B1

For Characters Levels 1-3

TWENTY-SIDED ADVENTURES

THE RUINS OF GRIMHOLD KEEP

By J

NRP970003

THE RUINS OF GRIMHOLD KEEP

The jagged remains of towers rise from the top of a tall, bald hill. Huge blocks of stone form a stout outer wall, now pockmarked and breached. Of the upper works, little remains save crumbling stone and scorched and rotting timbers.

Welcome to *B1 The Ruins of Grimhold Keep*, a dungeon adventure for 4 to 6 characters of 1st to 3rd level. Once a dwarven stronghold guarding the Great Trade Road, the keep has fallen into ruin, but the remains of the towers and ruined structures may conceal lost wealth and lurking danger. The adventure includes 9 Adventure cards, 9 Encounter cards, 9 Event cards, 9 Search cards and 18 Treasure cards. Written for Labyrinth Lord (tm) and similar RPGs, the adventure can be played solo or with a group, with or without a GM. The adventure is highly re-playable and the cards can be combined with those from other adventures to create your own adventures.

PRINTING THE ADVENTURE

Before you can play the adventure, you'll need to and cutout the cards. Each sheet of cards is designed to be printed double-sided, preferably on cardstock paper. The front of a sheet of cards is on one page of this file and the back is on the following page. If your printer is not able to print on both sides of a page automatically, then you'll need to use the Print Range section of the Print command to print the front of one sheet of cards. After printing the front, flip the page over, insert the page into the printer and print the back. After printing the sheets, cutout each of the nine cards on each sheet.

READING THE CARDS

Each of the cards includes a title, description and information on how the card effects the game. Some cards also have a direction to "Return" or "Discard" at the bottom. If the card includes the direction to Discard, after the card is drawn and played it should be placed in a discard pile. If the card includes the direction Return, after the card is played, place the card back in the deck and shuffle the deck.

Adventure Cards

Each Adventure card has a thumbnail map of the area, such as a room or chamber. When you start the game, unless the Start indicates otherwise, the first Adventure card you draw is the start of the adventure. When a character opens a door or looks through an archway, they can see what is on the other side. Draw another card. For descriptive purposes, the top of the card is North, but you can orient the area and attach it to the rest of the dungeon as you see feet. Each square equals 5', but if you want a bigger dungeon you can increase the scale to 10'.

Encounter Cards

Each Encounter card present the party with an encounter, complete with stats and a number appearing (No) range. When an encounter occurs, you'll need to roll the hit pints and number encountered.

Event Cards

Event cards are used in place of "wandering monster" rolls. During each Event phase, you'll roll 1d6. On a roll of 1, draw an Event card.

Search Cards

A Search card is drawn whenever a character searches an area. Each area can only be searched once, in addition to any searches described on the 'Adventure card.

Treasure Cards

Treasure cards describe treasure the characters find as they explore the dungeon. Treasure can be divided however the players decide.

PLAYING THE ADVENTURE

To begin playing the adventure, first, sort out the cards into decks, shuffle each deck, and place each deck face down. Next, locate the Objective card (the Adventure card) stated in the adventure. Shuffle the Adventure card and deal three card on top of the Objective card. Shuffle the four cards together and place this "objective deck" face down. Next, shuffle the remaining Adventure cards and place them on top of the objective deck.

Once the Adventure deck is prepared, read the Background section and make any final preparations you need to play the game. Once you are ready for the actual adventure to begin, read the Start section and draw the top Adventure card. Once you draw the first Adventure card the Sequence of Play and the adventure begin.

Sequence of Play

The adventures are played in turns, as normal. Each turn, however, is divided into three segments, or phases.

1 Action Phase

During the Action Phase the characters move and take actions.

2 Encounter Phase

If one or more character have moved into a previously unexplored area with instructions to draw an Encounter card, draw the card now and check for surprise. If the monsters surprise the character, place the monsters on the board section and give them an immediate free round of actions. If the characters surprise the monsters, place the monsters and give the characters a free round of actions. If both, or neither, side is surprised, place the monsters and then begin combat as normal.

3 Event Phase

At the end of the turn, roll 1d6. On a roll of 1 draw an Event card. After the Event check, the current turn ends and the next turn begins. The adventure continues until the characters are all slain, exit the dungeon or achieve the objective.

THE RUINS OF GRIMHOLD KEEP

Background

Grimhold Keep, a crumbling pile of lichen-covered stones perched atop a bald hill overlooking the old Great Trade Road. Originally built by dwarves to protect merchant caravans and the once vital trade route, the keep is now little more than a crumbling ruin after a succession of owners, each of whom's occupation ended in a bloody battle. With changes in trade routes, the importance of the keep faded until it became a source of legend and rumors and concern for local farmers, the occasional traveler and, of course, adventurers.

Legend has it that beneath the ruins of the keep is an extensive network of tunnels and chambers. The dwarves had originally constructed a series of rooms and chambers beneath the keep. Over time many of the keep's less reputable owners had expanded on the original construction, creating the extensive, multi-level dungeon that exists today.

Over the decades, many groups of bandits, raiders, cultists, evil sorcerers, monsters and the like have used the ruins as a lair, leading to many rumors of lost treasure within the depths. Regardless, that the site has attracted so many foul beings is evidence of the dangers one can expect to find there, in addition to traps and hazards of every imaginable sort. A group entering the Grimhold must be bold and cautious and equipped to handle all manner of unforseen dangers.

Start

The overgrown path winds along the hill, ending at a large, crumbling hole in the once stout walls of the mighty keep. Beyond the crumbling outer walls, portions of the inner walls still stand and the outline of the buildings is evident, although little of the roofs or upper floors still exist. Somewhere in the ruins, rumor has it that entrances to the cellars and dungeons beneath the keep exist, places where even greater wealth and danger can be found.

When the characters are ready to enter the ruins, they crawl through the hole and enter a 30' x 30' room with doors to the north, south and east. Except for dirt, dust and a small amount of rubble the room is empty. Whenever you are ready to explore beyond one of the doors, draw the top Adventure card and let the adventure begin. When you draw the Objective card, go to the objective section.

Objective: Great Hall

Beyond the archway lays a large, pillared hall. Rotting timbers, scorched and cobweb-covered, jut from the vaulted ceiling high above. Rubble, bones, rusty arms and armor and charred chunks of wood littler the floor.

This room is occupied by a band of goblin bandits, who also serve as guards for those in the dungeon below.

Encounter: 1 goblin leader
7 goblins

The leader has HP 7 and is equipped with chain mail, shield and a *+1 hand axe*. The other goblins wear studded leather and are armed with shields, javelins and hand axes. Each goblin carries 3d6 sp. The leader has twice as much.

The goblins will take cover behind rubble and hurl javelins at intruders while one of their number races down the stairs to alert their fellows to the intruders. If previously alerted to the characters' presence, there will already be an additional 4-7 goblins here.

In a pile at the rear of the hall is loot the goblins have yet to carry below. The treasure consists of 2 shields, a suit of chain mail, 4 javelins, a war hammer, a long bow, 12 arrows, 5 silver arrows, 3 *+1 arrows*, a sack of 400 cp, another of 300 sp and 200 gp, a pouch of 6 x 25 gp gems, an ornate gold necklace worth 500 gp and a small cask of beer.

In a chamber adjacent to the hall is a wide flight of spiral stairs that winds down the sides of a circular shaft

Gatehouse

The jagged remains of the upper floors jut from the walls above a floor littered with rubble and bones.

Draw 1 Encounter card. If the rubble in the western room is searched, roll 1d6. On a 5+ Draw a Treasure card. On a 1, the searching character uncovers a giant centipede.
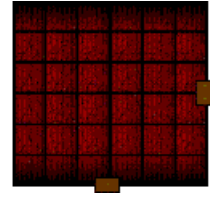
Ruined Tower

The remains of a spiral staircase wind up to the jagged remnants of a floor twenty-feet above where a chest sits.
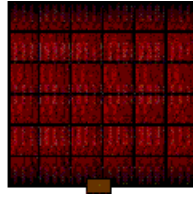
Draw 1 Encounter card. There is a 5+ chance the chest is locked. If the chest is opened, draw 1 Treasure card.

Ruined Tower

The top of this hollow spire has collapsed, taking the upper floors with it and leaving a large mound of rubble.

Draw 1 Encounter card. If the rubble is searched, roll 1d6. On a 5+ Draw a Treasure card. On a 1, the searching character disturbs 1d4 giant rats.

Ruined Tower

Bones and chunks of blackened wood litter the flagstone floor of this crumbling, hollow spire.
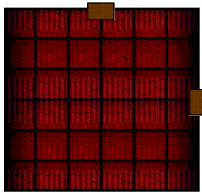
On a 4+ draw 1 Encounter card.

Ruined Tower

Bones, chunks of scorched wood and the rusting remains of arms and armor litter the floor of this crumbling tower.
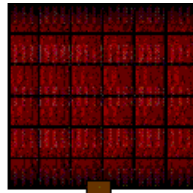
On a 3+ draw 1 Encounter card. Each character searching the trash roll 1d6.
1   Encounter a giant rat.
2-4 Find nothing.
5   Find a useable hand weapon.
6   Find a useable piece of armor.

Courtyard

Dust and withered leaves blow across the broken cobblestones of this large courtyard.
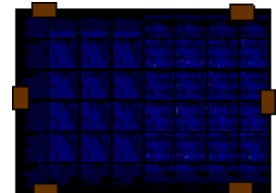
Immediately check for an Event each time the courtyard is entered.

Chapel

A mottled block of blue and silver stone sets on a dias beneath the high arched ceiling of this large building.
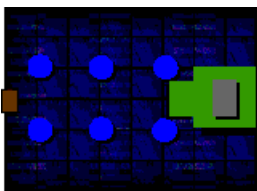
The altar radiates *protection from evil 10' radius.* A secret compartment in the altar contains a scroll of *bless* and *cure light wounds*.

Haunted Barracks

Cobwebs sway from the iron frames of bunk beds and bones and rusted arms and armor litter the floor.
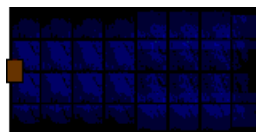
Each turn there is a 4+ chance that bones will animate into 4 - 9 skeletons. Each character searching the area has a 5+ chance of discovering a useable weapon (1 - 3) or 3d6 gold (4 - 6). Each character can only try once. After that only a single, normal search can be made.

Great Hall

Rotting timbers jut from the high, vaulted ceiling and rubble and trash litter the floor of this large, pillared hall.
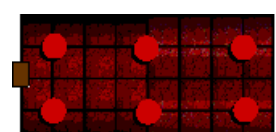
Draw 1 Encounter card. Near the far wall is a stone throne. There is a 5+ chance that a secret catch is on the throne. If pushed, roll 1d6. On a 1, a 15' deep pit opens beneath a random character. On a 5+ a secret compartment opens, draw 1 Treasure card.

ADVENTURE

ADVENTURE

ADVENTURE

ADVENTURE

ADVENTURE

ADVENTURE

ADVENTURE

ADVENTURE

ADVENTURE

Giant Crab Spider

An eight-legged horror springs from the shadows, attempting to bite you.

```
No 1
AL N
MV 120' (40')
AC 7
HD 2
#AT 1
DG 1d8 + Poison (save +2)
SV F 1
ML 7
Surprise 1-4
```

Draw 1 Treasure card.

Giant Centipede

A clicking sound fills the air as a large, multi-colored centipede scuttles into view.

```
No 1d4
AL N
MV 60' (20')
AC 9
HD 1/2
#AT 1
DG Poison
SV 0
ML 7
```

(5+) Draw 1 Treasure card.

Giant Lizard

A strange croaking roar fills the air as a giant lizard rushes out of the shadows.

```
No 1
AL N
MV 120' (40')
AC 5
HD 2+1
#AT 1
DG 1d8
SV F 3
ML 7
```

Treasure: Draw 1 card.

Giant Rats

Loud chittering and a foul stench fills the air as a pack of giant rats crawl out of the shadows.

```
No 7 - 10
AL N
MV 120' (40')
AC 7
HD 1/2
#AT 1
DG 1d3 + Disease
SV F 1
ML 8
```

Draw 1 Treasure card.

Skeletons

The creak of old leather and scrape of bone fills the air as a band of skeletons stride out from behind a mound of rubble.

```
No 4 - 7
AL C
MV 60' (20')
AC 7
HD 1
#AT 1
DG 1d6
SV F 1
ML 12
Skeletal, Undead
```

(5+) Draw 1 Treasure card

Zombies

The stench of rot fills the air as the mutilated remains of several humans shamble out of the darkness.

```
No 3 - 6
AL N
MV 120' (40')
AC 8
HD 2
#AT 1
DG 1d8
SV F 1
ML 12
Undead, Lose Initiative
```

(5+) Draw 1 Treasure card

Dire Wolf

A deep growl fills the air as a large wolf steps out of the shadows.

```
No 1
AL N
MV 150' (50')
AC 6
HD 4+1
#AT 1
DG 2d4
SV F 2
ML 8
```

Draw 2 Treasure cards

Goblins

A band of small ugly humanoids take cover behind mounds of rubble and prepare to attack!

```
No 4 - 9
AL C
MV 60' (20')
AC 6
HD 1-1
#AT 1
DG 1d6 or weapon
SV 0
ML 7
Armed with short swords and
spears.
```

Draw 1 Treasure card

Giant Flies

A loud buzzing fills the air as several giant flies fly into view.

```
No. 2 - 5
AL N
MV 90' (30') Fly 180' (60'
AC 6
HD 2
#AT 1
DG 1d8
SV F 1
ML 8
Surprise 4 in 6
```

(5+) Draw 1 Treasure card

ENCOUNTER

ENCOUNTER

ENCOUNTER

ENCOUNTER

ENCOUNTER

ENCOUNTER

ENCOUNTER

ENCOUNTER

ENCOUNTER

Rubble Slide

The rubble shifts beneath your feet, sending you tumbling down a rubble slide.

Encounter: rubble slide

A shift in the rubble sends a random character tumbling down a slide for 2d4 damage, The character can roll a Save against Breath Attacks for half damage.

Return

Arrow Trap

A loud "click" comes from beneath your feet as a section of flagstone sinks several inches into the floor.

Encounter: arrow trap

A random character sets off an arrow trap. The character must make a Save against Wands or take 1d6 damage.

Discard

Falling Rubble

The scrape of stone on stone echoes off the walls as something shifts overhead and rubble showers down..

Encounter: falling rubble

Chunks of rubble fall on a random character, inflicting 2d6 damage, Save against Breath Attack for half.

.

Return

Giant Centipedes

A clicking sound fills the air as a large, multi-colored centipede scuttles into view.

```
No 1d3
AL N
MV 60' (20')
AC 9
HD 1/2
#AT 1
DG Poison
SV 0
ML 7
```

Discard

Giant Rats

Loud chittering and a foul stench fills the air as a pack of giant rats charge out of the darkness.

```
No 2d4
AL N
MV 120' (40')
AC 7
HD 1/2
#AT 1
DG 1d3 + Disease
SV F 1
ML 8
```

Return

Goblins

A band of small ugly humanoids rush out of the shadows, weapons drawn and preparing to attack!

```
No 4 - 9
AL C
MV 60' (20')
AC 6
HD 1-1
#AT 1
DG 1d6 or weapon
SV 0
ML 7
Armed with short swords and
short bows.
```

Draw 1 Treasure card.

Return

Giant Lizard

A strange croaking roar fills the air as a giant lizard rushes out of the shadows.

```
No 1
AL N
MV 120' (40')
AC 5
HD 2+1
#AT 1
DG 1d8
SV F 3
ML 7
```

Discard

Skeletons

The jangle of mail echoes off the walls as a band of mail-clad skeletons march into view.

```
No 3 - 8
AL C
MV 60' (20')
AC 7
HD 1
#AT 1
DG 1d6
SV F 1
ML 12
Skeletal, Undead
```

Return

Dire Wolf

A deep growl fills the air as a large wolf steps out of the shadows.

```
No 1
AL N
MV 150' (50')
AC 6
HD 4+1
#AT 1
DG 2d4
SV F 2
ML 8
```

Discard

EVENT

EVENT

EVENT

EVENT

EVENT

EVENT

EVENT

EVENT

EVENT

Large Sack

The glint of silver and gold comes from the bottom of a large leather sack.

The sack contains 300 sp and 200 gp.

Coins

The glint of silver and gold comes from a mound coins.

You discover 500 sp and 150 gp.

Chain Mail

A still shiny suit of silvery mail lies amid of pile of rubble and bones.

The chain mail is enchanted to +1.

Dragon Shield

You discover a large kite shield, emblazoned with the image of a gold dragon, undamaged despite age and use.

The shield is enchanted to provide an additional +1 AC and +2 on saves vs dragon breath.

Skeleton

A skeleton of a mail-clad dwarf lies amid a scattering of bones and rubble.

The arms and armor on the skeleton are useless, but in a pouch under the bones are 10 gems worth 50 gold each.

Bones

The glint of silver and gold comes from a large pile of bones and rags.

Amid the bones is 250 sp, 120 gp, and a silver dagger.

Scroll

You discover a bundle of parchment covered in wide, angled script.

The scroll contains a magic-user spell of *shield*.

Potion of Healing

You discover a vial containing a bubbling, purple liquid.

This potion heals 1d6+1 points of damage.

Large Sacks

You discover a pair of dirty, large sacks.

The sacks contain a total of 500 sp, 300 gp, and a cleric scroll of *protection from evil*.

TREASURE

TREASURE

TREASURE

TREASURE

TREASURE

TREASURE

TREASURE

TREASURE

TREASURE

Zombies

The stench of rot fills the air as several goblins, each bearing terrible wounds, shamble towards you.

```
No 2 - 5
AL N
MV 120' (40')
AC 8
HD 2
#AT 1
DG 1d8
SV F 1
ML 12
Undead, Lose Initiative
```

Return

Large Spider

An eight-legged horror drops from the ceiling, grey and shrouded with thick sheets of webbing.

```
No 1
AL N
MV 60' (20')Web 120' (40')
AC 8
HD 1+1
#AT 1
DG 1 + Poison (save +2)
SV F 1
ML 9
```

Treasure: (5+) Draw 1 Treasure card.

Discard

Goblins

A band of small ugly humanoids rush out of the shadows, weapons drawn and preparing to attack!

```
No 3 - 6
AL C
MV 60' (20')
AC 6
HD 1-1
#AT 1
DG 1d6 or weapon
SV 0
ML 7
Armed with short swords and
short bows.
```

Draw 1 Treasure card.

Discard

Secret Compartment

Beneath a loose flagstone you discover a hidden compartment.

Encounter: secret compartment

In the hollow space you discover treasure. Draw 1 Treasure card.

Discard

Chest

You discover an iron-bound chest along a wall.

The chest is locked, but not trapped, and contains 800 gp and a pair of *elven boots*.

Discard

Magic War Hammer

You discover a war hammer, well balanced and with a dark stained haft. The head glows with a faint blue light.

This old, well-used war hammer is enchanted to +1 and will shed magical light on command.

Discard

Scroll

You discover a bundle of parchment covered in curved flowing script.

The scroll contains a cleric spell of *cure light wounds*.

Discard

Remains

The skeletal remains of a mail-clad human lies on the floor.

If the remains are searched the characters discover a shield, chain mail, a sword and a pouch of 30 gp and 5 gems worth 25 gp each.

.

Discard

Coins

A glitter of gold draws your eye to a scattering of tattered cloth, leather and bones.

If you investigate roll 1d6. You find:
1. a large spider. After the fight you can roll again.
2. 1 zombie. After the fight you can roll again.
3. 50 gp.
4. 100 gp, and a sword.
5. 200 gp, and a plate mail armor.
6. 200 gp and a potion of *neutralize poison.*

Discard

SEARCH

SEARCH

SEARCH

SEARCH

SEARCH

SEARCH

SEARCH

SEARCH

SEARCH

Scroll

You discover a bundle of parchment covered in curved flowing script.

The scroll contains a cleric spell of *bless.*

Scroll

You discover a bundle of parchment covered in sharp, black runes.

The scroll contains a magic-user spell of *light.*

Mixed Trove

A spear juts out of a mound of coins, bones and armor.

The treasure includes a +1 spear, a sword, 2 shields, chain mail, 850 sp, and 400 gp.

Gems

You discover a glittering array of translucent stones.

You discover 20 gems, 8 x 10, 5 x 25, 4 x 50, 3 x 100.

Sword

A gleaming silver sword juts from a pile of bones and rusting armor.

The sword is enchanted to +1.

Potion

This stoppered, glass vial contains a strange, silvery liquid.

The vial contains a potion of *levitation.*

Coins

You discover a moldy, blood-encrusted mound of copper, silver and gold coins.

You discover 550 cp and 350 sp and 200 gp.

Chest

You discover an iron-bound chest along a wall.

The chest is locked and trapped with a poison needle that causes paralysis. The chest contains 1,000 sp, 500 gp, a cleric scroll of *cure disease* and a potion of *healing*.

Potion

This stoppered, glass vial contains a strange, orange liquid.

The vial contains a potion of *strength*, which increases the imbiber's strength to 18 for the duration.

TREASURE

TREASURE

TREASURE

TREASURE

TREASURE

TREASURE

TREASURE

TREASURE

TREASURE

Legal