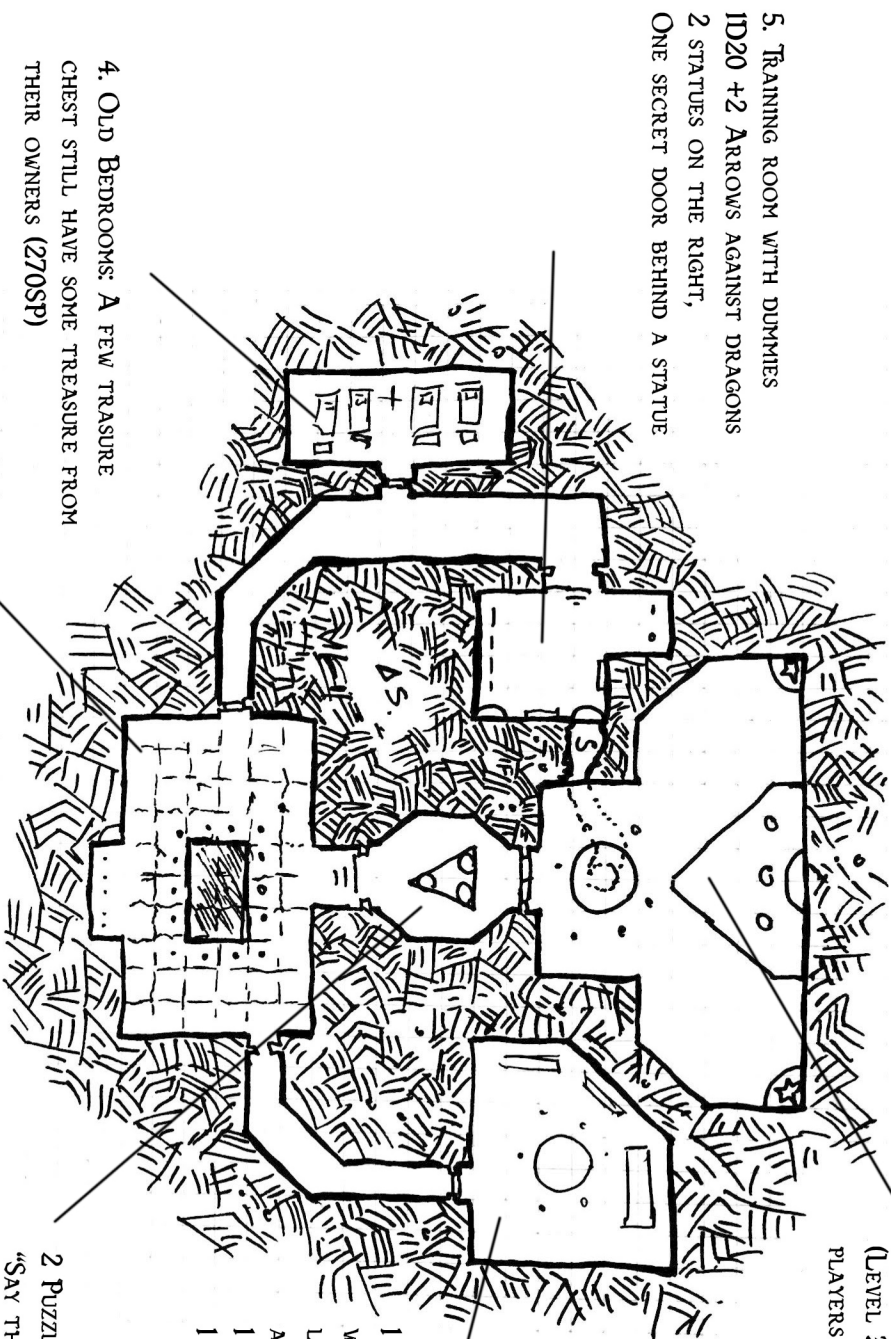


## OLD TEMPLE OF THE DRAGON SLAYERS

A HILL GIANT HAS STABISHED THIS OLD CULTIST BASE AS NEW HEADQUARTERS. THE MONSTER AND HIS PET DIRE WOLF HAVE BEEN GATHERING FOOD AND ALE FROM FARMSTEADS AND TRAVELERS FROM ALL OVER THE AREA. WHAT THE GIANT DIDN'T KNOW IS THAT THIS RUINED DUNGEON WAS HOME FROM FAMOUS DRAGON SLAYERS, AND A FEW WILL-O'-WISPS PROTECT THEIR LEGACY.



6. TREASURE CHAMBER. 3 HOVERING SCROLLS (LEVEL 3). 3 WILL O WISP APPEAR WHEN PLAYERS ENTER THE ROOM

3. TROPHY ROOM  
 1 BUGBEAR AND 3 HOBGOBLINS WHO WORK FOR THE GIANT ARE LOOTING SOME OF THE TROPHIES  
 A BROKEN MITHRAL DRAGON EGG  
 1 GOLD CHALICE  
 1 ACID VIAL

2 PUZZLE ROOM  
 "SAY THE NAME OF OUR ENEMIES GOD AND YOU WILL BE ALLOWED" (TAMAT)

1. ENTRANCE: 1 HILL GIANT + 1 DIRE WOLF  
 LOTS OF CRATES WITH SUPPLIES, FOOD AND ALE

4. OLD BEDROOMS: A FEW TRASURE CHEST STILL HAVE SOME TREASURE FROM THEIR OWNERS (270SP)

5. TRAINING ROOM WITH DUMMIES  
 1D20 +2 ARROWS AGAINST DRAGONS  
 2 STATUES ON THE RIGHT,  
 ONE SECRET DOOR BEHIND A STATUE