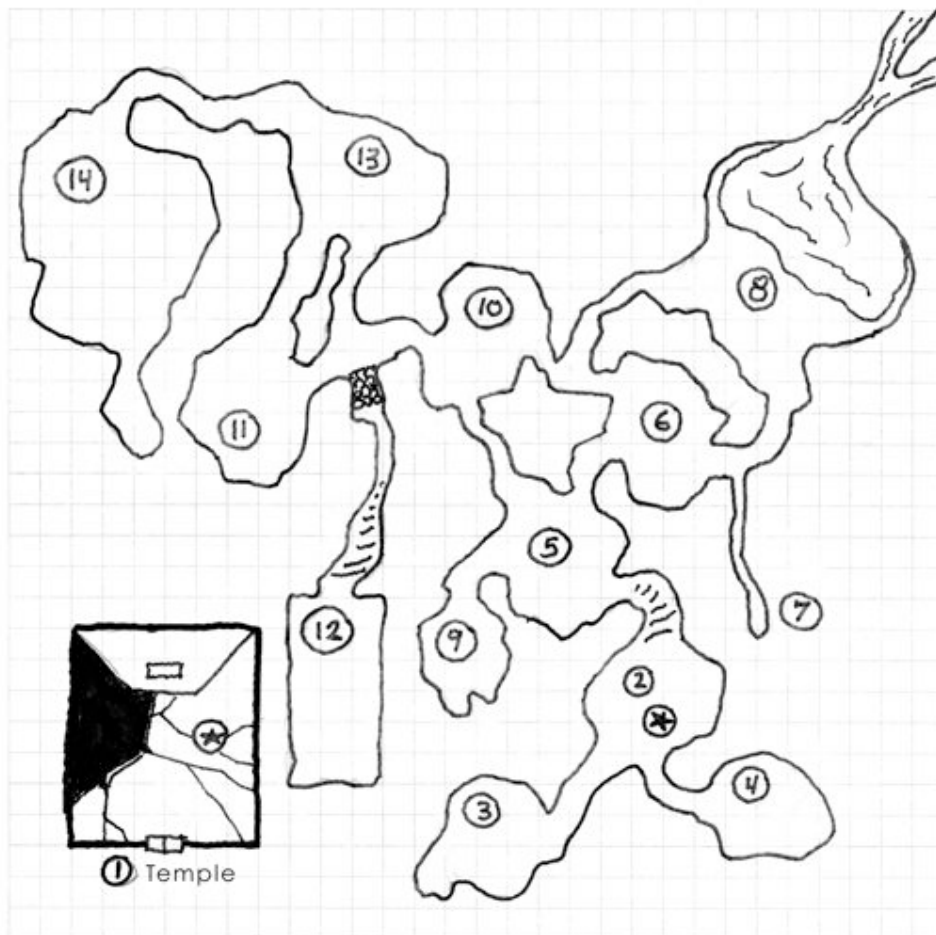


The Lost Staves of Maurath – Low Level Adventure



Wandering Monsters

roll d4 per rest period.
 1-3: No encounter.
 4: 2 Goblins

Background:

The Temple of Maurath was built in order to cleanse the surrounding land that stood as a cursed burial ground. Two statues of the goddess Maurath were placed within, each holding magical staves, that when placed together have the power to heal.

Unaware that the temple was built above a catacomb of twisted caverns, the weight of the temple compromised the foundation and caused a sinkhole, bringing part of the temple floor and one of the statues down into the cavern below.

Attempts were made to recover the staff, but were thwarted by bands of goblins who killed any who descended into the caves. Both staves are missing and the temple is now boarded shut. A group of adventurers is needed to clean out the caverns and recover the lost staves of Maurath.

1 Square = 10'

Room Key

- 1. The Temple:** Crude hammer trap swings down from above the front double doors. Huge open sink hole along west wall. One of the 10' tall statue of Maurath stands along the cracked floor. The other fell within the hole to the caverns below. A 50' rope is tied to the standing statue, leading into the sinkhole. The rope is strong enough for one character at a time.
- 2. Four goblins.** Three will attack descending characters with sling bullets and one will run to area 5. The statue lies on the cavern floor with right arm broken off.
3. Empty cavern.
- 4. Goblin lair.** This is the lair for the goblins in area 2. Matted and filthy garments and blankets litter the area. A search will turn up a small amount of treasure.
- 5. Wolf Attack.** Goblin from area 2 let out two wolves from area 9 to attack. Goblin will attack with sling from the back.
- 6. Empty cavern.**
- 7. Crawlspace.** Begins 5' high. 15' into the passage, it shrinks to 3' high. 20' in, passage slants at a 45 degree angle and a faint glow can be seen ahead. Characters must make a successful check or lose their grip and slide to the end where a Fire Beetle has made it's lair.
- 8. The Well-Fed Toad.** A large body of water covers most of the area. A mass of vines and vegetation grow up along the northern wall and over the pond. Wrapped in the vines are the two dead goblins' treasure. One goblin is laying pulverized on the land next to the water. The other is within the belly of a Giant Toad. The toad has a gash on its left side. Small amount of treasure includes the staff from the standing statue in the temple. The toad is full and will not attack unless attacked.
- 9. Wolf quarters.** Muddied heaps of straw and various bones a scattered about the cavern.
- 10. Empty cavern.**
- 11. Cave of Protection From Undead.** Cave is littered with what appears to be religious ritual items made from sticks and bones. These items are predominately placed along a heap of rubble blocking the passage to area 12.
- 12. Cursed Burial Chamber.** Blocked passage will take 4 full turns to clear. 50% chance per turn that a goblin from area 13 will hear and investigate. Directly on the other side of the rubble are two Skeletons. Down the passage to the main chamber awaits 2 more Skeletons and a Ghoul. Also in here are 5 rotting coffins, one which contains major treasure.
- 13. Goblin Guard Lair.** 4 goblins guard the passage to the west. If they start losing the battle, one may retreat to the west and alert the ogre and other goblins.
- 14. Ogre Lair.** This cavern is the lair of an Ogre and two goblin guards. Hanging from the cavern ceiling are three wood cages, each containing one Fire Beetle to light the area. If the ogre is killed, a goblin will attempt to hit a lever in the treasure room to the south which will release the fire beetles. A moral check will be made for the beetles. Those that fail will leave through the northern passage, but those that succeed will attack both the characters AND the goblins. Inside the treasure room will be major treasure including the staff from the fallen statue in area 2.