

The Hunt for the Red Wolf

A HackMaster Dungeon Crawl Adventure for 4 1st level characters

By Firby

Introduction

This adventure is intended as a stepping stone between "White Palette, Ivory Horns" and the Frandor's Keep campaign. I created this adventure for two reasons; one, the players have finished 'White Palette, Ivory Horns' and I don't own Frandor's Keep, yet, and two, I wanted to design and run a dungeon crawl.

You see, rpg's are different, now, then they were when I was growing up. Now, games have a story. They have character development, political intrigue, and reoccurring villains. They have drama, they have forests, they have cities, and laws. Back in the day, there was none of this; the GM simply wrote and read a paragraph or two to set the mood, and then the game started in the dungeon and ended when the PC's left the dungeon. The story and plot only existed to give the characters a reason to be in the dungeon. Travel to the dungeon was ignored, travel back to town wasn't role played, and interaction with the villagers only went as far as looking in the books to buy equipment and healing. In short, the dungeon was the 'be all, end all' of the role playing game. A grand multi-level dungeon filled with pit traps, magic treasure, and hordes of skeletal warriors. Ah, such a thing was so beautiful!

I miss the dungeon.

This adventure is a salute to the good old days. It is a tribute to what gaming used to be. It is a throwback to the days of our ancestors. However, I cannot bring myself to create a nonsense dungeon, like they used to be. There will be no gigantic rooms with one 5ft door, containing 80ft tall dragons. Monsters with conflicting ideals will not exist in this dungeon with only a wooden door separating them. And there will be a story.

In this adventure, the GM will read a short paragraph to the PC's, and then all the travel to the dungeon will be summarized in a sentence or two, and then the game will begin.

In a dungeon.

Note, that this dungeon is designed for a group of 4 1st level characters. In the original design, one of the gargoyles in room 1D came to life and attacked, and there was many more encounters with the undead. I had to scale back many of the encounters and cut out many of the monsters, to give the players a fighting chance. I am slightly displeased with the amount of combat encounters. I wanted more skeletons. I wanted my gargoyle. I do not want to kill all the characters wantonly, though.

The reader must also note that this dungeon makes several mentions of a guy called Phineas, who is an NPC that the players will meet later in this dungeon.

Starting the Adventure

The PC's have just finished the "White Palette, Ivory Horns" adventure, (and my players have inconveniently missed the entire 'PeriKlax' part of the adventure - but that can be resolved at a later date). Now they have left Vew and they are on their way to Frandor's Keep.

Read or paraphrase the following text to the players:
Yes, I know that it was a bit longer than I had anticipated. So sue me!

The road from Vew to Frandor's Keep seems long and dry, and you find yourself wishing for the rain to return. Ahead of you, you see trees. Behind you, you see trees. Trees are all around you. It seems that there is no end in sight.

Finally, there is a break in the monotony. An old man dressed in dirty gray robes and leaning on a gnarled wooden walking staff stands on the road ahead of you. As you approach him, he smiles and speaks.

"Greetings, travelers." He says. "It is a stroke of good luck that you chance upon this road, for I am in need of some brave souls to alleviate a conundrum that I am experiencing."

"You see," the old man continues, "there is an old tower not far from here, a ruined tower. Underneath said tower is a vast dungeon, filled with filth, mold, and treasure.

"There is a jewel at the bottom of this labyrinth. A red ruby, clasped in the jaws of a silver wolf. This is a treasure that I desire, the Wolf Talisman. Seek it for me. Secure it, and bring it here.

"As to your reward, the dungeon is its own reward. It is filled with treasure beyond the trinket that I desire. What else you find shall be yours to keep. You may walk away from this wealthy beyond your wildest dreams.

"But, of course, you may not be so lucky. In the event that you return empty handed, I will purchase the Red Wolf from you for 100 silver schillings. This is a win - win situation for us all."

As you turn to depart from the road, the old man calls after you.

"The door to the dungeon proper is locked, my friends. You will need this key."

He throws a key to you, a brass key, with the symbol of a wolf carved into it. Once again, you turn your back on the old man and begin your trek into the woods, following the direction he advised you to. In only a matter of a few hours, you reach the ruins of an old tower, crumbled to nothing in many places, with vines and creeper covering what is left. Who knows the original purpose of the tower? This question lingers in your mind as you locate and descend a set or dusty, stone steps, leading down, and into the beyond...

And now, my nostalgic and thrilling dungeon crawl begins! GM's, you may switch to 'Dungeon Mode'. (Victory music plays....

Monsters

(Note: Stats for these monsters can be found in the GM Monster Sheet at the end of the adventure.)

- Goblin (22ep.)
- Skeleton (67ep.)
- Giant Rat (12ep.)
- Giant Centipede (14ep.)
- Giant Beetle (12ep.)
- Kobolds (17ep.)
- Big Spider (25ep.)
- Large Spider (45ep.)

Traps

(Note: Experience is only rewarded for traps if the trap is detected and/or disarmed, or avoided in some way)

- Flame Trap (100ep.) The flame trap can not be disarmed.
- Pit Trap (67ep.) The pit traps cannot be disarmed. Locate it and avoid it! All pit traps in this dungeon are 10ft deep (1d6p-1 damage, at a minimum of 1).
- Poisoned Dart Trap (67ep.)
- Crossbow Bolt Trap (133ep.)
- Exploding Chest (100ep.) Cannot be disarmed! Discover

Dungeon Crawling 101

Since this adventure is a dungeon crawl (and the first HackMaster dungeon crawl I am running), it would be prudent for GM's to take note of a few game mechanics. While I am sure the HackMaster Players Handbook and the upcoming HackMaster GameMasters Guide will cover these topics in great detail, I have found HackMaster Basic to be slightly lacking in these departments. So note that some of the information in this text block is purely of my own devising, and some things are pertaining only to this adventure.

Secret Doors: This is a dungeon. And dungeons have secret doors. Go figure. Whenever a thief enters a room that has a secret door(s) in it, the GM may roll for a scrutiny check for the thief, to see if she notices the secret door naturally. The GM should make rolls randomly, also, to disguise the fact that he is rolling for a scrutiny check to find a secret door. The thief can, at any time, actively search for a secret door, by rolling an opposed scrutiny check, against the secret door. The secret door rolls 1d100p + 1d20p. **All the secret doors in this dungeon roll 1d100p + 1d20p to oppose a scrutiny check.** Thieves and only thieves get the auto check, because this is what they do. Fighters fight, clerics heal, mages blow stuff up, and thieves find secrets and get rich.

Identifying and Disarming Traps: Dungeons are full of traps. Identifying and disarming them are simple procedures. It is a simple, out of the book skill check. Roll under that skill to see if you can see it. Note that the GM should make these rolls, in secret, for the player. See HackMaster Basic for details. Note that all Identify Traps and Disarm Traps skill checks in this dungeon are difficult, unless noted otherwise.

On the other hand, if the GM prefers it, he can have the players make opposed rolls for identifying and disarming traps. In this case, **have the player roll 1d100p + their appropriate skill, and oppose it with 1d100p + 1d20p,** as in finding secret doors. I think this method might be the better option, because it allows the players more knowledge on whether or not they succeeded, while still maintaining the mystery.

Kick Down the Door: Sometimes doors are stuck. Or locked. The easiest solution to this problem is to bash it down. To do this, a character must make a feat of strength against the door value (opposed d20p roll). **All door values in this dungeon are 1d6p unless otherwise stated.** For the slow, this means that the player rolls 1d20p + his feat of strength and the GameMaster rolls 1d20p + 1d6p. Highest roll wins.

The Portcullis: There is one portcullis in this dungeon, and it is exceptionally hard to lift, or to bend the bars. It rolls 1d20p +20 to oppose a feat of strength.

the trap, and don't open the chest!

(Note: A map of this dungeon in its' entirety is provided, for the GM's convenience at the end of the adventure, to help prevent constant page turning.)

The Subplot

The goal of this adventure is, of course, to acquire the Wolf Talisman and survive to give it to the old man. There is another goal, though. A goal that is only hinted at during the dungeon. Scattered throughout the Halls of the Red Wolf are three clues as to the location of a 'great treasure.' This 'great treasure' is known as the Spider Sword. When (or if) the PC's find this sword, it will be a simple +1 longsword, made of silver. But later on (way later), it could shape the future of all Kalamar!

Level One

The walls, floors, and ceilings of this level are smooth masonry. All the ceilings are 10ft high unless otherwise noted.

All the doors throughout the entire dungeon are solid oak, reinforced with iron (They all open easily), except where noted. None of them are locked or trapped, except where noted.

Two of the doors and one of the chests in this dungeon are locked with an eagle key, or a spider key. The eagle key and the spider key are found elsewhere in this dungeon. As far as all the other locks (doors or chests) go, the keys are long gone. They must be picked (as in the pick lock skill), or smashed.

Room 1A: Entrance Hall

Encounter 4 goblins

Treasure Food, 5cp, and Random Items

The stone stairway descends into the darkness. As you descend the steep steps, you prepare yourself for the dank smell of the underworld, but you are surprised when the tantalizing smell of roasting rabbit emanates from the dungeon. You see the flicker of a fire, below, and you can hear the guttural, high pitch tones of those stunted greenskins - goblins!

This is the entrance room to the Halls of the Red Wolf. 4 goblins have taken up residence here, and the won't move further into the dungeon because they cannot get past the flame trap in room 1C. The burned goblin corpses in 1C are testament to their attempts. The goblins have built a little campfire in the center of the room, and are presently roasting a trio of rabbits.

After the goblins are defeated, a quick search of the area yields the cooked piglet and potatoes, a purse on one of the goblins belt with 5cp in it, and 3 rolls on the 'Random Items' table I made.

As the PC's approach the door to room 1C, read or paraphrase the following:

As you approach the stoat oak door, the faint smell of smoke and charred flesh assaults your nostrils.

Room 1B: Treasure Room

Treasure 9sp

This small room is completely empty except for a waist high pedestal in the center, with a small chest sitting on it, a chest no bigger than a jewelry box.

This room is completely empty except for a small treasure chest on a pedestal in the center. The treasure chest is locked, but not trapped. It contains 9sp.

Room 1C: Flame Trap Room

Encounter Flame Trap

Treasure 18 cp and 37sp

As soon as the door swings slowly open, you are assaulted by the stink of charred flesh, and acrid smoke. This long room has another large wooden door at the other end. Spaced evenly on each side of the room, are small gaps in the walls, and in these gaps stand black columns, with wolf heads carved on them, jaws wide open, facing the center of the room.

Every inch of the room is scorched black. The floors, the walls,

the ceiling - a charred and black. All except for a small area in front of the door you are standing in, and the door opposite you.

Flame Trap! The walls, floor, and ceiling of this room are scorched black, and the scent of smoke and burnt flesh is all-pervading. Scorched skeletons litter the floor. A search of the skeletons yields 18cp and 37sp, but may lead to severe burns.

If any object or person steps between two of the flame columns, then all six columns spit flames out, scorching the entire room, except 5ft in front of the door to 1A. The flames last 5 seconds, and do 1d10p damage per second, ignoring DR.

There is a secret tunnel in the north side of this room, leading to the other side of the flame columns. Check the Lvl One map for its location. The secret tunnel is 3ft. wide, and 3ft. high.

Note that identifying this trap is silly, because its so obvious, and disarming it is impossible. The thief simply cannot get close enough to it, without getting scorched, to disarm it. Just find the secret tunnel!

Room 1D: The Guardian Encounter Portcullis

As soon as you glance in this room, your attention is drawn to two life sized gargoyles standing on large pedestals in the center of the room. The one closest to you, in the center of the room, faces a wooden door to your left, in the north wall, the only other door in the room. You find the fact that it has three arms to be strangely unsettling.

The second gargoyle stands behind the one in the center, and it only has two arms. It stands facing you, and has a wicked looking snarl on its face.

Apart from the gargoyles, this large room is devoid of furnishings.

Two gargoyle statues are in this room. A 3 armed statue stands at attention in the center, facing north. If any one of the 3 wolf keys enters this room, a portcullis between 1C and 1D slams shut, and the 3 armed statue's eyes glow red. It says "THE WOLVES MAY NOT LEAVE." It repeats this statement every 10 minutes.

If the 3 wolf keys, bronze, silver, and gold are placed in the statues' 3 hands, it repeats its words, grasps the keys, and the portcullis lifts. The keys are impossible to remove from its hands.

The portcullis is incredibly difficult to lift or to have its bars bent. It opposes a feat of strength with 1d20p + 20. It will raise, all by itself, if no key has been in the room for 24 hours.

Another (2 armed) gargoyle stands in the room, facing west.

Room 1E: Treasure Room Encounter Poison Needle Trap Treasure 4sp

This small room is completely empty except for a waist high pedestal in the center, with a small chest sitting on it, a chest no bigger than a jewelry box.

This room is completely empty except for a small treasure chest on a pedestal in the center. The chest is trapped with a tiny poisoned needle. If poisoned, the PC rolls a d20p and adds his Constitution score while the GM rolls a d20p +5. If the GM rolls above the PC's score, the victim suffers the full effect of the poison. Inflammation that results in d6 hp loss at a rate of 1 damage per 10 seconds until rolled damage is reached.

The chest is also locked. It contains 4sp

Room 1F: Pit Trapped Passage Encounter Pit Trap Treasure Random Items

A passageway opens up before you. It runs straight ahead and ends, after a short while, at a wooden door. Two branches run from the direct center of the passageway, one to the left, and one to the right. Both of these passages end abruptly in wooden doors after.

This passageway has a pit trap in the center. The pit trap is 10ft. deep and it only opens if two medium sized people, or 3 small sized people step on it. The pit is full of old skeletons and rusty weapons. Anyone in the pit may search through the debris. Searching takes one minute, and they may roll once on the 'Random Items' list I made. They may continue searching to their hearts content.

Room 1G: The Way Down

This medium sized room is empty, except for a broad stairway lead-

ing downwards, on the far side of the wall to your right.

This room is empty. It is the way down to level 2.

Room 1H: The Crypt Encounter 4 Giant Beetles, 2 Skeletons Treasure 2 Pretty Longswords, 2 Pretty Medium Shields The door to this room is locked.

Two tomb shaped pedestals sit in the center of this medium sized room. Upon each one lies the skeleton on some long forgotten hero. The two skeletons have ornate looking shields and longswords lying ceremoniously upon their chests. The swords and shields glitter with gold and gems, and look to be worth a fortune.

But your attention is soon drawn away from this gaudy wealth, by 4 huge beetles, which suddenly scurry out from a small tunnel bored in the left hand wall of the room. Each beetle must be 3 ft. long!

This room contains 2 pedestals with a skeleton lying on each one. Each skeleton is grasping an ornate looking longsword and an ornate looking medium shield. 4 Giant Beetles scuttle around the room, and they attack if disturbed.

If anyone disturbs the skeletons, they animate and attack. Their swords and shields, while very pretty, have fake gems and fake gold. They are serviceable as longswords and medium shields, but are not very valuable. Note, that if a foolish PC wields one of these swords and/or shields around other people, he will become a target for muggers and foot pads, trying to steal these 'valuable' items.

A 2ft wide passageway winds away from this room. Every 5 minutes that the PC's are in this room, there is a 1 in 6 chance, that 1d3 Giant Beetles will emerge from this passageway. If the PC's are making a ruckus, the chances increase to 2 in 6. The passageway is too small for PC's to use.

Room 1I The Pit and the Chest Encounter Pit Trap Treasure 8sp, A Healing Potion, and Random Items The door to this room is locked.

This medium sized room is completely empty except for a waist high pedestal in the center, with a small chest sitting on it. The chest is about a foot long.

This room contains a long pit trap in front of the door and a treasure chest on a pedestal, containing 8sp and a healing potion. The pit trap is 10ft. deep and it will open if 50lbs or more steps on it. The pit is full of old skeletons and rusty weapons. Anyone in the pit may search through the debris. Searching takes one minute, and they may roll once on the 'Random Items' list I made. They may continue searching to their hearts content.

Level Two

Room 2A: The Mural Room

You don't know what to focus on first as you enter this large room, the man sized statue of a wolf, made of silver, sitting at the far side of the room, or the huge double doors behind it, which seem to be made of solid gold!

You find that you are drawn into the room, and before you know it, you are all standing before the great silver wolf. Your eyes keep darting from the wolf to the huge double doors behind it. The doors are carved with wolves. Wolves are hunting, howling, eating, sleeping, and a dozen other activities. As you stare at the glittering golden doors, you almost convince yourself that the wolf carvings are moving.

Another door, a stone door sits on the left hand wall of this room, and while the golden doors are carved with wolves, this door is carved with eagles. You hardly notice the unassuming wooden door in the right hand wall.

For the first time, you notice that, not only are the golden doors carved with wolves, but the entire far wall is covered with them. Spinning slowly to your right, you see that the right hand wall is covered in carvings of bats, while the way you entered is carved with rats, and the left hand wall is covered with murals of landscapes swathed in mist. Graveyards, temples, forests, mountains, cities, all wreathed in mist.

Suddenly, the eyes of the wolf statue glow red and, in a booming voice, it speaks, breaking out of your trance, "3 KEYS WILL OPEN THE WAY. BRASS, SILVER, AND GOLD."

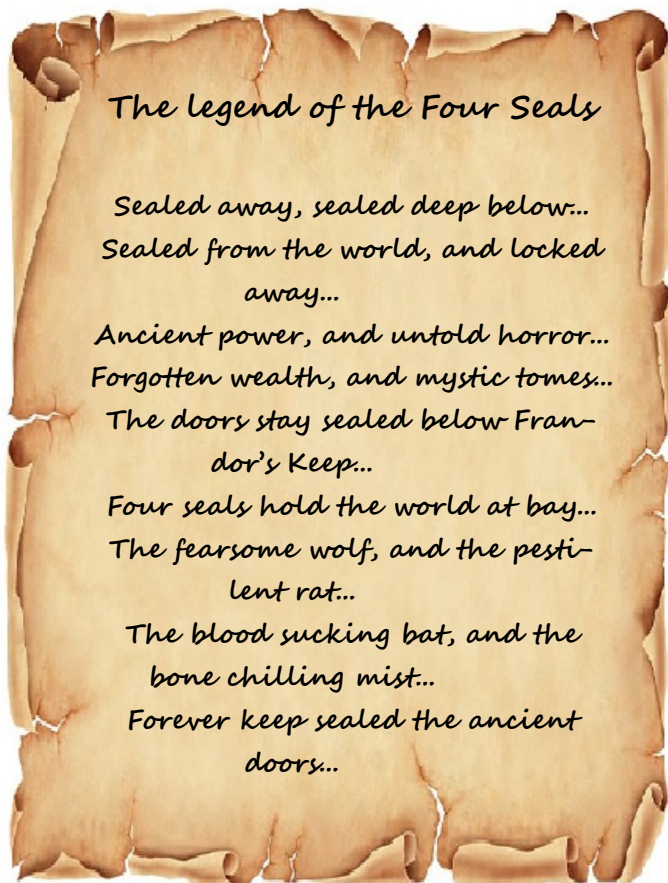
For the first time, you notice 3 keyholes in the great golden doors.

The north doors are ornate double doors, made of gold, and carved with wolf images. The doors have 3 locks on them, a brass one, a silver one,

and a golden one. The walls are covered with murals of wolves, bats, rats, and mist. A silver statue of a large wolf sits before the double doors. If approached, its eyes glow red and it says;

"3 KEYS WILL OPEN THE WAY. BRASS, SILVER, AND GOLD."

If Phineas fled to this room, when the PC's find him here, he is



madly scribbling in one of his many journals. When he sees them, he will tell them the legend of the four seals.

Room 2B: The Eagle Room

Encounter 2 Skeletons

Treasure A Longsword, A Warhammer, A Medium Shield, 4cp, 8sp, two pewter mugs, and a pewter pitcher

The door to this room is locked with the eagle key.

This medium room is devoid of any furnishings save for a rectangular table in the center. Two skeletons are seated on two moldy chairs at the table and the molded remains of a deck of Assassins Run cards sit on the table between them, along with a few coins, two pewter jugs, and a pewter pitcher. A longsword and a medium shield lie on the floor next to one of the skeletons, while a warhammer sits next to the other. There is a wooden door in the left wall of the room.

The door to this room is made of stone and it is locked. The lock is incredibly difficult to pick (+30 - or 1d100p + 80 for an opposed check). It is also incredibly hard to bash down, having a door value of 20. The key hole has a small eagle carved above it. GM's note: The eagle key is located in 3E.

The room itself is a guard room to 2C. A large table is in the center of the room and 2 skeletons sit around it. They will animate and attack if anyone enters the room. One of the skeletons has a longsword and a medium shield, and one of them has a warhammer. Everything else on them has long since rotted away. The deck of cards are too rotted away to be worth taking, but 4cp and 8sp sit on the table, along with the pewter mugs and pitcher.

Room 2C: The Fake Eagle Chest

Encounter Exploding Chest Trap

This small room has murals of eagles carved all over the walls. Every square inch of wall space has carvings of eagles. Eagles are soaring, swooping, eating, fighting, nesting, and doing every thing else thinkable.

The only object in the room is a large, ornate looking chest against the center of the east wall. The chest is waist high, made of solid oak, and bound in silver. Like the walls, it is covered in carvings of eagles, but these carvings are filled with silver.

This room is carved with murals of eagles. A large wooden chest, bound in iron, sits on the floor, against the west wall. The east wall is stacked with barrels. The barrels are full of vinegar (which used to be wine).

The chest is trapped. If anyone tries to open it, it explodes in a large fireball. Anyone within 15ft. of it take 1d10p damage, ignoring DR. Crafty (or lucky) PC's will discover that the silver is fake. The explosion completely obliterates the chest. It is empty, by the way.

Room 2D: The Eagle Treasure Room

Treasure 5 sp and The Spider Key

This small room is completely empty except for a waist high pedestal in the center, with a small chest sitting on it, a chest no bigger than a jewelry box.

This room is completely empty except for a small treasure chest on a pedestal in the center. The chest is neither locked, nor trapped. The chest contains 5sp and the spider key.

Room 2E: The Wolf Room

Treasure The Wolf Talisman

This room is huge! The ceiling is so high that the light from your torches does not reveal it. But it is not the ceiling that captures your attention. It is the walls, for they are plated with solid silver, and carved with murals of wolves. Every square inch of wall space has carvings of wolves. Wolves are hunting, running, eating, fighting, sleeping, and doing every thing else thinkable.

Standing arranged about the room are six statues of wolves, twice as tall as a man, made out of pure silver. The statues are calmly sitting at attention, gazing alertly forward, and their eyes are red rubies. A seventh silver wolf stands at the far end of the room, but, unlike its' brethren, it has a horrific snarl on its' face. This seventh statue is half again as tall as the rest.

Standing before you, not ten feet from the door, is a stone statue of a man down on one knee, grasping a small silver wolf (about the size of your hand) in both his hands, and holding it up to the heavens. The wolf statuette's jaws are open wide and are grasping a red ruby that is exactly the same size as the ones in the eyes of the wolf statues.

The entire floor of this room is obscured by six inches of stone dust and rubble, as if a hundred statues had been smashed to bits by a very thorough mad man. Here and there, and dotted about, the rubble piles up into mounds, some as high as your knee, and some as high as your waist.

The walls of this room seem to be plated in... silver! Every square inch of the walls is covered with wolves. Wolves hunting, wolves howling, wolves eating, wolves everywhere. Seven huge statues of wolves sit in the room, made out of silver, with red rubies for eyes (refer to the map of level 2 for the locations of these wolf statues - **the eastern most statue is missing one of its eyes, THE LEFT EYE**). Six of the statues are 12ft. tall and each one weighs several tons. The northernmost statue is significantly larger than the rest, being 16ft. tall, and weighing twice as much. All the statues are in the same pose, sitting down and staring ahead, alert. The large wolf has a snarling facial expression. They all face south.

Rubble and piles of dust cover the floor, as if dozens of stone blocks had been smashed to bits in here.

Right in front of the door is an appropriately sized stone statue of a man down on one knee, grasping a small silver wolf (about the size of ones hand) in both his hands, and holding it up to the heavens. The wolf statuette's jaws are open wide and are grasping a red ruby that is exactly the same size as the ones in the eyes of the wolf statues. If someone tries to take the silver wolf statuette, the statue animates, stands up, and faces the character, holding the statuette in both hands, in front of his belly. The ornate golden doors to this room slam shut and magically seal.

The statue of the man looks at the character who tried to take the statuette and speaks, in a booming voice.

"THE SILVER WOLF IS YOURS, NOW, BUT IT IS INCOMPLETE. ALONG WITH THE EYE OF A WOLF, PLACED IN ITS JAWS, IT SHALL BECOME THE WOLF TALISMAN.

"BE WARNED! ONLY ONE OF THE EYES IS THE CORRECT EYE. TAKE ANY OTHER, AND YOUR FATE SHALL BE AS MINE. CHOOSE WISELY, FOR I DID NOT. I WAS TOLD THAT SAFETY IS OUT OF SIGHT OF THE ALPHA WOLF, SO I CHOOSE THE EYE THAT WAS FARTHEST FROM IT. I WAS WRONG, MY PUNISHMENT SHALL BE YOURS IF YOU, TOO, ARE WRONG.

"NOW, MY VIGIL HAS BEEN LONG. I AM READY FOR MY RELEASE."

After speaking, the statue collapses into a pile of rubble, and the silver statuette falls down to the ground.

After the statue collapses, Phineas speaks up.

"It's a riddle. Out of sight of the alpha wolf." He glances at all the wolf statues. "The alpha wolf statue can 'see' all the other statues. Search the walls behind it!"

There are no ruby eyes anywhere other than on the statues, but Phineas spends all his time and energy insisting that the alpha wolf statue can 'see' all the others. The answer to the riddle is to 'blind' the alpha statue. If both rubies are taken out of its eye sockets, then the right eye of the statue immediately to the front and right (from the statues point of view) of the large statue will start glowing. This is the correct ruby.

If the players take too long figuring this out, then Phineas will figure it out.

The doors will not open, by any means, unless the correct gem is placed in the statuettes jaws, and all of the incorrect gems are placed in the eye sockets of the statue (except for the right eye of the statue immediately south and west of the large statue, of course). It doesn't matter which rubies are placed in which eye sockets. If the incorrect gem is placed in the statuettes jaws, it is game over for the PC's. They all die instantly, as they all turn to stone and shatter, while the one who put the gem in the statuettes mouth takes up his eternal position where the previous statue was kneeling, holding the statue up in supplication.

If the PC's figure out some way to get out of the doors with more rubies, then congratulate them - they have the rubies!

Room 2F: Entrance to Level 3

The first thing you see when you enter this room are the swarms of rats, hurrying to get away from the light of your torches.

There are two exits on the fall wall of this empty room. A stout wooden door to the left, and some stone steps leading downwards on the right. The distant sound of rushing water can be heard emanating up the steps.

This room is completely empty except for the stairway down. The sound of rushing water can be heard coming from the stairway. If the PC's make a lot of noise in this room, they may (1 in 6 chance) attract the attention of 1d3 giant rats, who come bolting up the stairs to attack.

Room 2G: An Empty Intersection

The door to this room is locked.

A passageway opens up before you. It runs a fair distance ahead and ends at a wooden door. Two branches run from the direct center of the passageway, one to the left, and one to the right. Both of these passages end abruptly in wooden doors.

This is an empty intersection.

Room 2H: A Part of The Riddle

Treasure Message

This medium room appears to be empty. You can see some writing, written in huge letters, carved on the right hand wall.

There is a message carved on the east wall of this room. It says, "SPIDERS GUARD GREAT TREASURE."

Room 2I: Pit Trap

Encounter Pit Trap

Treasure 8cp, 3sp and Random Items

The door to this room is locked.

This medium room appears to be empty.

This room contains a large pit trap. It will only open if 2 or more medium sized people, or 3 or more small sized people step on it. There are broken bones and rusted weapons down there, but a quick search will reveal a purse with 8cp and 3sp in it. Further searching takes one minute, and the PC may roll once on the 'Random Items' list I made. He may continue searching to their hearts content.

Room 2J: Treasure Room

Treasure 14sp

This small room is completely empty except for a waist high pedestal in the center, with a small chest sitting on it, a chest no bigger than a jewelry box.

This room is completely empty except for a small treasure chest on a pedestal in the center. The chest is neither locked, nor trapped. It contains 14sp.

Room 2K: The Grate

The door to this room is locked.

This medium room is empty, save for a hole in the center of the floor. The hole is large enough for a man to fit through, and you can hear rushing water coming from below.

There is a hole the floor of this room that leads down into the river in room 3A. Running water can be heard coming from below.

Level Three

All of level 3 is the domain of giant rats. Level 3 is the only part of this dungeon that has wandering monsters. Every 10 minutes, on a roll of 1 on a d6, 1d3 giant rats attack. The entire level is also swarming with regular rats, except these regular rats are not normally aggressive. These rats will not, under normal circumstances, be either a boon or a hindrance to the PC's. They rush away from people or flames (from torches) as fast as they can.

GM's should note that there are a myriad of tunnels crisscrossing this level. Even though they look large on the map, these tunnels are a foot to a foot and a half wide, maybe 2 feet at certain points. They are simply too small for PC's to fit through.

The river running through this level is running south.

Room 3A: The Rickety Rope Bridge

Encounter 4 Giant Rats

Treasure The Gold Wolf Key

This huge room is dominated by an underground river running through the center of it. The walls reverberate with the sound of the rushing water. A veritable horde of rats carpets the floor of the room, and they scurry away as you approach. More than a few of them plop down into the water as you enter the room. A rickety looking wooden plank bridge runs across the river, leading to a door on the opposite side of the it. Another door sits in the left wall of this room, on your side of the river.

You can see the tiny openings to several tunnels cut into the walls of this room, each one barely a foot or two wide. Rats scurry into these tunnels, running from the flames of your torches.

You don't have much time to worry about the bridge, however, or the rats, as 4 large rats look up from gnawing on a collection of old bones and skeletons littering the floor. Each of them must be as big as a large dog! The mad look in their eyes raise the hairs on the back of your neck as they race towards you, eager for fresh meat.

This room is filled with skeletons. 4 Giant Rats are here. There is a rickety rope bridge crossing the river. Directly under the bridge, and 30ft under water is the skeleton of a Deji Barbarian named Malaric. He is grasping the gold key in his hand.

Room 3B: Treasure Room

Encounter Trapped Chest

Treasure 10sp and a +1 Dagger.

This small room is completely empty except for swarms of rats, which swarm away from you, and a waist high pedestal in the center, with a small chest sitting on it. The chest is about a foot long.

This room is completely empty except for a small treasure chest on a pedestal in the center. It is trapped with a poisoned dart. If poisoned, the PC rolls a d20p and adds his Constitution score while the GM rolls a d20p +5. If the GM rolls above the PC's score, the victim suffers the full effect of the poison. Inflammation that results in d6 hp loss at a rate of 1 hp per 10 seconds until rolled damage is reached.

The chest contains 10sp and a +1 dagger.

Room 3C: Phineas

Encounter Phineas

Treasure The Silver Key

The door to this room is locked. As the PC's begin to tamper it, they hear a voice call out from the other side.

"GO AWAY!"

This is the voice of Phineas, the rat-phobic scholar. He absolutely

refuses to open the door unless the PC's can convince him that all the rats are dead or gone. He will do and/or say anything in his power to stop the PC's from picking the lock or bashing down the door. When he finally lets them in, he quickly slams the door shut behind them and locks it.

See the section on Phineas at the end of this adventure for more information.

Once the PC's gain entry to this room, read or paraphrase the following to them;

The door slowly opens, and a pale man with gray hair peeks out. He worriedly looks around the room, ushers you in and slams the door behind you, locking it. There is a pool of water in the center of this room, and a baby angel statue stands in it, holding a bow and arrow. Crystal clear water is spewing from the statues mouth, and fountaining into the pool below.

Surprisingly, this room is devoid of rats!

Room 3D: Old Store Room

Treasure Random Items

This small room is stacked, floor to ceiling, with old crates and barrels.

This room is filled with rotted crates and barrels. The contents of these crates and barrels have long since rotted away, or been taken away. Anyone may search through the crates and barrels. Searching takes one minute, and they may roll once on the 'Random Items' list I made. They may continue searching to their hearts content.

Room 3E: The Eagle Knight

Encounter Skeleton

Treasure Eagle Key

The door to this room is locked.

This small room is completely empty except for a old wooden chair in the center of the room. Seated on the chair is a moldy-looking skeleton. He is dressed in rusted chain mail and grasps a longsword that seems to be more rust than sword. Around his neck, on a leather thong, is a steel key, with an eagle carved onto it.

This room is devoid of furnishings, all except for a chair in the center of the room, with a skeleton sitting in it. He is dressed in rusted chain mail armor, and grasps a rusted longsword. Around his neck is the eagle key.

The skeleton animates and attacks if he is disturbed in any way. His armor is useless (it falls apart when hit), and the longsword is only useful as a club (counts as a club).

Room 3F: Centipede Room

Encounter Pit Trap and 6 Giant Centipedes

Treasure Random Items and A Message

This small room stinks of mold and mildew. You can see mold covering the walls and ceiling, and it also covers quite a few rotten crates that are stacked haphazardly against the south wall.

This room smells moldy and musty. Mold creeps up the walls and covers the floor. Stacked against the south wall are rotted crates. 4 giant centipedes attack anyone who searches through these crates. The contents of the crates have long since rotted away.

The room has a pit trap in the center. The pit trap is 10ft. deep and it only opens if two medium sized people, or 3 small sized people step on it. The pit is damp and moldy, with a half an inch or so of foul water in it. 2 giant centipedes immediately attack anyone who falls in it. The pit is full of old skeletons and rusty weapons. Anyone in the pit may search through the debris. Searching takes one minute, and they may roll once on the 'Random Items' list I made. They may continue searching to their hearts content.

There is a message carved on the south wall of this room, hidden behind the crates. It says, "SEARCH SOUTH WHERE SPIDERS GUARD."

Room 3G: Crossbow Trap Corridor

Encounter Crossbow Bolt Trap

The door to this room is locked.

A long passageway extends in front of you, and ends in a dead end. Two wooden doors are evenly spaced along the left hand wall. You can see a tiny tunnel entrance close to you on the right hand wall, maybe a foot wide., and dozens of rats scurry into it as you approach.

The door to this passageway is locked, but the key has long since been taken away. It can only be picked (pick lock) or smashed (feat of strength). The passageway itself is trapped, but the trap will not go off unless

the door to 3H is opened.

Room 3H: A Part of the Riddle

Treasure Message and Random Items

You can hear the chittering of rats as you swing the door open into this small room, and soon you can see them scurrying throughout the room. You notice some more of the small tunnel entrances on the far and left walls. The right hand wall of this room is piled waist high with purses and small bags. You can see some sort of writing written in huge white letters on the floor.

The door to this room is trapped. As soon as it is opened, a crossbow bolt shoots from a tiny holes in the north wall of 3G. It does 2d6p damage. The GM should roll a d20p for attack, and the 1st PC who is in the line of fire should roll defense (surprised). If he successfully defends, the next PC in the line of fire should roll defense (surprised), and so on, and so forth.

The north wall of this room is stacked with purses and small bags. Players are free to search through them to their hearts content. Each search yields one roll on the 'Random Items' table I made. Every minute spent in this room, the GM should roll for a wandering monster.

There is a message carved on the floor of this room. It says, "WATER FLEES FROM SPIDERS."

Room 3I: Treasure Room

Encounter Trapped Chest

Treasure 14sp and a +1 Small Shield

This small room is completely empty except for a large chest in the center, about as high as your waist, and a thousand rats scurrying away through tiny tunnel entrances in the left and right hand walls.

This room is completely empty except for a small treasure chest on a pedestal in the center. The treasure chest is trapped with a tiny poisoned needle. If poisoned, the PC rolls a d20p and adds his Constitution score while the GM rolls a d20p +5. If the GM rolls above the PC's score, the victim suffers the full effect of the poison. Inflammation that results in d6 hp loss at a rate of 1 hp per 10 seconds until rolled damage is reached.

The chest contains 14sp and a +1 small shield.

Room 3J: A Long Forgotten Battlefield

Treasure 17sp and an Invisibility Potion

Six skeletons lie on the floor of this medium room, and their poses remind you of corpses in the aftermath of a great battle. Rats, by their dozens, occupy every cavity the skeletons possess, and many, many more rush all around the room. You can see some more of the small tunnel entrances on the north and east wall of this room, and a wooden door is set into the west wall.

Six skeletons lie haphazardly in this room, dressed in rusted armor, and carrying rusted weapons. These six skeletons do not animate, though. They stay dead. A search of the room reveals a purse with 17sp in it, and an invisibility potion.

Room 3K: Kobolds Warped In

Encounter 4 Kobolds

Treasure Food

The door to this room is locked.

When you open the door to this room, you see a tall man, with flowing black hair and glowing red eyes shutting a large chest full of gold. He is dressed in long black robes, trimmed in red. He turns to you and yells, "THIEVES!" A staff with a red crystal materializes in his hands and he stamps it one the ground and says...

"Whoops!"...

...There is a bright flash of blue light and a boom of thunder. The man and his chest disappear, and 2 kobolds are suddenly sitting on a log in the room, roasting a dead piglet over a campfire. A 3rd kobold is peeling potatoes from a small sack at his feet and putting them in a small cast iron cook pot, which is hung over the fire. They look around, dazed and confused, and wondering what the hell just happened. A fourth kobold is standing right in front of the door, peeing on [insert lead PC's name] boots. The peeing kobold seems to be just as surprised as you are. He finishes his duty, smiles nervously, and slowly closes the door in your face.

If the PC's reenter, the kobolds attack.

Room 3L: The Spider Door

Encounter 3 Giant Rats Treasure

This small landing area is devoid of furnishings, but a large stone door sits in the wall in front of you. The entire door is covered with carvings of spiders and webs. The ever present rats swarm all over the floor.

3 giant rats suddenly scurry out of tunnel entrances in the north and south walls, and race towards you, fangs bared.

This room is empty except for 3 Giant Rats.

Room 3M: The Spiders!

Encounter 4 Big Spiders and 2 Large Spiders Treasure 16cp, 9sp, and Random Items

The door to this room is locked with the spider key.

You find it difficult to judge the size of this room for all the webs. The entire room is covered with them. The coat all the walls, the floor, even the ceiling, and they pile up, waist high in some places. Huge sheets of webs dangle about the room, creating some arachnid mockery of a mansion, or a labyrinth, more like. Cocoons made of spider silk hang from the ceiling, some man sized, some smaller, and you shudder to think of what might wait inside those sticky prisons. You think you can see the remains of human and rat skeletons amongst all the webs, but you can't be sure.

The door to this room is made of stone and it is locked. The lock is incredibly difficult to pick (+50 or 1d100p + 100 for an opposed check), and is also incredibly hard to kick down (door value 20). The entire door is covered with carvings of spiders and webs. The door can be unlocked with the spider key. GM's note: The spider key is located in 2D.

This room is the home of big spiders (25eps each). The spiders constantly fight with the giant rats. When the PC's enter this room, 4 Big Spiders and 2 Large Spiders attack. Every 30 seconds is a chance of a wandering monster. If any Giant Rats show up, they will attack the closest foe (PC or spider).

Note that this room is filled with sticky spider webs. Anyone (except spiders) who try to move in this room, do so at a half rate. Also, if anybody fumbles when attacking or defending, then their weapon gets stuck in some webs, and they must take 1d10p seconds to get it back. All combatants who try to fight in the webs (except spiders) must take a -3 penalty to attack, and a -2 to defense. Extra experience points are to be awarded for fighting victoriously here.

The room is filled with webs, fragments of bones, and fragments of rusted weapon/armor bits. The PC's may search to their hearts content. The first search yields a total of 16cp and 9sp. Each search yields a single roll on the 'Random Items' table I made. Every minute spent in this room after all the spiders are dead, means a wandering monster might attack (a roll of 1 on a 1d6 means 1d3 Giant Rats attack).

Room 3N: Spider Treasure Room

Encounter

Treasure 4gp, A Silver +1 Longsword (SpiderSword), and a +1 Dagger

This small room is swarming with rats, but otherwise completely empty except for a small tunnel entrance in the east wall, and a large chest in the center, about as high as your waist. The large chest seems to be made of silver and is covered in carvings of spiders and spider webs. Similar carvings adorn the walls, floor, and ceiling of the room.

The walls of this room are covered in carvings of spiders and webs. It is completely empty except for a large iron bound chest, plated in silver, in the center of the room. It is also covered in carvings of spiders and webs. It is locked and the lock is incredibly difficult to pick (-50). It can be opened with the spider key, located in 2D. It contains a purse with 4gp, a +1 longsword made of silver with a hilt that looks like a spider, and spiders carved into its blade, and a +1 dagger.

If Phineas sees the SpiderSword, he will remark at its' perfection. He tells the PC's that he has heard of such a sword, forged of the purest silver, in the blood of spiders, and endowed with their powers. He tells the PC's that this is a very powerful and ancient sword, but before its' true powers can be used, it must form a bond with its' wielder. Such a bond can take a lifetime, and many would-be wielders of it have died trying to form such a bond. Phineas has no idea how the bond is formed, but he suggests the wielder uses this sword and nothing but this sword, to facilitate the process. He also re-

The SpiderSword

The SpiderSword is an incredible artifact forged in ancient times. The longer the wielder uses it the more powerful it gets. When the sword comes into the wielders possession, it is level. When the wielder advances a level, it becomes level 2. When the wielder, again, advances a level, it becomes a level 3, and so on and so forth. It has the powers listed below, at each level. Note that the powers do not stack.

If the wielder loses the SpiderSword, for whatever reason, it stays 'linked' to him for 30 days. During these 30 days, it acts as level 1 for anyone else, and they cannot advance it. After the 30 days is up, it breaks its bond with its former master, and begins anew with the new wielder of it a (begins the level progression). If the previous owner gains repossession of it, it begins at level 1 again and the previous owner must begin the level progression all over again.

Level

Powers

1	+1 attack and damage
2	+2 attack and damage, -1 speed
3	+3 attack and damage, -1 speed
4	+4 attack and damage, -2 speed
5	+5 attack and damage, -2 speed, poisons foe as per Giant Spider, Big
6	+6 attack and damage, -3 speed, poisons foe as per Giant Spider, Large
7	+7 attack and damage, -3 speed, poisons foe as per Giant Spider, Very Large
8	+8 attack and damage, -4 speed, poisons foe as per Giant Spider, Huge
9	+9 attack and damage, -4 speed, poisons foe as per Giant Spider, Gigantic
10	+10 attack and damage, -5 speed, poisons foe as per Giant Spider, Gigantic
11	+11 attack and damage, -5 speed, poisons foe as per Giant Spider, Massive
12	+12 attack and damage, -6 speed, poisons foe as per Giant Spider, Gargantuan

After level 12, the SpiderSword still advances levels, but each level is as per level 12. At level 15, the wielder gains the 'Spider Friend' ability. At level 18, the wielder gains the 'Obsession' quirk. If the SpiderSword ever reaches level 20, its' wielder immediately swells up and explodes, and millions of hairy tarantulas come out of his body. Absolutely no forms of resurrections work on a character who dies in this way. When this happens, the sword itself also explodes into hairy tarantulas, and they scurry away, to find a new resting place for the SpiderSword

Spider Friend

When the wielder gains this ability, no spider will attack him. This includes regular spiders and giant spiders, and any other arachnid type creature that has animal (or insect) intelligence. Giant spiders will sometimes go out of their way to protect the wielder, fighting for him, and killing his foes. Wherever the wielder goes, spiders follow. When he sleeps at night, spiders will come out of the woodwork, to rest with him, build webs over him, and just be in the same general area as him. He simply cannot get away from spiders.

Obsession

This quirk works in much the same way as Gollum and his 'precious', from The Lord of the Rings. The wielder becomes obsessive over his sword, talking to it, caressing it, polishing it, and never letting it out of his sight. He begins to have nightmares about losing the sword, and becomes extremely protective over it. During down time, he will often find himself just gazing at his beloved sword, and he will never, EVER, let anyone else so much as touch it. If the sword is out of his sight for even a few seconds, he flies into a blinding rage, becoming completely unreasonable until he gets it back. It takes a great act of will just to sheath the sword, and he will never give it away to anybody, for any reason.

calls something about the sword being cursed, but that it takes years for the curse to manifest.

Leaving the Dungeon

Upon leaving the dungeon, and returning to the old man that invited them there, the PC's find that he is as good as his word. He exchanges 100sp for the Wolf Talisman, then smiles at the PC's, thanks them, and hobbles slowly up the road towards Frandor's Keep. Phineas states that he thinks he knew that old man, but, for the life of him, cannot remember who he is!

The players are victorious! Congratulate them with a pat on the back and a slap on the behind!

PC Experience Awards

1A: Entrance Hall

- Defeat 4 goblins (88ep - monster)

1B: Treasure Room

- Find the treasure room (5ep - story)

1C: Flame Trap Room

- Bypass the flame trap (100ep - story)

1D: The Guardian

- Leave with the bronze key (10ep - story)
- Leave with the silver key (10ep - story)
- Leave with the gold key (10ep - story)

1E: Treasure Room

- Find the treasure room (5ep - story)
- Disarm poison dart trap (67ep - story)

1F

- Bypass the pit trap (67ep - story)

1G: The Way Down

None

1H: The Crypt

- Defeat 4 giant beetles (48ep - monster)

1I: The Pit and the Chest

- Bypass the pit trap (67ep - story)

2A: Mural Room

None

2B: Eagle Room

- Defeat 2 skeletons (134ep - monster)

2C: The Fake Eagle Chest

- Identify and avoid the exploding

chest (100ep - story)

2D: The Eagle Treasure Room

- Find the treasure room (5ep - story)

2E: The Wolf Room

- Complete the wolf talisman (200ep - story)
- Leave the wolf room with more than one ruby (10ep for each ruby - story)

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2F: Entrance to Level 3

None

2G

None

2H

None

2I: Pit Trap

- Avoid pit trap (67ep - story)

2J: Treasure Room

- Find the treasure room (5ep - story)

2K: The Grate

None

3A: The Ricketty Rope Bridge

- Defeat 4 giant rats (48ep - monster)
- Defeat 2 skeletons (134ep - monster)

3B: Treasure Room

- Find the treasure room (5ep - story)
- Disarm poison dart trap (67ep - story)

3C: Phineas

- Rescue Phineas (25ep - story)

3D: Old Store Room

None

3E

- Defeat skeleton (34ep - monster)

3F: Centipede Room

- Defeat 4 giant centipedes (52ep - monster)
- Avoid Pit trap (67ep - story)
- Defeat 2 giant centipedes (28ep - monster)

3G

- Disarm crossbow bolt trap (133ep - story)

3H

None

3I: Treasure Room

- Find treasure room
- Disarm poison dart trap (67ep - story)

3J

None

3K: Kobolds Warped In

- Defeat 4 kobolds (68ep - monster)

3L

- Defeat 3 giant rats (36ep - monster)

3M: The Spiders!

- Defeat 4 big spiders and 2 large spiders (209ep - monster)

3N Spider Treasure Room

- Find treasure room (5ep - story)
- Get the spider sword (100ep - story)

After the Dungeon

- Give wolf talisman to old man (100ep - story)

Total Monster EPs: 879

Total Story EPs: 1287 (827 = Traps)

Total Treasure: 138sp, 51cp, 3 gp, 14 items, and a bunch of random junk

"WOW!" EPs [(1% of ep needed to level up) Each]

Player (_____) Player (_____) Player (_____) Player (_____)

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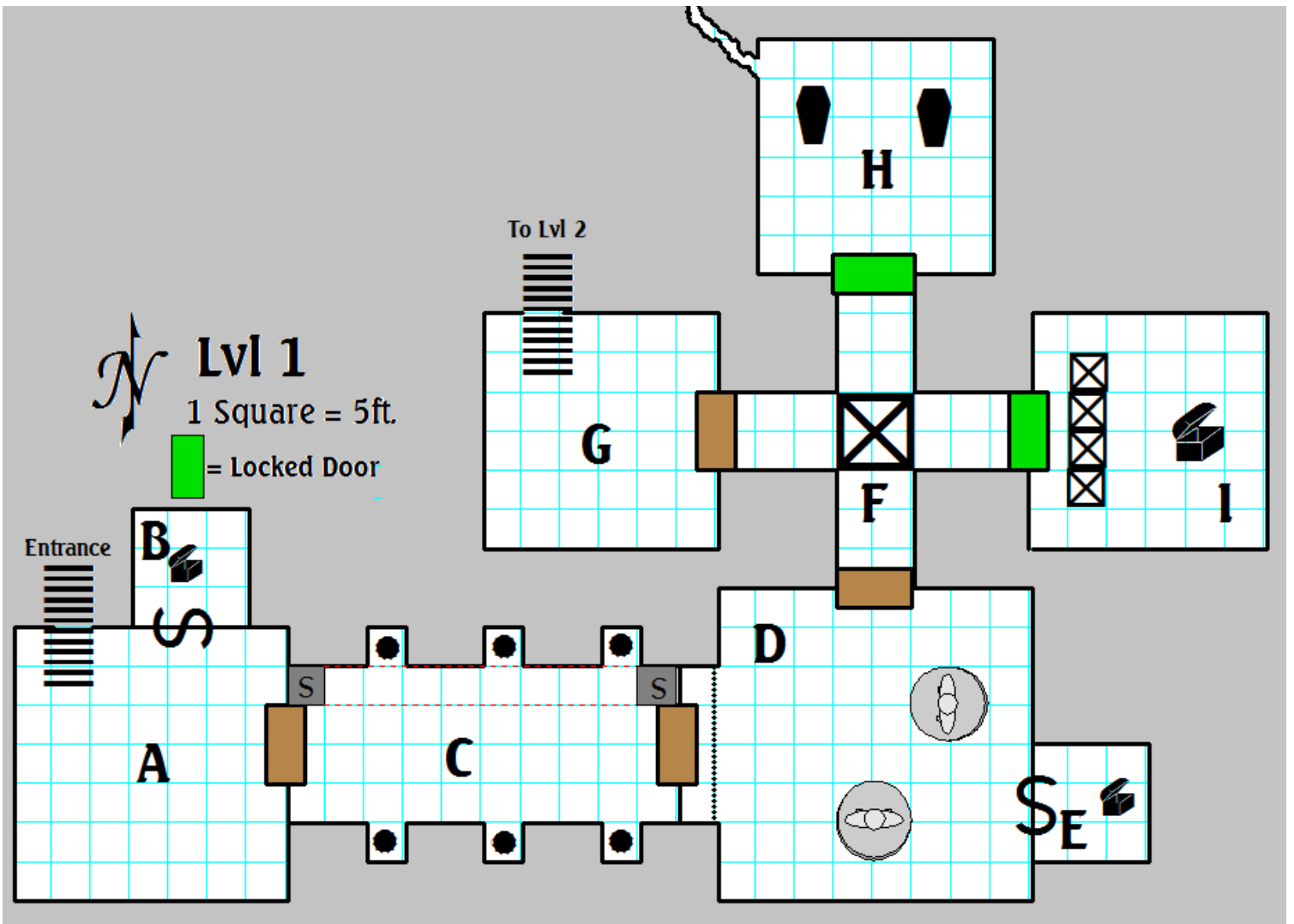
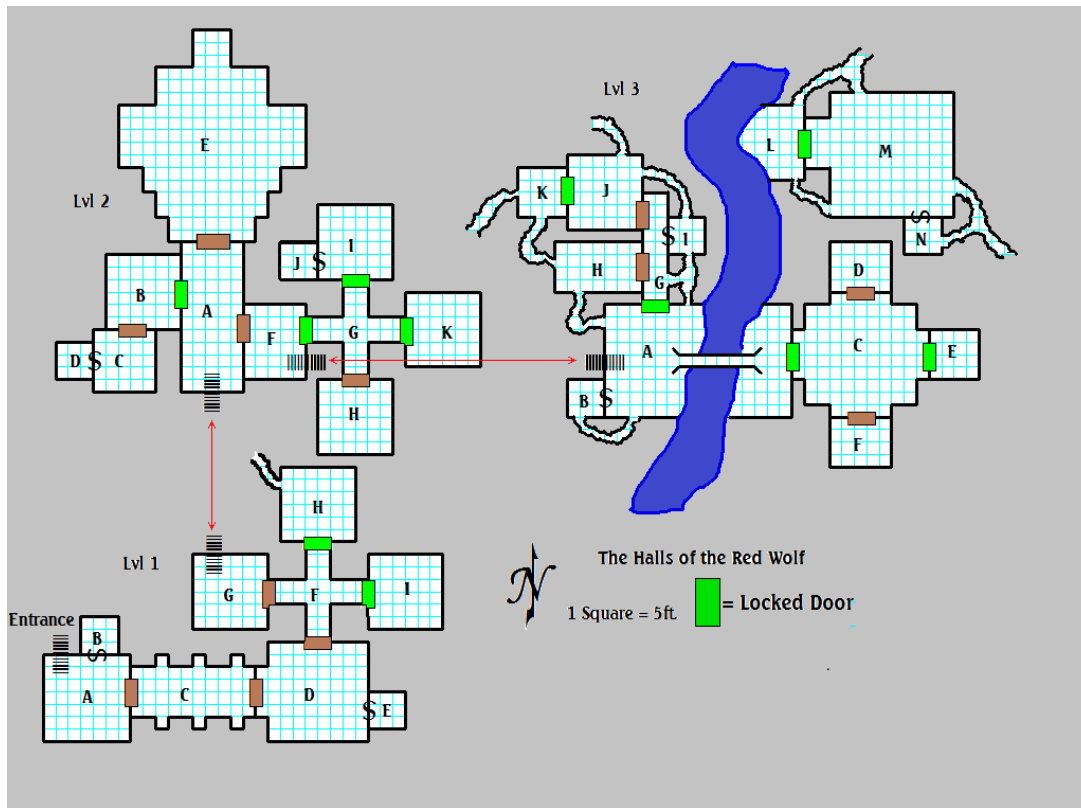
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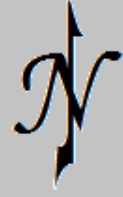
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Player Voted MVP [(10% of ep needed to level up) Each]



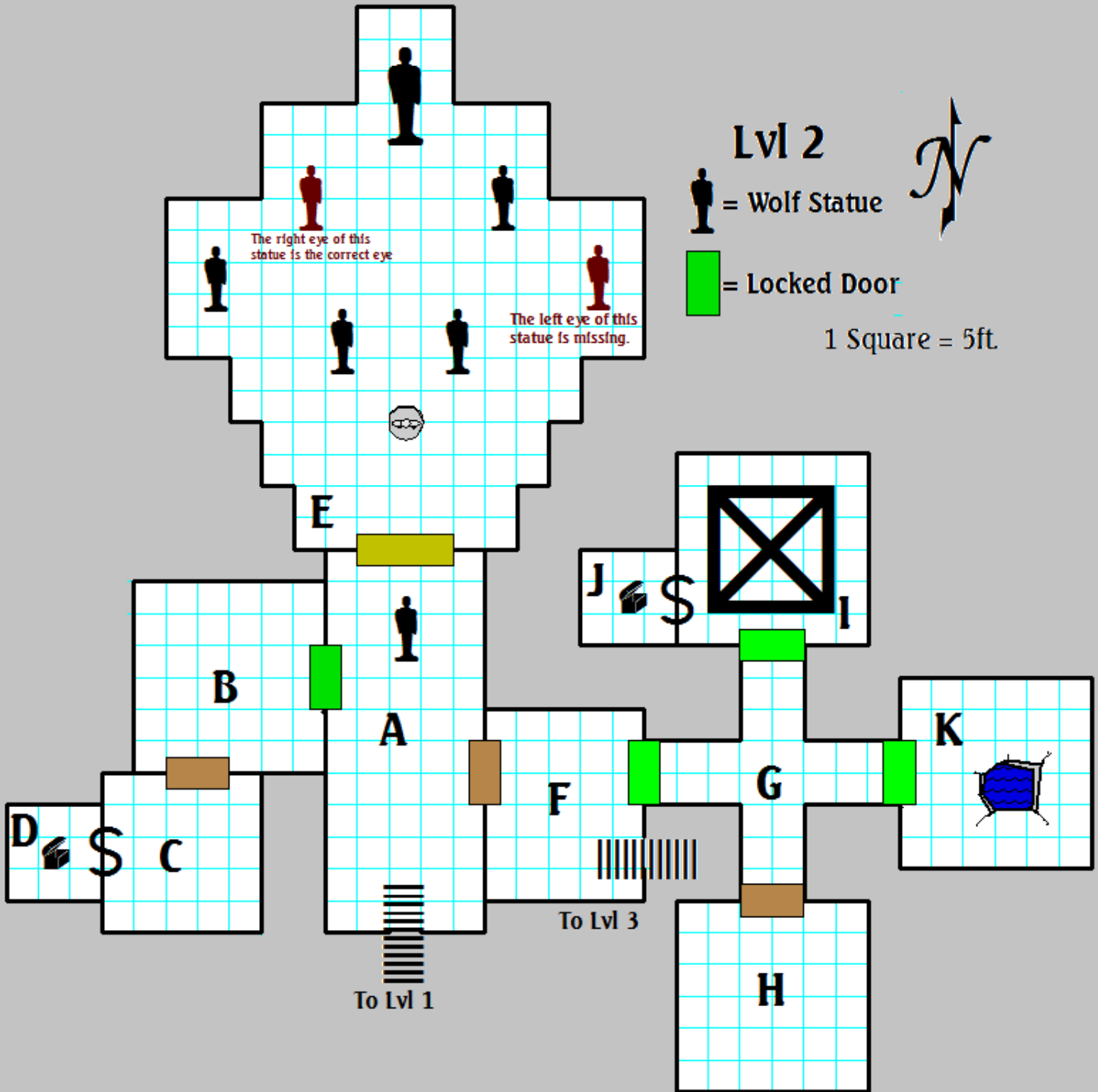
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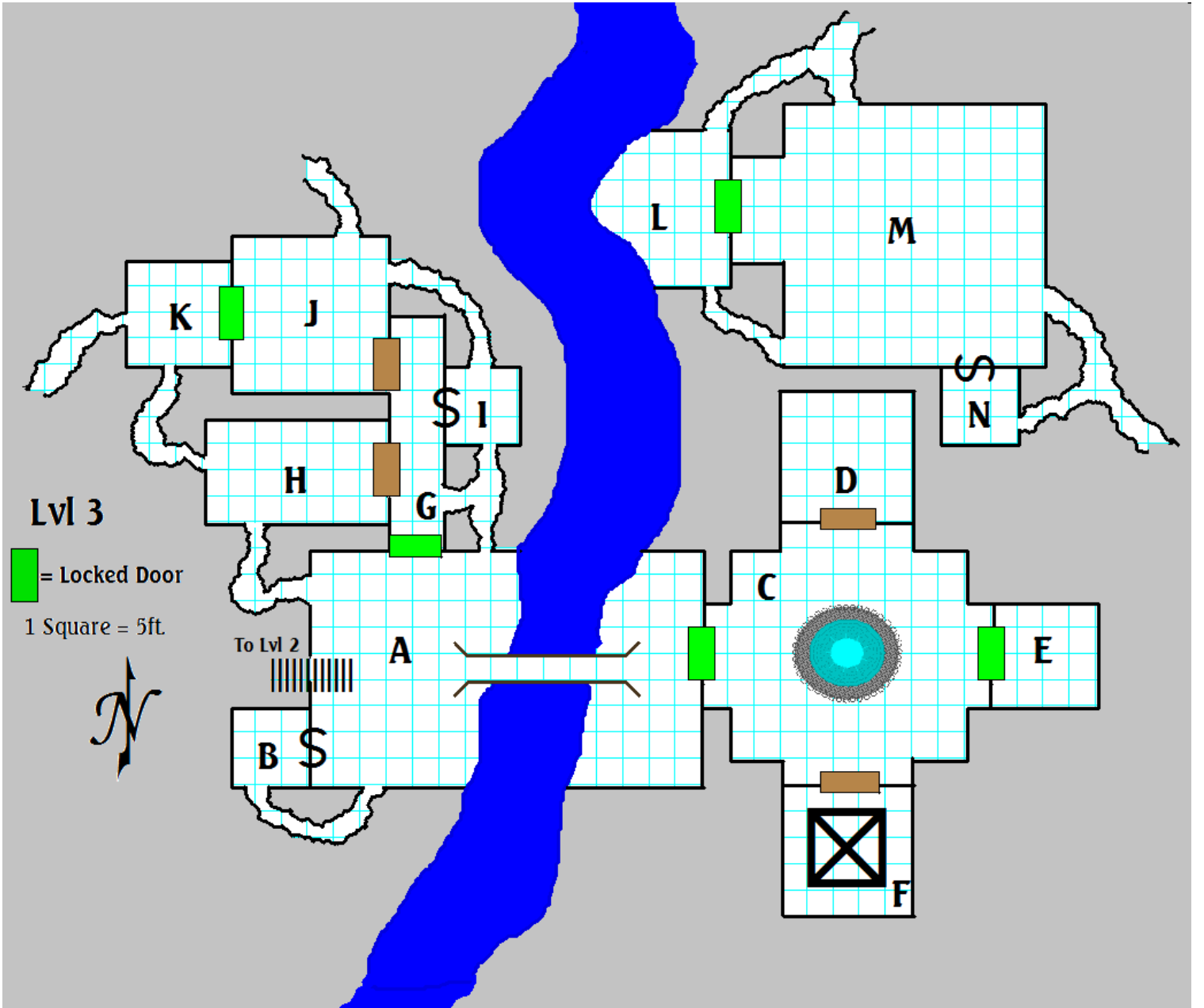


 = Wolf Statue

 = Locked Door

1 Square = 5ft.





Phineas Amedee

Kalamaran Scholar

Alignment Lawful Good



Phineas is a human scholar from B'Papar. He comes from a rich family who disowned him because they wanted him to become an officer in the B'Papar military. But Phineas hated combat and wars, except from an intellectual and philosophical standpoint. He ran away from home and got a job in the great library of B'Papar, working as a book sorter. From his time at the library, he acquired his vast store of knowledge. He even made a friend of a mage once, who taught him the rudiments of magic. He can cast one spell - candlelight. One day, he joined an expedition party to Frandor's Keep in search of an obscure legend of ancient power held sealed deep below the ground by 4 powers - the wolf, the rat, the bat, and the mist.

Phineas' companions met an untimely end and poor Phineas got himself stuck next to a healing fountain in the Halls of the Red Wolf.

Phineas is deathly afraid of rats, you see. And it was the rats who trapped him. He never was able to overcome his phobia.

Phineas is 42, short, pale, and skinny.

Quirks/Flaws: Phobia - Rats; Prematurely Gray

Skills: Appraisal; Artwork; Books, Maps, and Documents; Gems and Jewelry; Spices and Perfumes

Arcane Lore
Current Affairs

Divine Lore

First Aid

Glean Information

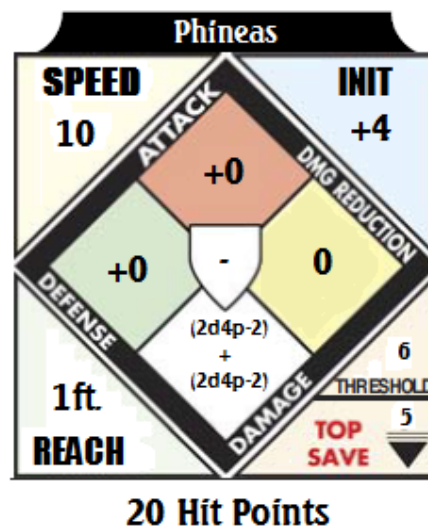
History; Ancient (several of them)

Language (several of them)

Literacy (several of them)

Mathematics

Riddling



The Halls of the Red Wolf have been the home of Phineas for 2 years. Phineas' story is a sad one. 2 years ago, he, and 4 companions, ventured into this dungeon, looking for adventure. They heard that an invaluable red gem was locked away in this dungeon, and they were adventurers, after all. Unfortunately, Phineas' companions were killed by all the rats, in room 3A. Phineas, being phobic of rats, fled in terror into this room. That was 2 years ago. What does he do for food and water, do you ask? The magic fountain of course!

Phineas was lucky when he locked himself in this room. A healing fountain is in it, which heals all wounds, even those of hunger! But Phineas is sick and tired of being here. When they find him, he pleads with the PC's to let him come with them.

Phineas is a human scholar of Lawful Good alignment. He will permanently tag along with the PC's, offering information and morals. He is an avid journal-keeper, and he has a semi-enchanted map. This strange artifact shows a map of whatever location its owner is in. But it is usually incomplete, wrong, or doesn't work at all. The map is also a very jealous map. If the owner is carrying another map of any kind, the semi-enchanted map will refuse to work. Phineas also has an uncanny knack for identifying magic items. Also, a long time ago, Phineas learned the rudiments of magic and was taught a single spell - candlelight. After his self-imprisonment in the Halls of the Red Wolf, after casting the spell dozens of times a day for 2 years, Phineas has refined his spell into an art of itself. He can cast the spell an unlimited amount of times, with no spell points, and no material components. He cannot, however, move the tiny flame. It is always stationary, and he cannot cast more than one at once.

Phineas tells the PC's that they need 3 keys to open the door. Phineas himself has the silver key. He found it in the fountain. One of his companions, a Deji Barbarian named Malaric had the gold key, but he was killed in room 3A. He also tells them that a great treasure is hidden somewhere on this level, but he doesn't know where and his map won't show him.

Phineas is always advising against opening ANY doors on this level, because they might have rats in them.

As soon as Phineas enters room 3A, 2 more giant rats attack, and Phineas shrieks in terror and flees into room 2A, to await the PC's. When they join him there, he is madly writing in his journal and he tells them a legend that he heard, the Legend of The Four Seals, which speaks of an ancient dungeon, which houses unfathomable power, there for the taking. But the door to it is sealed by 4 powers; the Rat, the Bat, the Wolf, and the Mist. The legend says that the dungeon is deep under Frandor's Keep. Phineas says that the 4 powers are similar to a the powers of a vampire, to scare away would-be thieves.