The remains of a tower stand upon a hilltop. A dark passageway at its base allows entry into its crumbled foundation. Recently, dark figures prowl in the surrounding forest and flickering torch lights can be seen from within the ruined stone structure. Fell voices can be heard, carried on the wind.

Adventure Hooks: an Orc Shaman has made the tower and its dungeon its lair, a cult seeks to summon a powerful entity through a portal deep underneath the tower, a powerful wizard has kidnapped children for sacrifice, a dream of great wealth lures those inside

Weak Monsters: (CS d6-3) Centipede, Giant; Cultist; Cult Leader; Goblin; Orc Shaman; Rat, Giant; Spider, Giant

Average Monsters: (CS d6-2) Bandit; Bat, Giant; Harpy; Orc

Tough Monsters: (CS d6-1) Bear; Bugbear; Lizard, Giant

Bosses: (CS d6) Chimera; Griffon; Medusa; Ogre; Troll

This stone entrance leads down to many nightmares. Made long ago to bury the dead, this dreaded place now buries new bodies, those adventurers that would seek to explore its depths, defeat its monsters or plunder the long buried trinkets it still holds. Very few come out and those that do are not as they were when they went in.

Adventure Hooks: a wizard's trap has been sprung awakening the dead, a powerful artifact within has been reactivated by a recent comet passing overhead, a gas from the entrance kills all wildlife

Weak Monsters: (CS d6-3) Centipede, Giant; Cultist; Cult Leader; Rat, Giant; Spider, Giant; Zombie

Average Monsters: (CS d6-2) Bat, Giant; Ghoul; Scorpion, Giant; Skeleton; Wight

Tough Monsters: (CS d6-1) Hellhound

Bosses: (CS d6) Medusa; Minotaur; Mummy; Vampire

This dilapidated keep was once used by a wizard's conclave for testing out spells of teleportation and space manipulation. The rooms are now gateways to large environments much different than normal reality. The rooms are bizarre and most certainly dangerous.

Adventure Hooks: a sick wizard seeks a rare medicine from one of the strange environments, monsters have begun escaping the rooms, an alien plant sickens the surrounding townsfolk, the party is stuck in a strange and alien world after entering the keep

Special Rules: *Alien* - all monsters, plants and structures look different and are bizarre. Each monster type has one new ability that manifests from a tentacle, feeler, flipper, claw, pod, slime or other. Weapons, armor and technology may take on fantastic shapes and designs. Languages will be strange and unknown as well as civilization customs. Vehicles may fly, hover, dive below water or other. Strange alien Gods may be worshipped and/or rule over civilizations. The players may manifest strange abilities while on the new world, chosen from the monster abilities list.

Difficult to locate, this entrance leads far down to deep caverns and subterranean complexes. Created ages ago, these Under Deeps are crawling with many foul monsters that worship dark gods and plot attacks on the surface world. Rope, torches and an insane desire to plunder the vast darkness are required to obtain loot and to survive.

Adventure Hooks: an alchemist seeks a rare subterranean ingredient, a weapon of great power is guarded deep beneath the earth, an underground fungus holds the key to stopping a plague

Weak Monsters: (CS d6-3) Centipede, Giant; Goblin; Orc Shaman; Rat, Giant; Spider, Giant

Average Monsters: (CS d6-2) Bat, Giant; Lizard Man; Orc; Scorpion, Giant

Tough Monsters: (CS d6-1) Ant, Giant; Bugbear; Gelatinous Cube; Lizard, Giant

Bosses: (CS d6) Chimera; Medusa; Minotaur; Ogre; Troll

Down these steps lies a vast mausoleum complex. Crypts, sarcophagi, altars and caskets litter every chamber and hallway. Walls made of skulls and countless burning candles of ectoplasm make this city of bones a glowing and gothic tomb of horrors. The moans of the dead and the creaking of bones are mingled with the wails of restless spirits. Only the most brave or reckless will exit this tomb without becoming one of the walking dead themselves.

Adventure Hooks: an artifact which will destroy all the undead lies within, a royal scepter will reunite a broken nation once its located, an undead army is amassing and must be stopped

Weak Monsters: (CS d6-3) Centipede, Giant; Rat, Giant; Spider, Giant; Zombie

Average Monsters: (CS d6-2) Bat, Giant; Ghoul; Skeleton; Wight

Tough Monsters: (CS d6-1) Gelatinous Cube

Bosses: (CS d6) Mummy, Vampire

Travelers seldom travel the foggy road that goes past this tavern. Those that enter its door seeking refuge from the elements seem to never reach their final destination. Who runs this establishment and what sinister plots spell the doom for those that unknowingly decide to rest forever in this tavern?

Adventure Hooks: a noble's daughter traveled past the tavern and is now missing, the heroes stop for the night and encounter sinister occupants that poison the drinks of travelers, the tavern is full of vampire thralls, a cult operates from ruins beneath the tavern, a cursed gem makes all the occupants possessed to murder

Weak Monsters: (CS d6-3) Cultist; Cult Leader

Average Monsters: (CS d6-2) Bandit

Tough Monsters: (CS d6-1) Cultist "Possessed" or Cultist "Vampire Thrall" (*fast*, *strong*)

Bosses: (CS d6) Cult Leader (CS d6, hp 12, *fast*, *strong*); Vampire

One of the most powerful sorcerer kings controls vast numbers of monsters, cultists, undead and horrors throughout the land from this mountain fortress. Massive chambers and hallways house his scores of troops, treasure and magical experiments. Slaves, workers and thralls swarm the complex like ants doing his biddings. His legions blight all the land with death, destruction and despair.

Adventure Hooks: a king hires the party to infiltrate the sorcerer kings legion and assassinate him, an item belonging to the sorcerer king must be stolen from his vaults as it contains his true life source, free slaves from his dungeons and one of them knows his weakness

Special Rules: *Unique* - All monsters may be found in this dungeon though some of them are unique. The sorcerer king has a great fondness for the unique and deadly. Found hidden from many different parts of the world, these monsters may contain any mix of monster abilities. Examples such as Fish Men that *breath poison*, Harpies that are l*arge* and *regenerate* their wounds, Trolls that are *armored* with shell skins, Bats that cast *dark magic*. Be creative...

This isolated town, that overlooks a river, is decrepit and has fallen into decline over the years. Stories of the townspeople worshipping strange gods has been heard in nearby inns and taverns. Rumors of diseased townsfolk wrapped in bandages with strange deformities plague the populace of this damned town. The river bank has many caves that worm under the town. Strange sounds are heard at night.

Adventure Hooks: a merchant's daughter has eloped with a stranger back to the town and fears for her safety, a strange piece of gold has a history of coming from the town and a jewel crafter wants more, the adventurers seek shelter as they are lost in a storm

Weak Monsters: (CS d6-3) Cultist; Cult Leader

Average Monsters: (CS d6-2) Crab, Giant; Eel, Giant; Fish Man

Tough Monsters: (CS d6-1) Fish Man Priest (*dark magic*)

Boss: (CS d6) Fish Man "God" (hp 24, *hulking*, *large*, *slow*)

High in the craggy mountains, a path leads to a doorway to a monster's vast lair. Those that serve the monster bring it sacrifices as tribute, taken in the night. The beast is rumored to sleep upon giant mounds of gold and jewels, only waking to feast upon its victims. Many adventurers become meals for the monster in search of treasure. Its lair has the stench of death about it.

Adventure Hooks: the betrothed of a party member has been taken for sacrifice, the lord over the land will give wealth and lands to those that would kill the beast, the adventurers seek a heroic death

Weak Monsters: (CS d6-3) Centipede, Giant; Goblin; Kobold; Orc Shaman

Average Monsters: (CS d6-2) Harpy; Lizard Man; Orc; Snake, Giant

Tough Monsters: (CS d6-1) Bugbear; Gnoll; Lizard, Giant

Bosses: (CS d6) Chimera; Dragon; Giant; Griffon; Manticore