



DRAGONFOOT

DF23

The Haunted Keep



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The Haunted Keep

A Classic D&D Adventure for First Level Characters

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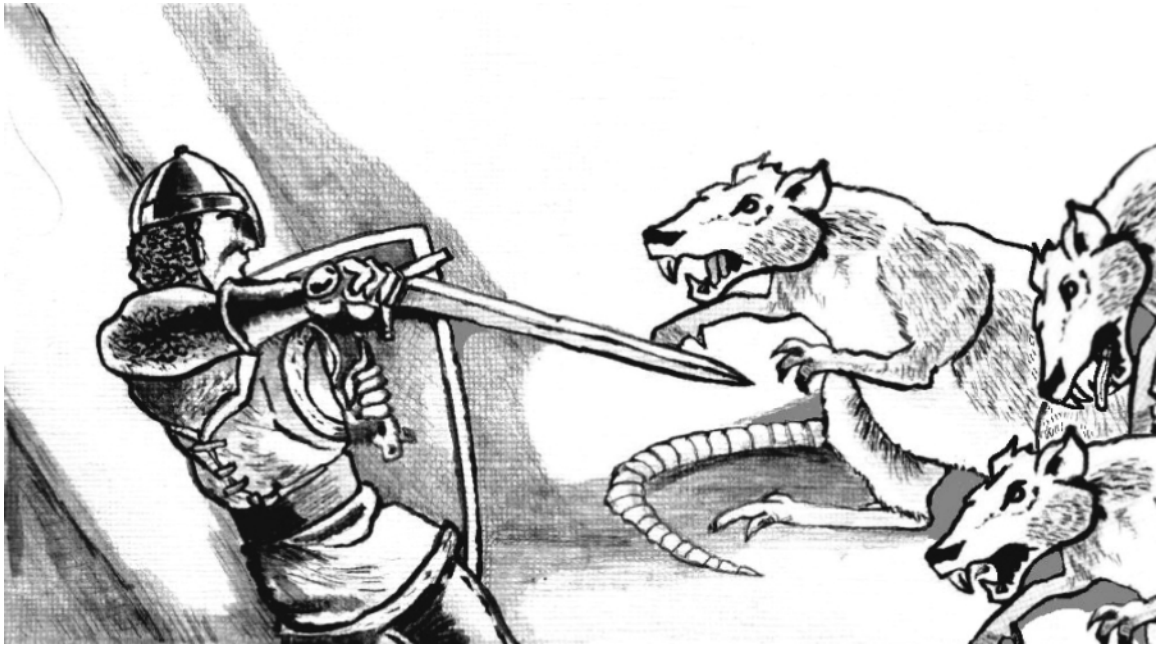
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WANDERING MONSTERS

THE TOWERS

d20	#	App. Monster	
1-3	1-8	Bandits	AC 7, HD 1, #At 1, Dam 1-6, Mv 120' (40'), Sv T1, MI 8
4	1	Crab Spider, Giant	AC 7, HD 2*, #At 1, Dam 1-8*, Mv 120' (40'), Sv F1, MI 7
5-8	2-12	Giant Rats	AC 7, HD 1/2, #At 1, Dam 1-3*, Mv 120' (40'), Sv NM, MI 8
9-11	1-3	Giant Ferrets	AC 5, HD 1+1, #At 1, Dam 1-8, Mv 150' (50'), Sv F1, MI 8
12-13	2-8	Goblins	AC 6, HD 1-1, #At 1, Dam 1-6, Mv 60' (20'), Sv NM, MI 7
14-16	1-3	Hobgoblins	AC 6, HD 1+1, #At 1, Dam 1-8 (by weapon), Mv 90' (30'), Sv F1, MI 8
17-18	5-50	Normal Rats	AC 9, HD 1/8 (1 hp), #At 1, Dam 1-6*, Mv 60' (20'), Sv NM, MI 5
19-20	1-10	Stirges	AC 7, HD 1*, #At 1, Dam 1-3, Mv 30' (10'), Flying 180' (60'), Sv F2, MI 9

The giant ferrets hunt the giant rats and will not attack the party unless attacked first. They can be tamed by elves or with offers of dead rats. Tame ferrets will follow the party for a while but will only help fight rats or wererats. No more than one group of ferrets can be tamed at a given time.

Stirges nest in the rafters and ruins above and attack through occasional holes in the ceiling. They attack both party members and monsters indiscriminately. They will flee back to their nests above if morale fails. Giant crab spiders also lurk in the rafters and prey on the stirges.

Rats swarm everywhere. They do not bother the goblinoids because of the influence of the wererats. They are preyed upon by ferrets, stirges, and occasionally giant crab spiders.

THE CATACOMBS

d20	#	App. Monster	
1-3	3-12	Skeletons	AC 7, HD 1, #At 1, Dam 1-6 (by weapon), Mv 60' (20'), Sv F1, MI 7
4-7	3-18	Giant Rats	AC 7, HD 1/2, #At 1, Dam 1-3*, Mv 120' (40'), Sv NM, MI 8
8-10	1-6	Ghouls	AC 6, HD 2*, #At 3, Dam 1-3/1-3/1-3 + paralysis, Mv 90' (30'), Sv F2, MI 9
11-13	2-12	Goblins	AC 6, HD 1-1, #At 1, Dam 1-6, Mv 60' (20'), Sv NM, MI 7
14-16	1-6	Hobgoblins	AC 6, HD 1+1, #At 1, Dam 1-8 (by weapon), Mv 90' (30'), Sv F1, MI 8
17	5-50	Normal Rats	AC 9, HD 1/8 (1 hp), #At 1, Dam 1-6*, Mv 60' (20'), Sv NM, MI 5
18-20	2-8	Zombies	AC 8, HD 2, #At 1, Dam 1-8 or by weapon, Mv 90' (30'), Sv F1, MI 12

Undead are never encountered in the western catacombs, as the goblins keep them clear.

The eastern catacombs are frequented by undead, and the eastern ladder has been removed to keep more of them from crawling up out of the caverns. The goblinoids use parts of the level and are trying to clear the rest of it. The goblinoids only use the western shaft for moving between levels, although they travel through the eastern catacombs to get access to the eastern tower. The Rodemus family had their cells and interrogation chambers on this level.

THE CAVERNS

d20	#	App. Monster	
1-3	2-8	Bugbears	AC 5, HD 3+1, #At 1, Dam by weapon +1, Mv 90' (30'), Sv F3, MI 9
4-6	1	Doppelganger	AC 5, HD 4*, #At 1, Dam 1-12, Mv 90' (30'), Sv F8, MI 8
7	1	Gelatinous Cube	AC 8, HD 4*, #At 1, Dam 2-8 + special, Mv 60' (20'), Sv F2, MI 12
8	4-24	Giant Rats	AC 7, HD 1/2, #At 1, Dam 1-3*, Mv 120' (40'), Sv NM, MI 8
9-11	2-12	Hobgoblins	AC 6, HD 1+1, #At 1, Dam 1-8 (by weapon), Mv 90' (30'), Sv F1, MI 8
12-14	1-6	Thouls	AC 6, HD 3**, #At 2 or 1, D1-3/1-3 or by weapon, Mv 120' (40') Sv F3, MI 10
15-17	1-8	Wererats	AC 7(9), HD 3*, #At 1, Dam 1-4 or by weapon, Mv 120' (40'), Sv F3, MI 8
18	2-12	Zombies	AC 8, HD 2, #At 1, Dam 1-8 or by weapon, Mv 90' (30'), Sv F1, MI 12
19-20	1	Wight	AC 5, HD 3*, #At 1, Dam special, Mv 90' (30'), Sv F3, MI 12

The eastern caverns are infested with undead, as the Rodemus family disposed of bodies in the deep eastern caves. The bugbears oversee the eastern caves; they hate and fear the undead. Bugbears command the goblin forces and serve the wererats, while hobgoblins serve as sergeants and messengers for them. The wererats roam at will among both goblinoids and undead and, in fact, have combined some of them into thouls (which can also be found everywhere). At least one doppelganger has infiltrated the goblinoids but is ready to move on, if only a suitable target presents itself...

FIRST LEVEL KEY

1. BEDROOM: This room contains the trappings of a long-abandoned bedroom. A four poster bed stands in the middle of the room, pushed away from the wall. Rotting curtains, once draped around the bed, lie in heaps along the base of the bed. A armoire lies on its side across one corner of the room. One door is missing, and the other door appears to have been hacked with an axe. The floor is suspiciously clean of dust and debris. An observant character may note that a considerable amount of dust has built up behind, but not in front of, the armoire, strongly implying that the floor has been swept to remove signs of passage.

2. GUARDPOST: This small room has the appearance of a former guard post that has been adapted to new use. The room is bisected by a green and gold tapestry depicting a hart chased by hounds and riders. The colors are now faded, and several large holes ruin the composition. Moths have also been at the tapestry, and any light shone on the far side of the tapestry is visible as pinpricks

of light coming through the tapestry's surface. A giant crab spider (AC 7, HD 2, HP 10, Mv 120' (40'), #At 1, Dam 1-8 + poison, Save F1, MI 8, AL Neutral) scuttles on the opposite side of the tapestry from whichever door the party enters.

A wooden table and three wooden chairs are on the north side of the room. Half a deck of hand-made cards are spread out on the table and a large block of wood holds up one of the table's legs.

A rickety wooden chest sits against the west wall. Its latch is broken, and it is easily opened. The chest contains a small sack with 99 sp. If not already slain, the giant crab spider will scuttle forward and attack from behind whoever opens the chest.

3. GAS TRAP: The walls of this room are heavily carved. Leering faces, each in poses of snarling agony, protrude from the wall. Each face appears to be contorted and distorted into a parody of human appearance. The nose and lips of the faces are distended, and the teeth

sculpted as sharp and pointed. The eyes are much closer together, and the ears are all more tapered than a human's. The sculptor seems to have had a wide array of subjects to distort, as each face is different from the next.

A close examination of a particular distorted and vicious face on the north wall will reveal a fine crack surrounding the sculpture. Pushing on the right eyeball will cause a hidden latch to release, allowing the face to swivel to the left, revealing a small iron safe embedded in the wall. The safe is both locked and trapped. If not successfully disarmed, the trap will billow out a gas through small holes in the surface of the safe. Any creature standing within 10 feet of the safe will be affected as if by a Sleep spell unless they successfully save vs. Poison. Inside the safe are two thin wooden boxes, each containing 200 sp, and jar made of thick glass with a reclosable top. The jar contains a clear liquid (a potion of healing).

4. OFFICE: A large desk, of the type that the tower commander might have had in an office, sits on a circular rug in the middle of the room. Two crudely built stools sit next to desk. The rug is now fouled by dirt and grime and is a uniform brownish gray color.

In the corner of the room, a large metal spike with an attached ring has been driven into the mortar between stones. Two bruised and terrified prisoners, Malcolm Hepplewhite and Mariano Trendall, are chained to the ring by manacles. Four hobgoblins (AC 6, HD 1+1, hp 7, 9, 4, 5, Mv 90' (30'), #AT 1, Dam 1-8, Sv F1, MI 8, AL Chaotic) guard these prisoners. If surprised, two of the hobgoblins will be found sitting on the stools. If not surprised, the hobgoblins will fight first and ask questions second.

Concealed under the desk, in the space the chair would fit into, is a locked iron box. The largest hobgoblin wears the key around his neck on a leather thong. The iron box holds four small sacks, three containing 100 sp each and one containing 200 sp and a gold and emerald necklace worth 1100 gp.

If the desk is moved aside and the rug rolled up, a trapdoor is easily visible in the middle of the room. The trapdoor opens upwards and reveals a long stairway heading down into the depths.

5. CHAPEL: This room is packed with crude bunks along the walls. Twelve goblins (AC 6, HD 1-1, hp 5 each, Mv 60' (20'), #AT 1, D 1-6, Sv F1, MI 7, AL Chaotic) occupy this room, either sleeping or playing dice games. Two of the goblins watch the door at all times. If loud noises are made nearby, these goblins will warn and wake the others, preventing the party from achieving surprise.

The goblins have no treasure. If the room is searched, it will become apparent that it once was a chapel. An observant character will note the absence of a lower bunk. A dust-covered altar with a stone statuette of a muscular man with a rat's head is hidden under one of the crude bunks. The statuette is covered with grime and has been somewhat defaced. It is only valuable as a curio.

6. EMPTY ROOM: This room contains a number of thin, jagged pieces of wood strewn across its dusty floor. Close examination of the wood reveals the remains of lacquer on some surfaces, and a single wooden peg juts out of the end of the longest piece. Observant characters may deduce the wood is the remains of furniture broken up for firewood.

7. SLIME ROOM: Several scraps of cloth and old, dusty feathers sit in a heap in the middle of the room. The cloth is embroidered on one side and bears a clear resemblance to a seat cushion. On the ceiling directly over these objects hangs a green slime (AC none, HD 2*, hp 13, Mv 3' (1'), #AT special, Dam special, Sv F1, MI 12, AL Neutral). Characters moving directly to the pile of debris will not see the green slime until it attacks; characters observing the room first will note it as an odd, green discoloration of the ceiling.

8. BARRACKS: The floor of this room has subsided and a large crack extends along the ceiling. Water drips through the crack, and a large mass of white mineral material extends in a ring around the crack. The water that has leaked through the ruined levels above pools in the depressed floor, forming a scummy 3 foot deep pool many feet wide. A partially waterlogged mattress floats in the pool. Observant characters will note that the mattress is shorter than normal, as if made for a creature shorter than a human. A rusted iron statue of a beautiful warrior maiden is in the pool under the mattress. The mattress is held in place by the statue, but anyone attempting to leap onto the mattress from shore will suffer 1d4 hp damage as they impale themselves, and the mattress, on the rusted statue. The water is not toxic, and the statue may be approached by wading through the pool. The statue is so rusted to be of no value.

9. SPY ROOM: The entryway to this cubbyhole is hidden from sight. Four goblins (AC 6, HD 1-1, HP 5, 3, 4, 1, Mv 60' (20'), #At 1, Dam 1-6, Sv F1, MI 7, AL Chaotic) crouch in this cubbyhole, spying on those walking down the corridor through peepholes in the hidden door. The goblins have no treasure and will attempt to use their hidden location to surprise those walking down the corridor.

10. BANDIT QUARTERS: Four bandits are quartered here (AC 7, HD 1, HP 4 (x4), #At 1, Dam 1-8, Mv 120' (40'), Sv T1, ML 8, AL Chaotic). This room is locked with 2 bandits wide awake at night (they are fearful of the strange sounds from elsewhere in the stronghold). Each bandit carries 10 sp.

11. BANDIT LEADER: This room belongs to the Bbandit leader, one "Sir" Roenald who fancies himself as a knight and a gentleman (AC 4, HD 3, HP 18, #At 1, Dam 2-9 or 1-4, Mv 120' (40'), Sv F3, AL Chaotic). He sports a shiner, which he claims was in combat with a bugbear who attacked earlier (In fact it was a punch from Lemunda when the "knight" tried to make a pass at her). He will challenge the toughest-looking PC to a duel. Tucked into his shield is a

dagger and a hand axe, which he will throw before closing for melee. The dagger has a jeweled pommel and is worth 100 gp. He has 35 gp in his pockets, and is armed with a **sword +1**.

12. BANDIT QUARTERS: Four more bandits are quartered here (AC 7, HD 1, HP 4 (x4), #At 1, Dam 1-8, Mv 120' (40'), Sv T1, ML 8, AL Chaotic), along with the wreckage from a carriage the bandits attacked a few days ago. They were convinced the carriage was carrying more than just a valuable hostage and servant, so they tore apart the whole thing and searched every inch. The wood, which is now in a pile in the SE corner, is used in the kitchen (room 15). Aside from some expensive women's clothes (left on the table - worth 25 gp), they found nothing: The bandits want money - not ladies' gowns! If offered a bribe of 3 gp each, they will desert their popinjay of a leader. If offered 5 gp each, they will gladly serve and fight for the one who pays them.

Corridor: Two bandits, armed with polearm and hand axe, (AC 7, HD 1, HP 5, 4, #At 1, Dam 1-10, Mv 120' (40'), Sv T1, ML 8, AL Chaotic) guard the hostages. If no commotion comes from rooms 10-12, the not-too-bright guards will ask the PCs to give them all the ransom money (mistakenly thinking the party is there with money to secure the release of the prisoners) so they can run away with it! Loyalty is not their strong suit...

13. BEDROOM: Quartered here is Lemunda the Lovely (F2, S:10, I:14, W:12, D:15, C:15, Ch:17; AC 9, HD 2, HP 12, #At 1, Dam 1-4, Mv 120' (40'), Sv F2, MI 10), AL Lawful, the daughter of a powerful lord. She has a dagger hidden among her belongings, but she hasn't tried to escape yet. This is the second time she has been kidnapped. The first time, her father paid a hefty reward. However, this most recent kidnapping occurred right after her father was secretly assassinated by his bodyguards (though neither Lemunda nor anyone else knows this yet), so any party expecting a reward when they bring her home is going to be in for a rude surprise!

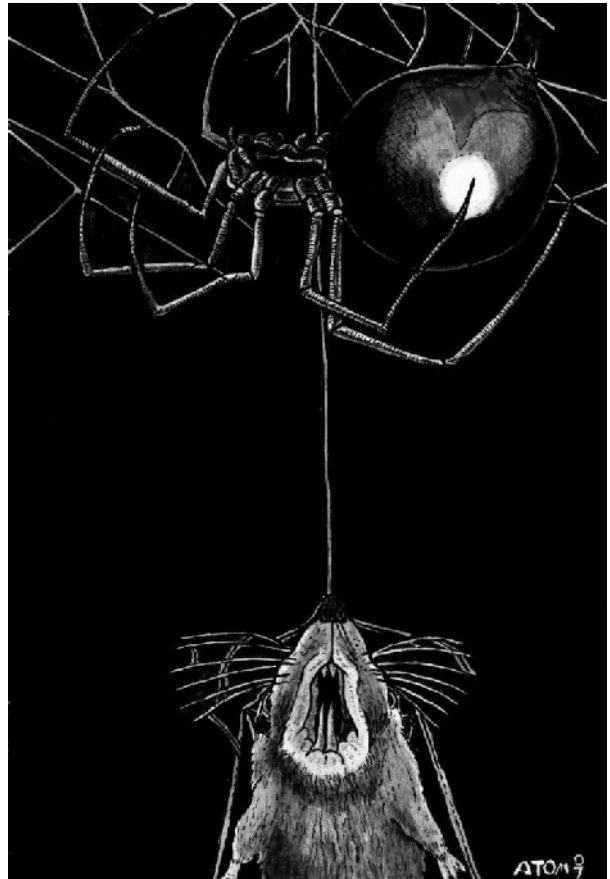
14. STORAGE: "Sir" Roenald carries his knightly gentleman act to the hilt. He has allowed Lemunda and her maidservant to keep their belongings (of sentimental value only) here, the only decent room (aside from Roenald's) under the control of the bandits.

15. KITCHEN: Here is Relda, Lemunda's maidservant (AC 9, HD 1, HP 3, #At 1, Dam by weapon, Mv 120' (40'), Sv NM, MI 8. AL Lawful). She has been made to cook for the bandits and spends most of her time here. She is madly in love with the "dashing" but cowardly and foolish "knight." She will offer the party a 500 gp gem she has hidden in exchange for his life and freedom.

NOTE: The bandits are close to deserting their leader. Not only is his courtly love shtick getting old, but the loot hasn't been very good. Worse, the messengers sent to Lemunda's father with a ransom demand (2500 gp) are long overdue in returning. The bandits also think that the goblins and hobgoblins are getting more spoils than they are because Roenald paid the bandits' coin to the goblinoids in exchange for the rights to whatever ransom he collects for Lemunda.

What's more, four other bandits went exploring in the rest of the Keep and disappeared. Last, the bugbear who attacked the night before killed two more bandits before being dispatched (this incident has also strained their relations with the goblins). Losses, lack of treasure, and two hostages who are given better treatment than their captors makes for bad morale. It wouldn't take much to get them to desert or even change sides...

If the PC accept Relda's gem and set "Sir" Roenald free, they should receive full experience as though they had killed him. He has been so humiliated (i.e. being saved by a lovesick servant girl) that he could never lead bandits (or goblins/hobgoblins) again. He and Relda will ride away and never be heard from again.



16. BANDIT ROOM: 5 bandits (AC 7, HD 1, HP 5, 4, 4, 2, 2, #At 1, Dam 1-6, Mv 120' (40'), Sv T1, ML 8, AL Chaotic) guard the entrance to the western tower. They are lax, and they will be surprised on a 1-3.

Hanging from the back wall of this room is a largish ox-horn bound with bronze (worth 10 gp.) This object is the warning signal for the tower, and the bandits will attempt to reach it and sound the horn. If they succeed, reinforcements from the surrounding rooms will start to arrive. Normal combat noises will not alert them, since fights between bandits are commonplace here, and a fight with the PCs will sound indistinguishable from one of these.

Two statues, of husband and wife (these are ancestral members of the Rodemus family), are in this room. Careful inspection will reveal that the tips of their top two front teeth are showing against their lower lip, giving the faces a slightly rodent-like aspect.

17. BANDIT ROOM: These 5 bandits (AC 7, HD 1, HP 5, 4, 4, 2, 2, #At 1, Dam 1-6, Mv 120' (40'), Sv T1, ML 8, AL Chaotic) are bored, and they are racing small insects on the floor.

One of the bandits has a bronze hip-flask containing cheap liquor. The flask is worth 15 gp. The liquor is valueless and tastes foul, but it's very strong, and there is quite a lot of it. The characters may drink it (there is enough to leave the whole party reeling), but note that it is also highly flammable.

18. BANDIT ROOM: There are 3 bandits (AC 7, HD 1, HP 5, 2, 1, #At 1, Dam 1-6, Mv 120' (40'), Sv T1, ML 8, AL Chaotic) in this room. They have captured a baby Crab Spider (which is about the size of a fist) in a wooden cage. Presently they are gathered by the cage which is situated on the table in the northern part of the room, and are amusing themselves by pulling the spider's legs off.

One of the bandits wears a golden earring worth 20 gp.

19. GOBLIN BARRACKS: NOTE: The door from this room onto the corridor is wide open and held that way with a wedge. It is not possible for the PCs to pass this area without encountering the goblins.

13 goblins armed with spears (AC 6, HD 1-1, HP 7, 6, 6, 5, 5, 4, 3, 3, 3, 3, 2, 1, 1, #At 1, Dam 1-6, Mv 60' (20'), Sv NM, ML 7, AL Chaotic) are presently stationed in this room. If the horn from room 15 is sounded, they will rush to the assistance of the door guards, taking 2d6 rounds to arrive as they gather their wits and their weapons. If the horn has not been sounded, they will presume that any sounds of battle coming from room 15 are merely the bandits fighting one another. Thus, when they see the player characters, they will be surprised on a 1-3.

These goblins are adept at spear tactics and will form a spear block in the doorway. The spear block has a frontage of four goblins and is three goblins deep. The goblins in the rear two ranks will also be able to attack because

of the length of their spears. If the PCs attempt to stand back and attack with missile weapons or spells, the goblins will hurl rocks at them for 1-2 damage per rock.

The largest goblin (the 7 hp one) has a leather pouch containing three yellowish, translucent gemstones (worth 50 gp each). One of the 6 hp goblins has a necklace of sharks' teeth (worth 10 gp as a curiosity) while the other carries a set of brass knuckles (gives +1 damage in hand-to-hand attacks.)

20. FORMER STUDY: This room appears to have been the study of an erudite and literate person. However, the roof has leaked and ruined most of the documents.

The player characters, on opening the door, will observe a writing desk with two pedestals, each containing three drawers; a fireplace; and a bookshelf. The writing desk is piled high with papers.

The writing desk contains:

- * 38 sheets of blank vellum
- * 1 inkpot of beaten bronze (worth 20gp)
- * 1 partridge-feather quill (worth 10gp)
- * 4 clerical scrolls of cure light wounds
- * 1 clerical scroll of bless
- * 1 clerical scroll of light
- * 5 mage scrolls of detect magic
- * 1 mage scroll of sleep
- * 1 mage scroll of levitate
- * 41 scrolls which are now illegible
- * 1 scroll on which the words "Rodemus" and "rat" can be distinguished.

The fireplace has, on the mantelpiece, a pair of ceramic statuettes of nude nymphs. These are cheesecake rather than art, but would nevertheless sell for 25 gp each. However, they are rather fragile and need to be handled with care. If the bricks at the back of the fireplace are examined, one may be found to be loose (detect as a secret door). This loose brick is trapped with a poison needle (save vs. Poison or die) and behind it is a purse of 534 gp.

The bookshelf contains:

- * A leather-bound journal entitled "Rodemus family diary." The pages, unfortunately, are now a sodden lump and totally unreadable.
- * An untitled leather-bound journal containing long lists of numbers. A thinking character will be able to identify these as being financial records, but it is unclear whether the (rather large) sums of money involved are reckoned in gold, or copper...
- * A Common-Goblin/Goblin-Common dictionary, well-thumbed (worth 35 gp).
- * A saga of the northlands which contains a rousing tale of bloody revenge (worth 50 gp).
- * A bestiary, the majority of which is uninteresting but which contains a first-hand account of a conversation with a Black Dragon, featuring particularly graphic accounts of its devastating acid breath weapon, and a treatise on the feeding habits of giant weasels (worth 10 gp).

21. BEDROOM: This room is apparently free of monsters. Two beds are along the north wall, both of which are made and do not appear to have recently been slept in.

In fact, the room is not free of monsters. If the beds are searched, the searcher will disturb a Pit Viper that is sleeping underneath the bed in the corner (AC 6, HD 2*, HP 8, #At 1, Dam 1-4 + poison, Mv 90' (30'), Sv F1, ML 7, AL Neutral). Note that this creature is so fast that it will always win the initiative.

Underneath the bed, the players will find a shed snakeskin. (This may be mistaken for a second Pit Viper...)

Inside the mattress of the other bed is a bag of holding, which may (50%) be ruined if the mattress is slashed with a blade of any kind. The bag of holding contains 5,000 copper pieces and a potion of healing.

22. PRISONERS: This room contains two of the captives for whom the player characters are searching. They are bound and gagged, and

somewhat groggy, having spent the time of their captivity largely under the influence of strong drugs that keep them docile.

A trapdoor down to the second level is in plain sight in this room.

23. STIRGE BEDROOM: 4 stirges (AC 7, HD 1*, HP 7, 6, 3, 2, #At 1, Dam 1-3, Mv 30' (10'), Flying 180' (60'), Sv F2, ML 9) will be found here. They are flying around in a state of agitation and cannot be surprised.

The reason for their agitation is that a Giant Ferret (AC 5, HD 1+1, hp 6, MV 150' (50'), #AT 1, D 1-8, Save F:1, ML 8,) is crawling around in the rafters where they normally dwell, and it has disturbed them. Because the stirges fear the ferret, they will attack and kill it in preference to attacking the PCs, unless the PCs attack the stirges first.

The Giant Ferret can be temporarily tamed by an elf, provided the elf rolls positive encounter reactions. If this is done, it will help the party to hunt giant rats.

24. STORAGE: The door between rooms 23 and 24 has been spiked shut, as the bandits are scared of the stirges. In here are empty shelves where rare foodstuffs were kept in better times. Now there's just the hardtack, salt pork, and other items that the bandits brought with them.



SECOND LEVEL WEST KEY

25. EMPTY ROOM: This was a secret store room, but it was looted long ago and has remained empty ever since.

26. THE ENTRANCE TO THE BURIAL CHAMBERS: The walls of this room are decorated in mosaics showing the Romedus family in a variety of activities: the slaying of a black dragon, the looting of its treasure and nest (hint), the destruction of the disease god's temple, and the battle against his rat, fungus, and undead minions (hint).

27. THE MORTICIAN'S CLOSET: The door to this room is locked. This room contains a variety of tools and containers used to prepare a body for entombment. Many of the jars, bowls, etc. are labeled with what body part they are to hold.

28. THE MORTICIAN'S WORKSHOP: Here is where the actual preparation of the bodies for entombment took place. Four iron-grated work tables dominate the center of this room. The floor is slightly pitched from all four sides towards the center. In the center of the floor is a small drain hole.

Lying on the work tables are the corpses of four recently killed persons (3 humans, 1 halfling). Moving amongst the corpses tearing away pieces and eating them are two ghouls (AC 6, HD 2, HP 15, 8, #At 3, Dam 1-3/1-3/1-3 + Paralysis, Mv 90' (30'), Sv F2, ML 9, AL C), hidden amongst the cabinets along the walls are 2,000 ep. Amongst the gear and junk stripped from these four corpses is a quiver with 10 **arrows +1**.

29. THE RODEMUS FAMILY CHAPEL: This room bears icons portraying the god of law and holds religious furniture for that deity. They are now in ruins and desecrated by claw marks, filth, and graffiti. The leader of the Hobgoblins (AC 5, HD 2+1, HP 17, #At 1, Dam 1-8 or by weapon[+1], Mv 90' (30'), Sv F2, ML 10, AL Chaotic) has decided to make this room his lair, and he lives here with his three bodyguards. He is armed with a **sword +1**. The four Hobgoblin bodyguards (AC 6, HD 1+1, HP

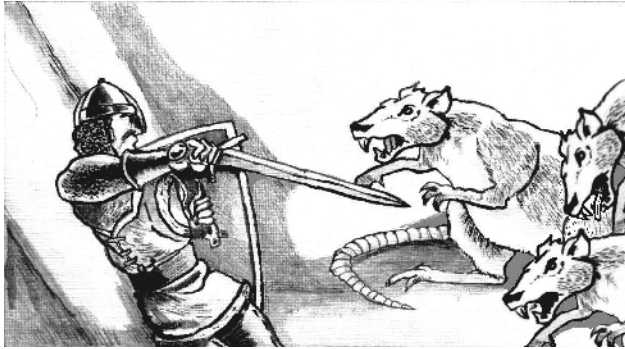
8, 6, 5, 5, #AT 1, Dam 1-8 or by weapon, MV 90' (30') Sv F1, ML 10, AL Chaotic) are armed with swords also. The Hobgoblin leader has a treasure of 630 sp, 460 gp, 10 pieces of silver dinnerware valued at 20 gp each, and 1 gem of 100 gp value. When the party enters, one of the bodyguards will blow a signal horn to summon the other Hobgoblins from room 30 to their assistance.

30. THE TORTURE CHAMBER: This room has been kept in remarkably good shape, as are all the pieces of torture equipment about the room. Standing guard in here at the door are four goblins (AC 6, HD 1-1, HP 6, 5, 4, 3, #At 1, Dam 1-6 or by weapon, Mv 60' (20'), Sv NM, ML 7, AL Chaotic). The goblins are armed with spears and clubs.

Standing about the rack in the center of the room are three hobgoblins (AC 6, HD 1+1, HP 7, 7, 3, #At 1, Dam 1-8 or by weapon, Mv 90' (30'), Sv F1, ML 8, AL Chaotic) that are armed with swords. One of the hobgoblins is rather worse for the wear (thus only 3 hp). All three are assisting a rat-like humanoid that is torturing a dwarf stretched on the rack.

Also scurrying around the chamber are four Giant Rats (AC 7, HD ½, HP 4, 3, 3, 1, #At 1, Dam 1-3 + disease, Mv 120' (40'), Sv NM, ML 8, AL Neutral) and 2 packs of normal rats (AC 9, HD 1/8, HP 1 (x10), #At 1, Dam 1-6 + disease & special, Mv 60' (20'), Sv NM, ML 5, AL Neutral). Note that anyone attacked by the rat packs must save vs. Death Magic or be knocked to the ground. Anyone so affected is unable to fight until back on their feet due to all of the rats swarming all over them.

The humanoid rat is Kalakia Romedus, daughter of the Romedus patriarch (AC 5 (9), HD 3, HP 21, #At 1, Dam 1-4 + lycanthropy or by weapon, Mv 120' (40'), Sv F3, ML 8, AL Chaotic), Kalakia is armed with a serrated dagger (someone hit with it suffers 1d4 damage upon removal; a wielder may only attack every other round due to the time needed to pull the



weapon out) and a scourge (causes 1d4+2 damage). Kalakia wears a Ring of Protection +2 (thus her better than normal AC). She also has a wand of Paralyzation, and in her haversack is a key, a potion of gaseous form (3 doses), a potion of healing (6 doses), and a scroll with two M-U spells: Web and Phantasmal Force.

NOTE: Kalakia is very interested in staying alive; she will bargain, lie, and cheat to do so. If her life is in true danger, then she will attempt to drink a dose of the potion of gaseous form to escape.

The Dwarf is Derrigan (S: 15, I: 11, W: 12, D: 9, C: 13, CH: 12, hp: 1 (8 hp when healed), AL Lawful). The Dwarf has 1 hp left and is severely drugged; it will take two Cure Light Wounds spells or healing potion doses or 8 hours of sleep to bring him about. Derrigan, once recovered, will readily agree to assist the party in their quest (he also has a score to settle). In the corner of the room is the Dwarf's equipment: chainmail, battle axe, 2 hand axes, and a backpack with 1 week of iron rations, a hammer with 12 spikes, 6 torches, and an empty wineskin.

When the party enters the room, Kalakia will order the goblins and the rats to attack first. If they don't succeed, she will order the Hobgoblins into the fray. If they seem to have the upper hand, she will enter into physical combat with her dagger and scourge. If the Hobgoblins are having a rough time of it, she will hang back and attempt to use her wand when possible. Each goblin has 1d6 sp on them, and the hobgoblins have 1d8 gp,

Kalakia has no money on her, but a small locked chest by the rack contains 300 gp; the key is the one in Kalakia's haversack.

31. ZOMBIES: Anyone of Chaotic alignment attempting to open the door to this room will suffer 1d10 hps of damage. Those of the Neutral or Lawful alignment will not be affected.

This chamber is empty and bare except for the 6 Zombie guardians (AC 8, HD 2, HP 12, 11, 10, 9, 9, 7, #At 1, Dam 1-8 or by weapon, Mv 90' (30'), Sv F1, ML 12, AL Chaotic). Each one of these warriors is armed with sword and shield. No treasure or valuables are in this room.

The walls of this room are decorated with various murals telling stories of the Sun god and his minions.

32. MORE UNDEAD: Anyone of chaotic alignment opening this door will suffer the effects of a Sleep spell cast on them. Inside this room are the desiccated corpses of Wilhemina and Rodolfus Rodemus. These corpses will rise up and attack anyone of Chaotic alignment who enters the room.

Animated Corpses: (AC 5/4, HD 3, HP 21, 18, #At 1, Dam 1-6 or by weapon, Mv 120' (40'), Sv F3, ML 12, AL Chaotic). One is armed with a **mace +1**; the other is armed with a **sword +1, +2 vs. lycanthropes** and wears **chainmail +1** (thus the better AC listed for one of the corpses).

In this room are several scrolls, a desk, and what looks like a laboratory. Most of the scrolls are various notes of little meaning or use to the party. If the party spends 1d6 turns reading these scrolls, they will find two useful scrolls here. The first is a Map to Level 2 West. The second is a chronicle of sorts. It reads as follows:

August 3, 1291: Another attack on a local farmstead has occurred, the survivors claim to have seen a band of goblinoids lead by a lanky humanoid with an extremely long nose,

covered in fur, and toting a two-handed sword...

August 22, 1291: Yet again another farm attacked, sadly no survivors...I have traveled there and examined the scene of the attack; such savagery! Some of the animal corpses look as if they were dissolved, very strange indeed.

October 7, 1291: My beloved, and 12 men at arms, and myself laid an ambush for these bandits... The ambush is successful - 8 goblins, 3 hobgoblins, were slain as was their leader that was a horrifying visage of rat and man blended together, I had only read of such beasts, the wererat. What happened next though was even more horrifying. The beasts when slain revert to their human form. The man we saw laying at our feet was none other than my brother-in-law, my beloved's older brother Cedric Rodemus the III, the godfather to our children...

October 10, 1291: We have returned to the castle the children have been checked and all appear safe and healthy, we have sent them to live with my family, my beloved and I have agreed to stay and try to bring this evil to a close before his entire family is destroyed.

December 19, 1291: Yule approaches and yet this is a time of horror, not joy. The evil we have uncovered is greater than we ever imagined. My beloved is distraught at the terrible deed we must perform. The whole family is infected! We do not believe that they are aware of our plans but we must act sooner than we hoped to keep the element of surprise

December 21, 1291: This will be my last entry I fear. I have laid the last enchantments upon the chambers to seal our bodies beyond their grasp (including the blasphemy of animating the corpses of the deceased to stand guard at our door.) My beloved has already slipped into unconsciousness, I have given him his last

rites and said my last prayers, and I will soon join him and together we will pass on to the great beyond. We have retreated here to my private sanctuary here among the dead. What horrible evil that resides here must be destroyed but alas it is a deed not for my beloved and I to perform. They had found us out! Then at the end of yuletide dinner they revealed their knowledge of our plans and that they had poisoned our food with a slow acting poison so we could spend our last Yule together. I weep for my children's loss but take solace in their safety. We pray that others will follow in our footsteps and bring this evil chapter of history to a close.

Also located here are four vials of holy water and a tome entitled Religious Discipline. Any cleric spending the 1d3 days needed to read it will gain a bonus of 500 xp.

33. STORAGE ROOM: In here are several barrels of embalming fluid and various sacks of supplies (lye powder, aromatic spices, etc.), all ruined and of no value. Hiding under the sacks are 5 Giant Centipedes (AC 9, HD ½. HP 3, 2, 2, 2, 1, #At 1, Dam poison, Mv 60' (20'), Sv NM, ML 7) that will rush out if anyone disturbs the sacks.

34. GUARD ROOM: Four Goblins stand guard here (AC 6, HD 1-1, HP 7, 7, 7, 5, #At 1, Dam 1-6 or by weapon, Mv 60' (20'), Sv NM, ML 7). They are each armed with a spear and a hand axe. They also each have 1d8 sp on them. If attacked, they will attempt to raise an alarm to alert the occupants of room 29 of the presence of intruders. If they are losing, they will try to make a fighting retreat into room 29.

35. LADDER SHAFT: Empty. This shaft is very moist and humid. As such, the ladder rungs are wet and slick, thus requiring a DEX check for every 20' descended. If the check fails, the character failing is allowed another check at 1/2 his or her DEX score to catch the ladder. If that also fails, the character falls the remaining distance for 1d6 points of damage per 10' fallen.

SECOND LEVEL EAST KEY

36. EMPTY CHAMBER: This chamber is empty. The steps down to room 39 smell strongly of troglodyte.

37. ELDWIN'S LAIR: From outside this room, very soft music can be heard if the characters pass a listen check. The smell of smoke, urine, and incense is also faintly detectable from outside the door. Inside, the floor is covered with the pelts of many animals (some indistinguishable, some expensive - see below). Torches are ensconced on the walls but cast a dim light. Scattered throughout are braziers emitting the smoky scent of incense. Lazing in the pillows and rugs on the floor is Miranda Ironwolf (AC 9, HD 1, HP 5, #At 1, Dam 1-4 + fire, Mv 120' (40'), Sv F1, MI 12, AL Neutral), the little sister of Morgan Ironwolf. She appears to be in some form of trance, her body swaying in time to the music. Also here is a man roughly forty years old with jet-black hair, a pencil-thin mustache, and dressed all in black clothing. He is lightly playing a lute and singing in a whisper. He appears to have no armor but has a large gold ring on his left hand. This is Eldwin Rodemus (AC 8 [in human form, due to good dexterity], 6 [in rat or rat man form], HD 3, HP 17, #At 1, Dam 1-4 + lycanthropy, MV 120' (40'), Sv F3, MI 8, AL Chaotic), the primary liaison between the goblins and the Rodemus family. This is his lair.

Likewise entranced with Eldwin's singing are his two pet giant rats (AC 7, HD ½, HP 2, 4, #At 1, Dam 1-3 + disease, MV 120' (40'), Sv NM, MI 8, AL Neutral) and Jurakka (AC 6, HD 1-1, HP 4, #At 1, Dam 1-6, Mv 60' (20'), Sv NM, MI 12 (7), AL Chaotic), a goblin female of whom Eldwin has become fond.

When disturbed, Eldwin will not be surprised. None of the room's occupants will act in a threatening manner. Instead, Eldwin will nod for the adventurers to take a seat amongst the pillows. If they do so, he will continue to sing and attempt to use the power of his ring, a **ring of human control**, to charm them. Should the characters move to attack, Eldwin will order

the two rats and Miranda to attack. Miranda will pick up one of the torches on the walls (delaying her first attack until the second round). Jurakka will fight to protect Eldwin at all costs (having the listed morale of 12 while he is alive), using the short sword lying in front of her. Eldwin will first attempt to control the most obvious magic user and command him to attack the party. Next, he will change to half rat form and attack the most obvious cleric or, if there is not one, the largest fighter with his bite. Should he be reduced to 5 hp or less, he will attempt to flee through the door to room 38. If he is killed or if the ring is removed, Miranda will drop to the floor, unconscious but released from the charm.

Because of the uneven floors, dim light, smoke, and large numbers of braziers in the room, characters' attacks (including Miranda's and Jurakka's but not the wererat or giant rats) are -1 to hit. Furthermore, if an attacker rolls a natural 1, he or she has struck a brazier. Another roll should be made (against AC 9) to see if it has been knocked over. A successful hit means that it has been. A knocked-over brazier explodes, doing 1d6 points of fire damage (save vs. Dragon Breath for ½ damage) to everyone within five feet. There is also (at the DM's discretion) the potential that such an explosion will set the rugs and pelts on fire...

Eldwin's treasure is not in coin, however. Anyone able to take the furs and clean them may sell them as a lot for 500 gp. Additionally, there are twelve bottles of very expensive wine (worth 20 gp each) and 20 less expensive wines (worth 10 gp each). There is also a large jar of incense worth 25 gp. Of little gold piece value but of great interest to local authorities are two books. The first is Eldwin's journal that, in addition to containing his feeble attempts at great literary mastery, describes the Rodemus family's relationship with the goblins and the bandits. It includes a listing of times and dates of attacks, as well as lists of items seized. The second book is one of maps and includes both past and future targets of the criminal group.

The building plans for several key homes in the nearby town are included along with schedules for their owners.

38. RUBBISH: This room is littered with the bones and other remains of various of Eldwin's victims; a full six inches deep throughout with many other large piles of remains, ripped clothing and just plain trash. Searching this room takes twice the normal time and is likely to cause a disease like that afflicted by giant rats (save vs. Poison to avoid). As the search is performed, rats, spiders and insects will scatter (none will attack). The search will reveal 53 cp, a broken silver dagger (worth 15 gp), and a small vial of blue, minty liquid (a potion of healing).

If Eldwin has retreated here, he will be attempting to hide himself under the trash. He has a chance to hide as if he was a third level thief (20%). If forced to fight, he will plead for his life and offer anything the adventurers want, including his ring. He can give a complete description of the complex as well as its occupants. However, he will take the first opportunity to escape his captors, fleeing the ruins and leaving his family behind.

39. TROGLODYTE ROOM: This room has a strong damp, musty odor that can be detected up to 75' away. It houses 7 Troglodytes (AC 5, HD 2*, HP 11, 10, 9, 9, 9, 8, 7, #At 3, Dam 1-4/1-4/1-4, Mv 120' (40'), Sv F2, MI 9, AL Chaotic).

In the shaft down into room 52 is a Gray Ooze (AC 8, HD 3*, HP 13, #At 1, Dam 2-16, Mv 10' (3'), Sv F2, MI 12, AL Neutral), clinging to the side. This creature will attack anyone descending the shaft. If the Troglodytes are attacked in room 39, it will begin to creep up the side of the shaft to investigate but, owing to its slow movement rate, will take 5 rounds to arrive.

One of the Troglodytes is wearing a brass thumb-ring set with a yellow stone. This is a **ring of stupidity** which subtracts one from the wearer's INT, WIS and CHA scores. Like most cursed rings, it can only be removed by a *remove curse* spell.

40. THOUL ROOM: This room contains three Thouls (AC 6, HD 3**, HP 13, 11, 10, #At 2, Dam 1-3/1-3, Mv 120' (40'), Sv F3, MI 10, AL Chaotic). These creatures are greatly feared by the Troglodytes from room 39. They are mercenaries in the employ of the Rodemus family, and one of them still has a contract (written in the Hobgoblin tongue) on his person that makes this clear. Another Thoul has the key to the locked secret door leading to room 41. Aside from this they have no treasure.

The secret door to room 41 is locked and trapped! The trap will spray a creature interfering with the door with acid (which has been generously donated by the Black Dragon Ssarvack). This inflicts 2d6 damage (save vs. Dragon Breath for half damage) and also has a good chance of destroying some of the character's equipment. If a character triggers the trap, roll 1d6 for each of his or her items, including magic items. On a "1" the item is made unusable and removed from play.

41. UNGUARDED TREASURE: This room contains a great deal of treasure, piled more or less randomly around the room. The treasure is as follows:

A **staff of healing** with 22 charges, a **wand of magic detection** with 9 charges, a **magic-user spell scroll (fireball)**, a **scroll of protection from lycanthropes**, a jeweled crown worth 4,000 gp, twenty-one sacks of silver coins totaling 12,431 sp, and seventy-six sacks of copper coins totaling 45,212 cp.

42. A DAY AT THE RACES: Even with the main doors closed, the sound of people can be heard inside this room. A faint smell of animal sweat and fetid cheese can be detected, if the PCs are within 2 feet of the door. If they listen, they will hear squeaky voices, shouting, and cheering, but no details can be discerned. The doors open easily if the PCs decide to enter.

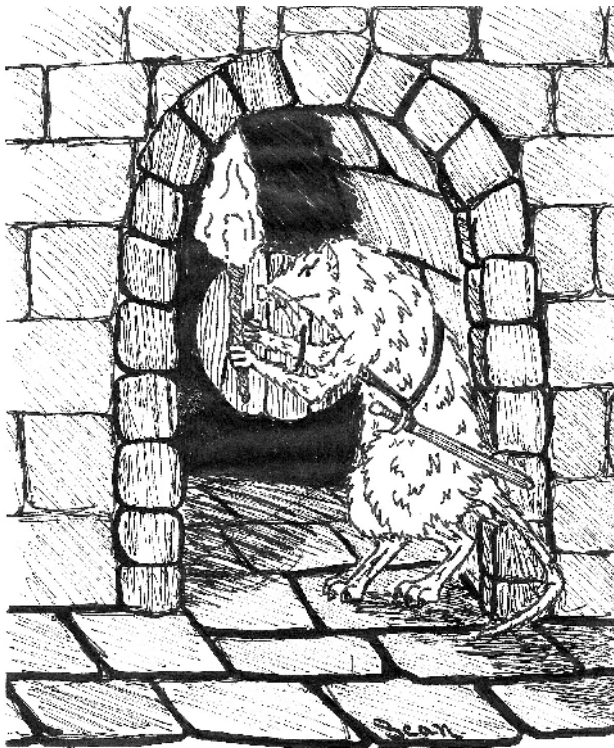
You see a long rough-hewn chamber with a dirt floor, containing small piles of rat droppings, moldy fetid cheese, and piles of miscellaneous junk in the westernmost end of

the room. Down the center of the room are two "lanes" of packed dirt which are free from the nauseating debris.

In this room you see four humans in peasant garb racing two giant rats. Two other rats wait in the corner for their turn.

The men have a distinctly ratlike appearance (if anyone asks). The largest (24 hp) man is sitting on a pile of debris at the far south west end of the room. Two others (18 hp, 18 hp) are five feet east of him, shouting their rats on. The fourth (16 hp) is at the far east end of the room, near the door. Between the two shouting men is a pile of coins (6 gp, 66 sp, and 45 cp) and a large pile of fetid cheese chunks, the odor of which is nearly unbearable (see room 49).

The four men are wererats (AC 7 (9), HD 3*, HP 24, 18, 18, 16, #At 1, Dam 1-3 or by short sword, Mv 120' (40'), Sv F3, MI 8, AL Chaotic). They are racing ordinary giant rats (AC 7, HD ½, HP 3 (x4), #At 1, Dam 1-3 + disease, Mv 120' (40'), Sv F1, MI 8, AL Chaotic).



Since the ratmen are so engrossed in their race, they can be surprised fairly easily (1-4 on 1d6). The 1st round, if not already attacked, the leader (24 hp) and the race judge (16 hp) will attack. The other two will attempt to gather as much coin and cheese as possible, attacking next round. The two racing rats will continue to race until their "owners" (18 hp, 18 hp) join in the combat. The two waiting rats attack immediately.

If hard pressed, one of the men will bolt through the southern door for reinforcements. If that way is blocked, they will try to reach their boss (Eldwin) in room 37. The noise of combat in this room won't alert the others, as fights aren't that unusual when the races are on.

Treasure: Besides the coins in the pile, each Wererat has 30 gp, 30 sp, and 30 cp on them (as well as a quarter pound of fetid cheese). The leader has a tiny blue star sapphire worth 250 gp and an extra 14 pp hidden in his clothing.

43. THINGS THAT GO BUMP IN THE NIGHT: A small rough hewn room containing a clean, almost polished, floor. A small cot is against the far (west) wall, and two sets of manacles are against both the northern and southern walls. Next to the door is a wobbly old table with a tarnished ewer and goblet.

Initially, this appears to be a sleeping chamber with a table and a cot. There are some clues that this is not a poor monk's chambers though. First is the skeleton on the cot. Second is the 2 sets of manacles on either end of the room. Third is the 3 letters "ROD" written in blood on the wall over the cot.

On the 2nd (and 7th and 12th, etc.) round that the PCs are in this room, the haunt (least) of Parius Halfore will attack. (AC N/A, HD N/A, HP N/A, #At special, Dam special, Mv 300' (100'), Sv F1, MI 12, AL Neutral.) Parius was a former thief turned fighter turned bodyguard who ended up working for the Rodemus family. After making a less than funny quip about a dead rat, he was poisoned and left to die in this cell. As a gesture towards his

service to the family, he was given his belongings and enough water to survive until the poison had done its work. He now haunts this room until both Eldwin and Lucretia are dead. If the PCs have already done this, the haunt has already left this world.

Treasure: A finely engraved silver ewer worth 5 gp (10 cn) and a very nice silver goblet worth 2 gp (1 cn) are on the table. If the PCs look under the cot, they will find a **bag of holding** with Parius' belongings: **leather armor +1**, a **shield +1**, a **short sword +1**, a **dagger +1**, a **ring of protection +1**, a pair of **boots of running**, an **elven cloak**, 12 pp, 100 gp, 50 ep, 150 sp, 11 platinum trinkets worth 4 pp each (3 cn each), 19 gold trinkets worth 4 gp each (2 cn each), and 23 silver trinkets worth 5 sp each (1 cn each).

44. BE IT EVER SO HUMBLE:

Beyond the door is a small rough-hewn room with a dirt and loose stone floor. Piles of rancid meat, fetid cheese, giant rat droppings, old clothing and things best left to the imagination are piled up in each corner of the room. The eastern door is slightly open, but the western door is barred with scavenged wood and chunks of stone.

Four large piles of debris fill a large part of this room. The piles are composed of food, waste, scavenged items, and personal trophies captured from others. The eastern door is slightly ajar, but the western door seems to be barred in a makeshift manner.

For every round the PCs are in this room they must save vs. Poison or become nauseated. Afflicted characters suffer a -2 penalty to their "to hit" rolls and will remain ill for as long as they are in this room.

Every round the PCs spend searching the debris, roll a d6 for each PC and use the results indicated below.

(1) The PC has hit a pocket of something quite foul, and may become ill. Save vs. Poison or suffer a -6 penalty "to hit" for the next 1d4 rounds.

(2 - 3) Nothing

(4) Small silver trinket worth 5 sp (1 cn encumbrance)

(5) Small gold trinket worth 4 gp (2 cn encumbrance)

(6) Vial of minty green liquid (**potion of healing**)

For every 4 full rounds the PCs spend searching, subtract 1 from the score (5 to 4, 4 to 3, etc.), indicating that the supply of good stuff is running out.

Noise and voices in this room won't alert those in room 45.

45. YOU DIRTY RATS:

Rough-hewn stone walls frame a room filled with debris. Ten piles of refuse, each well over six feet tall, fill large sections of this room. Only the arc the door makes when opening seems to be reasonable clear of trash.

Within most of these piles faint rustling and squeaking sounds can be heard, if anyone listens. In fact, the inhabitants of this room have burrowed down into the garbage to sleep: Six Wererats (AC 7 (9), HD 3*, HP 18, 18, 12, 10, 9, 8, #At 1, Dam 1-4 or by short sword, Mv 120' (40'), Sv F3, MI 12, AL Chaotic) plus 2d8 Giant Rats (AC 7, HD ½, HP 2 (x2d8), #At 1, Dam 1-3 + disease, Mv 120' (40'), Sv F1, MI 12, AL Chaotic).

All the occupants of this room are initially asleep, and thus surprised. Of course, the PCs won't immediately know that there are monsters present, unless they take steps to find out. If the PCs don't attack, every round after the 1st there is a 50% chance (1-3 on a d6) that one of the rats will awaken and sound the alarm.

Once combat ends, the PCs can search through the piles. It takes a total of 60 character turns (10 turns for a party of 6) to do a sufficient search, given the volume of stuff.

Also note that the wererats are in rat form initially, so the PCs may not realize what they are actually up against right away.

Treasure: 14 pp, 982 gp, 1800 sp, 3535 cp, 50 lbs. of fetid cheese (see room 49 for effects), 8 light green minty **potions of healing**, 5 green stones of unknown type worth 50 gp each, a dagger +1, 87 copper trinkets worth 1 sp each (1 cn each), 52 silver trinkets worth 5 sp each (1 cn each), 32 gold trinkets worth 4 gp each (2 cn each), 19 large gold trinkets worth 25 gp each (5 cn each) and 11 platinum trinkets worth 4 pp each (3 cn each). The cheese can be easily found, the rest will have to be searched for.

NOTE: The rats (were and giant) have a morale of 12 since this is their home and treasure stash. If the PCs have gotten this far, the rats have no back-up help.

46. WERERAT ROOM: In this room, Lucretia Rodemus (wererat, AC 7, HD 3*, HP 14, #At 1, Dam 1-4 or 2-9 (long sword +1), Mv 120' (40'), Sv F3, MI 8, AL Chaotic) is practicing her swordsmanship. She is armed with a **sword +1**.

If attacked with a weapon that can injure her, Lucretia will immediately attempt to flee deeper into the dungeon and alert her family, who will organize a systematic hunt for the party.

Lucretia's belt pouch contains a potion of healing (which she will drink herself if given a chance), 38 pp, and a silver earring set with a peridot worth 140 gp.

47: GOBLIN CHAMBER. 6 goblins dwell herein (AC 6, HD 1-1, HP 7, 5, 5, 3, 2, 1, #At 1, Dam 1-6 or by weapon, Mv 60' (20'), Sv F1, MI 7, AL Chaotic).

A pile of rags and rubbish in one corner includes a pair of **elven boots**. The room also contains a box that is not locked but is trapped with a poisoned needle in the latch (save vs.

Poison or die). It contains 2,000 sp, and has a false bottom that contains two golden bracelets worth 600 gp each in a jewel case of carved ivory worth 100 gp.

48: EMPTY CHAMBER: Nothing of interest or value is here.

49. THE CROCKERY CHAMBER:

Piled in this room are numerous pots, crocks, and large earthen bowls. Most of the crockery have bits of moldy, cheesy residue within them. A small wooden pedestal is near the door. Sitting atop the pedestal is a copper pan-flute.

The pan-flute is non-magical and worth 10 gp.

The hallway that connects rooms 49, 50, and 51 is filled with an awful stench. Essentially it smells like rotten meat only much, much stronger. So much so, that anyone within this hallway must save vs. Poison or become violently ill. Characters becoming ill suffer a -4 penalty to their "to hit" rolls and will remain ill as long as they remain in the hallway and rooms 50 and 51.

NOTE: The doorways to rooms 50 and 51 are not doors, rather they are veils of flowing, green mist. These veils of mist are so dense they prohibit characters in the hallway from seeing into rooms 50 and 51.

50. THE CHAMBER OF THE CHEESE:

The adventurers pass through the veil of mist. Fixed to the far wall are three sconces in which torches blaze and sputter. In the center of the room is a large iron vat (5 feet tall and 10 feet in diameter). The contents of the vat are what is causing the horrible stench. In the vat is a huge, pulsating mound of fungus-encrusted cheese. The mass of cheese quivers and belches, releasing its fetid fumes. It is obvious to anyone with a nose that this is the source of the stench. On the floor at the foot of the vat are many bones; some appear to be humanoid. Hanging from a peg

on the wall is a large wooden paddle. Bits of moldy, cheesy residue cling to it.

Anyone within this room is susceptible to the effects of the stench as above. In the vat is a type of Yellow Mold. This type is known as a Fetid Cheese Mold. It is an amorphous blob approximately 10 feet in diameter, yellowish-white in color, and encrusted with fuzzy green spores. Similarly to a Yellow Mold, this Fetid Cheese Mold attacks by releasing its spores in a 10' x 10' x 10' cloud. Anyone caught within the cloud of spores must take 1d6 hp per round and must save (each round) vs. Death Ray or choke to death within 1d6 rounds.

The cloud of spores will dissipate after 3 rounds. Spores attach themselves to corpses and accelerate the process of decay. The spores feed on the decaying corpse and multiply. Once the body has been consumed down to its bones (a process taking 12 hours), the spores crawl back into the vat. The spores are tiny and bloated with rotten flesh, so this process also takes several hours.

After they have returned to the vat, the spores are consumed by the cheese. A Fetid Cheese Mold is much more sensitive to vibrations than a Yellow Mold and will automatically release its spores when anyone passes the veil of mists and enters the room. The only way to keep the Fetid Cheese Mold from attacking is by playing a singsong melody on the pan-flute, which seems to mesmerize the creature. This melody must begin in the hallway before one enters room. Only a pan-flute or other flute-like instrument may be used to lull the Fetid Cheese Mold into passivity; other instruments have no effect. Once the pan-flute stops playing for longer than a round, the Mold releases its spores. By use of the pan-flute, the were-rats are able to feed the cheese corpses, causing it to grow larger and larger; also while it is in its passive state they may gather bowls of the cheese for consumption.

NOTE: If a character becomes violently ill due to the stench, they will be unable to play a

pan-flute or any other wind instrument, as they will be too busy retching.

NOTE: Both Eldwin and Lucretia Rodemus visit rooms 49 and 50 quite often. They are both skilled at playing the pan-flute.

51. THE CHAMBER OF DISINTEGRATING:

The swirling green mists from the doorway also fill the room. Adventurers are unable to see anything beyond 3 feet.

This room is a malfunctioning Disintegrator Trap. Each character must roll a d6 for each round they remain in this room. Results:

1. The room has no effect. Roll again next round.
2. The character must save vs. Death Ray or everything he or she is wearing, carrying, or holding is disintegrated, leaving the character completely nude and with no belongings. Roll again next round.
3. As 2 above, only instead of being disintegrated, the character's belongings are teleported to room 55. The character is completely nude. Roll again next round.
4. A character must save vs. Death Ray or be teleported to room 55, nude (as all of his or her belongings have disintegrated).
5. As 4 above, only instead of being disintegrated, the character's belongings remain in room 51. The character is transported nude to room 55.
6. The Disintegrator Trap functions normally. The character must save vs. Death Ray or be disintegrated. All of his or her belongings are teleported safely to room 55.

THIRD LEVEL CAVERN KEY

52. ABANDONED LARDER: Four long boards have been nailed across the outside of the double doors leading into this room, as if it has been abandoned and sealed off. The boards are easily removed with a dagger, iron spike, etc. Anyone examining the doors will notice the wood is damp and rotten with mildew. A very dim glow can be seen spilling out from underneath the doors, but only if the party has no light sources or they are covered while the door is examined.

This room was once used by the wererats and hobgoblins as a conveniently located larder, but it was too damp to be suitable for long.

Old stores of grain and salted meat still remain in this room, but they have sprouted fungal growths that completely cover the room and its contents. As soon as the doors are opened, a colony of yellow mold that has sprouted across the inner surface of the doors will release a 10' x 10' x 10' cloud of spores centered on the area where the doors meet. Anyone caught in the cloud takes 1d6 damage and must save vs. Death Ray or die from asphyxiation in 6 rounds. This particular yellow mold (AC special, HD 2, HP 6, #At special, Dam 1-6 + special, Mv 0', Sv F2, MI N/A, AL Neutral) will only release a single cloud of spores.

If the doors are burned, a thick, acrid cloud of spore-filled smoke will fill the passage leading south, dispersing and becoming harmless once it hits the larger east-west gallery. This cloud will have the same effect as the spores released by the mold, except it will cover a much larger area. The doors are very damp, and will burn for 12 turns and smoke for an additional 3 turns unless the fire is quenched.

Within the room itself, strange and bizarre molds and fungi cover the walls, floors, ceiling, and a number of unidentifiable lumps scattered about. Some of the fungi actually glow, and, if taken, can be used as a light source for up to 6 hours. The growths will

illuminate a 10' radius in dim light (not well enough to read by).

Anyone attempting to thoroughly search through this flora and the sacks of rotten grain and barrels of spoiled meat that it covers must save vs. Poison once for every 10' x 10' area searched (which takes 2 turns). Failure to save indicates the character has fallen ill, violently retching for 6 turns (-4 to all attacks and unable to achieve surprise).

In the northwest corner of the room is a small pouch, laid here by a forgetful hobgoblin long ago. The pouch contains 3 gp, a ruby worth 250 gp, and a ring of animal control.

53. THE TRIBE AND THE ARMY:

Looking into this large, well lit cavern, you see a sight that you find hard to believe. A human and a bugbear are talking. The bugbear appears to be unhappy with the human, who has his arms crossed and a look of displeasure on his face. The bugbear is saying in common, "You keep your humans in the back of the cave away from the People! We don't like the smell of you!" He then turns and walks into the cavern. The human then sighs and sits down on a chair near a small table, picks up a quill pen, and starts writing on a piece of parchment.

In this chamber are 5 bugbears and 10 human bandits. The man at the table, Yenas Trew, is the leader of the bandits and has been recruited with his men to join the Bugbear army. They are going to attack a nearby human town.

Yenas is expecting another group of bandits and may mistake the PCs for this group. First, he will ask what happened to the rest of the party's group, as he was expecting another 10 men to arrive today. If the PCs answer in a satisfactory manner, he will take their names, relevant skills, and inform them that they will have an equal share in the attack as previously

agreed. Afterward he will send them to room 54 to meet King Grinank.

If the PCs attack, the bugbears and bandits will defend themselves, and King Grinank will arrive with all three of his guards in two rounds.

5 Bugbears (AC 5, HD 3+1, HP 15, 13, 12, 10, 9, #At 1, Dam 1-8 (morningstar), Mv 90' (30'), Sv F3, MI 9, AL Chaotic).

10 Bandits (AC 7, HD 1, HP 6 (x10), #At 1, Dam 1-8 (sword) or 1-6 (short bow), MV 90' (30'), Sv F1, MI 9, AL Chaotic).

Each human and bugbear has 1d4 gp and 1d10 sp.

54. BUGBEAR KING: This is the lair of the king of the bugbear tribe that is living in room 53. A bugbear guard (stats as the king's bodyguards below) stands outside the chamber, watching over a large pile of debris that is blocking the tunnel to the south. If combat erupts in room 53, the guard will run to the King with the information. If combat erupts in the King's chamber, the guard will run to investigate.

In the back of this cavern is a large, crude stone throne. The floor is covered with animal skins, and a large bed is against the west wall. Seated upon the throne is a huge bugbear who is flanked by two large members of his own kind.

If the party did not attack the bugbears and humans in room 53, the king does not immediately order his guards to attack. He assumes that the party is coming to join the army that he is raising to attack a nearby human town. He will stand up from his throne and ask what their names are in the Common language. The DM should run this encounter until either the PCs attack or the king learns that they are not who he thinks they are. If the king is satisfied with the PCs, he will send them over the barrier to attack the Rust Monsters.

King Grinank (Huge Bugbear) (AC 3, HD 3+1, HP 25, #At 1, Dam 1-8 (morningstar), Mv 90' (30'), Sv F3, MI 9, AL Chaotic). He wears a **ring of protection +2**.

3 Large Bugbear Guards (AC 4, HD 3+1, HP 20, 20, 20, #At 1, Dam 1-8 (morningstar), Mv 90' (30'), Sv F3, MI 9, AL Chaotic). Both guards are wearing bugbear-sized chain mail and carry large shields. Each has 1d4 gp and 1d10 sp.

To the south of the entrance of the cavern is a wall of debris that blocks the tunnel nearly to the ceiling. This barrier keeps the Rust Monsters from room 56 out of the area, but it isn't tall enough that the "army" can't cross it and exit through the dragon's tunnel in room 57.

The black dragon, Ssarvack, is not allied with the bugbears and is not aware of Grinank's plan to raise an army. Ssarvack sometimes attacks the bugbears as they exit through room 57 but is generally neutral to their presence in his domain. King Grinank wishes to ally with the dragon but has not yet found a good way to approach the dragon. It killed his emissary that he sent yesterday, which the Gelatinous Cube later collected.

The tribe's treasure horde is in a chest under the bed. Inside is 1305 cp, 489 sp, 159 gp, and three dark red rubies (150 gp value each).

55. FLYING BUGBEAR SKELETON:

When you enter this room, a shocking sight appears. A skeleton of a bugbear, 3 small rocks, and several coins are slowly flying toward you.

This Gelatinous Cube has been "cleaning" this level for several years. Recently, it picked up the body of a dead bugbear that was killed by Ssarvack in room 57. Although it is an unintelligent creature, it avoids Ssarvack in room 57 and the Carrion Crawler in room 60. Currently, it does not move north into rooms 52-54. The Bugbears learned of the Rust Monsters before they smelled the bugbears' treasure and have built a rock barrier in the



tunnel near the entrance to room 54. There are 16 cp inside the cube.

Gelatinous Cube (AC 8, HD 4, HP 22, #At 1, Dam 2-8 + special, Mv 60' (20'), Sv F2, MI 12, AL Neutral)

56. THEY REALLY LIKE HEAVY METAL:

As you walk down the slope toward the chamber, you can hear something moving ahead. Suddenly, two large armadillo-like creatures run out of the darkness.

Two rust monsters (AC 2, HD 5, HP 28, 19, #At 1, Dam special, Mv 120' (40'), Sv F3, MI 7,

AL Neutral) are in this room. They came into the dungeon from the dragon's tunnel in room 57 and immediately smelled the iron deposit in room 56. They have been slowly eating the north-east wall. If they hear combat in room 55, there is a 50% chance they will investigate.

57. STATUE OF RODEMUS:

Upon entering this chamber your torch lights the edge of a precipice and a few columns created from the calcification of stalagmites and stalactites. The ledge of the precipice continues to the north out of the torchlight.

In the northern section of the room is a statue.

Standing between the columns in the northern part of the chamber is a statue of a man who is holding one arm out in front of him. The hand is in a strange position, as if it were holding some item at one time. The hand is currently empty.

Players familiar with the Rodemus family may make an intelligence check to realize that this statue is a likeness of a long dead Rodemus family member who was a cleric of the sun god.

The hand is held in such a way that an item can be slid down through it. The statue is a magical lighting device. If the players place a torch, lantern, or other light device into the hand, the statue will enhance the light until it is blinding to look upon and brightly lights the whole area.

The party will be able to see the columns, stalactites, and stalagmites of room 58 in the northwest part of the room above the water. This formation and the formations just above seem to create what looks like a reptilian face.

If the statue lights the area, Ssarvack will be aware of the party and will either wait until the party enters the water and attack by launching himself through the mouth of the rock formation or lay a trap for the party at the ledge in room 61.

The water is 20' below the ledge and is 20' deep at its deepest point. It appears to have stayed at a relatively consistent depth over the years and is very clear and cold!

The Electric Cave Eels from room 64 will be attracted to the light in room 57 after 10 rounds. This may complicate any battles in the water.

58. THE ROOST OF SSARVACK, THE YOUNG BLACK DRAGON: In this cavernous chamber lays the young Black Dragon Ssarvack (AC 2, HD 5, HP 29, #At 2 claws / 1 bite + breath weapon, Dam 1-4/1-4/2-12 + special, Mv 90' (30'), Fly 240' (80'), Sv F5, Ml 8, AL Chaotic). Ssarvack is awake when the party enters and capable of speech. Ssarvack also knows the spells: *Read Magic*, *Detect Magic*, *Ventriloquism*, *Magic Missile*, and *Light*. Ssarvack, despite his youth, is no fool. He will use every trick he can think of to defeat and or drive off his opponents. If overwhelmed or badly injured Ssarvack will retreat to room 64 to wait for the party to leave. If by chance they pursue, Ssarvack will follow the underground stream to a surface entrance 3 miles east of the keep. Ssarvack is not above bargaining for his life.

Note that the dragon's treasure may be found in area 63, below.

59. THE DRAGON'S LARDER: As the party approaches from the tunnel junction outside rooms 58 and 61, they see a soft light glowing in the room ahead.

Standing in the middle of this room are two milk cows! One raises its head and softly moos at your party.

Looking for the source of the light, you see that the ceiling of the cavern has several large rocky growths that protrude downwards. Each glows brightly, shedding more light than a lit torch.

The rocky growths are large and weigh 20 lbs. each. If broken off intact, they will continue to shed light. If shattered, they cease to emit light.

Ssarvack captured three cows (AC 8, HD 2, HP 10, 8, #At N/A, Dam N/A, Mv 120' (40'), Sv F1, Ml 4) in his last raid of the area. He has eaten one in his lair but has decided to keep the other two here until he becomes hungry again. The southern alcove holds some fodder that the bovines have been eating.

Ssarvack is unaware of the secret door in the room and brought the cows through the water tunnels (rooms 64 and 60) to this location. Strangely, the animals do not appear to have been harmed by the experience.

60. CAVERN: Residing here is a Carrion Crawler (AC 7, HD 3+1, hp 19, MV 120' (40'), #AT 8, D Paralysis, Save F:2, ML 9). The Carrion Crawler will move to attack anyone entering the chamber and will pursue them if they run, unless they retreat up the ladder in room 35. Scattered about the floor are the remains of the Carrion Crawler's victims and their possessions armor, weapons, and supplies (rope, lanterns, torches, etc.). A 50% chance exists that any item found is still usable. Also scattered about are 1,000 sp, 2,000 gp, and one magic-user's spell book with the following spells: Magic Missile, Protection From Evil, Floating Disk, Invisibility, and Levitation.

61. DRIPPING CAVERN:

In this area, you can hear the sound of dripping and splashing water from the underground stream 10' below. In the light from your torch, you can see to the south the top of a tunnel opening that the stream has carved out of the rock through the millennia.

A human-sized creature has just enough space to walk through the tunnel with just their head above water. Demi-humans will have to swim or be carried through.

62. SMALL CAVERN: This chamber is empty.

63. CAVERN: In this cavern live ten cave locust (AC 4, HD 2, HP 13, 12, 9, 9, 9, 8, 7, 7, 5, 2, #At 1, Dam 1-2 (bite), 1-4 (bump) or special (spit), Mv 60' (20'), Fly 180' (60'), Sv F2, MI, AL Neutral). The locust will attempt to flee if attacked with a 50% chance per party member per locust of being bumped; roll to hit if bumped. The locust will only spit if cornered. The fleeing locust will retreat to room 35. Also living in here are five Shriekers (AC 7, HD 3, HP 21, 14, 13, 10, 10, #At 1, Dam special, Mv 9' (3'), Sv F1, MI 12). The shriekers will shriek 1-3 rounds of shrieking with a 50% chance per round of attracting a wandering monster, which will arrive in 2d6 rounds if indicated.

Ssarvack's Treasure: 25,000 sp, 5,000 ep, and 48 gems (10 valued at 10 gp each, 14 valued at 50 gp each, 15 valued at 100 gp, each, 7 valued at 500 gp each, and 2 valued at 1,000 gp each).

64. BLIND ELECTRIC CAVE EELS:

This area has about 12" of space between the water level and the ceiling.

A human-sized creature has just enough space to walk through the tunnel with just their head above water. Demi-humans will have to swim or be carried.

There are five Blind Electric Cave Eels (AC 4, HD 2, HP 10 (X5), #At 1, Dam 1-8 + electric shock, Swim 60' (20'), Sv F2, MI 5, AL Neutral) living in this area. They feed on small blind perch that live in the cave pools, but they are very willing to attack larger prey. These animals have learned that it is unwise to attack the dragon, and their numbers are lower than they could be because of this fact.

These eels are attracted to the bright light from the statue in room 57.

NEW MONSTERS**Fetid Cheese Mold**

AC: Can always be hit
 HD: 2*
 Move: 0
 Attacks: Spores
 Damage: 1d6 per round + special
 No. Appearing: 1d8 (1d4)
 Save As: F2
 Morale: Not applicable
 Treasure Type: Nil
 Intelligence: 0
 Alignment: Neutral
 XP Value: 100

A Fetid Cheese Mold is an amorphous blob approximately 10' in diameter, yellowish-white in color, and encrusted with fuzzy green spores. Similarly to a Yellow Mold, a Fetid Cheese Mold attacks by releasing its spores in a 10'x10'x10' cloud. Anyone caught within the cloud of spores must take 1d6 hp per round and must save (each round) vs. Death Ray or choke to death within 1d6 rounds. The cloud of spores will dissipate after 3 rounds. Spores attach themselves to corpses and accelerate the process of decay. The spores feed off the decaying corpse and multiply. Once the body has been consumed down to its bones (a process taking 12 hours), the spores crawl back to the blob of cheese. The spores are tiny and bloated with rotten flesh, so this process also takes several hours. Once they have returned, the spores are consumed by the cheese. A Fetid Cheese Mold is much more sensitive to vibrations than a Yellow Mold and will automatically release its spores when anyone comes within 10'. The only way to keep the Fetid Cheese Mold from attacking is by mesmerizing it by playing a singsong melody on a pan-flute or other flute-like instrument. Only a pan flute or other flute-like instrument (perhaps even the lilting voice of a female singer) may be used to lull the Fetid Cheese Mold into passivity, other instruments have no effect. Once the music stops playing for longer than a round, the Mold releases its spores.

Smaller or larger Fetid Cheese Molds can exist, they will have more or less HD depending on its size; additionally, the size of the cloud of spore it will release will be larger or smaller depending on its size. The spores of a Fetid Cheese Mold ignore all other materials besides flesh. A small Fetid Cheese Mold may be kept in a wooden keg or a leather pouch without fear of it eating through its container. Fetid Cheese Molds can only be destroyed by fire, a torch does 1d4 hp per round. Touching a Fetid Cheese Mold with a torch will cause it to release its spores, even if mesmerized.

Some creatures find a Fetid Cheese Mold delicious, primarily were-rats and other rodents.

Blind Electric Cave Eel

AC: 4
 HD: 2
 Move: Swim 90' (30')
 Attacks: 1 Bite
 Damage: Bite 1d8 + Electric shock
 No. Appearing: 1d8 (1d8)
 Save As: F2
 Morale: 12
 Treasure Type: Nil
 Intelligence: 2
 Alignment: Neutral
 XP Value: 100

A blind electric cave eel is a feared predator, known for its fearsome shocking bite. It appears as an 8-foot long eel with mottled brown leathery skin and having lighter brown or yellow spots on its dorsal area. It has pronounced incisor teeth. The yellow spots start to glow just before it attacks.

They conceal themselves in reefs, seaweed, or underneath stones. When prey passes by, the blind electric cave eel lunges out, striking with blinding speed. It will attack almost anything that passes near it, regardless of the size of the prey. If the bite hits, the prey must save vs. Paralyzation or be stunned for 1-10 rounds.

Although these eels are technically blind, they can "see" light as a situation of not being dark any longer. They have excellent hearing and can sense prey through the vibrations made in the water.

Haunt (Least)

AC: N/A

HD: N/A

Move: 300' (100')

Attacks: Special

Damage: Special

Appearing: 1d12

Save as: F1*

Morale: 12

Treasure Type: Nil

Alignment: Any (Usually Lawful)

XP: 9

Turned (Destroyed) as: Zombie

Haunt (Least) is one of the weakest type of undead. They have no physical form and can only make their presence known through extreme effort. Bound to a particular place for some reason, usually a desire for revenge, the least spirit attacks through a limited form of telekinesis or a spell-like fear. Since they have no physical form, they are immune to all physical and most magical attacks. Clerics can turn or destroy the spirits, but turning only

makes them quiet, since they cannot leave their confinement. A speak with the dead spell will allow for communication, but nothing short of a wish will get them to leave.

When encountered, PCs must roll vs. Spells to even notice the spirit. On every 5th round the spirit has enough strength to make its presence known. It may attack with its telekinesis by moving small items within 100' of itself causing 1d3-1 damage on any one character. It may choose to cause fear (save vs. Spells or -1 to hit [cumulative] for 1d12 rounds, for all within 100' of the haunt) hoping the intruders will leave. Finally, it may try to communicate with the intruders. Unfortunately, given it's limited connection to this world, the result is an ethereal scream/howl that can cause panic (save vs. Spells or -4 "to hit" for 1d4 rounds [cumulative] for all within 100' of the haunt).

The only easy way to get rid of the spirit is to accomplish whatever task that binds it to this world (deliver an item, kill a person, save the princess, etc.). Once the task has been completed, the spirit will know and leave the world of the living. There can be a large number of Haunts (Least) tied to an area. While they cannot combine their power, the cumulative effect of multiple attacks can be devastating on low level parties.

NEW MAGIC ITEMS

Boots of Running. A normal-looking pair of finely made leather boots that adjust themselves perfectly to any normal or small-sized creature's feet. Those wearing these boots will automatically have their movement rate doubled.

PREGENERATED CHARACTERS**FIGHTERS****Morgan Ironwolf**

Female Fighter, 2nd level

S:16 (+2), I:7, W:9, D:13 (+1), C:14 (+1), CH: 8 (-1)
HP:14, AC:3

Chainmail, shield, sword, short bow, quiver with 20 arrows, 1 silver arrow, backpack, 50' of rope, 12 iron spikes, 6 torches, one week of standard rations, large sack, and a wineskin with one quart of wine.

Shell van Beck

Male Fighter, 1st level (AL:N)

S:16 (+2) I:8 (-1) W:9 D:14 (+1), C:16 (+2) Ch:11
HP:10 AC:1

Platemail, shield, sword, short bow, quiver with 20 arrows, backpack, small sack, 50' of rope, 12 iron spikes, 6 torches, tinderbox, one week of standard rations, waterskin, and a wineskin with one quart of wine.

True Mahalia

Male Fighter, 1st level

S:16 (+2) I:6 (-1) D:13 (+1) C:14 (+1) Ch:12
HP: 9 AC: 2

Platemail, 2-handed sword, short bow, quiver with 20 arrows, pack #1, and 3 gp

Angus Freestone

Male Fighter, 1st level (AL:L)

S:18 (+3) I:12 W:12 D:16 (+2) C:13 (+1) Ch:11
HP: 9 AC: 0

Platemail shield, sword, short bow with 20 arrows, 2 weeks of standard rations, backpack, waterskin, 6 torches, and a tinderbox.

Avery Ferris

Female Fighter, 1st level (AL:L)

S:16 (+2) I:7 (-1) W:8 (-1) D:14 (+1) C:15 (+1) Ch:
13 (+1)
HP: 9 AC: 3

Chainmail, shield, sword, short bow with 20 arrows, 2 weeks of standard rations, backpack, waterskin, 6 torches, tinderbox, 50' of rope, large sack, 3 small sacks, 12 iron spikes, small hammer, mirror, and 6 gp.

Hagar the Unclean

Male Fighter, 1st level (AL:N)

S:16 (+2) I:10 W:11 D:14 (+1) C:12 Ch:9
HP: 8 AC: 4

Chainmail, battle axe, crossbow with 30 quarrels, 2 weeks of standard rations, 6 torches, tinderbox, large sack, 2 small sacks, waterskin, wineskin with 1 quart of wine, backpack, 50' of rope, and 16 gp.

Celiene

Female Fighter, 2nd level (AL:C)

S:15 (+1) I:11 W:11 D:12 C:14 (+1) Ch:12
HP: 16 AC: 3

Chainmail, shield, warhammer, silver dagger, long bow with 40 normal arrows and 5 silver arrows, backpack, lantern with 4 flasks of oil, small hammer, 12 iron spikes, 2 weeks of iron rations, 50' of rope, 1 large sack, 3 small sacks, 2 sprigs of wolfsbane, 2 waterskins, 2 wineskins with one quart (each) of wine, 35 gp, and 8 sp.

CLERICS**Sister Rebecca**

Female Cleric, 2nd level

S:13 (+1) I:11 W:14 D:9 C:14 CH:12
HP:13, AC:2

Platemail, shield, mace, sling with 30 stones, silver holy symbol, backpack, 6 torches, tinderbox, 2 vials of holy water, one week of standard rations, and a wineskin with one quart of wine.

Spell: Cure Light Wounds

Arthur "Blinding Light" Mason

Male Cleric, 1st level (AL:N)

S:12 I:6 (-1) W:16 (+2) D:14 (+1) C:16 (+2) Ch:11
HP: 8 AC: 3

Chainmail, shield, warhammer, sling with 30 stones, silver holy symbol, 1 vial of holy water, backpack, 2 small sacks, tinderbox, 6 torches, 50' of rope, 2 weeks of standard rations, and a waterskin.

Amethyst

Female Cleric, 1st level

S:12 I:10 W:13 (+1) D:11 C:9 Ch:12

HP: 6 AC: 4

Chainmail, shield, warhammer, sling with 30 stones, silver holy symbol, 1 vial of holy water, pack #1, and 1 gp.

Thorne

Male Cleric, 1st level

S:12 I:10 W:15 (+1) D:12 C:12 Ch:12

HP: 6 AC: 4

Chainmail, shield, mace, sling with 30 stones, silver holy symbol, 1 vial of holy water, pack #1, and 1 gp.

Sirus Trueheart

Male Cleric, 2nd level

S:10 I:7 (-1) W:14 (+1) D:8 (-1) C:11 Ch:12

HP:10 AC:3

Platemail, shield, mace, sling with 30 stones, silver holy symbol, 2 sprigs of wolfsbane, 2 vials of holy water, pack #1, and 876 gp.
Spell: Cure Light Wounds

Sister Payne

Female Cleric, 2nd level (AL:N)

S:17 (+2) I:11 W:17 (+2) D:12 C:15 (+1) Ch:9

HP:12 AC:2

Platemail, shield, warhammer, sling with 30 stones, backpack, 1 large sack, 3 small sacks, 3 weeks of iron rations, silver and iron holy symbol, 2 vials of holy water, mirror, 50' of rope, tinderbox, 12 torches, 3 sprigs of wolfsbane, 3 wine skins with 1 quart (each) of wine, and 122 gp.

Spells: Cure Light Wounds

Sir Gregor

Male Cleric, 1st level (AL:C)

S:13 (+1) I:13 (+1) W:15 (+1) D:11 C:11 Ch:15 (+1)

HP:6 AC:4

Chainmail, shield, mace, sling with 30 stones, backpack, 1 small sack, 1 week of standard rations, silver holy symbol, 1 vial of holy water, 1 waterskin, 6 torches, tinderbox, and 7 gp.

THIEVES**Black Dougal**

Male Thief, 2nd level

S:10 I:13 (+1) W:6 (-1) D:16 (+2) C:11 CH:14

HP:7 AC:5

Leather armor, crossbow, case with 20 quarrels, short sword, silver dagger, thieves' tools, 10' pole, backpack, one week of iron rations, lantern, tinderbox, 50' of rope, 4 flasks of oil, and a wineskin with one quart of wine.

Grey Hand

Female Thief, 1st level (AL:C)

S:14 (+1) I:11 W:13 (+1) D:17 (+2) C:13 (+1) Ch:15 (+1)

HP: 5 AC: 5

Leather armor, sword, dagger, short bow, quiver with 20 arrows and 1 silver arrow, backpack, large sack, 3 small sacks, lantern, 2 flasks of oil, tinderbox, small hammer, 50' of rope, 10' pole, 1 week of standard rations, waterskin, and a set of thieves' tools.

Baroness

Female Thief, 1st level

S:8 (-1) I:7 (-1) W:7 (-1) D:14 (+1) C:14 (+1) Ch:13 (+1)

HP:4 AC:6

Leather armor, thieves' tools, short sword, long bow, quiver with 20 arrows and 1 silver arrow, dagger, and pack #2.

Singing Sparrow

Female Thief, 1st level (AL:N)

S:15 (+1) I:12 W:13 (+1) D:16 (+2) C:15 (+1) Ch:16 (+2)

HP:5 AC:5

Leather armor, thieves' tools, sword, dagger, short bow with 20 normal arrows and 1 silver arrow, backpack, 6 torches, 50' of rope, 2 weeks of standard rations, waterskin, large sack, small sack, small hammer, 12 iron spikes, and a tinderbox.

"Blackjack" Baldrey

Male Thief, 1st level (AL:N)
 S:13 (+1) I:12 W:8 (-1) D:13 (+1) C:10 Ch: 13 (+1)
 HP:4 AC:6
 Leather armor, thieves' tools, short sword, short bow with 20 arrows, backpack, 2 flasks of oil, a lantern, 2 weeks of standard rations, 1 wineskin with 1 quart of wine, 3 small sacks, 50' of rope, and 3 gp.

Silver Arm

Female Thief, 2nd level
 S:12 I:10 W:9 D:13 (+1) C:12 Ch:9
 HP:7 AC:6
 Leather armor, thieves' tools, short sword, silver dagger, short bow, quiver with 20 arrows, 4 silver arrows, pack #1, and 941 gp.

Grey Arm

Female Thief, 2nd level
 S:12 I:12 W:9 D:15 (+1) C:14 (+1) Ch:12
 HP:9 AC:6
 Leather armor, thieves' tools, sword, silver dagger, crossbow, 30 quarrels, 2 flasks of oil, 2 large sacks, pack #2, and 912 gp.

ELVES**Silverleaf**

Male Elf, 2nd level
 S:13 (+1) I:13 (+1) W:9 D:13 (+1) C:12 CH:9
 HP:8 AC:3
 Chainmail, shield, sword, short bow, quiver with 20 arrows, 10 silver arrows, backpack, mirror, spellbook, 3 large sacks, one week of standard rations, and wolfsbane (1 bunch).
 Spells: Sleep and Light

Tas Au Apt Vash

Female Elf, 1st level (AL:N)
 S:17 (+2) I:17 (+2) W:10 D:16 (+2) C:14 (+1) Ch:8 (-1)
 HP: 7 AC: 2
 Chainmail, shield, sword, long bow, quiver with 20 arrows and 1 silver arrow, backpack, small sack, mirror, 1 week of standard ration, 50' of rope, 12 iron spikes, 2 waterskins, and a spellbook.
 Spell: Sleep

Whisper

Female Elf, 1st level
 S:14 (+1) I:14 (+1) W:8 (-1) D:9 C:13 (+1) Ch:12
 HP: 7 AC: 4
 Chainmail, shield, sword, short bow, quiver with 20 arrows, 1 sprig of wolfsbane, 1 flask of oil, spell book, pack #1, and 6 gp.
 Spell: Charm Person

Elsmi Soo Leot

Male Elf, 1st level
 S:15 (+1) I:15 (+1) W:5 (-2) D:10 C:14 (+1) Ch:8 (-1)
 HP:7 AC:4
 Chainmail, shield, sword, long bow, quiver with 20 arrows, dagger, spell book, and pack #1.
 Spell: Magic Missile

Aarkon Truebow

Male Elf, 2nd level (AL:L)
 S:15 (+1) I:15 (+1) W:8 (-1) D:16 (+2) C:13 (+1) Ch:10
 HP:12 AC:1
 Chainmail, shield +1, sword, silver dagger, long bow with 40 normal arrows and 5 silver arrows, pack #2, 1 sprig of wolfsbane, 10' wooden pole, spell book, and 314 gp.
 Spells: Magic Missile and Shield

Vireal the Young

Female Elf, 1st level (AL:L)
 S:13 (+1) I:16 (+2) W:10 D:11 C:12 Ch:13 (+1)
 HP:6 AC:5
 Chainmail, short sword, short bow with 20 arrows, pack #1, and spell book.
 Spell: Charm Person

Taren Longleaf

Male Elf, 1st level (AL:N)
 S:16 (+2) I:17 (+2) W:8 (-1) D:13 (+1) C:11 CH:12
 HP:6 AC:5
 Leather armor, shield, sword, dagger, short bow with 20 arrows, pack #1, and spell book.
 Spell: Detect Magic

DWARVES**Fredrik**

Male Dwarf, 1st level
S:17 (+2), I:11 W:13 (+1) D:10 C:16 (+2) CH:9
HP:8 AC:2
Platemail, shield, battle axe, 3 hand axes, backpack, lantern, 3 flasks of oil, one week of standard rations, 2 large sacks, tinderbox, and a wineskin with one quart of wine.

Chrick "Red Beard"

Male Dwarf, 1st level
S:16 (+2) I:10 W:9 D:13 (+1) C:14 (+1) Ch:12
HP: 9 AC: 2
Platemail, shield, warhammer, short bow, quiver with 20 arrows, pack #1, and 3 gp.

Ambassador Longtooth

Male Dwarf, 2nd level (AL:L)
S:17 (+2) I:15 (+1) W:13 (+1) D:11 C:15 (+1) Ch:17 (+2)
HP:17 AC:2
Dwarven platemail, shield, warhammer +1, short bow with 20 normal arrows and 5 silver arrows, silver dagger, gold holy symbol, 4 wineskins with 1 quart (each) of wine, 2 sprigs of wolfsbane, pack #2, and 47 gp.

Crystal Goldeyes

Female Dwarf, 1st level (AL:N)
S:15 (+1) I:8 (-1) W:8 (-1) D:14 (+1) C:14 (+1) Ch:13 (+1)
HP:9 AC:4
Dwarven chainmail, battle axe, silver dagger, sling with 30 stones, and pack #1.

Quel Longstrider

Male Dwarf, 1st level (AL:N)
S:17 (+2) I:11 W:12 D:15 (+1) C:16 (+2) Ch:13 (+1)
HP:10 AC:1
Dwarven platemail, shield, warhammer, pack #1, and wineskin with 1 quart of wine.

Jade Goodore

Female Dwarf, 1st level (AL:C)
S:13 (+1) I:8 (-1) W:11 D:13 (+1) C:13 (+1) Ch:11
HP:9 AC:5
Dwarven leather armor, shield, short sword, dagger, short bow with 20 arrows, pack #2, and 5 gp.

Angar Surefoot

Male Dwarf, 1st level (AL:L)
S:15 (+1) I:10 W:13 (+1) D:18 (+3) C:15 (+1) Ch:14 (+1)
HP:9 AC:0
Dwarven platemail, battle axe, sling with 30 stones, and pack #1.

MAGIC USERS**Thistle**

Female Magic User, 1st level
S:9 I:16 (+2) W:10 D:10 C:11 Ch:11
HP:4 AC:9
Spell book, silver dagger, pack #1, and 78 gp.
Spell: Sleep

Sobihan Frost

Female Magic User, 2nd level
S:10 I:15 (+1) W:14 D:10 C:13 (+1) Ch:11
HP:8 AC:9
Spellbook, silver dagger, 2 flasks of oil, 1 sprig of wolfsbane, pack #1, and 1004 gp.
Spells: Sleep and Magic Missile.

Pazhulu

Male Magic User, 1st level (AL:N)
S:8 (-1) I:16 (+2) W:13 (+1) D:10 C:13 (+1) Ch:15 (+1)
HP:5 AC:9
Spell book, silver dagger, 1 sprig of wolfsbane, pack #2, and 35 gp.
Spell: Ventriloquism

Jeff the Red

Male Magic User, 1st level (AL:C)
S:10 I:14 (+1) I:11 D:12 C:14 (+1) Ch:8 (-1)
HP:5 AC:9
Spell book, dagger, 1 sprig of wolfsbane, pack #2, and 62 gp.
Spell: Magic Missile

Merick the Wise

Male Magic User, 1st level (AL:L)
 S:9 I:18 (+3) W:14 (+1) D:16 (+2) C:17 (+2) Ch:9
 HP:6 AC:7
 Spell book, silver dagger, 1 sprig of wolfsbane,
 pack #2, 2 wineskins with 1 quart (each) of
 wine, and 31 gp.
 Spell: Sleep

Tearissa

Female Magic User, 2nd level (AL:N)
 S:13 (+1) I:14 (+1) W:12 D:13 (+1) C:13 (+1) Ch:13
 (+1)
 HP:9 AC:8
 Spell book, silver dagger, pack #2, and 263 gp.
 Spells: Charm Person and Sleep

HALFLINGS**Ikee**

Female Halfling, 2nd level
 S:13 (+1) I:8 (-1) W:13 (+1) D:16 (+2) C:15 (+1) Ch:
 13 (+1)
 HP: 12 AC:2
 Halfling chainmail, shield, short sword, silver
 dagger, short bow, quivers with 40 arrows and 5
 silver arrows, 1 (additional) week of standard
 rations, pack #1, and 896 gp.

Pireal

Male Halfling, 2nd level
 S:17 (+2) I:12 W:14 (+1) D:18 (+3) C:16 (+2) Ch:16
 (+2)
 HP: 14 AC:-1
 Halfling platemail, shield, sword, silver dagger,
 short bow, quivers with 40 arrows and 5 silver
 arrows, 1 (additional) week of standard rations,
 2 wine skins with 1 quart (each) of wine, pack
 #2, and 863 gp.

Alien Tenderfoot

Female Halfling, 1st level (AL:L)
 S:15 (+1) I:9 W:10 D:17 (+2) C:13 (+1) Ch:13 (+1)
 HP:7 AC:4
 Halfling leather armor, shield, short sword, short
 bow with 20 arrows, pack #2, 1 extra week of
 standard ration, 1 wineskin with 1 quart of wine,
 and 1 gp.

Venden the Wanderer

Male Halfling, 1st level (AL:N)
 S:14 (+1) I:11 W:9 D:15 (+1) C:14 (+1) Ch:13 (+1)
 HP:7 AC:6
 Halfling leather armor, short sword, short bow
 with 20 arrows, pack #1, and 1 week of iron
 rations.

Marcus the Wide

Male Halfling, 1st level (AL:L)
 S:15 (+1) I:14 (+1) W:9 D:15 (+1) C:8 (-1) CH:9
 HP:5 AC:5
 Halfling leather armor, shield, sword, silver
 dagger, sling with 30 stones, pack #1, 1 week of
 iron rations, and 3gp.

Bobbitt

Female Halfling, 1st level (AL:C)
 S:12 I:15 (+1) W:14 (+1) D:17 (+2) C:16 (+2) CH:15
 (+1)
 HP:8 AC:2
 Halfling chainmail, shield, sword, sling with 30
 stones, pack #1, 2 wineskins with 1 quart (each)
 of wine, and 31 gp.

STANDARD EQUIPMENT PACKS

Pack#1 (52 gp) contains:

Backpack, 2 weeks of standard rations, mirror,
 50' of rope, tinderbox, 12 torches, 4 waterskins,
 and 2 small sacks.

Pack#2 (55 gp) contains:

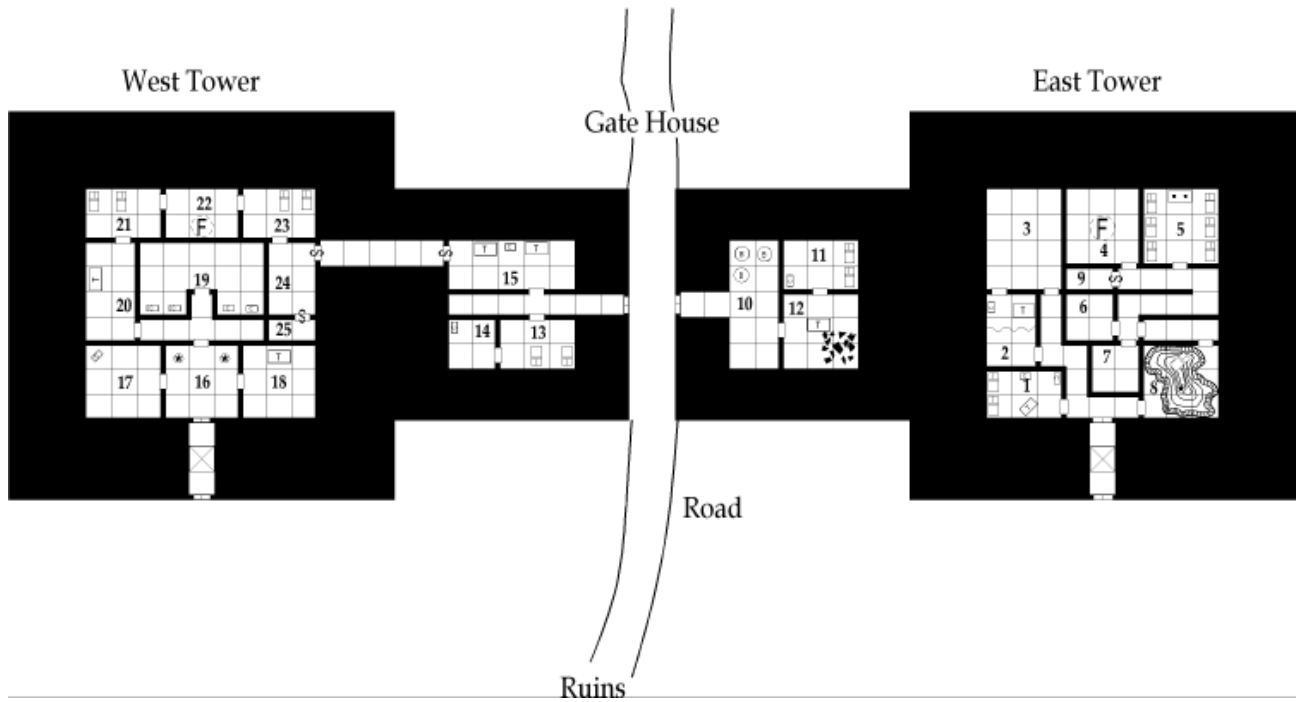
Backpack, 2 weeks of standard rations, mirror,
 50' of rope, tinderbox, 12 torches, 4 waterskins,
 12 iron spikes, a small hammer, and 2 small
 sacks.

Maps

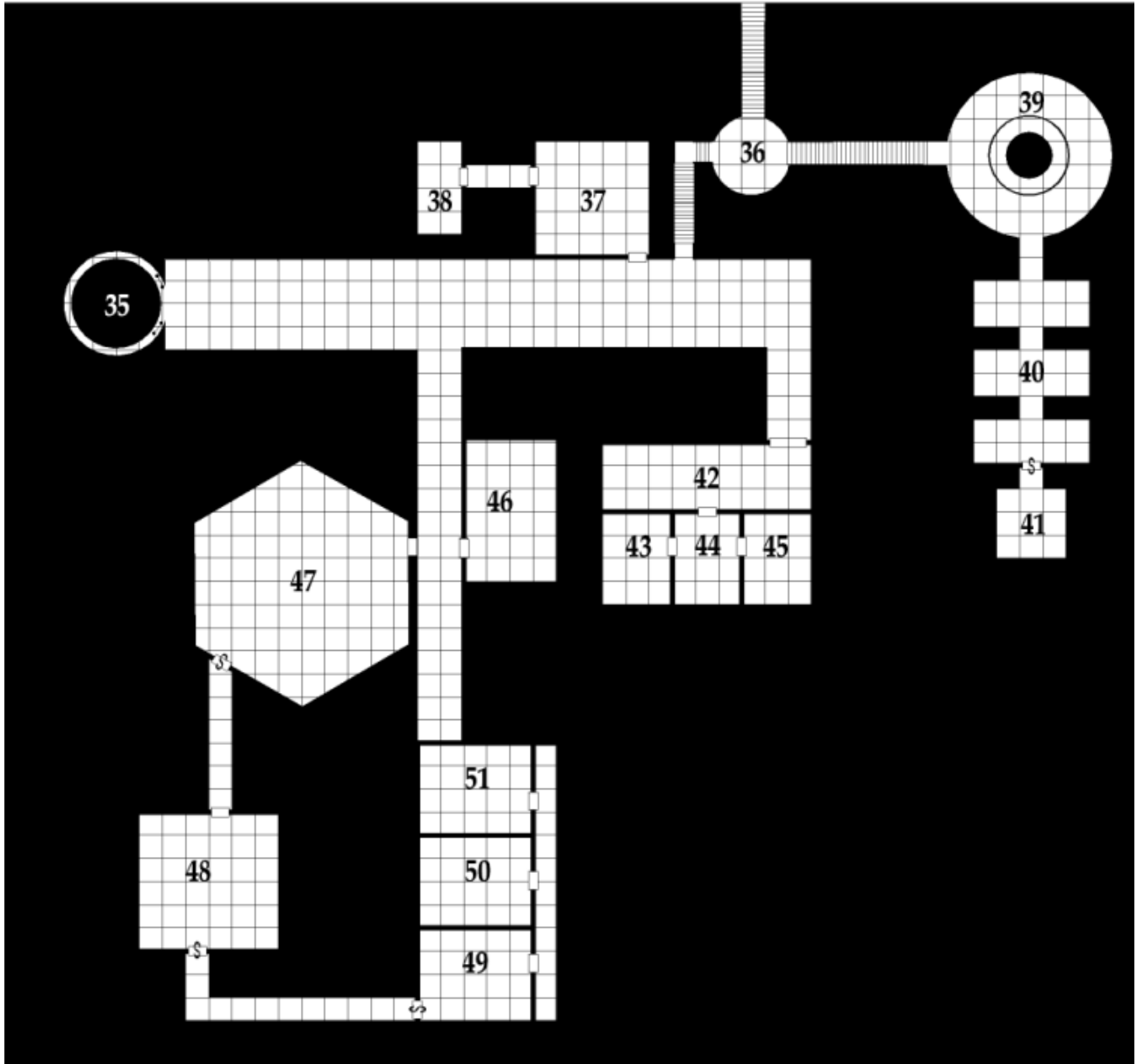
First Level

Scale: 1 square = 5'

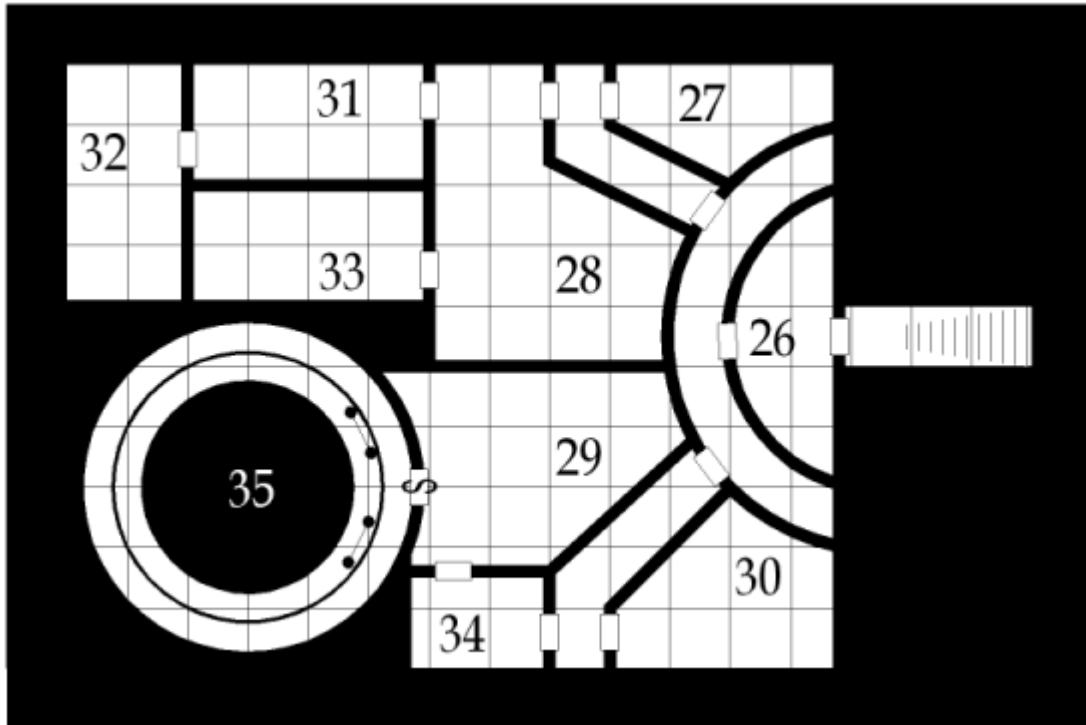
The Haunted Keep - First Level



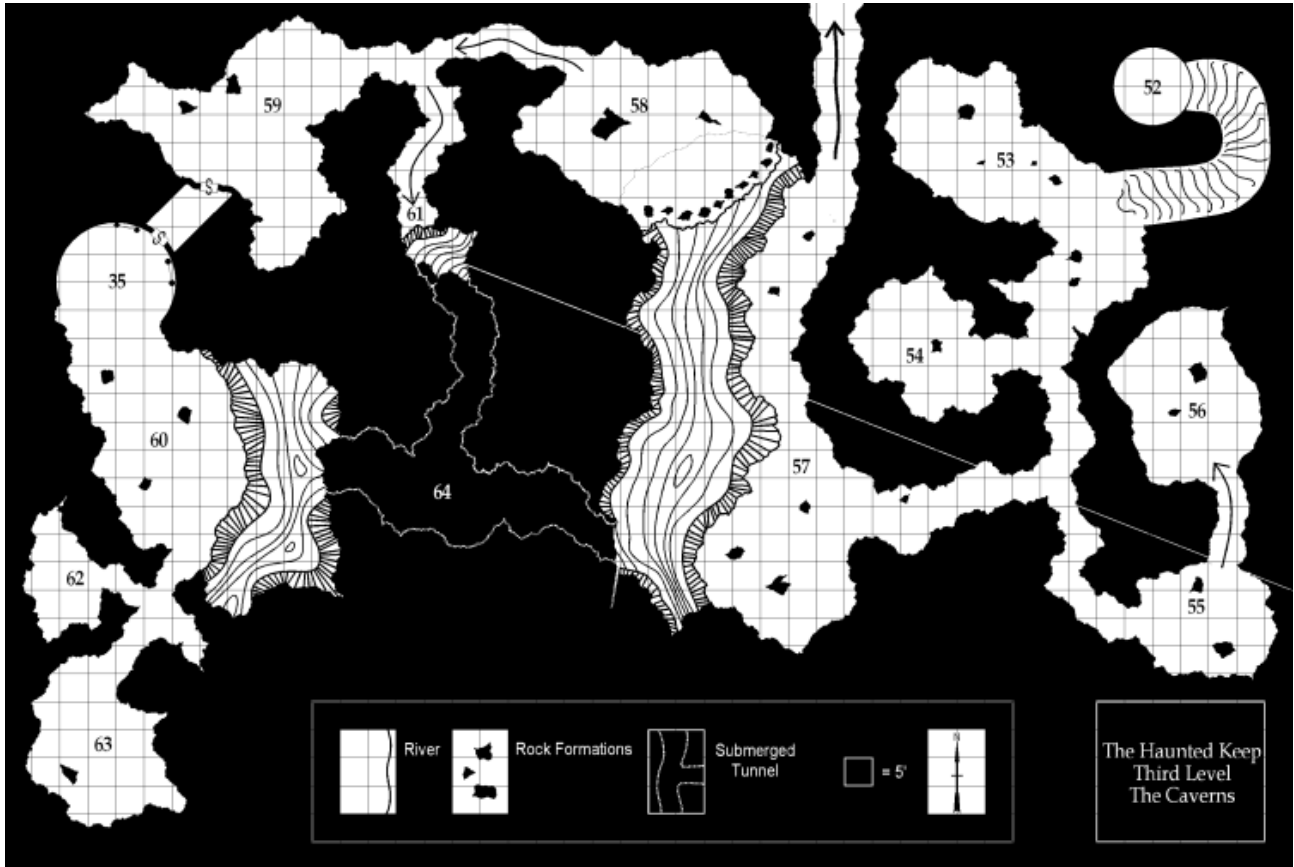
Second Level



Second Level West



Third Level



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The Haunted Keep

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