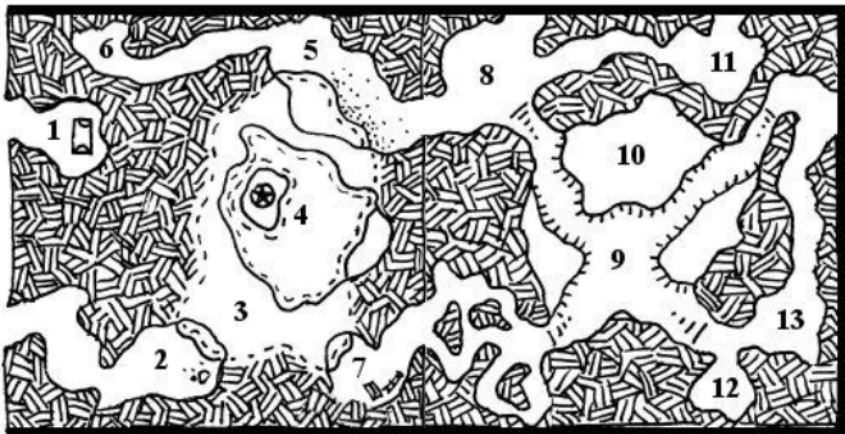


The Wight-Haunted Cave

Adventure Notebook



1. Scorched, rotting animal guts (offerings from fearful locals) are heaped on a stone altar.

2. 1-4 rust monsters in rubble.

3. Cavern floor is 15' below ledges. Thousands of foot-long millipedes crawl everywhere.

4. Island at center of shallow lake holds a fountain. Roll for each drinker (+1 if Lawful): 1-3 = diminution, 4-6 = Bless.

5. Stinking but harmless fungi. Need bath to wash off stench.

6. 2-8 gnolls are holed up here while recovering from wounds.

7. Scroll of **speak with dead** buried beneath bones and rags.

8. Walls lined with mirrors. PCs reflect as skeletons. Save vs. paralysis or drawn into mirror, where skeletons = trapped PCs' levels attack. Breaking a mirror causes 1-6 damage to skeletons

and trapped PCs. Characters freed when skeletons defeated.

9. Tarnished, dented gong stands at center of chamber. If struck, runes glow on ceiling. Legible only from atop ledges.

10. Ledges 15' tall, ceiling 12' above that. Air is stuffy and foul; save vs. poison or lose 1-4 hps. Reading runes weakens wight at #13; PCs get save vs. death ray against level drain.

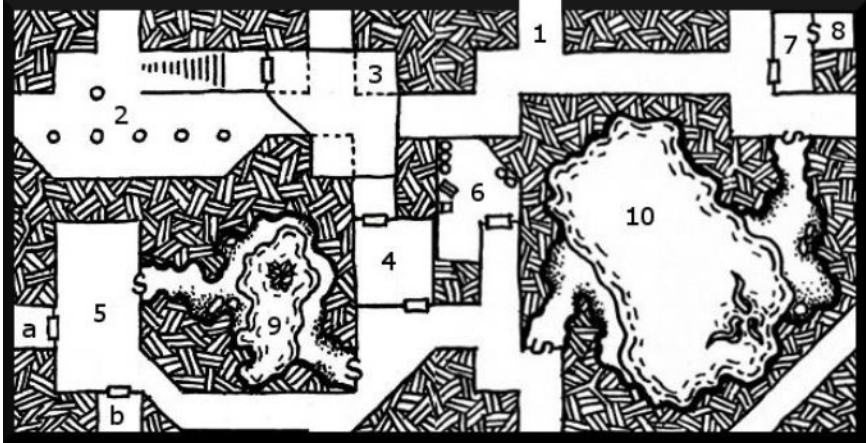
11. 6 jade monkey statuettes worth 400 gp each. After 1 turn, roll d6 for each statuette taken; 5-6 = turns into white ape.

12. Lair of 1-3 giant horned chameleons.

13. The wight of Lachlan Burnett, hanged for sedition, haunts this corridor.

Reeking Pits of Alchemy

Adventure Notebook



1. Malodorous fog shrouding the corridor cuts visibility to 10 feet.

2. Hundreds of shattered clay amphorae litter the room. Eighteen remain intact. Roll 1d6 when each is opened: 1-2 = 1d6 x 50 sp; 3 = excellent wine; 4 = vinegar; 5 = poisonous mold (save vs. poison or take 2-8 damage); 6 = black pudding.

3. Floor above the corridor is invisible to PCs in room 3. Bowls in NE and SW corners contain unbottled potions of **healing** and **golem control** (two of each).

4. A box contains 6 fuses (burn for 1 turn) and 6 gas globes (explode as **stinking cloud**).

5. Alchemical workshop. The air smells of sulfur. Two vengeful homunculi hide among the apparatus. Opening room (a) causes any open flame to burst

like a 6d6 fireball. Opening room (b) releases a stinking cloud (the homunculi attack if still alive). PCs can scavenge 5-10 random potions in the room.

6. Crates and barrels filled with rotted supplies. Searching finds only 2-8 rot grubs per turn.

7. Peculiar light flickers beneath the door, but the room is empty.

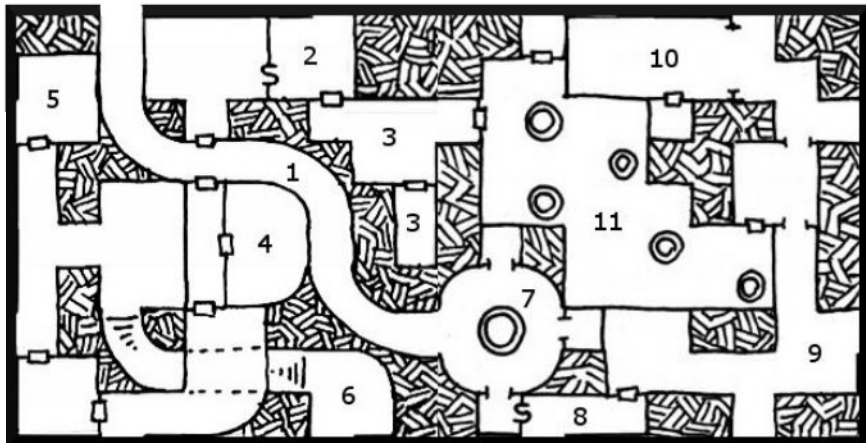
8. Clay golem with 25 hps. Attacks if attacked or if spell cast on it. Responds to someone who drinks **potion of golem control**.

9. Vibrating crystals in the mucky water react like shriekers and awaken 5 hibernating piercers.

10. Otyugh being worshipped by 5-10 troglodytes. Underwater passages lead to extensive troglodyte tunnels.

Hallways to Hell

Adventure Notebook



Wandering Monsters (d10; 1/turn + 1/empty room)

- 1-5 Nothing
- 6 Fire bats
- 7 Hell hounds (1-4)
- 8-9 Duergar (1-6)
- 10 Salamanders (1-3)

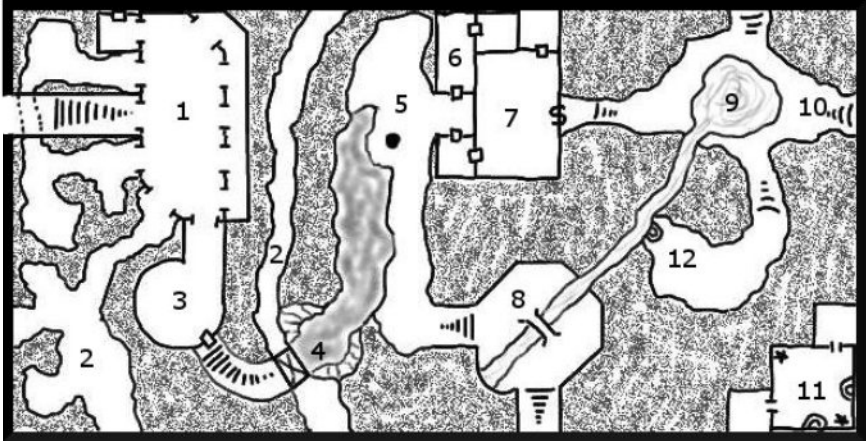
1. Fire bats from 7 pour down the hallway when characters round this bend.
2. Secret door is trapped—loudly squeaking hinge awakens 1-6 hell hounds (6 are sleeping in room).
3. Five salamanders reside in these rooms. Only 1-3 are here at one time.
4. Tree roots dangling from the ceiling conceal a gas spore.
5. Door is locked and trapped. If lock is not picked successfully, a **dancing sword** materializes and attacks the character who tripped

the trap. Chamber holds salamanders' treasure.

6. Low portion of passage is submerged in hot (not scalding) water, trapping a fire elemental in room 6. Its anger heats all chambers.
7. Steam from hissing fountain warms dozens of fire bats.
8. Secret door is trapped—all in 7 and 8 hit by 4d6 psychic blast (save vs. death magic for half).
9. Blanketed in yellow mold. Only the heat keeps it in check.
10. Troll enslaved by duergar.
11. Pools of water, lava, and melted metals, tended by 2-12 duergar. They labor for the bullying salamanders to forge a perfect +3 **fire spear**.

The Burned Library

Adventure Notebook

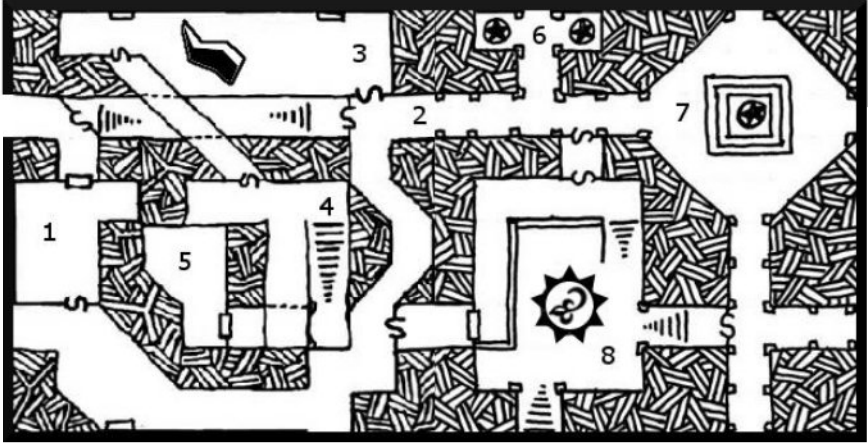


1. Was once a library, but it's been burned. PCs can find 1d3 random scrolls per turn, for three turns.
2. Tunnels are stirge lairs; 1d8 attack each turn, for 4 turns. Roll for random lair treasure.
3. This room holds a permanent, swirling **color spray** effect.
4. The stairs end at a platform 15' above an underground lake (10' deep). An old raft sits on the beach.
5. The floor is sand. One column supports the roof. Vines hang thickly everywhere—save vs. paralysis or develop painful rash that lowers Dex by 2 for 1d3 days.
6. Contains junk. Western door is trapped with **explosive runes** (6d4+6 damage, save vs. spells for half).
7. Blasphemous altar. Ornaments of orichalcum are worth 1,200 gp.
8. Stream flows swiftly toward the NE. About 3' deep.

9. Water bulges upward in a dome shape and spins clockwise. PCs in stream must save vs. dragon breath or be pulled into vortex and take 1d8 drowning damage before escaping. If 3 or more are pulled in, water elemental (8 HD) attacks.
10. An orichalcum plaque is bolted to the stone at the top of the stairs. Inscription states "Touch to enter shrine." Touching the plaque teleports the character to room 11.
11. PCs teleport in from 10 on east platform. Stepping on south platform teleports PC to 12. Two stone animated statues attack as soon as someone steps off a platform. Treasure as medusa.
12. Teleport platform perches precariously atop 20' ledge. Save vs. dragon breath or lose balance and fall into stream (2d6-2 damage).

Frozen Hall of Secrets

Adventure Notebook



1. Bodies of three adventurers, dead from mysterious disease. Save vs. poison or take 1-10 damage. Save again 1, 2, and 3 turns later, losing 1-10 hp per failure, unless cured first.

2. Hallway is very cold. Frozen in wall niches are 2-5 trolls. Any flame brought into the corridor causes the ice to melt rapidly. First troll is released 3 rounds later, and another breaks out of the ice every round after.

3. The pit in this room is bottomless and radiates cold. On a narrow ledge 40 feet down is a torn sack with 115 gp. All surfaces are slick and there is no good place to anchor a rope.

4. Bodies of two adventurers, dead from plague. No valuables.

5. A doppelganger is holed up here. Claims to be last survivor of

previous group who survived plague but is afraid to pass through infected rooms.

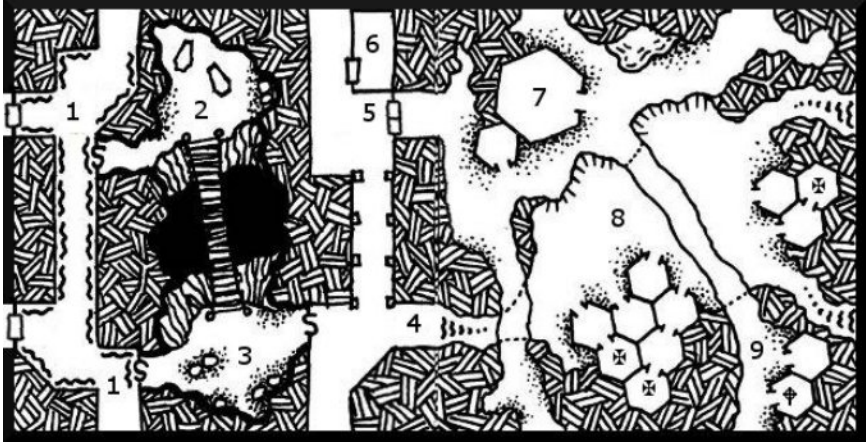
6. Two hollow copper statues. Green with verdigris. Each has a 120 gp gem on its belt buckle. Statues stand above rat lairs. Rapping on statue or prying out gem triggers attack by 2-200 rats.

7. Atop stepped platform is frost-covered copper bowl holding 12 blood rubies (50-100 gp each) embedded in ice. Chipping the ice shatters everything and destroys the rubies. They can be removed safely by slowly melting the ice.

8. Chamber is very cold and affected by permanent **darkness**. If any spell is cast, magical seal on floor is broken, releasing frost salamander.

Hive of the Vampires

Adventure Notebook



Wandering Monsters

(roll 1d12/turn in areas 3+)

- 1 Giant lizards (2-8)
- 2 Stirges (1-10)
- 3 Duergar thralls (2-12)
- 4 Vampiric Duergar (1-10)
- 5-12 No monster

1. Heavy tapestries conceal doors trapped with **glyphs of warding**

2. Vampire and its ghastr servant. Strong wind from pit puts out torches, lamps, other flames.

3. Wind swirls down this side of pit. PC standing at lip of chasm must save vs. Dragon Breath or be swept over edge.

4. Steep stairs occupied by 2-8 fire beetles eating a giant lizard.

5. Reinforced, **wizard locked** doors show carved image of a vampire sinking its fangs into a dying dwarf (duergar).

6. Copper figurines scattered haphazardly. Mixed in are 1-6 gold figurines worth 35 gp each.

7. Duergars' foundry and workshop; 2-12 duergar thralls, 1 vampiric duergar overseer.

8. Village of duergar vampires. Walls are painted with blood. Roll 1d4 (not d12) for wandering monsters when characters arrive; roll 1d6 on following turns.

9. Dead duergar clutches carved jade snake in hand. Jade is harmless, worth 120 gp. Ground is covered with thin lichen that releases spores when disturbed—6d6 damage to all within 10 feet; save vs. Poison for half.

⊠ Treasure (duergar standard)

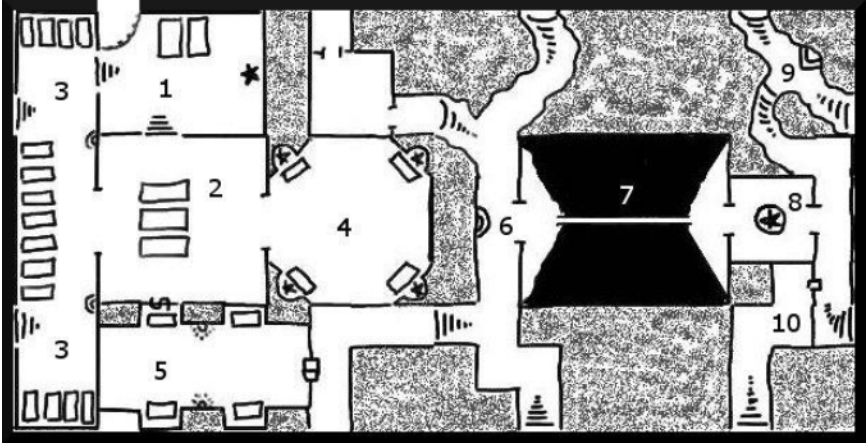
♣ Treasure (vampire standard)

Steve Winter, www.howlingtower.com

Map tiles by Stonewerks

The Tomb of Stars

Adventure Notebook



Wandering Monsters (1d8/turn)

1. Beetle swarm
2. Skeletons (1-8)
3. Night gaunt (as gargoyle)
- 4-8. No monster

1. Sarcophagi are open and empty. Statue holds a lamp; filling with oil reveals scroll compartment; lighting triggers 6d6 fireball (save for half).

2. Sarcophagi are open and looted. Walls are painted to look as if they contain dozens of doors.

3. Each sarcophagus holds
- 1-3. Remains
 4. Remains + d100 gp
 5. Remains + 2-12 rot grubs
 6. Undead skeleton

4. Four altars facing four statues.
1. turns 1 weapon to silver
 2. turns 1 weapon to wood
 3. refills 1 potion vial
 4. opens secret door to 5

5. Three coffins contain adepts (Lvl 2 clerics) of a nearby temple in

suspended animation, imprisoned as victims for night gaunts. The fourth holds a wight.

6. Spring contains liquid, but sulfur content of rocks turns it to weak oil of vitriol (sulfuric acid).

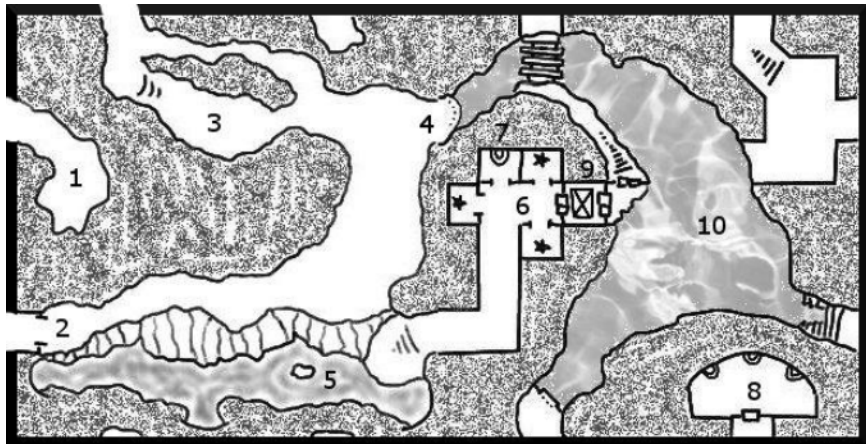
7. Stone bridge is just 10 inches wide. Far down the chasm is what appears to be a field of stars!

8. Brass bell hovers in midair. When first PC enters from 7, the bell slowly swings. Quick-acting PC might prevent it from ringing. If not, 90 secs later, three answering rings echo up chasm. 20 minutes after, 2-12 night gaunts fly up chasm and search for victims.

9. Iron platform juts from wall. Anything atop it is teleported to a spot you choose.

10. Door locked. Stairs lead to cave exit. An owlbear nests here.

The Gnoll King's Treasury Adventure Notebook



Wandering Monsters (1d12/turn)

- 1-3 Gnolls (2-8)
- 4 Giant leeches (1-3)
- 5 Giant crabs (1-4)
- 6-12 No monster

1. False entrance.
2. Crumbling arch collapses when PC walks through; 4d6 damage, save vs. dragon breath for half.
3. Corpses are lashed to stakes. Treasure as NPC party, but 3-6 pit vipers hide in the corpses.
4. Metal bars set in stone close off a 40' drop to the water. Can be bent or torn out normally.
5. Greasy water is 4' deep and lies 30' below ledge. A sack containing pan pipes, a **potion of healing** and 5 gems was dropped on the rock.
6. Bays contain statues of gnolls playing pan pipes. One set of pipes is missing (at 5). At the feet of each statue sits an empty brass vessel.

7. A font of oil with a wick forms a giant lamp. Lighting it teleports everyone in rooms 6 or 7 to 8 (if statues' lamps are empty) or lights all lamps (if statues' lamps are full).

8. Three fonts of oil. Stepping through the door with oil from a font teleports PC back to area 6.

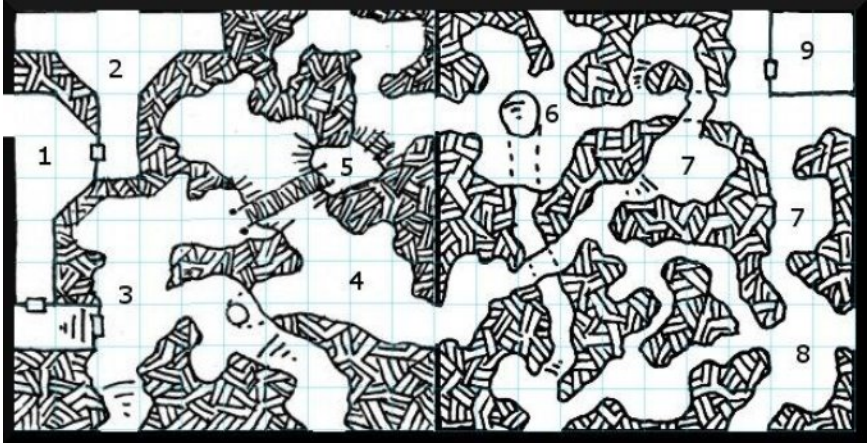
9. Brass doors are unlocked. Before the rite is completed, this room is empty and a floor trap drops PCs into the lake when third PC enters. If the rite is completed, chamber contains treasure as hill giant lair.

10. Cavern caved into a reeking underground lake infested with giant leeches and flesh-eating crabs.

Completing the Rite. Pan pipes from 5 must be replaced, each statue must have oil from a different font in 8, and the giant lamp in 7 must be lit.

Cult of the Keepers

Adventure Notebook



Wandering Monsters (d8/turn)

- 1-4 Nothing
- 5 Stirges (1-6)
- 6 Ghouls (1-2)
- 7-8 Cultists (1-8, as bandits)

1. If characters tracked something here, they find its corpse in this room. Otherwise, the chamber is empty.
2. Scriptorium. Every 10' square hides three traps: darts, pits, spikes, scythes, etc. Each step calls for a save vs. PPDM to avoid 1-6d6 damage. Texts are shelved along north wall. Most are loathsome philosophy but 2-12 magic scrolls are mixed in.
3. Piercer lair; 2-12 piercers are concealed across the ceiling.
4. Cultists throw sacrifices into this 15' pit. Any light on the bridge attracts 2-12 ghouls that stalk PCs through tunnels.

5. Rank smell wafts down from holes in walls and ceiling, where 3-10 fire beetles lurk.

6. Two ropers live in the tunnel beneath the nearly vertical stairs. They attack anything that lingers too long near the lip of the pit.

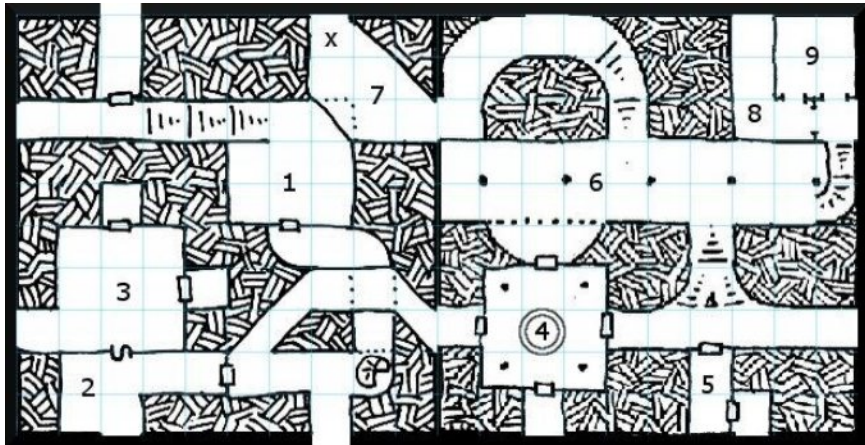
7. Cultists dusted the floor with alchemical salts to deter ghouls from coming this way.

8. Stirges nest here (1-10). They have a narrow channel to the outside large enough for a man-size creature to crawl through.

9. Cultists (4-24, as bandits) meditating on evil. PCs gain surprise unless they've been noisy. Lever in NE corner locks trap mechanisms in room 2 so it can be entered safely.

The Flooded Temple

Adventure Notebook



Wandering Monsters (d8/turn)

- 1-3 Windup homunculi (3)
- 4 Rat swarm
- 5 Gray ooze
- 6-8 No encounter

1. Six windup homunculi wind and oil giant springs and gears that turn a shaft extending into 7.

2. A **magic mouth** hums and mumbles to cover the sounds of clacking and clinking from 3.

3. Ten windup homunculi sort, sift, and shift clay jars in and out via the hall to the west. Where they go is up to you. (Connect to another Adventure Notebook!)

4. Thick chain passes over a pulley, hangs down into a well. Pulling chain takes total Str adj \geq 4; temple water then fills well and octopus can attack everyone in 4. Door connects to balcony overlooking 6.

5. Filled with broken potion vials.

6. Temple is flooded to depth of stairs. Giant octopus swims freely until water is drained; then it swims into well in 4.

7. Gleaming blades sweep and thrust; they're attached to rods and flywheels driven from 1. Room attacks everyone in it (HD 8, AC 4, Dmg 2-12). Treasure (as hobgoblin lair) is heaped at X.

8. A ghost prowls this corridor and blocks entrance to 9.

9. Locked cabinet contains a lever that turns off machinery in 1 and 7. Failing lockpicking roll refloods 6; octopus returns to 6.

Windup Homunculus: HD 2; AC 5; Dmg 2-5; Sz S; Treasure 1-6 gems worth 25 gp each.

Steve Winter, www.howlingtower.com
Map tiles by Dyson