



Wandering Monsters

1. Swampfolk (Lizardmen)
2. Goblins
3. Sluggoror the damned
4. Skeletons
5. Giant Spider
6. Bandits
7. Witch, looking for her cat "Merloth"
8. Clueless Ghost. He doesn't remember he's dead.

Legend

- S – Secret Door
 C – Concealed Door
 ☒ – Pit in floor

History

A former bastion of light, the monastery in the marsh, lies now in ruins. It's unknown why this place succumbed to the darkness, some people say that the last abbot went mad and murdered his brothers while others say that the monks became corrupted by the same abyssal forces they watched over. Anyway the monastery is currently roamed by a degenerated race of swampdwellers, bandits, goblins, the undead, a doomed wizard and, of course, adventurers.

Room Key

1. **Entrance:** Behind a rusted gate, a muddy path flanked by swamp waters leads to the monastery entrance. 1d3+1 *Swampfolk* roams below the waters waiting for the sigh of intruders.
2. **Cave:** Hidden in the mountain this cave is half flooded. A forgotten treasure lies buried below the waters. 1 Giant Lizard lives there.
3. **Vestibule** The door is blocked by a pile of rubble. Giant rats
4. **Riddle Room:** There's a graffiti between the doors "Some try to hide, some try to cheat, but time will show, we always will meet. Try as you might to guess my name, I promise you'll know, when you be my guest. Who am I?" In the floor next to the right door lies a skull that hides a small emerald. The pit trap behind the left door ends in a half flooded chamber full of skeletons (1d6+1).
5. **Kitchen:** A dark and gloomy kitchen full of dusty furniture. There's a 2 in 6 chance to encounter 1d6+1 goblins. The oven hides a half burned chopped hand that still holds the key of the scriptorium.
6. **The Well:** The bucket is missing, 30 feet below a pile of skulls rises above the half- flooded chamber in which an ogres lives.
7. **Goblin's Hideout:** The goblins dug this chamber so they could steal food from the kitchen. There's a hole that could lead to a goblin's labyrinth sublevel (1a). 1d3+1 goblins
8. **Fraternity (Dining room):** The body of a former monk, his head cut nose bridge up, lies dead at the end of this large chamber. The corpse is actually an undead. (The creature is blind but can smell living creatures up to 20 ft.)
9. **Chapter House:** Piles of bones and ashes lie scattered through the room. If disturbed the piles start to gather into a mass of bone ashes and rubble, a bone horror creature (HD 3, SA: engulf 1d3 dmg/ round).
10. **Empty Room:** A full plate armor decorates this chamber. Perceptive characters may notice the armor has 2 left hand gauntlets.
11. **Abbot's Room:** A heavy desk hides the abbot's diary.
12. **The Chapel:** The *Swampfolk* turned this chapel into a sacrificial chamber for the demons they worship.
13. **Empty Room**
14. **Cloister:** The vegetation has grown boundless at the courtyard. Two sentient trees live close to the beheaded statue of a champion of old. The trees are malevolent in nature and love to play riddles and pranks with their visitors.
15. **The Pit:** A deep chasm opens at the north of the monastery. Just 10 ft. below the characters can see a ledge with the corpse of a former monk. Deep in the chasm it's possible to see entrances to deeper levels in the dungeon.
16. **Scriptorium:** Books attached with heavy chains to lecterns (reading desks), most of those ruined by time. The north wall of the scriptorium hides the entrances to the relic's room. 2d4+1 Skeletons.
17. **Relic's room:** Among gold and jewels two relics stand apart: A runic lance and a book. The former is a powerful magic weapon associated with law, the latter is a black grimoire called the "The flea at the door knocker".
18. **Dorter (Dormitory):** There's a bookcase hiding the door that leads to the second level. The first time the characters discover this concealed door, they will see the Sluggoror emerging from the stairs at the end of the corridor (HD 4+1 Dmg 3d4). The Sluggoror is the remnant of a powerful Wizard turned into a giant slug like creature. This monster is pretty slow but still dangerous if confronted (HD 4+1 Dmg 3d4). If killed, the Sluggoror will reform at a random location (roll 3d6) in 1d3 weeks.