Amongst the craggy woodland cliffs lies a roaring waterfall. Behind the cascading water is a an opening to a vast ancient complex of rooms, corridors, halls and altars. Older than all that now live, this place of magic and darkness was built by unknown hands, yet, tales of gold in mounds as tall as a man, littered with gems, has always been part of its legend.

Adventure Hooks: a magical artifact dwells below that can heal people from the ever spreading plague, the dungeon holds many rune forges in its depths, large monsters have been magically sealed within to protect something mysterious and powerful

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

Average Monsters: (CS d6-2) Cockatrice; Ghoul; Orc; Skeleton; Wight

Tough Monsters: (CS d6-1) Bugbear; Gelatinous Cube; Hellhound

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

In the distant hills lies the entrance to an ancient place of burial. Used to bury the dead for many years, something made the townsfolk abandon it out of fear. Rumors of dead bodies walking amongst the crypts and sarcophagi. Others tell of a sorcerer of great power has made the tomb his home, raising the dead and creating an undead army. Tomb robbers enter but are never seen by the living again.

Adventure Hooks: recover a family heirloom from a long lost relative, light a brazier of holy light to cleanse the crypt of undead, stop a cult from completing a summoning ceremony or sacrifice, lay the body of a great warrior to rest, rescue a lost child from within

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

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

Tough Monsters: (CS d6-1) Hellhound

Bosses: (CS d6) Mummy; Vampire

On the outskirts of a town lies the remnants of an old sewer system long since forgotten. Brackish water pours from this circular entrance spilling into a forest stream. Inside is a maze of crumbling tunnels and passageways. Slime covered walls and putrid smells make this labyrinth the perfect home for monsters that crawl, shamble or worse.

Adventure Hooks: rescue lost NPC, vermin extermination, humanoid monsters have been seen, find source of water pollution, church needs undead destroyed, strange chanting coming from within, a large monster lives within and attacks travelers and villagers

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

Average Monsters: (CS d6-2) Bandit; Eel, Giant; Fish Man; Ghoul; Lizard Man; Skeleton; Snake, Giant

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

Bosses: (CS d6) Minotaur; Ogre; Troll

Greenskins have always been pests in this part of the land. Recently they've been more brazen about their attacks. A small stone entrance into the earth is where their tracks lead. Below is a series of underground passages, dark, foul and full of humanoids. Their leader controls them from a throne of skulls from deep within.

Adventure Hooks: detach the leaders head from his shoulders, rescue townsfolk from their cells, recover a magical item that the humanoids stole when they attacked a merchant's wagon, open a sealed door that lies deep within the humanoid's lair and uncover the mysteries it holds

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

Average Monsters: (CS d6-2) Orc; Wolf

Tough Monsters: (CS d6-1) Bear; Bugbear; Gnoll

Bosses: (CS d6) Bugbear (CS d6, hp 17, *strong*); Ogre; Orc or Orc Shaman (CS d6, hp 7)

An island on a lake was once the home to a school of powerful wizards. Many incredible spells were cast over the island and the study of strange and monstrous beasts was learned. Something happened that killed all the wizards and unleashed monsters of great size and ferocity. The beasts still lair on the island. Do they protect something or are they still controlled by the dead wizards?

Adventure Hooks: a rare potion ingredient is found off one of the monsters that will heal a sick heir to the throne, explore the island and report whatever findings to a wizard of the old order, hunt the monsters down for fame and fortune

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

Average Monsters: (CS d6-2) Bat; Giant; Cockatrice; Crab, Giant; Eel, Giant; Harpy; Scorpion, Giant; Snake, Giant; Wolf

Tough Monsters: (CS d6-1) Ant, Giant; Bear; Hellhound

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

Situated on a busy river, this walled city is a center for trade. A thieves guild is said to have the real power within its high walls. Cutthroats, bandits and cults watch every corner and spill blood in almost every alley. Some say the lord controls the guild, others say he is a powerful sorcerer or worse. A resistance is forming in the taverns and inns, spoken about in whispers over tankards of ale.

Adventure Hooks: contact the resistance and overthrow the brutal lord, infiltrate the thieves guild and assassinate its leader, rescue the true lord from a prison and see them put back into power, uncover that the lord is actually a vampire; monstrous humanoids attack

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

Average Monsters: (CS d6-2) Bandit; Crab, Giant; Ghoul; Orc

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

Bosses: (CS d6) Giant; Ogre; Troll; Vampire

The dwarves once made this mountainside their home many ages ago. Long since abandoned by the sturdy folk, it has become a lair to other denizens that dwell under mountain and stone. Do the rune forges of the great dwarves still burn with magic? Adventurers have gone into the great halls seeking gold, magical weapons and armor. They found the new inhabitants do not wish to part from such treasures so easily. The bones of many line this crumbling city.

Adventure Hooks: lead a dwarven sage back through the halls to see if his race may return to their ancient home, escape a great force of monsters by cutting through the mountain city, seek out the treasure vaults and rune forges for an item that could unite broken clans

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

Average Monsters: (CS d6-2) Ghoul; Orc; Skeleton; Snake, Giant

Tough Monsters: (CS d6-1) Bear; Bugbear; Gelatinous Cube

Bosses: (CS d6) Chimera; Dragon; Giant; Griffon; Ogre; Troll

Deep within the forest is a natural cave. The entrance has many stalagmites and stalactites that give the appearance of a fanged maw. Talk around the village is that gems might be found inside. How deep it goes no one is certain. Strange sounds emanate from its passages and chasms. The smell of deep earth and alien foliage waft through the tunnels as small creatures scurry out of torchlight.

Adventure Hooks: explore the caverns to see if it can be mined, harvest a rare fungus that has curative properties, track a wanted cult to the cavern, an ancient map tells of an underground city below

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

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

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

Bosses: (CS d6) Chimera; Dragon; Giant; Medusa; Ogre; Troll

Inside this evil structure lies a festering malignancy of wickedness and death. Its name is never uttered and it lies on no maps. Inside is a vast dungeon of monsters, fiends, and demons, ready to unleash their hordes upon the world. Cultists speak to their dark gods in pools of black blood and the screams of sacrifices are as common as birds singing from a tree. This place is your doom...

Adventure Hooks: a god or entity must be stopped from entering our world, an item has been found by the PCs that will destroy a demon gate that lies deep within, your party has a deathwish

Special Rules: *Demonic* - any monster (PM discretion) gets half their max hp rounded up added to their maximum hp, *armored*, *strong*

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

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

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

Bosses: (CS d6) Cult Leader (CS d6, hp 8); Dragon (*undead, bones)*