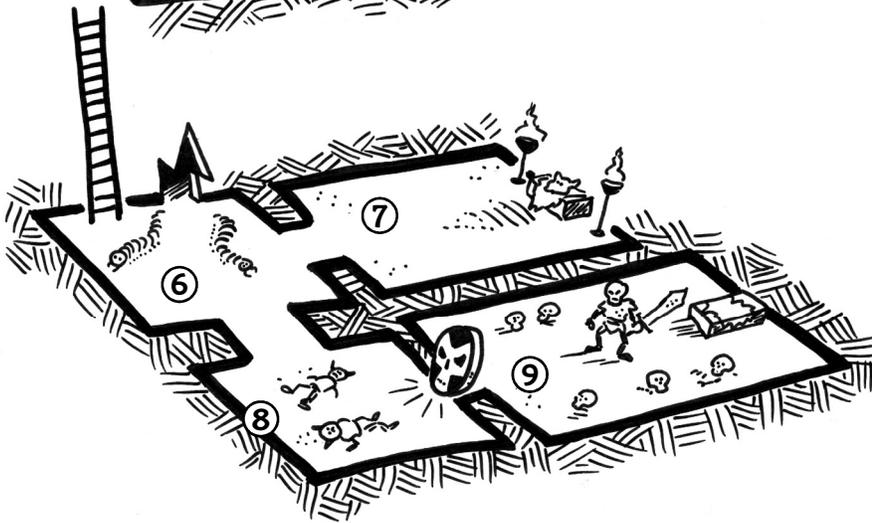
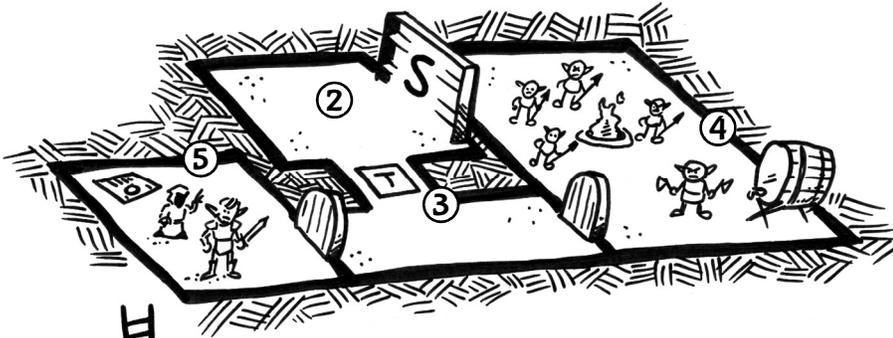




Old Tooley Tells you...

"Way back when, the barbarian chief Gilliard Wolfclan trucked with evil spirits and went mad. His clan killed him and buried Gilliard and his followers in that there mound, sealing his evil away. Seems to have worked so far. Anyway, there's been weird noises comin' from inside the mound lately. Maybe you heroes should check that out. I hear old Gilliard had himself a magical sword, but I don't imagine that interests ya."



- ① An old oak tree is twisted and blackened by the evil inside the mound. 3 **fire beetles** (HP: 5, 6, 8) hide in the broken old shrine. A rough stone well leads down to area 2.
- ② A shelf full of broken clay jars and other worthless old grave goods hides a secret door to area 4
- ③ A hidden pit trap drops unwary adventurers into a 10' deep pit (1d6 damage, save for half).
- ④ A group of 6 rowdy **goblins** (HP: 1,2,3,3,4,5, armed with spears) drink copiously from a large barrel of stolen beer. **Goblin-boss Hogor** (HP: 9, armed with two axes) might be convinced to help the heroes kill the elf that took his leadership position
- ⑤ **Skazic the elf** (HP: 8, armed with a longsword, *Charm Person* memorized) is the last survivor of a raiding party from the Deep Down Below. He's the new leader of these goblins with plans to attack Old Tooley's village. **Blekh the goblin witch-doctor** (HP: 6, armed with a dagger, *Magic Missile* and *Cause Fear* memorized) is eager to help him. A small chest holds 110sp and 54gp. A wooden trap door leads down to area 6.
- ⑥ 2 **giant centipedes** (HP: 4, 4) crawl out of a fissure in the earthen wall to make a surprise attack!
- ⑦ An old shrine to the Wolf Totem rests here. If the heroes please the Wolf Totem, she will answer one question asked about the burial mound and its inhabitants. If they displease her, a **dire wolf** (HP: 15) will appear and attack them!
- ⑧ Two dead goblins lie in front of a round stone door carved with sinister markings. The door is trapped to release poison spores if someone tries to open it (3d4 damage, save for half).
- ⑨ **Gilliard the ghoul** (HP: 10, armed with his *two-handed sword* +1) and his 6 **skeleton** followers (HP: 2, 3, 3, 4, 4, 6) are eager to escape their tomb and spread chaos across the land. A hollow spot under Gilliard's slab hides 100gp and a silver dagger.

The Burial Mound of Gilliard Wolfclan

A One Page Dungeon by Josh Burnett (berniethelumph.blogspot.com)

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