

# Dungeons & Dragons

Official Game Adventure

## Scourge of the Bone Hills





### Room 2: Guardroom

This room serves as the main guardroom into the caves. Crude furniture and wooden tables are scattered about the room. A weapons rack holding rusty weapons rests against the wall.

### Room 10: Passageway

This is a large passageway with scattered debris all over the floor.

There is a strange ripple in the air as you peer towards the far side to the exit.

### Room 12: Pools

A large cavern chamber with rock columns stretching from floor to ceiling.

On the far side of the room is a large pool of water with glowing fungus spread all around it.

### Room 13: Scorch's Lair

This is the main chamber for the lair. Scorch himself is within this room that is littered with gold and jewels and other treasures.

### Room 3: Quarters

This is the main living quarters for the goblin garrison. There are various beds and furniture strewn around the room.

### Room 1: Entrance

The main entrance into the dragon's lair.

A sentry of goblins stand guard against any intruders.

### Room 4: General Area

The general gathering area for the garrison. Food is prepared in this room.

There is a large firepit for cooking located in the center of the room.

### Room 5: Chief's Room

This room is the living quarters for the goblin chief Thraxxus.

He has a makeshift throne made of various salvaged materials and bones.

### Room 6: Empty Room

There are large stalagmites rising from the floor and various stalactites and other rock structures are around the room.

There's a soft glow from patches of glowing fungus.

### Room 7: Hallway

A narrow corridor with uneven footing and rugged walls.

A large patch of yellowish mold is growing on a section of the wall.

### Room 8: Spider Lair

Descending a natural stairway, it widens into a large room with glowing fungus.

There are silk strands forming a large spider web within this room.

### Room 14: Vault

The entrance into the dragon's treasure vault.

A large obsidian statue stand amidst the various treasures that are littered within the room.

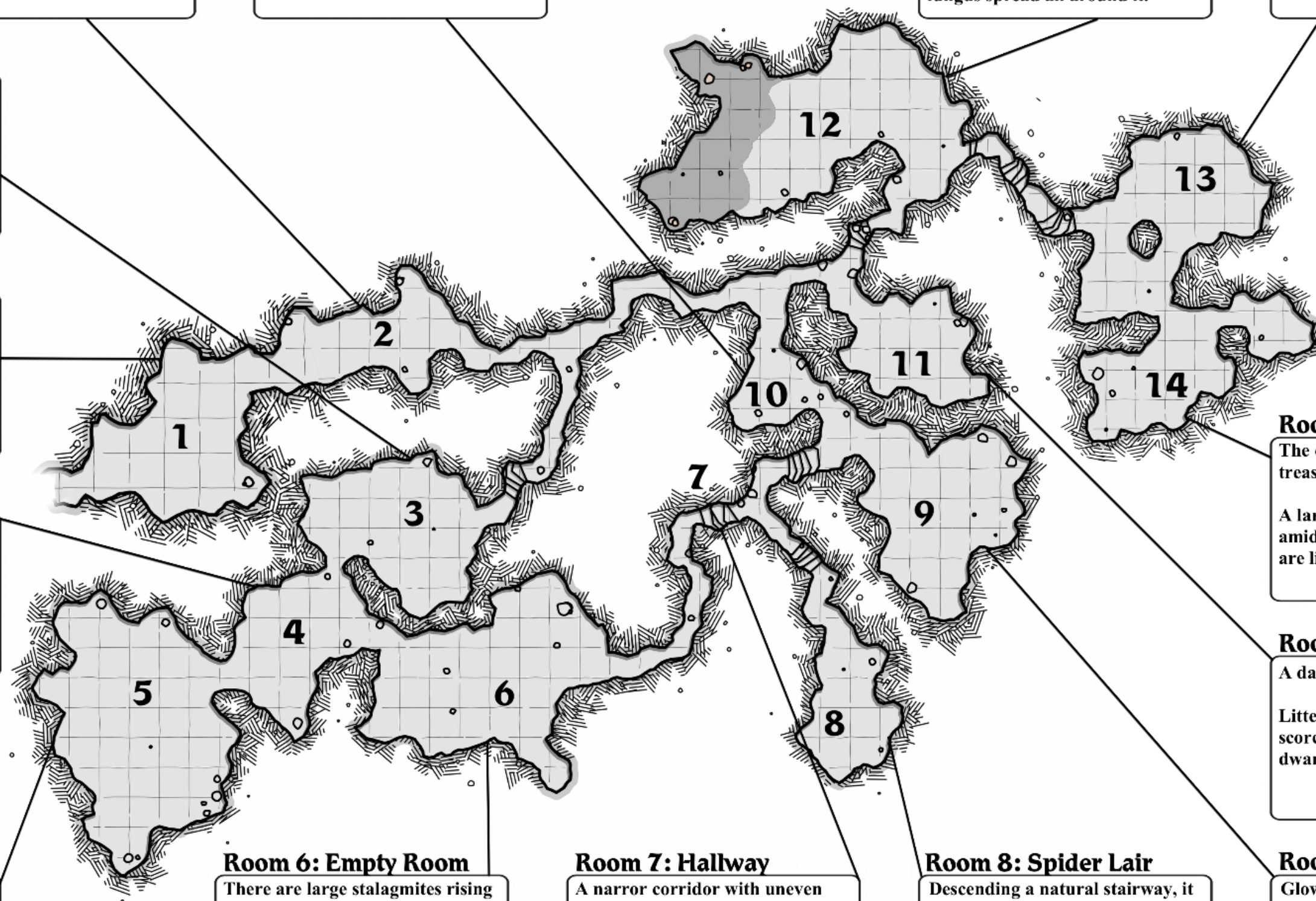
### Room 11: Empty Room

A dark room with no light source.

Littered about the room are scorched and broken old dwarven mining equipment.

Glowing fungus dot the walls and floor with a low shimmering light.

Scattered about the room are various bones and debris.

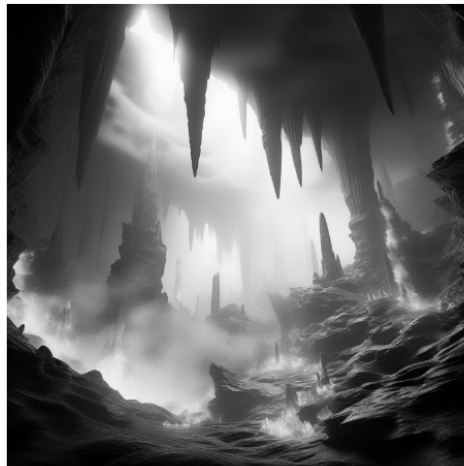




# Dungeons & Dragons®

Official Game Adventure

## Scourge of the Bone Hills



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The adventure is based in the Thunder Rift campaign world.

It uses the Dungeons and Dragons ruleset but can be easily converted and used with any RPG gaming system.

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# Introduction

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*Scourge of the Bone Hills* is a 14-page adventure for the new DUNGEONS & DRAGONS® game. This module is best used for a high level party of adventurers. It's possible a single player could succeed but some encounters may need to be scaled down in difficulty.

Note that boxed text should be read aloud to the players. Explanatory text for the DM's eyes only follows the boxed text; the DM should read the material silently before revealing it to the players.

## What's Needed to Play?

The only things needed to enjoy this adventure are the DUNGEONS & DRAGONS® game rule book, paper and pencil, and some dice.

This adventure is set in the valley of Thunder Rift. Full information about this wondrous place can be found in the DUNGEONS & DRAGONS® game supplement of the same name. It is not necessary to own that product to play this adventure, however; this module can be used in any campaign setting with ease.

## Adventure Overview

The red dragon has made its lair deep within the heart of the desolate Bone Hills, guarding a hoard of riches and terrorizing the surrounding lands.

Upon defeating the red dragon, the adventurers claim its hoard, which may include vast amounts of gold, magical artifacts, and other valuable treasures. The region is freed from the dragon's tyranny, and the party gains renown within Thunder Rift.

## Monster Statistics

Throughout this adventure, the players will be called upon to have their characters battle various enemies. Whenever such encounters occur, information about the enemy will be presented in the following format:

Monster Name (number encountered): AC (Armor Class); HD (Hit Dice); hp (hit points); MV (Movement Rate); #AT (Number of Attacks); THAC0 (see below); Dmg (Damage inflicted per attack); Save as (type of character that the monster's saving throws are made as); ML (Moral); AL (Alignment); XP (Experience Points earned for defeating the monster); Treasure (Any valuables carried by the monster).

One of these notations, THAC0, may be unfamiliar to new players and DMs. THAC0 is simply an acronym for "To Hit Armor Class 0." To determine the roll that a DM must make on a 1d20 for a monster to hit an enemy in combat, simply subtract the target's Armor Class from this number. Thus, if a monster with a THAC0 of 15 is attacking a character who has an AC of 7, the monster will hit on a roll of 8 or better.

## Wandering Monsters

From time to time, the DM may wish to introduce a wandering monster into the game. There is no strict rule in this adventure about when such encounters should occur. Generally, consider using them when the game is slowing down or if the players' party is too strong for the adventure.

Use the following table for generating random wandering monster encounters.

Roll 1d12	Monster	No. Appearing
1-2	Centipede, Giant	1d4
3-4	Rat, Giant	1d4
5-6	Bat, Giant	1d10
7-8	Scorpion, Giant	1d6
9-10	Carrion crawler	1d4
11-12	Beetle, Giant Fire	1d8

Statistics for monsters are described in the Rule Book in the D&D game.



# Background

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Long before humans began settling within Thunder Rift, the dwarves sent small parties of miners all across the valley looking for precious gemstones and metals. Far to the south in the rugged Bone Hills, they started a new mine beneath the rugged mountains.

However, the mine's fortunes took a dark turn when the ancient red dragon, known as Ash, descended upon it with wrath and fury. The dwarven miners, unprepared for the onslaught of such a formidable foe, stood little chance against the dragon's fiery breath and relentless assault. The once thriving mine became a grim graveyard as Ash ruthlessly eliminated the dwarves and claimed the cavernous expanse as its own.

Over time, the dwarven mine transformed into Ash's lair, a desolate and treacherous domain where the dragon hoarded the remaining wealth of the dwarves. It was lost to memory that the caves were once a dwarven mine. The ground where rails and carts once existed were replaced with scorched earth and dragon scales.

The dragon Ash, however, met its demise in a fierce battle, leaving behind the echoes of its conquest. The Bone Hills, home to the ancient dragon's lair, now echoed with a void waiting to be filled.

Enter Scorch, a dragon of fiery majesty, drawn by the scent of power and the allure of a vast domain. With Ash's passing, the cavernous lair became the new target of Scorch's ambitions. His scales, bathed in hues of crimson and gold, now shimmered with the anticipation of newfound dominion.

Yet, as Scorch descended into the depths of the dragon's lair to claim the spoils, he discovered a grim truth—much of Ash's legendary treasure had been stolen. The once gleaming piles of gold and precious gems were diminished, and the enchanted relics that adorned the cavern were conspicuously absent.

In an explosive display of wrath, Scorch unleashed havoc upon the local villages surrounding the Bone Hills. The once tranquil hamlets now trembled under the dragon's fiery onslaught, as Scorch sought to extract information and retribution. The skies above thundered with roars of vengeance, and flames painted the night as the dragon relentlessly scoured the settlements for any trace of the stolen treasures.

Witness to the devastation, a courageous group of adventurers known as The Quadrial rallied to the call of justice. The Quadrial ventured into the Bone Hills with a singular purpose, to vanquish Scorch and put an end to the chaos he had unleashed upon the land.

However, their encounter with Scorch proved to be a formidable challenge. The dragon's power was unmatched, and The Quadrial suffered a devastating defeat, with several members meeting their end in the fiery clash.

The echoes of their valiant efforts lingered in the Bone Hills, a haunting reminder of the perils that awaited those who dared to challenge the mighty Scorch.

Now, a new call to arms resounds in the Thunder Rift valley. A fresh group of adventurers, unburdened by the failures of their predecessors, must rise to the occasion. This new band of heroes is tasked with facing the wrathful Scorch, uncovering the mysteries of the stolen treasure, and restoring peace to the once tranquil villages that now lie in the dragon's menacing shadow.

The fate of the Thunder Rift valley hangs in the balance, and the success of this new quest rests on the shoulders of those brave enough to confront the unknown dangers and the fiery menace that threatens to consume the land.



# Dragon's Lair

## Beginning play

Over the years, Scorch has allowed several different creatures to make their home within its lair. These creatures act as a natural deterrent for any unwanted visitors.

Scorch has also enlisted a group of goblins to be the guardians of the front entrance. A small garrison has set up their home in the front chambers of the cave system. They are led by a goblin chief named Thraxxus. Whenever they capture someone entering into the caves, they force them to go further into the lower caves to be food for the various creatures that inhabit those areas.

When the players are ready to begin the adventure, read the following text to start.

After several hard days of travel, as you approach the entrance of the cave system nestled within the arid and rugged mountain range, you find yourself standing before a massive, weathered rock facade. The entrance is concealed amidst the harsh terrain, blending seamlessly with the surrounding rocky landscape. Jagged peaks loom overhead, casting elongated shadows that dance across the uneven ground.

The mouth of the cave is a dark, foreboding portal, partially obscured by layers of ancient sediment and the residue of countless years of wind and sand erosion. The arid winds whistle through narrow crevices, creating an eerie symphony that reverberates through the desolate surroundings.

As you venture inside, the temperature drops noticeably, and the air becomes thick with an earthy scent. The initial passage is a narrow, twisting corridor, with uneven rocky walls.

As you progress deeper into the cave system, you notice subtle signs of the dragon's presence—large scales scattered across the ground, the occasional glint of red shimmering in the low light. The walls

have a darkness to them as if they were charred and burned.

## Room 1: Entrance

Further into the cave, the passageway widens, revealing a vast chamber supported by imposing stalactites and stalagmites. The cavern echoes with the distant drip of water, hinting at an underground reservoir.

As your eyes adjust to the low light, across the room you notice four goblins standing guard near the entrance to a narrow passage leading deeper into the cave. The goblins, clad in crude leather armor and armed with rusted weapons, eye you suspiciously. Their greenish skin is tinged with a sickly hue, and their pointed ears twitch as they exchange wary glances.

The atmosphere in the room crackles with tension as the goblins size you up, deciding whether you pose a threat or if you are just another intruder wandering into the perilous domain guarded by their fearsome master.

There are four goblins stationed at the main entrance. They will wait to see what the players do. If the players advance into the cave, they will both come around a rock barricade and attack.

**Goblin** (4): AC 6; HD 1-1; hp 5,5,8,4; MV 90' (30'); #AT 1 short sword; THACO 19; Dmg 1d6; Save as NM; ML 7; AL C; XP 5; Treasure: C.

## Room 2: Guardroom

As you walk through a narrowing hallway, you traverse deeper into the cave system, and you enter a chamber that functions as a guard room. The rocky walls widen to accommodate the goblin occupants who maintain a watchful eye on the intruders that dare to venture into the dragon's domain.



The low ceiling is supported by natural stone pillars, giving the room a crude sense of structure. The flickering light from sputtering torches cast irregular shadows across the space.

Crude furniture dots the chamber, a wooden table with a chipped surface sits at the center, surrounded by equally makeshift stools. On one side, there's a rusty weapons rack holding an assortment of poorly maintained weapons, from bent swords to makeshift spears. The goblins' weapons, though worn and battered, are poised and ready.

Due to the previous combat, there is a 25% chance the goblins did not hear it.

If the goblins did not hear the players' earlier combat, read the below text.

As you quietly enter into the room, you see ten goblins are scattered about, engaged in various activities. Some sit on makeshift stools fashioned from rocks and gnarled wood, engaged in boisterous conversations while others stand and are performing various tasks.

If the goblins did hear the players' earlier combat, read the below text.

As you enter the room, ten goblins are hastily grabbing rusty weapons and are preparing to attack.

**Goblin** (10): AC 6; HD 1-1; hp DM rolls; MV 90' (30'); #AT 1 short sword; THACO 19; Dmg 1d6; Save as NM; ML 7; AL C; XP 5; Treasure: C.

There is nothing of value within this room as most of the goblin's weapons are old and rusty.

### Room 3: Goblins Quarters

Descending a natural stairway that winds its way into a larger cave, guttural voices and other noises reverberate through the narrow passage. As you

reach the bottom, you find yourself in a dimly lit chamber that serves as the quarters of a group of goblins. The rough hewn walls are adorned with crude drawings, and various beds and pieces of furniture are strewn haphazardly, creating an atmosphere of disarray.

In the flickering light, you notice ten goblins hastily gathering swords and equipping themselves for battle. The metallic clinks of weapons being unsheathed resonate in the cave, creating an ominous soundtrack to the unfolding scene. The goblins, with their sharp features and greenish skin, eye you with a mix of hostility and determination. The cave's confined space makes their preparations appear even more urgent, with shadows dancing across the chaotic array of beds and furniture.

As you stand at the entrance, the goblins, ready to defend their quarters, prepare to launch an attack.

**Goblin** (10): AC 6; HD 1-1; hp DM rolls; MV 90' (30'); #AT 1 short sword; THACO 19; Dmg 1d6; Save as NM; ML 7; AL C; XP 5; Treasure: C.





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#### Room 4: General Area

As you venture into the cave, the passageway opens up into a larger chamber, revealing a crude gathering area. The air is thick with the scent of burning wood and the pungent odor of goblin presence. The cavern's ceiling is adorned with luminescent fungi, casting a dim glow on the rocky walls. In the center of the space, a fire pit crackles, surrounded by various makeshift seats and scattered belongings.

Five goblins are huddled around the fire, cooking over its flickering flames. The atmosphere seems relatively calm until their pointed ears twitch, detecting your intrusion. In an instant, the goblins abandon their culinary tasks, drawing rusty swords with a menacing clatter and begin running towards you.

**Goblin** (5): AC 6; HD 1-1; hp 3,7,5,5,4; MV 90' (30'); #AT 1 short sword; THACO 19; Dmg 1d6; Save as NM; ML 7; AL C; XP 5; Treasure: C.

#### Room 5: Chief's Room

After walking through the connecting passage, the area opens up into a larger, dimly lit chamber adorned with crude symbols and primitive decorations. At the back of the cave, sitting upon a makeshift throne constructed of mismatched bones and salvaged materials, is the imposing figure of the goblin chief.

He is surrounded by five goblins who have their swords drawn and are waiting for your arrival.

The cave echoes with a guttural growl as the goblin chief, recognizing you as a threat, brandishes a large war hammer and rises from the throne. The chamber, once a space for the goblin chief's dominion, transforms into a battleground as the chief readies for an attack.

**Thraxxus (Goblin Chief)** (1): AC 4; HD 2; hp 15; MV 90' (30'); #AT 1 war hammer; THACO 17; Dmg 1d6 + 1; Save as NM; ML 7; AL C; XP 25; Treasure: C.

**Goblin** (5): AC 6; HD 1-1; hp 4,5,7,4,5; MV 90' (30'); #AT 1 short sword; THACO 19; Dmg 1d6; Save as NM; ML 7; AL C; XP 5; Treasure: C.

Thraxxus carries a magic war hammer +1. There is also a small chest behind his throne that contains the following.

100 gold pieces  
Potion of Healing  
Gold necklace (50 gp)

#### Room 6: Empty Chamber

Entering the cavernous chamber, you find yourself immersed in an underground landscape. The space is vast, with towering stalagmites rising from the floor like ancient sentinels, and stalactites hanging like chandeliers from the ceiling above.

The rocky formations create a dramatic and otherworldly scenery, their intricate shapes formed over eons by the slow drip of mineral-laden water.

Soft, ethereal light emanates from small, scattered patches of glowing fungus, casting a gentle luminescence across the cavern.

In the corners of the chamber, small pools of water collect, reflecting the glow of the fungus. The occasional drip of water echoes through the space.

There is no threat in this room nor are there any items of any value.

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## Room 7: Hallway

Progressing through the cave's narrow corridor, the uneven surface presents a daunting challenge with its loose and slippery rocks. Each footfall echoes through the confined space. The dim lighting casts eerie shadows along the rugged walls, enhancing the feeling of isolation. The rocks beneath your feet shift unpredictably, demanding a cautious and deliberate gait to maintain balance.

As you continue down the hallway, a distinctive feature catches your attention – a section of the cave wall adorned with mold, casting a surreal yellowish glow. Its presence adds a touch of otherworldliness to the surroundings, contrasting with the natural ruggedness of the cave

There is a patch of yellow mold on the wall. The mold can only be damaged by fire; a torch causes 1d4 points of damage each round. If the mold is touched--even by a torch--it may (50% chance per touch) release a cloud of spores measuring 10' × 10' × 10'; anyone within the area of the cloud suffers 1d6 points of damage and must make a successful Saving Throw vs. DeathRay or choke to death within 6 rounds.



**Yellow Mold (1):** AC Nil; HD 2\*; hp 12; MV 0; #AT Spores; THACO Nil; Dmg 1d6+special; Save as F2; ML Nil; AL N; XP 25; Treasure: Nil.

## Room 8: Spider Lair

Descending the natural stairway in the small cave hallway, the air grows cooler, and the sound of each step reverberates through the ancient stone. The narrow passage gradually widens, revealing a hidden expanse beneath the earth. The stone steps, worn smooth by the passage of time, guide your descent downward.

Stepping into an expansive chamber, you find yourself surrounded by the soft glow of bioluminescent fungus, casting an eerie yet enchanting light in the darkness. The walls are adorned with these natural light sources, creating a mesmerizing display that dances along the cave's contours. As your eyes adjust to the gentle illumination, you notice the intricate silk strands of several large spider webs suspended between stalactites and stalagmites.

The cavernous space, adorned with both the delicate beauty of the glowing fungus and the intricate architecture of the spider webs, creates a mysterious underworld where nature's wonders converge in a breathtaking display.

If any party member touches a web, this alerts the spider. The spider will jump down from a higher ledge and attack the party. The spider will have initiative to attack.

If a party member touches the web themselves, they must make a saving throw vs. paralysis at +2 or be paralyzed.

If a web is not touched, after a period of time searching the area, the spider slowly crawls down the ledge and surprises the party - each side rolls for initiative.



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**Spider, Giant Shroud** (1): AC 4; HD 5\*\*\*; hp 34; MV 120' (40'); #AT 1; THACO 15; Dmg 1d10+paralysis; Save as F5; ML 9; AL C; XP 550; Treasure: C.

There are 50 gold pieces found in a small leather bag in a corner of the room.

### Room 9: Empty Chamber

Stepping into the large cave chamber, an impenetrable darkness surrounds you, with no trace of natural light. The air is cool and damp. As your eyes adjust, scattered patches of glowing fungus reveal themselves, casting an eerie illumination on the cavern's features. The radiant light bathes the chamber in a soft, otherworldly glow, emphasizing the rugged terrain that lies beneath.

The rocky ground is littered with a haunting display of scattered bones, remnants of creatures long gone, their forms gradually merging with the earth. Among the skeletal remains, very old and rusty pieces of equipment, once used for mysterious subterranean tasks, lay dormant. The silence is broken only by the occasional drip of water from stalactites overhead, echoing through the cave.

Amidst the skeletal fragments and rusty tools, stalagmites rise from the ground while stalactites hang like ancient chandeliers from the unseen heights of the cavern ceiling. The cavern feels like a forgotten vault, where the remnants of the past and the enduring beauty of the glowing fungi coexist in a haunting harmony.

There is no threat in this room nor are there any items of any value.

### Room 10: Passageway

Stepping into the wide hallway, the scene unfolds before you in a disarray of scattered debris. Broken fragments of what once might have been creatures of the dark now lie haphazardly across the floor,

creating a chaotic landscape. Dust particles dance in the air, caught in the dim light. The atmosphere is heavy with a sense of abandonment, and the silence is broken only by the occasional creaking of loose rubble settling.

In front of you, the air seems to ripple and move, creating a visual distortion that draws your attention. Peering through this mysterious shimmer, you catch a glimpse of the other side—an exit obscured by the undulating air as if something is between you and the other side.

There is a gelatinous cube within this chamber hallway. Players can detect it with a roll of 1 or 2 on a 1d6. If no player detects the cube, the first player walking through the chamber will run into it and be surprised and the cube will get initiative to attack.

**Gelatinous Cube** (1): AC 8; HD 4\*; hp 27; MV 60' (20'); #AT 1; THACO 16; Dmg 2d4+special; Save as F2; ML 12; AL N; XP 125; Treasure: V.

Inside the gelatinous cube are the following.

25 gold pieces  
1 long sword

### Room 11: Empty Chamber

Entering the small cave chamber, an oppressive darkness envelops the space, devoid of any natural light. The air feels stagnant, carrying with it the weight of ages. A sparse scattering of stalagmites rises from the rocky floor, their jagged forms casting eerie shadows in the absence of light. The air is thick with the scent of damp earth, and the distant echoes of water droplets resonate through the silent chamber.

Amidst the darkness, remnants of a long forgotten time come into view. Very old and broken dwarven mining equipment lies strewn about, a testament to the once-bustling activity that echoed within these

cavernous walls. Rusty pickaxes, shattered wooden supports, and fragments of worn-out lanterns speak of a long abandoned mining operation. The equipment, now silent and motionless, stands as a haunting reminder of the toil and labor that once defined this subterranean space.

There is no threat in this room nor are there any items of any value.

### Room 12: Pool Room

Venturing into the expansive cavern, your senses are immediately captivated by the vastness of the space. The ceiling soars overhead, adorned with intricate stalactites that hang like frozen daggers. The rocky floor stretches wide, interrupted only by the occasional stalagmite, standing sentinel in the dimly lit chamber. The air carries a cool, damp embrace, echoing with the whispers of unseen water droplets.

On the far side of the cavern, a large pool of water reflects the ambient glow emanating from scattered patches of luminous fungus. The glowing fungus adorns the walls and rocky outcrops, turning the cave into a canvas of radiant hues. The stillness of the water in the pool adds a tranquil element to the scene, mirroring the delicate illumination above.

As you gaze towards the distant reaches of the cavern, dancing lights flicker like elusive fireflies. These distant lights create an enchanting spectacle, beckoning you deeper into the subterranean expanse.

Lying in wait beside the pool, is a pair of rock toads. As the players approach and begin searching the area, the toads will leap into the air and surprise the party.

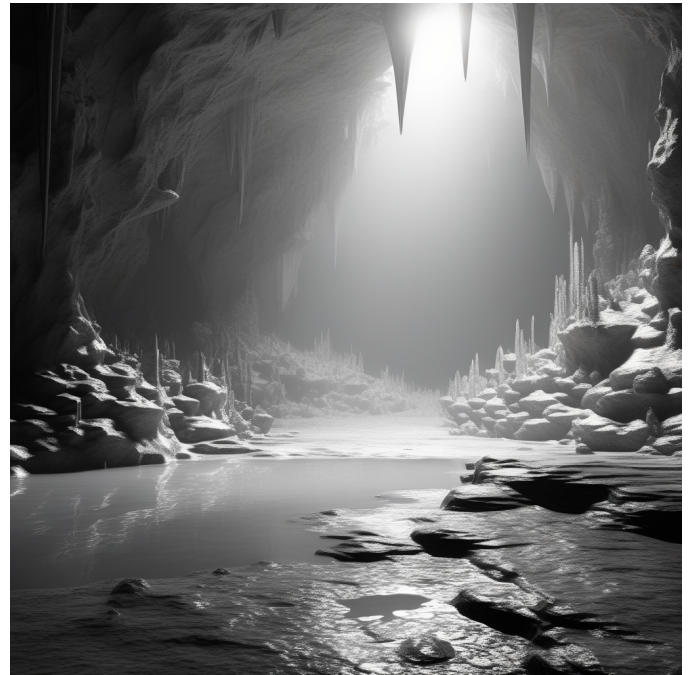
Each side rolls for initiative.

Each party member, before they can attack, must save vs. paralysis, or be paralyzed for 2-8 (2d4)

rounds. The players must continue to roll each time until the toad is killed unless they specify they do not look at the toad when attacking.

**Toad, Rock/Cave (2):** AC 2; HD 3+1\*\*; hp 19, 22; MV 60' (20'); #AT 1 bite/1 special; THACO 16; Dmg 1d6+special; Save as F3; ML 7; AL N; XP 75; Treasure: V.

There is nothing of value found in this room.



### Room 13: Scorch's Lair

As you begin walking through the entrance to this room, an oppressive heat immediately envelops you. The air is thick with the scent of scorched stone and smoldering embers, creating an atmosphere both intense and ominous. The dim light within the cavern is provided by small fires scattered throughout, casting flickering shadows that dance across the uneven walls.

The crackling of the scattered fires echoes in the lair, and the occasional hiss of escaping steam punctuates the air. The cavern, bathed in the dim glow of the scattered fires, serves as both a testament to the dragon's might and a warning to any who dare to enter its fiery abode.



The cave's interior reveals some of the dragon's hoard, a collection of gleaming treasures, bathed in the fiery glow. The glint of gold, jewels, and metallic objects reflects the ambient light, creating a mesmerizing spectacle amidst the darkness.

If the players previously were in room 12 with the toad, there is a 95% chance that Scorch heard the battle and will be ready for them.

If Scorch heard the previous battle with the toad, read the following.

The dragon itself, with scales the color of molten lava, lounges majestically on its hoard, its eyes fixated on your intrusion.

If the players decide to proceed into battle, each side rolls for initiative.

If Scorch did not hear the previous battle, read the following.

As you peer around the room, the colossal form of the red dragon lies sprawled across its hoard, its scales reflecting the ambient firelight. Each rise and fall of its massive chest indicates the deep slumber of the formidable creature. The cavernous space is filled with a hushed stillness, broken only by the gentle crackling of the fires and the rhythmic sound of the dragon's slow breaths.

If the players decide to proceed into battle, they automatically have initiative.

**Scorch (red dragon) (1):** AC -5; HD 20\*\*\*\*; hp 102; MV 150' (50'), flying 360' (120'); #AT 3 or breath weapon; THACO 1; Dmg 1d12 + 2/1d12 + 2 (claws, or claw and kick, or claw and tail slash) and 4d8 + 8 (bite) *or* damage equal to Scorch's current hp (breath weapon 3 times per day); Save as F36; ML 10; AL C; XP 9575; Treasure: H.

Scorch is a non-magic using dragon.

Most of Scorch's treasure is in room 14, but some of it is here.

3000 cp  
2000 sp  
1500 gp

Gems worth 200 gp  
Jewels worth 500 gp

Sword + 1  
Shield + 1  
Leather armor + 1



### Room 14: Treasure Vault

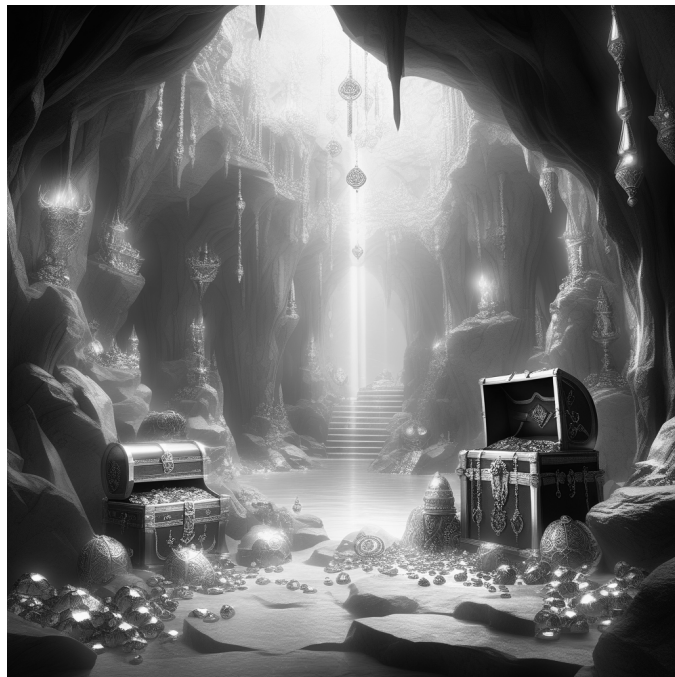
Entering the expansive cave, you find yourself in the heart of a dragon's treasure trove, an awe inspiring display of wealth and opulence. The cavernous chamber is dimly illuminated by the warm, flickering light of small fires around the room, casting a golden hue on the vast collection of treasures. The air is heavy with the scent of riches, and the low hum of magical energy permeates the atmosphere.

In the center of the cavern stands a magnificent obsidian statue, reaching towards the ceiling with an imposing presence. The dark, reflective surface of the statue contrasts sharply with the surrounding treasures, creating a focal point that draws the eye. The intricate details of the statue showcase the craftsmanship and artistry that went into its creation. At its feet lay a golden chest with red ornate decorations at every corner.

The dragon's hoard is spread in every direction, a mesmerizing sight that includes gleaming gold coins, sparkling gems, and ancient artifacts. The flickering fires dance across the metallic surfaces, creating a dazzling interplay of light and shadow.

As you move through the treasure room, the magnitude of the dragon's wealth becomes increasingly apparent.

As the players search the treasure vault, once they approach and touch the golden chest, the statue comes alive. The statue is an obsidian golem and once triggered, will begin attacking the party. Each side rolls for initiative.



**Golem, Obsidian** (1): AC 2; HD 6\*; hp 45; MV 120' (40'); #AT 1 weapon or 1 fist; THACO 14; Dmg 2d4; Save as F3; ML 12; AL N; XP 500; Treasure: Nil.

Scorch's treasure is a pile of coins, gems, jewels, weapons, armor, shields, chests, and art objects.

The coins include

9000 cp  
7500 sp  
3000 gp  
500 pp

Gems worth 250 gp  
Jewels worth 1000 gp

Among the armor and weapons are the following magical items:

Sword + 1, +2 against lycanthropes  
Sword + 1, Cure Light Wounds 1/day  
Dagger +2  
Sling + 1

Chain mail armor + 1  
Leather armor + 2  
Shield + 2

The chest is worth 750 gp and contains

Ring of animal control  
Ring of Regeneration  
Potion of Diminution  
Potion of Healing  
Potion of Speed  
Scroll of 1 spell (DMs choice)  
Scroll of 1 spell (DMs choice)

Art objects include

Dragon jade statue 350 gp  
Dragon ivory statue 300 gp



# Aftermath

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If the players are successful in defeating Scorch and the foul creatures that inhabited his lair, they have earned praise from The Quadrial as well as the rest of Thunder Rift.

They also received a special invitation from Mayor Valum in Melinir to receive the key to the town.

Read the following aloud to the players.

After arriving in Melinir last evening and checking in at the Watchtower, you made your way to The Sarcastic Goat Inn. Bediah Bulon greeted you and assigned you the best rooms he had to offer, especially after hearing of your recent battle with Scorch in the Bone Hills. After a night's sleep the city scribe, Connor, comes to escort you to the Town Hall for your meeting. He leads you out of the inn to a carriage that waits for you.

After arriving at the Town Hall, Connor leads you directly to the mayor's office. As you enter the office, you notice Mayor Valum is not alone. There are several others there as well. Councilman Baur, the Councilman of Kleine, and Gustovan, the Burgomaster of Torlynn are among them.

Mayor Valum stands and walks over to the party.

*Brave adventurers, champions of Thunder Rift, on behalf of The Quadrial and all the grateful inhabitants of this valley, I extend my deepest thanks.*

*Your valor and determination have not only rid us of the scourge that was Scorch but have also restored peace to our once troubled lands.*

*The Quadrial's call was answered by a group of individuals who embodied true heroism. Your efforts in confronting the dragon in the desolate Bone Hills have not only safeguarded Melinir and Kleine and Torlynn but have resonated throughout Thunder Rift. The defeat of Scorch marks a turning point for that region, and your names will be forever etched in the annals of our history.*

*A new mention has also been inscribed into Melinir's history book of Thunder Rift with your names listed for all future generations to know of your triumph.*

*Please accept this key to the town as our token of appreciation.*

This is the aftermath of defeating Scorch and the effect on Thunder Rift.

The defeat of the infamous red dragon, Scorch, in the desolate Bone Hills within the Valley of Thunder Rift, became a defining moment for the region. The Bone Hills, once a feared and abandoned area, served as Scorch's lair, where the dragon amassed its hoard and terrorized the surrounding settlements.

In response to the escalating threat, the renowned adventuring group known as The Quadrial took charge, sending out a desperate call for aid to anyone willing to enter the foreboding lair and slay the menacing beast.

A diverse and skilled coalition of adventurers answered The Quadrial's call, forming a formidable force to confront Scorch. After a challenging and perilous journey, the adventurers successfully infiltrated the Bone Hills, engaging the red dragon in an epic battle. Through strategic prowess and sheer determination, they managed to defeat Scorch, bringing an end to the dragon's reign of terror.

The news of Scorch's demise spread like wildfire through the Valley of Thunder Rift. Towns such as Melinir, Kleine, and Torlynn, experienced a profound sense of relief and joy. The dragon's lair, once a symbol of fear, was reclaimed, and the area surrounding the Bone Hills was restored to peace.

In the aftermath, the larger towns of Melinir, Kleine, and Torlynn, reopened trade routes to all of the smaller settlements that surrounded the Bone Hills.

# New Monsters

## Golem, Obsidian

Armor Class: 3	# appearing: 1
Hit Dice: 6*	Save as: F3
Movement: 120' (40')	Morale: 12
Attacks: 1 weapon or 1 fist	Treasure type: Nil
Damage: 2d4	Alignment: Neutral
	XP value: 500

A golem is a "construct," a powerful, enchanted monster created and animated by a high level magic-user or cleric. Golems can be made of almost any material.

Golems can only be damaged by magic or magical weapons. They are also immune to sleep, charm, and hold spells, as well as all gases (since they do not breathe).

Golems made of obsidian will appear as sharp-featured humanoids carved of this black glass. Obsidian golems have only low intelligence, but they have the power of speech, and can be controlled by simple commands, passwords, or riddles. In combat, an obsidian golem reduced to 0 hit points will shatter into worthless rubble.



## Toad, Rock/Cave

Armor Class: 2	# appearing: 1d4
Hit Dice: 3+1**	Save as: F3
Movement: 60' (20')	Morale: 7
Attacks: 1 bite/1 special	Treasure type: V
Damage: 1d6	Alignment: Neutral
+charm	XP value: 75

A rock toad, or "cave toad", lives in rocky, cold regions such as high mountains or frozen deserts. It is about the size of a large dog, weighs 150 pounds, and carries a hard, bumpy shell on its back (like a turtle).

On its head, it has bulging, multi-faceted eyes similar to a fly's. The eyes shine with a hypnotic glow. Any creature gazing into the eyes must save vs. paralysis, or be paralyzed for 2-8 (2d4) rounds.

The eyes will continue to cast a feeble light (5' radius) for 1d3 hours after the creature dies, but the hypnotic powers will be lost. When attacking, it bites with a horny, beaked mouth.





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## Spider, Giant Shroud

Armor Class: 4	# appearing: 1d2
Hit Dice: 5***	Save as: F5
Movement: 120' (40')	Morale: 9
Attacks: 1 bite/1 special	Treasure type: C
Damage: 1d10 +paralysis	Alignment: Chaotic XP value: 550

Shroud spiders are six feet long and black all over except for their eyes, which glow with a very faint blue light (visible up to 50 feet away in the dark). These magical creatures are intelligent and very evil. They can only be hit by magical or silver weapons.

The spider's vicious bite is poisonous. Any character bitten must make a saving throw vs. poison or be paralyzed for 2d4 turns. The spider uses this attack to take live victims for its food store.

The web of the shroud spider is as strong as the webs of other giant spiders but is not very sticky. Instead, anyone touching a fresh web (less than 24 hours old) must make a saving throw vs. paralysis at +2 or be paralyzed. Victims remain paralyzed for as long as they are in contact with the web and for 2 rounds thereafter.

Shroud spiders do not usually make large webs, but they can shoot a strand of web at a single opponent up to 30 feet away. Any creature hit by the strand must make a saving throw vs. paralysis at +1 or be paralyzed. The spiders also use their web strands to trap victims in a paralyzing shroud before placing them in their food store.

They also sometimes lay simple traps of web which they renew each day. Characters placed in the food store remain in a state of suspended animation until the webbing is removed. A shroud spider normally eats the prey in its food store in three days to a month.





# Dungeons & Dragons

Official Game Accessory

## Scourge of the Bone Hills

Deep within the heart of the rugged mountain range of Bone Hills lies the ominous cave of the red dragon Scorch. The dragon, with scales as vibrant as molten lava and eyes that burned with an unquenchable flame, claimed the Bone Hills as his domain. He had come to claim the treasure of the once mighty dragon Ash, who had perished and left his lair unguarded.

The Quadrial, having already failed in their attempt, have sent out a call to any brave adventurers to enter into the cavernous lair and try, once more, to deal with the dragon.

The fate of the Thunder Rift valley hangs in the balance, and the success of this new quest rests on the shoulders of those brave enough to confront the fiery menace that threatens to consume the land.

- Recommended for beginning players and DMs
- For use with the DUNGEONS & DRAGONS Game box
- This adventure takes place in the Thunder Rift game setting

This module is for a group of six to eight players to battle a red dragon with danger lurking around every turn.

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