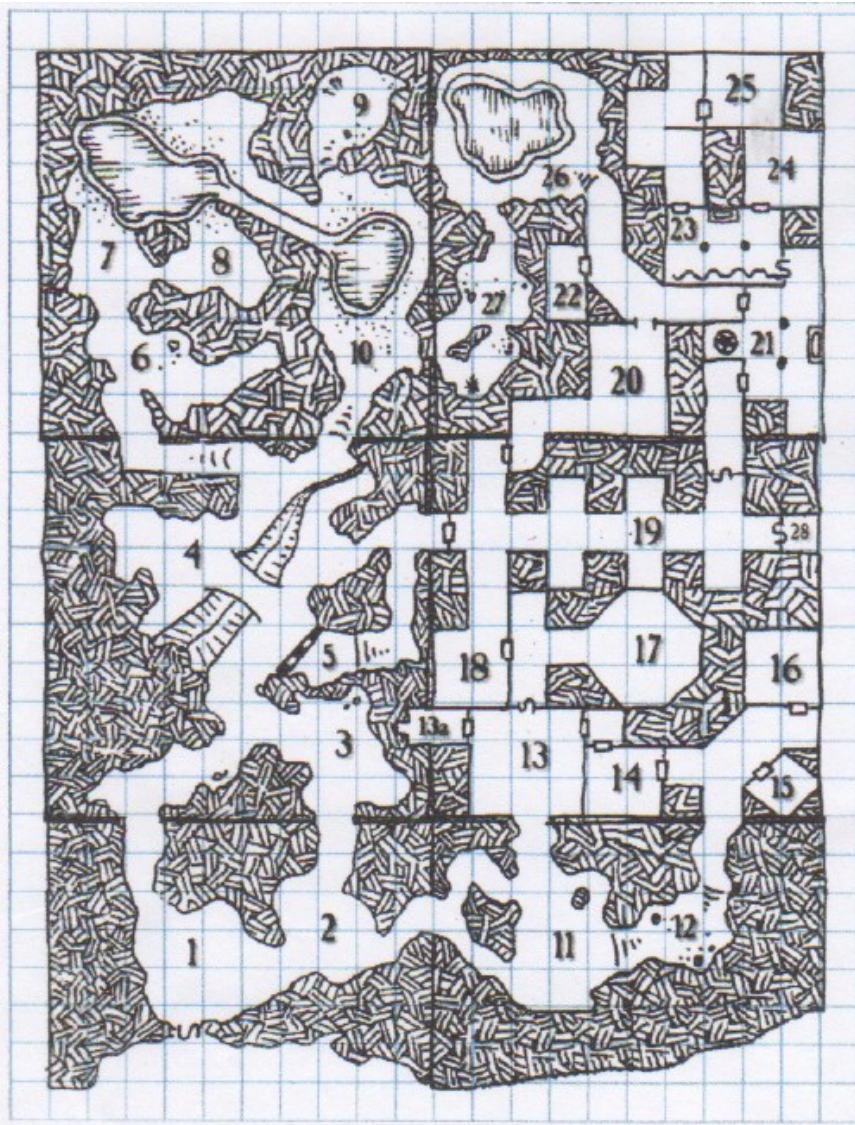


# Gloomwood Falls

Cave entrance is hidden in the cliff behind the falls, descending from an inaccessible plateau known as "the shelf". The party enters in search of their liege lord, who along with his knights searched for a route to the shelf.

By [Paul Siegel](#)

Released under the [Creative Commons Attribution-Share Alike 3.0](#) license



## Key

- Entrance is concealed by a massive waterfall coming down from the shelf into a clearing in the Gloomwood.
- Dark, empty, sounds of water dripping, slight draft from the northern passage.
- Bare rock, whistling wind extinguishes torches 3 in 6, lanterns 1 in 6.
- A **Giant Vampire Bat (as Wyvern)** roosts in the ceiling amongst hundreds of ordinary bats, and attacks anything crossing the bridge. Two dead bodies lie 60' below, one wears plate and has 2 healing potions, the other in robes has a scroll with 2 spells on it and a rope of climbing coiled about his waist.
- An **Invisible Stalker** summoned by the lich Azoubli watches room #4 from this 15' high ledge. He reports when someone leaves the room – those leaving by the east passage may see or hear the door shut.
- A **Black Pudding** clings to the walls of the east passage, causing them to glisten.

- A **Giant Octopus** will attack anyone entering the water of the lake.
- An albino **Cave Bear** lives here, hunting fish in the lake. It never leaves as it fears the Black Pudding in #6.
- The trolls' treasury contains several large sacks which include 200 gp, 5 gems (50, 10, 25, 75, and 75 sp), two potions (Growth and Levitate) and a scroll of Transmute Rock to Mud. The sand on the floor of the alcove in the back conceals magical runes which will reverse gravity on anyone that enters, sending them shooting up through a chimney to 2d6x10' above the surface of the shelf.
- Four **Trolls** with gills and webbed feet live in pool. An underground river connects it to the one in #26.
- A rock in the north east corner burns with a magical flame, which heals any wounds thrust into it for 1d6+1 hp.

## Wandering Monsters

| Roll | Encounter   |
|------|---|
| 1    | 1d6 wights in full plate armor                      |
| 2    | 1d6 werewolves (former knights of the missing lord) |
| 3    | Invisible stalker who reports to Azoubli            |
| 4    | 1d8 web-footed trolls                               |

- Old dusty bottles fill this root cellar. A **Purple Worm** tunnels in form the room. In his belly is an iron banded chest containing 900 cp, 100 sp, and 2 pieces of jewelry (70gp and 30 gp). Exploring the twisting worm tunnels will eventually lead to the surface above.
- An **Amber Golem** stands in the center of this room. Anyone approaching the north wall or the golem will hear a disembodied voice say "The master is in seclusion. Speak his name or be forced to leave." Answering "Azoubli" reveals the secret door, other answers or attempts to pass by force cause the golem to attack.
- A large carpet covers a spiked pit in the center of this room.
- The door is locked. Inside is 1200 sp and 300 gp in various pouches, bags, and boxes.
- Former knights of the PCs liege lord who have become **Werewolves (5)**.
- A pressure plate in this room turns the floor into a funnel that leads via chute to cave #10.
- An unstrung short bow +1 lies hidden amongst old walking sticks and rotting robes hung upon hooks.
- In each niche stands a **Wight (7)** in full plate armor. They attack when the party reaches the center or are touched.
- This library is guarded by a pair of **Wraiths (2)**. Searching the bookcases for a full turn has a 1 in 6 chance of discovering a scroll of MU spells.
- An inanimate amber statue watches over the altar here. Both doors are locked, the hall to the south is lined with brooms, mops, etc.
- The locked door to this room reveals it is full of **Skeletons (20)** that rush out to attack when released.
- There is a 20% chance that Azoubli is here in his private altar room.
- Lushly furnished bed chamber of Azoubli the lich.
- Locked empty room contains a ladder leading up to the shelf.
- This pool is connected to the pool in cave #10 by an underground river.
- Den of **Giant Scorpions (4)** contains a skeleton clutching a small chest. Chest is locked and trapped (poison needle), and contains 67 gp and a massive 500gp gem.
- Behind the secret door hidden in the niche stands a suit of elven chain +1, a long bow, and 20 arrows +1. Also a chest containing 610 sp.