

### Wilderness Encounter

As the party is in route to their destination, following a seldom used road across a rolling plain, several boulders come tumbling down from a small hill near a river bend.

Four hill giants are looking for fun and sport. Their favorite target for boulders are horse drawn carts, and armored riders.

4 Hill Giants CE AC 4 Throw Rocks for 2d8 All Attacks at +3/+7

'Thug' Hp 46, Xp 1952 HD 8 2d8  
'Dorf' Hp 42, Xp 1904 HD 8 2d8  
'Clod' Hp 35, Xp 1820 HD 8 2d8  
'Fishy' Hp 35, Xp 1820 HD 6 1d10

Total Xp 7496 (MM1 pp45)

Treasure is on the giants;

four burlap bags, one tied to each waist belt with 100 Gold

# 1 The entrance to the hill giant cave is located on the bend of a slow moving river, there is a small sand bar in front of the entrance.

If the entrance is observed for any length of time a female giant can be seen throwing garbage into the river, if the party is noticed the four Ogres will be sent to guard the entrance out of sight within the shadows.

The river can be forded in two places. The first is from the four boulders in the river toward the sand bar, with a depth of four feet, and a 15% chance of slipping per ten feet crossed. The second is farther down stream where the rocks can be traversed without getting wet, there is a 25% chance of slipping when jumping rocks (3 jumps). The speed of the river is two miles an hour and four miles an hour after the rocks.

The floor of the cave is made of limestone with traces of sand, it is obviously swept regularly. The walls are also limestone with vines growing on them and hanging partially over the entrance. The ceiling is limestone with short stalactites, some of the larger ones have been broken off.

Mixed within the hanging vines over the entrance are the filaments of cave fishers attached to the ceiling at the entrance. There is a 20% chance that each character entering the cave will become entangled in a filament. The cave fishers can shoot their filaments if they miss the characters in subsequent melee rounds.

2 Cave Fishers in Lair N AC 4 HD 03 2 attacks; 2d4,2d4  
Hp 15, Xp 130 Hp 20, Xp 145 Total Xp 275 (MM2 pp24)

4 Ogres CE AC 5 HD 04 1 attack; 1d10 (MM1 pp75)  
Hp 22, Xp 200 Hp 21, Xp 195 Hp 14, Xp 160 Hp 17, Xp 175  
Total Xp 730

3 Hill Giants CE AC 4 Throw Rocks for 2d8 All Attacks at +3/+7

'Harry' Hp 45, Xp 1940 HD 8 2d8  
'Mellons' Hp 25, Xp 1700 HD 6 1d10  
'Droul' Hp 20, Xp 1640 HD 6 2d6

Total Xp 3844 (MM1 pp45)

Treasure is loose and in a pile against the wall opposite room two;

1210 Electrum, 810 Gold

# 2 The floor of this room is limestone with a two foot pile of sand which three hill giant children are playing in. The walls are made of limestone covered with large patches of moss. The ceiling is smooth limestone with two large lizards attached to it watching the entrance.

2 Subterranean Lizards N AC 5 HD 06 1 attack; 2d6  
Hp 24, Xp 494 Hp 23, Xp 488 Total Xp 982 (MM1 pp62)

3 Hill Giants in Lair CE AC 4 Throw Rocks for 2d8 All Attacks at +3/+7

'Snott' Hp 24, Xp 1688 HD 5 2d4  
'Warty' Hp 20, Xp 1640 HD 6 1d10  
'Buggar' Hp 25, Xp 1700 HD 4 2d4

Total Xp 5028 (MM1 pp45)

Treasure is loose and mixed into the sand pile; 1200 Copper, 20 Electrum

# 3 The floor is limestone covered with sand, the walls are natural limestone, and ceiling is limestone with stalagmites that have been broken off, faint carving can be detected on it.

There is a 20% chance per melee round entering the room that a character will step in dog dung, and a 40% chance that one of the two cave morays will attack.

(a) 2 Cave Moray N AC 0 HD 04 1 attack; 2d4  
Hp 14, Xp 200 Hp 21, Xp 235 Total Xp 435 (MM2 pp24)

If the dung is examined it will be fresh, and belong to a large dog

If the ceiling is read (read magic, comprehend languages) the runes will be a protection chant against surprise (mundane).

The wolves are sleeping, but are easily woke.

6 Dire Wolf N AC 6 HD 03 1 attack; 2d4  
Hp 13, Xp 112 Hp 16, Xp 124 Hp 21, Xp 144 Hp 16, Xp 124 Hp 12, Xp 108  
Hp 12, Xp 108 Total Xp 720 (MM1 pp101)

# 4 The floor changes from limestone to dark blue marble bedrock, the walls continue as natural limestone, the ceiling grows taller to thirty feet, and is covered with stalagmites.

There is a 30% chance for each character entering the room that the cave morays will attack, beyond the entrance as the room opens are cave fishers on the ceiling. They will attack any moving target and serve the aboleth by collecting treasure for it.

(b) 5 Cave Morays in Lair N AC 0 HD 04 1 attack; 2d4  
Hp 16, Xp 210 Hp 25, Xp 255 Hp 18, Xp 220 Hp 19, Xp 225  
Hp 18, Xp 220 Total Xp 1130 (MM2 pp24)

2 Cave Fishers in Lair N AC 4 HD 03 2 attacks; 2d4  
Hp 23, Xp 154 Hp 6, Xp 103 Total Xp 257 (MM2 pp24)

An underground river flows from the right to the left as the characters face the back of the room, there is a six inch clearance from the water to the stone entrance on the right up stream. To the left down stream is a six foot clearance creating a navigable tunnel. The water runs at three miles per hour. A large open wooden chest sits on the edge of the water in the center of the room. The chest is heaping with gold coins and gems.

The chest is bait to lure victims to the aboleth in the water. Due to the aboleth's illusion ability, the chest appears much larger and with much more treasure. Its eyes are constantly watching the chest and its tentacles are in the water at the edge of the shore. It will first attempt to enslave a character, if this fails it will attempt to grab a character with its tentacles. If it is

successful it will kick back with its tail and drag the victim into the water and attempt to suffocate it in its mucus. If the aboleth is wounded near death it will create a convincing illusion of its self floating belly up down stream.

(c) 1 Aboleth LE AC 4 HD 08 Hp 49, Xp 1765  
4 attacks; 1d6: Special (MM2 pp 8)

Treasure is in a small chest; 200 Gold

80gp Peridot	50gp Blood Stone	10gp Rhodochrosite
140gp Aquamarine	11gp Onyx	10gp Malachite
550gp Oriental Amethyst	100gp Amber	Total 951gp

The fifty foot underground river tunnel is made of limestone, the water is thirty feet deep, the bottom is dark blue marble.

There is a 25% chance per ten feet that a shadow demon will attack a member of the party. It will first create fear in a 30ft radius, and darkness in 10ft radius, it will then leap to attack. If successful a character will likely fall into the water if in a boat.

(d) 1 Shadow Demon CE AC 1 HD 07 Hp 42, Xp 1245  
3 attacks; 1d6, 1d6, 1d8 (FF pp78)

# 5 A foul stench of rotting flesh alerts the party to an opening on the left wall. A small sandy beach can be noticed with several large boulders against the limestone wall. As the party draws nearer three skeletons can be identified near the shore partially in the water.

First skeleton: Human wearing rusted and torn apart splint mail, rotted leather boots, and a small rusted helmet. The bones lie on a smashed rotted wooden shield.

Under the shield is a long sword (+1 Long sword). Tied to a slimy leather belt is a glass vial (Potion of Invulnerability), and a slimy leather bag containing coins (500 Silver).

Second Skeleton: Human wearing rotted leather boots, leather belt with pouches in good condition (Girdle of Many Pouches containing gems listed below), Leather armor in good condition (+1 Leather Armor), and a sheathed sword (Short Sword of Dancing). The skeletal left hand has a gold ring on one of the fingers (Ring of Boccob). Under the skeleton is a bone scroll tube (listed below).

10gp Obsidian	10gp Moss Agate	450gp Chrysoberyl
500gp Alexandrite	Total 970gp	

Bone Scroll Tube, with cork stoppers containing;  
500gp Treasure Map

This is a map to monetary treasure.

The treasure is in a burial crypt far away in another country - 1200 miles.

2600 Electrum 900 Gold 54 Gems

Third Skeleton: Human wearing tattered clothing, slimy sandals, Two leather pouches with coins (100 silver, 500 copper) and a great black cloak in good condition (Cloak of Manta Ray), under the cloak is an oak staff with a large Emerald set on top with a platinum three toed claw. (Magic User Staff of Power listed below)

Staff of Power: 23 Charges

No Charge:

Alarm	Light
Wizard Mark	Grease
Ray of Enfeeblement	Darkness 15' Radius
Stinking Cloud	

1 Charge:

Water Breathing	Flame Arrow
Dig	Fire Shield

2 Charges:

Passwall	Cloud Kill
Otiluke's Freezing Sphere	Monster Summoning IV

Special - This staff is possessed by an undead Guardian Familiar

The familiar appears each time a charge or charges are used from the staff. It will attack the user as a ghost guardian familiar beginning at AC 2, with 60% magic resistance. It has three attacks and in addition to damage each hit will age the user one year. When defeated the ghost familiar will not return until another charge of the staff is used. Its powers will increase with each manifestation. It will add an additional year of aging per manifestation and lower its armor class one. An Exorcism will remove the ghost. See Guardian Familiar (FF pp49).

The rocks against the wall are actually fire lizards piled against each other protecting their eggs. They will awake if disturbed, or if much noise is made. Each will extend their tongue every ten melee rounds, and will awaken if they smell flesh in an additional five melee rounds.

4 Fire Lizards in Lair N AC 3 HD 10  
4 attacks; 1d8, 1d8, 2d8, Fire Breath 2d6 (MM1 pp61)  
Hp 42, Xp 1938 Hp 51, Xp 2064 Hp 49, Xp 2036 Hp 32, Xp 1798  
Total Xp 7836

3 Fire Lizard Eggs

# 6 As the party continues down river through the underground tunnel a large cavernous room is discovered with sandy banks on either side.

A giant gar inhabits this section of the river and will attack anything in the water, especially a boat.

(e) 1 Giant Gar N AC 5 HD 8 Hp 38, Xp 930  
1 attack; 5d4 (MM1 pp42)

A large circular pit in the sand is visible on the left bank, and a stony slope is visible beyond the sand on the right bank. Two openings are visible above the slope on the right, the farther one is much larger than the first.

Any commotion on the surface of the river may attract the attention of the creatures in rooms seven and eight.

Any creature entering the sand pit will be attacked by the ant lion.

1 Ant Lion in Lair N AC 2 HD 8 Hp 43, Xp 1005 1 attack; 5d4 (MM2 pp10)

Anyone landing on the right bank near room seven will notice a human skull with several other bones, a half buried suit of plate armor, and a shield. (See room seven).

A Terithran inhabits the area covered by rooms six, seven, and eight. If sixteen levels of spells are cast of magic user or illusionist type there is a

65% chance the Terithran will appear. (FF pp87)

- 1 Terithran in Lair N AC 3, HD 5 Hp 29, Xp 749
- 2 attacks; 1d4+1, 1d4+1, see magical abilities (FF pp87)

# 7 The floor is made of slate slabs, the walls are of limestone, and ceiling is also limestone with stalagmites. The floor is littered with rubble and boulders. There is a 10% chance of slipping while climbing up the slope

The giants: Wicked Wanda has lured Stumbling Stan to the river to get him away from the others. Lumbering Leroy and Fartin Fred have followed to watch. Wanda and Stan are prone on the floor making out. There is a 30% chance that they will notice a boat on the river, 60% if the gar attacks. There is a 20% chance they will notice anyone climbing up the slope, 40% if they slip. The giants will prefer to throw boulders at the characters first.

4 Stone Giants N AC 0 Throw Rocks for 3d10 All attacks at +3/+8

'Lumbering Leroy' Hp 40, Xp 2360 HD 9 3d6  
'Stumbling Stan' Hp 35, Xp 2290 HD 9 3d6  
'Wicked Wanda' Hp 32, Xp 2248 HD 8 2d8  
'Fartin Fred' Hp 40, Xp 2360 HD 9 3d6

Total Xp 9258 (MM1 pp45)

Treasure is scattered and half buried in the sand near the river;

10gp Tiger Eye                      50gp Moonstone                      Total 60gp

Pipes of the Sewers, +1 Long sword, +1 Full Plate Armor, +2 Shield, Bracers of Brachiation

Leather Scroll Tube, (1gp), Egyptian Seal, 9th Level Effect, 77 AC

Illusionist Spells:

- 1. Ventriloquism                      600gp
- 2. Solid Fog                              1200gp
- Total 1800gp

No Scroll Tube, Mayan Seal, 11th Level Effect, 287 AC

Protection Scroll:

- 1. Traps 10,000gp

# 8 The floor is made of slate slabs with several boulders strewn about, the walls are limestone, and the ceiling is also limestone with stalagmites. The slope down to the sand is made of loose shale (40% chance of slipping). The sand is clean and dry.

The giants: Big Belly Bill and Crazy Cathy have taken their child and her sister out for a picnic. They have been feasting on roast wild boar, and have been making lude comments about Wicked Wanda, who is clearly visible to them. There is a 40% chance that Diaper Dumper will want to play in the sand, if there is a commotion on the river surface, there is an 80% chance that Bill will investigate.

4 Stone Giants in Lair N AC 0 Throw Rocks for 3d10 All attacks at +3/+8

'Big Belly Bill' Hp 55, Xp 2570 HD 9 3d6  
'Crazy Cathy' Hp 45, Xp 2430 HD 8 2d8  
'Jealous Judy' Hp 23, Xp 2122 HD 8 2d8  
'Diaper Dumper' Hp 28, Xp 2192 HD 7 2d6

Total Xp 9314 (MM1 pp45)

Treasure is in Bags tied to the belts of the giants; 1200 Silver, 260 Gold

The tunnel beyond room eight leads to a ledge dropping down ten feet to the left, several boulders are near the ledge.

They are actually:

(f) 4 Vilstrak NE AC 2 HD 01 2 attacks; 1d4+1, 1d4+1 (MM2 pp124)  
Hp 6, Xp 13 Hp 3, Xp 10 Hp 3, Xp 10 Hp 3, Xp 10 Total Xp 43

# 9 There is a large boulder in the middle of an intersection that goes left or right. There is a strange smell in the area of fresh dung.

The boulder is actually a cave bear:

(h) 1 Cave Bear N AC 6 HD 6 Hp 31, Xp 723  
3 attacks; 1d8, 1d8, 1d12; Hug 2d8 (MM1 pp9)

The floor is covered with sand over limestone, the walls are also limestone, the ceiling is limestone with stalagmites spotted with soot. There are recently defleshed bones scattered about the center of the room, two human skulls can be made out. A sword and a flail lie near them.

If the room is entered two voices can be heard speaking in Red Dragon: "More humans for dinner I see" says the first. "I don't know if my claws are up to picking apart another suit of armor" whines the second. "The first batch was a little rare" complains the first. "I'll make them well done this time, how dark do you want your meat?" asks the second.

The chimera are hiding behind a cleft in the rock against the right wall.

2 Chimera in Lair CE AC 5 HD 09 (MM1 pp14)  
6 attacks; 1d3, 1d3, 1d4, 1d4, 2d4, 3d4; Fire Breath 3d8  
Hp 40, Xp 1480 Hp 38, Xp 1456 Total Xp 2936

Flame Tongue Sword (Katana), +1 Footman's Flail, Horn of the Tritons, Potion of Undead Control, Oil of Sharpness, Potion of Water Breathing

Bone scroll tube contains;

800gp Treasure Map

This is a map to monetary treasure.

The treasure is guarded in a lair not far away - 43 miles.

55 Gems

The guardian is a Groaning Spirit

This intersection is fairly quiet

A speeding fungus will make 1d4 passes on the party taking five melee rounds between attacks to disappear and return.

(g) 1 Ascomoid in Lair NE AC 3 HD 06 Hp 38, Xp 1079 (MM2 pp10)  
1 attack; 1hp save vs poison or die in 1d4 melee rounds

# 10 The floor is made of limestone with hard packed dirt on it, the walls are sandstone, and ceiling smooth limestone. There are six large boulders strewn on the floor.

The boulders are actually sleeping wyverns, there is a 15% chance per person per melee round that they will awaken if the room is entered and characters are not moving silently as a thief would.

6 Wyvern in Lair NE AC 3 HD 07 (MM1 pp102)  
2 attacks; 2d8, 1d6 poison save or die  
Hp 42, Xp 1345 Hp 41, Xp 1335 Hp 30, Xp 1225 Hp 47, Xp 1395  
Hp 40, Xp 1325 Hp 41, Xp 1335 Total Xp 7960

Treasure is in Pottery Jars against the wall; 100 Silver, 700 Gold

# 11 The entrance to this area begins with a ten foot drop from a ledge, there is a large boulder on the floor. There is a twenty foot corridor leading into the next room.

The boulder is actually a sleeping cave bear.

(i) 1 Cave Bear N AC 6 HD 6 Hp 36, Xp 763

The floor is made of slate slabs with sand strewn about, the walls are limestone, and the ceiling also with stalagmites.

If the bear is engaged in combat a large prehistoric bird will investigate.

There is a 15% chance per melee round that a ten by ten floor section of the ceiling will collapse. Roll for a random area, treat as a 6 HD attack with 4d8 damage for each in the area affected.

1 Dragonnel NE AC 3 HD 08 Hp 39, Xp 1068 (MM2 pp60)  
3 attacks; 1d6, 1d6, 4d4

A piece of old parchment lies on the floor:

No Scroll Tube:

400gp Treasure Map

This is a map to monetary treasure.

The treasure is guarded in a lair not far away - 39 miles.

2700 Electrum 1500 Gold

The guardian is a Forester's Bane

# 12 The entrance to this room begins with a ten foot drop off from a ledge, a crude slate stair case leads down against the right wall. The slate floor is covered with gravel, the walls are slate slabs with rusted chains set into them the ceiling has ice covering parts of it.

The stair case is actually a rock reptile sleeping against the wall.

(j) 1 Rock Reptile N AC 3 HD 05 Hp 30, Xp 740 (MM2 pp106)  
1 attack; 1d4+12

A large undisernable mass lies in the center of the room, motionless.

Against the back wall is a large rusted iron chest with a six foot long wood pole leaning against it.

The undisernable mass are minotaur lizards.

3 Minotaur Lizards in Lair N AC 5 HD 08 (MM1 pp61)  
3 attacks; 2d6, 2d6, 3d6  
Hp 34, Xp 1215 Hp 42, Xp 1295 Hp 31, Xp 1185 Total Xp 3695

The shadow dragons are very near the chest, they will most likely try to get the party th leave it alone. The smart one may cast spells without being heard at any time.

If the chest is opened the shadow dragons will attack.

2 Shadow Dragons in Lair NE AC -2 (MM2 pp58)  
3 attacks; 1d4+1, 1d4+1, 3d4

HD 6, Age 8, IN 16, Hp 56, Xp 11520

Awake, Speaks: Nymph, Dwarfish, Halfling

HD 5, Age 7, IN 18, Hp 40, Xp 9450

Awake, Speaks: Red Dragon, Lizard Man, Orcish, Halfling, Pixie,  
Gnome, Egyptian

Spells: Hypnotism, Phantom Armor, Whispering Wind, Blur, Fear,

Suggestion, Shadow Monsters

Total Xp 20970

Treasure is in a rusted iron trunk; 300 Copper

50gp Star Rose Quartz	10gp Eye Agate	200gp Jet
10gp Obsidian	50gp Carnelian	60gp Topaz
50gp Smoky Quartz	100gp Jade	1000gp Ruby
30gp Star Rose Quartz	Total 1660gp	

Magical - 100gp Spinel - Detect Illusion Spell, 2 Charges

1200gp Red Glass Bottle                      340gp Gold Ingot                      Total 1540gp

Mahogany staff with glass orb on top, the staff currently has 25 charges.

No Charge:

Faerie Fire	Shillelagh
Pass Without Trace	Invisibility to Animals
Trip	Locate Plants

1 Charge:

Pyrotechnics	Neutralize Poison
Protection From Fire	Stone Shape
Water Breathing	Dispel Magic
Hallucinatory Forest	Repel Insects

2 Charges:

Animal Summoning II	Sticks to Snakes
Moonbeam	Wall Of Fire
Wall Of Thorns	Turn Wood
Feeblemind	Transport Via Plants

3 Charges:

Fire Storm	Control Weather
Changestaff	Conjure Earth Elemental
Finger of Death	Creeping Doom

SPECIAL -

The Staff contains the soul of a Yagnodaemon, the staff will discharge a shocking grasp three times per day at random hours. The shock will inflict 1d8+13 hit points on any one touching the staff. The staff will teleport its self and anyone holding it in a random direction and distance each day at a random time. The destination area is considered "Never Seen" when rolling for results (PH 82).

# 13 The entrance to this room is blocked by a ten foot escarpment. The ceiling is the first thing visible, it is made of limestone with broken stalagmites. The walls are also limestone.

If the characters climb the wall they will see a rubbish strewn sandy floor with three adult giants eating several wild boars. Three baby giants are playing in the sand and fighting each other with discarded bones. Propped against the wall is a suit of armor with a shield next to it. Three burlap bags are behind the shield. It cannot be determined if there is anyone in the suit of armor, but it does not move nor speak.

6 Stone Giant in Lair N AC 0 Throw Rocks for 3d10 All attacks at +3/+8

'Wobbly Willie'	Hp 38, Xp 2332	HD 9	3d6
'Gus the Gut'	Hp 35, Xp 2290	HD 9	3d6
'Lump Head Larry'	Hp 40, Xp 2360	HD 9	3d6
'Rug Rat'	Hp 23, Xp 2122	HD 5	2d6

'Carpet Creeper' Hp 22, Xp 2108 HD 6 2d6  
'Yard Ape' Hp 27, Xp 2178 HD 5 2d6

Total Xp 13390 (MM1 pp45)

Treasure is in three burlap bags; 300 Copper, 500 Electrum, 340 Gold

+3 Field Plate Armor, +2 Coiled Dragon Scale Shield

# 14 The passage widens and splits in two, there are two large boulders on the floor in front of the fork.

The boulders are actually sleeping cave bears.

(k) 2 Cave Bears N AC 6 HD 6 Hp 32, Xp 731 Hp 42, Xp 811  
3 attacks; 1d8, 1d8, 1d12; Hug 2d8 (MM1 pp9)

If the cave bears are engaged in combat the hell hounds down the left corridor will rush to attack. Other wise they are sleeping.

(l) 3 Hell Hounds LE AC 4 HD 7 (MM1 pp51)  
2 attacks; 1d10, Fire Breath 1hp per HD  
HD 7, Hp 39, Xp 562 HD 7, Hp 26, Xp 458 HD 7, Hp 20, Xp 410  
Total Xp 1430

If the hell hounds are engaged in combat the first three fire giants will investigate, one will move from the number fourteen to the letter 'k', another will move from the number fourteen to the letter 'l'. The last will move from the number fourteen through the letter 'l' to letter 'k'. They will not pursue the party further.

The last two giants are playing on the stair case, the female is watching them. If the three male fire giants are killed the female will take the two children up the stairs to room fifteen and bar the door. The door is made of oak timbers and reinforced with iron.

6 Fire Giant LE AC 3 Throw Rocks for 2d10 All attacks at +4/+10

'Buck Hammerfist' Hp 53, Xp 3495 HD 11 5d6  
Red Dragon Plate Mail, and Battle Axe  
'Smokey Whackhammer' Hp 64, Xp 3660 HD 11 5d6  
Green Dragon Splint Mail, and two headed Flail  
'Terrible Ted' Hp 59, Xp 3585 HD 11 5d6  
Black Dragon Plate Mail, and two headed Flail  
'Brenda Blaze' Hp 50, Xp 3450 HD 10 4d6  
Black Dragon Plate Mail, and two headed Flail  
'Billy Brat' Hp 46, Xp 3390 HD 9 3d6  
White Dragon Ring Mail, and Halberd  
'Dennis Denzien' Hp 41, Xp 3315 HD 8 3d6  
Blue Dragon Scale Mail, and Battle Axe

Total Xp 20895

Treasure is in Chests; 300 Silver, 800 Gold

# 15 The floor of this entry room is made of great slate slabs cut in ten by ten foot squares and fitted together without mortar. The walls are made of red marble blocks polished to a mirror shine. The ceiling is made of great oak beams and rafters which support the floor above. There are two great iron doors set into the wall creating an entry. There are two doors.

The hell hounds are waiting with a sixth sense where ever the character party enters.

6 Hell Hounds in Lair LE AC 4 HD 4-7 (MM1 pp51)  
2 attacks; 1d10, Fire Breath 1hp per HD  
HD 5, Hp 16, Xp 378 HD 7, Hp 27, Xp 466 HD 6, Hp 28, Xp 474  
HD 5, Hp 29, Xp 482 HD 7, Hp 28, Xp 474 HD 7, Hp 34, Xp 522  
Total Xp 2796

(m) Bronze statue of a Fire Giant, corroded black, with inset gems;  
Eyes are 1000gp Star Rubies (2)  
Base of sword hilt 2000gp Star Sapphire  
Hilt Guard ends 800gp Star Sapphires (2) Total 5600gp

# 16 The iron reinforced oak door to this room is shut and locked.

The floor is made of great slate slabs cut in ten by ten foot squares and fitted together without mortar. The walls are made of granite blocks, the ceiling is made of heavy oak beams with rafters supporting the floor above.

Three demons have struck a deal with five sphinx to take several objects back to the abyss for Lolth the Demon Queen of Spiders. The items are the oriental vase and statue, taken from the Monks Temple in Colossus, and the paintings and paladin statue taken from the Temple of Gold. They have traded the other gems and jewelry items listed.

The sphinx will attack first since this is their room, the demons will attempt to create a gate to the five hundred and sixty seventh plane of the Abyss where Lolth can be found.

5 Hieraco-Sphinx in Lair CE AC 1 HD 09 (MM1 pp90)  
3 attacks; 2d4, 2d4, 1d10  
Hp 35, Xp 1020 Hp 32, Xp 984 Hp 44, Xp 1128 Hp 40, Xp 1080  
Hp 46, Xp 1152 Total Xp 5364

3 Type I Demon CE AC 0 HD 08 (MM1 pp18)  
5 attacks; 1d4, 1d4, 1d8, 1d8, 1d6  
Hp 49, Xp 1765 Hp 43, Xp 1705 Hp 43, Xp 1705 Total Xp 5175

Treasure is in Bags; 300 Electrum, 390 Gold  
50gp Chalcedony 50gp Blood Stone 100gp Amber  
10gp Turquoise 1000gp Oriental Amethyst

Magical - 100gp Jade - Entangle Spell, 2 Charges  
Magical - 100gp Peridot - Purify Water Spell, 2 Charges

Total 1410gp

1600gp Gold with Gems Bracelet 160gp Ivory Necklace  
100gp Ivory Medal 1200gp Gold with Gems Brooch  
1200gp Gold with Gems Earring 1400gp Oriental Vase

180gp Painting of a desert temple with two seated gold dragons at doorway

300gp Painting of a silver dragon seated on a throne with gold dragons prostrate before it.

Description: A human Paladin with clerical robes over armor, wielding a disk topped staff, and wearing a rams fleece  
1000gp Platinum Plated Wood Statuette of Famous Cleric/Paladin "Ojebnin",  
6 inches tall

(n) Statue; Ten feet in height, four foot diameter.  
Description: Oriental woman looking at a flat octagonal object in her left hand and gesturing with her right.  
240gp Polished Royal Blue Granite Statue of Amaterasu Omikami

Total 7380gp

# 17 The ceiling is made of sandstone, the walls are plastered and painted with frescoes of Avernus the first plane of the Nine Hells. The floor is made of pale blue marble. Three coffins are visible from the stairs. There is dust on them, and hand prints in the dust in the middle of the lids on the edges.

One of the coffins opens when the characters enter the room, and a Vampire steps out to attack.

The Vampire is actually a Dao with a Change Self Spell, the room is actually empty the coffins are a Spectral Force Spell. The Dao can cast other spells: Invisibility, Gaseous Form, Misdirection, Pass Wall, Limited Wish, Wall of Stone, and others. The Dao can also fly.

1 Dao NE AC 3 HD 08 Hp 42, Xp 2104 (MM2 pp32)  
1 attack; 3d6

# 18 The floor is made of green blocks, the walls are rose granite blocks, and the ceiling is made of heavy oak.

Four giants have been waiting for the characters. Bobby Bruiser is next to the door ready to swing his flail, and Abull Iron Head is waiting to thrust his sword through the door when it opens. The character opening the door will have two attacks on him before they can do anything.

4 Fire Giants LE AC 3 Throw Rocks for 2d10 All attacks at +4/+10

'Bobby Bruiser' Hp 46, Xp 3390 HD 11 5d6  
Green Dragon Ring Mail, and three headed Flail  
'Abull Ironhead' Hp 53, Xp 3495 HD 11 5d6  
Black Dragon Splint Mail, and Two Handed Sword  
'Tim Tumblerock' Hp 60, Xp 3600 HD 11 5d6  
White Dragon Ring Mail, and two headed Flail  
'Tom Slateslam' Hp 53, Xp 3495 HD 11 5d6  
Black Dragon Splint Mail, and Two Handed Sword

Total Xp 13980

Treasure is in a small coffer in the belt of Tom Slateslam; 300 Electrum

# 19 The walls are made of granite blocks, the ceiling is oak with rafters, and the floor is slate. A Demon is emptying a bag of treasure on to the floor.

The Nabassu needs only two more humans to its credit to be fully matured and acquire all spell powers. It will then be able to return to the Abyss.

1 Nabassu Demon CE AC -4 HD 5 Hp 50, Xp 3208 all attacks at +3/+6  
3 attacks; 2d4, 2d4, 3d4 (see MM2 pp40 for spells)

Treasure is Loose; 260 Electrum, 270 Gold

10gp Broken Glass                    20gp Zircon                    100gp Alexandrite  
Total 130gp

200gp Silver with Gems Earring                    200gp Silver with Gems Medallion  
Total 400gp

# 20 The floor has a thin layer of dust covering black tiles (adamite tiles 4x4 inches each a quarter inch thick 3000 tiles). The walls are made of olive colored marble blocks, the ceiling is made of large stones. Two strange reptiles with antennae and whip like tails are polishing the floor and making sucking noises.

Thirty percent of the tiles have been consumed by the rust monsters, each melee round they eat an additional fifteen tiles each. They have eaten so much adamite that a snack of any other metal would be inviting.

2 Rust Monsters N AC 2 HD 05 (MM1 pp83)  
2 attacks; hit indicates rusted, magical saves at 10% per plus  
Hp 21, Xp 269 Hp 23, Xp 277 Total Xp 546

# 21 The floor is made of large stones covered with light blue sand, the walls are made of tan granite blocks, the ceiling is made of heavy wooden beams. There are six giants in the room. A large male is against the wall sharpening his battle axe on a stone wheel, a small female child with a halberd is ready to charge at a target dummy on the door to room twenty. Two adult females are passing each other on the stairs, and two more are at a large table in the center of the room playing cards. A large wooden chest sits in the corner of the room behind the sharpening wheel.

6 Fire Giants LE AC 3 Throw Rocks for 2d10 All attacks at +4/+10

'Billy Blaze'	Hp 69, Xp 3735	HD 11	5d6
Green Dragon Splint Mail, and Battle Axe			
'Beatrice Hammerfist'	Hp 59, Xp 3585	HD 10	4d6
Black Dragon Splint Mail, and Morning Star			
'Bonnie Bruiser'	Hp 52, Xp 3480	HD 10	4d6
Black Dragon Scale Mail, and Two Handed Sword			
'Bernice Whackhammer'	Hp 46, Xp 3390	HD 10	4d6
Green Dragon Splint Mail, and Two Handed Sword			
'Barbara Bushy'	Hp 51, Xp 3465	HD 10	4d6
Blue Dragon Splint Mail, and Battle Axe			
'Suzzy Slap'	Hp 42, Xp 3330	HD 7	3d6
Black Dragon Ring Mail, and Halberd			

Total Xp 20985

Treasure is in a large wooden chest:

Complex lock, -5% to pick open, 700xp if picked  
Trap within the box are 6 poison +2 Darts (2HD attack, Type B poison)

50gp Star Rose Quartz	10gp Tiger Eye	50gp Citrine
20gp Rock Crystal	65gp Amethyst	Total 195gp

Ring of Three Wishes, 8 +3 Bolts, +1 Short Sword +3 vs Regenerating,  
+2 Horsman's Flail

+3 Long sword IN 14, Ego 10, Align: True Neutral  
Speaks TN, Rat, Gnome, Stone Giant, Common  
Detects Precious Metals 20ft radius  
Detects Slopes 10ft radius  
Can Cast Illusion 120ft range twice per day (as Wand)

Bone Scroll Tube, (5gp), Thern Seal, 8th Level Effect, 224 AC

Magic User Spells:

1. Anti-Magic Shell	1800gp
2. Write	300gp
3. Airy Water	1500gp
4. Leomund's Belabourment	1500gp
Total 5100gp	

# 22 The floor is made of creaky wood, the room is filled with a continual darkness spell.

The walls are made of black marble, and the ceiling has red quartz crystals growing over parts of the granite blocks.

A spiked rack hangs above the door covering a ten by ten area, a pressure

plate is held down by the sleeping hell hounds. If all three leave the plate the rack will fall. The cast iron spiked rack will have 2d4 spikes per person under it. Treat as 8HD attacks and 3d4 damage.

3 Hell Hound LE AC 4 HD 4-7 (MM1 pp51)  
2 attacks; 1d10, Fire Breath 1hp per HD  
HD 5, Hp 25, Xp 450 HD 4, Hp 13, Xp 354 HD 7, Hp 36, Xp 538  
Total Xp 1342

Treasure is Loose; 40 Copper, 30 Silver, 10 Electrum, 40 Gold

# 23 The floor is made of yellow colored marble river stones, it is fairly even with half inch dips to mortar. The walls are made of large granite blocks, the roof is supported by wooden beams. There are five large statues of gray limestone supporting the roof. They are carefully carved, and resemble large prehistoric flying reptiles. Against the curved wall are eight bronze urns.

Each urn is four or five feet away from the next along the wall, if the contents are removed or if the urn is tipped off of the pressure plate it rests on the room will fill with gas from vents along the base of the wall. The gas will turn anything made of stone into flesh. There is a 15% chance that a ten foot section of the roof will collapse when the pterosaurs return to life. Any one under a collapsing section will receive 2d6 damage.

5 Pterosaurs in Lair N AC 5 HD 6 (MM2 pp54)  
1 attack, 3d4  
Hp 30, Xp 590 Hp 40, Xp 670, Hp 39, Xp 662, Hp 34, Xp 622, Hp 33, Xp 614  
Total Xp 3158

Treasure is in Metal Urns; 1200 Copper, 900 Silver, 200 Electrum  
7gp Moss Agate 50gp Carnelian 8gp Rhodochrosite  
700gp Black Sapphire 13gp Chrysoprase 5000gp Fire Opal  
10gp Eye Agate 1000gp Oriental Topaz 80gp Pearl

Magical - 1000gp Black Sapphire - Airy Water Spell, 9 Charges  
Total 7868gp

380gp Painting of Tiamat 1000gp Painting of Gargoth  
800gp Silver with Gems Ring Total 2180gp

26 +1 Bolts

# 24 The floor is made of iron plates riveted together, the walls are covered with ice, the roof is made of wooden beams. Three women with wings on their backs are discussing where to leave the booby trapped magic item they have brought with them. They are sorting through treasure in the urns.

3 Erinyes Devils LE AC 2 HD 06 (MM1 pp22)  
1 attack; 2d4 see magical abilities  
Hp 41, Xp 1203 Hp 32, Xp 1131 Hp 33, Xp 1139 Total Xp 3473

Treasure is in Metal Urns; 100 Copper, 620 Silver, 40 Electrum

50gp Carnelian 50gp Sardonyx 5gp Broken Glass  
100gp Tourmaline 500gp Spinel Total 705gp

200gp Silver and Gold embroidery on Orange Silk trousers

Crystal Ball with ESP containing;

1 Groaning Spirit in Lair CE AC 0 HD 07 Hp 24, Xp 2690 (MM1 pp50)  
1 attack; 1d8 see magical abilities

# 25 The floor is made of lead plates riveted together, the walls are frescoes painted on plaster of flowers. The roof is made of wood with a large hole in it. A brass dragon with a lions head is devouring a cleric wearing chain mail with a morning star clutched in his left hand.

1 Dragonne in Lair N AC 2 HD 09 Hp 42, Xp 1988 (MM1 pp34)  
3 attacks; 1d8, 1d8, 3d6, Roar

Lying on the floor near the door is a 200gp Silver with Gems Comb

The corpse is wearing;

+2 Morning Star, Dagger of Throwing, +2 Chain Mail

Treasure is in an Iron Trunk; 600 Copper, 30 Electrum, 100 Gold