

# The Ancient Academy

4 Leagues from the village of Thorn, the ruins of a monastery sit atop a rocky hill. Inside the last intact building is a staircase to the dark dungeon below.

## Wandering Monsters

(Check every 2 turns - 1 in 6 chance)

- 1 - d8 Goblins on Patrol
- 2 - 1 Beetle looking for food
- 3 - d6 Bandits returning from surface
- 4 - d4 Cultists looking for sacrifice
- 5 - d4 Dwarven explorers
- 6 - d6 Skeleton guardians

## Restock Rooms (1d6)

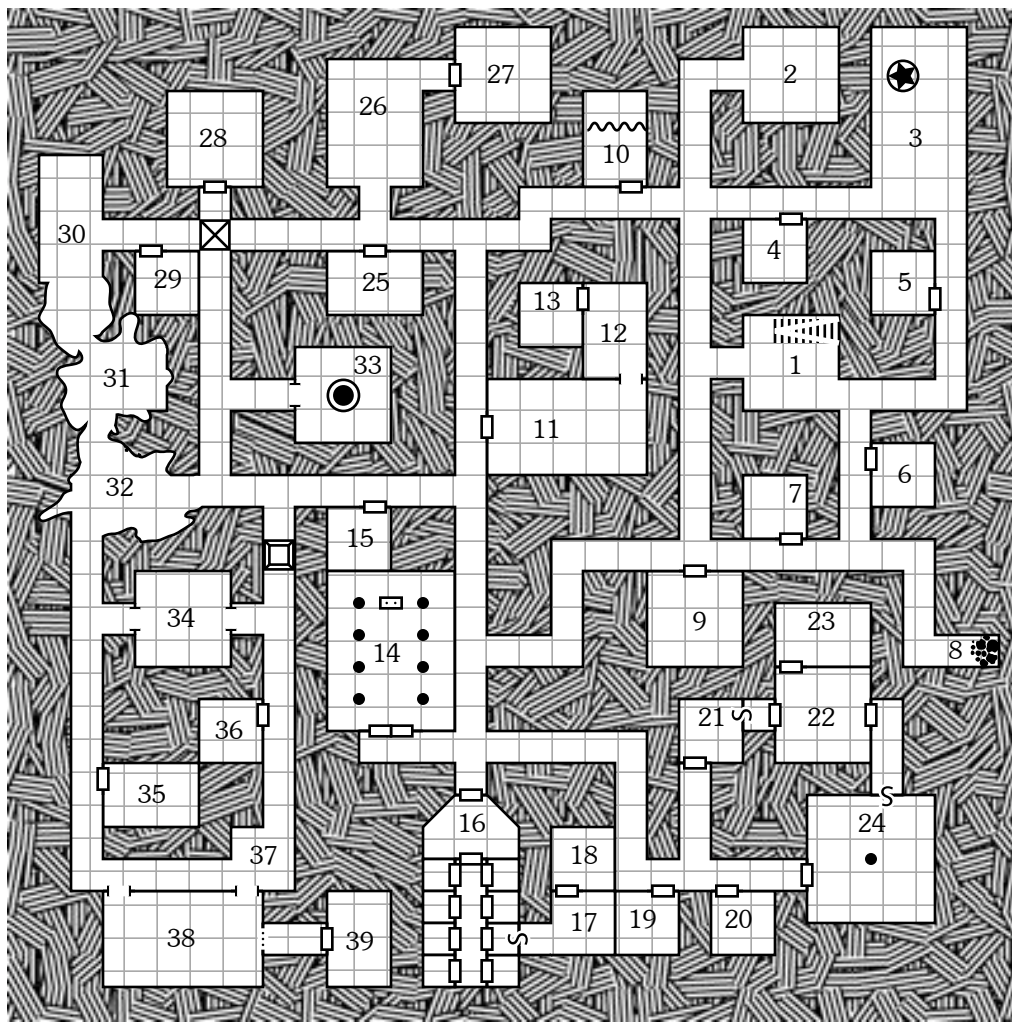
(Check between expeditions to the dungeon)

- 1 - Monster
- 2 - Monster & Treasure
- 3-6 Empty (1 in 6 chance of hidden treasure)

## Map Legend (1 square = 10 feet)


## Dungeon Room Key

1. Entrance Hall Skeleton on floor; old bloodstains.
2. Dilapidated Hall Cracked ceiling; water seepage: crumbling masonry. 6 Goblins hunting party returning with giant beetle on spit.
3. Eerie Statue: Statue of bipedal frog man; stone fragments on floor; offering bowl filled with coins. Stones fall from ceiling if bowl is tampered with.



4. Cluttered Store Room: Contains mounds of old gear and supplies.
5. Sunken Room: Floor is sunken and filled with dark murky water. A gem sparkles beneath the water. 4 Zombies beneath the surface attack if the pool is disturbed.
6. Ruined Laboratory: Overturned furniture and broken glass containers. Searching the room reveals a Green & Fizzy Potion lying in a corner.
7. Study Room: Crumbling books; star charts; broken alembics. A Spellbook can be found on one of the shelves.
8. Collapsed Hallway: Animated Tools work to clear the debris.
9. Ancient Armoury: Empty weapon racks; an old dented shield.
10. Auditorium: Mildewed curtains bisect the room; smashed chairs.
11. Dilapidated Dining Hall: Battered shields & torn tapestries on walls; Smashed tables & benches; bones; broken weapons; signs of fierce battle. Hidden under a table is a bag of coins and a magic sword.
12. Grimy Kitchen: Smashed crockery & rusty utensils. Smells foul. Sink and pump - spews Green Slime if used.
13. Ransacked Pantry: Moldy barrels and mildewed sacks of old flour. 3 Goblins are playing dice here.
14. Desecrated Temple: Destroyed altar; unrecognizable statue; broken font; burned tapestries; 20' ceiling. 2 Robber Flies. A gem lies undiscovered amongst the rubble of the altar.
15. Workshop: Crumbling piles of lumber; rusted tools; half-finished coffins; sawdust covered floor. 5 Dwarfs.
16. Ancient Crypt 6 Skeletons. 5 pieces of jewelry in the crypts.
17. Cultists Room Bundled belongings; bedrolls; campfire. 5 Acolytes, one with a snake staff and 2 potions of healing. Door to 18 is barred.
18. Ghoul's Room: Smell of rotted flesh; gibbering and slobbering sounds; bloody and gore-stained walls and floor. 1 Ghoul feasting on human remains. Jewelry and a war hammer +1 among the bones of past victims.
19. West Dormitory: Smashed bunks; moldy furniture; smell of mildew.
20. East Dormitory: Rotted bunks and furniture; moth-eaten rush mats on floor; rancid straw. Bear trap hidden in cavity under floor mats.
21. Cluttered Room: Same as 4.

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22. Bandit's Hideout: 8 Bandits
23. Old Buttery: Racks, bottles, and casks; all empty and dry.
24. Underground Garden: Dripping water; small pools; edible fungus; phosphorescent glow; natural chimney in SE corner leads to Level 0. 8 Killer Bees are attracted to the fungus.
25. Refuse Room: Food scraps; filth; broken tools & furniture.
26. Crumbling Classroom: Cracked walls & ceiling; moldy desks and chairs.
27. Old Office: Once-fine furnishing succumbed to age; large oak desk with ancient papers; empty chest with a bag of coins in false bottom.
28. Burnt Room: Soot on walls; charred furniture. Smell of old smoke.
29. Ancient Bedroom: Mildew on walls; musty stench in air; broken furniture sprouting sickly mushrooms. Snake,
30. Collapsed Room: The floor slopes downwards in the room's center.
31. Lizard's Cave: Dripping water; pool of water; phosphorescent moss. Giant Lizard. A small amount of coins and a gold circlet in "hoard".
32. Bat Cave: Stinks of guano and ammonia. Cracks in ceiling; stalactites & stalagmite. Normal bats (55).
33. Well Room: Water drips from ceiling. Well descends 60'. Green Slime drips down onto anyone leaning over the well.
34. Ancient Lounge: Furnishings covered with tarps; old rug; dust & cobwebs. Giant Spider
35. Rusted Gallery: Broken statues; three rusted suits of plate mail on stands; Sack of coins stashed inside one of the suits of armour.
36. Goblin Barracks: 6 Goblins resting, drinking, maintaining weapons. Two goblins have short bows. One of the goblins has the key to room 39.
37. Antechamber: Dusty. Tracks lead between 38 and 36.
38. Ancient Arena: Torches on walls. Arena Floor is 10' below hall level. 4 arrow filled bodies of bandits lie in the middle of the room.
39. Prison Locked gate. 2 Neanderthals have been taken prisoner and kept here by the Goblins in room 36.