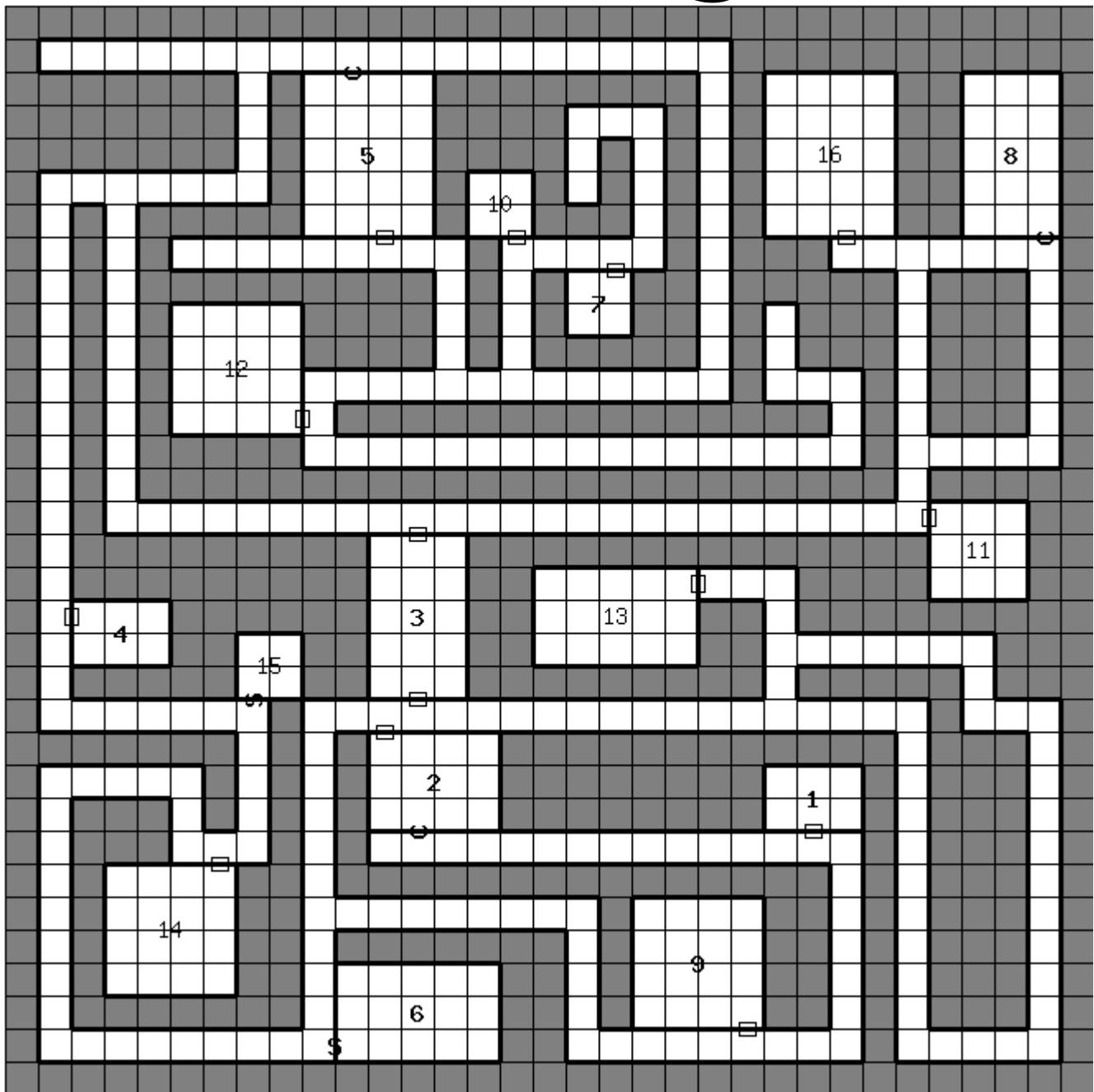


# Lair of Maurg Kurik



Sample Hook: Maurg Kurik is a young, arrogant, and destructive Blue Dragon. This evil creature is truly rotten to the core. It has been patrolling the areas around a small farming town, killing livestock and burning crops. The town has pooled its resources, and has hired your troupe to destroy it and its cohorts who live within its lair.

## Room #1:

Door (south, 2 from west): wooden, strong, stuck

Monsters:

**giant ant (vermin)** (2), Worker giant ant; CR 1; Medium vermin; HD 2d8; hp 9; Init +0; Spd 50 ft. (10 squares), climb 20 ft.; AC 17 (+7 natural), touch 10, flat-footed 17; Base Atk +1; Grp +1; Atk +1 melee (1d6, bite); Full Atk +1 melee (1d6, bite); Space/Reach 5 ft./5 ft.; SA Improved grab; SQ Scent, vermin traits; AL N; SV Fort +3, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 9; Skills and Feats: Climb +8; Track

Treasure:

340 silver coins (34 gp)

Features: branding iron, bottle, mound of rubble, manacles

## Room #2:

Door (south, 2 from west): (concealed) false wall, stuck

Door (north, 1 from west): wooden, simple, stuck

Monsters:

**orc** (5), CR 1/2; Medium humanoid (orc); HD 1d8+1; hp 5; Init +0; Spd 30 ft. (6 squares); AC 13 (+3 studded leather armor), touch 10, flat-footed 13; Base Atk +1; Grp +4; Atk +4 melee (2d4+4/18-20, falchion) or +1 ranged (1d6+3, javelin); Full Atk +4 melee (2d4+4/18-20, falchion) or +1 ranged (1d6+3, javelin); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6; Skills and Feats: Listen +1, Spot +1; Alertness

Treasure: gemstone - banded eye agate (11 gp), +1 large steel shield of bashing (4170 gp)

## Room #3:

Door (south, 2 from west): wooden, simple, free

Door (north, 2 from west): stone, stuck  
Features: sack, runes, loom, collapsed wall, cupboard

#### **Room #4:**

Door (west, 1 from north): stone, free, trapped [trap: spiked pit trap (20 ft. deep) (CR2) (Find/Disable DC 22)]  
Features: tools, belt, scroll (nonmagical), foodstuffs (edible), manacles, overhang, hole

#### **Room #5:**

Door (south, 3 from west): wooden, good, stuck  
Door (north, 2 from west): (concealed) illusory wall  
Features: equipment (broken), equipment (usable), odor (unidentifiable), whetstone, painting, trough, weapon rack

#### **Room #6:**

Door (west, 3 from north): (secret) rotating wall, gesture trigger  
Features: dipping water, fountain, pool, workbench, chandelier

#### **Room #7:**

Door (north, 2 from west): wooden, simple, stuck  
Empty

#### **Room #8:**

Door (south, 3 from west): (concealed) wooden, strong, locked, behind tapestry  
Monsters:  
**lizardfolk** (1), CR 1; Medium humanoid (reptilian); HD 2d8+2; hp 11; Init +0; Spd 30 ft. (6 squares); AC 15 (+5 natural) or 17 (+5 natural, +2 heavy shield), touch 10, flat-footed 15 or 17; Base Atk +1; Grp +2; Atk +2 melee (1d4+1, claw) or +2 melee (1d6+1, club) or +1 ranged

(1d6+1, javelin); Full Atk +2 melee (1d4+1, 2 claws) and +0 melee (1d4, bite) or +2 melee (1d6+1, club) and +0 melee (1d4, bite) or +1 ranged (1d6+1, javelin); Space/Reach 5 ft./5 ft.; SA -; SQ Hold breath; AL N; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10, Skills and Feats: Balance +4, Jump +5, Swim +2; Multiattack

Treasure: 30,400 silver coins (3040 gp), scroll (arcane): unseen servant (l1, cl1), shocking grasp (l1, cl1) (50 gp)

### **Room #9:**

Door (south, 4 from west): wooden, strong, free, trapped [trap: spiked pit trap (40 ft. deep) (CR3) (Find/Disable DC 22)]

Monsters:

**scorpion, medium-size monstrous (vermin)** (3), CR 1; Medium vermin; HD 2d8+4; hp 13; Init +0; Spd 40 ft. (8 squares); AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d4+1, claw); Full Atk +2 melee (1d4+1, 2 claws) and -3 melee (1d4 plus poison, sting); Space/Reach 5 ft./5 ft.; SA Constrict 1d4+1, improved grab, poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +5, Ref +0, Will +0; Str 13, Dex 10, Con 14, Int -, Wis 10, Cha 2, Skills and Feats: Climb +5, Hide +4, Spot +4; -

Treasure: 600 copper coins (6 gp)

### **Room #10:**

Door (south, 2 from west): wooden, simple, locked

Features: belt, scorch marks, tools, foodstuffs (edible), stool, bed, firepit

### **Room #11:**

Door (west, 1 from north): wooden, good, free

Monsters:

**ghoul** (1), CR 1; Medium undead; HD 2d12; hp 13; Init +2; Spd 30 ft. (6 squares); AC 14 (+2 dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite); Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws); Space/Reach 5 ft./5 ft.; SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12, Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack

Treasure: 1,500 cp coin (15 gp), Half-plate (600 gp)

Features: bucket, drum, oil (scented), stall or pen

## Room #12:

Door (east, 4 from north): wooden, strong, stuck

Monsters:

**blink dog** (1), CR 2; Medium magical beast; HD 4d10; hp 22; Init +3; Spd 40 ft. (8 squares); AC 16 (+3 dex, +3 natural), touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); Space/Reach 5 ft./5 ft.; SA -; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11, Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track

Treasure: 1,000 silver coins (100 gp), gemstone - jasper iolite (60 gp),

scroll (arcane), - blur (l2, cl3), - summon monster II (l2, cl3) (300 gp)

Features: trophy, pole, tray, scroll case (empty), firepit

### **Room #13:**

Door (east, 1 from north): wooden, simple, locked  
Empty

### **Room #14:**

Door (north, 4 from west): iron, stuck  
Empty

### **Room #15:**

Door (south, 1 from west): (secret) up-sliding, pressure-plate trigger

Monsters:

**ghoul** (2), CR 1; Medium undead; HD 2d12; hp 13; Init +2; Spd 30 ft. (6 squares); AC 14 (+2 dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite); Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws); Space/Reach 5 ft./5 ft.; SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12, Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack

Treasure: 130 gold coins (130 gp),  
scroll (divine)

- cure light wounds (l1, cl1)
- aid (l2, cl3)
- detect chaos (l1, cl1) (200 gp)

Trap: flame jet (CR2) (Find/Disable DC 22)

### **Room #16:**

Door (south, 3 from west): wooden, good, locked,  
trapped [trap: pit trap (20 ft. deep) (CR1) (Find/Disable DC 22)]

Monsters:

**wyrmling blue dragon**, CR 3; Small dragon (earth); HD 6d12+6; hp 45; Init +4; Spd 40 ft., burrow 20 ft., fly 100 ft. (average); AC 16 (+1 size, +5 natural), touch 11, flat-footed 16; Base Atk +6; Grp +3; Atk +8 melee (1d6+1, bite); Full Atk +8 melee (1d6+1, bite) and +8 melee (1d4, 2 claws); Space/Reach 5 ft./5 ft.; SA Breath weapon (40 ft. line of lightning 2d8, DC 14); SQ Blindsight 60 ft., create/destroy water, darkvision 120 ft., immunity to electricity, immunity to sleep and paralysis, keen senses; AL LE; SV Fort +6, Ref +5, Will +5; Str 13, Dex 10, Con 13, Int 10, Wis 11, Cha 10, Skills and Feats: Bluff +2, Concentration +4, Diplomacy +2, Escape Artist +2, Hide +6, Intimidate +3, Knowledge (any 1) +7, Listen +11, Search +9, Sense Motive +2, Spellcraft +2, Spot +11, Use Magic Device +2; Alertness, Hover, Improved Initiative

Treasure: 4,000 silver coins (400 gp), gemstone - silver pearl (80 gp)  
scroll (divine)  
- aid (l2, cl3) (150 gp)

Features: equipment (broken), dice, chains, dung heap, pit (shallow)

Dungeon created and populated by Jamis Bucks dungeon generator:  
<http://www.aarg.net/~minam/dungeon.cgi>

Modified for Microlite20 and PocketMod  
by Arthur H. Johnson II, [dm@aerthon.com](mailto:dm@aerthon.com)

Microlite20 Available at:  
<http://microlite20.net/>  
and <http://arthur.jfmi.net/m20/>  
Adventure compatible with Primary Fantasy SRD

More adventures available at:  
<http://arthur.jfmi.net/m20/>

#### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- 12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- 13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- 14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Microlite20 © 2006, Robin V. Stacey ([robin@greywulf.net](mailto:robin@greywulf.net))

[End of License]

This product is 100% Open Game Content except for Product Identity, as per the Open Game License above. Product Identity includes Microlite20 and Robin V. Stacey.