



FROG GOD GAMES ADVENTURES

MYSTERY AT RAVENROCK

by James Thomas



SWORDS &
WIZARDRY
COMPATIBLE

MYSTERY AT RAVENROCK

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Mystery at Ravenrock

By James Thomas

A Swords & Wizardry adventure for 4th to 7th levels

Welcome to Ravenreach

The untamed lands of the north are dangerous and profitable, with opportunities aplenty for the intrepid adventurer. In civilized lands, pickings are few; local lords and city magistrates levy heavy taxes and procure a percentage of the profits. Out on the frontier, however, the strong, the clever, and the determined can still gain riches and glory.

Ravenreach is one small outpost amid the wild hills and deep forests beyond the Borderlands. The hardy inhabitants have hacked and hammered out a town, ringed it with a palisade, and raised a small keep and garrison under the leadership of Baron Bartholomew Blackraven, the illegitimate son of a wealthy noble. Though favored by his father, Bartholomew could never inherit. With his father's patronage and a royal commission, he marched into the wilds seeking his fortune. There, he and his company slew the fierce dragon Murk on a high hill named Raven's Rock. The location provided fresh water and a superior vantage point above the surrounding territory, which was rich in furs, timber, and precious metals. Soon, settlers made camps and homesteads grew nearby, gathering in the bounty of the land. Ravenreach was founded.

Dangerous animals and monsters still ranged throughout the region, however. At first, Baron Blackraven and his men dealt with these threats. Before long, though, the settlements were too widespread, and the baron was too busy administrating the growing community. Word went out and notices were posted in the thriving lands to the south to find stalwart adventurers seeking prospects. One day, a talented magic-user named Minder arrived at Ravenreach. He impressed the baron with his magical skills and was promptly placed on retainer at Castle Ravenrock. In exchange for providing spells and potions for the baron, he was allowed to pursue his own interest: trolls.

This prurient fascination may be the downfall of the small community unless the characters figure out a way to set things right.

Adventures in Ravenreach

Menace at Ravenreach and *Betrayal at Ravenrock* allow characters to involve themselves in the intrigues besetting the small outpost community. In the first part of the adventure, they find themselves seeking a dangerous troll, as well as helping the outlying mines under similar assault. In the second part, they return to Castle Ravenrock to uncover the mystery that has locked down the castle and branded them malcontents planning to overthrow the community. The adventures can be run separately if you do not want to combine them into one larger adventure.

Adventure Background

If characters played through *Menace at Ravenreach*, they have spent the seasons assisting the village of Ravenreach with its troll problems. They have journeyed far and wide in the service of Castle Ravenrock, taking supplies into the hills and getting snowed-in in the process. Now, after the dwarves' spring celebration, the characters are finally returning to Ravenreach from Dimthinlode, a dwarven mining outpost.

The journey back to Ravenreach is uneventful (although you could always have a raging horde of orcs attack the empty wagon train). When the characters finally return to Ravenreach, they find the village a starkly different place. The trading post is closed, the Dancing Bear is empty, people are missing, and those who remain look suspiciously at the returning "heroes." In fact, wanted posters bearing the likenesses of the characters hang around the small village.

The true evil in the wilderness has risen within Castle Ravenrock ...

While they were away, Master Minder made his move against the baron and took over Castle Ravenrock. He immediately sent the servants away, closed the castle, sent his "knights" to round up people speaking against him, and placed the blame for everything squarely on the characters. The characters are currently wanted for sedition and a plot to assassinate the baron.

During the adventure, the characters must find a way into the castle and deal with the troll-infused knights now inhabiting it. They must then deal with Master Minder and end the threat once and for all. The baron is currently a prisoner in his own castle.

If you didn't run *Menace at Ravenreach*, this adventure offers a new beginning you can use to set the scene (see **Adventure Hooks**). These new adventure hooks should provide enough reason for the characters to want to investigate the castle without having spent the past few months working for the baron.

Adventure Hooks

If you don't plan to run *Menace at Ravenreach*, these options allow you to bring the characters into the adventure without needing any of the backstory that occurs in the previous adventure. You can place Castle Ravenrock anywhere in the wilderness where the characters are traveling. They might be looking for a place to stay for the night, or they may simply stroll into the town unaware of the intrigue going on around them.

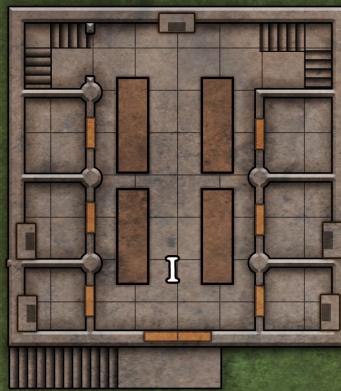
Just Passing Through: Instead of working for Ravenreach over the brutal winter, the characters wander into the small community shortly after the magic-user Minder procures his troll, experiments on it, and seizes the castle. The community is shuttered, its residents scared to walk the streets for fear of encountering one of Minder's troll-infused knights. A few residents are hiding out in the Dancing Bear looking out for adventurers passing through who might help them.

Show Me the Money: The small village of Ravenreach has recently failed to pay its share to the king. The characters are hired to travel to the town to find out why the baron has neglected his duty. They find the town abandoned, the castle locked down, and angry knights ready to kill them for intruding.

Wicked Rumors: A wizards' guild in Bards Gate (or any other city in your campaign world) is hearing disturbing rumors of strange magic being

Castle Ravenrock

First Story - Great Hall



Second Story



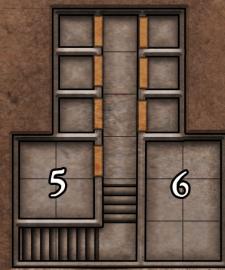
Ground Floor



Roof Top



Dungeon



I Square - 10 Feet

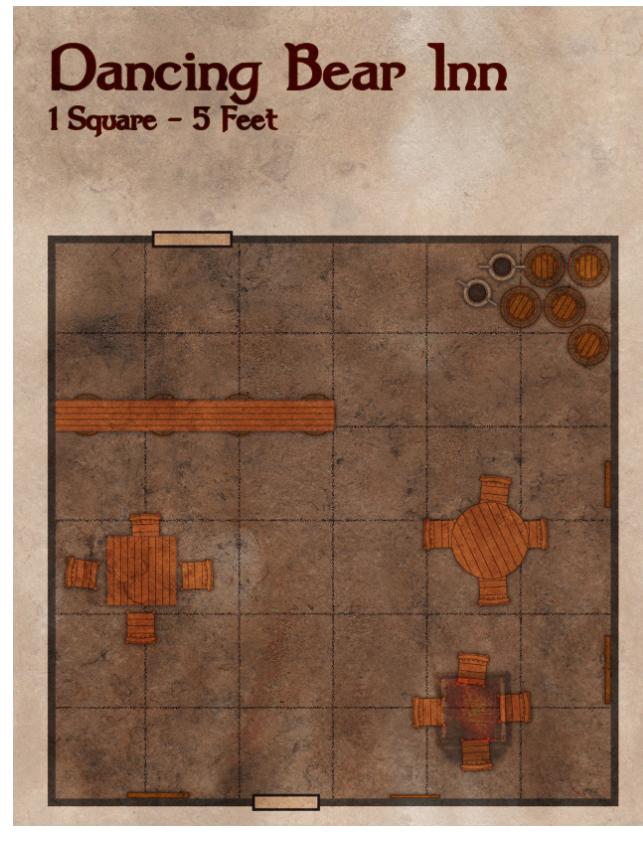
The Dancing Bear

This is the only public drinking establishment in Ravenreach. Owned by Iggy "Barrel Buster," a famous local wrestler, the joint is known for its cheap local ale (1cp) served in wooden cups by Iggy and the waitress Sharela. Animal skins and horns adorn the walls.

If a fight breaks out in his establishment, Iggy may attempt to break it up. If weapons are drawn, he pulls a cord in the corner that rings a bell on the roof. He has an arrangement with the town guard, who come to his aid in 1d3 + 2 rounds. Given the situation around town, Iggy does not pull the cord under any circumstances.

Iggy "Barrel Buster," Male Human Barkeep: HP 33; AC 9[10]; Atk strike (1d4); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** none.

Sharela, Female Human Waitress: HP 3; AC 9[10]; Atk strike (1hp); **Move** 12; **Save** 18; **AL** L; **CL/XP** A/5; **Special:** none.



used in Ravenreach. They need the characters to journey to the town to find out what they can about these rumors and put a stop to them if need be.

No matter how you decide to start the adventure, the characters should quickly find that the Dancing Bear is the only place in town where friendly faces can be found. The owner Iggy is quick to shepherd them inside to keep them safe from the wandering knights now roaming around town.

Something's Amiss

Fortunately for the characters, not everyone in town believes the lies coming out of the castle. Iggy, the Dancing Bear's owner, has been watching for the characters to return, and ushers them into the bar as soon as they arrive in town. He then sends his assistant to round up a small group of likeminded townsfolk. The characters can question the small group to discover the following information (some of the information

might need to be adjusted if you did not run *Menace at Ravenreach* before this adventure):

- "I'm glad to see you back in town. The folks at the castle are strangely quiet. All engagements have been canceled, and the baron is seeing no one. Nobody is talking. I can't put my finger on it, but something's not right."

- "Serai the castle guard captain asked me to tell her when you got back into town. For a bit of coin, I'll forget I ever saw you." (Use **Optional Encounter 1: Unwelcome Return** if you want Serai to arrive to attempt to arrest the characters.)

- "I've been cutting the baron's hair for over a year now. But yesterday, I arrived at the keep and was told to go away because he was indisposed. I've never been refused entry."

- "My friend Bron is a castle guard. He used to visit me several times a week, but lately he says he's too busy with castle business he won't tell me about it. I think something's wrong up there."

- "I heard the strangest noise coming from the castle last night. It sounded like some kind of creepy singing." (Master Minder's imp familiar

Optional Encounter 1: Unwelcome Return

Guard Captain Serai blocks your path. Four knights beside her raise their swords as you approach. Serai looks you over, a sneer on her face.

"Halt where you are!" Serai shouts. "You are all under arrest for sedition for your part in attempting to assassinate the baron. Will you come quietly?"

Serai the Fairhanded and **4 Ravenreach knights** with regenerative abilities have been watching the roads for the characters to return from Dimthinelde. Serai is under Minder's *geas* spell and believes the characters are part of a conspiracy to assassinate the baron. The knights under her command are under no such spell; they each received a slice of the troll Freythool's liver and are now loyal to Minder. Each is violent and dangerous.

*(Note: If you did not play *Menace in Ravenreach*, Serai confronts the characters for being new in town, but treats them the same as described here. She has been told that invaders from outside the community are seeking to take down the baron and Castle Ravenrock, and her mind is slightly scrambled by the magic affecting her. She believes anyone entering town is an enemy.)*

Guard Captain Serai expects assassins around every corner, and she believes the characters have been deceiving the village all along. Caught in Minder's spell, she now firmly believes they were sent to kill the baron.

If the spell's hold is broken, Serai might fight alongside the characters to stop Minder and the knights. The knights fight to the death, assuming they will rise again thanks to their new troll livers.

Serai the Fairhanded, Female Half-Ogre Guard Captain (Ftr7): HP 51; AC 4[15]; Atk two-handed sword (2d6+1) or heavy crossbow x1/2 (1d6+1); **Move** 12; **Save** 8; **AL** N; **CL/XP** 7/600; **Special:** multiple attacks (7) vs. creatures with 1 or fewer HD.

Equipment: leather armor, two-handed sword, heavy crossbow, 12 heavy bolts.

Ravenreach Knight, Male Human Guard (Ftr6)

(4): HP 46, 44, 43, 40, 39x2; AC 4[15]; Atk longsword (1d8+2); **Move** 12; **Save** 9; **AL** N; **CL/XP** 6/400;

Special: +2 to hit and damage strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD, regenerate (2 hp/round).

Equipment: chainmail, shield, longsword.

Vincibilos likes to croon when the moon is full. His voice sometimes carries from the top level of the keep.)

• “Ranger Captain Jeremy Thorn has been missing for more than a week. Nobody seems to know where he went.” (Minder told Jeremy that a band of ogres attacked a settlement two days’ ride away. He sent some of his new “knights” to accompany the ranger. On the road, the knights beat the ranger nearly to death and came back claiming he “went off by himself.” Presently, he’s languishing in one of the castle’s cells.) Strange howls and screams come from the castle late at night.

What’s Going On

While the characters were away at Dimthnlode, Master Minder’s research came to fruition. After many failed experiments, he grafted a piece of the captured troll’s functioning bi-liver into a living human subject. The operation was a success, but the man became violently insane and had to be caged in the wizard’s dungeon. When the baron was shown this “success,” he was horrified and ordered the experiments shut down immediately. Alarmed at this threat to his life’s work, Minder incapacitated the baron and locked him in a cell. The spellcaster replaced the ruler with a *simulacrum* (hereafter “the Impostor”).

The Impostor returned from the dungeons with Minder, summoned the guard captain and chamberlain, and informed them of a conspiracy to assassinate him. He named the charlatan “heroes” as conspirators who had lied about their reasons for helping the small outpost. He canceled all castle audiences and all leave for the guards. All castle visitors and the staff were sent away. The Impostor then retreated to the baron’s private chambers. Now, no one may come or go in the castle unless accompanied by the baron, Master Minder, or Guard Captain Serai. To seal the deal, Minder cast *geas* on Serai to ensure her loyalty.

Minder’s imp familiar Vincibilos stays with the Impostor. When others are around, he perches invisibly on the Impostor’s shoulder, whispering things to say when the *simulacrum* dithers. Minder ordered the Impostor to keep his appearances to a minimum to prevent anyone from detecting the masquerade.

Meanwhile, Master Minder’s experiment moved on to more human specimens. The Gretis Brothers (see **The Dancing Bear** in *Menace at Ravenreach*) agreed to have bi-liver samples grafted to their internal organs through an incision in their abdomens. The surgeries worked perfectly, the incisions healing immediately afterward via their newfound regeneration. Later, after the violent brothers finished smacking one another around with fists and clubs just to witness their wounds heal instantly, they ate a hearty meal and agreed to become Master Minder’s henchmen (now publicly known as his “knights”). The brothers look upon Master Minder as a trusted ally and adviser. (If the characters killed the Gretis Brothers in *Menace at Ravenreach*, Minder placed the bi-liver slivers in their corpses then had them raised from the dead.) The brothers brought other guards to Minder to also receive the bi-livers (most dragged unwillingly to the operating table).

With the keep in lockdown and the sudden unexplained security, the inhabitants of Ravenreach are on edge. Nobody comes and goes from the keep, and all visitors are turned away. Still, the villagers go about their work dutifully because they trust the baron. Anyone approaching the castle is turned away at the chained front door.

Investigating the Keep

Barring extremely creative approaches, the characters have a few ways to enter Castle Ravenrock without raising a general alarm. The first is by talking, bribing, or charming a way in via the main entrance (highly unlikely, as the entire castle is on alert for the characters). Another is by climbing or flying in at night to the rooftop or through an arrowlet (a bit challenging since only tiny creatures can fit in the usually shuttered arrowlets). Lastly, characters could enter via a secret dungeon entrance (see below). This is by far the most-interesting way to go, so throw this hook at them early. If the characters choose another route, let them, but at least make sure they get wind of the dungeon entrance before they attempt to storm the keep. You can use any NPC in town who is friendly with the characters to divulge the location of the secret entry, or you can use **Optional Encounter 2: Find Jori the Dairyman** to possibly set them in the right direction.

Optional Encounter 2: Find Jori the Dairyman

A local dairymaid named Gilda approaches the characters and implores them to save her brother Jori. He went to Castle Ravenrock just before the lockdown to deliver several rounds of cheese, but never returned. The guards claim he is not inside, but no one has seen or heard from him since he trudged up the hill to deliver the cheese a week ago. Gilda begs the characters to help find her brother.

She also offers a potentially useful piece of information. Her uncle made cheese in a cave on the far side of Ravenrock Tor where the river rounds the hill. He abandoned it when the castle dungeons were dug above, and the inhabitants began dumping their garbage and excrement down into the cave. Her uncle had to move his cheesemaking operation and forever after called the cave “The Raven’s Arse.” He claimed he could sometimes hear prisoners talking in the dungeons above, almost as if they were in the same room. The cave entrance cannot be seen from the castle, and nobody but Gilda and her brother knows about it.

If the characters decide to explore the cave, they’ll need a small watercraft to cross the stream to get into the watery cave. Gilda offers them a barge she and her brother sometimes use to deliver cheese to buyers along the river. Gilda has never visited the cave, but she offers the characters all the cheese they can carry if they help rescue her brother.

1. The Secret Cheese Cave

A building storm subsides for the moment as you quietly row into this cool watery cave. A few fluttering bats catch your eye. As you proceed, the outline of a flat shelf above the waterline and an old wooden framework on the rock wall are revealed. Above and to the right, a trickle of slimy water slithers down the wall from a hole in the ceiling.

The flooded cave leads to an 8ft-wide tunnel that winds for 15ft before entering a larger chamber. The water inside the cave averages 10ft deep. At the back of the 30ft-deep cave, several sagging cheese shelves sit on a 15ft-long-by-10ft-deep ledge 2ft above the water. The hole in the ceiling is about 5ft wide.

Up the Raven’s Arse

The grimy, roughhewn shaft leads upward. A trickle of filthy sludge drizzles down the wall and drips into the pool below. A manageable, though disgusting, ascent can be made to the regions above. It smells awful.

Non-thief characters have a 55% chance to climb 10ft up the rough slippery wall. The shaft is 5ft wide, so characters can brace themselves against the sides. The constant trickle of slimy, disgusting sewage down the chute makes progress messy and unpleasant, but manageable. Anyone failing a check falls down the chute, onto the slippery slide (for 1d6 points of damage per 10ft fallen), and down into the water. The water is 10ft deep.

The Raven’s Arse and the cave above it are inhabited by a band of **6 filth fairies**. Enticed to the obnoxious dribbles and smells exiting the dungeon, they have made their home here for several years now, reveling in the glorious showers of filth. Most frolic in the vertical shaft or doze on tiny shelves. They are very rude and smell disgusting.

The vertical shaft is 30ft long and breaks into the fairy cave. The 5ft-diameter shaft continues upward out of the cave (10ft off the floor),





twisting and turning before arriving at a stuck grate in the cluttered hall (**Area 3**) in the dungeon area. The filth fairies gathered old dragon bones and rearranged them around the opening to resemble a skeleton sitting over a latrine. They find this both artistic and very amusing. Although the dragon's head is stuffed and mounted in the great hall, the rest of the dragon's bones are scattered in the western quarter of the fairy cave.

The filth fairies are lazy and disinterested, and likely don't notice the characters until they enter the Raven's Arse. Initially, three shout an alarm and vigorously defend their putrid paradise. They try to drive the intruders out but keep their distance to save their dirty skins. If things get difficult, they retreat into the fairy cave or flee down the shaft and out the cave. Three more fairies currently repose in the far end of the cave. They emerge three rounds after the alarm is raised.

The fairies know nothing of the dungeon above and have no personal treasure.

Filth Fairies (6): HD 3; HP 21, 19x3, 18, 15; AC 6[13]; Atk 2 claws (1d3 + 1d4 acid); Move 12 (fly 12, swim 12); Save 14; AL C; CL/XP 5/240; **Special:** acidic touch (additional 1d4 acid damage), amphibious, immune to acid and poison, slime breath (every 1d4 rounds, 15ft cone, 3d6 damage, save for half), stinking cloud (20ft diameter, save or nauseated for 1d4+1 rounds). (See **Appendix A: New Monster**)

2. The Fairy Cave

The western part of the fairy cave is a rubble-filled sunken chamber. A few dragon bones can be found here and there, all that remains of the great dragon of Ravenrock. But the dragon's spirit is far from gone ...

Ten years ago, Bartholomew Blackraven and his companions killed the umbral dragon Murk atop Ravenrock Tor. The dragon's treasure was divided, but not all of it was recovered. Buried deep in the mountain, the undead spirit of the dragon brooded in the dark, guarding the last remnant of its treasure hoard. (If the players are floundering at this point, you could use **Optional Encounter 3: The Imprisoned Leprechaun** to point them

in the right direction.)

Near the middle of the back wall in the sunken western end of the fairy cave is a nondescript 6ft-wide boulder. Underneath this boulder is the dragon's remaining treasure (see below). However, dislodging the boulder awakens the dragon's spirit, which rises as a **dragon shadow** and attacks the interlopers.

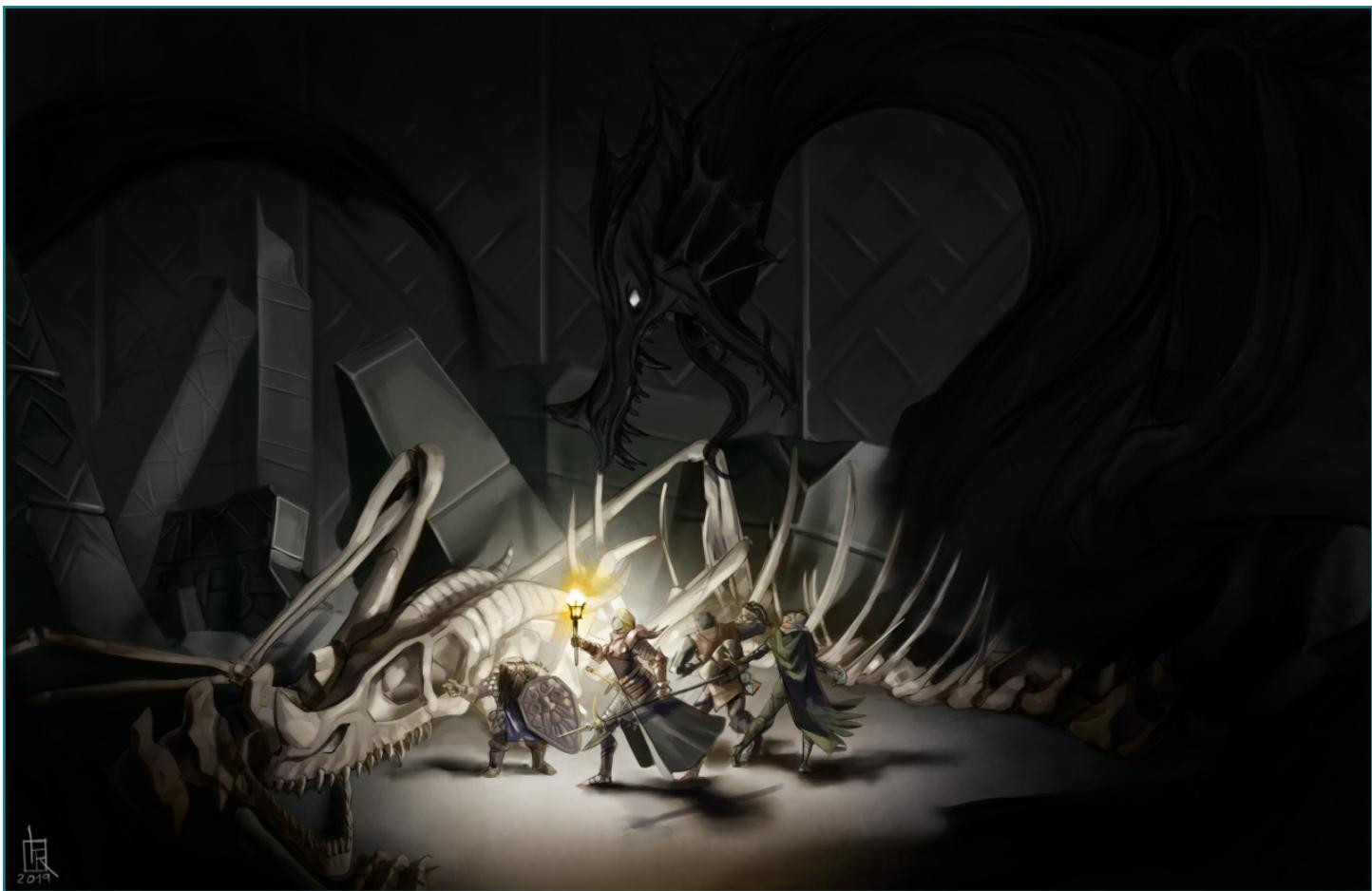
Dragon Shadow: HD 8; HP 55; AC 4[15]; Atk bite (1d8), 2 claws (1d6); Move 12 (fly); Save 8; AL C; CL/XP 11/1700; **Special:** +1 or better magic weapons to hit, immune to cold, umbral breath (3/day, 30ft wide cone, 8d8 damage, save for half, slain creatures rise as shadows). (**Monstrosities** 418)

The dragon shadow will not pursue characters beyond this room, but an hour later it collects any shadows it created and explores the dungeons and castle seeking Bartholomew Blackraven.

Wrapped up in a fine ermine skin (4gp) is a golden doorknocker in the shape of a unicorn in gold, silver, and brass. If attached to a door, the doorknocker unlocks the portal (even if locked with a *wizard lock*). The doorknocker functions three times before it becomes nonmagical. (although it remains worth 1000gp). Being the first substantial (and magical) treasure the dragon ever acquired, it was uniquely value to her, causing her spirit to cling to it after death. Characters can also find 652sp and 212gp.

The Dungeon Door

A short natural stone passage in the northern portion of the fairy cave ends at a large heavy wooden door. This is the outer door to the dungeon itself, in a section of the dungeon that the builders abandoned and simply blocked off. It has no handle or hinge on this side. Though not obvious, it pushes inward. This particular door is padlocked on the other side and *wizard locked* (by a 10th-level caster). can be destroyed by doing of damage to it, but breaking down the door creates a lot of noise. Presently, however, Master Minder is busy in the castle so no one is around to hear the sound.



That doesn't mean your players can't be paranoid, of course. Beyond, a roughhewn stone stairway spirals up 20ft to another stuck wooden door that opens into a cluttered hallway.

3. Cluttered Hall

This cluttered area resembles a disused rumpus room more than a hallway. A narrow path runs between barrels and boxes stacked for twenty feet to a sturdy door at one end. On the opposite end of the hall, an iron grate in the floor descends a filthy five-foot-wide shaft. A slimy trickle from a drain pipe in the wall flows down the shaft.

A bolted iron grate (unhinged) caps the top of a shaft leading out of the Raven's Arse. A character can make an Open Doors check with a -1 penalty to push or pull the grate out of the stone, but must make a saving throw if forced from below to avoid falling back into the fairy cave (**Area 2**).

A collection of boxes and barrels before the door to the east contain used clothing and miscellaneous personal possessions. One has nothing but boots and shoes, while another contains shirts and tunics. Another is filled with women's dresses. Finally, an unlocked trunk holds a collection of personal effects: combs, belt pouches, hats, nail clippers, neck charms, pipes, stockings, etc. Two boxes contain occupational tools: aprons, gloves, lanterns, satchels, backpacks, and whetstones. None of the items found is of any great value; however, among the occupational tools are a pair of deviously made hunting traps worth 150gp. These items were collected from the many humanoid victims used to provide fresh corpses for the golem lab (**Area 4**).

4. Golem Lab

The western door of this room is locked with a built-in lock and keyhole (only Minder has the key). Looking through the keyhole reveals a well-lit room with a door at the opposite end (identically locked). Torches in the room's four corners light the chamber.

This 30-foot-wide room is filled with bookshelves, worktables, boxes, and barrels. One shelf holds jars and casks of pungent liquids, while another holds a dozen different brains in jars all labeled in Draconic. To the north, a vase of freshly cut flowers sits on a small writing desk. A man in a loincloth rests on a table near the desk. A dotted line is drawn around the top of his shaved head. Thick copper wires bound by iron brackets snake along the ceiling. Next to the eastern door, a great cage contains a large creature. It looks as if it's made from the parts of several reptilian humanoids.

The corpse on the table is a dead body. Minder was experimenting with creating golems when the troll Freythool was delivered to him and consumed his time. A round after anyone opens the western door, read the text below:

A creature across the room crashes out of its metal cage and stomps forward, its long arms flailing menacingly. With a boom of distant thunder and a flash of blue, the ceiling lights up with electrical energy along thick wires dangling overhead.

Optional Encounter 3: The Imprisoned Leprechaun

A thousand years ago, a great Fey War waged in the region. After winning a climactic victory atop what would later be called Ravenrock Tor, the great fey General Silas Thoomb passed sentence on his defeated enemies. One of them, Shameless O'Hooligan, a leprechaun much hated for his abusive employment of rabbit ears and tree sap, was presented bound and bruised for judgment.

"I'll never submit to ye, ye devil of a dirty dog!" cried the leprechaun. "Never, I tell ye! No prison can hold me! I'll have me revenge!!"

"Silence!" shouted the general astride his mighty war badger. "For crimes against our people, cheating at pooh-sticks, and thy illicit use of fairy dust contrary to the rules of war, we deliver upon thee the Magical Fairy Curse!"

A gasp went through the assembly. "Do your worst you bug-winged braggart!" retorted the little man. "All fairy curses have an exit clause. That's the ancient law! I'll have me revenge though fairies fly out me arse!"

"Let it be just as you say then! Shameless O'Hooligan, I hereby imprison you in this raven-shaped mount until fairies fly out your arse!"

And with that, the leprechaun melted into Ravenrock Tor never to be seen or heard from again.

Until ...

During the fight with the filth faeries, one or two could make a run for it down the shaft and out the cave tunnel. Their flight takes them through the skeleton on the latrine. At that very moment, the decree of the curse technically is fulfilled, and the naughty leprechaun is released.

With a hearty cackle, the leprechaun appears before his benefactors in a puff of green smoke. He immediately thanks them for freeing him by chasing the fairies out the Raven's Arse. Using his magic, he creates a chirpy tune and begins a jaunty victory jig. If asked, he dramatically retells the story of his imprisonment. He ends the story with the following: "In the first 500 years of me imprisonment, I vowed to torment the first person I saw after I was released. In the next 500 years, I vowed to reward whoever set me free. And so it is that I reward ye for breaking the curse! Or was it the other way around?"

Somewhat insane from his long imprisonment, the leprechaun explains how he watched through the stones when Baron Blackraven and his companions slew the great dragon of Ravenrock. He also saw how one bit of treasure remained hidden in the cave guarded by the greedy spirit of the dragon. He gleefully shows them where the treasure is located beneath a large boulder in the western part of the fairy cave. He warns them that the dragon's spirit will surely rise up to attack them should they attempt to retrieve the treasure. He doesn't know anything more about the ghostly dragon, but he knows the treasure is in a bag and the color of gold. He won't fight the dragon, but afterward he identifies the doorknocker and its command words: "Open" and "Close" in elvish. After that, he skips off into the wilderness to seek revenge on his long-lost enemies.

Danger Overhead!

Copper wires hang down in several sections from the 10ft-high ceiling. Lightning rods on the roof conduct electricity down the wires and into the lab. Creatures under 6ft tall are not in danger, but the **flesh golem** gets an electrical charge every round. For the next 10 rounds, an electrical surge runs through the wires, dealing 2d6 points of electrical damage to anyone touching them and healing the flesh golem for the same amount. The **2 lesser flesh golems** are too short to be affected. Finally, **4 old crawlers** scurry about, running between and up the characters' legs and attacking as they go.

The flesh golem attacks any who enter the room through the western door. It crashes out of its cage (it wasn't locked or barred) and attacks. Anyone standing on the furniture in the room is exposed to the electrical

danger from the overhead wires. The lesser flesh golems scramble out of a vat and a barrel to the south one round after the flesh golem attacks. One lesser golem has only a torso from the waist up. It uses its hands to move. The other looks as if it's made almost entirely of broken or undersized parts, including a head with no jaw. They are failed surgical experiments constructed from bodies of troglodytes and humans. The humans were mostly condemned criminals or hapless travelers who crossed Master Minder on the road.

The old crawlers leap down off a bookshelf on the western wall (where they are employed as bookends) and attack characters, preferably spellcasters. They jump in on round two or three or whenever it spics up combat.

Flesh Golem: HD 8;

HP 40; AC 9[10];

Atk 2 fists (2d8);

Move 8; Save 8;

AL N; CL/XP

12/2000; **Special:**

+1 or better magic weapons to hit, healed by lightning, immune to most spells, slowed by fire and cold. (**Monstrosities** 219)



Lesser Flesh Golems

(2): HD 4; HP 20;

AC 9[10]; Atk 2

fists (1d8); Move 8;

Save 13; AL N; CL/

XP 6/400; **Special:**

+1 or better magic weapons to hit, healed by lightning, slowed by fire and cold. (**Monstrosities** 219)

Old Crawlers (4):

HD 2; HP 14, 12, 10X2;

AC 4[15]; Atk rotting grip

(1d8); Move 6 (scramble 12);

Save 11; AL N;

CL/XP 3/60; **Special:**

continuous damage (automatic 1d8 damage after hit, break grip with 1 in 1d4), improved saving throw. (**Monstrosities** 361)

A wand of lightning bolt (3 charges) is crammed into a bookshelf.

An ornate brass decanter on the desk is a *decanter of endless water*. If collected and sold in a city, the remaining equipment in this laboratory would be worth 4000gp to an interested buyer.

5. Dungeon Cells

Beyond the golem lab (**Area 4**) is a dark hallway. A locked heavy wooden door with a tiny barred window is to either side. Each cell is for holding live subjects destined for the golem lab. The larger cell is mostly empty, with just bits of straw and rubbish on the floor. The smaller one is 5ft square with a single occupant: a man in his mid-30s dressed in stylish clothes who sits and stares blankly. If addressed or questioned, he looks up expressionlessly but says nothing. The man is Baron Bartholomew Blackraven. He cannot speak or think clearly, nor does he have a will of his own. He hasn't eaten in more than a week.

The baron is under the detrimental effects of a powerful *confusion*

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spell cast by Master Minder because he attempted to end the spellcaster's experiments. A *dispel magic* can remove the confusion (if cast successfully against a 15th-level caster). Minder locked Blackraven in the deepest cell in the dungeon to get him out of the way. The baron is incapable of human speech or communicating in any intelligible way. Blackraven cannot make any decisions, but characters can easily lead him about. If they cannot remove the *confusion* spell, the characters could opt to leave the baron in his cell for now (at least it's safe), take him back to town to be cared for by a friend (Iggy would readily take the baron in), or let him tag along as they proceed through the dungeon looking for the bad guys. But it's still all about the characters, and the baron won't be "upstaging" them. If his mind is restored, he is too weak to accompany the characters, and returns to claim his throne only after the characters deal with Minder and the Ravenreach knights.

The cell contains a cask of water with a tin cup. Straw covers the floor. A torch burns spryly from a sconce on the wall. There is also a small writing desk with paper, sealing wax, an ink well, and a quill pen. Nothing else is in the room.

Baron Bartholomew Blackraven, Male Human Warrior

(Ftr8): HP 60 (currently 6); AC 2[17] currently 9[10]; Atk +2/+3 vs. dragons battleaxe (1d8+2) or strike (1hp); Move 12; Save 7; AL L; CL/XP 8/800; **Special:** +2 to hit and damage strength bonus, multiple attacks (8) vs. creatures with 1 or fewer HD.

Equipment: +1 platemail, +2/+3 vs. dragons battleaxe.

Note: The Impostor is currently using Blackraven's armor and battleaxe (see **Area 1: Great Hall**).

6. Guardians & Garbage Piles

Beyond the cells, the passage leads to a stairway up. At the top of the stairs, an unlit 80ft-long, 20ft-wide hall stretches east to west. Along the northern edge, a 3ft-wide gutter runs the full length of the hall, entering and exiting through holes in the western and eastern walls. The floor slopes slightly but noticeably to allow a foul sludge to flow sluggishly eastward through the gutter. Halfway down the hall, a pile of garbage has built up behind a logjam in the gutter, with the effluvia spilling into the hall. The whole area smells dreadfully of rot and decay. Closer inspection reveals two 10ft-wide wooden panels on the southern wall with no apparent means of opening. The characters hear rodents scurrying through the trash.

Characters have a 2-in-6 chance to detect a **troglodyte zombie** rummaging in the garbage pile. It was dropped down the garbage chute and now fends off scavenging rats. Currently, 7 **giant rats** root through the garbage, trying to get at the zombie.

Troglodyte Zombie: HD 2; HP 13; AC 8[11]; Atk strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; **Special:** immune to sleep and charm, stench (nauseated for 1d4+2 rounds, save avoids). (**Monstrosities** 529)

Giant Rats (7): HD 1d4hp; HP 4x2, 3x3, 2x2; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; **Special:** 5% are diseased. (**Monstrosities** 384)

A pressure plate next to the garbage pile and between the panels snaps open the sliding panels and sounds an alarm if more than 20 pounds is placed on the trap. If the trap is sprung, 2 **owlbears** emerge (one from each of the two rooms) and angrily attack. The alarm bell drives 2 **rat swarms** from their nests under the floor. The rodents pour out through the gutter, scurrying around and attacking anything in the eastern part of the hall.

Owlbears (2): HD 5+1; AC 5[14]; Atk 2 claws (1d6 + hug), bite (2d6); Move 12; Save 12; AL N; CL/XP 5/240; **Special:** hug (additional 2d8 damage if to-hit roll is 18+). (**Monstrosities** 368)

Rat Swarms (2): HD 4; AC 7[12]; Atk swarm (2d6 + disease); Move 12; Save 13; AL N; CL/XP 4/120; **Special:** disease (1d4 damage per day until cured, save avoids).

The housekeeper **Glisza** (see **Area 7** below) also hears the alarm.

Directly between the sliding panels is a secret door. If found and opened, a 4ft-wide section of wall lifts like a garage door to reveal a 20ft-wide utility room beyond. Inside is a winch to close the wooden panels and reset the alarm. A poster on the wall shows a picture of a circus with writing from a distant country. One of the acts includes a pair of owlbear hatchings named Taya and Zem. In the back is a worn but comfortable chair next to an ornate table with a locked chest nearby. A coffer with a tricky-looking latch sits on the desk.

The chest is *wizard locked* (by a 10th-level caster). It contains sacks of coins totaling 3952gp, 2125sp, and several empty sacks.

The coffer holds several small (but empty) leather purses, plus 20pp. The money here is what's left of Master Minder's accumulated wealth and comes from various lands to the south.

7. The Housekeeper

The steps leading up to this room are littered with large improvised rat traps, a few of which have occupants. Climbing the steps safely requires a character to roll below his dexterity on 4d6; on a failed check, the creature takes 1d4 points of damage and his movement is halted. The chain attached to the hunting trap is no more than a foot long, preventing the creature from moving farther than that. A creature can make an Open Doors check to free itself or another creature within its reach; on a failed check, the trapped creature takes 1 point of damage. A high-pitched voice at the top landing can be heard humming a tune.

Cresting the top of the stairs, you see a roundish room with an exit on the far side. In the middle, a small cart on mechanical legs is laden with housekeeping supplies and a rumpus of odd junk. A small creature hums to herself on the other side of the cart.

Glisza is Master Minder's charmed **kobold housekeeper** here in the dungeon. He secretly hired her to take care of mundane tasks he'd rather not bother with, such as cleaning up the labs. Glisza took to her work with such gusto that she's endeared herself to him. He now dotes upon her, often buying her favorite snack: pickled newts and frogs. He also gave her an **animated cart**. Even if the *charm monster* spell is removed, she's unlikely to betray him.

Kobold: HD 1d4hp; HP 3; AC 7 [12]; Atk spear (1d4); Move 6; Save 18; AL C; CL/XP A/15; **Special:** none. (**Monstrosities** 277)

Animated Object (Cart): HD 5; HP 32; AC 4[15]; Atk trample (1d8); Move 12; Save 12; AL N; CL/XP 5/240; **Special:** none. (**Monstrosities** 13)

Glisza feeds and waters the "animals" in the dungeon and cleans up their messes. Lately, she has busied herself with trying to exterminate the growing number of rats infesting the lower levels, so far with limited success. Her mechanical walking cart carries her stuff.

The cart contains mops, rags, scrub brushes, a (small) long spear, buckets of brackish water, a sack of sand, a sack of grain, several cakes of lye soap, a ball of twine, a set of trapmaking tools, a cask of pickled frogs, a cask of fresh water, and miscellaneous bits of wood, leather, glass and metal junk left over from old experiments.

8. Holding Cells

Four barred holding cells line one side of the hallway. On the opposite side, a wide entrance leads directly to a large well-lit workroom. The area smells like animal urine and decay.

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These halls include a series of holding cells for “animal” test subjects. Minder perfected the bi-liver process starting with frogs, then lizards, then sheep, then humanoid creatures. He acquired a tribe of troglodytes, snuck them into the dungeon, and experimented on them one at a time, all the while dividing and exhausting them with charms and enchantments. Other animals and monstrous beasts were similarly used and discarded through a series of hideous and painful experiments.

Levers in the entryway to the lab lock and unlock each cell door, allowing them to be lifted open and pulled down again via counterweights. At the end of the hall, another lever is visible on the wall next to the heavy wooden barrier blocking the way beyond. If this lever is pulled down without first inserting the correct key into a keyhole hidden at knee height, all the holding cells suddenly unlock and a massive counterweight throws all the cell doors open. The alarmed monsters inside emerge and attack. If the correct key is used or if the lock is found and disabled, then the wooden barrier can be slid into the wall to allow access. Minder keeps the key on him.

Monstrous Prisoners

All but Freythool have a bi-liver grafted inside them, giving them a troll’s ability to regenerate.

Cell	Prisoner
1	Four-armed carnivorous ape
2	Minotaur
3	Troglodyte
4	Freythool the Troll

Four-Armed Carnivorous Ape: HD 4;

HP 26; AC 6[13]; Atk 4 hands (1d3 + hug and rend), bite (1d6); Move 12; Save 13; AL N;

CL/XP 5/240;

Special: hug and rend (if 2 claws hit, additional 1d6 damage; if 4 claws hit, 2d6 damage), regenerate (3 hp/round).

(*Monstrosities* 17)



Freythool, Troll:

HD 6+3; HP 43;

AC 4[15]; Atk 2 claws

(1d4), bite (1d8); Move

12; Save 11; AL

C; CL/XP 8/800;

Special: none.

(*Monstrosities* 489)

Minotaur: HD 6+4; HP

44; AC 6[13]; Atk head

butt (2d4), bite (1d3)

and strike (1d8); Move 12; Save 11; AL C; CL/XP 7/600;

Special: never get lost in labyrinths, regenerate (3 hp/round). (*Monstrosities* 330)

Troglodyte: HD 2; HP 13; AC 4[15]; Atk 2 claws (1d3), bite

(1d4+1); Move 12; Save 16; AL C; CL/XP 4/120; **Special:** chameleon skin (1-in-6 chance to spot), regenerate (3 hp/round), stench (nauseated for 1d4+2 rounds, save avoids). (*Monstrosities* 488)

Minder surgically removed the troll Freythool’s bi-liver, and she cannot regenerate another one. The mutilation has rendered her listless and despondent, lacking energy and insensible. She once vowed to kill

Minder if she ever had the chance, but now nothing matters to her. She rarely eats and mostly sleeps, ignoring any commotions. She defends herself but doesn’t attack. If her cell door is opened, she won’t even attempt to escape.

The other monsters immediately attack the nearest creature as soon as the doors open. Their bi-liver grafts give them a savage hunger and a violent temper. They fight to the death and pursue prey beyond this area.

9. Surgical Lab

This laboratory contains two surgical tables big enough for a large humanoid each. Heavy leather straps dangle from their sides. Unidentified stains spatter the floor. Shelves on the walls contain jars of strange liquids, anatomy manuals, notebooks, and racks of peculiar tools. A multitude of bloodstained rags hang from hooks. A wheeled table displays an assortment of fearsome surgical tools that include forceps, scalpels, saws, and a collection of clamps. A large sealed barrel sits in the far corner. Six torches on a large chandelier hanging above illuminate the whole chamber.

Treasure

A *wand of sleep* (5 charges) is on a rack that also holds a club and two large syringes. The wand is used to subdue experimental subjects.

Two glass spearheads and one longspear pole with spearhead attachment feature are on the same holding rack.

A special holding case contains 4 poison darts and 6 doses of troll kill (see **Appendix B: New Equipment**).

A large jar on one shelf contains seven doses of alchemical acid and a dozen empty single dose glass containers. A pair of heavy tongs, goggles, and a ceramic funnel sit nearby to fill them.

The barrel in the corner contains dozens of frogs preserved in cheap vinegar. The smell is overwhelming! If opened, all within 5ft are met by a pungent miasma that spreads out to fill the room before dissipating five rounds after the barrel is resealed. Creatures in the room must make a saving throw or be sickened for 1 minute and unable to act.

The chandelier is worth 700gp, although removing it and hauling it out is rather cumbersome.

The remaining equipment in this laboratory is worth up to 2000gp to an interested buyer.

10. Garbage Dump & Sluice

A chute here from the kitchen carries garbage and slop down to a vat, with a gutter exiting through the opposite wall of this smelly room.

A large valve releases rainwater to wash the sludge down the gutter and onward through the dungeon. Several dirty buckets and a rake are nearby. Glisza uses these to collect scraps for the “animals” down below.

A 200ft-passage leads to a wall where a secret door opens into the Southern Panoramic where Master Minder keeps his quarters.

Southern Panoramic

These rooms are set into a cliffside overlook below the ground level of the castle and provides a vast panoramic view of the countryside to the south. The chambers are roughly on the same level as the dungeon, but slightly above the rooms in the Raven's Bowel. Master Minder keeps his quarters here, as well as a scriptorium and his alchemical lab. The rooms are accessed via a stairwell near the dungeon cells. A secret door at the very end of this hall leads to a 200ft-long passage that enters the Raven's Bowel. Characters climbing upward through the cave system must come this direction to enter the castle.

II. Alchemical Lab

Torches light this busy workroom. Three tables fill the center of the chamber while shelves and cabinets contain books, boxes, bottles, and ceramic containers. The chamber is remarkably well-ventilated via tiny barred windows near the ceiling. Two hatched arrow slits offer a view of the southern valley below.

The tables are covered with dozens of glass vials and flasks of various sizes, each neatly labeled with straight lines and numbers.

If *detect magic* is cast, a mouse cage and a cauldron radiate magic.

A white mouse scurries around in a small bird cage hanging from the ceiling. It is trying to escape the cage. The mouse acts suspiciously intelligent. The mouse is actually Jori the dairyman whom the characters may be seeking. After delivering cheese to the castle, Jori caught the false baron chatting with Vincibilos the imp. Minder couldn't allow the dairyman to leave after he saw too much. The spellcaster turned the young man into a mouse and put him in the cage for later.

Some other interesting items found here:

- A towering construction of glass tubes and hoses used to separate the component parts of liquids (all the equipment and basic agents make this a fully functioning alchemical lab valued at 200gp).
- A pair of polished crystal goggles with fine suede padding around the lenses and an expensive-looking adjustable leather band (protective goggles, 50gp).
- A large, round-bottomed flask containing a faintly golden liquid that smells sweet but overwhelmingly of alcohol (if a character drinks the entire pint, a saving throw is needed or the drinker becomes sickened for an hour; while sickened, the creature has a 50% chance to retch violently if any actions are taken).
- A stiff black apron, its glossy appearance vaguely resembles oilcloth, but the material is unlike any other fabric.
- A collection of similar bright red potions, each labeled with a simple "no" on the bottle (all of these are failed attempts).
- Several small, well-used casks lining a shelf. One has been carefully stoppered and sealed, but is significantly heavier than the others.
- A small, sturdy black cauldron inscribed around the rim with mystic symbols. The cauldron acts as either a *beaker of potions* or a *jug of alchemy* (the user chooses each day which magic item it acts as for that day).
- An obviously well-used mortar and pestle still containing faint traces of a dark, red, pungent powder.

12. The Scriptorium

This small unassuming room is a private chamber for an individual. Several garments including a cloak, a light robe, a hat, and a leather apron hang on hooks on the wall. A chamber pot and a pair of slippers are visible under the bed. A pitcher and wash basin sit nearby.

Master Minder stays here when he's working on his lab experiments. He prepares spells, scribes scrolls, and sleeps in the chamber. He sends the

imp in the form of a raven with requests for meal deliveries or other basic needs. In the last year, the room has gotten a lot of use. A small narrow bed, an ink-stained writing desk, a scroll shelf with several scrolls (some blank), a scroll assembly table with a large paper roll, a cutter, glue and spindles, and a cabinet filled with spell components. The cabinet also has several tiny jars with bits of fur, scales, and feathers from various animals and magical beasts. They are all labeled in draconic. He collects them as components for his spells.

Minder keeps six arcane scrolls here for emergencies; some he scribed himself, others he picked up on his travels. Select ones you think would be useful to the characters. Master Minder's spellbook is hidden out of sight under the bed, attached to the bed boards. The spellbook contains all his spells.

Castle Rooms

The following descriptions detail rooms inside Castle Ravenrock. Minder sent the servants away, leaving his knights to maintain the castle's upkeep (at which they are failing miserably). Trash and rotten food sit in hallways, tables are broken (from the Gretis Brothers fighting with one another), and tapestries and banners are shredded. Anyone who has been a guest in the castle barely recognizes the place now. Minder has holed up inside Ravenrock's Great Hall (**Area 1**), locking the front doors to all visitors.

If the characters make a great deal of noise while exploring the floors, they have a 25% chance of alerting **1d2+1 nearby knights**.

Ravenreach Knights, Male Human Guard (Ftr6): HD 6d8; AC 4[15]; Atk longsword (1d8+2); Move 12; Save 9; AL N; CL/XP 6/400; **Special:** +2 to hit and damage strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD, regenerate (2 hp/round).

Equipment: chainmail, shield, longsword.

I. The Great Hall

This large hall has a smooth stone floor and tapestries on the walls. Long unused tables are pushed out of the way to both sides. Banners hang from the thirty-foot-high vaulted ceiling. In the back, a huge yawning hearth is crowned by a dragon's head: the stuffed remains of the Dragon of Ravenrock Tor.

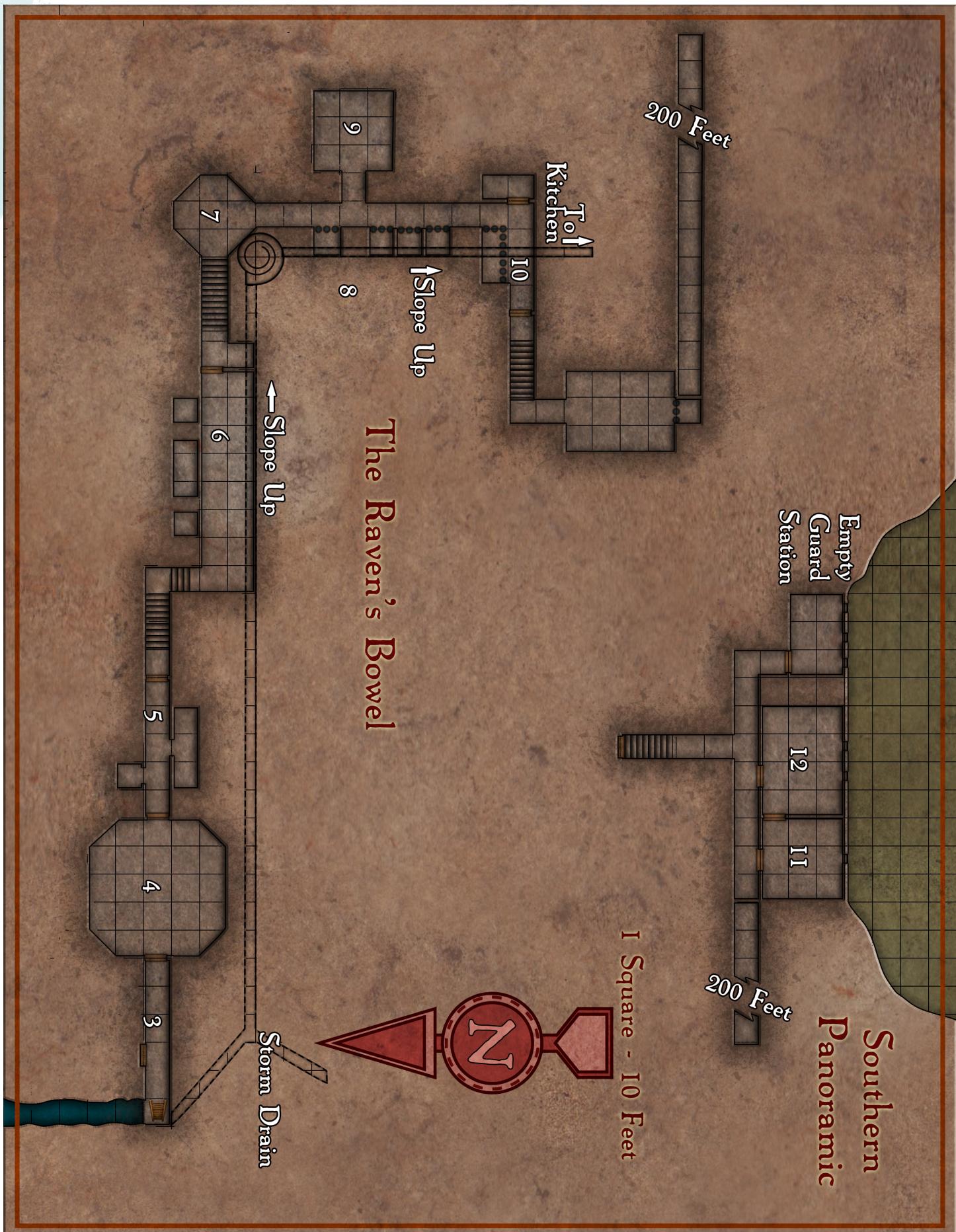
The Great Hall of Castle Ravenrock has several side chambers that are used as meeting rooms and servant quarters for visiting notables. They are mostly empty with a few bits of furniture and a couple of carpets on the floor. The front doors are closed and locked with heavy chains (~30% Open Locks check). However, it is very likely that the characters arrive in the Great Hall via the Raven's Bowel and dungeon, coming up from the ground level to this first-floor chamber. If the characters fight the guards in the guard room (Area 4), the commotion alerts everyone in the Great Hall to the danger coming from below, allowing them time to prepare.

Minder's Last Stand

The Impostor sits on the baron's throne, but Master Minder calls the shots. Protecting the pair are **6 Ravenreach knights** and Minder's imp familiar, **Vincibilos**. Minder has also brought along **2 troglodytes** with regenerative abilities from the dungeon. Before the characters arrive, Minder casts *shield* and *mirror image*.

As the characters climb the stairs to the Great Hall, they find that the knights have overturned tables in front of the stairs down to the ground floor. The knights send the troglodytes down the stairs to confront the characters. Minder waits near the opposite stairs leading to the second story and targets characters with his *staff of power*.

(Note: If the characters do come through the castle's front door, Minder and the knights use the same tactics, but face toward the castle's main entry. The 2 troglodytes wait in the side rooms opposite the door to charge out at the characters as they come inside.)





If the knights are losing, Minder shouts a signal and casts *reverse gravity* to throw their opponents into confusion. The knights practice this maneuver and have a 90% chance to land on their feet on the ceiling. If threatened, Minder casts *dimension door* to shift out of danger. If he is brought below half his hit points, Minder flies up and out a high window. The knights fight to the end as they expect to regenerate back to life.

Master Minder (MU15): HP 39; AC 6[13] or 2[17] (missile) and 4[15] (melee) from shield spell; Atk staff of power (2d6) or +2 dagger; Move 12; Save 3 (+2, ring); AL C; CL/XP 16/3200; Special: +2 save vs. spells, staffs and wands, spells (5/5/5/4/4/2).

Spells: 1st—charm person, magic missile (x2), shield, sleep; 2nd—darkness 15ft radius, invisibility, mirror image, phantasmal force, web; 3rd—dispel magic, fly, hold person, lightning bolt, suggestion; 4th—charm monster, confusion, dimension door, wall of ice, wizard eye; 5th—animate dead, feeblemind, hold monster, transmute rock to mud; 6th—disintegrate, geas (x2), legend lore; 7th—reverse gravity, simulacrum.

Equipment: staff of power (22 charges), +2 dagger, ring of protection +2, keyring, 32sp.

Baron Bartholomew Blackraven (The Impostor) (*Simulacrum*), Male Human Warrior (Ftr8): HP 60; AC 2[17]; Atk +2/+3 vs. dragons battleaxe (1d8+2); Move 12; Save 7; AL L; CL/XP 8/800; Special: +2 to hit and damage strength bonus, multiple attacks (8) vs. creatures with 1 or fewer HD.

Equipment: +1 platemail, +2/+3 vs. dragons battleaxe.

Ravenreach Knights, Male Human Guard (Ftr6) (6): HP 43, 40, 38x2, 35, 30; AC 4[15]; Atk longsword (1d8+2); Move 12; Save 9; AL N; CL/XP 6/400; Special: +2 to hit and damage strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD, regenerate (2 hp/round).

Equipment: chainmail, shield, longsword.

Troglodytes (2): HD 2; HP 14, 10; AC 4[15]; Atk 2 claws (1d3), bite (1d4+1); Move 12; Save 16; AL C; CL/XP 4/120; Special: chameleon skin (1-in-6 chance to spot), regenerate (3 hp/round), stench (nauseated for 1d4+2 rounds, save avoids). (**Monstrosities** 488)

Vincibilos, Imp: HD 2; AC 2[17]; Atk sting (1d4 + lethal poison); Move 6 (fly 16); Save 16; AL C; CL/XP 6/400; Special: +1 or better magic weapons to hit, immune

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to fire, invisibility (3/day), poison (+2 save or die), polymorph (animal form), regenerate (1 hp/round).
(Monstrosities 262)

2. Kitchen

Two large hearths serve this equally large food preparation area. Cooking tools and cutting boards are scattered across four different tables. Herbs and pots hang on hooks from the ceiling. Boxes and barrels of pantry supplies are scattered throughout the room.

In addition to two large cooking hearths, a garbage chute with a pull cord dumps rainwater to flush refuse down the chute and into the dungeons beneath.

3. Castle Stores

Dozens of crates, barrels, and cloth-draped items fill about half of this room's vast space. An inventory list sits nearby on a small podium.

This area is used for long-term storage in case of siege but it also includes numerous miscellaneous items for special occasions: an ornate chair for the baron, a collection of banners and fancy trumpets, a dozen brass candelabra on tall stands, extra tables and chairs, spare linens, etc.

The room's door is locked.

4. Guard Barracks

This long room has several bunks for sleeping, cloak pegs on the walls, and a couple dozen locked trunks for personal effects. Stairs lead down.

At any given time, **1d4+2 knights** rest here. In an emergency, it takes them five rounds to hastily don their armor and two more rounds to hustle up to the Great Hall. If the characters enter the room quietly via the dungeon stairs, they find the knights relaxing. They immediately grab their weapons to repel the invaders. Any commotion here alerts Minder and his guards in the Great Hall (Area 1).

Ravenreach Knights, Male Human Guard (Ftr6) (1d4+2):
HD 6d8; AC 4[15]; Atk longsword (1d8+2); Move 12; Save 9; AL N; CL/XP 6/400; Special: +2 to hit and damage strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD, regenerate (2 hp/round).
Equipment: chainmail, shield, longsword.

5. Dungeon Master's Room

The door to this room is open. A slightly overweight bearded man rests on a straw mattress bed scribbling on a piece of paper.

Prisoners are led down to this cell block pending judgment. Their keeper is **Jim the Dungeon Master**. Unpopular with the castle's inhabitants, this nearsighted guardsman with a penchant for laziness spends most of his time scribbling his dreams of whimsy on scraps of paper and imagining he was somebody else in a world of his own creation. If accosted by an armed party, he won't put up a fight. If intimidated, he willingly hands

over the keys to the cells. He carries 50gp and 2sp, and his most prized possession: a bag of ivory dice worth 20gp. Currently, the dungeon holds two prisoners: **Ranger Captain Jeremy Thorn** and **Captain Haro Norundi**. Their equipment is in a locker.

Jim the Dungeon Master: HD 4; AC 9[10]; Atk club (1d6);

Move 9; Save 13; AL C; CL/XP 4/120; Special: none.

Equipment: club, keyring, bag of ivory dice (20gp), 50gp, 2sp.

Ranger Captain Jeremy Thorn, Male Human (Rgr8): HP 63; AC 7[12]; Atk longsword (1d8) or longbow x2 (1d6); Move 12; Save 7; AL L; CL/XP 8/800; Special: +8 damage vs. giants and goblin-types, alertness, tracking.

Equipment: leather armor, longsword, longbow, 20 arrows.

Town Guard Captain Haro Norundi, Male Dwarf Guard (Ftr7): HP 49; AC 5[14]; Atk warhammer (1d4+2);

Move 9; Save 8; AL N; CL/XP 7/600; Special: +1 to hit and damage strength bonus, darkvision (60ft), detect stonework, multiple attacks (7) vs. creatures with 1 or fewer HD.

Equipment: chainmail, warhammer.

6. Interrogation Room

This unpleasant room contains torture equipment that includes two large chairs bolted to the floor with heavy restraints for arms and legs. On the far end of the room, a table with similar fetters including one for the head and neck. Nasty tools hang from the walls, and a bucket of water sits in the corner.

Currently unoccupied and rarely used, this torture chamber includes shears, thumbscrews, pliers and branding irons.

7. Hallways

Banners, beast heads, and torches line the walls of these otherwise austere hallways. The carpet is worn and dirty from the constant fights the regenerating knights have been getting into throughout the castle.

8. Guard Captain's Room

An austere bed, a trunk, and a simple stool furnish this spartan apartment. A rack by the door holds a number of polearms. A lamp hanging from the ceiling illuminates the room.

This chamber belongs to **Serai the Fairhanded**. She uses it only for sleeping and then only for four hours a night (she's an insomniac). Otherwise, she is either surveying the castle, drilling the guards, investigating trouble, or exercising in the courtyard. (She may have already confronted the characters if you used **Optional Encounter 1: Unwelcome Return**.)

9. Visitor Rooms

These two rooms are for visiting VIPs. Each contains a comfortable bed, a washbasin, and a fireplace with wood ready to be lit. A shuttered window allows a view to the south.

10. Chamberlain's Room

A bed, a small desk, and a wardrobe furnish this well-appointed chamber. A rug and tapestries decorate the walls. A fire smolders in the hearth.

Castle Ravenrock's chamberlain sits in this bedchamber, despondent over the current state of the castle. He does not know of Minder's betrayal, but he has bought into the belief that the characters are out to kill the baron. He knows no rumors or secret information (despite his job managing the castle staff). He is not under any spell (like many in the castle), but he heard the baron himself (actually the Impostor) speak out against the characters. If convinced that the baron is a fake, he aids the characters however he can to clear their names.

Chamberlain, Male Human: HD 1d6hp; HP 4; AC 9[10]; Atk strike (1hp); Move 12; Save 18; AL N; CL/XP B/10; Special: none.

11. Storeroom

Behind the locked door is a small crowded storeroom filled with shelves, boxes, and barrels.

Characters may find clean bedding, lamp oil, and miscellaneous supplies for the chambers on this level. Nothing of great value can be found here.

12. Baron's Chambers

The glorious room beyond is fit for a lord. A fire crackles in a large hearth, hunting trophies decorate the walls, and expensive rugs cover the floors. A small table with three comfortable chairs holds a chessboard. A washbasin rests near a side table with a crystal decanter and a pair of silver cups. A door to the east is partly open.

Battened windows offer a panoramic view for miles in three directions but are currently closed. Since Minder imprisoned the real baron in the dungeon, the Impostor has been sleeping in the ruler's bedroom beyond. Minder's imp familiar Vincibilos usually stays nearby when the Impostor is present. If the characters are causing a commotion in the castle, the Impostor and the imp can be found in the Great Hall (Area 1).

13. Roof Access Stair

This dank room has a heavy weatherproof door and a stairway to a horizontal hatch to the roof.

Extra lanterns, torches and heavy cloaks are stored here as well as a couple of barrels of special oil and buckets to carry it to the beacons on the roof.

14. Rooftop

A fine view of up to twenty miles of the surrounding countryside can be seen on clear days on this breezy rooftop.

During the day when the real baron was in control of the castle, 2 guards kept watch here. Each night, one lonely guard would be left on duty to keep the two beacon fires lit through the night.

Concluding the Adventure

If the baron survives and is rescued (and his mind restored), he quickly takes command of the chaos. Assuming the characters haven't plundered his castle, he thanks them publicly and rewards them with 5000gp worth of valuables or magic items each.

If Minder escapes, he flees to a hidden lair in the southern kingdom. There, he plots an ambush with a pack of mercenaries and summoned monsters.

If no leaders are left standing after the castle is cleared and the characters made a good impression on the local residents, they could, with a little diplomacy, replace the baron as the local political authority. It requires that they invest considerable time in the region, which means their lives as itinerant adventurers might be at an end.

Appendix A: New Monster

Filth Fairy

Hit Dice: 3

Armor Class: 6[13]

Attacks: 2 claws (1d3 + 1d4 acid)

Saving Throw: 14

Special: acidic touch, amphibious, immune to acid and poison, slime breath, spells, stinking cloud

Move: 12/12/12 (Fly/Swim)

Alignment: Chaos

Number Encountered: 1, 1d4+2

Challenge Level: 5/240

Filth fairies are small fey creatures that superficially look like sprites, save for the ooze and film that covers their body and the slightly ravenous look on their small faces. Acid sizzles as it drips from their tiny pointed teeth and sharp claws.

These small fey are often at home in the deepest, darkest swamps where they revel in the muck and filth of the marsh.

Filth fairies attack with their claws, which drip with acid (for an additional 1d4 points of damage). Once every 1d4 rounds, a filth fairy can spew forth slimy acid in a 15ft-long cone. Creatures hit by the slime take 3d6 points of damage, or they can make a saving throw for half damage. One per day, the filth fairy can create a 20ft-diameter stinking cloud. Anyone caught inside the cloud must make a saving throw or be overcome by nausea for 1d4+1 rounds.

Filth Fairy: HD 3; AC 6[13]; Atk 2 claws (1d3 + 1d4 acid);

Move 12 (fly 12, swim 12); Save 14; AL C; CL/XP 5/240;

Special: acidic touch (additional 1d4 acid damage), amphibious, immune to acid and poison, slime breath (every 1d4 rounds, 15ft cone, 3d6 damage, save for half), stinking cloud (20ft diameter, save or nauseated for 1d4+1 rounds).

Appendix B: New Equipment

The following new equipment is found in the adventure.

Troll Kill

Though it won't actually kill trolls, troll kill is a poison that prevents regeneration. Recent research into the bi-liver has led to the development of a toxin that, when absorbed through a wound, renders the regenerative organ dormant. A troll cannot recover from death if still under the effects of troll kill. Relatively easy to create, it requires a troll bi-liver from which eight doses may be rendered. The larger hydra bi-liver can produce up to four doses per head. Troll kill is poisonous to non-trolls (save or die).

If a creature that can regenerate is subjected to this poison, it must make a saving throw or be poisoned for 1 hour. While poisoned, the creature cannot regenerate any injuries.

Glass Spearhead

A glass spearhead is designed to break upon a successful attack, delivering a dose of acid, poison, or troll kill into the wound it creates. Each spearhead has a tiny steel tip atop a glass reservoir that can be filled with any appropriate liquid. The spearhead then locks in place onto a specially made spear haft. The glass spearhead is effective for only a single attack.

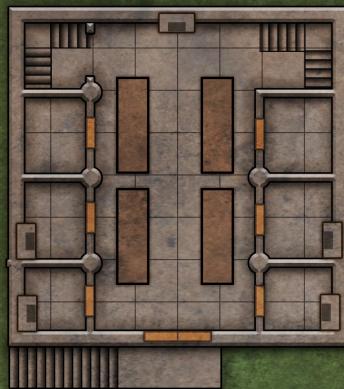
Poison Dart

These special darts feature a hollow needle tip and plunger attached to a reservoir. Unlike normal darts, these poison darts deal 1d3 points of damage (as a normal dart), but also deliver poison. A special version can also shoot through a blowgun.



Castle Ravenrock

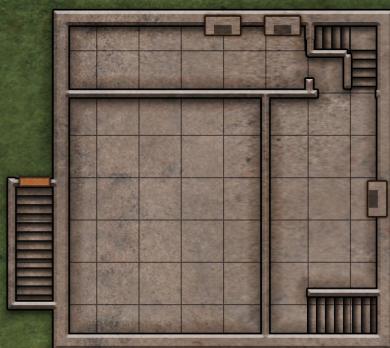
First Story -
Great Hall



Second Story



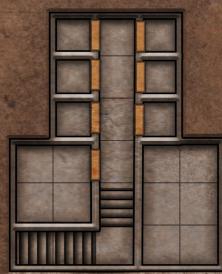
Ground Floor



Roof Top



Dungeon



1 Square - 10 Feet

Cheese Cave

The Raven's Arse



1 Square - 5 Feet

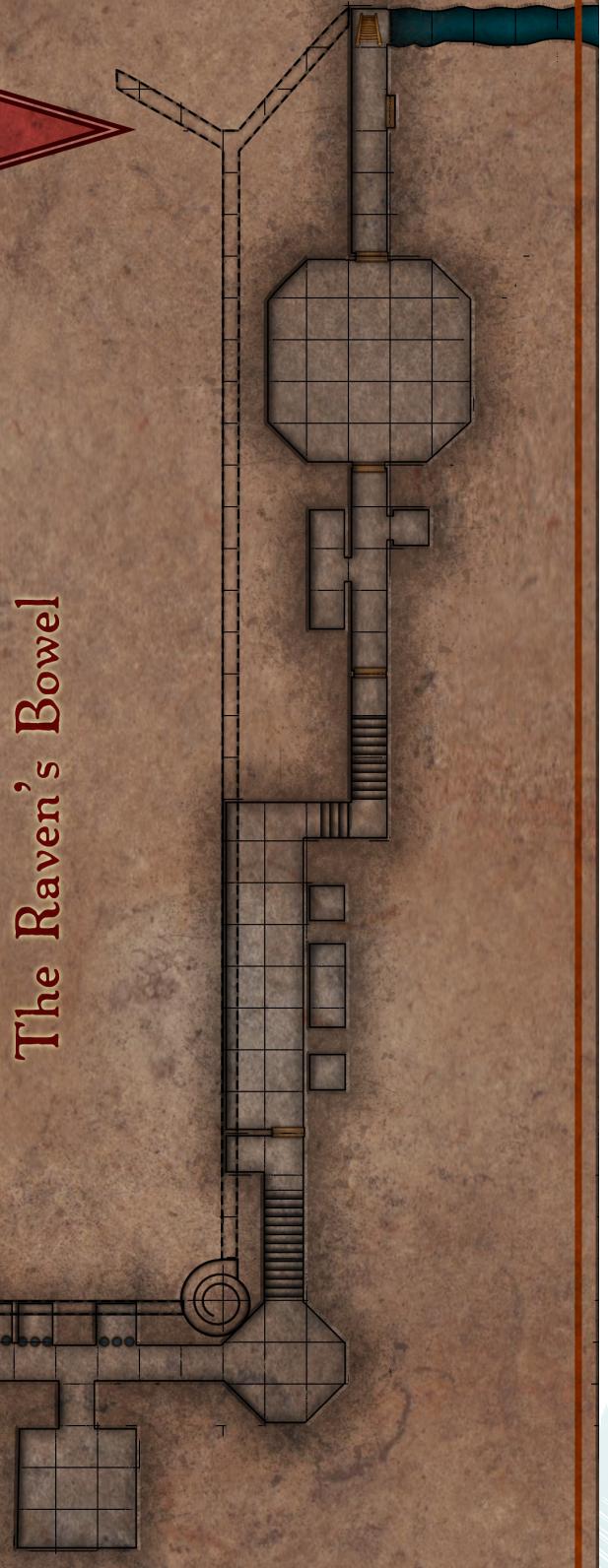


Southern
Panoramic

1 Square - 10 Feet



The Raven's Bowel



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MYSTERY AT RAVENROCK

by James Thomas

The Final Chapter

When our heroes return to Ravenreach all is not well. The castle is in lockdown and the town hasn't heard from anyone there in days. Worse, our heroes learn they are wanted for attempting to assassinate the baron.

Sneaking into the castle through a secret entrance at the bottom of the hill they find a way in via a slippery sewer drain. Snaking up through the dungeons below they unearth ancient secrets, encounter deadly monsters, nasty traps and twisted abominations.

As they piece together the sinister plot to frame them, the party must take care to avoid killing friends while fighting foes as they navigate the dungeon and castle. At last they encounter the usurper and his guard of monstrous henchmen for a final boss fight!

The exciting conclusion includes:

- Detailed treasure descriptions.
- Tactics for major encounters.
- New creatures and new troll fighting equipment.
- Ancient secrets.
- A lurking evil spirit.
- A horrifying experimental laboratory.



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