

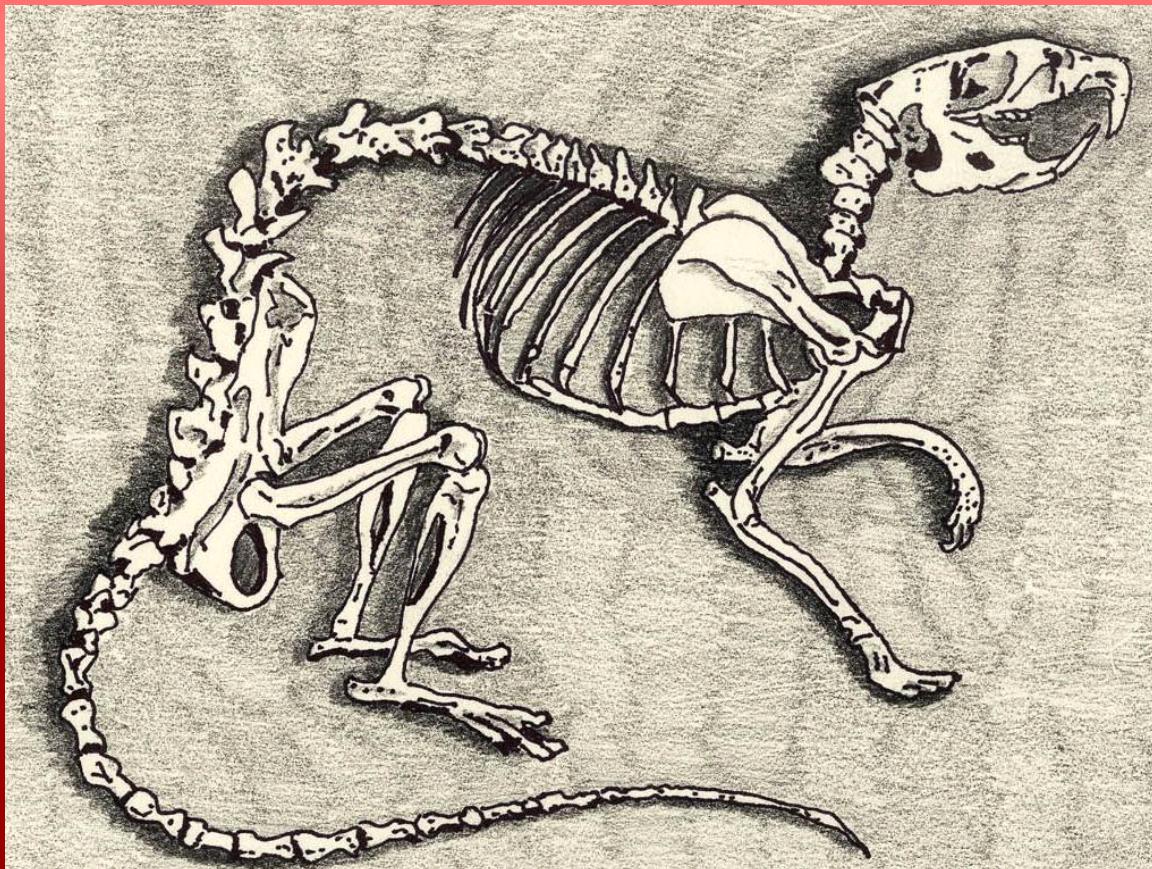
BR4

1st Edition Advanced

Adventure Module for 6-8 Characters Levels 5-8

# Oh RATS!!

Part IV of the “Adventure On  
Black-Ridge Island” Series



By Ben Burns

A Fantasy Adventure Game Aid

# Oh RATS!!



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Oh Rats is the fourth in a series of modules that take place on Black Ridge Island. This adventure is intended for six to eight characters of 5th to 8th level. It can be run as a one shot lair module or as a campaign module.

**Introduction:** ‘Oh Rats!!’ is a mid- level AD&D adventure that is designed for 6-8 characters of levels 5-8. This is a very dangerous dungeon, so the players should be prepared for an extremely difficult challenge. It is also a multi-format dungeon, in that it can be run as a one shot dungeon run or become the main focus of a mini-campaign where the players return again and again.

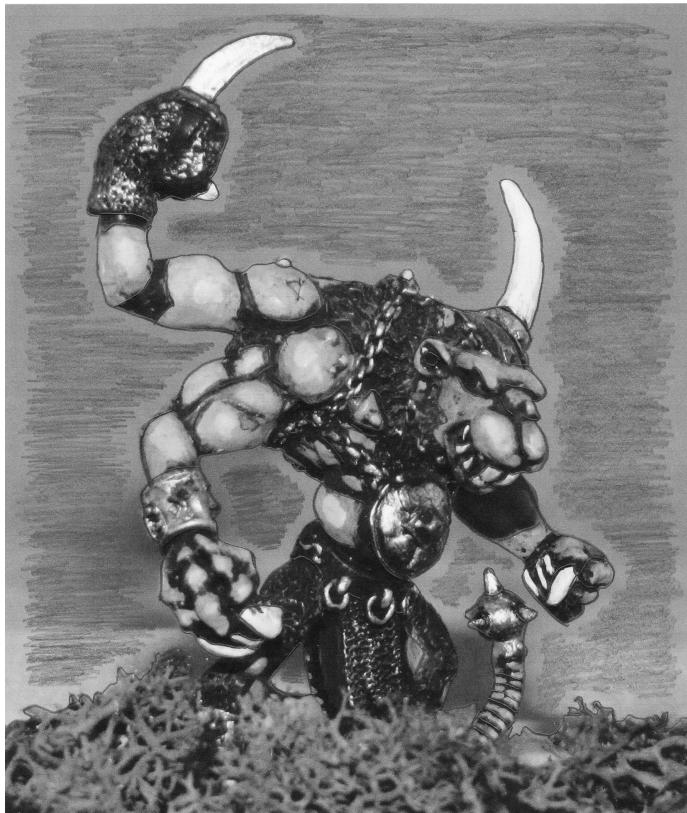
For you as DM, there are a lot of different monsters that are unique for this module. In addition, one group of monsters uses a totally unique set of magic spells. They are listed in the Reference section and you should become familiar with them.

Each group also brews its own potions or poisons to be used in combat that grant strength, regeneration, AC bonuses or do extra damage. Be sure to become familiar with their bonuses or drawbacks and how they work as well. As usual, read through the entire module before running it. I have tried to make the Lair portion as easy to run as possible. So good luck and have fun. I have left some of the areas intentionally empty on treasure because in the Lair format the players will probably not go into those areas. In the campaign format, this allows you to put your own flavor of treasure in the game.

The primary monsters in this module are Vermin, a rat-like humanoid. The average Vermin stands about 5' high and is covered in

fur that will vary in colors from the very rare white, to gray, browns and black. The race has neutral evil tendencies. They tend to be cowardly but cunning, and while some are chaotic others are disciplined and follow their own law. The module takes place in their main city of Ra'thome.

The primary monetary system used by Vermin is Dust tokens. These are small metal coins that are magically stamped and cannot be forged. They represent a small amount of Arcuim dust, which Vermin use for everything in their society. Arcuim dust in its raw form can mutate and kill a human being, so PC's should take the utmost care if they find any raw Arcuim dust. In the module Dust tokens will be designated with the abbreviation DT's.



## **The Primary Sects of The Vermin**

**The Fighter Sect:** Powerful Vermin, who

wield power as long as they can hold onto it through strength and skill of arms. They work as large groups to gain bonuses from fighting formations, and develop strength potions to help even more. Using no more than slaves and fighters they often hire non-council White Wizards to assist in battle.

**The Shadow Sect:** The Shadow Sect makes up the scouts and assassins of the Vermin world. No one is safe once someone has paid a Shadow assassin for your death. They develop

cloaks to help blend themselves into walls. They are trained to manipulate their bones and joints and often travel by cracks in the walls too small for even other Vermin. Tunnels of this nature can be anywhere in the module except the Tower.

**The Mutator Sect:** The Mutators use Arcuim dust to mutate already chaotic beasts to fight at their sides. From giant rats, to ogre sized vermin and even larger. Mutant Masters can summon these creatures and their magic can make them even stronger. See the Reference Section for the Mutator Magic. Those not able to control magic, become beast handlers. The Mutator potions give them regeneration.

**The Priest Sect:** The religious portion of the Vermin, the Priest Sect controls access to the Vermin god. Using strange rituals and weapons they throw them-selves into combat with a religious fevered pitch. Their potions harden their skin increasing their armor values. The priest sect is currently without their leader. At the next new moon they are planning a sacrificial ceremony to promote one of their priests to the Bishop status.

Ninety percent of all Vermin worship their one god they call Corno Zoyfia. He is supposed to be a huge Vermin with large horns. He almost never appears on the prime material plane instead, if necessary will send one of his daemons to do his bidding.

## ***The White Wizards***

Ra'thome is controlled by the Council of White Wizards. The Council is made up of ten of the most powerful white wizards in the city that will range from levels 12 to 16 and can be either Clerics or Magic Users, though 70% are mages. They live in the large tower centered in the city. The Council decides all disputes,

runs the monetary banking system, creates the Dust tokens and maintains an army with each sect providing soldiers. Each Council Vermin has his own warrior-monk body guard who is also white and will be an equal level fighter. When any Vermin is born with white fur they are taken to the tower where they are raised. If they have the capacity for magic they are trained to be a future council member. If not, they are trained to be a body guard. The only way for a white wizard to get on the council is to wait for a member to die, or to challenge him in a fight to the death. Each Council member may only be challenged one time per year. While a white wizard is within 5' of their body guard they gain a special save where any attacks, directed at the wizard are instead directed at the bodyguard. White wizards have access to any of the potions created by any of the four sects. In addition, they have been known to use Arcuim dust in its raw form while in combat.

The council is also the only ones that can put the city in Lockdown. When notified that enemies are in the city the White Wizards can do the ritual of Lockdown. It requires 6 of the 10 council members to perform it, once notified then it will take a total of 3 turns for them to gather and complete it.

**DM NOTES:** There are special rules for all four sects and the White Wizards. See the reference section on the affects of those special rules.

**THAC0:** To hit armor class 0. The number provided does not include any bonuses to hit for magic items or strength.

**Damage:** Damage provided for a NPC, does not include damage bonuses for magical weapons, strength or poison.

**Vermin Slaves:** Vermin are not picky about their slaves. There will be a wide mix of

slaves in any group. They can be Vermin, Human, Goblonoid, Elven, etc... Dwarfs and Gnomes are usually held separately for their mining expertise. For purposes of this module, all slaves will be similar. Slaves are treated horribly, worked to death and Vermin have little regard for a slave's life.

**Description of Ra'thomed**: Leading away from the White Tower are four main roads. These divide the city into the four main sects. Here you will find living quarters for the standing army. Each sect lives in its portion or the city and under it. After a couple hundred feet the main roads give way to twisting alley ways and run down slums used by slaves. Outside of that area is a large band of open area used for a variety of activities. There is a 24 hour market place used for selling everything from raw Arcuim dust, to dust ale, sect potions, foods, drink, weapons, slaves, mutated rats, services and about anything else a Vermin could need or want. A large area is used for training the army, another portion is used for blood sport games. Yet another is used for fields to grow crops for the overpopulated city tended by the slaves.

But the surface area is only a small portion of the city. A large part of Ra'thomed is below the surface. Each sect has a tunnel entrances that lead down to the underground caverns and tunnels. From there each sect has passages down to the dust mines where slaves work around the clock in search of more Arcuim. The only ones who don't have slaves digging for Arcuim are the White Wizards. Instead each sect is required to pay a tribute to the white wizards on regular intervals. The tunnels are a combination of natural caverns, and vermin cut chambers.

In addition, unknown to most of the Vermin, there are many secret tunnels that travel between each of the under-ground lairs. These

tunnels were financed by the council so that they could hire the Shadow Sect to keep tabs on the other sects. Rumors that the Shadow Sect and White Council have been working together has circulated for years but never been proven.

Besides the White Wizards and their body guards, the rest of the Vermin are limited to level 10. And there will only be one level 9 or 10 Vermin for each of the four Sects. There will be 3-4 level 7's & 8's, and increasingly more below that. There are thousands of Vermin across the city. About half of them live in the above ground city, where they are training for their planned invasion of Black Ridge City. The rest live in the tunnels beneath. There is an upper level that is the living quarters for those and then a lower level that stretches down into the dust mines and breeding rooms. Most slaves live and work in the dust mines. The lucky ones are used by the Fighter Sect for combat training. Many non-vermin slaves suffer mutations and die in horrible painful deaths.

The module is broken into 2 main parts the Lair and the Campaign-Dungeon. The Lair can be run as a one off module and if run properly by the Players, is fairly linear. The dungeon treasure is based on a silver based monetary system. If you run a gold based campaign multiply all gold and silver amounts by 10.

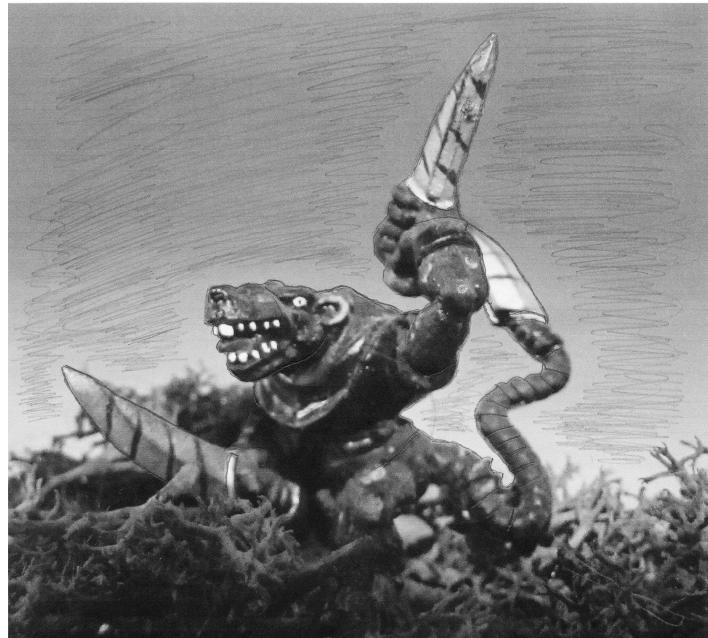
The Campaign-Dungeon portion of the module is there for background, or if the players kill their guide and wander off course, simply refuse to follow the directions of Scritch or decide to return and wage war on the Vermin. Enjoy and Have fun.



# Lair Introduction:

After months of being on Black Ridge Island, the adventurers are ready to leave. Unfortunately, the only ship leaving isn't going anywhere. The captain's daughter has been kidnapped. He will offer you free passage anywhere in the world and a 100 gp reward if you can rescue her.

If the party accepts the mission, Jeremiah will inform the party that he has hired a guide that claims to have seen his daughter, Eliza, and knows where she can be found. He asks the party to meet up with the guide right away.



The guide is a Vermin assassin by the name of Scritch. He is black furred and stands about 5' tall. He speaks in very crude common and often repeats words. Scritch is not really interested in the gold or helping the adventurers. He is doing it to disrupt the Priest Sect's ceremony. Once that is done, he doesn't care what happens to the players and will try and kill the players after they save the girl.

Scritch: 6<sup>th</sup> Level Assassin

Move: 18"

AC 1; Studded leather + Cloak

#Attacks 2 (1 with each sword)

Dam: 1-6+2 / 1-6+1 + Poison on each Poison

1d6 if save / 4d6 if failed save

HP: 45; THAC0: 19

Intelligence: High

Alignment: Evil (Lawful)

Special: no penalties for 2<sup>nd</sup> weapon.

Reaction Adjustment +4

Defensive Bonus -5 (Dex 19)

Short sword +2 with poison adapter. short sword +1

5 hits with each before poison gone

Ring of Fire Resistance

Shadow cloak (+1 AC).

Poison Adapter allows Scritch to add a dose of poison to that blade by giving up 1 attack. That will give 5 more uses of the poison.

**Beginning:** The party has one day they can spend in town to get ready. After that Scritch will insist they must leave right away to save Eliza. Scritch will not enter the town even with the PC's. But will instead hide out in the sewers and woods, outside of town. Jeremiah will provide horses for the adventurers to get to the woods outside of town quicker, but the horses will have to turn back when they reach the bog. They are in the City of Black Ridge, a moderate size seaside town.

**Tournament or Convention Start:** Start with the party already hired and entering into the woods, knowing they will meet up with their guide in the woods. This will speed up the beginning instead of the players getting diverted by distractions in town.

During the first 1/4 day of travel the chance for wandering monsters will be none. The woods will then give way to a bog for the rest of the day. Through the bog, there are very few

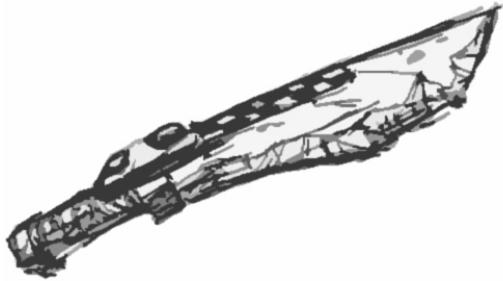
trails and it is heavily overgrown. The swamp provides a natural barrier between Ra'thomed and the outside world. The second day of travel is almost completely in swamp. The trees are so clustered it is almost impossible to see the sky. A chance for random encounters increases. See charts in reference section at end of module.

Bog: 1 in 8 per hour use random encounter chart (1<sup>st</sup> day) Table 2

Swamps: 1 in 4 per hour use swamp random encounter chart. Table 3

During the travel, Scritch will often disappear for hours only showing up again if the party strays from his directions. If asked about tunnels he will only tell them they are too dangerous. If the players try to track Scritch, they can track him for a bit before his tracks disappear, usually at the base of a tree.

After an hour travel on the 3<sup>rd</sup> day, the party will arrive at the Vermin home of Ra'thomed. It is a huge city that covers many square miles, but the tree coverage extends to cover the entire city like a huge bubble. In the center is a huge ten story white tower and it is surrounded by hundreds of slum looking buildings. The entire area is in a bowl like depression. But this is only the upper city. In reality most of it is underground. From their vantage point, they can see the training grounds and fields where humans, elves, halflings and others are working, while Vermin with whips watch. If they spend time watching the fighting exercises they can observe some of the fighting techniques of the Fighter Sect as well as those



of the Mutator Sect. This could prove useful in the final two rooms.

Scritch will not allow the party to enter the city proper as he says they stink so bad, they would be discovered in seconds. Instead, he leads the group to a small tunnel opening. If questioned he will explain that the girl is being held by the Priest Sect to be used as a sacrifice and this is the safest route to her, though there is a huge Mutator beast in the first chamber they will need to deal with. The party will have to travel through a mostly unused portion of the tunnel. If pressed for why he is helping, he explains he was hired and needs to fulfill his contract. He will also explain how evil the Priest sect is, and that it needs to be stopped.

**The Tunnels:** The tunnels are weak and hazardous at best. Any Dwarf or Gnome will immediately recognize the tunnels as not being safe. Any combat in any tunnel will cause a collapse on a 1 in 10 on a particular party member doing d6 points of damage. Roll once for every party member in a combat. If 3 or more cave-ins occur (3 PCs roll a 1) during a combat then a large portion of the ceiling will collapse. Every party member and monster must make a dexterity check or suffer 4d6 points of damage, save for half damage. If a PC fails, he will be partly covered and it will require 2-5 rounds to dig him out and not be able to participate in the combat. This will not happen if a room is labeled as Stable.

While in the tunnels, there is a 1 in 6 chance per hour of a random encounter (Table 3). Otherwise the players will only encounter those monsters that are in the rooms that they enter. If they happen into a random encounter with a specific NPC Vermin and those are killed they will not be replaced by the time the PCs arrive

at their map location. The only exception to this is if the NPC retreats, which Vermin do if they ever feel they are going to die, especially leaders, leaving their slaves and minions to cover their retreat.

If the PCs leave the smaller tunnels and enter into the main tunnels their chance for an encounter increases to 2 in 6 every turn. If they go up to the surface of the city their chance to have an encounter will raise to 4 in 6 every turn. In both cases they will be assumed to be escaped slaves unless the alarm is raised. If they enter the white tower there will be no random encounters.

**Room 1:** Here the tunnel widens into a rather large room. Inside is a ghastly site, a large mutant rat-dragon has made this his lair. From the entrance the adventurers can tell this room smells awful. This mutant horror escaped from the Mutator sect and after making its home here it quickly grew too large to leave. Luckily, enough food comes by to feed its hunger. This large creature has 2 heads and 3 arms. It has no "back", and cannot be critical hit. It can stretch its arms up to 15' into the tunnels if the players are hiding in them. Any PC entering the room will be overwhelmed with the beast's waste. PC's must make a save versus poison or suffer -2 to hit and -2 damage, while in the room. The Mutant Horror also causes Fear with a -2 modifier.

Mutant Horror: HD: 10; AC 0; Hp 75; #Atts 5; Dam 1-8x 3, 1-12x 2; Strength 22 (+4 to hit / +10 damage)

Special: Regenerates 6 hp / round  
THAC0: 10

If the players sift through the piles of waste in one corner they can find the remains of 34 DTs, a dagger +2, and a necklace worth 120 gp. Potion of Invisibility, Potion of Heroism,



**Room 2:** The next set encounter in the tunnels the players open into a large room with a slow river flowing through it 30 feet wide. The river water looks swampy, filled with waste and is undrinkable. The room smells of waste. Crossing the river is a very rickety looking bridge. Falling into the river won't cause any damage, but will have a 10% chance to catch a disease while in the water. If they do not rescue the wet adventurer, he could be pulled under-ground and drown. A player must make 2 successful Dexterity checks to cross the bridge, otherwise, they slip, or a board breaks. The room has 2 large entrances and 2 very small ones. The PC's entered through one of the small ones. The PCs can tell right away this tunnel is used more than the others they have been in. Even if only 1 PC is on the bridge, roll a lot of dice and laugh.

The smell is actually methane gas. If the players cast any fire spells, or have a torch or lantern, this will send a roaring fireball across the room for 3d6 damage for anyone in the room, save for half. The gas will then begin building up again. It will then ignite again if

the players still have a fire going every 5 rounds. The Vermin are use to this, as soon as it starts they will fall flat, so either half damage or no damage. They cannot do this for a cast fireball.

When 2 of the PC's are across and the 3<sup>rd</sup> is half way across the bridge, a group of Vermin slaves driven by a slave master will walk into the room through one of the larger entrance, on the same side of the river as the PC's are trying to get to. When the slave master sees the adventurers he will realize they are not slaves and will send the slaves to attack while he drinks his strength potion.

20 Vermin Slaves: Level 0 fighters, AC 8; w/clubs; Dam 1-4; Hp 6 ea. THACO: 20

Slave Master: Level 5 fighter, AC 5, sword and whip. Dam: 1-6/1-3; HP 40

The slave master has 10 DTs on him. A level 1 Fighter potion; Strength 14. THACO: 16

The river is 20 foot deep, it iss 20 feet from the floor down to the water. The walls are extremely slick and difficult to climb (-70%). If the player has metal armor on, he will sink to the bottom and stay there. If they do not have armor, they can try and swim, but will get sucked down river in 5 rounds without help. If

they are sucked down into the caverns, that character is dead. The water is cloudy and even a continual light will only give 5' of visibility.

**Room 3:** In this room is a small Ogre Vermin family. The male has 3 arms and is larger than the others. He is out and will be retuning in 3 rounds.

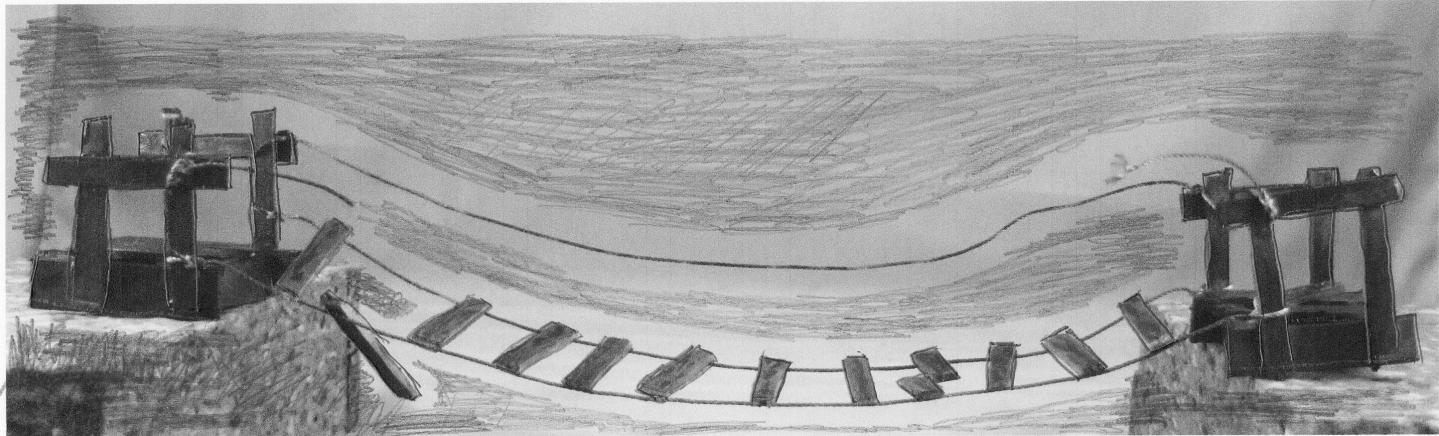
Ogre Vermin, male: HD 6+6, AC 2, HP: 54; #Atts 3, Str (+3+7); Dam 1-12 (+7) Large; THACO: 13

Ogre Vermin, female: HD 5+5, AC 3, HP: 45; #Atts 2, STR (+3+6); Dam 1-12 (+6) Large; THACO: 15

Ogre Vermin, child: HD 4+4, AC 4, HP: 36, #Atts 2, STR (+2+4); Dam 1-8 (+4) Medium; THACO: 15

If the child is killed, the female and male go into a berserk rage gaining an extra attack, and an additional +2 to hit and damage to all their attacks as well as +2 to the Vermin Ogres reaction adjustment. The players can find 2 gems worth 50 and 70 gp each and 32 DTs. They will also find a potion of Super Heroism, Plate Mail +3, Long Sword +2, magic user Scroll: Wizard Lock, Fumble, Tongues, Fire Shield, and 8 +2 arrows in a large wooden box.

This is a good place for the PC's to rest as the ceremony is still hours away. After this, the players Scritch will lead them through the other small opening.



**Room 4:** The tunnel ends with only a small hole allowing the PC's to see that they are in the corner of a large temple. This highly polished room is in stark contrast to every thing they have seen so far from the Vermin. The room has columns and large tapestries of vermin defeating humans in combat, and a large horned vermin that towers over thousands of vermin. Large columns line the chamber and there is a large altar is at one end of the chamber. The altar is in front of a huge statue of a large horned Vermin. The PC's can see four vermin in robes using chains to secure a young girl to the altar. She appears to be about 15 and fits the description of Eliza. The room is stable.

Inside the room are dozens of vermin. Some are in very fancy robes while most are in more modest robes, while some are carrying strange looking weapons that have a large spiked hollow metal ball at the end of a chain. There is an eerie green glow in the room that is lighting up the chamber. Raw gems of many forms are in bowls all around the room. Total value of all of them is 200-400 gp.

Scritch will tell the players that they need to wait till the ceremony begins. When it does, most of the vermin will leave and they will lock the doors on the inside until the new leader of the priests is granted. That is when they should strike. If the players wait the following are in the room:

Priest: Level 8 THAC0: 16  
 Flail + 2. # attacks: 3; Dam 2-8;  
 Strength +1 to hit, +2 damage  
 AC 3; HP 56  
 28 DTs; Level 2 tough potion (taken)  
 Lock Down amulet, Necklace of Prayer Beads  
 (Bead of Curing, Bead of Atonement, Bead of Blessing), Cleric Scroll Silence, Prayer, Cure Critical Wounds.  
 Spells: 3/3/3/2

1. Command x2, Prot from Good  
 2. Hold Person, Silence, Find Traps  
 3. Prayer, Speak with Dead, Dispel Magic  
 4. Divination, Exorcise (These were for the ceremony so not real useful in combat)  
 He will start with a Prayer then Protection from Good or Silence. He took the level 2 Tough potion before the PC's break in.

13 Deacons: level 4 Clerics THAC0: 18  
 2 short swords. # attacks: 2; Dam 1-6; AC 5;  
 Hp 20  
 8 DTs each.  
 Spells: 3/2  
 1. Bless, Protection from Good, Command  
 2. Slow Poison, Resist Fire  
 6 will throw a Bless the 1<sup>st</sup> round,  
 1 will throw Protection from Good and 1 will throw Resist Fire on the Priest.  
 The rest will throw Protection from Good on themselves.

4 Flail Bearers: Level 4 Fighters  
 Poison Gas Flails; THAC0: 17  
 # attacks: 2; Dam 2-8 + 2; AC 4; Hp 40  
 If hit with a flail the PC needs a poison saving throw or suffer extra 4d6 damage save for 1d6 damage.

12 DTs each. The censors are also valuable if taken back to town, but are heavy and bulky. The flails also count as a level 1 Priest potion on the bearer. Roll for them as soon as they get into combat.

Eliza: Level 0, AC 10, HP 3. If she dies during the combat by accident, the statue will become the Vermin Demon.

Servant of Corno Zoyfia  
 AC -2; HD: 8+8; HP 88  
 # Attacks: 3; Dam 2-16  
 Strength: 23 (+5, +11)  
 THAC0: 12

Special: +1 or better weapon to hit  
Magic Resistance: 75%  
Intelligence: High  
Alignment: Neutral Evil

The statue has 10 gems in it worth a total of 1000 gp. If the players try and steal these, it will summon the Demon. The only way to get them is to kill the demon when it will revert back to the statue.

See the Reference Section at end of the module for more details.

If the players attack before the doors are locked, the following will be in the room or soon will be in addition to those above:

2 Priests: Level 6 Clerics Flails +1, #attacks: 3, Dam 2-8 (+2/+2); AC 3; HP 48, Level 1 Priest potion.

20 Deacons: Level 4 Clerics short sword # attacks: 2; Dam 1-6; AC 5; Hp 20

20 Monks: Level 2 Clerics short swords. # attacks: 2; Dam 1-6; AC 5; Hp 12

20 Initiates: Level 1 Clerics short sword # attacks: 1; Dam 1-6; AC 5; Hp 8

50 Slaves: Level 0 fighters, AC 8; clubs; Dam 1-4; Hp 6 ea.

10 Flail Bearers: Level 4 Fighters

Poison Flails # attacks: 2; Dam 2-8+ 2

AC 4; Hp 40 If hit with Flail make poison saving throw or suffer extra 4d6 damage save for 1d6 damage.

The flails also count as a level 1 Priest potion on the bearer.



The PC's need to enlarge the hole large enough to all crawl through, this will be extremely easy as Scritch has already had his slaves do most of the work. He has also booby trapped this entrance to collapse after he leaves the tunnel. To open the entrance a stone must be pushed out. This will alert the priests. The Vermin will be surprised on a 1 in 6. Otherwise they will begin spell casting.

After collapsing the entrance Scritch will head to the girl to free her. He will try and stay out of sight so the priests cannot blame this on the shadow sect later. After freeing the girl he will drag her over to the 2<sup>nd</sup> secret door. This intricate door can only be opened by a member of the shadow clan without spending at least an hour studying it.

Scritch will open the door and slip into the hall with the girl. If the PC's appear to be losing badly Scritch may go help them out. If they are all dead he will shut the door. If they win, he will want the PC's to join him. Just then, the Vermin listed above will burst the door open and a call will be made to lock-down the city.

**Room 5:** Here is where Scritch will turn on the PCs. Inside the room there are 5 other assassins and they will all strike as soon as the PCs are in the middle of the larger chamber and Scritch collapses the tunnel they just fled through from Room 4. If the PCs live through the round of assassinations, they can offer to bribe the assassins with the dust tokens they have. If they offer over 200 dust tokens, Scritch will let the PCs go and will lead them to another back tunnel that will lead them on

the correct path. If they offer over 300 tokens he will lead them out disguised as slaves and help them in future combats.

**DM NOTE:** Here things can go horribly wrong if the players make some bad choices. Give them every opportunity to negotiate with Scritch. If the other 5 assassins start dying, Scritch might offer his services pretty quick. Even retreating into areas the PCs cannot go and negotiate from there.

Scritch: See Lair Introduction for stats.

2 Level 3 Shadow Assassins:

AC 3; 2 short swords; Studded Leather  
# attacks 2 no penalty for 2<sup>nd</sup> weapon.  
Dam 1-6 + poison; Poison 1d6/3d6; HP: 18;  
11 DTs ea, Shadow cloaks; THAC0: 20

3 Level 1 Shadow Assassins:

AC 5; 2 short swords  
# attacks 2 (1 each) -2 with 2<sup>nd</sup> hand.  
Dam 1-6 + poison. Poison --/2d6; HP 6;  
6 DTs ea. THAC0: 20

**Room 6, the Secret hall:** This is one of the halls commissioned by the white council for use by the Shadow sect. The only random encounter the PCs will find here are giant rats. All other Shadow Sect vermin have been ordered to stay out of this hall at this time. This hall is heavily trapped be sure you know where the PCs are at while walking around. There are 5 exits out of here. 1 is now caved in. 1 leads to the Fighter Sect, 1 to the Mutation Sect Lair, 1 down to the Dust mines, and one to room 7.

If the party does not rest, they can bypass the 1<sup>st</sup> major encounter in Room 7 but will still face the quick response team in Room 8, but the players don't know this.

If they stop and rest, which is what Scritch will advise while he goes and scouts, the play-

ers will have to face both encounters. The city has set up scouts and once it is determined where the adventurers are heading, quick response teams will block their way. The council will not want to use their surface army, which is training for an invasion of the city of Black Ridge, so will only use forces out of the underground sects force charts.

If the players decide to stay there more than a few hours, the White tower will have located their position and a timed, multi-sect force will attack from all four directions. This would be very bad for the party. Take whatever time you want and pull out ever how many Vermin from whatever sects to build this army. A White Council member and at least four apprentices with their body guards will be in charge, one apprentice with each attack force. If that fails, the Council will decide to seal up the entire chamber and blow Arcuim dust gas into the room. That will kill all of them eventually.

**Trap #1:** This affects a 5' radius area and puts out a noxious gas, save vs. poison or suffer 4d6 damage.

**Trap #2:** This sets off a lightning bolt that travels the length of the secret hall, hitting all in the way. Suffer 6d6 damage, save for half. If you fail to save, roll for mutation with a 5% chance. (1 on d20 is fail) See mutation chart in reference section.

**Trap #3:** This trap sets off several nozzles throughout the hall, flooding it with a mutating flame that is sticky and difficult to get off. Round 1 it will do 6d6 damage, round 2 - 4d6 damage and round 3 - 2d6 damage. Save for half each round, when you save the fire will be put out after that and no mutation roll is needed. For every failed save for half, roll for mutation, 10% chance. (1 or 2 on d20 is fail) See mutation chart in reference section.

**Room 7:** If the players moved fast, this room might be empty, but has a 25% chance that a small force has already made it. If the PCs stopped to rest and memorize spells, they will face the full Mutator Response team. The room here is stable.

The room is very large and is honed to be a practice battle field. The Mutators there will immediately summon their creatures they can and launch into battle. In addition, waiting in the roof are 5 flying vermin waiting for the fighters to separate from the magic users then swoop down and attack the spell casters from behind.

**Small Force:** Those marked with a \*\* belong to this force.

Mutator Response Team:

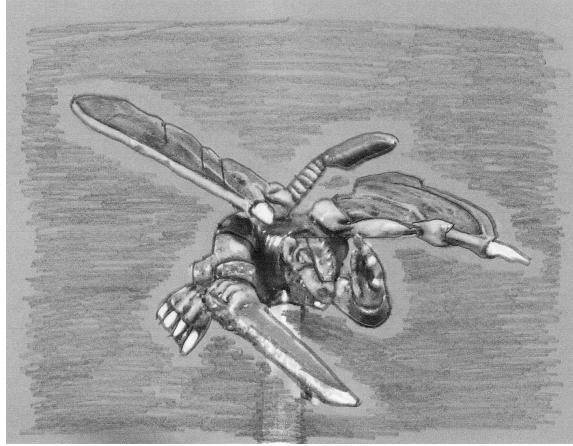
Level 8 Mutator Master: Spells 4/3/3/2; HP: 48, AC: 3; THACO: 16

Level 3 & 2 Mutant potion, 40 DTs

1. Cure Monster x2, Monster Speed x2  
2. Cure Monsters, Shield Monster x2  
3. Invisibility, Fire Shield, Razor Claws  
4. Monster Strength Area Affect, Summon Mutant Rats  
Controls: 2 Ogre Vermin: THACO: 15  
HD 5+5; Hp 40 each; AC 3,  
#Atts 2, Str (+3+6); Dam 1-12

\*\*Level 5 Mutator Master: Spells 4/2/1; HP: 30; AC 5; THACO: 18

Lvl 2 & 1 Mutant potion, 28 DTs  
1. Enlarge Monster, Cure Monster, Disband Monster, Monster Speed  
2. Monster Strength, Summon G. Rats



3. Razor Claws

Controls: Mutant Rat: THACO: 15  
HD 4+4; Hp: 36; AC 4  
Atts 1, +1 to hit, Dam 1-8 +2

Level 5 Mutator Master: Spells 4/2/1; HP: 30; AC 5; THACO: 18

Level 2 Mutant potion, 25 DTs

1. Enlarge Monster, Cure Monster, Disband Monster, Monster Speed

2. Shield Monster, Cure Monsters

3. Summon Huge Rats

Controls: Mutant Rat:

HD 4+4; Hp: 36; AC 4,

Atts 1, +1 to hit, Dam 1-8 +2;

\*\*Level 3 Mutator Controller:

Hp 30; AC 4; THACO: 18

Atts: 2; S. Sword & whip; -2 to hit with whip; Dam 1-6/1-3

10 DTs, Chain armor

Controls: 10 Huge Rats: THACO: 16

HD 2+2; Hp 12ea; AC 5

Atts 1, Dam 1-6

Level 3 Mutator Controller:

Hp 30; AC 4; THACO: 18

Atts: 2; S. Sword & whip; -2 to hit with whip; Dam 1-6/1-3

10 DTs, Chain armor

Controls: 10 Huge Rats: THACO: 16

HD 2+2; Hp 12ea; AC 5

Atts 1, Dam 1-6

Level 3 Mutator Controller:

Hp 30; AC 4; THACO: 18

Atts: 2; S. Sword & whip; -2 to hit with whip; Dam 1-6/1-3

10 DTs, Chain armor

Controls: 5 Mutant Rats: THACO: 15

HD 4+4; Hp 24; AC 4  
Atts 1, +1 to hit, Dam 1-8 +2;

Level 3 Mutator Controller:  
Hp 30; AC 4; THACO: 18; Atts: 2; S. Sword & whip; -2 to hit with whip; Dam 1-6/1-3; 12 DTs, Chain armor  
Controls: 5 Mutant Rats: THACO: 15  
HD 4+4; Hp 24; AC 4  
Atts 1, +1 to hit, Dam 1-8 +2;

Level 3 Mutator Controller:  
Hp 30; AC 4; THACO: 18; Atts: 2; S. Sword & whip; -2 to hit with whip; Dam 1-6/1-3; 15 DTs, Chain armor  
Controls: 2 Ogre Vermin: THACO: 15  
HD 5+5; Hp 35 each; AC 3,  
#Atts 2, Str (+3+6); Dam 1-12

\*\*5 Flying Vermin: THACO: 16  
HD 3; Hp 20 ea; AC 4; Atts 2 ea; S.Swords 1-6 each; Fly; 8 DTs ea.

If the players survive this, there are only two other exits. 1 leads back to the Mutator Sect Lair which is in total lock down and a hall that leads to Room 8 where the Fighter Sect Quick response team will be waiting

**Room 8:** This is the final encounter and where the Fighter Sect fast response team is waiting. There will be a white wizard (non-council) with an apprentice and their bodyguards. If the bodyguard of the white wizard is killed, the wizard and his apprentice will flee the field. If the battle is going horrible for the fighters, the leader and wizards will flee back to the Fighter Sect Lair. This room is Stable.

Level 7 White Wizard: Spells: 4/3/2/1: Dex 17, Con 16 HP: 42, AC: Bracers AC 4; Dagger+3, Priest Potion Level 2, Mutator level 2 potion.

Dodges any attacks on 6+ (d20), those are then directed at body guard. Pinch dust, 84 DTs.

1. Prot from good, MMx2, Shield  
2. Invisibility, Mirror Image, Det. Invisibility  
3. Lightning Bolt, Haste  
4. Wall of Fire  
Staff of Lightning 20 charges, See New Magic Items at end of module for full description.  
THACO: 19

Level 7 Body Guard: Fighter/Monk. Banded Mail; HP: 70; AC -1; Halberd +2 + poison (1d6/3d6); Str 18(72) (+2/+3), Con: 14, Dex: 16, Ring Prot +3, Dodge vs. all on 9.  
Attacks: 2 / rnd, Dam 1-10  
Fighter Potion Level 2; Shadow Poison Level 2 (on Halberd); THACO: 14

Level 5 White Wizard: Spells: 4/2/1: Dex: 14, Con: 15 HP 25; AC: 8; Dagger +1, Wand of Fear 52 charges, Priest Level 2 potion, 1 pinch dust, 53 DTs; THACO: 20  
Dodges any attacks on 8+ (d20), those are then directed at body guard.  
1. Shield, MM, Burning Hands, Sleep  
2. Mirror Image, Strength  
3. Haste

Level 5 Body Guard: Fighter/Monk, Banded Mail; HP 60; AC 3; Halberd +1 + poison (−/2d6); Str: 15; Con: 16, Dex: 15, Dodge vs. all on a 12; Potion of Healing (2d4+2)  
Atts: 3/2, Dam 1-10; Mutator Potion Level 1 Shadow Poison Level 1 (on Halberd)  
THACO 16



Level 8 Fighter: Level 3 Fighter potion  
Ring of 50% MR (based on level 10)  
Plate Mail +3, Shield +3; Long Sword +3, 76  
Dts; HP: 90, AC: -4; Atts: 3/2, Dam 1-8;  
THACO: 13; S: 18(91) (+2/+5), C: 16, D: 14

Level 6 Fighter ; Level 2 Fighter potion  
Chain, Shield +2, Scimitar +2; Ring of Protection +3, 52 Dts; HP: 66, AC -3  
Atts: 1, Dam 1-8; THACO: 15  
STR 18 (02) +1/+3. Con: 15, Dex: 16

Level 5 Fighter: Level 2 Fighter potion  
Chain +2, Shield, Long Sword +2  
Ioun Stone +1 protection, 32 Dts; HP 66, AC 1  
Atts: 1, Dam 1-8; THACO: 16  
Str: 14, Con: 15; Dex: 14

25 Level 1 Fighters: AC 5, Ring Mail, Shield,  
Sword and spear. Hp 8 each  
25 DTs (total); THACO: 20  
25 Level 1 Fighters: AC 5, Ring Mail, Shield,  
Sword and spear. Hp 8 each  
25 DTs (total); THACO: 20

25 Level 2 Fighters: AC 3, Chain Mail, Shield,  
Sword and spear. Hp 16 each  
50 DTs (total); THACO: 19

20 Vermin Slaves: Level 0 fighters  
AC 8; w/clubs; Dam 1-4; Hp 6 each

Slave Master: Level 4 fighter, AC 6, w/sword  
and whip. Dam 1-6/1-3; HP 40; THACO: 17  
Level 1 Fighter potion Str 14. 10 DTs

20 Vermin Slaves: Level 0 fighters  
AC 8; w/ clubs; Dam 1-4; Hp 6 each

Slave Master: Level 4 fighter, AC 6, w/sword  
and whip. Dam 1-6/1-3 HP 40; THACO: 17  
Level 1 Fighter potion. STR 14. 11 DTs  
20 Vermin Slaves: Level 0 fighters

AC 8; w/ clubs; Dam 1-4; Hp 6 each

Slave Master: Level 4 fighter, AC 6, w/sword  
and whip. Dam 1-6/1-3 HP 40; THACO: 17  
Level 1 Fighter potion. STR 14. 12 DTs

There are three exits out of this room, two large and one small. The large ones lead to the Fighter Sect Lair and the dust mines. The small one leads to the surface at the edge of the city and a clean get away into the swamp.

If the PC's defeat the Fighter Quick response team, the council will decide to cut their losses and let the PC's go without further pursuit, except for two shadow scouts. If the Players decide to turn back and continue to assault the city, the tower will declare war on the PC's and bring their full force against them.

\*\*\* THIS ENDS THE LAIR \*\*\*  
\*\*\* ADVENTURE \*\*\*



# Ra'thome Description

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**The Sect Lairs:** Below is the list of rooms for the 4 different Sect Lairs and what forces are in each. If the PC's go into the lairs without the lockdown in place, most forces will be in their rooms 50% chance or out training. After the lockdown is in place, set up forces as you feel will defend the lairs, bringing maximum forces to bear. Doors of your choice are magically locked and all entrances are magically barred. See lockdown in the Reference section under White Wizards.

## **Priest Sect Lair**

P1: Entrance hall that leads up to the surface. There will always be four guards here:

2 Monks: Level 2 Clerics short swords.  
# attacks: 2; Dam 1-6; AC 5; Hp 12,

2 Initiates: Level 1 Clerics short swords. # Attacks: 2; Dam 1-6; AC 5; Hp 8, THAC0: 20

Total of 30 DTs on the 4 priests.

There is an alarm here that they can sound if they are attacked from above. They will not leave their post even if an alarm sounds for other areas. Door to P2 is locked and none of the guards have the key. Only the Priests have a key.

P1a. This tunnel leads to the under-ground chambers and room 2 above. This is where the slaves were heading.

P2. Ceremonial entrance hall / Defensive Room: The priests run any public ceremonies here. The tables and benches easily convert to barricade the room if they are under attack. This room will normally be empty unless the guards in P1 set off the alarm.

The tunnel also goes down to the mines in the level below. There are raw gems embedded in the walls, candle sticks, etc... Total value of all of them is 100-200 gp.

P3. Priest Lords outer room. This is where the Priest Lord conducts the business of running his sect. The room contains a crude desk, chair and papers. A gold statue with gems embedded is worth 40 gp sitting on the desk. The door to this room is locked, and the door to P4 is locked. The tunnel leaving this room leads down to the Priest sect breeding rooms where the female and young live. There is nothing of value down there.

P4: Priest Lord's private room. This is a luxurious room that is the Priest Lords sleeping quarters. A bed and treasure chest is inside the room, and several weapons hang on the wall. A large book on a podium is in the room, and several tapestries hang on the wall. The secret room is only known by the Priest Lord. In the chest is 60 gp, 200 sp, 500 DTs, Scarab of Enraging Enemies, shield +1.

P4a: Secret room: This room stores sacred religious artifacts for the Priest Sect that are priceless to them. 1 is the Staff of the Vermin\*, Potions of Priests are also stored in. 20 level 1's and 10 level 2's and 2 level 3's. 10 random magical potions and 6 clerical scrolls with 1-6 spells levels 1-5 on them. Flail +1, Long Sword of Dancing, Shield +2, Rod of Cancellation (43 charges), Ring of Feather Fall.

Rod of the Vermin\*: See new magic item section at the end for what this Artifact does. If the PCs get this item then the White wizards will declare war on them, and hunt them down with their full force.

P5: Storage room for weapons, robes, rations, etc...

P6: Sleeping room for Initiates. There are 20 sleeping mats here. 1d6 gp, 2d20 sp, 40 + 4d6 DTs.

P7: Sleeping room for Monks: There are 20 sleeping mats here. 2d6 gp, 4d20 sp, 80 + 4d6 DTs.

P8: Training Room: Several training dummies, and weapons hanging on the walls.

P9: Priest Room: This room is for 2 priests. There are 2 sleeping beds and 2 chests. In the chests are 20 gp, 60 sp, 40 DTs. 2 clerical scrolls with 3+d3 spells levels 1-6 on them. Both chests are locked.

P9a: Lab to build the Priest Potions. This door is locked, 1 of the 2 priests in the room has it. It is also trapped. Setting it off will be a cloud of poisonous Arcuim dust. Save vs. poison 4d6/death. If you pass your save you have a 20% chance of mutation. If you fail and are raised you have a 50% chance of mutation.

In the room are 6 level 1, 3 level 2 and a level 3 priest potions.

P10: Deacon Room 1: 20 sleeping mats in here, but only 17 are being used. No treasure.

P11: Deacon Room 2: 20 sleeping mats in here, but only 17 are being used. No treasure.

P12: Censor Bearer Room: 7 sleeping mats in here. Smoke fills this room, and anyone in the room must make a save versus poison or suffer 3d6 of damage and must make a save every other turn. The PCs can find 68 DTs here.

P13: Censor Bearer Room: This room is the same as P12. The PCs can find 64 DTs here.

P14: Main Temple for the Priest Sect. See main room 4 in the Lair Dungeon above.

P14a: Secret door used by the players to enter the Temple during the ceremony.

P14b: Secret door used by the players to leave the Temple and into room 5.

### **Fighter Sect Lair**

The fighter sect lair consists of the following forces:

Level 10 fighter

2x Level 8 fighters: (1 is part of quick response team.)

1 Level 7 fighter

8 level 5-6 fighters (1 level 5 and 1 level 6 are on the quick response team)

Unit of 25 Level 4 fighters

Unit of 25 Level 3 fighters

2 Units of 25 Level 2 fighters (1 in quick response team)

4 Units of 25 Level 1 fighters (2 in quick response team)

F1: Entrance to the upper city. This room is empty and designed for the fighters to pack in here and defend the main sect. Paintings on the walls depict fighting scenes in battle.

F1a: This tunnel leads to the underground tunnels where the quick response team will intercept the PC's in room 8 above.

F2: This room is the living chamber for the Level 7 and 8 fighters.

F3: This room is the living chamber for 25 level 2 fighters.

F3a: Storage room for armor and weapons.

F4: This room is the living chamber for 25 level 3 fighters.

F4a: Storage room for armor and weapons.

F5: Potion making room. This door is locked. The Level 7 and 10 fighters have keys. -10% chance for anyone to pick this lock.

F6: This room is the living chamber for 25 level 2 fighters.

F6a: Storage room for armor and weapons.

F7: This room is the living chamber for 50 level 1 fighters

F7a: Storage room for armor and weapons.

F8: Living chambers for 4 of the Level 5-6 fighters. They are the Level 1 trainers.

F9: Living chamber for 25 level 4 fighters.

F9a: Storage room for armor and weapons.

F10: This room is the living chamber for 50 level 1 fighters

F10a: Storage room for armor and weapons.

F11: Living chambers for 4 of the Level 5-6 fighters. They are the Level 1 trainers.

The secret door leads to room 6 and is the fighters are unaware of it.

F12: Living chamber for the Level 10 Fighter. His door is magically locked, and he has the only key. The passage down leads to the Fighters Breeding chamber. He keeps his most valuable items in the secret room.

## **Mutator Sect Lair**

The Mutator sect has the following forces:

Level 9 Mutator Master

Level 8 Mutator Master (part of quick response team)

2x Level 7 Mutator Masters

4x Level 5-6 Mutator Masters (2 part of quick response team)

16 Level 3-4 Mutator Masters

20 Level 1-2 Mutator Masters

20 Level 1-3 Mutator Controllers (5 part of quick response team)

Tons of Giant Rats, they are everywhere

40 Huge Rats (20 part of quick response team)

20 Mutant Rats (10 part of quick response team)

8 Ogre Vermin (2 part of quick response team)

1 Mutant Beast

10 flying vermin (5 part of quick response team)

M1: Main entrance hall, nothing in here but paintings on the wall depicting some of the great mutant beasts and battles. Tunnel leads down to the dust mines. This room is crawling with rats and is often used for beast handling.

M1a: This tunnel leads to the tunnels where the quick response team will intercept the PC's in room 7 above.

M2: Living chambers for the Level 7 and 8 Mutator Masters.

M3: Living chamber for the Level 10 Mutator Master. His room is locked.

Secret room is the Mutator Treasure room. The tunnel down leads to the Mutator breeding grounds for both vermin and for the mutant beasts.

M4: Training grounds and holding pens for the Ogre Vermin and Mutant Beast. These creatures are too dangerous to leave running around uncontrolled. The flying vermin also have living beds on a balcony built up high on South wall.

M5: Library for mutation experiments and magic spell research.

M6: Living chambers for the 16 Level 3-4 Mutator Masters.

M6a: Potion making room. Inner door is locked. Level 7 & 9 Masters have a key.

M7: Living chambers for the 4 Level 5-6 Mutator Masters

M8: Living chambers for the Level 1-2 Mutator Masters

M9: Magic workshop room, for researching spells.

M10: Room holds Huge Rats.

M11: Living chambers for all the Mutator Controllers.

M12: Room holds the Mutant Rats. The secret door leads to Room 6, the Secret Hall and the Mutators are unaware of it.

### **Shadow Sect Lair**

The shadow sect consists of these forces:

Level 10 Shadow Assassin

2x Level 8 Shadow Assassin

2x Level 7 Shadow Assassin

8x Level 5-6 Shadow Assassins (Scritch is in this group)

16 Level 3-4 Shadow Assassins (2 used in Room 5)

32 Level 1-2 Shadow Assassins (3 used in Room 5)

S1: Main Entrance Room to the Shadow sect Lair. This room has columns and is in perpetual shadows. Tunnel goes up to the surface. The trap in this room has a -20% chance to be disarmed. It is a death poison, save for 2d6 points.

S2: Behind the concealed door are 2 assassins. From there they can set off the trap in S1 and then surprise anyone who enters with assassination attempts.

S3: Living chambers for the 2 level 7 assassins.

S4: Living chamber for the level 10 assassin. Tunnel leads down to the shadow breeding chambers.

S5: Private chamber for the level 10 assassin. The passage is an escape tunnel to the swamp. Scritch is unaware of this tunnel, so cannot lead the PC's here. He would never lead the players into the Shadow Lair anyway.

S5a: Secret room for the Shadow's treasure.

S6: Living chambers for the Level 1-2 assassins.

S7: Living chambers for the 2 Level 8 assassins.

S8: Poison creating chamber. Door is locked, the 2 level 8's and level 10 have the keys. Lock is -30% to be picked.

S9: Danger Room used for training. Door is locked.

S9a: Hall leading up to it is heavily trapped.

S10: Training room for the level 5-6 assassins.

S11: Living chambers for the level 5-6 assassins.

S12: Living chambers for 8 of the level 3-4 assassins.

S13: Danger room for training.

S14: Living chambers for 8 of the level 3-4 assassins.

S15: Room for building traps.

Notes: There are random traps every 30-40', almost every door has a trap on it, and all are locked.

### ***Main City***

The Forces for the Main City are the same number and level of troops from the sect lairs except for the Level 9 and 10 leaders.

In addition, there are hundreds of slaves that are used for training, farming and maintenance. They don't run away because of the dangers of the swamp. Each group of 20 slaves will have slave fighter controller with them.

## **White Tower:**

Level 16 Wizard  
Level 16 Cleric  
Level 15 Wizard  
Level 15 Cleric  
2x Level 14 Wizards  
Level 13 Wizard  
Level 13 Cleric  
2x Level 12 Wizards  
2x Level 16 Fighter/Monk Body Guards  
2x Level 15 Fighter/Monk Body Guards  
2x Level 14 Fighter/Monk Body Guards  
2x Level 13 Fighter/Monk Body Guards  
2x Level 12 Fighter/Monk Body Guards

Level 10 Wizards + level 10 body guard  
Level 9 Wizards + level 9 body guard  
4 Level 7-8 Wizards\* + 4 body guards  
8 Level 5-6 Wizards\* + 8 body guards  
16 Level 3-4 Wizards\* + 16 body guards  
20 Level 1-2 Wizards\* + 20 body guards  
\*Roll randomly for these. 70% chance for them to be a mage, 30% cleric

**The Tower:** This structure stands 10 stories high and there are 2 sub-levels. There is a small circular stair that travels the full height of the tower except to the top level. During lockdown every door and stair entrance is magically sealed.

T02: 1 is used for creating the DTs. Room 2 is used for the book keeping of who owns how much dust and how many tokens are in use. Room 3 is used for dust storage.

This entire level is magically sealed and every room will have a wizard and body guard.

T01: This room is where white vermin young are kept, tested and trained.

T1: 1. This main room acts as a bank for all the sects. Here the wizards weigh and exchange dust for the dust tokens.

T1: 2. Here a council member hears disputes and matters of concern from the 4 sect leaders.

T2: 1. Training Room for Body Guards

T2: 2. Training Room for the Wizards

T3: Area living for the level 1 and 2 wizards and body guards.

T4: Area living for the level 3 and 4 wizards and body guards.

T5: Rooms 1-8 hold the level 5-6 wizards and their body guards. The stair is surrounded by a round hall. Every door is locked, only the wizard member whose room it is has the key.

T6: Rooms 1-6 hold the level 7-10 wizards and their body guards. The stair is surrounded by a round hall. Every door is locked, only the wizard member whose room it is has the key.

T7: Rooms 1-5 hold the lower 5 ranking council members and their body guards. The stair is surrounded by a round hall. Every door is magically locked, only the council member whose room it is has the key.

T8: Rooms 1-5 hold the top 5 ranking council members and their body guards. The stair is surrounded by a round hall. Every door is magically locked, only the council member whose room it is has the key.

T9: Meeting room for use by the Wizard council for anything they might need. If attacked the Level 5+ wizards and body guards will hold their last stand here while the council lowers the elevator only a couple feet to shoot spells below.

T10: Council Chamber. There are no stairs here, instead to reach this floor the portal 'a' must lower down to T9 and then raise anyone up. It takes a magic key and password to do this and only council members have one. During a lockdown all 10 council members will be in this room.

# Reference Section

I left the treasure; stats, magic items, etc... blank for a lot of the lair section. You should feel free to put in what you like, for these sections if you run this as a campaign module.

**Vermin:** Vermin have the following natural abilities.

1. All Vermin should gain +2 to their reaction adjustment rolls, or initiative rolls. This can go higher for a Vermin with higher Dexterity, but should not apply to the Mutant Beast or Horror.

2. All Vermin have excellent night vision and hearing. Vermin have 60' infravision.

3. Vermin are only surprised on a 1 in 6 and Shadow Vermin only on a 1 in 10.

**Vermin Potions:** Each sect has its own set of potions or poisons which have different affects. They can be very strong but they can also have drawbacks. If a non-Vermin tries one of these potions and rolls the 1 there is also a 20% chance to roll on the mutation chart. All potions last for 2 turns. To get the affects, roll a d6.

**Fighter Sect Potions** affects strength. If they go above 18, it adds 25% per point. If you get -1 and you have strength 19, you go to 18, if you have 18 or 18(xx) you go to 17.

Level 1: 1 = -1 strength, 2-6 = +2 to +6 strength.

Level 2: 1 = -2 strength, 2-4 = +2 to +4 strength, 5 = 18(00) and 6 = 19 strength

Level 3: 1 = -3 strength, 2 = 18(50), 3 = 18(00), 4 = 19, 5 = 20, 6 = 21 strength

**Priest Sect Potions** affect their Armor Class by increasing their natural toughness.

Level 1: 1 = -1 AC (worse), 2-6 = +2 to +6 to their AC.

Level 2: 1 = -2 AC, 2-4 = +2 to +4 AC, 5 = +6 AC, 6 = +8 AC

Level 3: 1 = -3 AC, 2-6 = +4 to +12 AC double the number rolled.

**Mutations Sect Potions** give the imbiber Regeneration, a bad result just does immediate damage with no chance for save.

Level 1: 1 = 1d6 damage, 2-6 = 2-6 points of regeneration per round.

Level 2: 1 = 2d6 damage, 2-6 = 4-12 points of regeneration per round (double dice rolled)

Level 3: 1 = 4d6 damage, 2-6 = 6-18 points of regeneration per round (triple dice rolled)



**Shadow Sect Poisons** they put on their blades. Once applied they last till the blade hits 5 times. There are no bad side affects. Two values are listed; the first is if the target saves the 2<sup>nd</sup> is the result if they fail their save.

Level 1: nothing / 2d6 points of damage.

Level 2: 1d6 / 3d6 points of damage.

Level 3: 1d6 / 4d6 points of damage.

Level 4: 2d6 points / Paralysis for 10 rounds.

Level 5: 5d6 points / Death

If a victim fails a poison save on any poison there is a 5% chance per level of poison to roll on the mutation chart.

Shadow Sect often steal, other sects potions for use. Every Shadow sect follower has a 5% chance per level to have a potion. 1-2 fighter, 3-4 priest, 5-6 mutation potion. 70% level 1, 71-90: level 2; 91-00: level 3.



**White Wizards** do not create their potions but instead use the dust in its raw form. And also have access to any of the potions from the different sects for their body guards.

**Pinch of Dust** allows a white wizard to cast a spell without using up their memorized spell, allowing them to cast it a 2<sup>nd</sup> time later. A poison save is required or suffer 2d6 points of damage. But the spell will still go off. If a non-vermin were to try this and fail their save, they do not cast the spell (but do not lose it) suffer 4d6 damage and a mutation. If they pass their save it works but still has a 50% chance of causing a mutation.

A level 5-8 wizard will have 1 pinch on them, while a 9+ will have 2-3. All council members almost always have 4 pinches on them.

**Wizard Dodge**: The wizard has worked for years to hide behind their body guards. As long as the body guard is within 5' any attacks that are not area of effect, will be targeted at the body guard and not the wizard if the wizard makes their save.

**Body Guard Dodge**: These Fighter Monks gain the save verse paralyzation verse any attack form the same as a Monk of the same level. This will not apply if the attack was transferred to the body guard from the wizard dodge.

**Lockdown**: When the city is put in lockdown it will do the following:

1. The city is on high alert. Groups form into fighting formations, similar to going to battle stations. No groups can be surprised by the PC's.
2. All traps will be enabled.
3. Doors inside the 4 sects are magically sealed at the DM's desire. The magical doors can be opened with any means of opening a magic locked portal. Each sect's leader has a magical

medallion that may be used to permanently or temporarily open it. It requires a magical word to use the key that any 7<sup>th</sup> level or higher sect members will know. Each sect's opening words are different. These magical doors have been replaced by the White Wizards to be activated in the lockdown ritual

4. If the players get trapped inside these walls, a coordinated effort will be used to eliminate the players.

### **Mutator Sect: Special Rules**

The Mutator sect has created their own magic spells and has the ability to control mutant monsters and naturally summon them. In addition, they also create their own mutated creatures such as the vermin horror and flying vermin.

**Mutator Magic:** Mutator Masters have developed their own spell lore. They are never higher than level 10, so they only have up to level 5 spells. They also have the natural ability to summon Vermin creatures. They may not summon the same level creature more than twice per day. A level 10 could summon 2 Horrors and 2 Mutant Beasts in 1 day but not 3 Horrors. If a Mutator Master summons a creature, it will disband a previous summoned creature or creatures. This only applies to their natural summoning ability, not to spells.

Level 1 spells: 1 / 0 / 0 / 0 / 0

Summon 1 G.Rat 1x per day

Level 2 spells: 2 / 0 / 0 / 0 / 0

Summon 2 G. Rats 1x per day

Level 3 spells: 2 / 1 / 0 / 0 / 0

Summon 1 Huge Rat 1x per day

Level 4 spells: 3 / 2 / 0 / 0 / 0

Summon 2 Huge Rats 1x per day

Level 5 spells: 4 / 2 / 1 / 0 / 0

Summon Mutant Rat 2x per day

Level 6 spells: 4 / 2 / 2 / 0 / 0

Summon 2 Mutant Rats 3x per day

Level 7 spells: 4 / 3 / 2 / 1 / 0

Summon Ogre Vermin 3x per day

Level 8 spells: 4 / 3 / 3 / 2 / 0

Summon 2 Ogre Vermin 4x per day

Level 9 spells: 4 / 3 / 3 / 2 / 1

Summon Mutant Beast 4x per day

Level 10 spells: 5 / 4 / 3 / 2 / 2

Summon Mutant Horror 4x per day

**Mutator Spells:** Friendly monster refers to any summoned or controlled monster of an ally Vermin Mutator, Controller or White Wizard. All Mutator spells have a 24" range. All enhancement spells last for 2 turns.



### **Level 1 Spells:**

1. Disband Monster: 50% chance to disband a summoned creature, +/-5% per level difference of the caster to the caster that summoned it.

2. Cure Monster: Heal any friendly monster for 2d8 hit points.

3. Monster Speed: A friendly monster gains +1 attack. If they have multiple attacks, they can duplicate an attack of their choice, no special attacks like breath weapons are allowed to be duplicated.
4. Talk to Monsters: Allows the caster to talk to any monster.
5. Enlarge Monster: The monster may grow 20% per level of caster.

### ***Level 2 Spells:***

1. Control Monsters: Allows the caster to control an enemy's summoned monster or animal, with 50% chance, +/-5% per level difference.
2. Monster Strength: Friendly monster gains 1 to hit and 1 damage to its current strength modifiers.
3. Shield Monster: A friendly monster gains +2 to their AC.
4. Summon Giant Rats: Caster Summons 2d6 Giant Rats.
5. Cure Monsters: Up to 1d6 friendly monsters can be healed for 2d8 points.

### ***Level 3 Spells:***

1. Fire Shield: Cast on yourself or a friendly monster, same as 4<sup>th</sup> level MU spell.
2. Invisibility: Cast on yourself or a friendly monster, same as MU 2<sup>nd</sup> level spell.
3. Summon Huge Rats: Caster Summons 2d6 Huge Rats.
4. Flying Monster: A friendly monster gains the ability to fly.
5. Razor Claws: A friendly monster gains +2 to hit and +2 damage.

### ***Level 4 Spells:***

1. Monster Cure Serious: A friendly monster heals 4d8 points of damage.
2. Improved Invisibility: Cast on self or friendly monster.

3. Summon Mutant Rats: Caster summons 2d6 Mutant Rats.
4. Swarm of Rats: A swarm of rats that covers a 10x10 area surge forward going 8" per round doing 6d6 points of damage to any creatures they encounter.
5. Monster Strength Area Affect: All friendly monsters in a 20' radius gain Monster Strength.

### ***Level 5 Spells:***

1. Monsters Cure Serious: Up to 2d6 friendly monsters can be healed for 4d8 points of damage.
2. Summon Ogre Vermin: Caster may summon up to 1d6 Vermin Ogres.
3. Heal Monster: Completely Heal 1 friendly monster.
4. Armor Plating: 1 Friendly monster's AC increases by 6.
5. Monstrous Strength: 1 Friendly monster gains +3 to hit and +3 damage to any other strength modifiers it currently has.

### ***Mutator Monster Summary List:***

Giant Rat: AC 7, HD 1, Atts: 1, Dam: 1-3

Huge Rat: AC 5, HD 2+2, Attacks 1, Dam 1-6

Mutant Rat: AC 4, HD 4+4, Attacks 1, +1 to hit, Dam 1-8 +2

Ogre Vermin: HD 5+5, AC 3, #Atts 2, Str (+3+6); Dam 1-12 Large

Mutant Beast: HD 8; AC 1, #Atts 3, Dam 1-8 x2, 1-10; Str 20 (+3/+8)  
Regenerates 3/ rnd; Lrg

Mutant Horror: HD 10; AC 0; #Atts 5; Dam 1-8x 3, 1-12x 2; Str 22(+4/+10), Regenerates 6 hp/ round; Large

All Beasts have a 5% chance of inflicting disease if they cause any wounds. See the New Monster section for a more complete description.

**Mutator Controllers:** With no magic ability, controllers are fighters that also control beasts.

### ***Fighter Sect: Special Rules***

Vermin from the fighter sect gain a bonus if they can fight in formations with other Vermin. These do not apply to slaves, or if any leaders are with a group of slaves.

Note all bonuses apply for full 5 vermin in the formation. If they drop below a multiple of 5, (i.e. From 25 to 24) they immediately lose the extra +1 and would go from +5 to +4. They will also keep their formations a square so 25 should be 5x5, 9 would form up 3x3. Once they go below 5, they have no bonuses.

**Tortoise Shell:** This formation provides protection from both area affect spells and missile fire. Everyone in the formation gains +1 to the AC for every 5 vermin in the formation verse any missile fire. Verse Spells they gain +1 per 5 vermin to their saving throws and suffer -1 point of damage per 5 vermin. (I.e. A 6d6 fireball against a unit of 25 Vermin; each vermin would get +5 on their save, and subtract 5 from the final result. So if 18 were rolled for damage then each vermin would suffer either 13 points from a failed save or 4 from a successful one.  $18 / 2 - 5 = 3$ ).

**Phalanx:** When in hand to hand, the Vermin push forward with shield, swords, spears and claws to make it difficult for an opponent to hit them and more difficult to defend. As a result, Vermin gain +1 to their AC for every 5 Vermin in the unit. Also, the Vermin gain +1 to hit for every 5 full vermin in the formation.

**Mixed Weapons:** Vermin Fighters carry a mix of swords and long spears. This allows vermin in the back ranks to attack up to 3 ranks deep, still gaining the bonuses from the phalanx formation.

**Safety in Numbers:** Any leader that joins a group, gains a special saving throw verse paralyzation (with any bonus from the Tortoise shell) to have any spell or ranged attack that affects a single model to instead target a regular vermin in the formation. Any spell or ranged attack that affects multiple enemies will always affect regular vermin. There must be at least 5 vermin left in the unit for the Leader to get this benefit.

### ***Shadow Sect: Special Rules***

**High Dexterity:** These black furred assassins have very high dexterity. Any Assassin level 6 or higher will have a dexterity of 18, and level 8 or higher, a dexterity of 19.

**Cloak of Shadows:** A Shadow cloak gives its wearer a 90% base chance to hide in shadows and +1 to their AC.

Shadow Sect Assassins are awarded these upon reaching 3<sup>rd</sup> level.

**Strike from the Dark:** If hidden they can surprise on a 2+ on a d6.

### ***Other Areas***

**Breeding Pits:** These are huge chambers packed with females and young vermin. It takes about a year for the vermin to mature enough to join the ranks of the Sects or slaves if they are too small. The females and youth will not fight, but attempt to escape up the tunnels if the PCs enter these rooms. There is no treasure in any of these.

**Dust Mines:** I have left these to the DM's imagination. They start with vast caverns that hold hundreds of slaves, and a smaller chamber for the slave handlers. A locked room where the dust is stored as it is collected. The rooms then lead to endless tunnels for mining where slaves are packed in. Every turn that the PC's are in the dust mines they have a 10% chance of suffering a mutation.

**Mutations:** All Mutations are painful, debilitating and can last a few seconds to several hours. The victim should suffer damage appropriate to what is happening to him.

If unsure suffer 1-3 d6 per round. Constant healing is needed to keep the victim from dying. The DM should reduce Charisma as appropriate.

**Dwarfs and Halflings** have extra resistance to mutations and if they fail their % roll, they also gain a Poison save. If they pass they suffer 3d6 damage, but are able to stop the mutation. If they fail they suffer the mutation as normal.

### **Table 1: Mutation Chart: Roll d20**

1. Atrophy: 1 limb (random) shrivels and is almost useless.
2. Beast Face: Your face changes to become a monster
3. Claw hand, one of your hands turns into a large claw.
4. Extra limb: Gain extra Leg or Arm.
5. Fangs: You grow fangs,
6. Fur: You are covered in a thick coat of fur.
7. Horns: You grow horns, 70% on head, and 30% somewhere else. Possible give you an extra attack.
8. Iron Hard Skin: Your skin turns a metal color giving you +2 to your AC.
9. Mace Tail: You grow a tail with a mace head you gain an extra attack behind you.

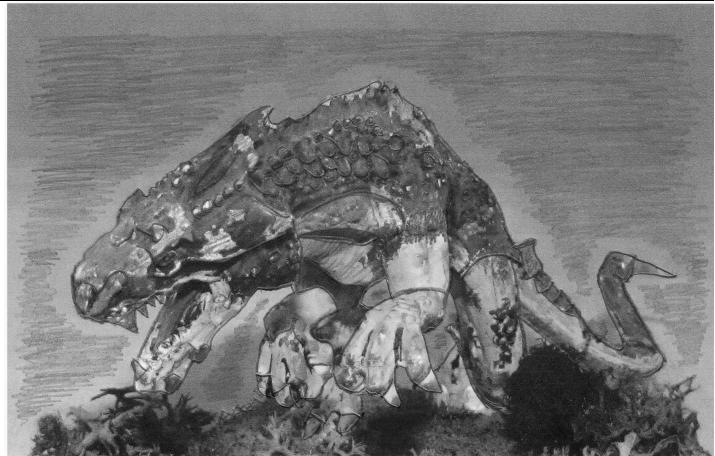
10. Magic Resistance: You gain a natural 25% MR, ruins cover your body.
11. Monster feet and legs: Powerful legs allow you to jump +10 feet, but you can no longer wear boots.
12. One Eye: your eyes merge into 1. You are -4 to hit with all missile weapons.
13. Poisonous Bite: Your Bite delivers a horrible poison. (1-6d6/paralysis or death)
14. Regeneration: You have grown a regeneration gland; can get from 1-3 per round)
15. Scaly Skin: You grow lizard scales, gain +1 to your AC
16. Suckers: You gain suckers on your hands and feet allowing you to climb walls.
17. Tentacle: One of your limbs becomes an octopus tentacle.
18. Warty Skin: You grow warts and boils all over; any hits do +2 extra points of damage.
19. Wings: You grow wings and now fly 24"
20. You become a full Vermin. Yea, might as well start looking for work in Ra'thomed.



# Random Encounter Tables

## Table 2: Bog Random Encounter Chart:

1. Quicksand: Anyone walking into it will get sucked down in 3 rounds.
2. Bog: If the PC's wade through the bog they will be attacked by 8 giant leeches.  
Leech: HD 4; HP: 28 ea, AC 9, Atts: 1, Dam: 1-8, 99% undetected. Disease
3. 4 Giant Spiders: HD 4+4; HP: 32, AC 4, Atts 1, Dam: 1-8, Save vs. poison or death.  
Treasure: 1-2 gems, 6d6 gold, 1 random potion, 10% magic item.
4. 2 Giant Constrictor Snakes: HD 6+1; HP 40, AC 5, STR 19(+3/+7), Atts 2; Damage: Bite 1-4 + paralysis poison, Constrict: 2d8.
5. 20 Giant Frogs: HD 2; HP 12; AC 7; Atts 1; Damage: 1d8 bite or 1d4 tongue, then max bite. Fear fire.
6. Allosaurus\*: HD: 15; HP: 150; AC 5; Atts 3; 1-6/1-6/4d8, Strength: 20 (+3/+8), Con 21



4. 3 Ochre Jellies: HD 6; HP 40; AC 8; Atts 1: Dam 2d6.
5. 2 Black Puddings: HD 10; HP 70; AC 6; Attacks 1: Dam 3-24, dissolves metal, leather and wood
6. 2 Wyverns\*: HD 7+7; HP 60; AC 3; Atts 2: Damage: Bite: 2-16; tail 1-6 + poison. Poison is 1d6/death. Strength 18(00) (+3/+6); Treasure: 4 gems (50x2, 100, 200 gp), Scroll Remove Fear, Bracers of Defense AC 3, Ring of Spell Turning, 400 gp. 400 sp, Wyvern egg.

## Table 3: Swamp Random Encounter Chart:

1. 4 Giant Crocodiles: HD 7; HP 50; AC 4; Atts: 2, Dam: 3d6 (+2/+3)
2. Basilisk\*: HD 6+1: HP 45; AC 4; Atts: 1, Dam 1-10, Save vs. Petrification or turn to stone. Treasure: 1-3 gems (10-60 gp ea), Splint Mail +1, Crystal Ball, Potion Giant Strength, Scroll: Stone to Flesh, Sanctuary, Insect Plague, 200 gp
3. 3 Trolls\*: HD 6+6; HP 50; AC 4; Atts 3, Dam 5-8/5-8/2-12, STR 19 (+3/+7). Regenerates 3 hp / round. Treasure: 1-10 gems (10-100 gp), 1 jewelry (500 gp), Short Sword +2, 20 Arrows +2, 100 gp, 150 sp

\* Means unique encounter.

- To find treasures, the players must track down the lairs, except for spiders which they stumbled on. The rest will be within  $\frac{1}{2}$  mile of the encounter.

## Table 4: Tunnel Random Encounter Chart:

1. 24 G. Rats: AC 7, HD 1, Atts: 1, Dam: 1-3, 5% chance of disease
- 2-3. Random cave in, everyone roll a d10 on a 1 suffer 1d6. If 3 PC's roll 1, the ceiling collapses all members suffer 4d6 damage, save vs. Dex for half damage.
3. Escaped Slave: Lvl 0 human 4 hp, AC 10, he has suckers on his hands and feet.
- 10 Huge Rats: AC 5, HD 2+2, Atts 1, Dam 1-6

5. A shadow sect messenger looking for Scritch to give him a message.  
 Lvl 3 Shadow Assassin: AC 3; 2 short swords  
 # attacks 2 (1 each) no penalty for 2<sup>nd</sup> weapon.  
 Dam 1-6 + poison. Poison 1d6/3d6; HP: 18; 10 DTs, Shadow cloak

6. Arcuim dust, by some accident you have discovered a small deposit of Arcuim dust. It glows a green blue color. Roll randomly to see who uncovered it. Anyone within 10' has a 5% chance to be mutated, 5' it goes to 10%. Anyone touching the dust will have a 20% chance. And if you taste it, you have a 70% chance. The Dust is worth a fortune to Scritch.

### Table 5: Priest Sect Lair Random Encounter Chart:

1. 1-3 Deacons: Level 4 Clerics swords. # attacks: 2; Dam 1-6; AC 5; Hp 20

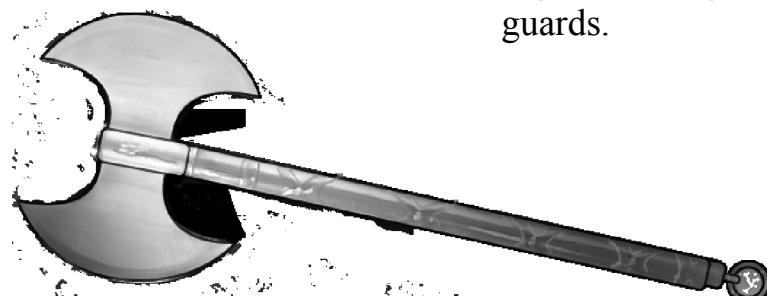
2. 1d6 Monks: Level 2 Clerics swords  
 # attacks: 2; Dam 1-6; AC 5; Hp 12

3. 2d6 Initiates: Lvl 1 Clerics s. swords. # attacks: 2; Dam 1-6; AC 5; Hp 8

4. 4d6 Slaves: Level 0 fighters, AC 8; w/sticks & clubs; Dam 1-4; Hp 6 ea.

5. 1-3 Flail Bearers: Level 4 Fighters w/Poison Censors. # attacks: 2;  
 Dam 2-8 + 2 AC 5; Hp 40; If hit with Censor make poison saving throw or suffer extra 4d6 damage. If you save you still take 1d6 damage. Counts as Lvl 1 priest potion

6. DM's Pick from what is in the Priest Sect, this encounter should include a Level 6 priest or higher.



Oh RATS!!

### Table 6: Mutator Sect Lair Random Encounter Chart:

1. 4d6 Giant Rats: AC 7, HD 1, Atts: 1, Dam: 1-3; 5% chance of disease.

2. 2d6 Huge Rats: AC 5, HD 2+2, Atts 1, Dam 1-6

3. 1d6 Mutant Rats: AC 4, HD 4+4, Atts 1, +1 to hit, Dam 1-8 +2

4. Level 3 Mutator Controller: HD 4; Atts 2, Sword and whip, 1-6 ea, AC 4 Hp 30 with 1-2 Ogre Vermin: HD 5+5, AC 3, #Atts 2, Str (+3+6); Dam 1-12

5. 1-2 Mutator Masters level 1-4. Spells see Mutator Magic; HP: d8 per level; AC 7, Level 1 Mutant potion. 50% chance they have their summoned creature already.

6. DM's Pick from what is in the Mutator Sect Lair, should include a Level 6 master or higher with appropriate body guards.

### Table 7: Fighter Sect Lair Random Encounter Chart:

1-2. 4d6 Vermin Slaves: Level 0 fighters AC 8; clubs; Dam 1-4; Hp 6 ea. Slave Master: Lvl 1-5 fighter, AC 7-5, w/sword and whip. Dam 1-6/1-3;  
 HP 10+d10x level -1. The slave master has 1-12 DTs on him. He will have a level 1 Fighter potion if level 3-5.

3-5. 1d6 x5 Level 1 Fighters in formation. AC 5, Ring, Shield, Sword spear. Hp 8 ea. 1d6 DTs each.

6. DM's Pick from what is in the Fighter Sect Lair This encounter should include a Level 6 Fighter or higher with appropriate body guards.

## Table 8: Shadow Sect Lair Random Encounter Chart:

1. Trap: Poison Trap suffers 4d6/death to all within 5'.
2. 1d6 Level 1 Shadow Assassins: AC 6; 2 short swords # attacks 2 (1 each) -2 with 2<sup>nd</sup> hand. Dam 1-6 + poison. Poison --/2d6; HP 6; 6 DTs each.
3. 1d3 Level 3 Shadow Assassins: AC 3; 2 short swords # attacks 2 (1 each) no penalty for 2<sup>nd</sup> weapon. Dam 1-6 + poison. Poison 1d6/3d6; HP: 18; 10-12 DTs each; Shadow cloaks.
4. Level 5 Assassin; AC 1; 2 Short swords; #Attacks is 3/2 with each. Dam: 1-6/1-6 + Poison. Poison 1d6/4d6; HP: 30; no penalties for 2<sup>nd</sup> weapon. 20 DTs Shadow cloak (+1 AC).  
1 Random magic item, Level 3 poison, 25% chance to have a Mutator or Fighter potion. He is accompanied by 2 Level 1 Shadow Assassins: AC 6; 2 short swords # attacks 2 (1 each) -2 with 2<sup>nd</sup> hand. Dam 1-6 + poison. Poison --/2d6; HP 6; 6 DTs each.
5. Alarm Trap, The whole sector is going into Lockdown. Be prepared to be hunted by every Shadow assassin in the Lair.
6. DM's Pick from what is in the Shadow Sect Lair, should include a Level 6 Assassin or higher with appropriate body guards.



## Table 9: Upper City Random Encounter Chart:

1. 20 Vermin Slaves: Level 0 fighters AC 8; clubs; Dam 1-4; Hp 6 ea. Slave Master: Level 4 fighter, AC 6 sword and whip Damage 1-6/1-3; HP 40. Slave master has a level 1 Fighter potion. Strength 14; 22 DTs
2. Roll on Table 4.
3. Roll on Table 5.
4. Roll on Table 6.
5. Level 5 Fighter with a Level 1 Fighter potion. Chain, Shield, Long Sword. HP 10+4d10, AC 3, Atts: 1, Dam 1-8 1 random magic item, 2d6 DTs, 25 Level 1 Fighters: AC 5, Ring Mail, Shield, Sword and spear. Hp 8 ea. 25 DTs. (1 each).
6. DM's pick from anything in the city up to and including a Council Member.



# New Magic Items

**Staff of Lightning:** This powerful device can be used with 3 functions.

1. Lightning Bolt: Cast a 6d6 Lightning Bolt as the 3rd level magic user spell. This function takes 1 charge.

2. Improved Bolt: Cast a 10d6 Lightning Bolt as the 3rd level magic user spell.

This function takes 2 charges.

3. Chained Lightning: Cast an 8d6 lightning Bolt that only hits 6 targets of your choice within range. This function takes 3 charges.

**Shadow Cloak:** A Shadow cloak gives its wearer a 90% base chance to hide in shadows and +1 to their AC.

**Rod of the Vermin:** Vermin Artifact:

Powers: 4xI, 3xII, 1xIII, 1xIV, 1xV, 1x VI

Item is Neutral Evil

I: Pass without trace 1x per day

I: Detect Charm 3x per day

I: Comprehend Languages

I: Web 1x per day

II: Dispel Magic 2x per day

II: Teleport 2x per day

II: Exorcise 1x per day

III: Saving throws verse magic is at -1.

IV: Item is powerless against Drow if within 10" but bearer must attack.

V: Total Immunity to all mental and psionic attacks.

VI: Greed to all who view the item, they must save verse magic or try and attack to take the item, or steal it.

This item is sacred to the Vermin and is only used during major wars or special ceremonies. It was given to the High Priest of Ra'thomed some thirty generations ago by Corno Zoyfia.

# Abbreviation List

**AC:** Armor Class

**Atts:** Attacks

**Con:** Constitution

**Dam:** Damage

**Dex:** Dexterity

**DM:** Dungeon Master

**DTs:** Dust Tokens

**G. Rats:** Giant Rats

**GP/gp:** Gold Pieces

**HD:** Hit Dice

**HP:** Hit Points

**MM:** Magic Missile

**MR:** Magic Resistance

**No.:** Number

**PCs:** Player Characters

**Rnd:** Round

**SP/sp:** Silver Pieces

**S.Sword:** Short Sword

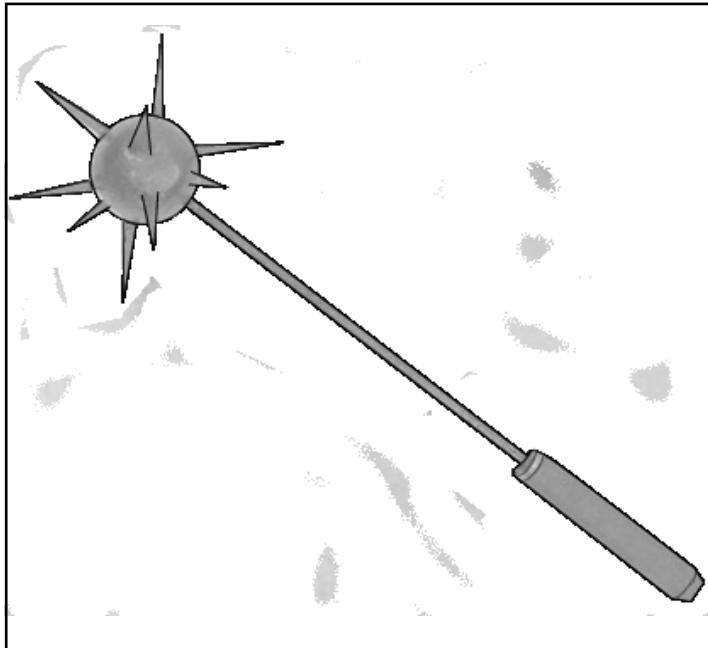
**Str:** Strength

**THAC0:** To Hit Armor Class Zero

**Vs:** Verse

**(+X/+Y):** After strength the +X is the 'to hit' bonus and the +Y is the damage bonus for that creatures strength.

**XdY:** Roll X number of dice with Y sides.



# New Monsters

## Flying Vermin

Frequency: Very Rare

No. Appearing: 1-10

Armor Class 4

Move: 12"/24" flying

HD: 3

% In Lair: 50%

No. of Attacks: 2

Damage/Attacks: 1-6

Special Attacks: Diving attack +2 to hit

Special Defenses: none

Magic Resistance: none

Intelligence: Average

Alignment: Neutral Evil

Size: M (5' tall)

Psionic Ability: none

These creatures are a successful experiment by the mutator scientists. If in danger they will often flee. Their favorite tactic is to hide and charge weaker spell users from behind.

## Giant Rat

These are larger versions of the giant Rats in the Monster Manual. They have just grown larger in Pangi'un Swamp because of the Arcuim dust. These rats are the size of a large cat.

## Huge Rat

Frequency: Very Rare

No. Appearing: 2-20

Armor Class 5

Move: 18"

HD: 2+2

% In Lair: 25%

No. of Attacks: 1

Damage/Attacks: 1-6

Special Attacks: None

Special Defenses: none

Magic Resistance: none

Intelligence: Animal

Alignment: Neutral

Size: S (size of a large dog)

Psionic Ability: none

These rats have been grown extremely large with small amounts of Arcuim dust in their food. These ferocious beasts will never flee from combat. They are easily controlled by Mutator handlers or masters.

## Mutant Beast

Frequency: Very Rare

No. Appearing: 1-3

Armor Class 1

Move: 12"

HD: 8

% In Lair: 25%

No. of Attacks: 3



Damage/Attacks: 1-8/1-8/1-10  
Special Attacks: Strength +3 to hit, +8 damage  
Special Defenses: Regeneration 3hp/rnd  
Magic Resistance: none  
Intelligence: Non  
Alignment: Neutral  
Size: L  
Psionic Ability: none

These creatures started out as rats but received too much Arcuim dust and mutated beyond control. These creatures are now hideous beast that can no longer be recognized. The Mutant Beast has no mind and will attack mercilessly.

### Mutant Horror

Frequency: Very Rare  
No. Appearing: 1  
Armor Class 0  
Move: 15"  
HD: 10  
% In Lair: 75%  
No. of Attacks: 3+d3 (see below)  
Damage/Attacks: 1-8 / 1-12  
Special Attacks: Strength +4 to hit, +10 damage, Can reach up to 15' to attack.  
Special Defenses: Regeneration 6 hp/rnd  
Magic Resistance: none  
Intelligence: Semi  
Alignment: Neutral Evil  
Size: L (30-40' long)  
Psionic Ability: none

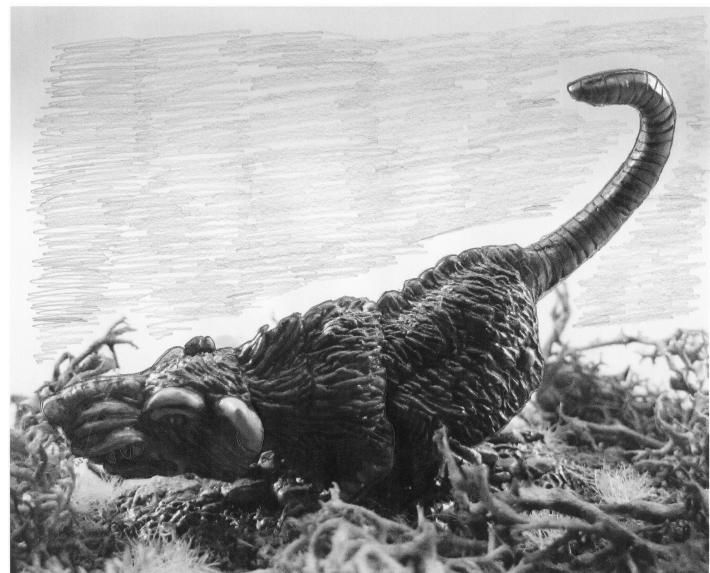
The Mutant Horror is a creation from the darkest labs of the Mutators' labs. A mix between a dragon and a rat, mutated into an unimaginable horror. These beasts have a random number of attacks. The first three are 2 claws and a bite, the next one is a claw, then a bite then a claw depending on the d3 roll. All claws do 1-8, all bites do 1-12. All attacks can reach up to 15', to reach into tunnels.

These creatures have no backs so cannot be backstabbed. The Horror regenerates 6 hit points per round.

### Mutant Rat

Frequency: Very Rare  
No. Appearing: 1-6  
Armor Class 4  
Move: 15"  
HD: 4+4  
% In Lair: 50%  
No. of Attacks: 1  
Damage/Attacks: 1-8  
Special Attacks: Strength +1 to hit, +2 damage  
Special Defenses: none  
Magic Resistance: none  
Intelligence: Animal  
Alignment: Neutral  
Size: M (7' long)  
Psionic Ability: none

These rats have been grown to bigger than the size of a man. They are not very bright, but their sheer size and ferocious attacks can be intimidating.



## Ogre Vermin

Frequency: Very Rare  
No. Appearing: 1-2  
Armor Class 43  
Move: 18"  
HD: 5+5  
% In Lair: 50%  
No. of Attacks: 2  
Damage/Attacks: 1-12  
Special Attacks: Strength +3 to hit, +6 damage  
Special Defenses: none  
Magic Resistance: none  
Intelligence: Low  
Alignment: Neutral Evil  
Size: L (8-10' tall)  
Psionic Ability: none

These creatures are created by blending an Ogre and a rat. The result is nightmarish creature of muscle, claws and enough intelligence to make them extremely dangerous. They have razor claws and the size and strength to make them count. But they can be unpredictable, possibly getting confused and attacking the wrong side on occasion. Mutators long ago realized these creatures need to be controlled before they can be used in combat.



## Servant of Corno Zoyfia (Demon)

Frequency: Very Rare  
No. Appearing: 1  
Armor Class -2  
Move: 18"  
HD: 8+8  
% In Lair: 40%  
No. of Attacks: 3  
Damage/Attacks: 2-16  
Special Attacks: Vermin Halberd and see below  
Special Defenses: +1 or better weapon to hit  
Magic Resistance: 75%  
Intelligence: High  
Alignment: Neutral Evil  
Size: L (13' tall)  
Psionic Ability: 200  
Att/Def: A,B,C,E/F,G,H

These Demons are extremely rare and only show up on the Prime Material plane if either summoned by the high priests of the Vermin or by the Vermin White Council. They have the equivalent of Cloud Giant Strength (+5 to hit and +11 damage). Their Halberd is 15' long and acts as a +2 Sword of Sharpness. The Servants suffer only half damage from cold, lightning, fire and gas. Silver and Iron weapons have no affect on them, unless they are also magical. Servants of Corno Zoyfia also have Infravision, Teleportation (no error), Darkness, Suggestion, Illusion, Know Alignment, Cause Fear and Gate.

If a Servant ever felt he was in danger of getting killed, he would teleport away at once, and probably gate in something nasty to occupy his attackers while he got away and plotted revenge.

## Vermin

Frequency: Very Rare  
No. Appearing: 40-400  
Armor Class: 7 or by armor  
Move: 15"  
HD: 1 (varies)  
% In Lair: 50%  
No. of Attacks: 1  
Damage/Attacks: 1-6 or by weapon  
Special Attacks: See description  
Special Defenses: none  
Magic Resistance: none  
Intelligence: Average  
Alignment: Neutral Evil

Size: M (5' tall)  
Psionic Ability: none

Vermin are the main race described in this module. How they came about, no one knows for sure. Whether Corno Zoyfia created them, or if he was created by their sub-conscious. Either way, they are a dangerous force that some day will have to be dealt with. At least on Black Ridge Island.

### Vermin as Player Characters:

If your DM gives you permission to run a Vermin as a PC do the following.

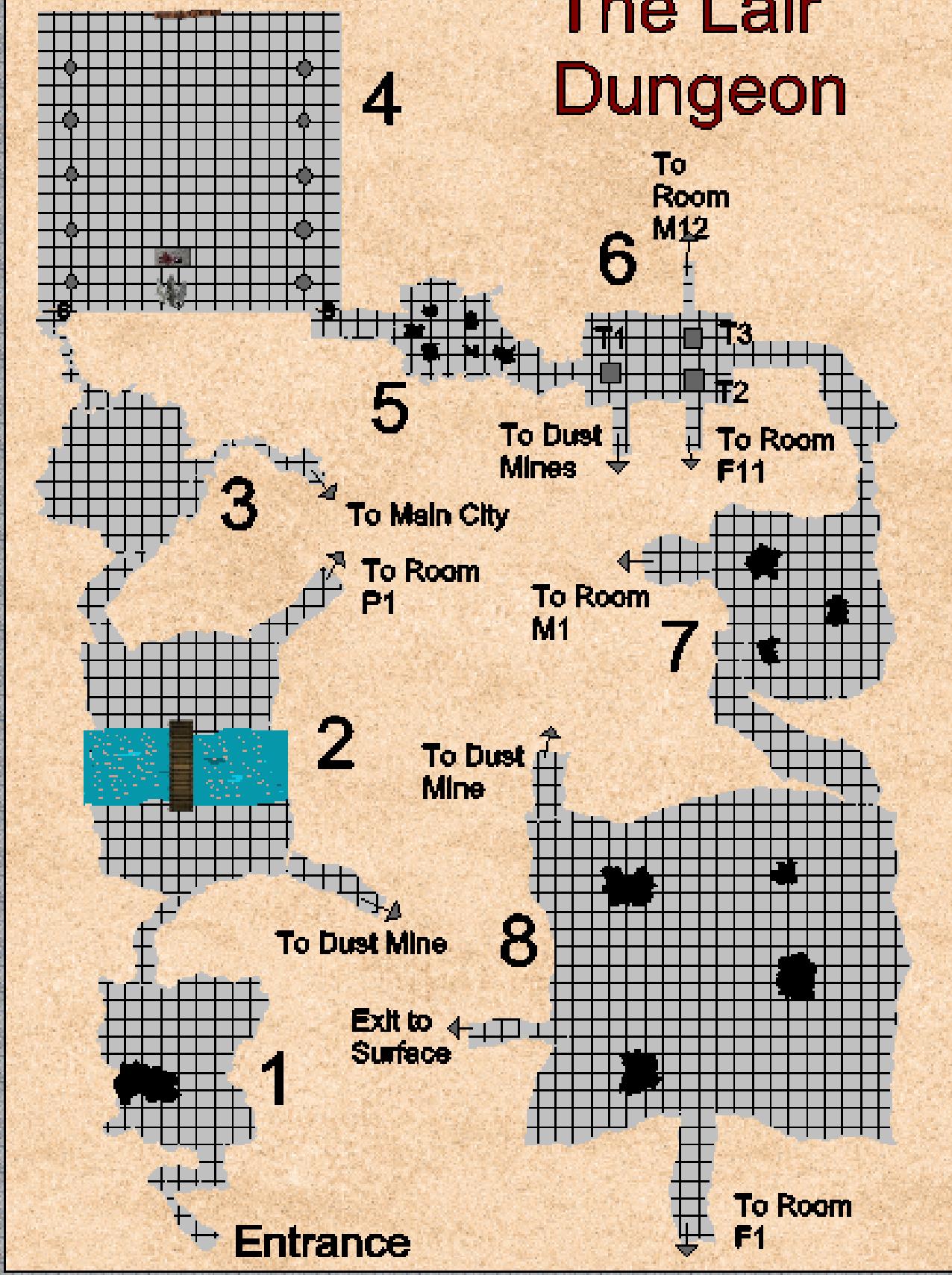
1. Vermin gain +1 Dex; -1 Charisma
2. Vermin have a 5% chance of being white furred, otherwise your pick.
3. White Vermin can either be Wizards, Clerics or Fighters (no Fighter Monks) up to 16th level.
4. Other Vermin can be Clerics, Fighters, Assassins or Mutator Masters up to 10th level.
5. Vermin have Infravision 60, excellent hearing, and can fit into small openings.

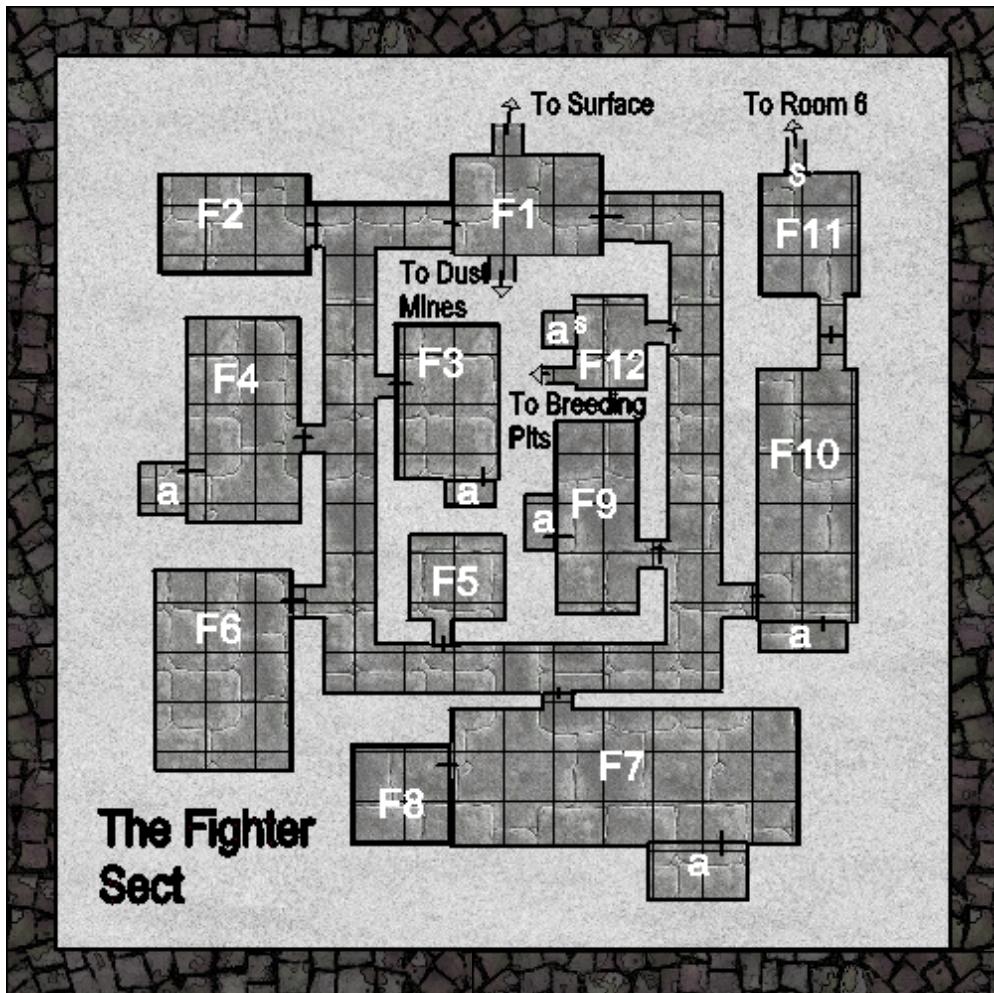
Thief Racial Bonuses: Pick Pockets+5%, Open Locks+5%; Find/Rem Traps+10%; Move Silent+10%; Hide Shadows+10%; Hear Noise +10%; Climb Walls +10%; Read Languages -25%



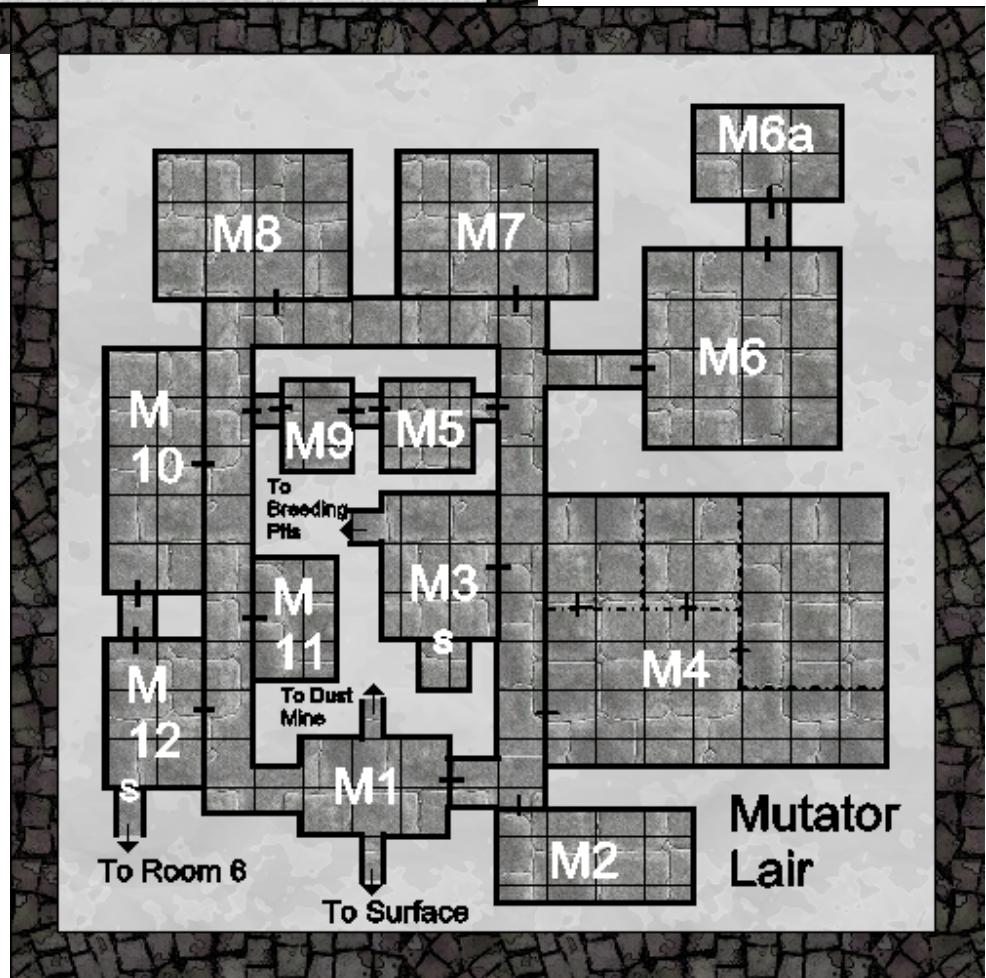
**Servant of  
Corno Zoyfia**

# The Lair Dungeon

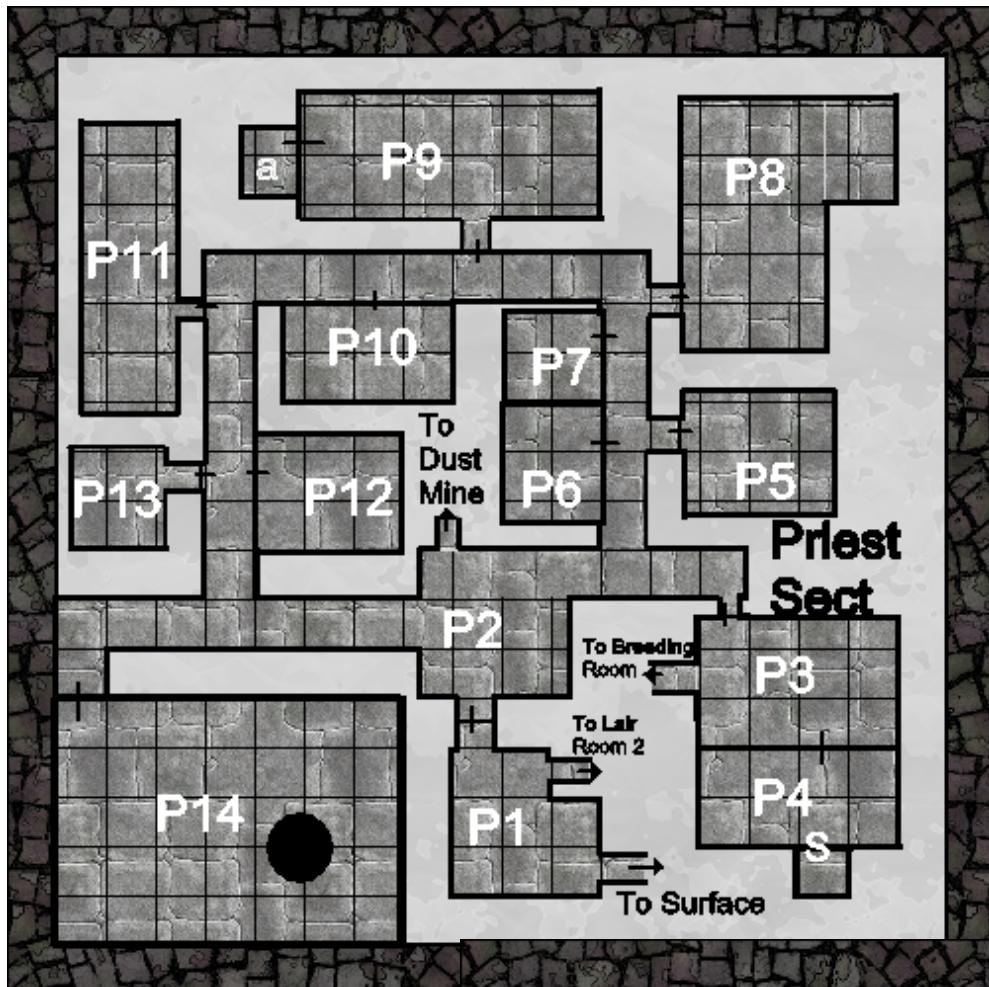




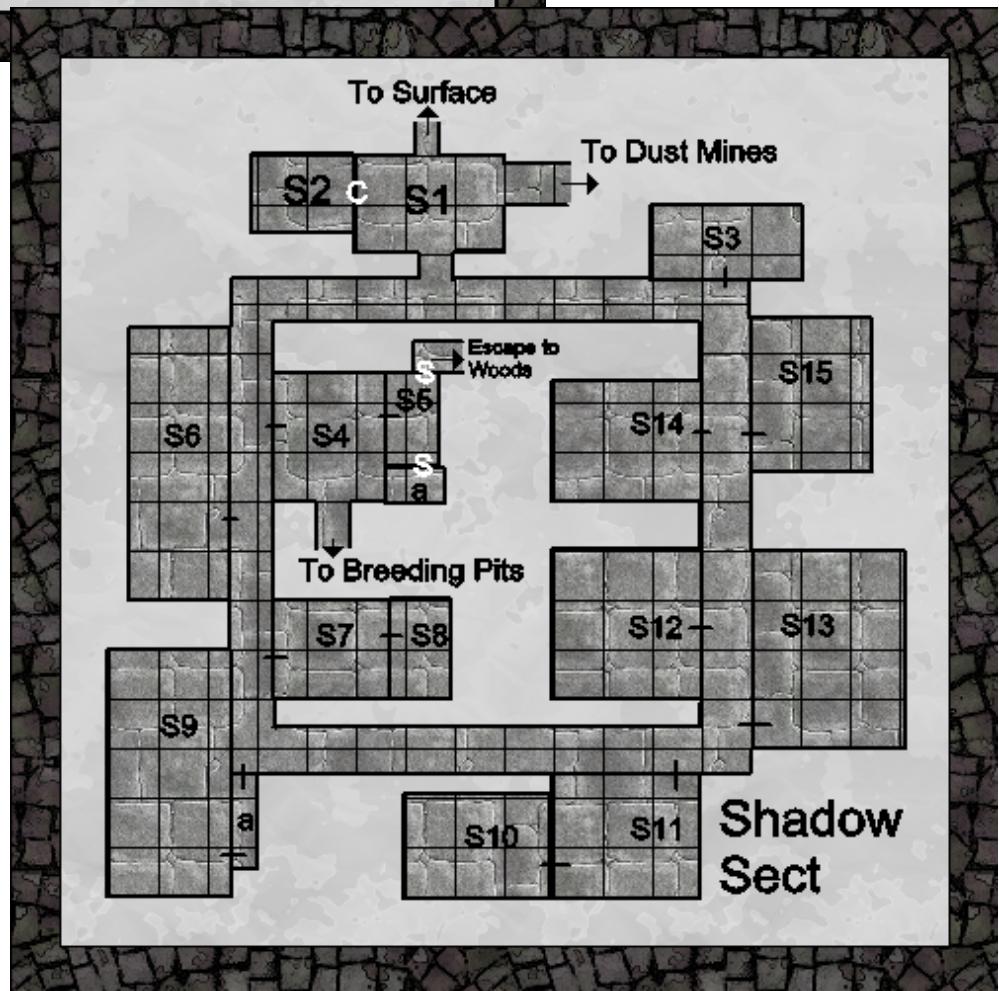
See Page 15 for  
More details on  
The Fighter Sect



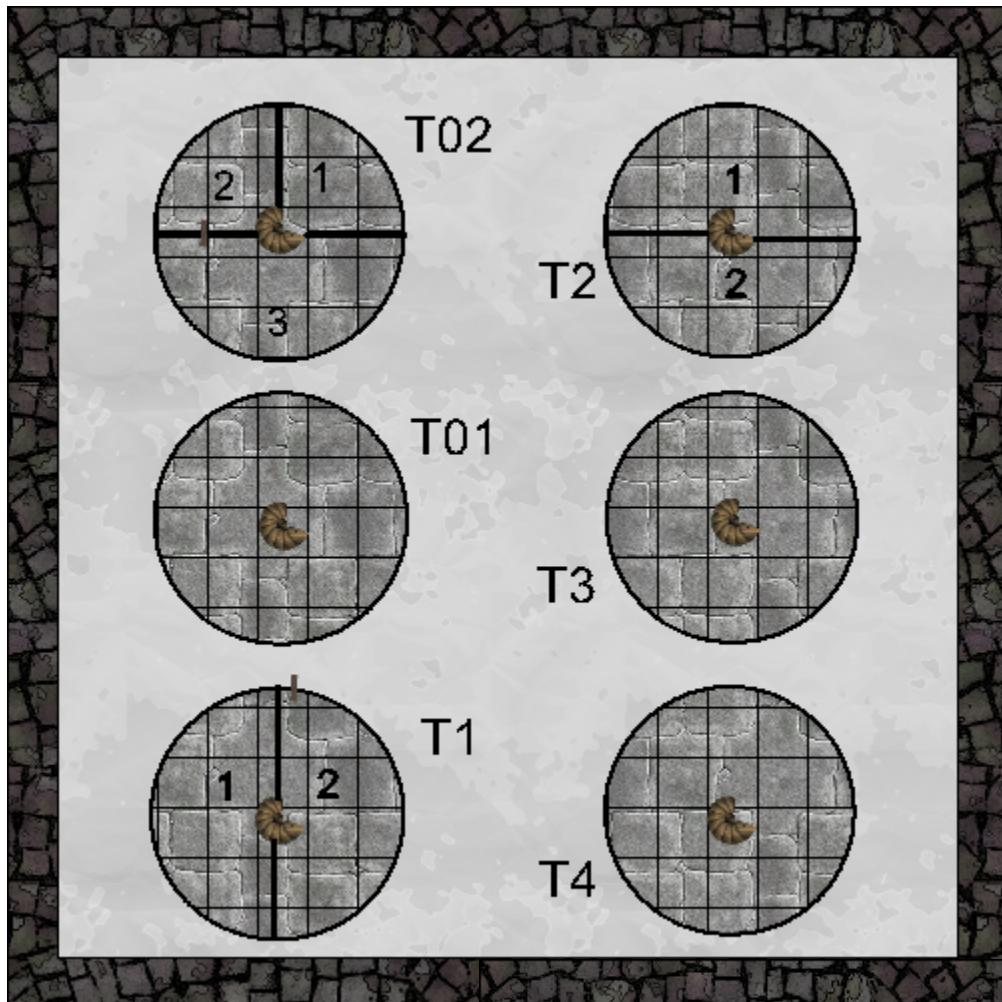
See Page 16 for  
More details on  
The Mutator Sect



See Page 14 for  
More details on  
The Priest Sect

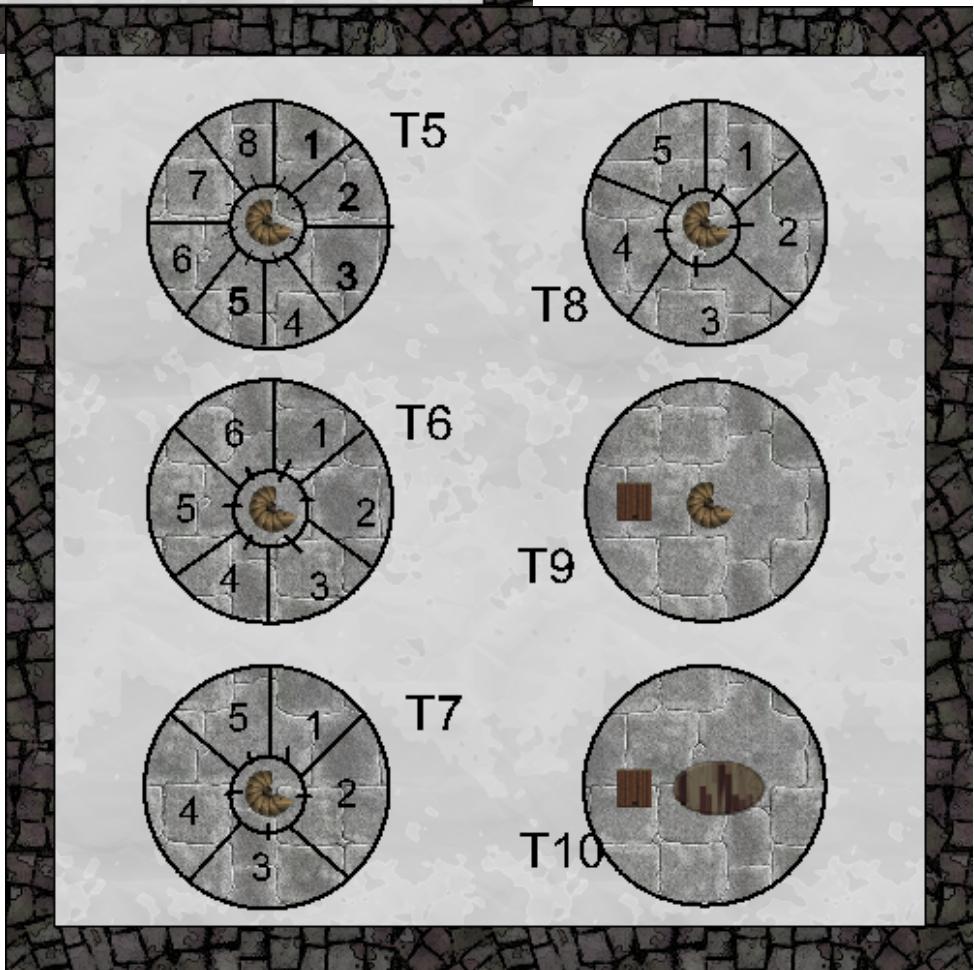


See Page 17 for  
More details on  
The Shadow Sect



See Page 18 for  
More details

About the Tower  
and  
The White Wizards



# Black Ridge Island



**B**

**A**

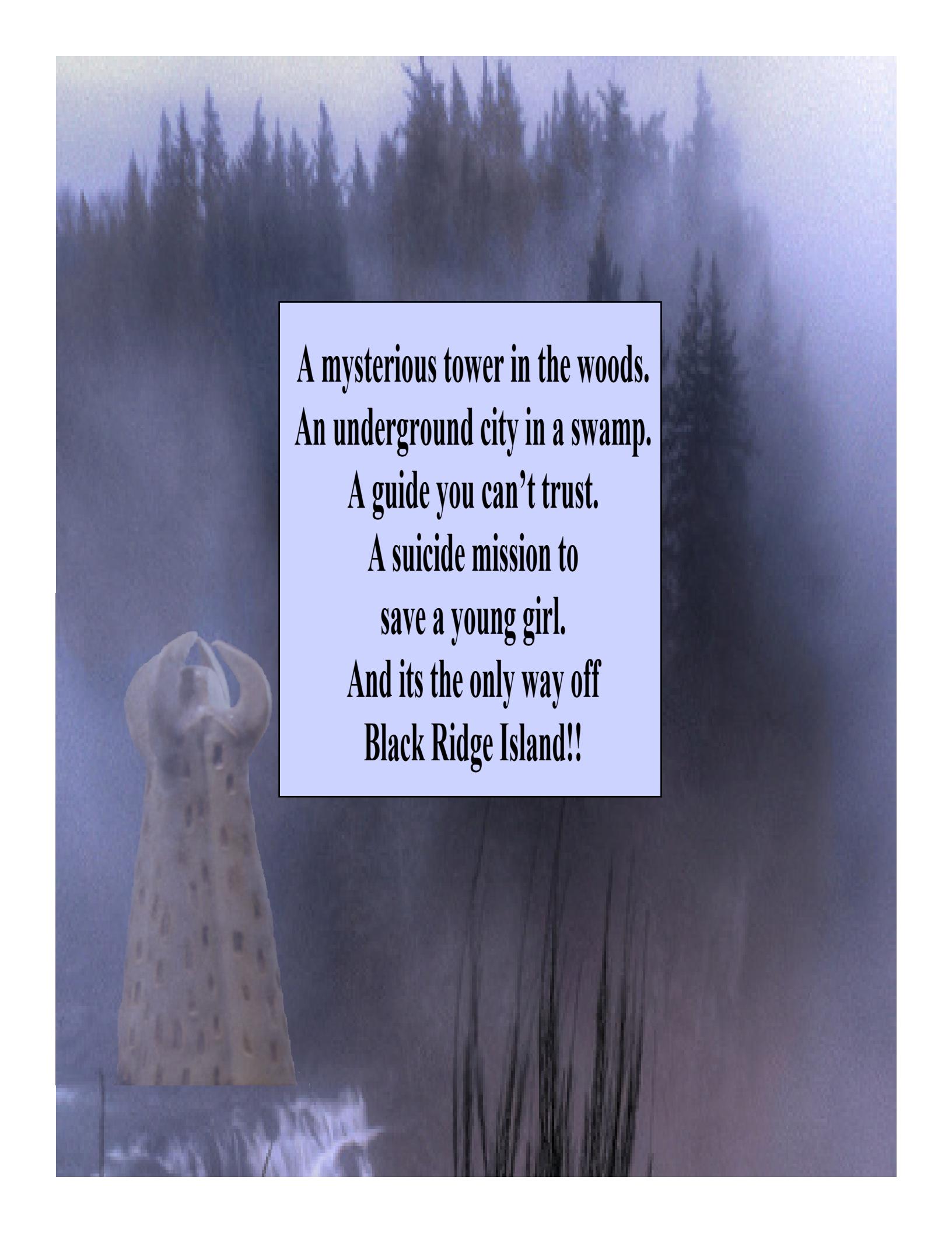
**C**



A: Cove start of BR-1

B: City of Blackridge

C: Vermin city of Ra'thome



A mysterious tower in the woods.  
An underground city in a swamp.  
A guide you can't trust.  
A suicide mission to  
save a young girl.  
And its the only way off  
Black Ridge Island!!