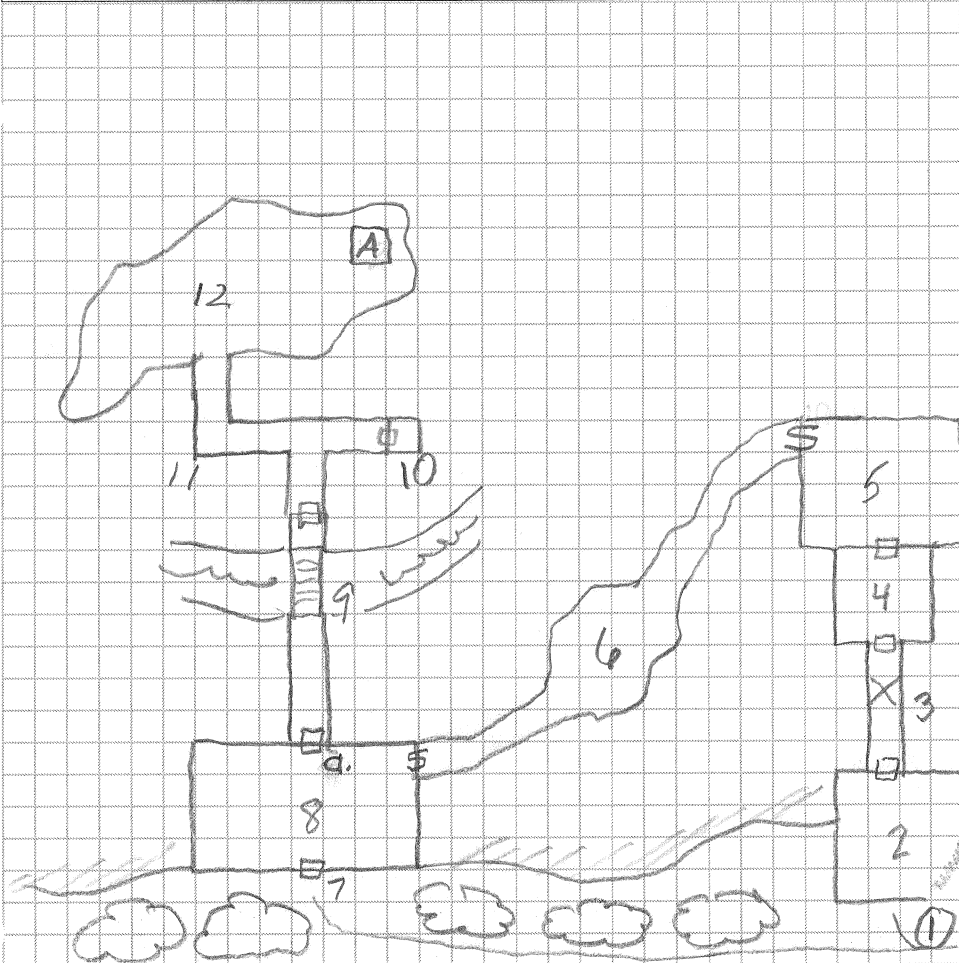


# THE WIZARD'S RUINED TOWER - LEVEL 1



## Wandering Monsters

1d6

- 1-2: 1d4 Giant Rats (AC 12, HD 1d4, SA: 5% disease)
- 3-4: 1d2 Skeletons (AC12 HD1d8 Atk+1 Dmg +1)
- 5: Zombie (AC11 HD2d8 Atk+2 Dmg +2)
- 6: Wolf Skeleton (AC15 HD2d8 Atk+2 Dmg +1)

## Centipede Cavern Treasure (1d6)

- 1 - sack of 200 sp
- 2 - 250 gp diamond
- 3 - helmet (no AC increase)
- 4 - 2 magical crossbow bolts (+1)
- 5 - Holy Water (flask) (1d6 vs undead)
- 6 - Handaxe

## Legend

- S - Secret Door
- X - Pit in floor

## Room Key

1. **Fork in path:** one route leads to tower (2), other wanders off in woods leading to door (7)
2. **Ruined Tower:** Shattered ruined remains of tower, hole leading to stairs, 2 Giant Rats per PC
3. **Water Damaged Corridor:** Pit trap 10' (1d6 damage)
4. **Scriptorium:** Ancient writing room, desks, chairs, 4 Skeletons, 4 ancient daggers (50gp @) Hidden in desk: Scroll: *Knock*
5. **Library:** Ruined library with shelves of books. 2 Zombies, Ghoul. Chest: 2 black pearls (100gp@) 1 *potion healing*, iron key (for door in 8)
6. **Centipede Cavern:** Sludge filled narrow area 4 Giant Centipedes (AC 14, HD1d3, Atk +3, Dmg 1 + poison FORT DC10 1d3 dmg) - if players search sludge, 2of6 chance 1d4 more centipedes each turn.
7. **Circular Door:** Door built into hill, runes on stone surrounding door (perhaps clues to defeating dragon in 12?), 1d6 turns to muscle door open
8. **Anteroom:** Ancient looking room, mosaic pattern in floor, 4 "statues" Zombies. Jeweled bracelet (300gp) Chest: 1000sp
- 8a. **Great Iron Door:** Locked/trapped - poison needle (FORT DC12, paralysis 1d6x10 turns, 1d6 dmg), key (5)
9. **Bridge Of Raging Waters:** Deep, fast flowing river, rickety wood bridge 4 skeletons/chainmail (AC14), (max dmg - fall in - drowns?)
10. **Faithful Companion:** Exploded chest, Dead body, small dog (AC 15, HD1d6, Atk +2, Dmg 1d4). 2<sup>nd</sup> chest: (Trap Poison cloud FORT DC 14, -2 to attacks for 1d6x2 turns) *Ring of protection +1*, Body: *potion of healing*
11. **Guardians:** 2 skeletons/chainmail (AC14), Wolf Skeleton (AC15 HD2d8 Atk+2 Dmg +1)
12. **Smoke Dragon:** Huge cavern, altar with brazier. Smoke Dragon( AC 15, HD4d8, Atk Bite +6 (1d6), Breath (1d6 + Choke FORT DC16, paralyzed 1d3 rnds), if brazier hit, dragon suffers 16 HP dmg, Chest: 500gp, Scroll: *Bless*, blue diamond (300gp)