or subdue the dragon, they find as much treasure as they can carry. The pile beneath the dragon includes 7,000 cp, 10,000 sp, 5,000 ep, 2,000 gp, 800 pp, and assorted gems (500 gp x2; 300 gp x10; 200 gp x10; and 100 gp x20), and jewelry (1,000 gp, 750 gp, 600 gp, and 500 gp x2). Also buried among the coins are a *ring of protection* +1, a *wand of magic detection* (good for eight charges), a *rod of cancellation*, and a *bag of devouring*.

The tunnel exiting the dragon's lair climbs gradually for a mile until it exits at area #19 (see the map of the surface of The Hill, inside cover).



TYING UP THE LOOSE ENDS

Since the party prearranged its return trip (see page 3), they should have no particular problem getting back to Guido's Fort—unless of course they happen to be accompanied by a subdued red dragon!

The dragon is clearly too large and heavy to put into a fishing boat. If the party tries to do so, the boat sinks. Another smoke signal might bring another fishing boat, or the party could build a raft.

Seeing the boat is too small, the PCs might try to coax the dragon into swimming along side the boat, which the dragon does, though clumsily.

Back at Guido's Fort, the party must rendezvous with the sisters of the mysterious cottage—if they made a deal with them for

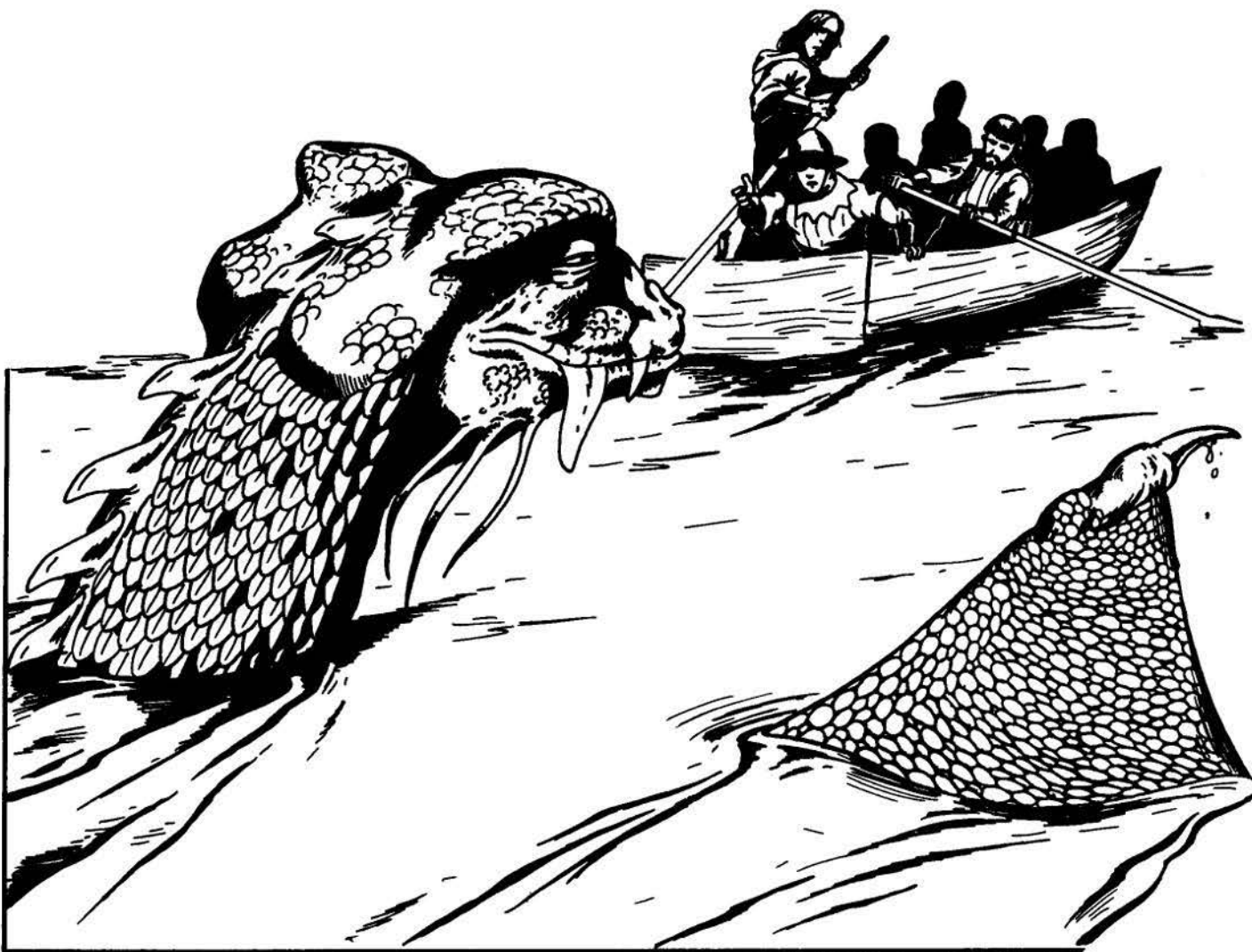
the potions and scrolls, that is. They find the sisters waiting for them at the Lion's Den. As payment for the scrolls and potions, the sisters claim the following, depending on the acquired bounty: The sister's first choice is a subdued dragon. Their second choice is a *rod of cancellation*. If the party has neither of these items, use your judgement as DM to select a worthy substitute, such as any valuable ring, wand, etc. Weapons are of no use to the sisters.

If a subdued dragon is available to the sisters, the rod must surely be as well (the rod was part of the dragon's treasure, which the party no doubt carried off). Though the sisters claim the dragon, they eye the rod covetously, too. It's one of the few magical items

they haven't collected. With a glint in her eye and greed in her voice, Rosalinda says to the party, "That old *rod of cancellation* looks to be in pretty sad shape, but I feel sorry for you—losing your dragon after all your troubles. Tell you what. I'll give you 1,000 gp for the rod—twice what it's worth, at least!"

In truth, the sisters are willing to pay 5,000 gp for the rod, but only shrewdly bargaining characters can get that much.

If the characters did not make a deal with the sisters for the potions and scrolls, and are wondering what to do with a subdued dragon, they can find a mage at the Lion's Den who offers to buy the dragon. He offers 5,000 gp but the PCs can bargain for up to 10,000 gp, the mage's final offer.



Piranha Bird

Armor Class:	7
Hit Dice:	4
Move:	60' (20')
Attacks:	1 swarm
Damage:	4
No. Appearing:	1 swarm
Save As:	Normal Man
Morale:	11
Treasure:	Nil
Alignment:	Neutral

The piranha bird is a one-foot long, garishly colored bird always hungry for fresh meat. Individual piranha birds may have green, blue, red, brown, black, or even purple feathers—the entire variety of colors displayed in a single flock. Their beaks are sharp and pointed, and have razorlike edges so that the bird can stick its beak into the flesh of a creature, bite, and fly away with a snack.

Piranha birds can fly with hummingbirdlike maneuverability; they can make sudden changes in direction, or even hover in the air. When one piranha bird catches sight of a potential meal, it utters a high-pitched whistle, thus alerting the entire flock. They always attack warm-blooded creatures, and do not have to check morale until half of the flock has been eliminated.

They do not like bright sunlight, but piranha birds may be found in all climates except the very coldest or those barren of any shade. They prefer to live in regions of dense forest or in underground caverns, and seem to have developed limited infravision that allows them to detect prey up to 30 feet away even in total darkness.

Steam Weevil

Armor Class:	6
Hit Dice:	1/2 (1-4 hit points)
Move:	30' (10') on ground 180' (60') in flight
Attacks:	1 bite
Damage:	1-4
No. Appearing:	4-24
Save As:	Normal Man
Treasure Type:	Nil
Alignment:	Neutral

Steam weevils are tiny flying insects that thrive on the intense heat and pressure of subterranean areas of geothermal activity. They have developed a way to turn the heat of a pool of lava directly into usable energy (much the way that plants derive energy



directly from the sun), and many generations of steam weevils will live their lives without ever leaving the deep caverns that are their preferred environment.

Occasionally, however, because of volcanic activity, a swarm of steam weevils may be carried to the outside world in a blast of steam or lava. They cannot live long in the relative cold of the atmosphere, but they can be a dangerous enemy in the 1-4 hours that passes before they die.

Steam weevils glow underground or in shade, because of the intense heat of their bodies. A person caught in the midst of a steam weevil swarm takes four points of damage from burns if the swarm is at full strength. Damage is cut in half if the charac-

ter in warding the insects away. (See "Insect Swarms" in the monster section of the Basic rules book). Smoke and fire does not bother steam weevils, but water damages them if it is splashed on the swarm (roll to hit AC 7.) Characters may scoop water from a puddle or stream with their hands, or they may uncover a water container and attempt to douse the bugs that way.

For each "hit" to the swarm, the damage that the steam weevils can inflict is reduced by one. Therefore, if two splashes have hit the swarm and it is surrounding a person who is warding them off, the swarm does only one point of damage. Note that the swarm can only attack one creature or character at a time.



Lava Lizard

Armor Class:	3
Hit Dice:	4*
Move:	90' (30')
Attacks:	1 bite
Damage:	2-12
No. Appearing:	1
Save As:	Fighter 4
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral

The lava lizard is a bizarre reptile that dwells in subterranean caverns among pools of bubbling lava. The creature has a rocklike outer shell that helps to maintain the high body temperature a lava lizard must have to survive.

The lava lizard fights by trying to bite a creature with its quick but relatively weak jaws. A bitten creature takes 1-6 points of damage from the lizard's bite and must save vs. dragon breath. If unsuccessful, the creature is gripped momentarily by the lava lizard's jaws and takes an additional 1-6 points of damage from heat. (For magical types of fire resistance such as rings and spells, treat the bite as red dragon breath in terms of saving throws and reduced damage.)

The lava lizard has a special defense as well. Whenever the creature is struck by a nonmagical metal weapon (such as a sword blade or dagger), the owning character must save vs. magic wands or the weapon melts from the intense heat of the creature's inte-

rior. Note that a melted weapon still inflicts damage on that turn, but is unable to do so thereafter.

Although these creatures dwell in hot subterranean caverns, they have been known to travel several miles from the lava they need to survive. As they feel their body temperature cooling, they will attempt to return to the nourishing fires. There are a few unconfirmed reports of lava lizards being found in statuelike immobility, presumably having been caught too far from their source of heat.

Do you have any questions or comments? Our designers and editors can help. Send your questions to:

D&D® Questions, c/o

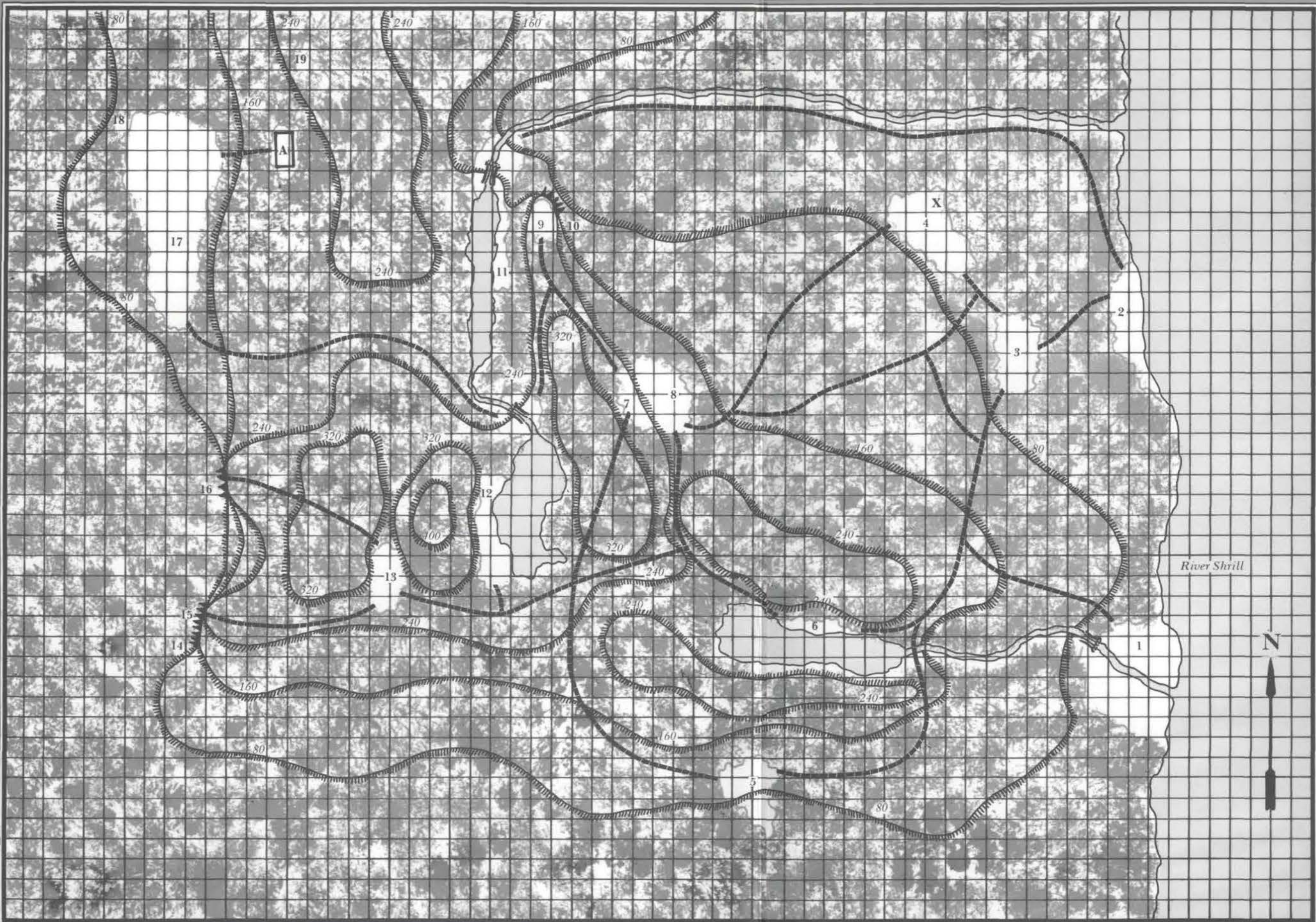
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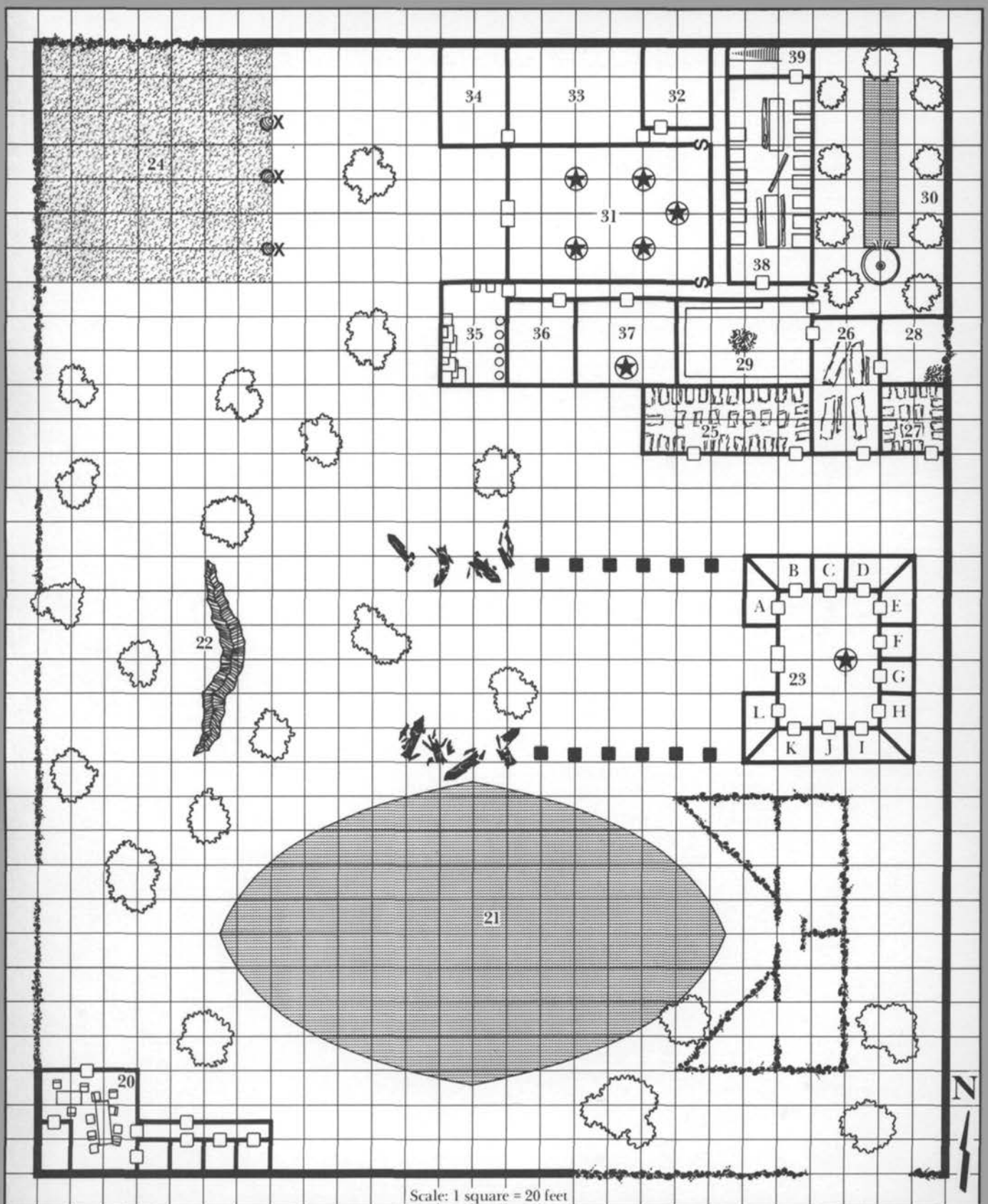
MAP OF THE SURFACE OF THE HILL



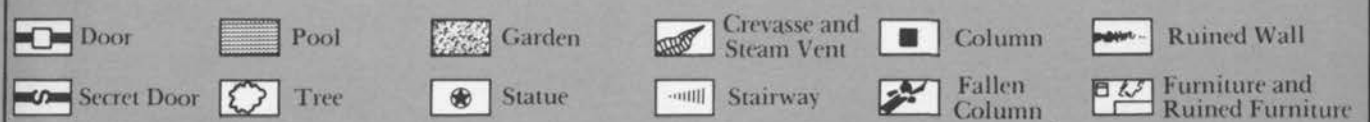
	Water
	Trees
	Trail
	Contour
	Cliff
	Waterfall
	Elevation in Feet Above River

Scale 1-square = 300 feet

MAP OF THE RUINED MONASTERY



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PREROLLED CHARACTERS

The following first level characters may be used as player characters if the players do not wish to take the time to roll up their own. If the characters begin the adventure in Guido's Fort, allow them to determine the number of gold pieces each owns by rolling 4d6, as explained on page 2 of this module. The PCs may then purchase equipment and head for The Hill!

CLASS	hp	S	I	W	D	C	CH
Cleric	5	10	10	15*	12	9	13*
Cleric	6	12	9	13*	10	12	11
Dwarf	8	13*	6	7*	9	15*	8*
Elf	4	12	14	10	13*	11	12
Fighter	7	16*	9	8	12	1	13
Fighter	8	12	9	10	13*	14*	8
Fighter	6	13*	10	11	15*	12	7
Halfling	6	10	11	9	16*	13*	13
Magic-user	4	8*	16	12	10	13*	11
Thief	4	13*	8	8*	15*	12	10
Thief	5	10	12	9	16*	13*	10

* Special bonus or penalty. See the **D&D* Basic Rule Book**, p. B7.



Basic Game Adventure

Horror on the Hill

by Douglas Niles

The end of the road. A lonely fort stands on the banks of a mighty river. It is here the hardy bands of adventurers gather to plan their conquests of The Hill, the hulking mass that looms over this tiny settlement.

The Hill is filled with monsters, they say, and an evil witch makes her home there. Still, no visitor to The Hill has ever returned to prove the rumors true or false. The thrill of discovery is too great to pass up, and only the river stands in the way. The adventurers' boat is waiting!

This module is designed for use with the D&D® Basic Rules. A trip through the wilderness begins a unique challenge for the novice player and Dungeon Master.

Included in the module are 11 maps, 3 new monsters, and a complete set of prerolled characters.

This module is for use with the DUNGEONS & DRAGONS® Basic Set, and cannot be played without the D&D® Basic rules produced by TSR, Inc.

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