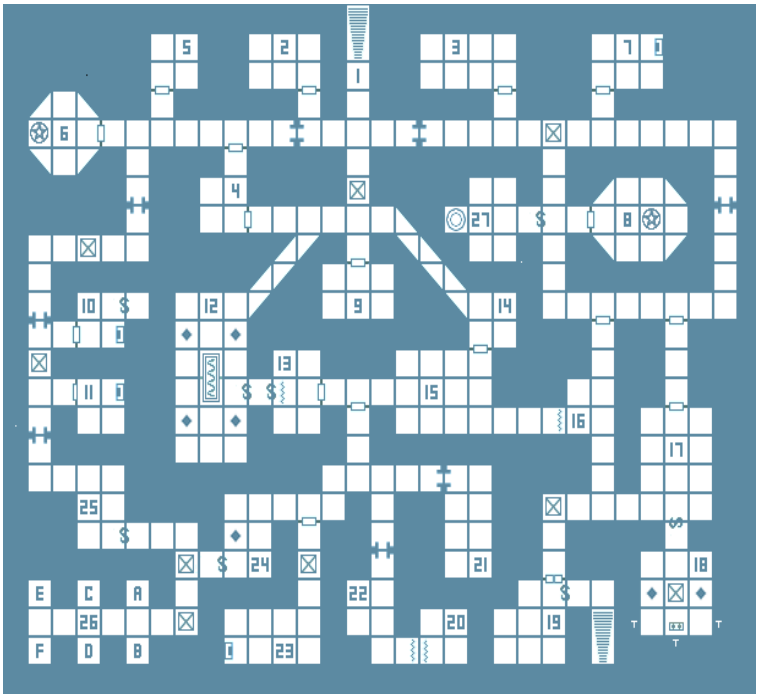
The Bastion of the Boglings; or, The Forgotten Sanctuary of Solis



Hook: Children have been kidnapped from a local village! The tracks of bipedal frog-like beings lead to a ring of ruined standing stones. There a crumbling staircase descends into the dark...
Wherein: The party confronts a small tribe of frog-like boglings and finds all the children eaten but one. They may also learn that this complex once served as a religious site to the now-defunct faith of Solis, God of Light.

All pit traps are covered and do 1d6. 1 square = 10 feet.

Wandering Monsters:
(Random monsters are in addition to keyed monsters)
1 = d6 Skeletons
2 = d6 Boglings
3 = d6 Stirges
4 = d6 Giant Centipedes
5 = d6 Giant Rats
6 = Green Slime

Room Restock:
(Check between Expeditions)
1 = Monster
2 = Monster and Treasure
3-6 = Empty (1 in 6 hidden treasure)

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1.	**Stirges (6)** drop and attack. The boglings consider the bug-like stirges a delicacy and catch them with their tongues. Boglings can pass unhindered.
2.	Formerly a guardroom, this room is littered with rubbish.
3.	A rubbish pile in the middle of the room contains **Giant Rats (5)**.
4.	**Boglings (6)** consuming cooked children and rolling bones. One boy Kelgax, is bound and gagged in the corner of the room. A strong lad of 17, he will serve as a hireling if freed. *Note: The boglings know the pit locations and can leap over the 10 foot concealed pits without difficulty. They carry silver jewelry for a total of 2-20 sp each. All boglings attack at +1 when they leap into (or during) combat.
5.	The boglings started sculpting a statue of the snake-like **Water Weird** (#12) here to place on the dias in Room 6 when complete.
6.	A former statue of Solis, God of Light, now rests in a pile of rubble. The dias has obviously been cleaned and prepared for some purpose.
7.	With the exception of a small spit and fire-pit - and the remains of small humanoid children - this room is empty.
8.	On a large dias, a chipped and defaced statue of Solis stands with staff in left hand and gauntleted right hand upraised to the sky.
9.	This room has a trap set by the boglings. The back (south) floor of this room is littered coins (5pp, 15gp, 48sp). However, a trip-rope at the door triggers a deadfall of rock debris in a net from above. The first PC to enter has a small chance to see the rope, unless obviously looking for traps.
10.	The wooden door to this room has a hole in it. **Stirges (5)** created a nest in the secret room. They enter and exit through a crack in the secret door at the ceiling. If the party searches the room or opens the secret door the stirges attack. Their nest contains small shiny baubles as well as two scroll cases: 1 clerical with *2 cure light wounds* spells, and 1 arcane with *magic missile, shield*, and *feather fall*.
11.	This room has the rotten remains of a bed, fire-pit, and small humanoid bones broken with the marrow sucked out.
12.	This room has 4 large pillars and a pool of stinking fetid water. Skulls of children and boglings, and many coins and coin bags (offerings), litter the floor (total of 60pp, 85gp, 105sp, and a Dagger +1). Here the party finds the adopted god of the boglings. Their god is a monstrous **Water Weird**. **Bogling Zombies (3)** rise slowly out of the water 2 rds into combat and attack. In the pool is a suit of *studded leather +1*, a *potion of heroism*.
13.	Murals, heavily worn and defaced, depict Solis calling on holy power to turn undead. * Close inspection reveals gauntleted right hand emitting light.
14.	A tripwire attached to a rusted heavy crossbow rests across the entrance from the NW. There is a chance that the rusted crossbow will not fire. Under a loose stone, only found on a successful search, is a small *Scarab of Protection* in a brown leather pouch.
15.	This room is empty, although if carefully searched will reveal tracks in the direction of Room 16
16.	A moldy, rotted, blood-stained curtain barely hangs from the ceiling. Old tracks lead to Room 19.
17.	An old, defaced mural depicting the faith of Solis adorns the walls. The secret door is represented in the mural as Death's Door, and Solis beckons his followers, lined in procession, towards the glorious doorway to the Afterlife.
18.	The trap in this room is a triple scything blade (from the west and east simultaneously, followed immediately by third from the south). This is activated by a pressure plate immediately in front of the altar. The object is the *Harness of Solis*, a clerical magic item given to his followers. The harness is a gauntlet that increases a cleric's turn undead ability (subject to DM). In addition, any undead turned by the wearer will also take 1d6 DMG from the holy power of the harness. The latter power is only available if the wearer is a cleric of Solis.
19.	Formerly a guardroom, this room is now used as a latrine (If the DM doesn't want a 2nd level simply remove the stairs).
20.	Old moldy books lay strewn across the floor. Searching reveals the *Codex of Solis*, a book that outlines a new 1st level cleric spell.
21.	There are **Boglings (7)** here resting and cleaning their weapons and **non-combatant females** (3) here. 2-20sp each in jewelry. Females have 3-30gp in gold jewelry. **Blub-Gup**, the Chief, is among the warriors. He is stronger and better skilled. He possesses a spear and a shield +1.
22.	**Skeletons (6)** rise from the floor and attack!
23.	This room is empty with the exception of a fire-pit. The bones of human children litter the floor. A small wooden toy can be found.
24.	**Boglings (8)** are searching this room. The boglings are engrossed, check surprise.
25.	The boglings believe this room to be a dead end and so there are very few tracks in this room and none on the southern end of the room.
26.	This crypt has remained undisturbed since the time of the Solis clerics. Each alcove contains the remains of an acolyte. All have decayed (formerly white) robes, beads, circlets 50gpx5, bracers 50ppx5, rusted armour, shields, and quarterstaffs. Alcove D contains the remains of a High Priest and includes a book *The Holy Word of Solis* that contains everything a player would need to reconstitute the faith (value: 2500gp); *Staff of Light +1* (Light as per spell 1 time per day). Underneath these remains are **Giant Centipedes (5)**
27.	Tracks lead to the center of the dias in this dusty room and then exit the way they came in. The dias is identical to the one found in room 8. The first player to stand on the dias in the pose of the statue in Room 8 will receive the grace of Solis. A cleric will have his/her wisdom increased by one. Any other character will have one randomly determined ability score increased by one. This happens only once.