

#	AREA	CREATURE	TRAPS / SPECIAL	TREASURE	OTHER	XP
<i>Axeholm</i>						
A1	Outer Gauntlet		Porticullis / Ballista Slits (from A2/A3)		Barred Door to A4	
A2	Western Bulwark		7 Ballistas (into A1/A4)	Winch for Porticullis	stairs up to A22	
A3	Eastern Bulwark		7 Ballistas (into A1/A4)	Winch for Porticullis	stairs up to A22	250
A4	Mustering Hall		High Arrow slits (A22/A24)	Balcony on East Wall 20' up	Unlock Barred Door	250
A5	West Hall	1 ghoul per PC				200X
A6	Armory					
A7	Main Barracks		Blocked Chimneys			
A8	Privies					
A9	Smithy	1 stirge				25
A10	Tool Storage					
A11	Inner Gauntlet		Arrow Slits (from A12/A13)			
A12	West Guard Post		2 Ballistas (into A11)			
A13	East Guard Post		2 Ballistas (into A11)	gnawed dwarf skeletons, rusted gear		
A14	Throne Room	1 ghoul (40hp)	chimney up to A26	gold signet ring (axe & gauntlet) (5)		450
A15	Dining Room		Pit in fireplace	animal bones, refuse (in pit)		
A16	Kitchen			metal dishware, utensils, mugs		
A17	East Hall		rubble (difficult terrain)		stench of death	
A18	Empty Room					
A19	Ghoul Den	1 ghoul +1 ghoul per PC		Holy Symbol amulet, <i>potion of healing</i>	Ancient Shrine	200X
A20	Narrow Tunnel		connect upper & lower level			
A21	East Upper Barracks		Chimney access to outside	ruined furnishings		
A22	Upper Bastion	3 giant spiders +1 per PC	oil chute defense (to A1)		stairs down to A2/A3	200X
A23	West Upper Barracks		Chimney access to outside	Shield of Axeholm (non-magical)		
A24	Haunted Hall	1 banshee (Vyl dara)				1100
A25	Upper East Hall Balcony					
A26	Ghoul Bath	2 ghouls + 1 per PC	chimney down to A14	tub filled with gnawed dwarven bones		200X
A27	Banshee's Bedchamber					
A28	Castellan's Bedchamber	1 stirge per PC + sidekick	secret door to A29			25X
A29	Secret Vault		Locked Chest	<i>Dread Helm, Gauntlets of Ogre Power</i>		
A30	Privies					
<i>Butterskull Ranch</i>						
	Along Triboar Trail	Petunia the Cow				50 (500)
		3 orcs per PC (scattered throughout)				100X
B1	Kitchen	2 orcs (wearing chef hat & aprons)				200
B2	Empty Foyer					
B3	Dining Room	3 orcs (will investigate combat in B1)				300
B4	Downstairs Closet			dinnerware		
B5	Common Room	3 orcs				300
B6	Big Al's Bedoom	1 orc (sleeping)		<i>mithral chain mail</i> (in secret wardrobe)		100
B7	Ranch Hands Bedrooms			common clothing, personal effects		
B8	Big Al's Office			65 gp, 145 sp, 220 cp		
B9	Upstairs Closet			mop, broom, bucket		
B10	Cold Storage Cellar	Big Alfonse Kalazorn				10 (500)

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Circle of Thunder						
	Enroute to Circle		Tree Trap DC15 2d4/round			(200)
	Yargath's Patrol	Yargath & 2 orcs per PC		potion greater healing		700 + 100X
C1	Henge	2 Anchorites of Talos + 2 twi blights per PC		Gorthok the Thunder Boar	3 secret tunnels	1400 + 25X
C2	Northwest Cave	boar		potion of invulnerability		50
C3	Northeast Cave	boar		+1 shield		50
C4	Southeast Cave	boar				50
Dragon Barrow						
	Enroute to Barrow	Xanth the Centaur				450
D1	Secret Entrance		Concealed Door DC10 WIS to open DC19 STR or knock			
D2	Will-O'-Wisps	3 will-o'-wisps				1350
D3	Concealed Pit Traps		Spiked Pits DC10 WIS or 1d6 DMG + 1d4 spikes (1d6 each)			(200)
D4	Skeletal Surprise	skeletal riding horse				50
D5	Narrow Tunnel		Collapse Trap DC10 WIS or blind, restrained, suffocation			(400)
D6	False Tomb		Dust Trap DC15 DEX or 4d6 acid DMG		2 false sarcophagi	(250)
D7	Adventurer's Sepulcher			lute of illusions , necklace of fireballs	4 sarcophagi	
D8	Dragon Slayer	1 invisible stalker	skeleton of huge dragon	dragon slayer	2 sarcophagi	2300
Dwarven Excavation						
E1	Canyon					
E2	Ruined Settlement			crushed dwarven bones		
E3	Courtyard Temple Façade	Dazlyn & Norbus		2 sending stones		20 (500)
E4	Dusty Foyer		secret door to E6			
E5	Temple	1 or 2 ochre jelly	sacrificial altar	15 gems (10 each) in secret cavity	multiple secret doors	450 - 900
E6	Collasped Room					
E7	Secret Tunnel	1 ochre jelly	secret door to E10			450
E8	Priests' Bedchamber		secret door to E9			
E9	Vestry					
E10	Collasped Room 2		dwarf priest skeleton	Holy Symbol of Abbathor (50)		
E11	Hall of Greed		exploding statue DC15 DEX or 4d10 DMG			(400)
	Upon Exiting	1 orc per PC + sidekick				100X

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Falcon's Hunting Lodge						
F1	Stone Bridge					
F2	Gatehouse					
F3	Guest House				barn	
F4	Stables	riding horse - Baatorius				50
F5	Storage			riding gear, animal feed		
F6	Smithy					
F7	Pell's Bedroom	Pell (boy stablehand)				10
F8	Corwin's Bedroom	Corwin (elderly cook)				10
F9	Kitchen					
F10	Pantry			foodstuffs, ale casks		
F11	Dining and Trophy hall					
F12	Deluxe Guest Bedroom			10 gp per night		
F13	Falcon's Bedroom	Falcon the Hunter		boots of elvenkind		1000
F14	Tower Basement					
F15	Tower Guard Post		arrow slits			
F16	Tower Roof					
Gnomengarde						
		20 rock gnomes throughout				
G1	Misty Pool/Mushroom Isle			Mushrooms (red-oil, blue-flour, purple-wine)		
G2	Waterfall and Rope Bridge		35' bridge, 20' up, 60' waterfall			
G3	Dining Room			dishwares, utensiles		
G4	Kitchen	5 rock gnomes				250
G5	Pantry			crates of green bread		
G6	Barrel Crabs			Barrel Crabs		
G7	Autoloading Crossbow	1 rock gnome	Heavy Crossbow x4			150 (300)
G8	Mushroom Wine	1 mimic		barrels of purple wine		450
G9	Gnome Guard Post	2 rock gnomes	10' ledge			100 (200)
G10	Spinning Blades		spinning blade trap DC15 DEX or 4d8 DMG		lever on far side	(300)
G11	Inventor's Workshop	Fibblestib, Dabbledob (gnome)		Magick of Gnomengarde spellbook	keys to G13	100
G12	Gnome Domiciles	8 rock gnomes				400
G13	Treasury		locked door DC10 DEX	pole of collapsing, clockwork amulet		
G14	Throne Room				secret door to G15	
G15	Gnome Kings' Bedroom	King Korboz, King Gnerkli (gnome)		hat of wizardry, wand of pyrotechnics		(1000)

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<i>Icespire Hold</i>						
	Enroute to Hold		Frozen Ogre single file, difficult terrain	3 <i>potions of healing</i>	lookout guard in H6	
H1	Narrow Trail					
H2	Stables	4 riding horses				200
H3	Storage					
H4	Gatehouse Barracks	Syleen, Brakkis, Jabarl		water and rations	Stone-Cold Reavers	2100
H5	Smithy					
H6	Barbican	Runa	will report PCs to H4		Stone-Cold reavers	700
H7	Stone Bridge, Iron Bell		35' bridge 50' above trail		bell will wake dragon	
H8	Fortress Entrance		arrow slits			
H9	Outer Defenses		arrow slits			
H10	Rubble		difficult terrain			
H11	Abandoned Guard Post					
H12	Audience Chamber	3 stirges	secret doors to H9 & H21			75
H13	Dining Room			stuffed white wolf head		
H14	Kitchen					
H15	Pantry			skeletal remains, rusty armor		
H16	Armory					
H17	Warlord's Quarters		secret door to H21	4 skeletons, one seated, steel goblet		
H18	Orc Barracks			450cp, 182 sp, spyglass (100)		
H19	Orc War Chief's Lair			great axe, ornate wooden chair (150)		
H20	Roof	Cryovain - young white dragon	slippery terrain, DC 10 DEX			2300
H21	Undercroft					
H22	Crypts			bones, rusty weapons, armor		
H23	Empty Crypt, Secret Exit		One-way secret door	toboggan		
<i>Logger's Camp</i>						
	Enroute to Camp	Anchorite of Talos (boar form)	will report PCs to Woodland Manse			700
L1	Cabon on the Rocks					
L2	Old Cabin and Chimney			evil totem (in chimney)		
L3	Office and Storage	1 ankheg		logging equipment	Tibor Wester	450 (500)
L4	River Dock					
L5	North Camp		ruined camp			
L6	South Camp	3 ankheg				1350

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Mountain's Toe Gold Mine						
	Enroute to Mine					
M1	Guard Post	2 wererats (hybrid form)				900
M2	Wooded Posts					
M3	Crates and Casks					
M4	Wererat Den	Zeleen, 1 wererat, +1 wererat per PC, +4 giant rats		450 cp, 82 sp, 10 gold ore (10), goggles of night		450X + 100
M5	Storeroom			foodstuffs, drinking water		
M6	Sleeping Quarters					
M7	Gold Storage			2 wheelbarrows		
M8	Equipment Storage			mining equipment		
M9	Dead End			dead human miner		
M10	Overseer's Office			furnishings		
M11	Carrion Crawler	1 carrion crawler				450
M12	Sleeping Quarters					
M13	Rat-Infested Cave	5 giant rats				125
M14	Miners' Retreat	5 dwarf miners (commoners)				50 (1000)
M15	Miners' Retreat					
M16	Graveyard			10 pickaxe tombstones		
Shrine of Savras						
S1	Gatehouse		porticullis			
S2	Courtyard	2-4 orcs per PC + 1-4 ogres			ogres in SE quad	650 - 3400
S3	Northwest Tower		ruined tower			
S4	Southwest Tower		ruined tower			
S5	Southeast Tower		ruined tower	500lbs iron bell (in rubble)		
S6	Northeast Tower	1 orc	will report PCs to S2			100
S7	Main Hall and Belfry		40' ceilings	50lbs gold bell (2500) in belfry		
S8	Visitor's Sanctuary					
S9	Priest-Seers' Sanctuary					
S10	Altar of Fate		divination vision	mystery key (hidden below altar)		

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Tower of Storms						
	Upon Arrival	1 giant crab				25 (500)
T1	Haunted Cave	1 banshee				1100
T2	Plateau		harpies from T5 attack			
T3	Foyer					
T4	Shrine of Talos		Charm of Storms			
T5	Harpies' Aerie	1 harpy per PC + sidekicks		potion of water breathing		200X
T6	Lighthouse Interior					
T7	Moesko the Anchorite	Moesko (anchorite)		opalescent conch (125-250)	octopus hide armor	700
T8	Rooftop and Lightning Rod		lightning rod DC15 DEX 4d10			
T9	Moesko's Heart	Moesko's phylactory				100
T10	The Star-Crossed Lover	3 hunter sharks (Daggermaw)	sharks can attack at any ship	+1 weapon of choice	on captain	1350
T11	The Sea Urchin			blue quartz statuette (75)	locked chest	
T12	The Vainglory			cloak fo many fashions	on captain	
T13	The Golden Gull			120 ep, 6 pearls (100)	locked chest	
T14	The Orca			wand of secrets , spellbook	locked chest	
Umbrage Hill						
U1	Dwarven Cairns					
U2	Ruins of a House	1 manticore				700
U3	Stone Windmill		millstone			
U4	Stone Windmill 2nd floor		quarters			
U5	Stone Windmill 3rd floor	Adabra Gwynn	loft	potions of healing		10 (500)
Woodland Manse						
W1	Pumpkin Patches	6 boars + 3 anchorites (in boar form)		healing puimpkins		2400
W2	Portico and Balcony					
W3	Downstairs Hall		tapped stairs DC 15 DEX 1d6	spikes for 1d6 DMG		300
W4	Parlor			broken furniture		
W5	Dining Room	1 twig bight per PC + sidekick		silver candelabrum (25)		25X
W6	Kitchen					
W7	Pantry					
W8	Courtyard	1 vine blight +1 per PC	Gulthias Tree		visable to W18	100X
W9	Apprentices' Room				visable to W18	
W10	Wizard's Laboratory	Grannoc + 3 twig blight per PC		Map of Neverwinter Wood		700 + 25X
W11	Library			dust of disappearance		
W12	Master Bedroom		secret door to W11 & W13	staff of birdcalls		
W13	Magic Item Vault			cloak of billowing , immovable rod		
W14	Upstairs Hall	3 stirges per PC		mounted ankheg head		25 X
W15	Bathroom					
W16	Slanted Rooftop		weak roof DC10 DEX 1d6			(100)
W17	Upper Arcade					
W18	Guest Room	4 orcs + 1 orc per PC				100X
	When Leaving	any remaining boars, anchorites + 2 needle blight per PC		possible Gorthok counterattack		vary + 50 X