

BLOOD & TREASURE

The Tumbled Towers

BY JOHN M. STATER



WHAT SECRETS LIE BENEATH THE ANCIENT GATEHOUSE OF THE INFAMOUS BLACK BARON? ONLY THE BRAVEST DARE FIND OUT. FOR CHARACTERS LEVELS 1 TO 2.

BLOOD & TREASURE

B1 –The Tumbled Towers

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The *Tumbled Towers* is intended as an introductory adventure for the *Blood & Treasure Fantasy Adventure* game. It should be compatible with most fantasy games, and is designed to be easy to insert into a variety of campaigns. As Treasure Keeper, you should feel free to make alterations as you see fit to the adventure's background and to the monsters and treasures found in the dungeon to tailor it to your own game and the interests of yourself and your players.

HISTORY OF THE TOWERS AND DUNGEON

The so called "tumbled towers" are all that is left of the gatehouse of a certain infamous Black Baron who carved a freehold from the wild woodlands long ago. Despised by peasants and nobles alike, his twenty year reign of terror was ended by a revolt of peasants aided by the combined armies of several neighboring lords. Many years have passed since the destruction of the Black Baron, and he and his ruined castle have passed into the folklore of the region. A few small bands of adventurers have trekked to the ruins and reported that only two towers yet remain, and one is quite ruined. They also tell of a passage beneath the towers that grants access to the old castle dungeons, where, according to survivors (and they are few), there is treasure to be had!

You can place the ruins of the Black Baron wherever you please, but since the adventure is meant for low-level characters, it is probably a good idea to place it no more than a half-day's walk from an existing village, perhaps the old manorial village of the Black Baron, long since freed from his tyranny. Low level adventurers have little money to invest in a long, overland journey, and powerful wilderness encounters could keep them from ever reaching the castle.

If you do care to use random wilderness encounters to keep things lively, you might use the following table, assuming a random encounter occurs on a roll of 1 on 1d6, rolled on each trip to and from the Tumbled Towers.

3D6	MONSTER ENCOUNTER
3	Giant Eagle (1)
4	Stirge (1d4)
5	Giant Bombardier Beetle (1)
6	Mushroom Man (1)
7	Giant Centipedes (1d8)
8	Wolf (1d4)
9	Giant Skunk (1d4)
10	Giant Rats (1d6)
11	Kobolds (1d8)
12	Human Bandits (1d6)
13	Elves (1d6)
14	Centaur (1)
15	Ogre (1)
16	Brownie (1d6)
17	Leprechaun (1d4)
18	Pseudodragon (1)

ENTERING THE DUNGEON

When one enters the clearing that surrounds the ruins of the Black Baron's castle, they see the remains of the gatehouse, two towers, one mostly intact, the other severely damaged. The intact tower can be entered and explored, if one wishes. It consists of four floors, the top floor having only a partial roof:

[A] This floor of the tower is empty save for some bits of broken, wooden furniture and a quiver containing twelve warped arrows. A large puddle on the floor is rife with filth fever.

[B] Rubble on this level of the tower hides a battered shield. Below the shield, and protected by it, is a vial containing a *potion of cure light wounds*.

[C] This level of the tower is intact, and serves as the lair of a single giant bat. The bat is not threatening if left alone, and will attempt to escape through the narrow window (takes one round to enter the window and another to fly away) if attacked. It will fly to the level above to warn its friend, the mad druid.

Giant Bat: HD 4; HP 12; AC 20; ATK 1 bite (1d8); MV 20 (Fly 40); F12 R11 W17; XP 400; AL Neutral; Special – Echolocation, vulnerable to sonics.

[D] A hermit dwells atop the tower. Once a friendly druid of the neighboring region, he abandoned humanity for the wild years ago, and now lives here like an animal. The hermit (he gives no name) is quite mad, and could be violent if disturbed. He mostly wants to be left alone, and is wise enough to use subterfuge to get what he wants. He owns a sack filled with wolfsbane and a stone crock, sealed with wax, containing brown mold.

Mad Hermit, Human Druid: LVL 3; HP 8; AC 10; ATK 1 club (1d4-1); MV 30; F12 R14 W12; XP 300; AL Neutral; Special – Spells (0—create water, cure minor wounds, detect poison, purify food & drink; 1st—animal friendship, shillelagh; 2nd—summon swarm); Gear – Club; Str 8, Int 11, Wis 15, Dex 12, Con 12, Cha 7.

Between the two towers there is a rubble-strewn stone bridge of sorts, the remnants of the tunnel that extended through the gatehouse and into the castle courtyard beyond. Beneath this "bridge" there is a small hole that leads into a small chamber that was once a secret entrance into the castle used by the Black Baron for secretly entering and leaving the castle via the dungeons. A hole in the floor of this chamber gives access to a 20-foot deep shaft that ends in a small chamber, location [1] on the dungeon map.

Beyond the bridge one finds the remains of the castle's courtyard, which contains a well that leads into the old cistern (Area 12), and which is overgrown with yellow mold.

Beyond the courtyard are the razed ruins of the keep – partial walls and rubble, overgrown with small trees and a variety of

shrubby. A Treasure Keeper can place a random wilderness encounter in these ruins if they wish.

RANDOM DUNGEON ENCOUNTERS

There is a 1 in 6 chance each turn (i.e. 10 minutes) spent in the dungeon of a random monster encounter. If characters make a great deal of noise (in a fight, for example), there is an additional 1 in 6 chance of an encounter.

D6	MONSTER ENCOUNTER
1	Apprentices of the Necromancer (1d3) – See Room 20
2	Giant Rats (2d4)
3	Gray Ooze (1)
4	Hobgoblins (1d6)
5	Kobolds (1d8)
6	Zombies (1d4)

THE DUNGEON

1. ENTRY CHAMBER: This “entry chamber” was also an exit chamber for the Black Baron, who climbed the ladder to the small chamber above before stealing out of his castle under cover of night with his chaos priests in search of sacrificial victims. The room is clad in grey stone which has worn down over the years; dwarves can tell it is a few centuries old. Metal pegs jut from the north wall, and were probably used once to hang cloaks or robes and possibly weapons. They are now bare.

On the south wall, at floor level, there is a small stone that juts out from the wall. If pressed in with one’s foot, it releases a catch and permits a portion of the south wall, about 3 feet tall and 2 feet wide, and set about 3 feet above the floor, to be rotated. The rotated wall reveals a small shrine to the goddess of thieves, containing a copper statuette covered in verdigris (worth 15 gp). In the cupped hands of the statuette there is a stub of a black candle. The baron used to light this candle in worship of the goddess of thieves to aid in his night hunts.

Inside the candle there is a golden *ring of protection +1*. It can only easily be found by detecting magic or by burning down the candle. If removed from the shrine, the goddess of thieves curses the robbers with a -2 penalty to all tasks associated with thievery until the ring is replaced and a sacrifice of a gemstone worth at least 25 gp is made at a chaotic temple (though not a temple of the god of assassins, for a powerful sibling rivalry keeps him and his cult at odds with the cult of the goddess of thieves).

The floor of in this room is covered with dust and bits of rubble. A ranger might be able to spot kobold tracks.

2. GUARD POST: The kobolds that were forced from the depths by the hobgoblins (see Area 23) maintain a guard post here. The post is guarded by four kobolds armed with spears. The kobolds have born small eye holes in the door at their height. The room is littered with bits of bone and rubble. Each kobold has 2d6 cp.

Kobolds (4): HD 0; HP 4, 3, 1, 1; AC 13; ATK 1 spear (1d6); MV 30; F14 R16 W16; XP 25; AL Chaotic (CE); Special – None; Gear – Spear, leather armor, 2d6 cp.

3. STORE ROOM: The kobolds are using this room to store their tools and weapons. There are a dozen mining picks here (can be used as weapons that deal 1d4 points of damage), five bucklers, three short bows (unstrung, but there is bowstring here as well), four quivers containing 10 arrows each, a pile of soiled blankets, a barrel of dried mushrooms, eight spears and two barrels of copper ore (200 lbs, can be turned into 20 lbs. of copper). No kobolds are stationed here as guards, but several heavy stones and bits of metal are rigged to fall on the head of the first person who enters (Reflex save or suffer 1d4 points of damage and raise an alarm heard in Areas 2, 4 and 5).

4. KOBOLD NURSERY: This room is used as a hatchery and nursery by the kobolds. The tribe’s seven remaining females guard the place (they fight as well as the males). A brazier is kept in the room, where bits of scavenged wood, coal and dried fungus are burned to keep it warm. The tribe’s sixteen eggs (they look like crocodile eggs) are arranged around the fire, while eight yapping young kobolds bite and wrestle in a whelping box nearby.

Kobold Females (7): HD 0; HP 2 each; AC 11; ATK 1 club (1d4); MV 30; F14 R16 W16; XP 25; AL Chaotic (CE); Special – None; Gear – Club.

5. KOBOLD BARRACKS: Six kobold guards bivouac here, sleeping on pallets of soiled furs. The kobolds have their spears and short bows (they have 10 arrows each) handy at all times, and usually only half are asleep at any given moment. Aside from their sleeping furs, the kobolds have a coil of rope (hempen, 30 feet) and a crowbar set aside in one corner and a wooden chest (locked) that contains 10 iron spikes, a flask of oil and a leather sack containing 30 silver pieces.

Kobolds (6): HD 0; HP 4, 3, 3, 2, 1, 1; AC 13; ATK 1 spear (1d6) or short bow (1d6); MV 30; F14 R16 W16; XP 25; AL Chaotic (CE); Special – None; Gear – Spear, leather armor, short bow, 5 arrows, 2d6 cp.

6. ANCIENT WELL: The kobolds were mining copper ore here when they struck a natural spring. The spring gave fresh water for a few days, then sputtered out and left a small, brackish pool behind. The pool cavern is humid, and the walls and ceiling are coated with green slime, which falls on anyone who lingers in the cave for more than 1d4 rounds. Underneath the water, there is a small leather sack that holds 10 gold pieces and a jasper worth 100 gp. A kobold miner threw it in here intending to retrieve it later, but has not yet come back.

7. KOBOLD MINE: Five kobolds are busy in this cave, mining copper ore. They have about 20 pounds of ore sitting in buckets attached to a pole, but seem to now be dislodging larger chunks of rock to be used to build the wall in Area 10. The kobolds are

armed with picks and have bucklers resting on the ground next to them in case an alarm is raised elsewhere in the caves.

Kobolds (5): HD 0; HP 4, 4, 2, 2, 1; AC 11; ATK 1 pick (1d4); MV 30; F14 R16 W16; XP 25; AL Chaotic (CE); Special – None; Gear – Pick, buckler, 2d6 cp.



8. GROND: Grond is an exiled bugbear chief, a grizzled elder who was cast from his tribe by a more powerful rival. He now dwells in this cavern as an uneasy ally of the kobolds. He despises the little creeps, but would still like to displace their chief, Griznit. For now he bides his time.

He is accompanied by an outcast kobold called Vort (he wanted to be a dentist), a cowardly toady who does the bugbear's bidding and who makes promises to other kobolds to lay the groundwork for Grond's eventual conquest of the tribe. Vort is a skilled poisoner, boiling down fungus from Area 12 into a thick goo (Poison Type I) to spread on weapons, or as a powder to throw in the faces of foes. He usually keeps a couple pots of the goo and 2d6 vials of the powder. Grond keeps three vials of the powder and coats his spear with the goo.

Grond has an iron chest holding the following treasure: 24 gp, 5 pp, a moonstone worth 80 gp and a sapphire worth 700 gp. The chest is trapped with three puffballs held by a leather strap. When the chest is opened, the puffballs are crushed by the strap and explode from the chest as Poison Type III.

Grond: HD 3; HP 9; AC 14; ATK 1 morningstar (2d4 + poison I) or javelin (1d6 + poison I); MV 30; F12 R14 W14; XP 300; AL Chaotic (CE); Special – None; Gear – Leather armor, buckler, morningstar, javelins (3).

Vort: HD 0; HP 4; AC 11; ATK 1 dagger (1d4 + poison I); MV 30; F14 R16 W16; XP 50; AL Chaotic (CE); Special – None; Gear – Dagger, 2d6 vials of powered poison I, 1d8 sp.

9. KOBOLD LAIR: This large cavern is the main living space of the kobolds. Ten warriors are always present, their weapons close by,

and 22 females and eight young are also here. The kobolds have piles of sleeping furs here, as well as a few scraps of wooden furniture. Two kobold smiths are work here over an anvil and oven. The oven is tended by three assistants. The smiths are working on forging spear and arrow heads, and currently have five of the former and 30 of the latter.

The kobold chief Griznit also dwells here, occupying a massive pile of furs. His sleeping pile is surrounded by the sleeping furs of his 4 bodyguards. Beneath his furs, the chief keeps a small stone chest that contains the tribe's treasure: 1,800 silver pieces, 30 gold pieces, a large tiger's eye stone worth 200 gp and a copper key to the door in Area 12.

Kobold Warriors (8): HD 0; HP 3, 3, 3, 3, 2, 1, 1; AC 14; ATK 1 spear (1d6) or dart (1d4); MV 30; F14 R16 W16; XP 25; AL Chaotic (CE); Special – None; Gear – Leather armor, buckler, spear, darts (3), 2d6 cp.

Kobold Smith: HD 1; HP 6; AC 12; ATK 1 hammer (1d6); MV 30; F14 R16 W16; XP 50; AL Chaotic (CE); Special – None; Gear – Leather apron, hammer, 2d6 sp.

Kobold Apprentices (3): HD 0; HP 4, 2, 2; AC 12; ATK 1 light mace (1d4+1); MV 30; F14 R16 W16; XP 25; AL Chaotic (CE); Special – None; Gear – Light mace, buckler, 2d6 cp.

Kobold Bodyguards (4): HD 1; HP 5, 5, 4, 4; AC 17; ATK 1 short sword (1d6) or light crossbow (1d4+1); MV 30; F14 R15 W15; XP 25; AL Chaotic (CE); Special – None; Gear – Chainmail, buckler, short sword, light crossbow, 10 bolts, 2d6 sp.

Griznit: HD 2; HP 6; AC 18; ATK 1 +1 spear (1d6+1); MV 30; F13 R15 W15; XP 25; AL Chaotic (CE); Special – None; Gear – Platemail, +1 spear (chaotic, acts as cursed -1 spear for non-chaotics), 2d6 gp.

10. WALL: The kobolds are building a wall here between the gaps to either side of the natural column of stone. The wall is three feet wide and currently ranges from two to three feet in height. It is expertly built. Behind the wall (i.e. on the west side of the wall) there are seven kobold warriors, ready to raise an alarm if the hated hobgoblins show their faces. A trip wire in the eastern tunnel triggers an alarm (several tin pots).

Kobolds (7): HD 0; HP 3, 3, 2, 2, 2, 2, 1; AC 15; ATK 1 spear (1d6) or short bow (1d6); MV 30; F14 R16 W16; XP 25; AL Chaotic (CE); Special – None; Gear – Scalemail, spear, short bow, 10 arrows, 2d6 cp.

11. RUBBISH PIT: This cavern is used by the kobolds as a rubbish pit, where they throw bits of rubble, broken weapons, bones, etc. A pile of the rubbish fills the center of the room. The walls of the cavern are pocked with little holes, in which dwell a swarm of centipedes. The centipedes swarm when anything with a pulse enters the room. A total of 2,000 cp and 23 gp are hidden beneath the rubbish pile in a small wooden chest. The chest is locked, and has a needle coated with poison IV in the lock.

Centipede Swarm: HD 3; HP 13; AC 18; ATK 1 swarm (2d6 + poison III); MV 20 (Climb 20); F15 R14 W14; XP 300; AL Neutral; Special – Poison III.

12. CISTERN: This chamber holds a cistern of water, fed by water that flows through a pipe from Area 19. The cistern ceiling is 20 feet above ground level, and the ceiling is held up by a number of pillars and arches. Several of these pillars are hollow, containing pipes through which the water could be pumped into the castle. The water is 10 feet deep in the pool. The door on the north wall is actually located beneath the surface of the water, and can only be opened by draining the water. A second pipe runs from the cistern to Area 16, through which the cistern can be drained.

The ledges around the water are slick and treacherous, and clogged with all manner of mushrooms and other fungi. A violet fungus dwells in the northeast corner, and a 10 ft. patch of yellow mold can be found on the west wall. In the southwest corner there is a patch of 3 shriekers.

Shriekers (3): HD 2; HP 9, 6, 6; AC 8; ATK none; MV 0; F12 R18 W15; XP 100; AL Neutral; Special – None.

Violet Fungus: HD 2; HP 8; AC 13; ATK 4 tentacles (1d6 + poison II); MV 10; F12 R16 W15; XP 200; AL Neutral; Special – Poison.

Giant rats can be found throughout this chamber, and there is a 2 in 6 chance per turn spent here that a pack of 1d4 giant rats confronts the adventurers.

Giant Rats (5): HD 1; HP 4, 4, 3, 1, 1; AC 13; ATK 1 bite (1d4 + disease); MV 40 (Climb 20); F14 R13 W18; XP 50; AL Neutral; Special – Disease.

The aforementioned door is made of bronze and is locked. A key to this door can be found in the possession of the kobold chief Griznit in Area 10.

13. ANTECHAMBER: This room is the antechamber to the tomb of Vraith, the old chaos priest who once served the Black Baron. The antechamber walls are composed of marble bas-reliefs of armored clerics torturing helpless victims. One of the cleric sculptures has eyes that can be depressed. Pushing one of these eyes causes the sculpture to emerge from the wall, revealing it to be a sarcophagus. The lid is heavy (bend bars check to force it open), and the sarcophagus contains nothing but poison gas (Poison Type III) and a sack of 100 coins (lead coins covered with a thin coating of gold – worth about 1 copper piece each).

14. COBRAS: This room has walls covered with frescoes of Vraith and his acolytes, each posed in their platemail, faces grave and serious, hands held in the sign of the horns. In the center of the room, there is a brass idol of a demon with four arms, its hands holding large iron spheres. Each of these spheres is actually an iron cobra that animates and uncurls when they, the statue or the tomb door is touched. Each of the cobras has a small piece of jade, carved in the shape of a coiled serpent, inside its otherwise empty head. These pieces of jade are worth 20 gold pieces each.

Iron Cobras (4): HD 1; HP 5, 3, 3, 1; AC 18; ATK 1 bite (1d4 + poison IV); MV 40; F16 R15 W15; XP 100; AL Neutral; Special – Poison (enough for five bites).

15. CRYPT OF VRATH: This chamber is the crypt of Vraith. The room is clad in black marble, but it is otherwise bare. On the south wall of the crypt there is a stone seal carved from malachite and etched with runes of power. The seal is four feet in diameter. It is eight inches thick, though only three inches of the seal stick out from the south wall.

The seal depicts the following in bas-relief: Two serpents ring the seal, their mouths open wide, a moon between them. Three tears drop from the moon's right eye and onto a leopard rampant with seven spots. The leopard is facing to the left and stands upon the back of an elephant wearing a crown with three spires. This represents a map leading to a grand treasure (interpret it in whatever way works for your campaign.)

A dwarf should be able to tell that the seal is not anchored to the wall with anything more than a thin strip of lead, easily removed with a dagger. Behind the seal crouches the remains of Vraith, now a very hungry ghoul. A small velvet sack around his neck holds three chrysoberyls worth 40 gp each.

Ghoul: HD 2; HP 11; AC 14; ATK 2 claws (1d4 + paralysis) and bite (1d6); MV 30; F15 R15 W13; XP 200; AL Chaotic (CE); Special – Paralysis.

16. CHAOS IDOL: The west wall of this otherwise empty chamber is carved with a bas-relief of a tusked demon with a single eye in the form of a lustrous red ruby (it is really red glass). A giant spider lurks in the northwest corner of the room.

Giant Spider: HD 2; HP 5; AC 14; ATK 1 bite (1d6 + poison II); MV 30 (Climb 20); F12 R15 W15; XP 200; AL Neutral; Special – Webs, poison.

If the false gemstone is jimmied from the wall, it allows water to pour into the room from a pipe to Area 12. The stream may knock the would-be jewel thief to the floor (Reflex saving throw or suffer a 10-ft. fall). The water that comes through the hole will flow into Area 17, and then to 20, 23, 29, 30 and down into the depths. Walking through this torrent of water slows folks to half speed, and fighting in it requires a Reflex save every time an attack fails to avoid falling prone.

17. DUNGEON: This dank dungeon shows signs of recent use. There are several cells, each with a barred door that is locked. Two of these cells hold a skeleton each (one wearing a rusty suit of chainmail), while one holds a woman and another holds an old man. The old man is Vaton, a horse trader who was captured by the hobgoblin servants of the necromancer who has made a home for himself under the tumbled towers. The woman is actually an aranea who has taken half-elven form. She desires revenge on the necromancer, and will attempt to bend adventurers to her will to achieve that revenge.

The dungeon is always guarded by three zombies. There is a 1 in 12 chance that the necromancer Thrush (Area 21) is present in the chamber tormenting his captives.

Zombies (3): HD 2; HP 6, 5, 3; AC 11; ATK 1 slam (1d6); MV 20; F15 R15 W15; XP 100; AL Neutral; Special – Undead, move or attack, cannot run.

Aranea: HD 3; HP 11; AC 13; ATK 1 bite (1d6 + poison II) or web; MV 50 (Climb 20); F12 R11 W13; XP 300; AL Neutral; Special – Change shape, throw webs 6/day (50-ft. range), poison.

Vaton, Human Fighter: LVL 3; HP 3 (18 normally); AC 10; ATK 1 fist (1d3) or by weapon; MV 30; F12 R14 W14; XP 150; AL Neutral; Special – None; Gear – None; Str 11, Int 10, Wis 8, Dex 8, Con 9, Cha 8.

18. CHAOS SHRINE: This chamber is clad in black stone. The walls are hung with tapestries depicting serpentine demons and their human victims. Against the east wall there is an altar of red marble veined with silver and black. Atop the altar there stands a crystal statue, about 5 feet tall, of a serpentine female demon holding a crystal sword. This is a living crystal statue, and the guardian of this chamber. A floor stone located just south of the altar is loose, and hides a small, iron vault that is locked with a poisoned lock (poison III). The vault contains three black candles, 500 silver pieces and 167 gold pieces.

Living Crystal Statue: HD 3; HP 11; AC 16; ATK 2 fists (1d6); MV 30; F14 R14 W14; XP 300; AL Neutral; Special – None.

19. WATER WHEEL: This chamber is has damp walls and a damp floor. A water screw moves water from a well below and into a pipe that delivers it to Area 12. The screw is turned by six zombies chained to a wheel. Two additional zombies guard the chamber, and the chained zombies have enough chain to attack those who approach within 3 feet, though the chains cut their AC down to 8.

Zombie Guards (2): HD 2; HP 10, 5; AC 11; ATK 1 slam (1d6); MV 20; F15 R15 W15; XP 100; AL Neutral; Special – Undead, can only move or attack each round, cannot run.

Zombie Workers (6): HD 2; HP 10, 9, 7, 6, 4, 2; AC 8; ATK 1 slam (1d6); MV 20; F15 R15 W15; XP 100; AL Neutral; Special – Undead, move or attack, cannot run.

20. APPRENTICES: Three apprentice necromancers work in this chamber, dissecting a human corpse (a bodyguard of the trader imprisoned in Area 17). Another corpse, older and in worse condition, is lying a second slab. It has been stitched up, and has been prepared for animation. The room is lit by braziers, and one of the apprentices has a small pot of flash powder on hand. If there is trouble, he will cast it into a brazier. All here except the apprentices must pass a Reflex save or be blinded for 1d4 rounds. The apprentices are called Amichad (elf, quite short, blond hair, blue eyes, noble outfit somewhat worse for wear), Gugen (half-orc female, hideous and foolhardy) and Sorissana (a plain woman

with unusually long blonde hair and green eyes, loyal to Thrush). The chamber is guarded by a single zombie. The room also contains three cots. Under each cot there is a small wooden chest containing the following possessions of the apprentices:

CHEST 1: Amichad's spellbook, 8 gp, 3,000 cp, jasper (70 gp)

CHEST 2: Gugen's spellbook, 8 gp, 3,000 cp, hematite (10 gp)

CHEST 3: Sorissana's spellbook, 8 gp, 3,000 cp, moonstone (90 gp)

Zombie: HD 2; HP 8; AC 11; ATK 1 slam (1d6); MV 20; F15 R15 W15; XP 100; AL Neutral; Special – Undead, move or attack, cannot run.

Amichad, Elf Necromancer: LVL 1; HP 1; AC 10; ATK 1 weapon (1d4-1); MV 30; F16 R15 W13; XP 100; AL Chaotic (LE); Special – Spells (0—daze, disrupt undead, touch of fatigue; 1st—chill touch, ray of enfeeblement, read magic); Gear – Dagger, noble outfit, darts (3); Str 7, Int 16, Wis 12, Dex 9, Con 8, Cha 12.

Gugen, Half-Orc Necromancer: LVL 1; HP 5; AC 11; ATK 1 weapon (1d4); MV 30; F14 R14 W13; XP 100; AL Chaotic (NE); Special – Darkvision 60 ft., spells (0—daze, disrupt undead, touch of fatigue; 1st—cause fear, ray of enfeeblement, read magic); Gear – Dagger, robes, darts (3); Str 12, Int 15, Wis 12, Dex 14, Con 15, Cha 4.

Sorissana, Human Necromancer: LVL 1; HP 2; AC 10; ATK 1 weapon (1d4); MV 30; F16 R15 W13; XP 100; AL Chaotic (CE); Special – Spells (0—daze, disrupt undead, touch of fatigue; 1st—ray of enfeeblement, read magic); Gear – Dagger, robes, darts (3); Str 10, Int 12, Wis 12, Dex 10, Con 7, Cha 9.

21. NECROMANCER: This chamber is the study and library of the necromancer Thrush. The room contains a rickety bed (carved from dark wood, weighs 200 lb. and worth 60 gp), a small writing desk and stool, a locked wooden chest (see below for contents) and the zombie of a once-beautiful maiden as his attendant and guardian. The room has several black candles on clay plates. If Thrush is not in the dungeon, he is either in this room or possibly (5% chance) in conference with the hobgoblins in Area 29.

Thrush's chest has a false top. If the lid is unlocked and lifted normally, it only opens a small compartment holding yellow mold. The chest must be unlocked, locked and then unlocked again to open the true chest, which contains his spellbook (contains all his memorized spells plus *ghoul touch*), 8,000 copper pieces, 400 silver pieces and 13 gold pieces, a pair of bone dice (carved from walrus bone), a wooden idol of Orcus and three books concerning anatomy and necromancy.

Zombie: HD 2; HP 7; AC 11; ATK 1 slam (1d6); MV 20; F15 R15 W15; XP 100; Special – Undead, move or attack, cannot run.

Thrush, Human Necromancer: LVL 3; HP 11; AC 10; ATK 1 weapon (1d4-1); MV 30; F14 R13 W12; XP 300; AL Chaotic (NE); Special – Spells (0—daze, detect magic, disrupt undead, touch of fatigue; 1st—chill touch, ray of enfeeblement, read magic; 2nd—command undead, summon

monster II); Gear – Dagger, velvet robes (worth 30 gp), darts (3), wand of darkness (3 charges); Str 8, Int 15, Wis 11, Dex 14, Con 11, Cha 14.

22. LABORATORY: This chamber is Thrush's laboratory. It contains a long table that holds an alembic, retort, glass tubing, two charcoal braziers, a glass funnel, twelve vials (one vial each of mercury, phosphorus, ashes of rosemary, and, stoppered with a glass plug, a sample of gray ooze). A smaller table holds a kobold skeleton and several jars of alcohol containing preserved organs. A tome on the table is filled with anatomical drawings of a kobold and various notes on necromancy.

23. GUARD POST: Two hobgoblin guards have been posted in this cave, on the lookout for kobold attacks. In front of the west and south tunnels the hobgoblins have dug shallow holes that they've covered with grey tarps. Folk entering the cavern must pass a Reflex save or step into one of these holes, falling prone. Those who fall have a 1 in 6 chance of turning an ankle and being crippled (see conditions) for 1d4 hours.

Hobgoblins (2): HD 1+1; HP 4, 4; AC 15; ATK 1 spear (1d6); MV 30; F13 R15 W15; XP 50; AL Chaotic (LE); Special – None; Gear – studded leather, buckler, spear.

24. OOZE PIT: The tunnel leading to this cavern slants downward, the floor of the cavern being about 10 feet below the floor of Area 25. The cavern is home to a gray ooze that has absorbed a strange piece of jet carved in the shape of a dragon. Electricity damage on the ooze has a 10% chance of polymorphing the ooze into a young black dragon capable of vomiting a cone (10') of



acidic bile once per day for 1d6 points of damage.

Gray Ooze: HD 3; HP 12; AC 5; ATK 1 slam (1d6 + 1d6 acid); MV 10; F14 R15 W14; XP 300; AL Neutral; Special – Immune to cold, fire and mind effects, weapon resistance, acid dissolves metal and organics.

Young Black Dragon: HD 3; HP as gray ooze; AC 17; ATK 2 claws (1d6) and bite (1d8); MV 60 (Fly 100, Swim 60); F10 R9 W9; XP 300; AL Neutral; Special – resistance to acid, water breathing, acid breath.

25. BATTLE SITE: This cave was recently the site of a battle, and still holds the bodies of nine dead kobolds and four dead hobgoblins. The bodies are being scavenged by five giant rats. The hobgoblins wear studded leather armor and carry spears and bucklers. The kobolds wear leather armor and carry spears and darts (8 in all).

Giant Rats (5): HD 1; HP 4, 4, 3, 1, 1; AC 13; ATK 1 bite (1d4 + disease); MV 40 (Climb 20); F14 R13 W18; XP 50; AL Neutral; Special – Disease.

26. SLAVES: The hobgoblins keep six kobold slaves in this room, as well as a halfling burglar (0 HD halfling with 3 hp and a knack for opening locks, picking pockets and climbing walls). All are chained together and show signs of frequent light beatings. Two hobgoblins stand guard over them, one armed with a light crossbow, the other with a whip and heavy mace.

The hobgoblins also keep the following supplies here: Two barrels, one filled with salted rat carcasses, the other with brackish water and 12 small cave eels, a 50-ft. of hempen rope, 12 iron spikes, a small hammer and six grubby black cloaks.

Hobgoblin: HD 1+1; HP 5; AC 15; ATK 1 light crossbow (1d4+1) or dagger (1d4); MV 30; F13 R15 W15; XP 50; AL Chaotic (LE); Special – None; Gear – studded leather, buckler, light crossbow, 10 bolts, dagger.

Hobgoblin: HD 1+1; HP 3; AC 14; ATK 1 light mace (1d4+1) or whip (1d3); MV 30; F13 R15 W15; XP 50; AL Chaotic (LE); Special – None; Gear – studded leather, light mace, whip.

27. OFFAL PIT: This chamber serves as the bathroom and dump of the hobgoblins. The piles of offal and waste are crawling with rot grubs. 1d3 of the vermin attack any who come to close.

Rot Grubs: HD 0; HP 1; AC 10; ATK burrow; MV 1; F16 R19 W16; XP 10; AL Neutral; Special – Burrow into flesh.

28. GAS: The walls of this chamber, which is set about 5 feet lower than the tunnel it springs from, are cracked and caked with weird yellowish salts. The chamber is filled with an invisible gas that causes hallucinations (Will save or suffer per *confusion* spell; a natural "1" on the Will save means the person is struck with permanent *insanity*, per the spell). There are three skeletons in this room. Two are clad in chainmail, one having a round shield and a scimitar, the other a two-handed sword. The third is clad in the robes of a Lawful priest. Around the dead priest's neck there is a wooden holy symbol and in his hand a light mace. A belt

under the priest's robes holds 20 gp and a small piece of amber worth 15 gp. His holy symbol can be pried in half, revealing a needle coated with a lethal poison.

29. HOBGOBLIN CAMP: The main body of hobgoblin warriors is bivouacked here on grubby piles of furs. They keep no fires, preferring to eat their meat raw and give their darkvision the best possible chance of working in their favor. There are currently 6 hobgoblins here, as well as the sub-chief Yortz and the group's shaman, a blue goblin witch called Urzish the Crooked. The hobgoblins have so far gathered a treasure of 20 gold pieces, a brass chalice worth 10 gp and a cloth-of-gold baldric worth 250 gp, which they keep in a locked wooden chest.

Hobgoblins (6): HD 1+1; HP 7, 7, 5, 5, 3, 2; AC 15; ATK 1 spear (1d6); MV 30; F13 R15 W15; XP 50; AL Chaotic (LE); Special – None; Gear – studded leather, buckler, spear.

Urzish: HD 0; HP 3; AC 16; ATK 1 staff (1d6); MV 20; F14 R16 W15; XP 50; AL Chaotic (NE); Special – spells (1/day—charm person, mage armor, mind thrust); Gear – staff, dagger, darts (3), ivory holy symbol worth 100 gp.

Yortz: HD 3+1; HP 16; AC 17; ATK 1 battleaxe (1d8); MV 30; F12 R14 W14; XP 150; AL Chaotic (LE); Special – None; Gear – chainmail, shield, battleaxe, dagger, 2d6 gp, silver chain worth 15 gp.

30. GUARD POST: A drowsy old ogre guards this room. He carries a large horn to blow an alarm, alerting the hobgoblins on this level, as well as hobgoblins in lower levels of this dungeon.

Ogre: HD 4; HP 20; AC 15; ATK 1 slam (1d6) or weapon (1d6+5); MV 40; F10 R14 W15; XP 200; AL Chaotic (CE); Special – None; Gear – Shield, greatclub, 3d6 sp and a large fang.

31. ANCIENT EARTH TEMPLE: This temple has been locked away for well over two centuries. The door is made of stone, and pivots on a central spike, making it difficult for anything larger than a human to get through. The lock can be disengaged only by finding a small button on the west wall and pressing it twice, with about a three second interval between pressings.

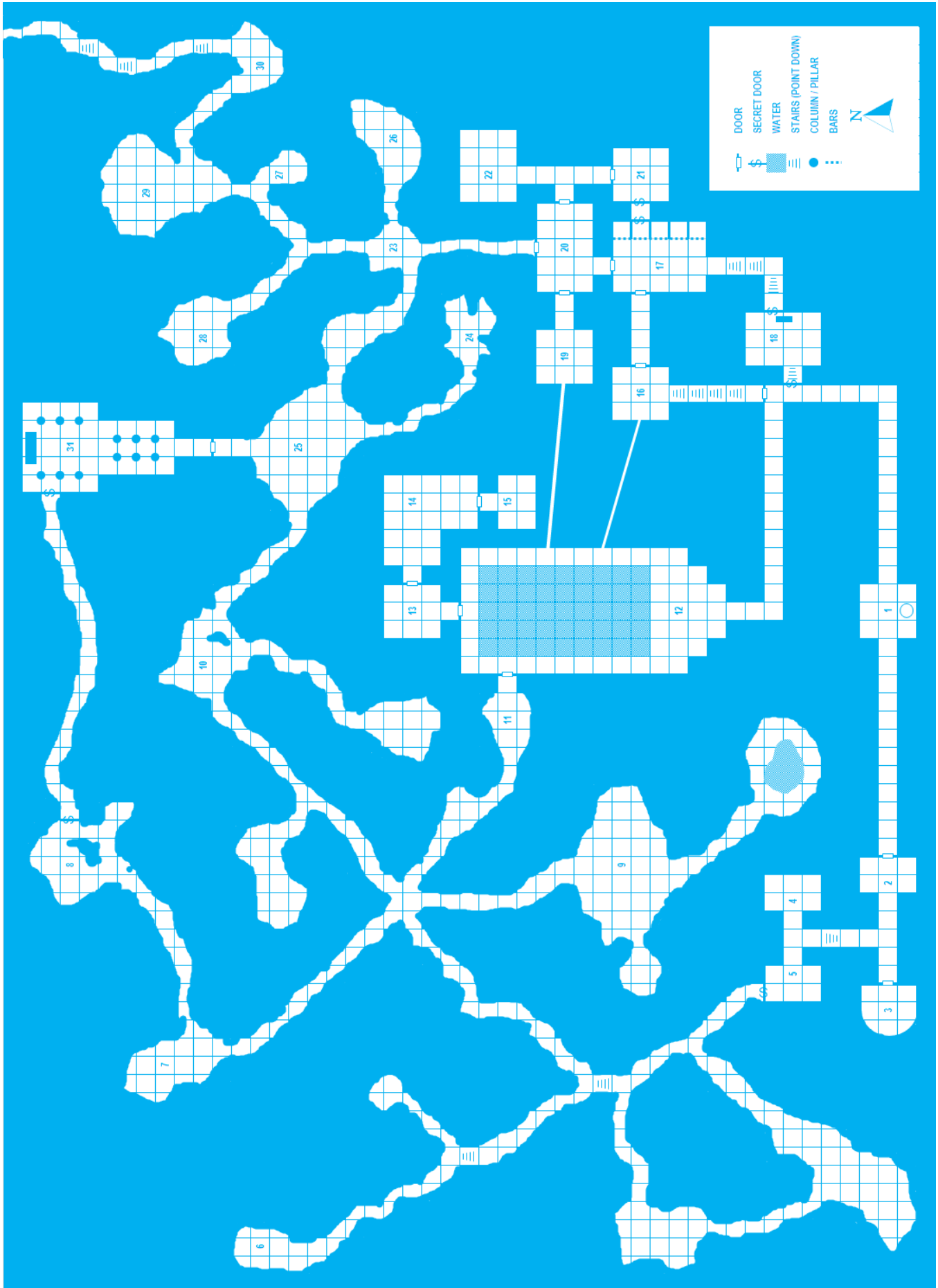
The interior is clad in reddish marble and traced with runes in silver (worth about 100 gp if one were to take a couple hours to collect it using a dagger). Bas-reliefs on the north wall, behind the altar, depict a battle between creatures of elemental earth and creatures of elemental fire. Central to this tableau is a bas-relief statue of brilliant red glass. It depicts a 20 foot tall queen with ruby eyes (worth 100 gp each). The altar is more than 20-ft. long and topped with three copper bowls (worth 5 gp each). The bowl on the left holds a black candle (unlit), the bowl on the right a white candle (also unlit) and the one in the middle a blend of frankincense and rose hips.

If the candles are lit, the door to the temple seals (per a wizard lock from a 6th level magic-user) and a small spring of water

erupts from the ground about 10 feet in front of the altar. If a druid or cleric in the group says a prayer to the goddess of fire and earth to which the temple is dedicated, a *sanctuary* and *protection from evil* effect also pervade the temple so long as the candles are kept burning. They will burn, in total, for 6 hours.

If the temple is, in any way, despoiled, these effects will never work, and in addition four dergenue step from the bas-reliefs to attack the blasphemers.

Dergenue (4): HD 2; HP 12, 10, 6, 5; AC 15; ATK 1 slam (1d6); MV 30; F12 R14 W14; XP 500; AL Neutral; Special – Immune to acid, electricity and sonic attacks, drag people into walls to suffocate, surprise (4 in 6).



Azkar

Chaotic Half-Orc Assassin/Fighter, 1st level

STR	11		HP	4
INT	13	+1	AC	12
WIS	8	-1	ATK	+1
DEX	14	+1	FORT	12
CON	11		REF	12
CHA	7	-1	WILL	16



LANGUAGES

Common, Gnoll, Goblin, Ogre, Orc

SKILLS

Climb sheer surfaces 12, decipher codes 14, escape bonds 12, hide in shadows 12, listen at doors 16, move silently 12, trickery 16

ABILITIES

Darkvision 60 ft., poison use, backstab (x2 damage)

SPELLS

None

ARMOR Padded armor

WEAPONS 3 daggers (1d4, 20/40 range), light crossbow (1d4+1, 40/200 range)

GEAR
Case of bolts (10)

TREASURE

	14		
PP	GP	SP	CP

WEIGHT CARRIED

Barðra

Neutral Human Barbarian, 1st Level

STR	13	+1	HP	7
INT	7	-1	AC	14
WIS	9		ATK	+1
DEX	9		FORT	12
CON	14	+1	REF	15
CHA	10		WILL	13



LANGUAGES

Common, Dwarf, Hill Giant

SKILLS

Bend Bars 12, Break Down Doors 12, Climb Sheer Surfaces, 15, Jump 12, Survival 13, Swimming 12

ABILITIES

+10 to normal speed, rage once per day (lasts 6 rounds, two attacks per round, -2 AC, +2 save vs. hold spells), sixth sense, cleave feat

SPELLS

None

ARMOR Scalemail

WEAPONS Longsword (1d8+1), 2 hand axes (1d6+1; 15/30 range), dagger (1d4+1, 20/40 range)

GEAR

TREASURE

21

PP

GP

SP

CP

WEIGHT CARRIED

Bashir

Neutral Human Bard, 1st level

STR	10		HP	6
INT	14	+1	AC	14
WIS	12		ATK	+0
DEX	12		FORT	16
CON	7	-1	REF	13
CHA	14	+1	WILL	13



LANGUAGES

Common, Elven, Goblin, Halfling, Ogre, Storm Giant

SKILLS

Decipher codes 12, listen at door 13, pick pockets 13, trickery 12

ABILITIES

Legend lore 12, fascinate with music (5 creatures), Toughness feat

SPELLS

Spells Per Day (2); Spells Prepared: 0 - *audible glamor*, *open/close*

ARMOR Ringmail and shield

WEAPONS Longsword (1d8), dagger (1d4, 20/40 range), light crossbow (40/200 range)

GEAR
Lute

TREASURE

	46		
PP	GP	SP	CP

WEIGHT CARRIED

Dembala

Neutral Human Druid, 1st level

STR	6	-1	HP	4
INT	11		AC	15
WIS	16	+2	ATK	+0
DEX	16	+2	FORT	13
CON	10		REF	13
CHA	15	+1	WILL	11



LANGUAGES

Common, Druidic, Green Dragon, Sylvan

SKILLS

Survival 13

ABILITIES

Dodge feat

SPELLS

Spells Per Day (3/2); Spells Prepared: 0 - *detect poison, know direction, purify food & drink* ; 1st - *cure light wounds, summon nature's ally I*

ARMOR Leather armor

WEAPONS Quarterstaff (1d6-1), 3 throwing clubs (1d4-1, 20/40 range)

GEAR

TREASURE

	139	6	
PP	GP	SP	CP

WEIGHT CARRIED

Duvant

Neutral Gnome Duelist, 1st level

STR	14	+1	HP	5
INT	13	+1	AC	14
WIS	7	-1	ATK	+1
DEX	17	+2	FORT	15
CON	11		REF	11
CHA	14	+1	WILL	16



LANGUAGES

Common, Gnome, Kobold, Sylvan, burrowing mammals

SKILLS

Balance 11, jump 14, listen at doors 16

ABILITIES

Darkvision 60 ft., save vs. illusions (+2), dueling weapon (short sword), fight defensively (+4 AC), +2 initiative

SPELLS

1/day - *audible glamer*, *dancing lights*, *prestidigitation*

ARMOR Padded armor (doublet)

WEAPONS Short sword (2d6+1), dagger (1d4+1, 20/40 range), light crossbow (1d4+1, 40/200 range)

GEAR
Case of bolts (2)

TREASURE

86

PP

GP

SP

CP

WEIGHT CARRIED

Forglum

Neutral Human Fighter, 1st Level

STR	13	+1	HP	5
INT	6	-1	AC	15
WIS	6	-1	ATK	+1
DEX	13	+1	FORT	12
CON	10		REF	14
CHA	12		WILL	16



LANGUAGES

Common, Goblin, Ogre

SKILLS

Bend Bars 12, Break Down Doors 12, Riding 14

ABILITIES

Weapon focus feat (bastard sword, +1 to hit)

SPELLS

None

ARMOR Scalemail

WEAPONS Bastard sword (1d8+1), shortbow (1d6, 90/200 range), dagger (1d4+1, 20/40 range)

GEAR
Quiver of arrows (20)

TREASURE

	8		
PP	GP	SP	CP

WEIGHT CARRIED

Knarri

Lawful Dwarf Cleric/Fighter, 1st level

STR	10		HP	6
INT	9		AC	14
WIS	12		ATK	+1
DEX	9		FORT	12
CON	13	+1	REF	15
CHA	6	-1	WILL	13



LANGUAGES

Common, Celestial, Dwarf, Kobold

SKILLS

Decipher codes 13, riding 15

ABILITIES

Darkvision 60 ft., save vs. poison (+3), intuit depth underground, notice unusual stonework, turn undead

SPELLS

Spells Per Day (3/1); Spells Prepared: 0 - *create water, detect magic, guidance* ; 1st - *cure light wounds*

ARMOR Studded leather and buckler

WEAPONS Heavy mace (1d6+1), sling (1d4, 100/150 range)

GEAR

Holy symbol (wooden), sack of bullets (20)

TREASURE

	13	9	9
PP	GP	SP	CP

WEIGHT CARRIED

Merlyn

Lawful Human Magic-User, 1st level

STR	4	-2	HP	3
INT	16	+2	AC	10
WIS	13	+1	ATK	+0
DEX	10		FORT	15
CON	9		REF	15
CHA	10		WILL	12



LANGUAGES

Common, Elven, Goblin, Halfling, Ogre, Storm Giant

SKILLS

Decipher codes 11, find secret doors 12

ABILITIES

Empower spell feat

SPELLS

Spells Per Day (3/2); Spells Prepared: 0 - *daze, light, read magic*; 1st - *grease, sleep*

ARMOR None

WEAPONS Quarterstaff (1d6-2), dagger (1d4-2, 20/40 ranged), 2 darts (1d4-2, 30/60 range)

GEAR
Spellbook

TREASURE

	82	7	
PP	GP	SP	CP

WEIGHT CARRIED

Maya

Neutral Half-Elf Monk, 1st level

STR	12		HP	6
INT	11		AC	11
WIS	13	+1	ATK	+0
DEX	14	+1	FORT	11
CON	17	+2	REF	12
CHA	12		WILL	12



LANGUAGES

Common, Elven, Goblin, Red Dragon

SKILLS

Balance 12, bend bars 13, break down doors 13, climb 12, jump 13, listen at doors 12, move silently 12, open locks 12, trickery 13

ABILITIES

Darkvision 60 ft., 30% resistance to sleep and enchantments, unarmed attacks deal 1d4 damage, stunning attack

SPELLS

None

ARMOR None

WEAPONS Spear (1d8, 15/30 range), 6 shuriken (1d3, 15/30 range), sai (1d4), kama (1d6), short bow (1d6, 90/200 range)

GEAR

Thieves' tools, quiver of arrows (20)

TREASURE

53

PP

GP

SP

CP

WEIGHT CARRIED

Peregrine

Lawful Elf Paladin, 1st level

STR	11		HP	4
INT	7	-1	AC	19
WIS	15	+1	ATK	+1
DEX	18	+3	FORT	13
CON	7	-1	REF	11
CHA	14	+1	WILL	11



LANGUAGES

Common, Celestial, Elven

SKILLS

Find Secret Doors 14, Riding 11

ABILITIES

Darkvision 60 ft., +1 to hit with bows and swords, 90% resistance to sleep and enchantments, immune to ghouls' touch, detect magic at will, smite chaos 3/day

SPELLS

None

ARMOR Scalemail and shield

WEAPONS Longsword (1d8), dagger (1d4, 20/40 range), shortbow (1d6, 90/200 range)

GEAR Quiver of 20 arrows, holy symbol (wooden)

TREASURE

	26		
PP	GP	SP	CP

WEIGHT CARRIED

Rogar

Lawful Human Ranger, 1st level

STR	13	+1	HP	5
INT	9		AC	12
WIS	14	+1	ATK	+1
DEX	12		FORT	13
CON	12		REF	13
CHA	7	-1	WILL	14



LANGUAGES

Common, Elven, Goblin, Orc

SKILLS

Climb sheer surfaces 13, hide in shadows 13, move silently 13, survival 14, swimming 12, tracking 14

ABILITIES

Sworn foe (double damage and +3 to track giants), two weapon fighting feat (scimitar and dagger)

SPELLS

None

ARMOR Leather armor

WEAPONS Scimitar (1d8+1), dagger (1d4+1, 20/40 range), shortbow (1d6, 90/200 range)

GEAR
Quiver of arrows (20)

TREASURE

12

PP

GP

SP

CP

WEIGHT CARRIED

Sorah

Neutral Halfling Sorcerer, 1st level

STR 10

INT 10

WIS 12

DEX 13

CON 12

CHA 13

HP 3

AC 11

ATK +0

+1 FORT 15

REF 14

+1 WILL 13



LANGUAGES

Common, Elven, Halfling, Kobold

SKILLS

Hide in Shadows 14, Move Silently 14, Trickery 12

ABILITIES

Darkvision 30 ft., +1 to hit with slings and thrown weapons

SPELLS

Spells Per Day (5/4); Spells Known: 0 - *acid splash*, *disrupt undead*, *light*, *read magic* ; 1st - *charm person*, *shield*

ARMOR None

WEAPONS Dagger (1d4, 20/40 range), 3 darts (1d4, 30/60 range)

GEAR

TREASURE

	124	5	
PP	GP	SP	CP

WEIGHT CARRIED

NAME

ALIGNMENT / RACE / CLASS / LEVEL

STR

HP

INT

AC

WIS

ATK

DEX

FORT

CON

REF

CHA

WILL

LANGUAGES

SKILLS/KNACKS

ABILITIES

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ARMOR

WEAPONS

GEAR

TREASURE

PP

GP

SP

CP

WEIGHT CARRIED

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