

**B2**

For Characters Levels 1-3

**TWENTY-SIDED  
ADVENTURES**

**THE DUNGEONS OF  
GRIMHOLD KEEP,**



**By J**

**NRP**

NRP970004

# THE DUNGEONS OF GRIMHOLD KEEP, LEVEL 1

*A sudden draft carries a foul stench from the score of small tunnels that are dug into the far wall. Gnawed bones, rags and a few broken weapons litter the floor. Suddenly a rapid clicking echos through the chamber as several bestial humanoids charge from the tunnels.*

Welcome to *B2 The Dungeons of Grimhold Keep, Level 1*, a dungeon adventure for 4 to 6 characters of 1<sup>st</sup> to 3<sup>rd</sup> level. Once a dwarven stronghold guarding the Great Trade Road, the keep has fallen into ruin. Rumors claim that an extensive network of tunnels and chambers exists beneath the ruins. Home to all manner of horrors and traps, the dungeons are also said to house the hoarded wealth of marauding bandits and monsters. Only a brave party of adventurers can survive the dangers to discover the lost wealth. 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 others 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 unforeseen dangers.

Recently, goblin bandits, some bearing the image of a crowned skull, have been raiding caravans, farmsteads and even hamlets and other small settlements in the area. The merchants and local rulers have pooled their resources and are offering 1,000 gold if the leader of these raids can be found and brought to justice. Adventurers should be wary, though, as other humanoids appear to be joining this band and a powerful leader may be involved.

## Start

The overgrown path winds along the hill, ending at a wide, crumbling hole in the once stout walls of the mighty keep, now devoid of portcullis and gate. Beyond the entrance and the crumbling outer walls, portions of the inner walls still stand and the outline of the buildings is evident, although no roofs or upper floors still exist. Near the center of the ruins, a wide flight of spiral stairs winds down the sides of a circular shaft.

The stairs end at a 30' x 30' room with archways to the north, west 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 archways, draw the top Adventure card and let the adventure begin. When you draw the Objective card, go to the objective section.

## Objective: Barren Chamber

A small, smoky fire burns in the center of this large room. A dozen filthy pallets lie along the walls and in one corner is a large mound of boxes, arms and armor.

This chamber is occupied by a band of goblins.

Encounter: 1 goblin warrior  
1 goblin cleric  
10 goblins

The leader has 10 HP, fights as a 2 HD monster and is equipped with chain mail, shield and sword. The cleric is 1<sup>st</sup> level, is armed with a mace and shield and wears chain mail. The goblins are armed with short swords, hand axes and spears. All the goblins have the image of a crowed skull on their shields. The cleric has the image of a skull with a green forked tongue on her shield.

Goblin Leader [AL C; MV 60' (20'); AC 4; HD 2; HP 10 each; #AT 1; DG 1d6; SV F 2; ML 9].

Goblin Cleric [AL C; MV 60' (20'); AC 4; HD 1d6; HP 5; #AT 1; DG 1d6; SV C 1; ML 11].

Goblins [AL C; MV 60' (20'); AC 6; HD 1-1; HP 4 each; #AT 1; DG 1d6; SV F 0; ML 9].

Each of the goblins carry 3d6 sp, the leader and the cleric twice as much. The leader also carries a key to a hidden, locked chest.

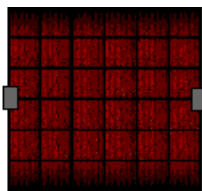
In the pile are 3 shields, a suit of scale mail, 4 javelins, a battle axe, 2 spears, a sword, two sacks of 500 cp each, a dozen furs worth 1d4 x 10 gold each, six bolts of cloth worth 1d6 x 10 gold each, and two boxes of normal clothing, boots, scavenged food and a small cask of beer.

Under a loose flagstone is a locked, ironbound chest. The chest contains 800 sp, 250 gp, 6 gems (50 gp each) two silver rings (75 gp each) and a +1 *ring of protection*.

In a chamber nearby is a flight of stairs leader down to level 2.

## Chamber of Alcoves

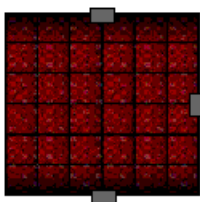
Numerous shadowy alcoves line the walls of this large, dusty chamber. A few gnawed bones litter the floor.



Draw 1 Encounter card. Monsters able to hide in the alcoves add 1 to all surprise checks. There is a 5+ chance that a secret door exists in the back of an alcove.

## Pedestal

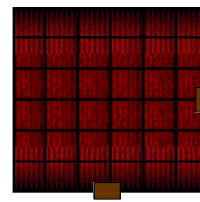
A four-foot tall pedestal engraved with the image of a coiling serpent sets in the center of this large, dusty chamber.



Draw 1 Encounter card. There is a 4+ chance there is a secret compartment in the pedestal. If so the compartment is trapped to spray a cloud of poison in a 5' radius around the pedestal.

## Tunnels

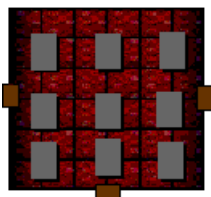
Numerous narrow tunnels pierce the far wall of this large room. Bones, rags and rusted arms litter the floor.



There is a 5+ chance each turn that 3-6 giant rats burst out of the tunnels. The first character searching the room has a 4+ chance of discover 5d6 gold.

## Sarcophagi

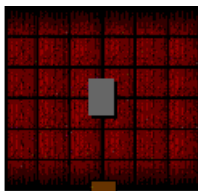
Nine sarcophagi set on the floor of this large chamber. Three are broken. The others are closed.



Each turn there is a 5+ chance that 1-2 ghouls enter the chamber. There is a 5+ chance that opening a sarcophagus triggers an arrow trap and a 5+ chance that it contains treasure (Draw 1 card).

## Crypt

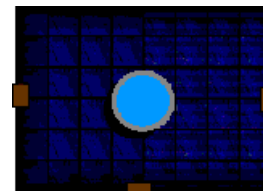
A cobweb-covered sarcophagus sets in the center of this dusty, cobweb-covered room.



Encounter 1 wight. There is a 4+ chance the sarcophagus is trapped with poison gas. There is treasure inside. Draw 2 Treasure cards.

## Shimmering Pool

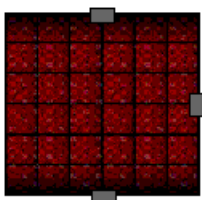
A shimmering light radiates from the depths of a large pool of water that sets in the center of a large room.



(4+) Draw 1 Encounter card. If a character drinks from the pool, roll 1d6. On a 6 the character heals 2d6 damage. On a 1 the character must Save or be paralyzed for 1d6 turns.

## Filthy Chamber

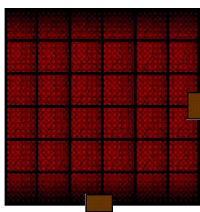
A horrid stench fills this filthy chamber. Bones, tattered rags and rusting armor litter the floor.



Each character can search the chamber once and has a 4+ chance of discovering a useable weapon. There is a 5+ chance each turn that 1-4 zombies enter the chamber.

## The Nest

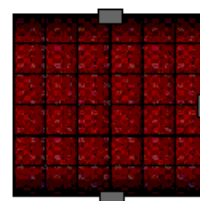
The stench of filth and rot permeates the air. In the center of the room is a large pile of trash.



Draw 1 Encounter card. Each character can search the trash once. On a 5+, draw 1 Treasure card. On a 1, 2d6 giant rats rush from the nest. There is only one treasure in the trash.

## Barren Chamber

Scraps of rusting arms and armor, torch stubs and tattered, filthy rags litter the floor of this large chamber.



(4+) Draw 1 Encounter card.

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## Large Spider

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

No 1d4  
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

Draw 1 Treasure card.

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## 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.

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## Ghouls

*A foul stench fills the air as a filthy, bestial humanoid rushes out of the shadows.*

No 1-3  
AL C  
MV 90' (30')  
AC 6  
HD 2  
#AT 3  
DG 1d3 + paralyzation  
SV F 2  
ML 9  
Undead

Treasure: Draw 1 card.

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## Giant Rats

*Loud chittering and a foul stench fills the air as a pack of giant rats crawl about the area..*

No 5 - 12  
AL N  
MV 120' (40')  
AC 7  
HD 1/2  
#AT 1  
DG 1d3 + Disease  
SV F 1  
ML 8

Draw 1 Treasure card.

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## Skeletons

*The creak of old leather and scrape of bone fills the air as a band of skeletons stride out of the darkness.*

No 4 - 9  
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

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## Zombies

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

No 4 - 7  
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

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## Orcs

*A band of muscular, ugly humanoids wearing heavy ring mail and wielding brutal looking weapons step into view.*

No 4 - 7  
AL C  
MV 120' (40')  
AC 6  
HD 1  
#AT 1  
DG 1d6 or by weapon  
SV F 1  
ML 8

Draw 1 Treasure card

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## Goblins

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

No 5 - 10  
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

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## Goblins

*A band of small ugly humanoids armed with bows occupy this area..*

No 5 - 8  
AL C  
MV 60' (20')  
AC 6  
HD 1-1  
#AT 1  
DG 1d6 or weapon  
SV 0  
ML 7  
Armed with hand axes and short bows.

Draw 1 Treasure card

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## Pit Trap

*For a brief second you are left floating in the air as the floor collapses beneath your feet.*

Encounter: ten-foot deep pit

A random character steps on a covered pit and must succeed at a Save against Wands or fall into a 10' deep pit, suffering 1d6 damage.

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**Return**

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## 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.

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**Discard**

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## Portcullis Trap

*A grimy flagstone sinks beneath your foot. In the distance you hear a metallic screech ending in a "clang".*

Encounter: portcullis trap

A random character triggers a trap, causing a portcullis to fall, blocking the way back. From now on, each area can be searched once, with a 5+ chance of locating the hidden lever that will raise the portcullis.

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**Discard**

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## Giant Centipedes

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

No 1 - 3  
AL N  
MV 60' (20')  
AC 9  
HD 1/2  
#AT 1  
DG Poison  
SV 0  
ML 7

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**Discard**

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## Giant Rats

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

No 3 - 8  
AL N  
MV 120' (40')  
AC 7  
HD 1/2  
#AT 1  
DG 1d3 + Disease  
SV F 1  
ML 8

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**Return**

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## 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.

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Draw 1 Treasure card.  
**Return**

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## Ghouls

*The stench of rot fills the air as a filthy, bestial humanoid scurries out of the darkness.*

No 1-3  
AL C  
MV 90' (30')  
AC 6  
HD 2  
#AT 3  
DG 1d3 + paralyzation  
SV F 2  
ML 9  
Undead

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**Discard**

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## 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

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**Return**

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## Zombies

*The stench of rot fills the air as several mutilated 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

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**Discard**

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**EVENT**

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## Large Sack

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

The sack contains 500 sp.

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## Coins

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

You discover 500 cp and 350 sp and 150 gp.

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## Arms and Armor

*A two-handed sword sticks from the top of a mound of bones, arms and armor.*

The mound includes a two-handed sword, war hammer, silver-tipped spear, silver dagger, two shields and two suits of chain mail.

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## Leather Pouch

*A glittering rainbow array of gems lies in the bottom of a pouch.*

The pouch contains 8 gems (3 x 10, 2 x 25 and 3 x 50).

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## Remains

*A leather and fur-clad human lies in a pool of dried blood.*

The human still grips a battle axe and in a large sack tied at its waste is 250 sp and 65 gp.

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## Remains

*The partially devoured remains of a mail-clad dwarf lie atop a pool of dried blood.*

If the remains are searched the characters discover a shield, chain mail, a sword and a large sack containing 350 cp, 200 sp and 105 gp.

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## Scroll

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

The scroll contains cleric spells of *light* and *detect magic*.

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## Potion of Healing

*You discover a vial containing a bubbling, purple liquid.*

This potion heals 1d6+1 points of damage.

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## Large Sacks

*You discover a pair of blood-covered large sacks.*

The sacks contain a total of 800 sp, 300 gp, a gold ring engraved with the image of an eagle's head (250 gpv) and a magic-user scroll of *magic missile*.

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**TREASURE**

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## Skeletons

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

No 3 - 6  
AL C  
MV 60' (20')  
AC 7  
HD 1  
#AT 1  
DG 1d6  
SV F 1  
ML 12  
Skeletal, Undead

**Return**

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## 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**

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## Goblins

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

No 5 - 8  
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. The image of a crowned skull is on their shields.  
(5+) Draw 1 Treasure card.

**Return**

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## Secret Door

*A hidden catch causes a section of the wall to swing open.*

Encounter: secret door

If you look through the secret door, draw the top two Adventure cards and select which one is located beyond the secret door. Return the other to the top of the Adventure deck.

**Discard**

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## Chest

*You discover an iron-bound chest along a wall.*

The chest is locked, but not trapped, and contains 1,000 sp, 500 gp and a potion of *levitation*.

**Discard**

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## Enchanted Hand Axe

*You discover a hand axe, well balanced and with a dark stained haft. The head glows with a faint blue light.*

This old, well-used axe is enchanted to +1.

**Discard**

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## Scroll

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

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

**Discard**

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## 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 14 pp and a potion of *healing*.

**Discard**

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## Coins

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

If you investigate roll 1d6. You find:  
1. a large spider. After the fight you can roll again.  
2. 1 ghoul. After the fight you can roll again.  
3. 200 sp and 50 gp.  
4. 500 sp, 100 gp, and a sword.  
5. 400 sp, 150 gp, and a shield.  
6. 600 sp, 200 gp and a potion of *neutralize poison*.

**Discard**

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**SEARCH**

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**SEARCH**

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## Gems

*You discover a glittering array of translucent stones.*

You discover 15 gems, 5 x 10, 4 x 25, 4 x 50 and 2 x 100 gpv.

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## Leather Armor

*You discover a sturdy suit of supple leather armor.*

This well-used, but undamaged suit of leather armor is enchanted to +1.

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## Potion

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

The vial contains a potion of *invisibility*.

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## Scroll

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

The scroll contains a cleric spell of *protection from evil*.

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## Scroll

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

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

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## Mixed Trove

*A hammer juts out of a mound of coins, sacks and armor.*

The treasure includes a +1 war hammer, a sword, 2 shields, chain mail, 500 sp, 350 gp and a potion of *gaseous form*.

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## Coins

*You discover a glittering mound of copper, silver and gold coins.*

You discover 850 cp and 250 sp and 160 gp.

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## 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, 1,000 gp, and a small ornate silver box worth 250 gp.

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## 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.

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**TREASURE**

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