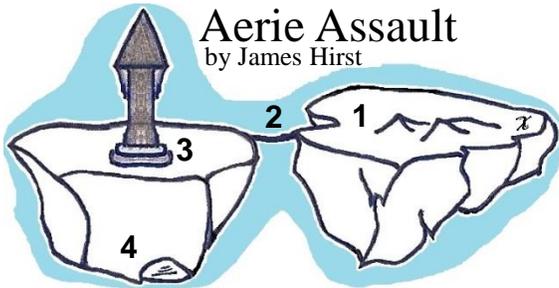


Aerie Assault

by James Hirst

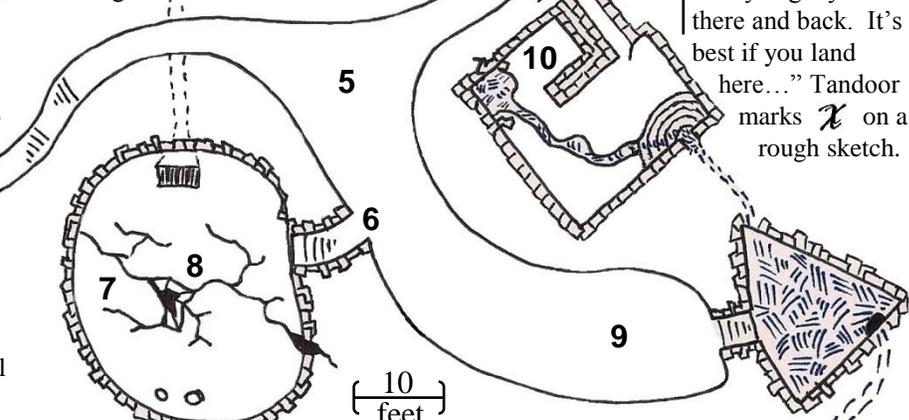


1. Lush grassland. Goats roam freely. One large, well-fenced garden is tended by 6 goblin farmers and a goblin shaman. χ is your drop off point.
2. 90 ft. giant-made chain (rough terrain). **4**
3. 2d6 goblin archers & 2d6 goblin guards patrol this area. This tower is an illusion. The real "tower" is imbedded in the aerie. The party will need to rappel 300 feet to a low-roofed cave.
4. The only access to the "tower."
5. A guard post with 3 kobold sentries (chainmail and short swords) sits at this crossroads. Glass light orbs are evenly spaced from this point on. If attacked, 1 guard runs to **9** for reinforcements.
6. This room's door is locked. The door has a slide panel and chute; pieces of garbage litter the chute. Through the chute, you see...
7. "Shiny" objects glittering in a pile of garbage across the room (no treasure; broken glass, metal pieces, pottery shards, and a silver key).
8. A fissure is filled with offal and garbage: a fetid troll hides within. Anyone who walks within 5 feet of the unstable, crumbling edge risks slipping and falling in—or being pulled in!

"I'll give you anything you want," Tandor begs as he stands under an expensive portrait of his daughter. "Bring her back to me from that vile mage!"

Motioning to his well-stocked armory/supply room, Tandor insists, "Take what you want."

Tandor opens the door to his stables and a dozen hippogriffs look up from their evening meal to regard him. "They'll get you there and back. It's best if you land here..." Tandor marks χ on a rough sketch.



9. Living quarters (surprisingly orderly and clean) for a small group of kobolds. The kobolds are immaculately dressed: 12 guards (polished chainmail & short swords), and three in butler outfits and three in maid outfits. One kobold is the head butler (and a low level sorcerer) and has a keyring with 5 keys ♣ on it. A player may successfully intimidate or persuade the head butler to hand over his keys. Each kobold has 3d8 gp and 50% chance fine jewelry.
10. An orc (elemental druid) is conjuring water into a natural cistern. Overflow gushes down a large drain and to a shallow bathing pool off **9**. Buckets line the wall. A small living space for the orc is festooned with glowing mushrooms.
11. A rough cut tunnel ascends.
 - ♣ 2 keys are red herrings (yellow & orange). Green key - Level 1 secret door. Blue key - Level 1 pool room. Red key - Level 2 bedroom. Using the wrong key to open any door will trigger a spell trap (see spell trap list below).

Level 1

Northwest corner: crate of garbage.
 Magic Chest: Locked. ____ † Swarm!
 Secret door ♣. Wrong key? 2d8 damage.
 Southeast locked door ♣ leads to a pool and unlocked chest (dirty laundry).

Level 2

Kitchen. 3 barrels: goat meat, water, and vegetables. A chatty, female half-orc (w/ butcher's cleaver) is cooking; NEVER insult her cooking! (Feeling chatty, too? "Only my master has a key ♠ (silver) to the north door.")
 Bedroom ♣ w/2 beds. Treasure under beds: 250 gold, 1 ring*, 3 gems.
 Northwest room. 2 Strangling Curtains: Only the ring-wearer* can pass safely!

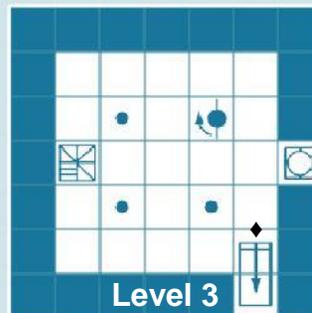
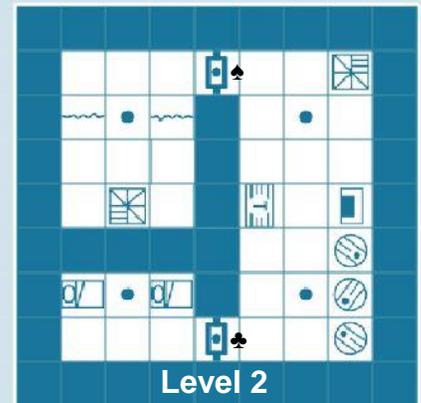
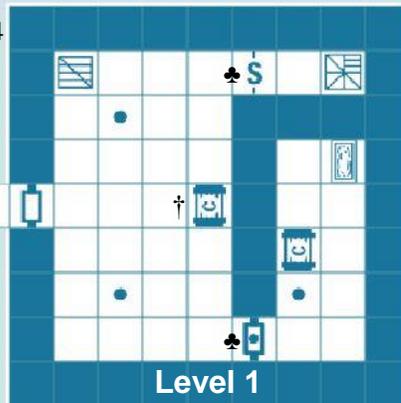
Level 3

A bloody trail leads from the stairs to the trapped floor ♦: a chute down to **8**.
 Northeast pillar. Turn counter-clockwise to reveal ladder and ceiling hatch. Turn clockwise & pillar/stone golem attacks!

Level 4

A wounded, disheveled woman (doppelganger!), stands victoriously † over an identical woman's body, "I told father I could take care of myself!"

- † Roll 1d4
- 1 Rat
- 2 Bat
- 3 Insect
- 4 Spider



Spell Traps

- 1d8 damage
- Roll 1d8:
- 1, 5 Fire
- 2 Acid
- 3, 6 Cold
- 4 Lightning
- 7 Sonic
- 8 Poison

