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Dungeon Crawl Classics

Saga of the Rat King

by Jeff Quinn, Harley Stroh, and Jon Hershberger
AN ADVENTURE FOR CHARACTER LEVELS 1-6



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

One of the most notorious villains returns in this long-awaited compilation! The Rat King and his progeny have brought danger to the town of Silverton. First, in *Idylls of the Rat King*, the heroes must explore an abandoned silver mine to put down threats to local caravans. A new bridging adventure, *The Scourge of Silverton*, then leads them into new dangers, where they eventually face *The Revenge of the Rat King*! This series of three adventures will take new heroes to approximately sixth level.

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!



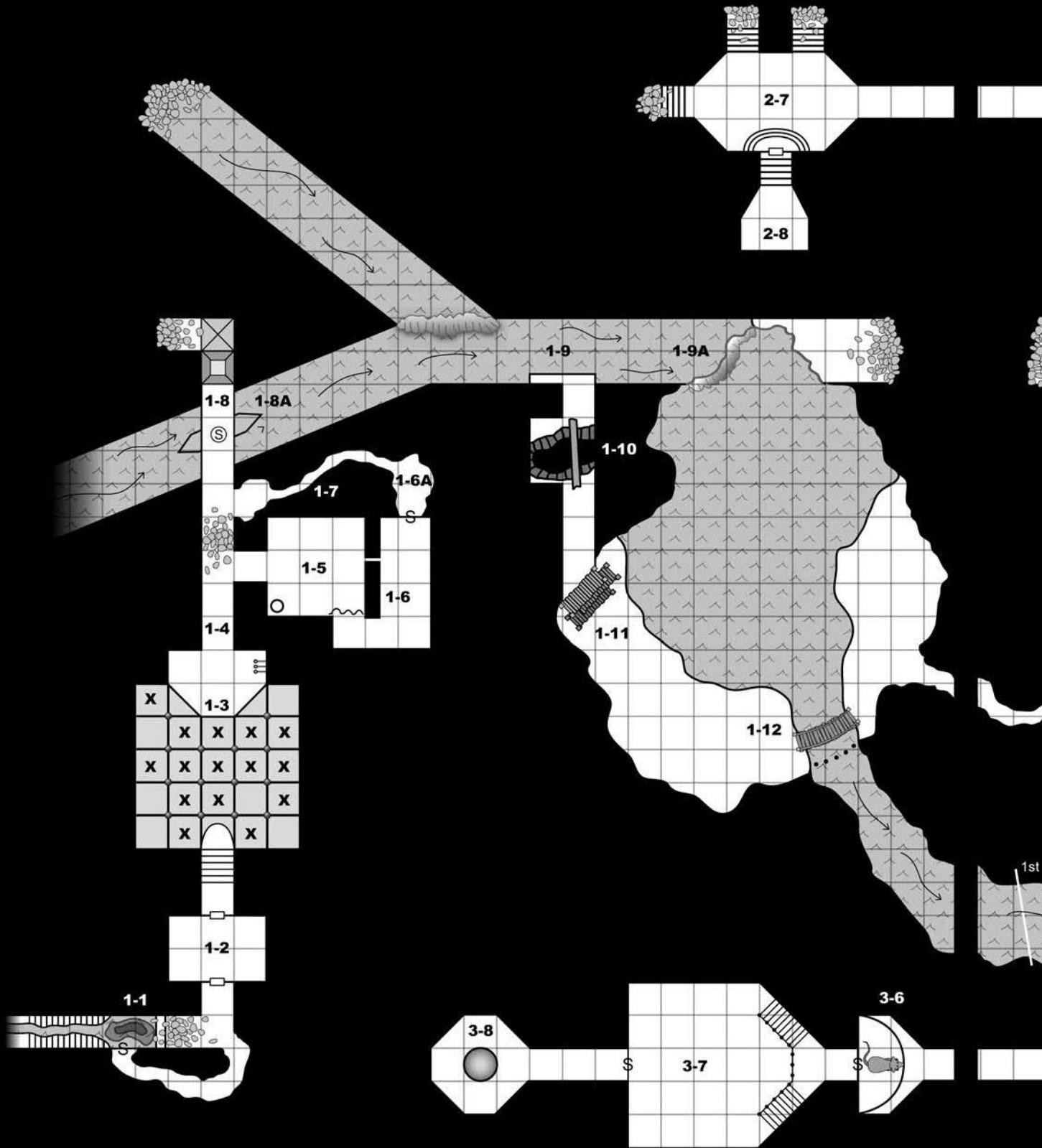


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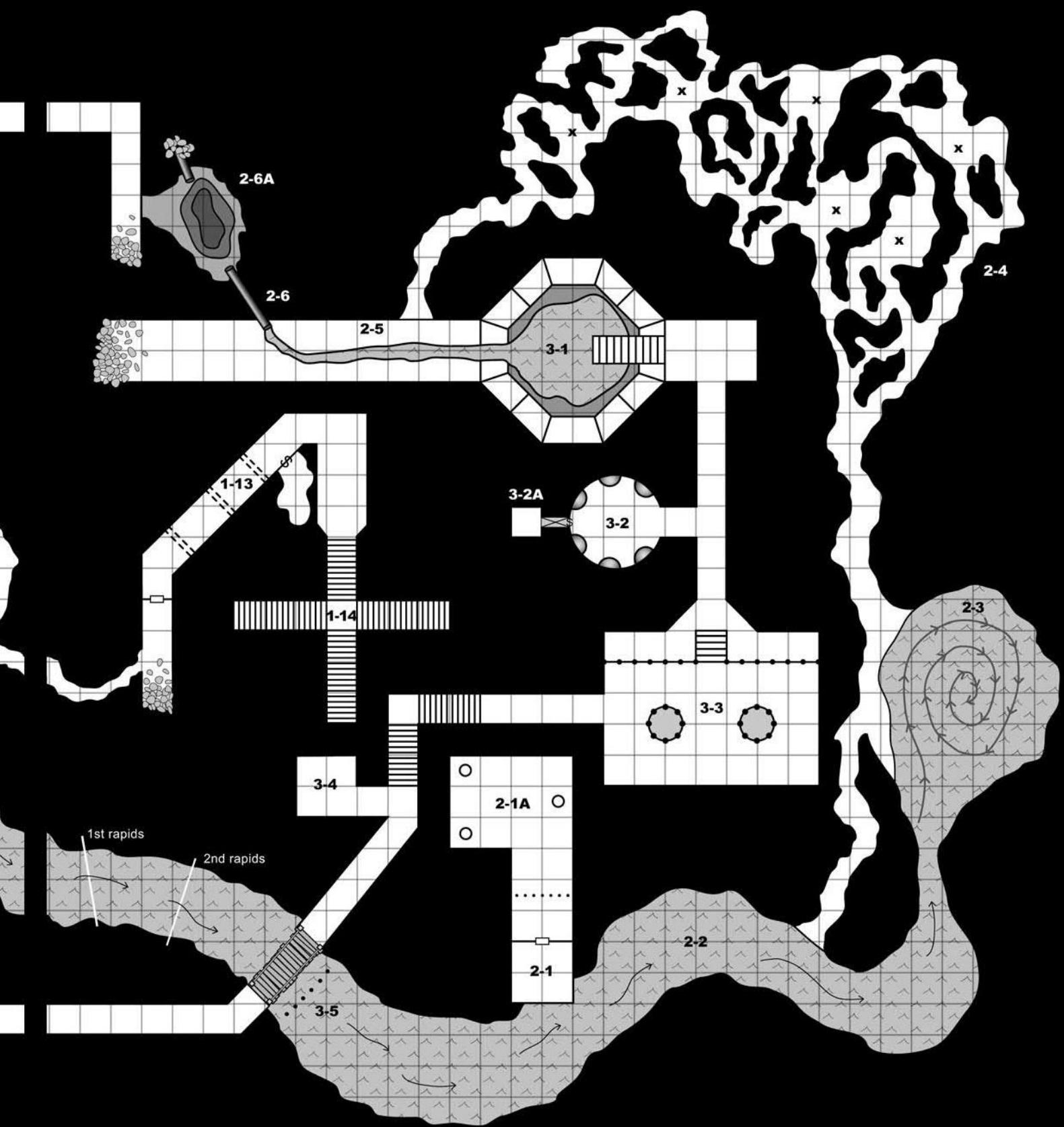
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Revenge of the Rat King



Dungeon Crawl Classics

Saga of the Rat King



Credits

Writers: Jon Hershberger, Jeff Quinn, Harley Stroh

First Edition Conversion: Jon Hershberger

Editor: Aeryn "Blackdirge" Rudel **Layout:** Joseph Goodman

Cover Artist: Jeff Dee **Back Cover Artist:** Leo Winstead

Cartographers: Jeremy Simmons, Matt Snyder

Interior Artists: Jim Holloway, Cliff Kurowski, Brad McDevitt, Stefan Poag, Tom Galambos, Leo Winstead, Chuck Whelon

Playtesters: Melissa Brophy, Arthur Gardiner, Darry Husky, Darcy "Frosty" Martin, Brian "Little B" Mellem, Susie Quinn, Cassandra Roma, Alexandra "Sparky" Sloan, Teresa Stanton; Rebecca Ore "JediWife", Lawrence Ore "JediOre", Terry Miller "Ragnar1965", Trevor Carlile, Paul "grendel" and Zach "Nightwing"; Chris McCoy, Chrissy McCoy, Heidi Baker and Mark Baker

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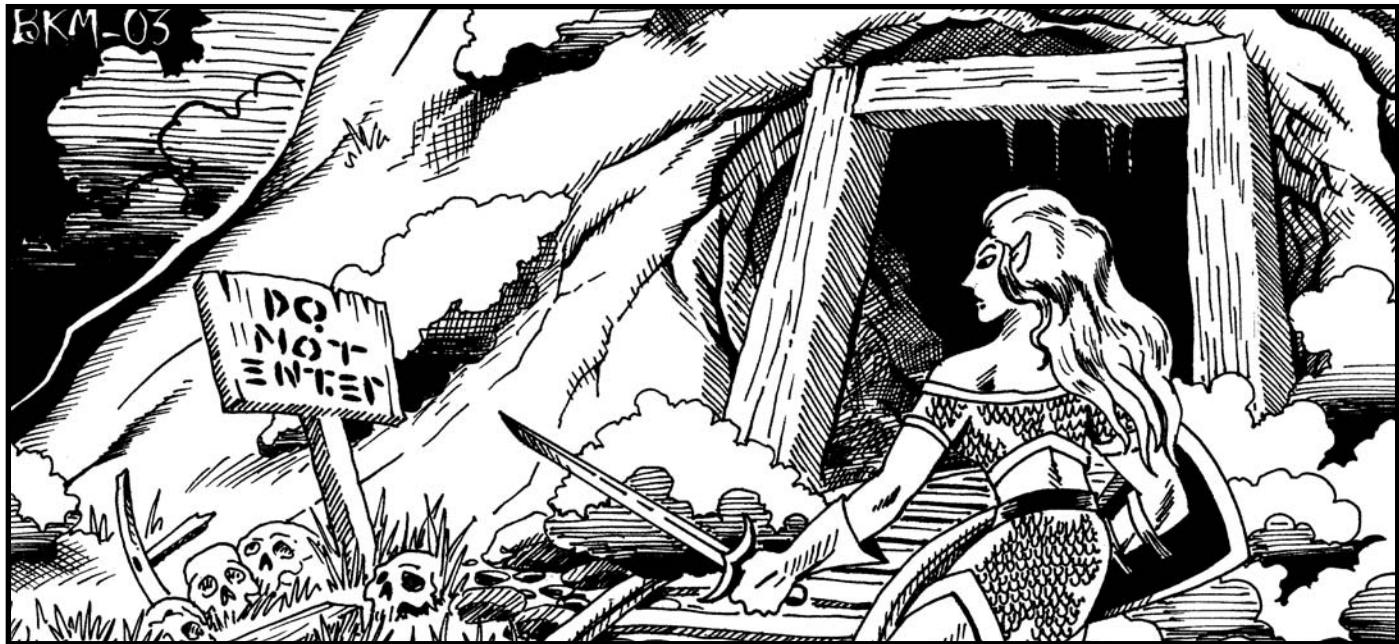


Dungeon Crawl Classics

Idylls of the Rat King

By Jeff Quinn

AN ADVENTURE FOR CHARACTER LEVELS 1-3



Introduction

Remember the golden days of role-playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

Idylls of the Rat King is designed for four to six player characters of 1st- through 3rd-level. While the characters can be of any basic character class, a thief and a good-aligned cleric are recommended for the party's ultimate survival. At least one strong fighter with a silvered weapon would also be helpful, but is not necessary. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play.

Adventure Summary

The characters have arrived in the small mining town of Silverton two days after a group of human wererats and humanoid bandits attacked a caravan carrying silver to the city of Archbridge, to the north. The bandits have taken up residence in an abandoned silver mine northeast of town, and have been conducting daring raids against the silver caravans for several months, crippling Silverton's silver trade. These bandits are under the leadership of a powerful human wererat bard named Lawrence Gannu. Lawrence is exacting revenge on the town of Silverton for killing his grandfather and cursing his then-infant father and grandmother before exiling them to the southern city of Soulgrave many years ago. With help from the desperate townsfolk, the characters have found their way to the entrance of the abandoned Gannu family silver mine.

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs.

Loc	Pg	Type	Encounter
1-1	6	C	4 goblins
1-2	6	C	3 giant rats
1-3	6	C	7 goblins
1-5	6	C	4 goblins
1-6	7	T	Poison needle trap
1-10	8	C	8 giant rats
1-11	8	C	2 giant rats
1-12	8	T	Portcullis trap
1-13	8	C	3 giant rats
1-15	8	T	5 arrow traps
1-18	10	C	Rez-zomar, wererat 2 human bodyguards
2-1	11	C	7 goblins
2-2	11	C	8 half orcs
2-3	11	C	4 goblin Ftr5/Th6/Brd3
2-4	11	C	3 half orcs 6 human slaves
2-5	12	C	3 human wererats
2-6	12	C	3 goblins Human wererat
2-7	13	T	Spear trap
2-9	13	C	2 half orcs 7 human slaves
2-10	13	C	6 half orcs 10 human slaves
2-12	13	C	<i>The Torturer</i> , human Ftr2 4 human bandits
2-14	14	C	The Jailer, human Ftr2
2-15	14	C	8 skeletons
2-16	14	C	<i>Narrimunth & Nimlurun</i> , human Cl3
2-17	15	C	3 half-orc bandits
2-18	15	C	2 human wererats 3 giant rats
2-20	16	C	4 zombies

Loc	Pg	Type	Encounter
2-21	16	C	<i>G'zogah</i> , human MU2
2-22	17	T	Pit trap
3-1	18	C	6 zombies
3-3	18	C	6 zombies
3-4	19	C	<i>Narzy Hilspek</i> , Cl5/MU6 6 zombies
4-1	20	C	2 human wererats
4-2	20	C	<i>Serrenna Valuois</i> , vampire MU5
4-4	21	C	1 human wererat
4-5	21	C	1 human wererat
4-6	22	C	1 human wererat
4-7	22	C	<i>Hogah</i> , human MU5
4-8	22	C	2 human wererats
4-9	22	C	4 giant rats
4-10	23	C	<i>Lawrence Gannu</i> , human wererat bard (Ftr5/Th6/Brd3) 4 giant rats
4-12	23	T	Arrow trap Spear trap Hail of needles trap Scything blade trap

Scaling Information

Idylls of the Rat King is designed for 4-6 characters of 1st-3rd level, but it can be modified for parties of different sizes or levels. Consider adapting the adventure as follows:

Weaker Parties (3 or fewer characters): Reduce the number of goblins or bandits in (or perhaps remove them entirely from) Areas 1-3, 2-1, 2-2, 2-6, 2-10, and 2-12.

Stronger Parties (4th level and/or more than 6 characters): Add an additional 2 goblins to each bandit encounter and each wererat encounter.

Getting the Players Involved

The following hooks can be used to get the players involved with the plot:

- While washing the road-dust from their throats at the Silver Cup Inn in Silverton, the characters overhear a young man telling the tale of an abandoned silver mine northeast of town that he believes is the base location for the bandits who have been attacking silver caravans traveling north. If the characters inquire about these events, he will offer them 200 gold pieces if they can eliminate the threat.
- While the PCs are visiting Renna the Midwife in Silverton for healing herbs, a wounded young nobleman stumbles in her door. He says that he was guarding a caravan carrying silver to Archbridge when it was ambushed by bandits. He was the lone survivor of the attack and was left for dead. He witnessed the

bandits heading east through the forest. Renna can tell the characters that there is an abandoned mine northeast of town that could be the bandits' lair. Renna would be most appreciative of the characters if they can root out the cause of this terrible event.

- Upon entering the small mining town of Silverton, the characters are approached by an old man that identifies himself as the leader of the Miner's Guild in town. His operations have been sabotaged and caravans have been raided by human and non-human bandits. He believes the bandits are being aided by some ancient evil; an evil that shut down mining operations at an abandoned mining site a half-day's travel northeast of town. He promises to reward characters that can eliminate this threat.

Character Death

If the party is knocked unconscious (or if a character is knocked unconscious and the rest of the party flees), they are not left to die in the mine. Instead, the characters are stripped of their equipment and are thrown into the holding cell (Area 2-13). Their equipment will be kept in the jailer's room (Area 2-14). Characters will awaken in the holding cell with one-half their total hit points and no equipment. In addition, they will discover that the bandits have bound their wounds. The characters are being kept alive because Lawrence Gannu (see Area 4-10) wishes to transform them into wererats to serve his dark rat gods.

Characters can also return to *Renna's House* in Silverton for healing or to the *Silver Cup Inn* for rest. The midwife, Renna, will charge the party one-half her usual fee if the characters mention that they were wounded during their foray into the abandoned mine (see Appendix 1).

If a character is brought to -10 hit points or lower, the character's dead body will be brought to Narzy Hilspeck (see Area 3-4) for animation as a zombie miner. The equipment of the dead character will find its way to the treasure room (Area 4-12).

Treasure

Creatures listed as having "miscellaneous coins" for treasure carry 1d6 copper pieces for normal bandits and 1d6 copper pieces + 1d4 gold pieces for everything else (excluding the undead, which have nothing). This amount is further multiplied by the dungeon level. For example, a normal bandit on level 2 would have 2d6 copper pieces, while a wererat bandit on level 2 would have 2d6 cp + 2d4 gp.

Background Story

History of Silverton

Silverton is a small village located two weeks north of the city of Soulgrave and three weeks south of the capitol city of Archbridge. It is a small mining village that grew from the hard work of one merchant family: the Gannu family

of Soulgrave.

Jasper Gannu, prospector and patriarch of the Gannu family, discovered silver during a prospecting tour of the area over 100 years ago. He immediately spent his entire life's savings to fund a small mining operation and open a silver mine on a rich vein of ore. Miners and the poor flocked to the Gannu Silver Mine looking for work and prosperity, and, consequently, a small boomtown was founded about a half a day's travel from the mine.

Within a few months, the mining shafts broke through large underground chambers that were littered with bones and huge nuggets of silver ore. The miners found this to be strange, and priests were brought in from both Soulgrave and Archbridge to cleanse the area of evil spirits. All the while, Jasper was growing very rich from the silver that was being transported to the Miner's Guild in Archbridge.

Two years after the mine opened, Silverton, as the boomtown was now called, began to erect permanent structures for the miners. The silver ore was plentiful and other mines began to open to the west of Silverton under the banner of Archbridge's Miner's Guild. This is when disaster struck the Gannu Silver Mine.

Two years and six months, to the day, after Jasper found the first silver vein, miners broke into a deep pocket cavern beneath the active mine shaft. This pocket cavern contained a hideously evil vampire named Serrenna who killed more than 20 miners before she was finally driven back into her lair. Many priests and magic users were called in, and together, they cast mighty spells to lock the evil away.

The miners turned on Jasper Gannu, now with wife and child, blaming him for the catastrophic events. He was hung from a hastily made gallows in the center of Silverton, and his wife and child were run out of town, with the following curse laid upon them: "May no child of Jasper Gannu's seed be able to touch the silver ore that has brought such evil to this town!" The Gannu family mansion was burned to the ground, and the site was sown with thorny vines so that no one would ever be able to build on the spot again.

History of the Gannu Family

Jasper's wife, Elizabeth, and her infant son, Aaron, fled from Silverton to Soulgrave. Destitute and with nowhere to stay, Elizabeth and her son were forced to live on the streets of Soulgrave. Elizabeth was determined to not let her son starve, so she turned to begging and rummaging through the garbage for food. On one of those many long nights, when Elizabeth's search for food yielded little for young Aaron, they were set upon by a nasty and opportunistic wererat. Both Elizabeth and Aaron were bitten and infected with lycanthropy. At the rising of the next full moon, Jasper's wife and infant son awoke to find that they had become wererats, forever cursed to that form and its vulnerability to silver weapons.

As Aaron grew older, Elizabeth told him of the terrible curse his father's former employees had wrought upon him and all of his line. Aaron came to hate the people of Silverton, and swore that he would one day return to the town to have his revenge.

The years passed and became decades, and Aaron sired his own children. He became a powerful force in the dark underworld of Soulgrave, leading a small group of wererats that lived in the sewers of the city. He never forgot what had been done to his family, and prepared his eldest son, Lawrence, to one day return to Silverton to settle the score.

The GM's Eyes Only

A little more than a year ago, Lawrence Gannu began making his way north toward Silverton. Now an accomplished bard and himself a full-blooded wererat, he was set upon by a small band of human and non-human bandits while on the road. He was captured and brought to the bandits' secluded camp. He bided his time until the bandits turned their backs on him. He then sprang upon the bandit leader, a human, and bit him, infecting the leader with lycanthropy. The shaman of the bandit group, a goblin, found this to be a great omen for their group and declared Lawrence their new leader.

Over the course of several months, Lawrence slowly infected the human bandits that were loyal to him with lycanthropy and taught them of their new gift. He also gave the group a new purpose: to destroy Silverton.

Two months ago, Lawrence stepped into the Silver Cup Inn, disguised as a wandering bard looking for work. He was hired on even as he began to move his bandits into his grandfather's abandoned mine. The bandits reopened the numerous levels of the mine and began to set up new defenses, while Lawrence sent word of caravans and where the other mines were located.

While opening the mine's lower levels, the bandits discovered that an evil cleric/magic user, a self-proclaimed necromancer, and his zombies already inhabited these levels. The cleric/magic user, a human named Narzy Hilspek, and Lawrence struck a bargain and began mining the leftover deposits of ore.

One month ago, the silver caravans, traveling north to Archbridge from the Miner's Guild mines to the west of Silverton, started being attacked regularly. The western mines were sabotaged and equipment was stolen. The dead were brought to Narzy and animated as zombies and skeletons to mine silver ore to fund Narzy's own dark projects.

The party has arrived in Silverton just as this stewpot of events is reaching a boil.

Note to the Game Master: Narzy and Lawrence export the silver ore they steal and mine to Narzy's black market contacts in Archbridge. Their enterprise is well funded.

Neither Narzy nor Lawrence knows of the ancient evil located on level 4 of the mine, nor that Lawrence's bandits have discovered scraps of documentation from the time of his grandfather that give vital clues to what this ancient evil actually is: a vampire. Lawrence is the last known member of the Gannu family. He has recently moved his family's remains to the mine, upon his father's dying request.

Player Beginning

Through the dense underbrush and tangled trees you have followed the beaten trail of the bandits that have been plaguing the town of Silverton. Before you is the entrance to the abandoned Gannu family silver mine. The time has come to be heroes.

Abandoned Gannu Silver Mine, Level 1

All halls are 10 feet wide and 7 feet high and made of rough stone. Rooms on this level are 7 feet high where the ceiling meets the walls, and 10 to 11 feet high in the center of the room. Each wall on this level is considered to be unworked stone (5 feet thick), and all doors are considered to be simple wooden doors (locked) unless otherwise noted in the room text

Wandering Monsters

There is a 15% chance per half hour that the characters will experience a random encounter while adventuring on this level. This chance is increased by +5% if the characters are not being cautious or are making noise, and increased by +10% if they are causing loud noises. If an encounter is called for, roll 1d6 and consult the following table.

1d6 Roll	Encounter
1-3	4 goblin bandits
4-5	2 giant rats
6	4 human zombies

The following statistics blocks are provided for easy reference.

Goblin bandits (4): AC 6, Move 6", HD 1-7 Hit Points, No. of Attacks 1, Damage/Attack 1-4, Special Attacks/Special Defenses *Infravision*, MR Standard, Intelligence Average, Alignment LE, Size M.

Possessions: Handaxe, dagger, shield, studded leather armor, and miscellaneous coins.

Giant rats (2): AC 7, Move 12"/6", HD 1-4 Hit Points, No. of Attacks 1, Damage/Attack 1-3, Special Attacks *Disease*, Special Defenses Nil, MR Standard, Intelligence Semi-, Alignment N (Evil), Size S.

Human zombies (4): AC 8, Move 6", HD 2, No. of Attacks 1, Damage/Attack 1-8, Special Attacks/Defense Nil, MR *sleep*, *charm*, *hold* and *cold*-based spells do not affect zombies, Alignment N.

Areas of the Map

Area 1-1 – The Hidden Entrance: The door to this area is concealed in the debris of the “collapsed” tunnel. Read or paraphrase the following when the characters approach the cave-in:

Before you are the collapsed remnants of the tunnel you have been following. Footprints can be seen entering the wreckage, moving through it as if it wasn't there.

A hidden latch, when released, will cause the wreckage at the end of the tunnel to rise, revealing a doorway. If the characters begin breaking through the wreckage, the goblin bandit guards in Area 1-1 hear them and lock the concealed door from within. Regardless of the characters' approach to enter, when the characters do enter the room, the guards will send a runner to summon reinforcements from Areas 1-3 and 1-5.

Once the party breaches the concealed door, read or paraphrase the following as they enter:

The hidden entrance opens onto a low, rough-walled room that is 40 feet by 50 feet. Four goblins turn to glare at you with evil, red eyes. “Intruders!” screams a burly bandit, as he and his companions reach for their unsheathed weapons lying nearby. Amidst the commotion, one of the goblins scrambles for the door on the southern wall.

The bandits in this room are not surprised by the party's sudden appearance through the concealed entrance - they are ready for combat. Other than their equipment, the bandits have nothing of value.

There is a secret door in the eastern wall, beyond which is a short tunnel that is only four feet high.

Tactics: The goblin bandits throw daggers, and then move to melee with their handaxes. The bandits do not break morale, fighting to the death rather than facing their wererat masters.

Goblin bandits (4): AC 6, HD 1-7 Hit Points, see full stats above.

Area 1-2 – Outer Barracks: Read or paraphrase the following:

The squat wooden door to this 30-foot square room opens into a mess of refuse and a solidly built table with six small chairs that look to be made from the bed of a wagon. The four corners of the room contain piles of soiled clothes and blankets. Six unrolled bedrolls lie on the floor in the northern half of the room.

Characters listening will notice a rustling sound coming from the pile of soiled clothes in the northwestern corner of the room. Three giant rats eating the garbage under the clothes are making these sounds. If the pile is disturbed, the giant rats leap out of the pile to attack.

Giant rats (3): AC 7, HD 1-4 Hit Points, see above for full stats.

Area 1-3 – Main Barracks: Read or paraphrase the following:

Upon opening the door to this 50-foot-square room, the pungent stench of urine and unwashed bodies assaults your senses. A series of small, cloth pillows dominates the southwestern corner of the room, while the rest of the floor is covered with numerous dirty straw mats and bedrolls. Seven filthy, green humanoids stand as you enter, grinning from ear to pointy ear as they draw small, wicked-looking swords.

The secret door in the north wall is obvious from inside the room. It is locked from inside, as is the wooden door in the southern wall.

If the runner from Area 1-1 warned the bandits of intruders, the characters will not catch them unaware unless great pains were taken to keep the party's movements quiet (GM's discretion).

Tactics: These bandits are more frightened of Lawrence and his wererats than they are of the characters. They fight viciously to the death.

Goblin bandits (7): AC 6, HD 1-7 Hit Points, see full stats above.

Area 1-4 – Outer Dining Room/Kitchen: Read or paraphrase the following:

The door in the north wall of this 30-foot by 40-foot room opens easily on squeaky hinges to a room filled with three long tables. These tables each hold dented tin plates of leftover food and crude wooden goblets stained with age and spilled wine. The room smells like rotting meat and stale beer.

Two small, black cauldrons stand over cold fire pits in the southeast corner of the room. A small table stands near these with vials of strange spices and bits of unidentifiable meat. A large barrel rests in the southwest corner.

There is little to nothing of interest or value here. The cauldrons only hold some leftovers from a feast, and the barrel is half full of cheap ale. Sampling any of the food or drink in this room risks contracting food poisoning as the meat is rancid and the ale is stale.

Area 1-5 – Inner Guard Post: Read or paraphrase the following:

This 40-foot by 40-foot room has two small round tables, seven chairs, and many straw mat beds. There are two doors leading into or out of this room, one on each of the eastern and southern walls. Four goblin bandits turn to look at you with smiles on their evil faces. Each is bringing a loaded crossbow to bear on you.

If these bandits were warned of intruders by the runner from Area 1-1, they are ready and expecting an attack. Only if the characters can sneak up on the bandits' location, or enter through the secret door in the north wall, will the bandits be caught off guard. The secret door in the north wall is obvious from inside the room.

Tactics: The bandits fire their readied crossbows during the first round of combat, concentrating their fire on spellcasters and those characters with readied missile weapons. On the second round they draw their short swords and enter melee.

Goblin bandits (4): AC 6, HD 1-7 Hit Points, see full stats above.

Area 1-6 – Secret Vault #1: The entrance to this room is a secret door that is trapped with a poison needle trap (greenblood oil poison, initial immediate damage 1d4 HP, secondary damage 1d6 HP within 1d6 rounds). This secret door is made of stone, and swings away from the hallway, up towards the ceiling, when opened. Once the door is opened, read or paraphrase the following:

This 20-foot by 40-foot room is nearly bare. A single wooden chest rests on the floor.

The chest is a decoy. It is locked, but there is nothing inside. However, a loose stone slab in the floor can be moved aside to reveal a +1 silver longsword and a piece of ripped parchment resting in the niche beneath.

A thick layer of dust covers the sword and parchment; the goblin and wererat bandits do not know of their existence. The sword and scrap of paper were left here when the priests came to cleanse the area of the ancient evil. A young fighter, who had been gravely wounded in battle against the evil Serrenna, left these behind. Refer to **players' handout (A)**.

Area 1-7 – Inner Barracks: Read or paraphrase the following:

Unlike the other rooms that have contained bedrolls and sleeping mats, this 40-foot by 40-foot room has double wooden bunk beds. There are three double bunks in all; at the end of each bunk is a small chest with rusty iron hinges and no lock.

There is nothing of value in the small chests at the foot of each bunk. However, a small purse containing 10 gold pieces can be found beneath one mattress. The blankets and sheets on the bunks, along with the clothes in the chests, are all dirty and infested with fleas and bugs.



Area 1-8 – War Room: Read or paraphrase the following:

This small, 20-foot by 40-foot room holds a single 10-foot long table with five straight-backed chairs. One chair stands at the head of the table, with two chairs on either side of the table. A single silver candlestick rests in the center of the table. A weapon rack hangs on the north wall, empty of any weapons.

This meeting room appears to be empty. In the area around the weapon rack, a single loose stone can be found in the wall to the left of the rack. Behind the stone is a small cache containing a piece of folded paper, worn and yellow with age. This piece of paper is **players' handout (B)**. The silver candlestick is worth 5 gp.

Area 1-9 – Armory: The door to this room is locked. Once the lock or door is bypassed, read or paraphrase the following:

The locked door opens into a 30-foot by 20-foot room filled with crates, barrels, boxes, and racks filled with weapons. Most of these weapons are crude and rusted; however, they do appear to be in serviceable order.

The room contains 4 short swords, 6 rusty short swords (-1 damage), 1 throwing axe, 2 crude shortbows, 4 rusty short spears (-1 damage), 1 normal short spear, 100 arrows, 50 light crossbow bolts, 10 handaxes, and 12 rusty handaxes (-1 damage).

Area 1-10 – Lair of the Rats: Read or paraphrase the following:

A strange, magical darkness covers the interior of this room. The only sound escaping from the impenetrable darkness is a soft squeaking noise. As if noticing the open door, the squeaking gets louder and closer to the door!

This 40-foot by 20-foot room is the central lair for all of the giant rats on this level. They come here to wallow and sift through the garbage that the bandits leave behind for them. There are five of the creatures hiding in the *continual darkness* effect. They will attack any non-bandit types to open the door (this includes undead).

Serrenna, the vampire trapped in the lower level of the mine, caused the *continual darkness* effect when she faced the combined might of the clerics and magic users that attempted to drive her back into her underground prison. She used *continual darkness* to escape one of their traps, but was foiled in the end; however, the spell remains. A *light* spell will temporarily dispel the *continual darkness*, while a *continual light* or *dispel magic* will negate it completely. All attacks made in this room are made at a -4 penalty due to the *continual darkness* effect.

Giant rats (8): AC 7, HD 1-4 Hit Points, see above for full stats.

Area 1-11 – Inner Dining Room/Kitchen: Read or paraphrase the following:

This 30-foot by 50-foot room stinks of rancid milk and stale beer. Six small tables seem to have been placed randomly around the room. Small chairs surround each of the tables, which have old tin plates with rotting food left on them. A cauldron and workbench take up the southern portion of the room. Two sacks of flour seem to be moving on their own in the southwestern corner of the room.

Two giant rats are rummaging through the flour sacks. These rats leap out of the sacks and attack anyone that disturbs them. They will fight until they reach half their normal hit points, and then run for the door in the north wall.

Giant rats (2): AC 7, HD 1-4 Hit Points, see above for full stats.

Area 1-12 – Secret Vault #2: The entrance to this room is a cleverly hidden secret door. However, there is a portcullis trap on the door that will fall from the ceiling onto the first person to walk through the door (causing 3d6 HP of damage). Read or paraphrase the following:

The secret door begins to slide up after the catch is released. Behind this door is a 40-foot by 30-foot

room. This room contains three large crates with red lettering that reads: "Archbridge Mining Guild."

These crates are from the Archbridge Mining Guild shipments. The crates were taken from a caravan a few weeks ago. Each contains 600 pounds of silver ore worth approximately 1,500 gp. The crates are made of heavy wood, and it takes a crowbar and a great deal of strength to open them. Lawrence's bandits put these crates here for emergency funds, in case guild representatives from either Archbridge or Soulgrave came to investigate.

Area 1-13 – Shrine to the Rat Gods: Read or paraphrase the following:

This small, 20-foot by 20-foot room appears to be a personal shrine. A stone statue of a large rat rests on a small altar in the center of the south wall of the room. Three large, black-furred rats turn to look at you as you open the door, a single high-pitched squeak being your only warning before they attack!

As soon as the door opens, three giant rats attack the party. These rats are protecting this shrine from anyone who is not a wererat or a bandit. These rats are fanatics and will fight to the death.

The stone statue is a statue of the rat god Nimirun, Lord of Filth. It is worth 50 gold pieces to a collector and is made from granite commonly found near Soulgrave.

Giant rats (3): AC 7, HD 1-4 Hit Points, see above for full stats.

Area 1-14 – Unholy Sleep Chamber: Read or paraphrase the following:

This 20-foot by 40-foot room is decorated in a macabre fashion. Skulls of humans, elves, dwarves, and gnomes hang from the ceiling by fine steel chains. The gory remnant of a halfling is nailed to the south wall with metal spikes between two small, straw mattress beds. The stink of pungent incense and death permeates every inch of this room.

This room is the sleeping quarters of the clerics that tend to the Temple of the Rat Gods (Area 2-16). The skulls and the halfling's corpse are grim decorations that the clerics have decided are to their personal liking. There is nothing of value in this room.

Area 1-15 – Secret Vault #3: The entrance to this room is a well-hidden secret door that is trapped with five separate arrow traps, each of which fires into the area in front of the doorway (each causing 1d6 HP of damage, attack as a 3 HD monster). Once the door has been breached and the traps removed or sprung, read or paraphrase the following:

The secret door swings open on silent hinges to reveal the dust-covered floor of a 30-foot by 30-foot



room. Two glowing balls of pale, white light provide dim illumination to this room. The balls rest atop two black, iron-wrought candelabras that stand six feet tall. The candelabras stand on either side of a large stone coffin.

The coffin's lid is carved in the bas-relief of a man in armor lying on his back with his hands folded across his chest. A mighty sword rests beneath the man's armored hands.

The candelabras are lit by a continual light spell effect. The iron-wrought candelabras are worth 50 gold pieces and weigh 40 pounds each. The stone coffin is ancient and is the coffin of Huerin Oralese, the great warrior-general of Archbridge.

Huerin died 50 years ago, killed by an assassin's poisoned blade. His numerous, confederate followers spirited his body away to a secret tomb so he would not be tampered with following his death. It was rumored for many years that Huerin's followers were looking for a way to revive him from death so that he might lead the army of Archbridge against the assassins that killed him. No one knows what became of Huerin after that.

The coffin is covered in dust and is sealed with lead. Characters seeking to plunder the coffin need only to remove the lid. Inside the coffin are the skeletal remains of Huerin Oralese, a rusted helmet, a bastard sword, and a small chest resting between his feet. The small chest contains 6 healing potions and a vial of oil of impact. The bastard sword is a +1 bastard sword; it was given to Huerin Oralese over 80 years ago by the Lord of Archbridge.

Area 1-16 – Shrine to the Rat Gods: Read or paraphrase the following:

This 30-foot by 20-foot room is decorated in draped black and red silk scarves of intricate design. Many of these scarves sway and move as if being pushed by an unseen and unfelt breeze. The center of the northern wall is kept free of these scarves and holds a large statue of a half-rat/half-man abomination. The statue appears to be made of green marble, and has two red, glowing rubies for eyes. The rest of the altar is decorated by numerous scrolls, scraps of food, and solidified candle wax pools.

There are 17 old silk scarves draped from the ceiling, each worth 2 gold pieces. The marble statue is of the rat god Narrimunth, Lord of Disease. This marble statue stands 6 feet tall and weighs 300 pounds. To a collector, the statue of Narrimunth would fetch 650 gold pieces. The two eyes are cut and polished rubies, which reflect light in a way that makes them glow. If removed, each of these rubies would be worth 100 gold pieces. The numerous scrolls on the altar are written in Sylvan and describe the evil religious canon of Narrimunth; these scrolls may be worth 25 gold pieces to a collector.

Area 1-17 – Personal Quarters of the Bandit Chief: Read or paraphrase the following:

At first glance, this 20-foot by 40-foot room appears to be a large bedchamber of someone of noble descent. It is not until your eyes adjust to the strange blue light of the candles lit around the room that you realize this is just a collection of odd trophies from numerous noble families.

A large, four-posted bed dominates the southern portion of the room, and a heavy oak dresser sits in the southeast corner. An old, oval area rug covers the

center of the floor, and a small table and chair rest against the middle of the west wall. Old broken shields and faded paintings decorate all the walls of this room. The largest shield, hanging above the head of the bed, depicts a black falcon holding a pick and shovel in its talons.

This is the personal living quarters of the bandit chief Rez-zomar (see Area 1-18 below). Over the years, he has collected an odd assortment of family crests and shields from the caravan raids he has led and the estates he has sacked. The large shield above the bed depicts the ancient Gannu family crest.

The strange candles lit around the room are normal candles treated with strange liquids. These candles are commonly used in the religious and mystical ceremonies of the elves. Each candle is worth one copper piece; there is a small wooden coffer under the bed that contains 20 more of these candles. Rez-zomar was given these candles by his bandits, who found the candles on one of the lower levels in a room full of wreckage.

Area 1-18 – The Bandit Chief's Audience Chamber: Read or paraphrase the following:

This 50-foot by 30-foot room has been draped with multi-colored, moth-eaten scarves and bolts of moldy fabric in an attempt to make it appear regal. A large, high-backed wooden chair sits against the middle of the west wall. A large, hairy bandit, armored in black studded leather, sits in the chair flanked by two human guards armed with spears. They look at you and smile maliciously.

“You’ve been out slaying my bandits. I can smell their blood on you,” says the seated bandit. “Before we end your lives here, I would know your names, for your heads will soon be adorning my chamber walls.”

The large, hairy bandit is Rez-zomar, the leader of this motley group of bandits and a wererat follower of Lawrence Gannu. He waits to hear what the characters have to say, even though their response is irrelevant. After the initial exchange, read or paraphrase the following:

“Well then, it is time to show you why Lawrence put me in charge. Guards, kill the infidels!”

A locked iron grate in the wall is hidden behind some of the draped cloth. This grate and lock have been here for nearly 100 years, since the time of Serrenna’s initial escape and subsequent internment. Beyond the grate are a ventilation shaft and a metal ladder that leads down 50 feet to Area 2-19.

The bars are made of black-tarnished silver and have clerical runes, words, and symbols placed on them. If *detect magic* is cast, the grate glows as magical. This magic is a permanent *glyph of warding* against

undead meant to keep Serrenna locked deep in the bowels of the mine.

Tactics: On the first round, the bodyguards engage the characters in melee while Rez-zomar changes into his rat-man form. In this form, his armor stretches at the seams, but still holds (he had it constructed to be too big). On the second round, Rez-zomar joins the battle and attempts to attack any archers and spellcasters first. Battle continues until either Rez-zomar and his bodyguards have been slain or all of the characters are dead. Rez-zomar and his bodyguards pursue fleeing characters from the room and through this entire level. Only Rez-zomar will go down the ladder beyond the locked iron grate.

Rez-zomar the Bandit Chieftain, male wererat (human form): AC 4, Move 12", HD 2, Hit Points 12, No. of Attacks 1, Damage/Attack 1-6+1 (+1 handaxe), Special Attacks Nil, Special Defenses Only hit by silver or +1 or better weapons, MR Standard, Intelligence Average, Alignment LE, Size M

Possessions: +1 studded leather armor, +1 shield, +1 handaxe, key to Area 1-9, and miscellaneous coins.

Rez-zomar the Bandit Chieftain, male wererat (giant rat form): AC 7, Move 12"/6", HD 2, Hit Points 12, No. of Attacks 1, Damage/Attack 1-8, Special Attacks Disease, Special Defenses Only hit by silver or +1 or better weapons, MR Standard, Intelligence Semi-, Alignment LE, Size S.

Rez-zomar the Bandit Chieftain, male wererat (rat-man form): AC 0 (gains the benefit of an 18 Dex in rat-man form), Move 12"/6", HD 2, Hit Points 12, No. of Attacks 1 or 3, Damage/Attack 1-6+1 (+1 handaxe) or 1-3 each (2 claws) plus 1-6 (bite), Special Attacks Disease, Special Defenses Only hit by silver or +1 or better weapons, MR Standard, Intelligence Average, Alignment LE, Size M.

Possessions: +1 studded leather armor, +1 shield, +1 handaxe, key to Area 1-9, and miscellaneous coins.

Bandit bodyguards (human) (2): AC 7, Move 12", HD 1, Hit Points 8, 7, No. of Attacks 1, Damage/Attack 1-6 (spear), Special Attacks/Special Defenses Nil, MR Standard, Intelligence Average, Alignment NE, Size M.

Possessions: Studded leather armor, spear, and miscellaneous coins.

Abandoned Gannu Silver Mine, Level 2

All halls are 10 feet wide and 8 feet high and made of rough stone. Rooms on this level are 8 feet high where the ceiling meets the walls, and 10 to 11 feet high in the center of the room. Each wall on this level is considered to be unworked stone (5 feet thick), and all doors are considered to be simple wooden doors (locked).

Wandering Monsters

There is a 15% chance per half hour that the characters will experience a random encounter while adventuring on this level. This chance is increased by +5% if the characters are not being cautious or are making noise, and increased by +10% if they are causing loud noises. If an encounter is called for, roll 1d6 and consult the following table.

1d6 Roll	Encounter
1-3	4 normal human bandits
4-5	2 giant rats
6	4 human zombies

The following statistics blocks are provided for easy reference.

Normal human bandits (4): AC 6, Move 12", HD 1-6 Hit Points, No. of Attacks 1, Damage/Attack 1-4 or by weapon type, Special Attacks/Special Defenses Nil, MR Standard, Intelligence Average, Alignment LE, Size M.

Giant rats (2): AC 7, HD 1-4 Hit Points, see full stats above.

Human zombies (4): AC 8, HD 2, HP 10, 11, 12 (x2), see full stats above.

Areas of the Map

Area 2-1 – The Way Up/Guardroom: Alert characters coming down the ladder from Area 1-18 may hear the goblin bandits in this room before they enter through the hole in the ceiling. As the party completes it's decent, read or paraphrase the following:

The ladder down emerges into a 30-foot by 50-foot room. There are cards and dice on the floor near the straw mats that the seven occupants of the room are now lying on.

If the characters made it down the ladder and into the room without the goblins hearing them, they will have achieved surprise. If any of the goblin bandits succeeded at hearing the characters as they came down the ladder, the combat will commence immediately.

The only exits from this room are the door in the southern wall and the ladder going up to Area 1-18.

Tactics: These bandits represent the first line of

defense for this level. As such, they are not susceptible to a break in morale, and fight tooth and nail to the end.

Goblin bandits (7): AC 6, HD 1-7 Hit Points, see full stats above.

Area 2-2 – Guardroom: Read or paraphrase the following:

Eight half-orc bandits stand around an open fire in the middle of this 40-foot by 30-foot room. They are talking quietly when they turn, as a group, to see who is entering. One points at you and screams, "Intruders!" after which, they all join him in drawing their weapons and attacking!

This small encounter presents an opportunity for the Game Master to plant adventure seeds for further adventures in this location, if he wishes (example – the bandits could be talking about a shipment of gold going to Archbridge that they heard about from some of the captives from an earlier raid).

Tactics: These half-orc bandits know their slaves are at stake if they cannot defend this level from intruders. They are suicidal in their devotion to this fight, and do not flee from battle. If the characters flee from the room, these bandits give chase.

Half-orc bandits (8): AC 6, Move 9", HD 1, Hit Points 4 (x4), 5 (x2), 6 (x2), No. of Attacks 1, Damage/Attack 1-8 or by weapon type, Special Attacks/Special Defenses *Infravision*, MR Standard, Intelligence Average to Low, Alignment LE, Size M.

Area 2-3 – Guardroom: Read or paraphrase the following:

This 50-foot by 30-foot room houses four goblin bandits sitting quietly in deep contemplation. They are all facing the door as you open it. As one, they nod at you and stand up, short swords at the ready.

These bandits are taking the time between caravan raids to contemplate on the teachings of their new gods, the rat gods Narrimunth, Lord of Disease, and Nimlurun, Lord of Filth. Seeing the door opening brings these zealots back from their meditation.

Tactics: As with Areas 2-1 and 2-2, these bandits join in melee and fight to the death. They give chase to any character that flees, capturing any they can to be sacrificed to their new gods.

Goblin bandits (4): AC 6, HD 1-7 Hit Points, see full stats above.

Area 2-4 – Slave Quarters: Read or paraphrase the following:

This 40-foot by 40-foot room looks to be a large holding cell for slaves. There are six human slaves being held here by three half-orc bandit slavers. The slaves are

shackled and are strung together with a metal chain, which is anchored to the floor. One of the slaves points in the party's direction and attempts to warn his comrades by shouting an alarm. Most of the slaves look up at the noise, and the three half-orcs position themselves between the slaves and the door.

These slaves are hostages from the recent caravans that were raided by the bandits. Their safe return would be most welcomed by the residents of Silverton.

There is a 30% chance that the screams of the bandit slaves will attract the attention of 2d6 other bandits, who come running, ready for battle against the intruders attacking their fortress.

One of the slaves in this group is a spy, an informant, working for Lawrence Gannu to ensure that the Rat King is aware of any discipline problems among his troops. Should any of his forces show pity on their captives and set them free, or should any heroes from Silverton make it this far into the mine, the spy will take the next opportunity to slip away from this area and apprise Lawrence of the situation.

Half-orc bandits (slavers) (3): AC 6, HD 1, HP 6 (x3), see full half orc stats above.

Human slaves (6): AC 10, Move 12", HD 1-6 Hit Points, No. of Attacks 1, Damage/Attack by hand 1-3, Special Attacks/Special Defenses Nil, MR Standard, Intelligence Average, Alignment CG, Size M.

Area 2-5 – Barracks: Read or paraphrase the following:

This 30-foot by 40-foot room is decorated with the grisly remnants of past victims of the bandits' caravan raids. Skeletal heads and disembodied limbs hang from the walls. Three hairy men sit at a small, round table drinking from tankards and eating some kind of meat on dented tin plates. They look up at you, pulling their unsheathed weapons from beneath the table as they begin to grow and change form!

These bandits are wererats employed by Lawrence to raid silver caravans traveling from the town of Silverton. These three have been on every raid since they settled in the abandoned mine, and are convinced that the lycanthropy they have contracted from Lawrence makes them immortal. They have changed into their rat-men form in an attempt to scare the characters.

Tactics: These wererats have never felt the burn of silvered weapons. They realize that such weapons do exist and seek to avoid contact with a character using them. If the characters die here, they are brought to Narzy Hilspek for animation as undead.

Wererat bandits (human form) (3): AC 9, Move 12", HD 1-6 Hit Points, No. of Attacks 1, Damage/Attack by weapon 1-6 (handaxe), Special Attacks Nil, Special Defenses Only hit by silver or +1 or better weapons, MR Standard, Intelligence Average, Alignment LE, Size M.

Possessions: Handaxe, shield, and miscellaneous coins.

Wererat bandits (giant fat form) (3): AC 7, Move 12"/6", HD 1-4 Hit Points, No. of Attacks 1, Damage/Attack 1-3, Special Attacks *Disease*, Special Defenses Only hit by silver or +1 or better weapons, MR Standard, Intelligence Semi-, Alignment N (Evil), Size S.

Wererat bandits (rat-man form) (3): AC 6 (gain the benefit of a 17 Dex in rat-man form), Move 12", HD 1-6 Hit Points, No. of Attacks 1, Damage/Attack by weapon 1-6 (handaxe) or 1-3 each (2 claws) plus 1-6 (bite), Special Attacks *Disease*, Special Defenses Only hit by silver or +1 or better weapons, MR Standard, Intelligence Average, Alignment LE, Size M.

Possessions: Handaxe, shield, and miscellaneous coins.

Area 2-6 – Guardroom: Read or paraphrase the following:

Four bandits are playing at dice against the south wall of this 40-foot by 50-foot room. They seem totally unaware of your entrance.

These bandits are so engaged in their game of dice that they didn't hear the door open.

Tactics: If the bandits do notice the characters, the goblins throw their daggers, pick up their swords, and then charge across the room to engage. The wererat bandit changes into his rat-man form and joins the battle.

Goblin bandits (3): AC 6, HD 1-7 Hit Points, see full stats above.

Wererat bandit (human form): AC 9, HD 1-6 Hit Points, see full stats above.

Of Lycanthropy and Were Creatures

One of the changes made to the slate of monsters and NPCs the party faces in this 1E version of *Idylls of the Rat King* and *Revenge of the Rat King* was to change all of the lycanthropes to humans. In the original published versions of DCC #1 and DCC #27, the predominant monsters were goblin wererats. However, the 1E rules on lycanthropy are very strict: only humans can be lycanthropes. So, a decision was made that the 1E conversion of these two DCC's would follow the strict 1E rules on lycanthropy, and therefore has only human lycanthropes.

Wererat bandit (giant rat form): AC 7, HD 1-4 Hit Points, see full stats above.

Wererat bandit (rat-man form): AC 6 (gains the benefit of a 17 Dex in rat-man form), HD 1-6 Hit Points, see full stats above

Area 2-7 – Secret Chamber #1: The secret door to this hidden room is easily opened, but the door is trapped. A spear trap fires a spear from the south wall of the hallway (doing 1d8 HP, attack as a 3 HD monster). Read or paraphrase the following when the characters open the door:

With a click, the secret door slides up into the ceiling of this 30-foot by 50-foot room. The room is filled with dust and old cobwebs. It looks like this room hasn't been used in some time.

There is a loose stone in the western wall that contains a small, tarnished gold ring with a scroll tied to it by a faded blue ribbon. This scroll is **players' handout (C)**, and the ring is the same one mentioned on the scroll. The ring is worth 10 gp.

The current inhabitants of the mines do not know about this room.

Area 2-8 – Feast Hall: Read or paraphrase the following:

A large, empty table surrounded by twenty high-backed chairs is all that is in this 20-foot by 40-foot room. The odors of pungent and stale beer can be smelled, as well as the rotting bits of meat all over the floor.

This is the bandit group's main feast hall. It is currently unoccupied.

Area 2-9 – Slave Quarters #2: Read or paraphrase the following:

Seven human slaves rest under the watchful eye of an old half-orc bandit and his sidekick in this room. The slaves are shackled and are strung together with a metal chain, which is anchored to the floor. Spotting you, the old bandit screams and prepares for a fight!

The bandits monitor this 40-foot by 30-foot room and the adjacent hallway for any signs of trouble. The bandit's scream is intended to muster nearby reinforcement forces.

Treat these bandits and slaves like those found in Area 2-4. One of the slaves in this room is also a spy working for Lawrence Gannu (see Area 2-4). There is nothing else of interest in this room.

Half orc bandits (slavers) (2): AC 6, HD 1, Hit Points 8, 3, see full half orc stats above.

Human slaves (7): AC 10, Move 12", HD 1-6 Hit Points, see full stats above.

Area 2-10 – Slave Quarters #3: Read or paraphrase the following:

This 40-foot by 40-foot room looks like it is a common holding room for the bulk of the bandits' slaves. The human slaves are shackled and strung together with a metal chain, which is anchored to the floor. Four of the slaves are attempting to fix some kind of food from scraps, while the others are resting around the room. Six half-orc bandits are standing watch over the slaves as they work. When the bandits see you, they begin to scream!

Treat these human slaves and their bandit captors like those found in Area 2-4. There is nothing else of interest in this room.

Half orc bandits (slavers) (6): AC 6, HD 1, Hit Points 8 (x3), 3 (x3), see full half orc stats above.

Human slaves (10): AC 10, Move 12", HD 1-6 Hit Points, see full stats above.

Area 2-11 – Secret Chamber #2: The secret door to this hidden room is locked but not trapped. After the door is opened, read or paraphrase the following:

The secret door opens to reveal the site of an ancient cave-in in this 50-foot by 30-foot room. A small, white skeleton can be seen against the east wall, half buried in the debris.

This room contains **players' handout (D)** and **players' handout (E)**, which are near the half-buried skeleton of a halfling miner who died over 100 years ago in this cave-in.

Area 2-12 – Torture Room: There are two doors that allow entrance into this room. No matter which door the characters use, read or paraphrase the following:

This 50-foot by 40-foot room is filled to the brim with torture devices of all sorts. A rusty iron maiden stands in the northwest corner, while an inclined stretching rack takes up the center of the room. A large human wielding a whip and wearing black studded leather armor is ordering four smaller men to clean and polish the odd assortment of equipment in the room.

The Torturer is the leader of these four bandits. The Torturer is so engrossed with his bossy work that he does not notice the characters' entrance unless they make a great deal of noise.

Tactics: The Torturer enjoys tormenting his victims. He uses a long whip to deal out damage, and aims to keep any spellcasters in the party from casting their spells. His assistants, meanwhile, attempt to bring down the fighters of the party. This group is remarkably well organized and attacks as a unified group.

Normal human bandits (4): AC 7, HD 1-6 Hit Points, see full stats above.

The Torturer, male human Ftr2: AC 3 (gains the benefit of a 18 Dex) , Move 12", HD 2d10, Hit Points 19, No. of Attacks 1, Damage/Attack by weapon 1-2 (whip), Special Attacks/Special Defenses Nil, MR Standard, Intelligence Average, Alignment NE, Size M.

Possessions: Whip, studded leather armor, and miscellaneous coins.

Area 2-13 – Holding Cell: If any of the characters are captured, or if the party is taken to negative HP, they awaken in this room stripped of all of their possessions. Read or paraphrase the following, if this should happen:

You awaken with a start from a dreamless and pain-filled sleep to find yourself in a 20-foot by 40-foot cell of some kind. Old, moldy straw covers the floor, and the only furnishings are a bucket and a wooden tray. The strong wooden door appears to be locked from the outside. It looks like you have been captured!

The characters can easily open the wooden door – it is not overly strong and the lock is of poor quality. A thorough search of the room yields a small piece of wire that can serve as a lock pick at a -10% penalty.

Area 2-14 – The Jailer’s Room: Read or paraphrase the following:

This 40-foot by 50-foot room appears to be the personal apartment of a well-respected member of the bandit group. A large bed stands against the north wall of the room, with a small overturned wooden box serving as a side table. On the eastern side of the room are a table and several wooden bins with lids. A human dressed in leather armor is hunched over the table, sitting on a stool with his back to the door. A grizzled and torn ear can be seen on the right side of his head.

The Jailer was once the sub-chief for this group. He was spared Lawrence’s lycanthropy due to his obvious intelligence and skills as a negotiator and interrogator.

If the characters were captured and are without their equipment, the bins by the table on the eastern side of the room are where their equipment is located. There is a locked wooden box containing 4 potions of healing hiding on a high shelf on the south wall.

The Jailer, male human Ftr2: AC 6 (gains the benefit of a 16 Dex) , Move 12", HD 2d10, Hit Points 17, No. of Attacks 1, Damage/Attack by weapon 1d6+1 (+1 club), Special Attacks/Special Defenses Nil, MR Standard, Intelligence Average, Alignment NE, Size M.

Possessions: +1 Club, leather armor, and miscellaneous coins.

Area 2-15 – Secret Chamber #3: The secret door to this hidden chamber is well concealed in the rock wall. Once the door is found and opened, read or paraphrase the following:

The hidden door opens to reveal a 20-foot by 30-foot room that seems to have been lost to time. A thick layer of dust covers the entire room, including the eight skeletons that lie around the room. These skeletons look like they were killed by violent means.

After a few moments, the sound of rattling fills the room. The skeletons are beginning to stand up!

These skeletons were once miners that were captured and killed by Serrenna. They were animated and left in this room to fend off any attackers that might disturb Serrenna while she slowly regained her power. A search of this room uncovers **players’ handout (F)** under some rubble in the northeast corner.

Human skeletons (8): AC 7, Move 12", HD 1, Hit Points 6, No. of Attacks 1, Damage/Attack 1-6, Special Attacks Nil, Special Defenses suffer only one-half damage from sharp and/or edged weapons, MR unaffected by sleep, charm, hold- and cold-based spells, Intelligence Non-, Alignment N, Size M.

Area 2-16 – Temple of the Rat Gods: Read or paraphrase the following:

Entering through the east wall into this 40-foot by 50-foot room is like walking from sanity into insanity. Hanging drapes and bolts of moldy cloth of different colors and types cover this chamber. Two large statues flank a black altar against the western wall. The statues appear to be two large rat-men, both holding large axes and wearing studded leather armor. These statues can only be the edifices of the great and terrible rat gods that this band of wererats and their underlings worship.

Kneeling in front of the altar are two figures dressed in the vestments of the unholy order of the rat gods. They turn at your entrance, and smile a sickly sweet smile.

“Do you come to confess your sins at the altar of the most venerated Narrimunth and holy Nimplurun?” the human clerics ask in unison. “We can sense your transgressions, and believe that you must be purified!”

The statues and altar are made from granite (each statue is worth 500 gp and weighs 750 pounds), while the drapes, made of nearly every cloth imaginable, are worthless. The statues are dedicated to the evil rat gods that these humans worship, and the clerics that have turned to face the characters seem to act in total harmony with each other.

Tactics: The clerics draw their flails and attack the



characters, concentrating their attacks on the strongest fighter first.

Male humans CI3 (Narrimunth & Nimlurun): AC 8, Move 12", HD 3d8, Hit Points 17, 16, No. of Attacks 1, Damage/Attack by weapon 2-7+1 (+1 silver flail), Special Attacks/Special Defenses Spell use, MR Standard, Intelligence Average, Alignment LE, Size M.

Possessions: +1 silver flail, shield, bracers of defense AC 8, unholy symbol, and miscellaneous coins.

Clerical Spells Prepared (can cast 4/3 spells per level per day, as adjusted for Wisdom): 1st-level – *cure light wounds* (x2), *detect magic*, *protection from good*; 2nd-level – *hold person*, *spiritual hammer* (x2).

Area 2-17 – Silver Storage #1: Read or paraphrase the following:

Three bandits sit on top of a large crate in the southeast corner of this 50-foot by 50-foot room. They are sweating and panting hard from the physical labor of moving the crate across the room, as can be attested to by the drag marks going from the center of the room to where the crate labeled "Soulgrave Silver Coalition" rests. They look up with weary eyes before drawing long daggers from their belts.

The crate that the bandits were sitting on contains 500 gold pieces worth of stolen silver ore. The combined weight of the ore and crate is over 500 pounds.

Tactics: These bandits are tired, but ready for a fight. They throw their daggers at the party first, then draw their handaxes and move to melee range.

Half-orc bandits (3): AC 6, HD 1, Hit Points 4, 6, 7, see full orc stats above.

Area 2-18 – Guardroom: Read or paraphrase the following:

This 30-foot by 50-foot room appears to be a guardroom of some type. A single table with two small chairs is the room's only furnishings. Two hairy bandits are playing cards at the table, dealing and betting around a trio of giant rats lying amidst the coins and cards. The bandits turn at the sound of the door opening.

"Intruders!" they shout in unison. The bandits leap up with axes in hand, and the rats jump to the floor.

There are three giant rats and two wererats in this room. They attack any non-bandits they encounter. When the door squeaks open the wererats command their giant rats to attack.

Tactics: These rats and wererats are here to keep the peace on this level between the other normal bandits and the wererat bandits. As such, they are ready to fight and engage the party in melee combat as quickly as they can, focusing all of their efforts on the biggest fighter in the group. The rats also join in, and attack



anyone near them. These wererats wish to be relieved from this duty and given a more important task (such as raiding the caravans). To this end, they attempt to capture any spellcasters in the party, taking them to Lawrence to be made into lycanthropes.

Giant rats (3): AC 7, HD 1, HP 3 (x3), see full stats above.

Wererat bandits (2) (human form): AC 9, HD 1, HP 5 (x2), see full stats above.

Wererat bandits (2) (giant rat form): AC 9, HD 1, HP 5 (x2), see full stats above.

Wererat bandits (2) (rat-man form): AC 6, HD 1, HP 5 (x2), see full stats above.

Area 2-19 – Secret Chamber #4: Once the secret door to this room has been located and opened, read or paraphrase the following:

The secret door slides off to the right and into the wall silently to reveal a 20-foot by 20-foot room. The floor is covered in the rocky debris of a recent cave-in. The north wall appears to have a scrawled message on it, partially covered by the debris.

The cave-in happened before the bandits moved into the mine. The current inhabitants do not know of this room's existence, but Narzy Hilspek believes that a room like this does exist on this level. He would pay a handsome reward if its existence were made known to him.

A search of the room will yield the one treasure in the room: an *amulet of protection from evil* (a new magic item – see Appendix 2) left here by a member of the clergy that attempted to lock Serrenna back into her underground tomb.

A message, scrawled in blood along the bottom of the north wall, reads:

"Know ye who enter here that this place is as cursed as Jasper Gannu himself. Leave now lest you waken the evil of ancient times and it comes for your immortal soul."

Area 2-20 – The Zombie Closet: Read or paraphrase the following:

This small 20-foot by 20-foot room is more of a storage closet than a room. Numerous partially assembled human and dwarven bodies hang from hooks around the room. Arms and legs litter the floor, and a rack of heads rests against the north wall.

This is where the wererat bandits bring their defeated foes to later be animated as zombies. There are four zombies here that animate when the characters enter. There are enough body parts in the room to create four more zombies. The animated zombies chase fleeing characters.

Human zombies (4): AC 8, HD 2, HP 10 (x2), 12 (x2), see full stats above.

Area 2-21 – Silver Storage #2: Read or paraphrase the following:

This 40-foot by 50-foot room contains a great number of crates with red lettering reading "Archbridge Mining Guild" across their sides. A single figure wearing long robes and broken spectacles walks around the room opening crates and writing on a piece of paper. He turns at the sound of the door opening and looks over at you.

"So the Silvertons want their silver back, eh? What about the earth itself? Do you think it is any less lacking in want to have it back?" he asks in a huffy tone; he drops the quill and paper to reach for his dagger.

The human that is taking inventory is G'zogah the magic user. He is renowned in his circles for having a quick wit and a chaotic personality. G'zogah will attempt to prevent the characters from recovering the stolen silver ore and will not run from this fight, even if it means his death. He is wholly insane, and cannot be reasoned with.

In the numerous crates is a total worth of 1,500 gold pieces of silver ore. This amount of ore weighs over 1,800 pounds and is divided equally amongst the 15 crates in the room.

Tactics: G'zogah starts off the battle by casting his

magic missile spell at any obvious spellcaster. He follows up on the next round by pulling out his *wand of magic missiles* and using it on anyone who tries to engage him in melee. He will dodge in and out of the crates in the room, fending off attackers with his wand or spells.

G'zogah, male human MU2: AC 7, Move 12", HD 2d4, Hit Points 9, No. of Attacks 1, Damage/Attack by weapon 1-4+1 (+1 silver dagger), Special Attacks Spell use, Special Defenses Nil, MR Standard, Intelligence Above average, Alignment CE, Size M, Str 10, Int 16, Wis 16, Dex 17, Con 17, Cha 5.

Possessions: +1 silver dagger, spellbook, *wand of magic missile* (16 charges, caster level 3), and miscellaneous coins.

Magic User Spells Prepared (can memorize 2 first level spells per day): 1st level – *magic missile, mage armor*.

Magic User Spells Known: 1st level – *feather fall, identify, mage armor, magic missile, read magic, sleep*.

Area 2-22 – Secret Chamber #5: When (or if) the secret entrance to this room is found and opened, read or paraphrase the following:

The secret door creaks opens to reveal a 40-foot by 20-foot room littered with stone and wooden fragments that appear to be the result of a cave-in.

The creaking noise of the door forces a wandering monster check at 25%. The debris on the floor is from a cave-in that happened nearly 20 years ago. The bandits never found this secret room and don't know of its existence.

In the center of the room is a covered mine shaft that leads to Area 3-2. Because of the fallen stones and beams, this shaft is hidden and treated as a covered pit trap. The pit opens into an inclined chute (does a total of 1d6 HP to any falling PC) which deposits the character at Area 3-2.

Area 2-23 – Silver Storage #3: Read or paraphrase the following:

A small open crate stands in the center of this 30-foot by 50-foot room. From the door, the contents of the crate can be seen: silver ore.

This is one of the storage rooms used for silver ore that is either stolen from the caravans or mined from the lower levels. The crate that stands open is filled with 250 gold pieces worth of raw silver ore; it weighs nearly 150 pounds.

Area 2-24 – Trading Office/The Way Down: Read or paraphrase the following:

This 50-foot by 30-foot room looks to be a very large office. Numerous crates rest in the northwestern

corner of the room stacked three high to the ceiling. A desk sits in the southwestern corner, papers and books covering its surface.

This is the trading office for Lawrence and Narzy's silver mining operation. They have been keeping detailed records of their thefts, the mining operation, and the silver trading they've conducted. The numerous crates stacked in the corner are empty and waiting to be filled for the next shipment of silver ore.

The dead end corridor to the east of this room ends in a long shaft that goes straight down to Area 3-1. This shaft is used by the large elevator that brings up crates of silver ore from below. A single, manually operated winch mechanism raises and lowers the elevator, and can be used to retrieve the platform from below. Cranking the elevator up to this level takes 10 minutes of work.

Abandoned Gannu Silver Mine, Level 3

All corridors and rooms on this level are 8 to 10 feet high. The walls are made from the same bedrock as the other levels. Doors are made of solid stone, nearly six inches thick, and slide up into the door jam when opened. When trying to open from the outside, treat the doors like secret doors because the latches are well hidden.

Zombies are mining this level constantly, providing a -10% penalty on all attempts to Hear Noise. However, thieves gain a +10% bonus all attempts to Move Silently.

Wandering Monsters

There is a 15% chance (1-3 on a d20) per half hour that the characters will experience a random encounter while adventuring on this level. This chance is increased by +5% if the characters are not being cautious or are making noise, and increased by +10% if they are causing loud noises. If an encounter is called for, roll 1d6 and consult the following table.

1d6 Roll	Encounter
1-3	4 zombies
4-5	2 ogre skeletons (new monster)
6	4 ogre zombies (new monster)

The following statistics are provided for easy reference.

Human zombies (4): AC 8, HD 2, HP 10 (x2), 12 (x2), see full stats above.

Ogre skeletons (new monster) (2): AC 7, Move 9", HD 4+1, Hit Points 20, 19, No. of Attacks 1, Damage/Attack 1-10, Special Attacks Nil, Special Defenses take only half damage from edged or sharp weapons, blunt weapons do full damage, MR *hold, charm, sleep* and *cold*-based attacks have no effect, Intelligence Low, Alignment CE, Size L.

Ogre zombies (new monster) (4): AC 8, Move 9", HD 4+1, HP 18, 19, 20 (x 2), No. of Attacks 1, Damage/Attack 1-10, Special Attacks/Special Defenses Nil, MR *hold, charm, sleep* and *cold*-based attacks have no effect, Intelligence Average, Alignment N (CE), Size L.

Mining Shovels as Weapons

Mining shovels can also be used as weapons. These mining shovels are readily available.

Shovel: Cost: 2 gp; Damage: 1d8 (S or M) or 1d6 (L).

Areas of the Map

Area 3-1 – The Way Up/Zombie Miners: Read or paraphrase the following:

The sounds of picks and shovels hammering into rock from below echoes up the lift's shaft, and can be heard long before reaching the bottom. As the floor of the lift breaches the ceiling of the third level of the abandoned mine, the scent of death assaults your senses.

This 30-foot by 40-foot room contains piles of broken stone, a light covering of silvery dust, and six figures that slowly move around the room. These figures look like human corpses with pale flesh hanging from their bodies.

As the lift touches down on the floor, the beings slowly turn to regard you with sunken, glowing red eyes in their rotting faces. "Intruders!" they say in raspy and gasping voices as they begin shambling towards you.

The six figures in this room are zombies. They were once human miners that worked the silver mines west of Silverton and were captured by Lawrence's bandits.

There is a single door that leads out of the room to the south, and an automated lift that stands at the ready in the southwestern corner of the room. The lift goes up to the hallway, east of Area 2-24.

A short way down the corridor to the south of this room, the corridor turns east and is bisected by a rail line. Characters listening at this intersection will hear a mining cart speeding from north to south on the rail line. The cart is full of ore. Characters standing on or following the rail line may attempt to dodge the cart or suffer 3d4 HP of damage as the ore cart crashes into them. The ore cart carries 300 pounds of silver ore worth 100 gp.

There are two more ore carts (empty) along the rail tracks. Except for a slight slope at the crossing outside Area 3-1, the tracks are level.

Tactics: The zombies in this room are unthinking monsters. They have been commanded by Narzy to mine ore, bring it to this room, and to attack and kill intruders on this level. The zombies pursue the

characters, but they will not abandon this level.

Human zombies (6): AC 8, HD 2, HP 10 (x2), 12 (x2), 14 (x2), see full stats above.

Area 3-2 – Storage Room: Read or paraphrase the following:

The door to this 40-foot by 20-foot room is not locked. Guttering torches rest in ancient sconces and provide little light to illuminate the numerous boxes, crates and barrels stacked around the room. Eerie shadows dance across the walls from this light.

The room contains six crates of shovels, eight boxes of light picks, two boxes of heavy picks, and numerous barrels of lamp oil. There is nothing else of value here.

The door to the east is unlocked, and there is a large hole in the northwestern corner's ceiling. This hole leads up to Area 2-22 by way of a 50-foot chute. Thieves may attempt unaided climbing, whereas any PC may attempt climbing with proper climbing gear.

Area 3-3 – Zombie Miners: Read or paraphrase the following:

This 50-foot by 50-foot room contains large piles of rock and silver ore lying on the ground. The noise that permeates the entire level originates here. The sounds of picks and shovels cracking and breaking into the rock walls never ceases, and seems to come from what looks like four humans and two dwarves mining the ore here.

In this room, it is very difficult to cast spells, hear slight noises, or do anything that requires sound. At the GM's discretion, certain activities requiring concentration (casting any spell with a verbal component, the use of music ability by a bard, or turning of undead) may be more difficult here than elsewhere in the mines. All attempts to Hear Noise are at a -20% penalty while in this room.

The door in this room locks itself when it closes. The lock is fully accessible from inside the room.

The six zombies (four human and two dwarves) do not notice the characters unless the PCs attack first. Once attacked, the zombies cease digging and engage the intruders. These zombies pursue the characters, but will not abandon this level.

Human zombies (4): AC 8, HD 2, HP 10 (x2), 12 (x2), see full stats above.

Dwarf zombies (new monster) (2): AC 8, Movement 6", HD 2, HP 10 (x2), No. of Attacks, 1, Damage/Attack 1-8, Special Attacks/Special Defenses Nil, MR *hold, charm, sleep* and *cold*-based attacks have no effect, Intelligence non-, Alignment NE, Size S.

Area 3-4 – Office and Quarters of Narzy Hilspek: There are two ways to enter this room. The first is by way of the mining carts that come through the open hole in the south wall. The second is by way of the locked door in the southern wall, which can be forced open. Once the door opens, read or paraphrase the following:

This 40-foot by 50-foot chamber is filled with the walking dead. Of the six walking corpses in the room, four appear to have once been human miners, and the other two appear to have been dwarves. These undead are shoveling rocks and ore into a mining cart located on the tracks that run south through the hole in the wall.

A single desk and a cot take up the northeastern corner of the room. A small human man sits behind the desk, spectacles perched on the tip of his nose. He looks up at your entrance.

"So, I have visitors. You must indeed be stalwart adventurers for making it this far through Lawrence's bandits and lycanthropes. That is of little consequence to me, but I am prepared to make you an offer that may save your lives. You see, if I am to battle with you, and you destroy my zombies," he nods towards the five walking dead near the south wall, "I will have no one to dig out the rich veins of ore here. That would definitely be troublesome in my business dealings."

The man gets up from behind the desk and cracks his dirty knuckles, smiling broadly. "I offer you this: give me all of your magic items, spell books, and spell components. In exchange for these, I will allow you to continue on with your quest to rid these mines of the vermin infesting them. Are we agreed?"

Narzy is the NPC offering the characters the bargain. He is lying through his teeth. He has no intention of letting the party go free. In fact, he wishes to take those that look strong and give them shovels and picks to go mine ore just like his undead followers.

Narzy waits until the characters have come to an agreement as to what they wish to do. He is confident and believes he is in charge of the situation. If they have doubts, but look like they are about to agree, he allays any fears they may have and continues to reinforce the business aspect of his operation, and how important it is to him.

After negotiations have either been completed or gone sour, Narzy smiles at the characters and orders his zombies to attack. 1d4 zombies arrive five rounds later to join the battle, unless Narzy is killed before then.

Tactics: On the first round of combat, Narzy commands his zombies to attack the party, and then mentally summons other zombies from nearby rooms to come to his aid. In the second round Narzy casts *mirror image* on himself, and then casts *magic missile* on the strongest-looking magic user in the third round. He continues to use his spells until he is all out, or until he is drawn

into melee, in which case, he uses his magic pick. The zombies continue to attack until they are destroyed, the party is dead, or Narzy is killed. If Narzy is killed, all of the undead on this level of the mine fall to pieces.

If all of Narzy's zombies are defeated and he himself has been reduced to 15 hit points or less, he attempts to escape and warn Lawrence.

Human zombies (4): AC 8, HD 2, HP 10 (x2), 12 (x2), see full stats above.

Dwarf zombies (2): AC 8, HD 2, HP 14 (x2), see full stats above.

Narzy Hilspek, male human CI5/MU6: AC 6, Movement 12", HD 5d8+1d4, HP 28 (Con bonus of +1/level), No. of Attacks 1, Damage/Attack 2-7+1 (+1 pick), Special Attacks Spell ability, Special Defenses Nil, MR Standard, Intelligence Above average, Alignment LE, Size M.

Possessions: +2 leather armor, +1 pick, spellbook, magic user scroll (caster level 2; *charm person, protection from good*), magic user scroll (caster level 3; *reduce (reverse of enlarge), web*), magic user scroll (caster level 4; *polymorph self, wall of fire*), and miscellaneous coins.

Cleric Spells Prepared (can cast 3/3/1 spells per level per day): 1st level – *curse, cause light wounds, cause fear*; 2nd level – *hold person, spiritual hammer* (x2); 3rd level – *animate dead*.

Magic User Spells Prepared (can memorize 4/2/2 spells per level per day): 1st level – *magic missile* (x3), *protection from good*; 2nd level – *mirror image, web*; 3rd level – *fireball, hold person*.

Magic User Spells Known: 1st level - *burning hands, dancing lights, detect magic, light, magic missile, protection from good, read magic*; 2nd level – *detect good, invisibility, mirror image, web*; 3rd level – *dispel magic, fireball, hold person*.

Area 3-5 – Zombie Workroom/The Way Down: Read or paraphrase the following:

This 40-foot by 30-foot room seems to be made up of broken rocks and unassembled body parts. A large metal grate imbedded in the floor near the east wall rests open. Beyond the grate is a ventilation shaft, with a metal ladder descending into darkness.

There are enough body parts lying on the floor to create six zombies. The ventilation shaft leads down to Area 4-1, and the grate has the same characteristics as the grate located in Area 1-18.



Abandoned Gannu Silver Mine, Level 4

All halls are 10 feet wide and 9 feet high and made of rough stone. Rooms on this level are 9 feet high where the ceiling meets the walls, and 12 to 15 feet high in the center of the room. Each wall on this level is considered to be unworked stone (5 feet thick), and all doors are considered to be simple wooden doors (locked) unless otherwise noted in the room text.

Wandering Monsters

There is a 15% chance (1-3 on a d20) per half hour that the characters will experience a random encounter while adventuring this level. This chance is increased by +5% if the characters are not being cautious or are making noise, and increased by +10% if they are causing loud noises. If an encounter is called for, roll 1d6 and consult the following table.

1d6 Roll	Encounter
1-3	2 wererat bandits
4-5	6 ogre zombies
6	3 wererat bandits

The following statistics blocks are provided for easy reference.

Wererat bandits (2) (human form): AC 9, HD 1, HP 7, 9, see full stats above.

Wererat bandits (2) (giant rat form): AC 9, HD 1, HP 7, 9, see full stats above.

Wererat bandits (2) (rat-man form): AC 6, HD 1, HP 7, 9, see full stats above

Ogre zombies (6): AC 8, HD 4+1, HP 18 (x2), 19 (x2), 20 (x2), see full stats above.

Areas of the Map

Area 4-1 – The Way Up/Guardroom: Read or paraphrase the following:

This 30-foot by 40-foot room connects to the room above by the ventilation shaft, and is accessed by the ladder attached to the north wall. Lanterns cast some light about the room. Two filthy, grimy bandits sit playing cards. Their weapons, spears and short swords, rest on the floor at their feet.

This room is connected to Area 3-5 by the ventilation shaft that exits the ceiling, and is accessed by the ladder descending from Area 3-5 through the ceiling.

Tactics: The guards here do not expect anyone to come down the ladder. Accordingly, they take one round to gather their spears and change into rat-man form. The wererats are not frightened of the characters, only surprised at their sudden appearance. They are not subject to a morale check.

Wererat bandits (2) (human form): AC 9, HD 1, HP 7, 9, see full stats above.

Wererat bandits (2) (giant rat form): AC 9, HD 1, HP 7, 9, see full stats above.

Wererat bandits (2) (rat-man form): AC 6, HD 1, HP 7, 9, see full stats above.

Area 4-2 – The Ancient Sleeping Evil: Finding the secret, locked door to this room is a very difficult task, requiring the PCs to find the door itself, and also to find the hidden door latch. If the characters have discovered the hidden map fragment, they are granted a +1 bonus on the die roll to find the secret door (but not the latch).

Once the door and latch have been found, the lock must also be considered. Once the thick stone door is unlocked and opened, read or paraphrase the following:

The secret door swings slowly open on silent hinges to reveal a 30-foot by 40-foot room. This room contains only a small pedestal made of stone that stands near the north wall and the clay urn that rests on it.

If the characters have been able to find the pieces of journal entries and warning messages left by the miners and clergy who locked away the ancient evil many decades ago, they will come to understand that this room is where the evil was locked away. The clay urn is a fragile piece of pottery (see below). Around the top of the urn are religious symbols and magic sigils. A *read magic* or *comprehend languages* spell reveals that these writings and marks are for binding evil into the object.

The urn and the pedestal are trapped with a pressure plate that is triggered if the urn is moved. Once activated, the secret door slams shut and locks itself. If a character is in the doorway when the door closes, he will take 4d8 HP of damage.

If the urn is broken or opened, read or paraphrase the following:

In an explosion of fog and mist, the urn breaks apart, sending shards in every direction. Slowly the room begins to fill with a gray fog that clings to the floor of the room. After the fog seems to have stopped pouring from the broken urn, it begins to turn back on itself in a rush, creating a great column. This column slowly begins to take the form of a beautiful woman with a longsword at her hip. She stretches and smiles at you.

Serrenna was trapped in gaseous form in the urn. Now that she has been released, she wastes no time in reclaiming the world, beginning with the characters that have set her free. She uses her *charm person* ability on each of them in turn, ignoring any attempts to cause her harm. She attacks any characters that do

not fall under her *charm person*, attempting to drain all life energy from them and turn them into new vampires that will do her bidding.

Game Master's Note: Serrenna does not know of the wererats or of Lawrence Gannu. If the characters apprise her of them, she might be tempted to forge a temporary alliance with the characters to rid the abandoned mine of these intruders. (She will raise these creatures as vampires under her control later). She also does not know of the magic portal in Area 4-13. If she is given access to this portal, she leaves the silver mine to implement her scheme elsewhere.

Serrenna Valuois, female human vampire MU5: AC 1, Move 12"/18", HD 5+3, Hit Points 38, No. of Attacks 1, Damage/Attack 5-10, Special Attacks *Energy drain* (drains 2 levels), magic user spell use, Special Defenses +1 or better weapons to hit, *regenerate* 3 HP per round, MR *sleep, charm* and *hold* spells have no effect, not affected by poison or paralysis, only takes half damage from *cold*- and *electricity*-based magic, Intelligence Exceptional, Alignment CE, Size M. Str 18, Int 17, Wis 16, Dex 17, Con —, Cha 18.

Languages Known: Common, Draconic, Dwarven, Elven, Gnome, and Sylvan.

Possessions: +1 dagger, +1 staff, wand of color spray (new magic item: 12 charges, caster level 3 – see Appendix 2), potion of *ESP*, potion of *flying*, magic user scroll (caster level 1; *spider climb*), magic user scroll (caster level 3; *lightening bolt, protection from normal missiles, monster summoning I*).

Magic User Spells Prepared (can memorize 4/2/1 spells by level per day): 1st Level – *magic missile* (x2), *protection from good, spider climb*; 2nd Level – *mirror image, web*; 3rd Level – *dispel magic*.

Magic User Spells Known: 1st level – *feather fall, light, magic missile, protection from good, read magic, shield, spider climb*; 2nd level – *knock, mirror image, web*; 3rd level – *dispel magic, fireball, flame arrow, suggestion*.

Area 4-3 – Common Room: Read or paraphrase the following:

This 40-foot by 50-foot room appears to be a common meeting room. Numerous soiled cloth pillows lie scattered on the floor.

There is nothing of value in this room.

Area 4-4 – Private Barracks #1: Read or paraphrase the following:

This 40-foot by 30-foot room contains only a single straw cot and its sleeping occupant. The bandit, a human, is snoring and snorting in his restless sleep, wrestling with his pillows.

This human wererat is suffering from the final stages of lycanthropy. His sleep is very light, and his breathing is irregular.



Wererat bandit (human form): AC 9, HD 1, HP 8, see full stats above.

Wererat bandit (giant rat form): AC 9, HD 1, HP 8, see full stats above.

Wererat bandit (rat-man form): AC 6, HD 1, HP 8, see full stats above

Area 4-5 – Private Barracks #2: Read or paraphrase the following:

The sounds of snoring echo off the walls of this 30-foot by 40-foot room. A single straw cot and chest of clothes are this room's only furnishings. A sleeping bandit lies on the cot; an unsheathed longsword near his dangling hand. A steel breastplate sits on the floor nearby.

This mighty wererat bandit is the only one that has been injured while raiding the silver caravans. A young nobleman from the south that was guarding the caravan had a silver longsword that wounded this wererat a few days ago. He has just finished recovering from the ordeal, and is now sleeping off the effects of the *healing potions* and herbs that the clergy prescribed for him.

He is in a deep sleep and will only be awoken by loud noises or if he is attacked.

Wererat bandit (human form): AC 9, HD 1, HP 7, see full stats above.

Wererat bandit (giant rat form): AC 9, HD 1, HP 7, see full stats above.

Wererat bandit (rat-man form): AC 6, HD 1, HP 7, see full stats above.

Area 4-6 – Private Barracks #3: Read or paraphrase the following:

This 30-foot by 40-foot room appears to be a private bedroom. A single straw cot, a chest of clothes, a small table, and two small chairs are this room's only furnishings. A short humanoid sits at the table, throwing dice with a cup. He looks up at you with a large grin.

"Seems that I have meself some visitors. Pity that I have to kill ye before I get to dice away your money," he says as he pulls out a beautiful axe and attacks.

This is one of Lawrence's wererat bandits. This wererat has committed a number of raids on behalf of Lawrence and his group. He wields an intricately wrought handaxe that he got from a raid a few weeks ago. The dice he owns are made of bone, and are loaded to always roll two 6s.

Tactics: This bandit's main objective is to subdue any intruders so they can be taken to Lawrence for conversion into wererats. Failing this, he attacks any spellcasters until they are dead. This wererat has sworn his life to Lawrence and is not susceptible to breaking morale.

Wererat bandit (human form): AC 9, HD 1, HP 9, see full stats above.

Wererat bandit (giant rat form): AC 9, HD 1, HP 9, see full stats above.

Wererat bandit (rat-man form): AC 6, HD 1, HP 9, see full stats above

Area 4-7 – Laboratory: Read or paraphrase the following:

Upon entering this 40-foot by 40-foot room, the smells of burning sage and death assault your senses. Thick clouds of black smoke hang in the still air over burning candles and bubbling flasks of colored liquids. A potion shelf on the north wall contains nearly every type of spell component imaginable in small glass jars. A bespectacled, human magic user looks down a length of thin wood at you when you open the door.

"Shoo! Hogah has no time for you to muddle with. Be gone!"

This is the workroom and laboratory of the magic user Hogah. He is in the middle of experimenting with a magic wand and does not want to be disturbed by anyone. If PCs leave quietly, Hogah goes back to work; if they do not, he attacks.

Other than the spell components and Hogah's personal belongings, there is nothing of value in this room.

Tactics: Hogah enjoys throwing spells at his opponents, but his current spell arsenal is not designed for that. He casts a *lightning bolt* at the party on the first round. On the second round, he uses the *lightning bolt* scroll

that is near him on a workbench.

Hogah, human male MU5: AC 5, Move 12", HD 5d4, Hit Points 17, No. of Attacks 1, Damage/Attack 1-3 (dagger), Special Attacks/Special Defenses Spell use, MR Standard, Intelligence Average, Alignment NE, Size M, Str 11, Int 14, Wis 10, Dex 17, Con 14, Cha 7.

Possessions: Dagger, +2 amulet of protection, magic user scroll (caster level 1; *magic missile*), magic user scroll (caster level 5; *lightning bolt*), spellbook (contains spells listed below).

Magic User Spells Prepared (can memorize 4/2/1 spells by level per day): 1st Level – *identify*, *magic missile*, *read magic*, *sleep*; 2nd Level – *locate object*, *mirror image*; 3rd Level – *lightening bolt*.

Magic User Spells Known: 1st level - *comprehend languages*, *dancing lights*, *detect magic*, *identify*, *light*, *magic missile*, *read magic*, *sleep*, *write*; 2nd level – *invisibility*, *knock*, *locate object*, *mirror image*; 3rd level – *dispel magic*, *haste*, *lightening bolt*.

Area 4-8 – Private Barracks #4: Read or paraphrase the following:

This 40-foot by 30-foot room contains two sleeping cots, both occupied by sleeping humanoids. At the foot of each cot is an open chest filled with old cloaks and clothes.

These two sleeping humanoids are two of Lawrence's wererat bandits. The chests contain only the bandits' worn and dirty clothes. There is nothing else of value in this room.

Wererat bandits (2) (human form): AC 9, HD 1, HP 7, 9, see full stats above.

Wererat bandits (2) (giant rat form): AC 9, HD 1, HP 7, 9, see full stats above.

Wererat bandits (2) (rat-man form): AC 6, HD 1, HP 7, 9, see full stats above.

Area 4-9 – Common Room: Read or paraphrase the following:

This 40-foot by 40-foot room appears to be a sitting room. Mats have been spread out on the floor to offer some comfort to those sitting on the hard stone, and they seem to be aligned to look towards the center of the room. Four large rats look up from their meal of scraps to glare at your entrance.

This is where Lawrence goes to play his flute for his minions. The room is currently empty, except for the four giant rats. These rats do not attack the characters unless provoked. There is nothing of value in this room.

Giant rats (4): AC 7, HD 1-4 Hit Points, see full stats above.

Area 4-10 – Lawrence’s Audience Hall: In order to get into Lawrence’s audience chamber, the characters must first either find the secret door in the north wall, or bypass the locked south door. Once one of these doors has been opened, read or paraphrase the following:

A haunting flute tune is the first indication that you have reached a strange area within this abandoned mine. The music fills the 50-foot by 50-foot room to brimming with its soulful melody of loss. Against the west wall, facing six rows of small benches, is a single raised dais with a throne. On the dais sits a tall, black-haired human male in his early twenties. He wears two feathers in his braided hair, and has an unsheathed rapier near at hand. His legs are kicked over the arm of the throne, and his head is tipped back in concentration as he plays a flute. He stops his sad song long enough to scratch the heads of four large, black rats with glowing, yellow eyes.

“So, you have discovered my lair,” says the man. “This is not good. You realize that people like yourselves are the reason I am the way I am? You don’t? Pity. I am Lawrence Gannu, owner of this mine and all that is within it. You are trespassing in my home. Leave now before this becomes your tomb!”

Characters who visited the *Silver Cup Inn* in Silverton may recognize Lawrence as the bard who performs there. The four giant rats accompanying Lawrence were gifts from the dark rat gods. If the characters move to attack Lawrence, his rats intercede as Lawrence prepares for battle.

Tactics: Lawrence is a crafty warrior. His rats move to attack magic users and clerics when combat starts. Lawrence winds his *pipes of the sewers* first, attempting to summon other rats, then draws his rapier and enters melee. Lawrence does not flee from the battle under any circumstances. His rats cannot be controlled by anyone other than Lawrence.

Lawrence Gannu, male human wererat Ftr5, Th6, Brd3 (human form): AC 6, Move 12", HD 5d10+1d6+3d6, Hit Points 37, No. of Attacks 1, Damage/Attack by weapon 1-6+2 (+2 rapier), Special Attacks Spell use, Special Defenses Only hit by silver or +1 or better weapons, MR Standard, Intelligence Average, Alignment NE, Size M, Str 15, Int 12, Wis 16, Dex 18, Con 12, Cha 18.

Possessions: +2 rapier, pipes of the sewers, and miscellaneous coins.

Druid Spells Prepared (can memorize 5/3 spells per level per day, as adjusted for Wisdom): 1st level – *entangle* (x3), *speak with animals* (x2); 2nd level – *charm person, cure light wounds, warp wood*.

Lawrence Gannu, male human wererat Ftr5, Th6, Brd3 (giant rat form): AC 7, Move 12"/6", HD 5d10+1d6+3d6, Hit Points 37, No. of Attacks 1,

Damage/Attack 1-3, Special Attacks *Disease*, Special Defenses only hit by +1 or better magic weapons or silver weapons, MR Standard, Intelligence Semi-, Alignment NE, Size S.

Lawrence Gannu, male human wererat Ftr5, Th6, Brd3 (rat-man form): AC 6 (gains the benefit of a 18 Dex in rat-man form), Move 12", HD 5d10+1d6+3d6, Hit Points 37, No. of Attacks 1, Damage/Attack by weapon 1-6+2 (+2 rapier), or 1-3 each (2 claws) plus 1-6 (bite), Special Attacks *Disease*, Special Defenses Only hit by silver or +1 or better weapons, MR Standard, Intelligence Average, Alignment NE, Size M, Str 15, Int 12, Wis 16, Dex 18, Con 12, Cha 18.

Possessions: +2 rapier, pipes of the sewers, and miscellaneous coins.

Giant rats (4): AC 7, HP 4 (x4), see full stats above.

Area 4-11 – Lawrence’s Bed Chamber: There are two doors that enter this room, one in the east wall and one in the north wall. Neither door is locked. When the room is entered, read or paraphrase the following:

A four-posted bed rests in the center of this 40-foot by 40-foot room. Bookshelves cover the four walls, each packed with books of different sizes and colors. The bed is covered in a large, red down comforter.

Lawrence is an avid reader of all types of books, but history and music are his passions. The entire collection of books would be worth over 2,000 gold pieces to a collector.

Among the volumes of books is the Gannu family history, penned by Lawrence. To find this one volume, a character must search the entire room, an exercise that would surely take hours. The book contains all of the information in the “Background Story” portion of this module.

Area 4-12 – Treasure Room of the Rat King: There are two entrances to this room, the locked door coming from the corridor from Lawrence’s bedchamber, and the secret door that comes from the winding outer hallway. Read or paraphrase the following when either door is opened:

This 40-foot by 50-foot chamber contains four large stone coffers and three wooden crates. Each of the coffers has a heavy stone lid and a round mechanism that appears to unlock and open it. The crates have either blue or red writing on their sides. On the crates with red writing are the words, “Archbridge Mining Guild,” while on the crates with blue writing are the words, “Soulgrave Silver Coalition.”

These crates are from the Archbridge Mining and Soulgrave Silver Coalition shipments, stolen from numerous caravans over the course of many weeks. Each crate contains 1,500 gold pieces worth of silver ore, is made of stout wood, and weighs 600 pounds.

The stone coffers are all locked and trapped. Each coffer has a different trap to protect the personal treasure of Lawrence Gannu. Consult the table below for the coffers:

Coffer	Trap	Contents
1	Arrow Trap	200 gold pieces
2	Spear Trap	+1 mace, 50 gold pieces
3	Hail of Needles	6 healing potions
4	Scything Blade	magic user scroll: <i>blink, dispel magic, flame arrow, monster summoning I</i> , (magic user level 5); magic user scroll: <i>animate dead, cone of cold, monster summoning III, teleport</i> (magic user level 7)

Arrow Trap: Does 1d6 HP of damage, attack as a 3 HD monster.

Spear Trap: Does 1d8 HP of damage, attack as a 4 HD monster.

Hail of Needles Trap: Does 3x1-3 HP of damage, attack as a 4 HD monster.

Scything Blade Trap: Does 1d12 HP of damage, attack as a 2 HD monster.

Area 4-13 – The Secret Tomb of the Gannu Family:

The entrance to this hidden chamber is a secret door. The door is not trapped, and it is easily opened once found. Read or paraphrase the following once the door is opened:

The door to this 50-foot by 50-foot chamber slides silently to the left, to disappear into the wall. Four

carved wooden coffins rest along the walls of the room, devoid of any dust. A 10-foot diameter glowing circle of blue-white light takes up the center of the room. Motes and small arcs of energy jump and dance from the circle's circumference.

These are the coffins of Lawrence's family members. He has transported their remains from their resting places to this secret tomb to prevent his enemies from using his family members against him somehow. Each coffin has a name carved into the lid. The names on the lids are Jasper (his grandfather), Elizabeth (his grandmother), Aaron (his father), and Courtney (his mother).

The circle of light inscribed into the center of the room's floor is a magic portal that can be used to teleport to the nearest large city of the GM's choice (this could scatter the entire party). Lawrence thought that opening this portal would allow the spirits of his dead relatives to come back to their bodies, so that they could live once again. Only Lawrence knows of this room, and he will tell no one of its existence.

Conclusion

With the destruction of Lawrence Gannu and his band of bandits and wererats, the town of Silverton is once again safe to continue its mining operations. The recovered silver shipments will repair the town's economy, and Silverton will forever be in your debt.

The End

Experience Point Rewards

At the discretion of the GM, objectives-based experience may be awarded for this adventure, in addition to combat- and treasure-based experience. However, the GM should be aware that there is a sufficient number of combat encounters and treasure in this adventure, which should propel the PCs along in their adventuring careers rather well. In fact, if experience points are awarded according the 1E **DMG**, and the party doesn't bypass significant portions of the adventure, the PCs should easily reach 3rd level by the time this adventure is concluded. In some cases, depending upon party size and composition, some PCs might even reach 4th or 5th level before reaching the end. And that's a good thing, because the follow-up adventures are considerably more challenging, and likewise more rewarding.



Dungeon Crawl Classics

The Scourge of Silverton

By Jon Hershberger

AN ADVENTURE FOR CHARACTER LEVELS 3-4



Introduction

The Scourge of Silverton is designed for four to six characters of 3rd to 4th level, with a total of 12-20 total character levels between party members. While the characters can be of any class, a well-rounded party comprised of at least one each of the primary PC classes will be best suited for this adventure. See the “Scaling Information” section for ways to tailor this adventure to your group.

The Scourge of Silverton is a short adventure that ideally will be played as a bridging adventure, drawing characters that have completed *Idylls of the Rat King* back to the Silverton area for more adventure, and setting up the story that continues in *The Revenge of the Rat King*.

Adventure Summary

With the wicked plans of Lawrence Gannu derailed and the wererat himself defeated, life in the small mining town of Silverton is returning to normal. Silver is once again flowing from the local silver mines, and the residents and shopkeepers of Silverton are glad the miners are back to work. But word of Lawrence Gannu’s demise has spread

far and wide, and with this news comes a new threat to the safety of Silverton.

A new enemy arrives in the area and shows that he is of a similar stripe to that of Lawrence Gannu and his father. The new threat to Silverton has taken up temporary residence in the abandoned, but once quite prosperous Devereaux Silver Mine, and from there, launches his foul plans. As the noose is tightened around the throat of Silverton, a plea for help goes out to the heroes that defeated Lawrence Gannu. The heroes are summoned to Silverton to put down this new threat. Upon the heroes’ return, they are led to the Devereaux Silver Mine, where they must negotiate their way past numerous dangerous traps set by their new nemesis, fight their way through the followers of their new and unknown foe, and attempt to defeat this new adversary while returning hostages to their families and friends in Silverton.

Of course, there’s more to this adventure than meets the eye. For while the party’s new adversary genuinely desires to defeat the heroes in Silverton, he is really just baiting them for the surprise that awaits them in Soulgrave in *Revenge of the Rat King*.

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter.

Loc	Pg	Type	Encounter
1-1	28	C/T	5 Humans Asn2
1-2	28	T	3 Spring-loaded pick traps
1-3	29	C	4 Humans Asn2
1-5	29	T	6 Dart traps
1-7	30	C	8 Human bandits 4 dire wolves (worgs)
		T	Collapsing beam trap
1-8	30	T	4 Arrow traps
1-9	31	C	5 Human bandits 1 Human bandit leader Ftr3
		T	Collapsing beam trap
1-10	31	T	6 Dart traps
1-11	31	C	5 Humans Asn2 Marcus Gannu, male wererat Cedric, human Cl3/MU2

Scaling Information

The Scourge of Silverton is designed for four to six characters of 3rd to 4th level, with a total of 12-20 total character levels between party members. However, it can be easily modified for parties of different sizes or levels. Consider the following suggestions:

Weaker parties (3 or fewer characters, or lower than 3rd level): Reduce the damage done by the various traps by half, or reduce the specific dice used to determine that damage (i.e. if the trap calls for 1d6 HP of damage, substitute 1d6/2 or 1d4 for the damage roll); reduce the number of assailants in the Deveraux Silver Mine by 1 or 2 for each encounter area.

Stronger parties (7 or more characters, or higher than 4th level): Increase the damage done by the various traps by 50-100%, or increase the specific dice used to determine that damage (i.e. if the trap calls for 1d6 HP of damage, substitute 1d6+3, 2d6 or 1d8 for the damage roll); increase the number of the assailants in the Deveraux Silver Mine by 1 or 2 for each encounter area.

Getting the Players Involved

If the PCs have played *Idylls of the Rat King*, the driving figure in this adventure will be out for revenge, attempting to lure the characters back to the Silverton area, and then ultimately to Soulgrave for a final showdown with Aaron Gannu, the Rat King. If the PCs haven't played through *Idylls of the Rat King*, this adventure is designed to present a real threat to Silverton. Good characters should have a difficult time turning down a request for aid from the residents of Silverton.

The following adventure hook may be used to draw the characters into the action in one of the abandoned mines near Silverton.

Marcus Gannu, half-brother of Lawrence, long thought to be dead, resurfaces when the news of his brother's untimely death reaches him in some distant hive of scum and villainy. Seeking both the revenge for the murder of his half-brother and his share of the family's lost silver-derived wealth, Marcus and his small band of cohorts make the journey to the region and seek out Marcus' father. Using his father's unsavory connections, Marcus lines up some serious muscle, and then proceeds to Silverton. Once there, he sets up his operations in the abandoned Deveraux Silver Mine and begins snatching hostages from Silverton. Marcus and his band of followers set up a series of traps designed to force the party to draw heavily upon their limited resources and wear them down physically. If need be, Marcus himself might send a pleading to the heroes of Silverton for help, thus hopefully ensuring their return to the area. If things appear to go badly for Marcus during the final battle with the characters, Marcus and his higher-level cronies will flee the mine, heading straight for Soulgrave, where Aaron is constructing his dungeon trap.

Background Story

Aaron Gannu sired numerous children among the riff-raff that called Soulgrave home. Most of his offspring never left the city of their birth, and many never saw adulthood while living in the city's sewers. Whether from infighting between the groups in the sewers, battling with the surface-dwelling residents, or simply dying off due to starvation or disease, Aaron's progeny had not fared well at all.

The acknowledged exception to all of this misery and death, of course, was his favored son Lawrence. There was another son, Marcus, who would have followed in his father's footsteps had he been given the chance, but as fate would have it, Lawrence garnered all of his father's attention. Marcus was Aaron's son, as much a son as one could be, but he had the misfortune of being born after Lawrence. As such, Marcus was treated little better than a manservant in the Gannu household.

To his credit, Marcus never held it against either his father or his half-brother Lawrence for his treatment at their hands. He was never one to begrudge his lot in life, and upon

reaching adulthood, Marcus set out on the road seeking his own destiny. Above all else, Marcus is a survivor, but the blood running through his veins is as wretched as that of any other Gannu wererat.

GM Tips

Whereas *Idylls of the Rat King* is a typical dungeon crawl, and *Revenge of the Rat King* is a thinking player's dungeon, *The Scourge of Silverton* is an adventure that is more akin to a game of cat-and-mouse. The PCs will be sent through the now abandoned Deveraux Silver Mine on a big goose chase in a futile attempt to recover hostages supposedly being held by their captors in the mine.

What the PCs don't know – and won't learn until the end of the adventure – is that Marcus' hostages have already been taken to Silverton to be sold into the slave trade. The cat-and-mouse game that is being played out in the Deveraux Silver Mine is being used to test the overall strength of the party, and cause them to burn their limited resources. Aaron Gannu has a real interest in ensuring that the dungeon trap he has waiting for the PCs isn't too deadly or too easy, and any information about the heroes' collective strength that can be gathered will be useful to that end.

In terms of timing for the three Rat King adventures, with the premise of the third adventure being that Aaron Gannu has adequate time to construct a deadly trap-laden dungeon within the sewers of Soulgrave, it is suggested that there would be six months to a year between the completion of the first adventure and the start of the third adventure. The second adventure was written to allow the GM flexibility in this area. The GM can orchestrate a few side quests before luring the PCs back to Silverton for this adventure, or the party may proceed into *The Scourge of Silverton* within a few short months of defeating Lawrence Gannu.

Character Death

PCs that die in this adventure, and are left behind by their companions during combat, will undoubtedly be taken into custody. Slain PCs will be raised by some well-established evil ally in the area, and then taken straight to Soulgrave and the waiting clutches of the Rat King himself. Their ultimate fate rests upon the strength, persistence, and courage of their companions.

Player Beginning

Upon the party's arrival in Silverton, they should be directed to the Deveraux Silver Mine west of Silverton. To do this, someone from Silverton should provide a ransom note to the characters. The note demands a campaign-appropriate ransom be brought to the entrance of the Deveraux Silver Mine and given to the guards there. The guards will direct the characters to the appropriate area of the mine where the hostages are supposedly being held. A ransom of 500 – 1,000 gold pieces is probably not unreasonable, and a much higher ransom may be appropriate.

Once the players make their way to the general area of the Deveraux Silver Mine, read the following:

The rugged trail you're following is long overgrown with disuse, though very recent passage becomes obvious upon closer inspection of the surroundings. The signs of use are very faint, but they are there all the same.

As the trail crisscrosses a small stream and moves up into the mountains, the air becomes cooler, and the sounds more distant. As you make your way higher and higher along the trail, the gaping mouth of a cave becomes visible above you.

The trail ends at the cave's entrance. To either side of the entrance sit huge piles of earth, rock, and debris from the abandoned mine; now overgrown with vegetation and wildflowers. Off to the left of the entrance you see a wrecked sluice trough and numerous broken supports.

The iron rails of a narrow-gauge track can be seen exiting the mine through the six-foot mountainside opening. And just inside the entrance, darkness...



Encounter Area 1: The Deveraux Silver Mine, Level 1

The mineshafts of the Deveraux Silver Mine are of roughly constructed and shored-up with heavy timber beams. The walls are 6 to 8 feet apart and the ceiling is 6 feet high. The floors are tightly compacted soil, and the air is cool and dry. Running down the center of the floor of many of the mineshafts is a narrow-gauge iron rail, once used for mining carts hauling silver ore.

Wandering Monsters

Due to the nature of this adventure, there are no wandering humanoids to be encountered randomly. Each encounter with one or more of the new inhabitants is designed to test the party's mettle.

However, there may be, on occasion, an encounter with a mountain-dwelling creature that was here long before Marcus arrived. There is a 15% chance per half hour that the characters will experience a random encounter while adventuring in these mines. This chance is increased by +5% if the characters are not being cautious or are making noise, and increased by +10% if they are causing loud noises. If an encounter is called for, roll 1d6 and consult the following table.

1d6 Roll	Encounter
1-3	Cave Bear
4	5 Ghouls
5	8 Giant Frogs
6	Xorn, lesser

The following statistics blocks are provided for easy reference.

Bear, Cave (1): AC 6, Move 12", HD 6+6, Hit Points 35, No. of Attacks 3, Damage/Attack 1-8/1-8/1-12, Special Attacks Hugs 2-16, Special Defenses Nil, MR Standard, Intelligence Semi, Alignment N, Size L.

Ghouls (5): AC 6, Move 9", HD 2, Hit Points 9 (x2), 10 (x2), 12, No. of Attacks 3, Damage/Attack 1-3/1-3/1-6, Special Attacks *Paralysis*, Special Defenses *Sleep* and *charm* have no effect, MR Standard, Intelligence Low, Alignment CE, Size M.

Frogs, Giant (8): AC 7, Move 3"// 9", HD 3, Hit Points 10, 13, 16 (x2), 17(x2), 18, 19, No. of Attacks 3, Damage/Attack 1-3/1-6/2-8, Special Attacks See **MM**, Special Defenses Nil, MR Standard, Intelligence Non-, Alignment N, Size M.

Xorn, lesser (new monster) (1): AC 1, Move 9", HD 5+5, Hit Points 34, No. of Attacks 4, Damage/Attack 1-3 (x3), 3-12, Special Attacks *Surprise* on 1-5, Special Defenses not harmed by *cold* or *fire*-based spells, electrical attacks do half-damage or no damage, MR Standard, Intelligence Average, Alignment N, Size M.

Areas of the Map

Area 1-1 – The Mine Entrance: As the PCs approach, read or paraphrase the following:

A pair of heavily armed guards steps out from the mine entrance towards the party. A third guard steps out of the darkness and into the mouth of the mine, but stays back, as if to observe the exchange.

"So, you're the heroes of Silverton," says the smaller guard with a slight sneer. "If you're here to make a trade, I'll have that gold you brought. Otherwise, move along."

In addition, there are two more guards lingering in the cover provided by the darkness of the mine's entrance. These assassins are armed with blowguns and poison darts (poison causes *paralysis* for 1d6 hours, save to negate). If things go badly at the entrance, the observing guard flees back into the mine to alert the mine's defenders. Meanwhile, the two hidden guards fire their blowguns at the party in an attempt to provide covering fire.

If the party turns over the ransom, the guards direct the party into the mine:

"There's only one mineshaft leading off from the mine's entrance. Take that shaft north, then take the first passage on the left and follow that shaft to the end of the line. You'll find your hostages there, in the heart of the mine. Don't try anything funny, either; if you do, the hostages will be dead before you ever find their bodies."

Human guards, Asn2 (5): AC 7, Move 12", HD 2, Hit Points 8 (x3), 10 (x2), No. of Attacks 1, Damage/Attack 1-6 (short sword) or 1-4 (dagger) or 1-3 plus poison (dart), Special Attacks/Special Defenses *Poison* use, MR Standard, Intelligence Average, Alignment NE, Size M

Possessions: Leather armor, short sword, dagger, shield, blowgun and 4 poison darts.

Area 1-2 – The First Bisecting Mineshaft: As the characters approach this area, read or paraphrase the following:

The mineshaft begins to widen out up ahead. From the small chamber's entrance you can see that the rail continues on to the north. Bisecting this small chamber is another mineshaft that runs east and west. The rail follows this crossing mineshaft, and in the center of the chamber is a roundabout.

To the sides of the chamber, away from the rails, are three piles of broken-down mining carts and what appears to be unsalvageable mining equipment.

There is nothing of value in this chamber. However, each of the three piles of mining equipment is trapped with a single-use, spring-loaded pick trap (causes

2d4 HP of damage). This trap is the first of Marcus' attempts to gauge the party's strength.

Area 1-3 – Devereaux Mining Office: The unlocked secret door to this room is well hidden in the rough mineshaft wall. There are always four of Marcus' men in here, guarding the group's temporary living quarters. If the secret password is not given before opening the door, the guards attack whoever enters the room.

When the PCs open the door, read the following:

The door opens to reveal a finished stone chamber that has been carved out of the native stonework. The room currently appears to be the living quarters of a group of some kind. Oil lanterns provide ample lighting to dispel the darkness. Four humans clad in dark leather armor and brandishing short swords charge the door as soon as they see you in the entrance.

Human guards, Asn2 (4): AC 7, Move 12", HD 2, Hit Points 8, 10 (x2), 11, see full stats above.

There are enough traveling bags and backpacks for a small army in here. Each bag contains 10-40 gp worth of coinage and small trinkets, but nothing to identify its owner.

Area 1-4 – The Narrows: In these areas of the silver mine, the mineshaft narrows to a width barely wide enough to pass through. These areas of the mine have been included to provide the GM with optional areas for expanding the silver mine's layout and extending the adventure in a variety of ways.

Read or paraphrase the following as the characters approach this area:

As you continue following this darkened mineshaft, you notice that the mining rail stopped some distance back. You also notice that the mineshaft is becoming narrower the farther you proceed in this direction.

Eventually, you come to a place where the mining apparently was halted for a lack of silver ore. The mineshaft may continue on beyond this point, but it doesn't appear that you can get beyond the narrow opening without considerable effort.

Area 1-5 – The Mother Lode: This area was the beginning of the richest vein of silver ore in the mine, and the vein stretched out to the north from here. The mineshaft was dug to follow the vein, thus the change in elevation and slight northwestern direction of the shaft. The mineshaft leading from Area 1-2 to this area rises 3 feet for every 10 feet, resulting in Area 1-5 being 18 to 20 feet higher in elevation than Area 1-2. This rising elevation continues up to a point just to the south of Area 1-9. Area 1-9, Area 1-11, and the passageway in between are at the highest elevation within the mine.

As the characters traverse from Area 1-2 to Area 1-5, paraphrase the following:

The western mineshaft begins to climb at a steady grade. Walking is more demanding here, but does not create any undue hindrances to the party. On the other hand, running would be more difficult, and would cause you to tire out much sooner.

As the characters approach this area, read or paraphrase the following:

The mineshaft begins to widen out up ahead. You can see that beyond the small chamber, the mineshaft turns to the north and continues on. The mining rail makes the turn and follows the mineshaft.

On the east side of the chamber are several stacks of heavy timber beams. The timbers appear to have never been used in the mine.

In the passageway between Area 1-5 and Area 1-7, Marcus' gang has set up a dart trap that fires 6 darts into the passageway. (Darts cause 1-3 HP of damage, attack as 4 HD monsters; darts have been dipped in poison, the effects of which are similar to those of a *slow* spell.)

As the PCs travel from Area 1-5 to Area 1-7, paraphrase the following:

The mineshaft continues to climb here, no doubt following the direction of the silver ore vein.

Area 1-6 – The Second Bisecting Mineshaft: As the characters approach this area, read or paraphrase the following:

The mineshaft begins to widen out again. You can see that the rail continues on. Bisecting the small chamber is another east-west mineshaft. The iron rail follows this crossing shaft, and in the center of the chamber is a roundabout for turning the mining cars around.

On the eastern side of the chamber is a large pile of earth, rocks, and cut tree roots. This pile is similar to the piles outside the mine's entrance.

On the near side of the chamber is a small, 3-foot hole in the mineshaft floor.

The small hole in the floor is an airshaft used to vent the second, lower level. Originally dug as an exploratory shaft to locate additional silver ore, this hole served no real purpose other than ventilation once the rich silver vein on the western edge of the mine was discovered. The current occupants use the hole as a latrine and general garbage dump.

If the PCs approach the hole, paraphrase the following:

Drifting up from this hole in the floor is a horrible stench that burns you nose and makes your eyes start to water. You offer a silent prayer in the hope that the hostages you came to rescue aren't being held in a place like this.



This room contains neither occupants nor anything of value.

The mineshaft leading from Area 1-6 to Area 1-7 rises 3 feet for every 10 feet, resulting in Area 1-7 being 18 to 20 feet higher in elevation than Area 1-6.

If the characters traverse from Area 1-6 to Area 1-7, paraphrase the following:

The western mineshaft begins to climb here, making the going a bit more difficult. Running up this mild grade would be possible, but you hope that it doesn't become necessary anytime soon.

Area 1-7 – Lift Station One: This area is one of the two main chambers in the mine because of its proximity to the rich silver vein, and because of the mechanical lift that was added here when the mine expanded deeper into the mountain. As such, this is one of two areas with access to the lower level of the mine. The manual lift is large enough to carry a mining cart and a couple of miners. There are manual lift cranks on both levels of the mine, as well as on the lift itself. The lift employs a massive stone counterbalance, which is hidden from view in a cavity within the chamber wall, and makes raising or lowering the lift a simple task. Unfortunately, all the lifts in the mine are no longer operational.

This area also has an air vent shaft opening on the lower level.

As the PCs approach this area, read or paraphrase the following:

The mineshaft widens out into a rough-walled chamber, and then resumes its northern direction, still climbing up. Another mineshaft intersects this area from the east. The mining rails are interconnected in the center of the chamber.

Near the southern wall of the chamber is a small, darkened hole in the floor.

In the northeastern corner of this chamber's floor is a large shaft that was probably used to transport mining carts and miners to the lower level of the mine. To the side of the roughly 6-foot-square shaft is a pile of mining equipment, cabling, and a dilapidated lift cart.

This area is guarded by two groups of four bandits that work for Marcus. One group will defend the northern passageway; the other group will fight from the passageway to Area 1-6. Marcus' directions to these bandits are to engage the heroes, fight for several rounds, and then retreat and regroup in Area 1-11.

The bandits in this area also have a pack of semi-trained dire wolves, or worgs, which they set against the party as they make their retreat towards Area 1-11.

The passageway between Area 1-7 and Area 1-9 continues to rise 3 feet for every 10 feet, resulting in Area 1-9 being 15 to 20 feet higher in elevation than Area 1-7. This portion of the mineshaft has been rigged with a collapsing timber beam trap (causes 2d6 HP of damage; save versus *paralyzation* to avoid). The collapsing beams will not trigger a cave-in of the mineshaft.

Human bandits (8): AC 6, Move 12", Hit Dice 2, Hit Points 9, 10 (x3), 11 (x3), 12, No. of Attacks 1, Damage/Attack 1-6 (short sword) or 1-4 (dagger), Special Attacks/Special Defenses Nil, MR Standard, Intelligence Average, Alignment LE, Size M.

Possessions: Leather armor, short sword, dagger, and shield.

Dire wolves (worgs) (4): AC 6, Move 18", Hit Dice 3+3, Hit Points 17 (x4), No. of Attacks 1, Damage per Attack 2-8, Special Attacks/Special Defenses Nil, MR Standard, Intelligence Semi-, Alignment NE, Size L.

Area 1-8 – The Third Bisecting Mineshaft: As the characters approach this area, read or paraphrase the following:

The mineshaft gives way to a small rough-hewed chamber. From the chamber's entrance you can see the mining rail continue on to the north. Another east-west mineshaft cuts across the main mineshaft at this point, and a crossing rail passes through the chamber. In the center of the chamber is a roundabout.

On the far side of the chamber is a small hole in the floor of the mineshaft.

The small hole in the floor is 3 feet in diameter and is a ventilation shaft for the second, lower level.

The northern entrance to the main mineshaft leading off from this chamber has been trapped with 4 single-use arrow traps (each causes 1d6 HP of damage,

attacks as a 3rd-level assassin, save to avoid).

The east-west passageway that leads from this area to Area 1-9 rises at about a 20% grade, making Area 1-9 nearly 20 feet higher in elevation than Area 1-8.

Area 1-9 – Mother Lode Midpoint: The mineshaft from Area 1-9 to Area 1-11 is basically level and constitutes the highest point within the mine itself. The connecting passageway that leads to Area 1-8 falls in elevation at the rate of 2 feet for every 10 feet of distance traveled. Area 1-9 also has a ventilation shaft to the lower level.

Regardless of whether approaching from Area 1-7 or Area 1-8, read or paraphrase the following when the PCs near this area:

The grade of the mineshaft levels off as you come to the entrance to another man-made chamber. The once silver-rich north-south mineshaft is intersected again here, from the east. The rails follow the mineshaft and continue on to the north, south and east.

Near the southern wall of the chamber is a small, darkened hole in the floor.

This area is be guarded by a group of six bandits defending the northern passageway that leads to Area 1-11. Marcus' directions to these bandits are to engage the heroes, fight for three or four rounds, and then retreat and regroup in Area 1-11.

The passageway between Area 1-9 and Area 1-8 has been rigged with a collapsing timber beam trap (causes 2d6 HP of damage; save versus *paralyzation* to avoid). The collapsing beams will not trigger a cave-in of the mineshaft.

Human bandits (5): AC 6, Hit Dice 2, Hit Points 9, 10, 11 (x2), 12, see full stats above.

Human bandit leader Ftr3 (1): AC 4, Move 12", Hit Dice 3, Hit Points 18, No. of Attacks 1, Damage/Attack 1-8 (+1 long sword) or 1-4 (dagger), Special Attacks/ Special Defenses Nil, MR Standard, Intelligence Average, Alignment LE, Size M.

Possessions: +1 leather armor, +1 long sword, dagger, and +1 shield.

Area 1-10 – Northpoint Hub: As the characters approach this area, read or paraphrase the following:

The area ahead appears to be yet another place where the mineshafts bisect one another. The mining rail continues on from the south to the north. There is a roundabout in the chamber, and a single leg of the mining rail follows the mineshaft to the west.

To the sides of the chamber, away from the center and the rails, are several piles of broken down mining carts and other equipment.

Each of the three piles of mining equipment is trapped

with single-use dart traps that fires 6 darts into the chamber. (Darts cause 1-3 HP of damage, attack as 6 HD monsters; darts have been dipped in poison, the effects of which are similar to those of a *sleep* spell.)

At the GM's discretion, the retreating bandits and guards might make an abbreviated stand here as they make their way to Area 1-11. How many defenders there are for such a stand naturally depends upon how many escaped the heroes' swords in previous encounters. Also, it should be pointed out that given Marcus' directions, he intends for there to be a large welcoming party for the heroes when they finally arrive in Area 1-11.

Area 1-11 – End of the Line: Lift Station Number Two:

This is the location of Marcus the entire time the party is in the Devereaux Silver Mine, and it is where his forces make their last stand. The hostages are not here; they were sent on ahead by horse-drawn wagon to a slave trader in Soulgrave about a week prior. This fact is Marcus' trump card, and whether he lives to flee the mine (and make his way to Soulgrave) or falls to the sword, he will reveal this to his newly sworn enemies before he exits the scene or gasps his last breath.

This is the other main chamber in the mine due to its proximity to the rich silver vein, and because of the mechanical lift that was put here as the mine expanded. As such, this is the other area with access to the lower level of the mine. The manual lift is large enough to carry a mining cart and a couple of miners. There are manual lift cranks on both levels of the mine, as well as on the lift itself. The lift employs a stone counterbalance, which is hidden from view in a cavity within the chamber wall, and makes raising or lowering the lift a simple task. Unfortunately, all the lifts in the mine are no longer operational.

This area also has an air vent shaft to the lower level.

As the PCs approach this area, read or paraphrase the following:

The mineshaft widens out into a rough-walled chamber and then resumes its northern direction. Another mineshaft intersects this area from the east. The mining rails are interconnected in the center of the chamber and follow the northern and eastern mineshafts.

Near the southern wall of the chamber is a small, darkened hole in the floor.

In the northeastern corner of this chamber's floor is a large shaft that was undoubtedly used to transport mining carts and miners to the lower level of the mine. To the side of the roughly 6-foot-square shaft is a pile of mining equipment, cabling, and a dilapidated lift cart.

Marcus has a few assassins with him in this area,

along with any of the other assassins or bandits from the other areas that have come here to regroup. In addition, he has a trusted friend, Cedric, a cleric/magic user that will be at his side.

Once the heroes arrive, Marcus' forces immediately engage them for a few rounds of combat. Marcus and Cedric observe the battle from the mouth of the passageway to Area 1-10, and Cedric throws a few favored spells at the heroes to keep them off balance.

If the battle appears to be going well for Marcus and his gang, he offers some words of encouragement to his "troops" before making his exit to the east, where a fully functional mine cart is waiting for he and Cedric:

"Well done, men! When the fighting is done, bring the bodies and any that surrender to Soulgrave. Be they dead or alive, they'll likely make better slaves than the hostages we took there earlier."

If things go badly for Marcus' troops, Marcus and Cedric moves to exit the area heading east, where there is a fully functional mine cart waiting to spirit the two villains away. As Marcus and Cedric depart Area 1-11, Marcus calls out to the heroes:

"Well done, heroes of Silverton! You're one step closer to finding my hostages. Unfortunately, you're about a week too late. They're on their way to Soulgrave as we speak. They should bring a fair price at the slave auction there. If you hurry, you might be able to catch up with us in time to see them being sold to the highest bidder!"

With that, Marcus laughs loudly and releases the mining cart's brakes, sending he and Cedric down the rail to the east. Using the natural characteristics of the mine and its varying elevations, Marcus and Cedric should have little difficulty putting sufficient distance between themselves and the battle. They make the turn at Area 1-10 and ride the mining cart until it comes to a stop somewhere between Area 1-8 and Area 1-6.

From there, they quickly make it to the mine entrance at Area 1-1, and depart immediately for Soulgrave to give a full report to Aaron Gannu.

Human guards, Assassin2 (5): AC 7, Move 12", HD 2, Hit Points 8, 10 (x3), 11, see full stats above.

Marcus Gannu, male wererat (human form): AC 4, Move 12", HD 4, Hit Points 19, No. of Attacks 1, Damage/Attack 1-6 (+1 short sword), Special Attacks Nil, Special Defenses Only hit by silver or +1 or better weapons, MR Standard, Intelligence Average, Alignment LE, Size M

Possessions: +1 studded leather armor, +1 shield, +1 short sword.

Cedric, male human CI3/MU2: AC 8, Move 12", HD

3, Hit Points 13, No. of Attacks 1, Damage/Attack by weapon 2-5+1 (+1 hammer), Special Attacks/Special Defenses Spell use, MR Standard, Intelligence Average, Alignment LE, Size M.

Possessions: +1 hammer, shield, bracers of defense AC 9, unholy symbol, and miscellaneous coins.

Clerical Spells Prepared (can cast 4/3 spells per level per day, as adjusted for wisdom spell bonus): 1st-level – *cure light wounds* (x3), *protection from good*; 2nd-level – *hold person, spiritual hammer* (x2).

Magic User Spells Memorized (can memorize 2 first level spells per day): *magic missile* (x2).

Magic User Spells Known: 1st level – *feather fall, identify, mage armor, magic missile, read magic, sleep.*

Area 1-12 – Cave-in Shaft: As the PCs approach this area, read or paraphrase the following:

This branch of the silver mine is different from the others previously explored. For one thing, the iron rail doesn't extend off of the main mineshaft to follow this branch to the east. For another, the width of the mineshaft is greater than those previously encountered. Also, the timber beams are noticeably absent from this part of the mine.

But even more than that, the air is somehow not as fresh in the part of the mine. And now, standing here, you notice the hair on the back of your neck is standing straight up...

Up ahead, the mineshaft comes to an abrupt dead end. The earlier clues can now be pieced together, revealing that there was quite clearly a cave-in in this part of the silver mine.

This area is one of the newer areas of development for the Devereaux Silver Company. Unfortunately, there was a cave-in in this passageway, before the timber beams had been secured, and several miners were lost to the incident. The mining operations never resumed in this area of the mine. Shortly after the cave-in, the Devereaux Silver Mining Company closed its doors and ceased all operations.

This area of the mine has been included to provide the GM with an optional area for expanding the mine's layout and extending the adventure.

Wrapping Up

With the kidnapped hostages well on their way to Soulgrave, and Marcus Gannu now at the top of the heroes' list of most wanted villains, the GM should have little trouble getting the heroes to Soulgrave. The only real question the PCs will likely have is, "How quickly can we make the trip to Soulgrave from Silverton."

Dungeon Crawl Classics

Revenge of the Rat King

By Harley Stroh

AN ADVENTURE FOR CHARACTER LEVELS 4-6



Introduction

Revenge of the Rat King is designed for four to six characters of 4th to 6th level, with a total of 24-30 total character levels between party members. While the characters can be of any basic character class, thieves and magic users are extremely useful, and a party with a wide range of skills will have the best chance of survival. Above all, teamwork will be essential to the heroes' success. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play.

Revenge of the Rat King is a complete, stand-alone adventure, but can also be played as the stunning conclusion to *Idylls of the Rat King* and *The Scourge of Silverton*.

Adventure Summary

Investigating a ring of slavers, the PCs find themselves in the slums of Soulgrave. Unknown to the heroes, the entire dungeon is a ruse designed to lure the PCs into the Rat King's clutches. Baited deep underground, the PCs square off against an army of wererats and slavers. After a deadly ride on a subterranean river, the heroes are drawn into a series of traps that culminates in their capture.

Escaping from a nearly foolproof dungeon cell, the heroes – bereft of armor, weapons or equipment – fight their way through a rat warren, past the collapsed tomb of an undead warrior, and back into the sewers of the Rat King.

Recovering their equipment, the PCs have the chance to even the score with the Rat King. The PCs face down the villain in the bowels of the sewers, bringing the reign of the Rat King to its violent conclusion.

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in *italics* are classed NPCs.

Loc	Pg	Type	Encounter	Loc	Pg	Type	Encounter	
1-1	36	T	Diseased caltrops Glass shard cloud	2-4	46	C	240 ordinary rats	
1-2	37	C	<i>Rorshantz</i> , human Cl3 10 hobgoblin slavers Summoned lesser bone devil (new monster variant)	2-6	46	C	Gray ooze	
1-3	38	C/T	<i>Cimorn</i> , half-orc Ftr3 4 goblin archers 15 zombies	2-7	47	C P/T	Shadow Door puzzle 5 mantis blade traps	
1-4	38	T	Bell cord, <i>alarm</i> spell	2-8	47	C	The Nameless Lord, mummy	
1-5	38	C	3 half-orc slavers Ftr1 3 hobgoblin slavers 7 giant rats Human wererat	3-2	48	T	<i>Sepia snake sigil</i> <i>Fireball</i> trap	
1-6	39	C T	<i>Azrod, the Dying</i> , human MU6 Poison needle	3-2A	49	T/C	Camouflaged pit trap 12 small snakes	
1-6A	40	T	<i>Glyph of warding</i> (electrical)	3-3	49	C	8 hobgoblin slavers Ftr1 5 half-orc slavers Ftr1 3 human wererats	
1-7	40	C	<i>Amroth</i> and <i>Lo'dre</i> , halfling Th3	3-4	50	C	3 bugbears	
1-8	40	T	<i>Illusory</i> pit, spiked pit	3-5	50	C	Redtooth river troll (new monster)	
1-8A	41	P/T C	River skiff 3 human wererats	3-6	50	P/T	Son of the Rat King riddle Flaming oil trap	
1-9	41	P	Rotting dock	3-7	51	C	<i>Aaron Gannu</i> , the Rat King, Ran5/Assn 1 150 ordinary rats	
1-9A	42	T	Waterfall	3-8	52	T	Poison dart trap <i>Burning hands</i> trap <i>Cause light wounds</i> trap Poison needle trap	
1-10	42	C	320 ordinary rats	<h2>Scaling Information</h2> <p><i>Revenge of the Rat King</i> is designed for four to six characters of 4th to 6th level, but it can be easily modified for parties of different sizes or levels.</p>				
1-11	42	C	4 human wererats	<p><i>Revenge of the Rat King</i> is unlike most adventures in that PCs will have limited access to their equipment and magic items. Instead, PCs will have to rely upon their cunning, creativity, and teamwork to triumph over the Rat King, or else fall prey to his wicked schemes.</p>				
1-12	42	C	5 hobgoblin slavers Ftr1	<p>With this in mind, consider the following suggestions:</p>				
1-13	43	T	3 portcullis traps 3 ceiling pendulum traps	<p>Weaker parties (3 or fewer characters, or lower than 4th level): Ensure a good balance of character class and/or race abilities; reduce the damage done by traps by 25% to 50%; remove the half-orcs from Area 3-3; remove one of the bugbears from Area 3-4; change the redtooth river troll in Area 3-5 to a normal troll; replace the packs of rats in Area 3-7 with 12 normal rats.</p>				
1-14	43	C	22 human wererats	<p>Stronger parties (7 or more characters, or higher than 6th level): Increase the damage done by all traps by 25% to 50%; raise the levels of all classed NPC opponents by +2. After the PCs' capture, distribute their equipment and treasure amongst the minions of the Rat King.</p>				
2-1	44	P	Dungeon cell					
2-1A	45	C	Human wererat					
2-3	46	T	Whirlpool					

Getting the Players Involved

If the PCs have played *Idylls of the Rat King* and *The Scourge of Silverton*, Aaron Gannu has designed the dungeon with the sole purpose of capturing and punishing the adventurers that murdered his son. If the PCs haven't played through the two previous adventures, the dungeon is simply aimed at trapping good heroes.

Regardless, Aaron Gannu – the Rat King – uses one of the following ruses to get the characters started:

- One of the PCs' relatives has been abducted by slavers. Tracking the villains down brings the PCs to Gotlieb, an innkeeper and turncoat willing to betray the slaver underground.
- The PCs come upon a mob of angry peasants about to lynch a terrified innkeeper. The mob is retaliating against a string of abductions, and they are convinced that Gotlieb, the innkeeper is one of the slavers. Gotlieb begs the PCs to intervene and spare his life, offering to lead them to the slaver hideout.
- The party's cleric or paladin is tasked with the mission of rooting out a band of slavers. They are given a contact, Gotlieb, and sent to Soulgrave to see what they can discover.
- The local thieves' guild has grown anxious with the rise of a slavery ring. It won't be long until the authorities start investigating, which will mean trouble for everyone. The Soulgrave Guildmaster hires the PCs to root out the slavers before they attract any more attention. He introduces the PCs to a disgusting barkeep named Gotlieb...

Note that all of these plot hooks have been orchestrated by the Rat King. Aaron will stop at nothing to lure the PCs into his grasp.

Background Story

Aaron Gannu, the Rat King, is a villain with a mission: the slow and torturous demise of the PCs.

If the PCs have adventured through *Idylls of the Rat King*, Aaron is bent on avenging the death of his son, Lawrence Gannu. If the PCs have also played through *The Scourge of Silverton*, then they have been lured back into the Silverton area and are in pursuit of the kidnappers that are leading them to Soulgrave. If the heroes haven't played *Idylls of the Rat King* and *The Scourge of Silverton*, Aaron bears them a burning enmity born of psychotic madness. Regardless of his motives, Aaron's goals are the same.

Not long ago, Aaron was the mastermind behind an infamous ring of assassins. Putting the abilities of ranger, wererat, and assassin to deadly advantage, Gannu enjoyed unrivalled success in the Soulgrave underworld. This came to a crushing end with the death of his son. Unable to cope with the loss, Gannu slipped into madness.

Relinquishing his control over the Soulgrave Slayers, Gannu devoted all of his considerable resources to transforming a portion of the city's sewers into a dungeon designed for the sole purpose of capturing the PCs.

Contacting old allies and hiring an army of henchmen, the Rat King staffed his deathtrap with wicked villains of every persuasion. Then, he carefully spun the web of deception that lured the PCs to his lair. Unlike many adventures, the PCs won't begin with surprise on their side. Instead, an entire army of villains is lying in wait, with bared swords and bated breath.

Right or wrong, Aaron believes the heroes to be responsible for the sorrows in his life. Nothing short of death will stop his black hand of vengeance.

GM Tips

Revenge of the Rat King takes place over the course of three acts, each with its own distinct challenges and theme. To triumph over the Rat King's plot, the PCs need to radically adjust their playing style and goals in game, a difficult challenge to experienced players and novices alike. Knowing these stages will help the GM tailor the adventure to his group's particular style of play, and encourage creative and cunning play.

The first act of the module is standard dungeon crawl fare. PCs will encounter all the usual challenges: deadly traps, skilled villains, and confounding challenges. Alert players might rightly suspect that the crawl is *too* standard. The first act comes to its climax as the PCs are lured into a trap and ambushed by overwhelming odds.

The second act is focused on PC survival. No longer triumphant heroes, the PCs' sole goal is to escape the Rat King's torturous dungeon. Without equipment, weapons or armor, PCs will be forced to carefully calculate the risks and rewards of deadly challenges.

The final act sets that stage for the PCs' triumphant return. Reclaiming their old weapons, or armed with new magic, they bring the fight back to Aaron Gannu, unleashing their vengeance in a blistering series of quick encounters culminating in a dramatic showdown with the Rat King.

GMs should note that this is a thinking player's dungeon. PCs accustomed to charging into battle without a plan may quickly find themselves in over their heads.



Character Death

PCs that die in the first act of the module (encounter Areas 1-1 through 1-14) will be *raised* by an associate of the Rat King before being brought to the dungeon cell (Area 2-1). Death is too good for the PCs; Gannu plans on enjoying their suffering for many years to come.

PCs escaping from the dungeon entirely will be on their own. The only exception is if the PCs are captured again by Gannu, whereupon the cycle begins anew. Alternately, cunning PCs might *allow* themselves to be captured, betting that the Rat King will have their fallen companions *raised*. This gambit will succeed, but the PCs soon discover that escaping from the Rat King a second time is far more difficult than the first.

Player Beginning

Start the adventure by reading the following:

The sweaty-fisted man calling himself Gotlieb the Innkeep leads you down the dark granite steps, his torch dripping fat and oil. You trust the big man no further than your magic user could throw him, but still you find yourself following him down the narrow, twisted passages to the undercity.

You catch your companions' wary eyes and shift one hand to your blade. You've trusted worse thieves before – some have even joined your company – but something about this man leaves you uneasy.

"Here she is," Gotlieb mutters. His soiled hands grope the base of a stained brick. You hear a muffled click and then a concealed door separates from the wall. Gotlieb forces the door back with his shoulder, revealing a stairway that plunges down into darkness. The smell of sweat and rot wafts up from below.

"That's where the slavers come 'n' go," he grunts through rotting teeth. "I've done my part. Now it's time for the heroes." He says the last word with a sneer, then bows and steps aside, making room for you to pass.

Encounter Area 1: Sewers of the Slavers

Except where noted otherwise, the sewers are constructed of aging bricks. The corridors are uniformly 10 feet wide, with 8-foot arched ceilings. The floors are covered in an inch or two of accumulated mud, mold, and scum. The walls are slick with condensation, and mold infests the cracks between the bricks.

Most of the wererats in this adventure remain in the form in which they are first encountered. Thus, they are given stats for only one form. The one exception to this is the Rat King himself, who is found on level 3. The Rat King may change form during battle.

Agents of the Rat King have kept Gotlieb under surveillance; all of the foes encountered in Area 1-1 through 1-15 will be aware of the PCs' approach. Note that Gotlieb himself is not aware of the role he plays in the Rat King's plot. Even if Gotlieb is captured and interrogated, he knows nothing useful to the PCs.

There are no wandering monsters in this area of the dungeon. Each of the encounters has been carefully staged by Gannu to wear down the PCs' strengths while luring them deeper into his snares.

Gotlieb, male human Th2: AC 10, Move 12", HD 2, HP 10, No. of Attacks 1, Damage/Attack 1d4 x2 or by weapon, Special Attacks/Special Defenses nil, MR Standard, Intelligence Average, Alignment NE, Size M.

Possessions: Robe, torch.

Areas of the Map

Area 1-1 – Slavers' Welcome: Read or paraphrase the following:

The narrow stone staircase stops before a stout oaken door, reinforced with straps of hammered iron. A stream of murky water trickles down the wet steps, pooling at the base of the stairs. The air is thick with heat and moisture. Your companions sweat oppressively beneath their armor and robes, and even the act of breathing is labored and difficult. Already you are beginning to detest this oppressive place.

Behind the door is a pile of rubble that fills the passageway and prevents the door from opening. Even if the door is destroyed, PCs have to dig their way through the rubble, an onerous task taking several hours.

Careful observers will note a fine film of crystals floating on the surface of the puddle. These are glass shards from the trap (see below).

Two-dozen caltrops are hidden beneath the surface of the pond. (Attack rolls are made for the caltrops against anyone stepping into the pool. Treat the

caltrops as a 1+1 HD monster for "to hit" purposes. The PC's shield and dexterity bonuses to armor class are not considered when determining target AC for caltrops. If a caltrop succeeds in an attack, the PC has stepped on one and takes 1-4 HP of damage. In addition, the wounded PC has a 25% chance of developing an infection from the environs. See the *UA* for other effects of the caltrops.)

A secret door is concealed in the south wall, at the bottom of the stairs. A successful search finds the door and the opening mechanism: an iron ring concealed behind a removable brick. Pulling on the ring allows the secret door to swing open; pulling on the ring also triggers a trap that immediately fills the air with floating shards of finely powdered glass. Those PCs failing their saving throws versus poison have inhaled the shards, taking 2d6 HP of damage immediately. In addition, those failing a second saving throw 1 minute later are dealt 1d4 HP of additional damage.

Area 1-2 – Smoke and Devilry: The southern door is locked. PCs that Hear Noise hear excited voices on the far side of the door.

Read or paraphrase the following when the PCs open the door:

Roaring goblinoids hurl themselves through the door, hacking and slashing with their blades as they come. Past your foes you spot a man armored in dark scale mail chanting above a dozen black candles set in the shape of a hexagram. As his chants change to a cacophonous shout, choking black smoke begins to spit and hiss from the candles, coalescing into some terrible being of hellfire and infinite darkness!

The ten hobgoblins charge the hallway, attempting to buy the cleric time to finish his summoning. The cleric, a disgusting leech of a man named Rorshantz, has lit *black candles of Parhokk (V)*; the PCs have 2 rounds to interrupt the summoning before the choking smoke transforms into a lesser bone devil at the beginning of the 3rd round (see below).

Development: The *black candles of Parhokk (V)* act as a *scroll of monster summoning V*, but with no caster level requirement. The dark side of this advantage is that unless the caster's level is at least equal to the spell's required caster level, he cannot control the creature summoned. Thus the lesser bone devil lashes out at the nearest target with delight – likely Rorshantz unless the PCs have made it into the room. Rorshantz attempts to flee north, abandoning his cohorts and the PCs to the summoned creature.

Rorshantz, male human Clr3: AC 5; Move 12"; HD 3d8; HP 21; No. of Attacks 1, Damage/Attack 2-5 (crossbow bolt), Special Attacks/Special Defenses Spell use, MR Standard, Intelligence Average, Alignment LE, Size M.



Possessions: Black candles of Parhokk (V), heavy crossbow, heavy mace, +1 scale mail, bolt case with 14 bolts, belt pouch with 2d20 gp.

Cleric Spells Prepared (can cast 4/2 spells per level per day, as adjusted for Wisdom): 1st-level – curse, cause light wounds (x2), protection from good; 2nd-level – hold person, spiritual hammer.

Hobgoblin Slavers (10): AC 6, Move 9", HD 1+1, Hit Points 5 (x3), 6 (x4), 7 (x3), No. of Attacks 1, Damage/Attack 1-8 or by weapon 1d8 (longsword) or 1d6 (javelin), Special Attacks/Special Defenses Infravision, MR Standard, Intelligence Average, Alignment LE, Size M.

Possessions: Studded leather armor, shield, longsword, javelin (3), bag with 1d20 sp.

Lesser Bone Devil (new monster variant): AC 1, Move 15", HD 6, Hit Points 43, No. of Attacks 1, Damage/Attack 2-12, Special Attacks Spell use (see below), bone hook attack (see below) ultravision, Special Defenses Spell use, MR 30%, Intelligence Very, Alignment LE, Size L (8 1/2 ' tall).

Spell use: At will, but no more than once every other melee round, lesser bone devils can: generate fear in a 5' radius sphere, create illusion, fly, become invisible, detect invisible, cause fear (spell), or summon another bone devil (30% chance of success). Once per day they are able to create a wall of ice.

Use of bone hook: Lesser bone devils employ a

large bone hook to strike, injure, and hold fast their opponents. Creatures struck are held fast 50% of the time. Opponents held fast are then subject to tail strikes by the lesser bone devil. Tail strikes cause 2-8 HP plus a loss of strength (1-2 points) unless a save versus poison is made; strength loss lasts 8 melee rounds.

Area 1-3 – Slave Pits: Show the **players handout (G)** and read or paraphrase the following:

The slick stairs descend to a raised platform that looks down over a peculiar room filled with a series of filthy cages. Over half of the open-roofed cages hold broken bodies of one race or another.

On the far side of the room is a matching platform. Atop the platform stands a wild-maned half-orc surrounded by scampering goblins. The half-orc shouts across the room:

“Dawn treaders! Go back whence you came,” he draws a dripping arrow from a barrel, “Or rue the day you crossed blades wit’ Cimorn o’ the Urzod!”

The half-orc raises his black bow in salute as the goblins scramble for cover!

Cimorn and all six of the goblins fire their bows at the PCs, taking advantage of the partial cover provided by the walls. Their arrows have all been dipped in purple centipede poison (lose 1-2 dexterity points for 24 hours; save versus poison to negate).

PCs can cross the room by moving at quarter speed along the top of the cages. For each round spent atop a cage wall, the PCs must make a dexterity check (roll dex or less on d20). Failure results in tumbling into one of the cages; PCs can catch the rim of the cage with a second dexterity check, but those failing the check fall to the cage floor (1d6 HP of falling damage). Anyone struck by an arrow while on the cage wall must make an immediate dexterity check or be knocked from the wall.

The “broken bodies” inside the cages are actually zombies that rise up and attack. There is one zombie in each cage marked X on the map.

Development: A series of iron levers stands on the far side of the room, protected by full cover. At Cimorn’s command, a goblin throws certain levers, dropping cage walls as directed. This serves two purposes: any PC atop the wall must make an immediate dexterity check or fall to the floor; and freeing a caged zombie to move between the opened cages. Cimorn saves this surprise for its greatest effect, but if PCs are nearly across the room, he commands the goblin to drop *all* the walls, and leads a retreat to Area 1-5, where they take a stand with the other slavers.

The barrel contains 15 doses of small centipede poison.

Cimorn, half-orc Ftr3: AC 4, Move 9”, HD 3d10, Hit Points 25, No. of Attacks 2 (bow) or 1 (longsword), Damage/Attack 1-6+2 (+2 *longbow*) or 1-8+1 (+1 *longsword*), Special Attacks/Special Defenses *Infravision*, MR Standard, Intelligence Average, Alignment LE, Size M.

Possessions: +1 chain mail shirt, +2 composite longbow, +1 longsword.

Goblins (4): AC 6, Move 6”, HD 1, Hit Points 5, see full stats above.

Human zombies (15): AC 8, HD 2, HP 10 (x3), 12 (x7), 14 (x5), see full stats above.

Area 1-4 – Alarms: A black cord is stretched across the corridor at knee level; a dozen small bells are tied to the cord. Unless they take specific precautions or are unusually attentive, PCs in the front rank will trip the alarm, alerting the slavers in Area 1-5. An *alarm* spell (as per **UA**) has been cast just past the cord, keyed to mentally alert the Dying One (see Area 1-6).

Area 1-5 – Den of the Slavers: Read or paraphrase the following:

Thunderous laughter echoes from the north, in time to the sharp crack of whips. Inside the smoky room are hobgoblin and half-orc slavers clustered around the body of an ancient elf. The elf hangs from a chain bolted into the ceiling, his hands tied above his head. The slavers are taking turns striking the body with whips.

Roaring with laughter, two of the hobgoblins drag a heavy wooden crate towards the elf. The crate rocks back and forth, and something inside squeals with wicked hunger. The slavers hoot and holler with anticipation as they begin to hoist the elf into the crate...

The slavers are so absorbed with their ghastly game they haven’t realized that the elf is already dead. Unless the slavers have been warned by Cimorn (Area 1-3) or the bell alarm (Area 1-4), the PCs automatically achieve surprise.

Inside the crate are 5 ferocious giant rats and one wererat in giant rat form. On their first round, the hobgoblins flip the crate over, turning the rats loose on the PCs.

While the half-orcs occupy the melee warriors and the hobgoblins hurl javelins at the spellcasters, the wererat coordinates the attacks of the giant rats. The wererat remains in giant rat form for the entire battle, dodging in and amongst the other rats to confound concentrated attacks. PCs will be unable to specifically target the wererat due to this tactic.

There is a fire pit in the southwest corner of the room, along with a small cauldron and a cooking spit. Chopped

halfling bits are stewing inside the cauldron. The north and east walls of the room are home to a dozen crude cots, bedrolls, and blankets. A ratty blanket hangs on the southeast wall, covering a passage to the south.

A dozen humanoid skulls – mostly human and elf – hang on the east wall. The only dwarf skull conceals a spy hole drilled into the wall. PCs searching the room may discover the spy hole.

Development: The Dying One (Area 1-6) watches the entire encounter from his spy hole in the east wall and immediately begins to cast spells in anticipation of combat.

If it becomes apparent that the slavers cannot win, the wererat flees to Area 1-7, where it dives into the sewers, vanishing from sight. The half-orc and hobgoblins fight to the death, believing – mistakenly – that the Dying One will come to their aid.

Half-orc Slavers, Ftr1 (3): AC 5, Move 9", HD 1d10, Hit Points 9 (x3), No. of Attacks 1, Damage/Attack 1-8 or 1-8 (battleaxe), Special Attacks/Special Defenses *Infravision*, MR Standard, Intelligence Average to Low, Alignment LE, Size M.

Possessions: Battleaxe, chainmail, shield, belt pouch with 1d4 sp, 1d12 gp and 1d4 dried ears and fingers (battle trophies).

Hobgoblin Slavers (3): AC 6, HD 1+1, Hit Points 8 (x3), see full stats above.

Possessions: Studded leather armor, longsword, javelins (5), bag with 3d6 sp.

Giant rats (7): AC 7, HD 1-4 Hit Points, see above for full stats.

Human wererat (giant rat form): AC 7, HD 3, Hit Points 16, see above for full stats.

Area 1-6 – The Dying One: Read or paraphrase the following:

This dark room stinks of mold and rotting herbs. An iron brazier, resting atop a black iron tripod, provides the only light. Black smoke issues from the sparking embers, choking the air.

The walls are covered with stretched skins and pale skeletons. Some of the forms are recognizable: lizards, cats, and birds. Others are not familiar, the twisted skeletons and skins of creatures from the Underdark.

In the far corner of the room is an empty cot and blanket, black and slick with mold.

Standing at the back of the room, his face hidden by a cowl, is Azrod the Dying. Bent with age and stricken with a wasting disease that has left his skin cracked and dried, Azrod is sustained by an indomitable spirit that simply refuses to allow the old magic user to die. The Dying One is utterly unrepentant; he delights in

necromantic studies, the pursuit of lichdom, and the courting of powers best left undisturbed.

Despite his broken physical frame, Azrod fights with an enormous +1 staff, an infernal weapon named *Razorwand*. Forged from stained black steel, the weapon is decorated with glowing blue runes that run the length of its enchanted shaft. *Razorwand* functions as a *wand of magic missiles* (caster level 5, 30 charges).

Tactics: Azrod watches the battle in Area 1-5, taking the opportunity to cast spells in preparation for battle. Given the opportunity, he casts spells in the following order:

Round 1: *mage armor* – new spell (+4 to AC for 5 turns – see new spell details below)

Round 2: *displacement* – new spell (acts like *cloak of displacement* for 10 rounds – see new spell details below)

Round 3: *mirror image* (1d4 images for 10 rounds)

With the chance to prepare all his spells, Azrod's final stats reflect the following changes: 1d4 images, first attack misses every time, and AC 1.

If the PCs haven't moved on to Area 1-6 after his 3 rounds of preparation, Azrod advances to area 1-5 to engage. He leads off with *lightning bolt* (likely injuring or killing his own companions), following with blasts of *magic missiles* from *Razorwand* (three missiles per casting, inflicting 1d4+1 HP each).

If the battle turns against him, Azrod takes his potion of *gaseous form* and flees through cracks in the north wall. Given the chance, he rejoins his companions in Area 1-4.

Secret Door: There is a secret door in the north wall. It is trapped with a poison needle trap (poison causes paralysis, save negates).

Azrod the Dying, male human MU6: AC 7 (excluding benefits of preparatory spells), Move 12", HD 6d4, Hit Points 18, No. of Attacks 1, Damage/Attack 1-8+1 (*Razorwand*), Special Attacks/Special Defenses Spell use, MR Standard, Intelligence Very, Alignment LE, Size M.

Possessions: Bracers of defense AC 7, dagger, *Razorwand*, +1 staff (also functions as *wand of magic missile*), +1 ring of protection, potion of *gaseous form*.

Magic user Spells Prepared (can cast 4/2/2 spells per level per day): 1st-level – *mage armor* (x2), *magic missile* (x2); 2nd-level – *mirror image* (x2); 3rd-level – *displacement*, *lightning bolt*.

Mage armor (new spell): An invisible but very tangible field of force surrounds the caster of this spell, providing an AC bonus of +4 (reducing AC).

Incorporeal creatures are precluded from breaching the field of force. Level 1; Components V, S, F; Range touch; Casting Time 3 segments; Duration 1 turn per level of caster; Saving Throw vs. Spell to negate; Area of Effect 1 PC or NPC.

Displacement (new spell) – The recipient of this spell gains the same benefits as associated with a cloak of the same name for the duration of the spell. Once cast, the caster need not attend to the spell; the caster may engage in other activities normally. Level: 3, Range: Touch; Duration 2 rounds/level; Area of Effect: creature touched; Components: V, S, M; Casting time: 4 segments; Save: Neg.

Area 1-6A – The Dying One's Cache: Read or paraphrase the following:

The secret door grinds open to reveal a narrow alcove carved from the sandstone. The air is cooler and moist here, and the floor is covered in damp sand. A narrow cleft has been cut into the west wall. On the north wall, 3 planks have been converted into crude shelving. A small copper coffer, stained green with verdigris, sits on the top shelf.

The coffer is trapped with a *glyph of warding* (electrical). The *glyph* (causes 10 HP of electrical damage to all within 5 feet) is triggered by anyone opening the coffer without first speaking the Dying One's name ("Juzraith"). The Dying One will never reveal his name, except under the certainty of death.

The coffer is not locked. Inside are the potent herbs, infusions, and teas that the Dying One uses to stave off the diseases that wrack his body. If sold to a magic user or alchemist, the contents are worth 200 gp. Additionally, the coffer holds five potions kept in unmarked amber vials: *extra healing* (x3), *gaseous form*, and *oil of impact*.

Careful searching reveals a scrap of paper glued to the bottom of the coffer. The word "Lawrence" is written in jagged script. This is the answer to the riddle in Area 3-6.

Area 1-7 – The Narrows: Read or paraphrase the following:

The corridor narrows to a muddy squeeze, mere hand-widths from wall to wall. Perhaps this is the end of the slavers' dungeons, for surely no humanoid could make regular use of the tiny cave.

A ranger, a dwarf, or anyone making a thorough search of the area recognizes that beneath the mud is new stonework construction. The corridor is just wide enough to allow a medium-sized humanoid to pass – unfortunately size and armor type have a dramatic effect on a PC's width.

A large-sized PC may squeeze through wearing light armor.

A medium-sized PC may squeeze through wearing medium or light armor.

Small-sized PCs may squeeze through the corridor with any armor type.

On the far end, the narrows widen. Two halfling thieves lie in wait, hidden in the shadows, ready to ambush the first PC to come through the narrows. The thieves strike, then flee down the corridor leading to Area 1-8, nimbly leaping around the corner, avoiding the hidden pit (see Area 1-8 for more information).

Amroth and Lo'dre, male and female halflings
Th3: AC 8, Move 9", HD 3, HP 14, 16, No. of Attacks 1, Damage/Attack by weapon 1d4 (dagger) or 1d6 (short sword), Special Attacks/Special Defenses save at 4 levels higher, MR Standard, Intelligence Very, Alignment LE, Size S.

Possessions: Dagger (3), leather armor, short sword.

Area 1-8 – Spiked Pits: Read or paraphrase the following:

A gaping pit blocks your way through this long corridor. Just on the other side of the pit the corridor turns sharply to the west. Peering into the open-mouthed pit you can see concentric rings of rusty iron spikes and the bones of former victims, glistening wetly in the dim light.

The pit is an illusion created by a *permanent illusion* spell. Just past the illusory pit is a real pit covered by an *illusory* floor. PCs leaping the illusory pit land squarely atop the real pit and fall into the spiked trap, forgoing any chance of a saving throw. Those falling for the illusion will fall 20 feet (taking 2d6 HP from the fall) and are targeted by 1d4 spikes (each does 1d4 HP; attacks as a 4 HD monster).

To observers, PCs vaulting over the illusory pit seem to land on the other side, only to vanish from sight.

Explorers taking the time to search the real pit discover 1d100 gp, 1d20 pp, and 1d4 rubies (worth 25 gp each) amid the old skeletons.

Twenty feet south of the pits is a trap door hidden in the floor. Treat this door like a standard secret door. PCs listening at the trapdoor hear a deep roar. Lifting the trapdoor reveals a 15-foot chimney descending to a storm drain filled with rushing water (Area 1-8A). Iron rungs are built into the side of the chimney, forming a ladder.

Area 1-8A – Storm Sewers: Read or paraphrase the following:

Hanging from the iron rungs of the ladder, you peer into the darkness below. Water rushes through the wide brick tunnel below, coming a mere six feet short of your position. Two heavy ropes are tied to the lowest rung of the ladder.

A narrow skiff that bobs and kicks in the rushing current is moored with the first rope. The second rope is knotted every three feet, threaded through an iron ring in the bow of the skiff, and continues on downstream. Where the rope ends is impossible to say.

The skiff is used by slavers moving from Area 1-8 to Area 1-9. The threaded rope acts as a guide, and the swiftly running current carries the skiff to the dock. (The knots also allow the slavers to pull themselves back upstream).

Normally this process is perfectly safe. However, Aaron Gannu has different plans.

As soon as PCs board the skiff and begin to work their way downstream, 3 wererats climb from burrows in the storm tunnel walls. The rats chew through the rope in a single round, leaving the skiff adrift in the current, without poles or paddles.

If adventurers have been left behind to guard the rope, 2 of the rats attack the guards while the remaining rat takes 2 rounds to chew through the rope.

The current runs at 30 feet per round, carrying the PCs past the dock on round 3 and over the waterfall at the end of round 4. See Areas 1-9 and 1-9A for the docks and the dangers of the waterfall.

If the rats are successful in severing the rope, they drop into the river and paddle downstream after the PCs, reappearing in Area 1-14.

The water in the tunnel is 6 feet deep.

Human wererats (giant rat form) (3): AC 7, HD 1, Hit Points 1-4, see full stats above.

Area 1-9 – Rotting Dock: The knotted rope from Area 1-8 is usually tied to the dock but giant rats have chewed through the end, leaving the rope loose in the water. Unless the PCs take quick and decisive action, the current will carry them over the waterfall (Area 1-9A).

Read or paraphrase the following:

The raft picks up speed as it rounds a corner, then shoots down a series of quick rapids. Ahead, you spot a shape in the darkness, quickly drawing closer: a dock, on the side of the tunnel wall. Ahead, you hear a thundering roar.

The rotting dock is where the skiff would stop if the guide rope hadn't been cut. Worm-eaten and rotten,



the dock is the PCs only chance to avoid being hurled over the waterfall (Area 1-9A).

The PCs have just one round to make it to the dock before they are swept past. The skiff has neither poles nor paddles – the PCs need to find a creative solution. Just as importantly, the PCs have to act quickly and decisively.

Following is a brief list of potential solutions the PCs might attempt, and some possible suggestions as to refereeing the encounter:

- PCs try to lasso or hook the docks with a grappling hook: PC roll to hit vs. AC 3.
- PCs leap for the dock: PCs make dexterity check on d20.
- PCs attempt to swim to the dock: PCs make a constitution check on d20.
- Larger PCs hurl small-sized PCs to the dock: PCs make strength check on d20.
- PCs brought a 10-foot pole as part of their equipment, and pole over to the dock: PCs make strength check on d20.

PCs that fail to make it to the dock are swept past, and over the waterfall in Area 1-9A.

Area 1-9A – Waterfall: Read or paraphrase the following:

The current picks up speed even as the thundering roar grows deafening. A chill mist obscures your sight. Peering through the foggy soup you spot a waterfall dead ahead!

The tunnel is broken here, and the underwater river pours through the gap, creating a waterfall that crashes down 40 feet to the pool in Area 1-11.

If PCs have come this far, there is little chance to escape being sucked into the waterfall. The walls of the tunnel are slick and worn smooth; PCs can cling to the walls with a strength check, but they have to make the check every round they remain in the water.

PCs riding the waterfall down will experience a 40-foot fall (causing 4d6 HP of damage). The PCs will drown unless they can swim to the pool's edge (see Area 1-11). The skiff will be destroyed beneath the pounding falls.

The foes lurking in Area 1-10 notice the PCs and the remnants of the skiff after 3 rounds, and begin to assail the PCs (see Area 1-11 for more information).

Area 1-10 – Swarming Hole: Read or paraphrase the following:

The floor of this room falls away into a muddy sinkhole at least 15 feet deep. Remnants of fallen brick and rotten beams still poke from the muddy hole, where tiny, dark shapes scamper about, watching you with dark, beady eyes.

A heavy log spans the sinkhole, making a haphazard bridge.

The sinkhole is 20 feet deep, and the mud at the base of the pit is 3 feet deep. The log crossing the sinkhole is slick and rotten; anyone crossing the log on foot without aid runs some risk of tumbling into the sinkhole. The DM should assign a percentage chance of this happening, based upon the specific circumstances of his party, or in the alternative call for a dexterity check from any that cross the log. Any PCs that fall into the sinkhole find themselves buried in the mud.

A swarm of rats occupies the base of the pit; scampering atop the fallen tiles and beams, the rats attack anyone that falls into the pit.

The ceiling of the room is 8 feet high and supported by rows of moldy wooden planks. An additional swarm of rats lurk in the ceiling. The rats rain down upon PCs as they cross the beam, forcing an immediate test of the PCs' balance to avoid pitching into the sinkhole. There are enough rats to rain down four times. The rats that fall from the ceiling land on the log and then scurry into the sinkhole to join their long-tailed allies.

Rats (two groups of 160 ordinary rats each): AC 7,

Move 15, HD 1/4, Hit Points 1 or 2 each, No. of Attacks 1, Damage/Attack 1, Special Attacks *Disease*, Special Defenses cause *disease*, MR Standard, Intelligence Animal, Alignment NE, Size S.

Area 1-11 – Scaffolds: Read or paraphrase the following:

The tunnel opens onto a high ledge overlooking an enormous cavern. To your left is a thundering waterfall that plunges from the ceiling and into a rolling pool. The pool feeds a river that runs through a rusted iron grate and spills down a dark tunnel. A narrow suspension bridge crosses the river.

A series of scaffolds leads from the ledge to the cavern floor. The scaffold is built from bundles of reeds woven and tied together with black cord. It is probably a 40-foot drop to the cavern floor.

You spot motion on the far side of the cavern. Six figures are hurrying across the bridge towards a cave on the far side of the cavern.

The pool of water is 20 feet deep at its center; the river exiting the pool is 4 feet deep. The suspension bridge crossing the river can be cut free from its moorings or broken free with a Bend Bars/Lift Gates roll. A rusted iron grate covers the river, preventing passage downstream.

For information on the fleeing slavers, see Area 1-12. Thieves can climb down the complicated weave of the reed scaffolding unhindered. Other PCs can climb down, albeit at a slower rate of descent, or may rappel down with proper climbing gear.

Four wererats are lurking within the scaffolding. The wererats begin chewing at the black cords as soon as the PCs begin to climb. Observant PCs will notice the wererats if the area is lit up (or possibly with *infravision* if it is not). Attentive PCs might hear the wererats thrashing about in the scaffolding, while thieves with a successful Hear Noise roll will definitely hear the wererats at work. It takes the wererats 2 rounds to chew through the cords, sending the scaffolds and the descending PCs tumbling to the ground.

If the wererats are successful in dropping the scaffolding, they flee into the water. The wererats follow the PCs at a distance, reappearing in encounter Area 1-14.

Human wererat (giant fat form) (4): AC 7, HD 1, HP 1-4 Hit Points, see full stats above.

Area 1-12 – The Bait: Read or paraphrase the following:

The six slavers flee to the far side of the cavern, stopping before the cave entrance. The leader turns, barking orders at the rest. Beneath the cowl of its cloak you spot the face of a snarling rat.



The five others draw shortbows from beneath their cloaks, nock arrows, and turn on you!

The hobgoblins stand down the PCs, obeying their orders to the death.

The Rat King barks his orders, then flees toward Area 1-13. This is nothing more than a *projected image* created by the Rat King using the *Onyx Eye* (see Area 3-7 for more information).

Hobgoblin Slavers, Ftr1 (5): AC 6, HD 1+1, Hit Points 6 (x2), 8 (x3), see full stats above.

Possessions: Studded leather armor, longsword, shortbow, quiver of 20 arrows, bag with 3d6 sp.

Area 1-13 – The Hook: Read or paraphrase the following:

The door opens to reveal a wide mineshaft. Crude beams support the craggy ceiling, but the floor is covered in fallen rocks and piled dirt. Heavy iron sconces have been beaten into the rough walls. Each sconce holds a cup of flaming oil, and the flickering light casts deceiving shadows about the hall.

At the far end of the hall stands a hooded figure. It turns to throw a lever, allowing you to catch the glimpse of a furry snout. You hear a roar of chains as a trio of portcullises begins to fall in slow succession.

The hooded figure is another of Aaron's *projected images*. As the portcullises descend, Aaron's image vanishes around the corner.

The portcullises fall slowly – if the PCs are quick they can scamper beneath them. If the PCs don't act quickly, they may be trapped behind or between the falling portcullises. At the DM's discretion, the portcullises can cause damage (3d6 HP) by falling on a PC that hesitates too long before attempting to pass beneath the barriers.

Of course, with the Rat King, nothing is ever as easy as it seems. Any PC diving beneath a portcullis triggers a pendulum trap, dropping a scything blade from the ceiling (Attacks as a 4th-level monster, does 1d12 HP of damage, automatically resets).

PCs can catch or raise the portcullises with a Bend Bars/Lift Gates roll. Up to 4 PCs can work in concert to halt the falling of a portcullis. The bars on the portcullises may be bent to allow passage with a successful Bend Bars roll.

Hidden 8 feet off the ground at the end of the corridor is a small secret door hiding a tiny alcove. Inside the alcove are 7 bundles. Each bundle contains a rapier, blowgun, and 20 darts coated with poison (unconsciousness, 2d4 hours, save to negate). The wererats following the PCs arm themselves with these weapons for the encounter in Area 1-14.

Area 1-14 – The Trap: Read or paraphrase the following:

The door opens to a short staircase that ends above a heavy iron grate. A mute figure hangs upside down from the ceiling, its limbs fastened with thick iron chains.

A cloaked humanoid stands beneath the figure, a curved knife clenched in his furry fist. He turns towards you and throws back the cowl of his cloak, revealing the face of a snarling rat, its brow adorned with a tarnished crown.

"Friends, welcome!" the Rat King declares with snarling delight. "Alas, you are too late!" With a flourish, he reaches towards the hanging body, raising the glinting blade high.

The Rat King and the dripping body are both *illusions*. Two *web* traps have been placed in the area, and are triggered as soon as a PC reaches the bottom of the stairs. The first *web* covers the bottom 20 feet of the stairway. The second *web* covers a 20-foot radius area at the top of the stairs. (*Web* trap, cast by 5th-level magic user, save negates trap).

The south, east, and west exits from the room are all covered with stretched tarps cunningly painted to resemble dungeon walls. If PCs hesitate before charging into combat, they may be able to recognize the tarps as facades.

Otherwise, the tarps drop as the PCs charge down the steps. Behind each tarp is a 10-foot wall rising to a steep staircase. Atop each staircase lurks a team of 4 wererats. The rats are staggered along the stairs so that each can attack into the central area. Each team is armed with poisoned blowgun darts (poison: unconsciousness for 2d4 hours).

The wererats pour all their attacks onto the PCs, targeting the spellcasters and fighters first. They hope to trap the party here and are counting on the poisoned darts to take the party down. Seven wererats (following the PCs from Areas 1-8 and 1-11, and armed with the equipment hidden in Area 1-13) fire from atop the north steps.

If the PCs fight their way out of the trap, the wererats give chase, pursuing them until all the PCs are unconscious or dead. Once all the PCs have been captured, they are brought to Area 2-1.

Note to GM: If your party is unlikely to fall for this trap, or is so well prepared they will escape; make it more difficult. You can have more wererats swarm into the scene every minute, crawling through cracks in the wall, perhaps to trap the PCs from behind. Or try something of your own creation. Regardless, make sure the PCs fall prey to this trap. It's essential to continuing the adventure.

Human wererats (rat-man form) (22): AC 6 (gain the benefit of a 17 Dex in rat-man form), HD 1, Hit Points 1-6, see full stats above.

Possessions: Rapier, blowgun, 20 poisoned darts.

Encounter Area 2: Escape from the Rat King

The second encounter area presents perhaps the greatest challenge of the PCs' career: without equipment, armor, or magic items, the heroes must escape the dungeon of the Rat King.

This requires a dramatic shift in playing style. From the moment they awaken, the heroes' sole goal is survival. Escaping the dungeon will require creativity, caution, and careful planning.

Remember that experience is awarded for "overcoming challenges," not necessarily just for defeating monsters in toe-to-toe battles. Many of the monsters found on this level are too challenging to tackle in direct combat. Combat-oriented players unused to facing monsters of a bit tougher stripe might have to learn this lesson the hard way.

Areas of the Map

Area 2-1 – Claw of the Rat King: Read or paraphrase the following:

Slowly, the thick haze lifts from your mind. You are cold and wet, and a feeling of dread and hopelessness hangs in the darkness. After feeling about blindly for several minutes, you manage to piece together a picture of your surroundings:

You and your companions are lying in a small, dark cell. The floor is covered in wet, moldy straw. The only light comes from a tiny hole cut into the door. Your possessions and pieces of equipment are missing. Even your clothes have been replaced by rough homespun trousers and shirts.

Your wounds have healed, but you bear a number of new, inexplicable scars.

Around your neck is a tight iron collar. Links of heavy chain run from the collar to the wall. Runes have been etched into the collar, and pulse red in time with your heartbeat.

From behind the door you can catch the smell of boiling oil and burning flesh. You can hear a muffled roar coming from the far wall.

This is the holding cell for the PCs between torture sessions. If the PCs hope to have their vengeance on the Rat King, first they will have to escape his dungeon. Any wounds sustained have been healed, and any dead PCs have been resurrected. The party's gear has been taken to Area 3-2A.

The collars around the PCs' necks are *shackles of Shevas* (new magic item - see Appendix 2). While the *shackles* are exceedingly difficult to escape, the 8-foot chains bolting them to the wall are not. The chain's anchors are rusty from years spent underground, and



may break free from the wall with a Bend Bars/Lift Gates roll.

If the chains are torn from the wall, the roar of the river becomes louder. The southeast walls and floor of the cell have been eroded away by the river. The mortar between the rocks gives way with an Open Doors roll, revealing a rushing river below. Persistent PCs can make a hole in the floor large enough for creatures up to medium size to drop into the dark river. See Area 2-2 for more information about escaping into the river.

The door of the cell is made of heavy iron, hinged on the outside of the cell, and bolted on the far side, impeding attempts to pick the lock. The torturer from Area 2-1A enters twice a day, carrying a large bucket of water and a canvas bag of wormy bread. The neglectful torturer ignores noises coming from the cell; he mistakenly believes the cell to be escape-proof.

Area 2-1A – Torture Chamber: Read or paraphrase the following:

The chamber is lit by several braziers filled with glowing coals. The ghoulish flames illuminate an assortment of macabre devices: iron maidens cast as suits of armor, thumbscrews, a massive wooden rack, a vat of boiling oil, an endless series of chains, numerous rat-filled cages, and wicked implements of every sort.

If the PCs enter the room, the torturer, a wererat in rat-man form, is heating a pair of tongs over a brazier of

glowing coals. Knowing that he is trapped, the torturer rushes into combat, hoping to kill off the PCs before they can wear him down.

The torturer knows very little about the Rat King's plans other than that Gannu intends to keep the PCs alive for his pleasure for a very, very long time. PCs interrogating the torturer discover that once every two weeks the Rat King poisons their water with sleeping drugs, then watches with delight as their bodies are slowly mutilated by the torturer's tools and hungry rats. He lets the PCs heal naturally in their cells; then begins the entire process again.

Other than the entrance to the south, there is no obvious exit from the room. However, the Rat King and his entourage enter and leave by using a *wand of earth and stone* to mold the west wall into a corridor; the wand is found in Area 3-4. The west wall is made of solid stone and is impossible to tunnel through by normal means.

Treasure: While there is little in the way of traditional treasure here, there are many items useful to desperate and creative PCs. There are 11 tongs (treat as clubs), 9 knives, enough oil and rags to make 30 torches, and 40 feet of chains that could be used to make improvised weapons. GMs should feel free to encourage player creativity.

Torturer, human wererat (rat-man form): AC 0 (gains the benefit of an 18 Dex in rat-man form), Move

12"/6", HD 2, Hit Points 12, No. of Attacks 2 or 1 or 3, Damage/Attack 1d6 (x2 heated tongs) or 1-4+1 (+1 dagger), or 1-3 each (2 claws) plus 1-6 (bite), Special Attacks Disease, Special Defenses Only hit by silver or +1 or better weapons, MR Standard, Intelligence Average, Alignment LE, Size M.

Possessions: +1 dagger, leather armor, heated tongs, padded leather gloves.

Area 2-2 – River and Escape: Read or paraphrase the following:

The dark river rushes beneath you, pulling the air with it. The howling wind tugs at your rags like a hungry beast. It is impossible to tell where the river goes, or if escape is even possible.

The river is only 5 feet deep here, but the current is strong enough to sweep even the heaviest PC off his feet. PCs dropping into the river will need to swim to keep their heads above water.

In two rounds, the PCs will be swept past a sandbar on their left. The river is moving so quickly that the heroes will have only a narrow opportunity to catch the sandbar.

Those who miss the sandbar are swept past, to Area 2-3.

Area 2-3 – Whirlpool: Read or paraphrase the following:

In the chamber ahead you are able to make out a black pool speckled with white froth: a black whirlpool consuming everything in the river!

The PCs only hope of escape is a rocky embankment to the north.

PCs need to catch hold of the embankment as they swim by. Each PC has 3 chances to make the catch before being sucked under by the whirlpool's current. The DM should assign a probability of succeeding at this and have the PCs roll to catch the embankment.

After 3 rounds, any PCs remaining in the whirlpool are sucked underwater to drown.

Treasure: Caught amongst the rocks of the embankment is a waterproof scroll case. Inside the case are two vellum sheaves illuminated in blue dragon blood ink and gold flake. The first sheaf is a scroll containing the following magic user spells (all scribed at magic user level 3): *acid arrow, sleep, magic missile, mage armor, reduce* (reverse of *enlarge*). The second sheaf is a scroll containing the follow magic user spells (all scribed at magic user level 5): *invisibility 10' radius, lightning bolt, slow and water breathing*.

Area 2-4 – Rat Warrens: Read or paraphrase the following:

The wide, irregular tunnels gradually shrink until the tallest of your party must stoop to proceed. The floors

of the tunnels are slick with stinking mud. Inching into the darkness, you can feel something cracking and breaking beneath your bare feet.

Something inhuman carved these muddy tunnels. It waits for you, somewhere in the darkness.

These warrens are the home of several rat packs. A druid or ranger will be able to identify tracks in the mud corresponding to many, many rats. They lurk just at the edge of the PCs' light, slipping back into the darkness as the PCs draw near.

The warren tunnels are only 4 feet wide and tall, forcing medium-sized creatures to stoop and crawl and reducing their movement speed by half.

Each X marked on the map indicates a nest, a collection of dried sticks, bones, feces, and hairballs, built into a mound that covers the entire chamber floor. Each nest is home to 1 rat pack. The rats defend their nests to the death, unless the nests are set on fire.

Treasure: There is little in the way of treasure to be found in the rat warrens. Any meaningful treasure found by the rats has been taken to the Rat King at his request to be used to help fund the construction of the dungeon.

Rats (six groups of 40 ordinary rats each): AC 7, HD 1/4, Hit Points 1 or 2 each, see full stats above.

Area 2-5 – Dry Sewers: Read or paraphrase the following:

You breathe a sigh of relief and crawl from the filthy, rat-infested tunnels into a man-made sewer. A narrow stream runs right to left. The soft murmur of falling water comes from the right, while the air seems cleaner to the left.

This section of the old sewers was once connected to another part of the underground river. To the east is a cistern. To the west is a narrow clay pipe extending from the ceiling; the source of the falling water.

Area 2-6 – Drain Pipe: Read or paraphrase the following:

The narrow clay pipe is 8 feet off the ground, and just large enough for a human in armor. A steady trickle of clear waters spills from the pipe. From inside the pipe you can hear the sounds of water falling into a large pool.

Anyone testing the water from the pipe will discover it has a slight acidity. This is the result of the gray ooze lurking within the pipe.

Five feet inside the pipe, the ooze has spread itself out to cover the entire interior of the pipe. PCs crawling through the pipe are automatically hit with the ooze's acid-based attack.

Grey Ooze (1): AC 8, Movement 1", HD 3+3, Hit Points 20, No. of Attacks 1, Damage per Attack 2-16 HP of damage from acid, Special Attacks Psionic Abilities 21-121, Special Defenses impervious to spells, *heat-* and *cold*-based attacks, *lightning* spells and weapons do damage normally, MR see above, Intelligence Animal, Alignment Neutral, Size M.

Area 2-6A – Mud Room: Read or paraphrase the following:

The chamber is nearly filled with mud, leaving a spare 2 feet between the surface of the mud and the craggy ceiling. A stream of water feeds the pool, trickling through a crushed clay pipe.

The pool of mud is 4 feet deep. Buried at the bottom of the mud is a +2 *flail*. While the cave appears to be a dead end, persistent PCs may discover that the natural cave wall on the west adjoins a brick wall. The wall can be broken through with an Open Doors roll.

If PCs break through to the other side, read or paraphrase the following:

The wall of rotting bricks break away to reveal a dusty hall. The walls and ceiling are masked in cobwebs, partially obscuring strange runes. To your amazement, an endless series of runes is etched into every surface of the hall: the floor, ceiling, and walls!

A thin veneer of rust-red plaster was laid over the bricks, allowing runes to be cut into the plaster's surface. The PCs must remove the cobwebs in order to examine the runes. The runes radiate weak enchantment, but their effects have long since faded away.

Unless the PCs have a means of deciphering unknown writing (i.e., a *comprehend languages* spell, or something similar), the runes appear as nothing more than gibberish. If the PCs do have a means to *comprehend languages*, show the **players handout (H)**, which contains the following in endless series:

...Overlord Xuaso, Master of Corruption, Countess Suoax, Mistress of Death, Baron Aoxus, the Defiler, Uosax, Prince of Lies, Princess Ouxas, the Seducer...

The gibberish repeats endlessly, without beginning or end. The script provides both the clue and the solution to the door puzzle in Area 2-7. If any of the deciphered words are read aloud, whispering demonic voices take up the chant, repeating it without end.

Area 2-7 – Gallery of Shade and Blade: Show the **players handout (I)** and read or paraphrase the following:

The hall opens to a wide gallery supported by arching columns that run along the walls to the vaulted ceiling. The floors, walls, and ceiling are all covered with the reddish plaster and endless spiraling runes.

The south wall of the gallery is dominated by a wide

dais that rises to a stone portal fashioned in the shape of a pentagon. Even from a distance you can make out the 5 glowing runes arrayed about the door, each corresponding to one side of the pentagon.

Legend tells of a fallen paladin who sold his soul to a demon prince in exchange for power over his enemies. In time, the anti-paladin was defeated and was sealed in an unmarked tomb to ensure his wicked corpse was never exhumed. The pentagonal door marks the entrance to the tomb of this Nameless Lord.

If the PCs have a means of translation, the runes around the pentagonal door translate to the letters X, S, A, O, U. Each rune is engraved on an iron plate, which are in turn mounted around the portal. Depressing these runes in one of the proper sequences causes the door to slide into the floor. Depressing the runes in any incorrect order triggers one of the 5 blade traps, causing a scything blade to lash out from a seam of the door at anyone standing nearby (attack as 5th-level monster, does 2d4 HP of damage, automatically resets). Thieves attempting to neutralize the blade traps must remove each of the 5 blade traps separately.

The proper combination of letters is any one of the names found in the runes from Area 2-6A: Xuaso, Suoax, Aoxus, Uosax, or Ouxas. Any other combination triggers the trap.

A shadow lurks in the darkness of the vaulted ceiling, waiting for the right moment to launch its attack on the PCs.

The vault door cannot be picked, *per se*, but can be broken open or destroyed.

Development: The twin corridors to the north have both been closed by cave-ins. At the GM's discretion, the exits can be cleared by PCs, permitting further adventures into other vaults of wicked souls sealed from the prying eyes of mankind.

Shadow: AC 7, Move 12", HD 3+3, HP 20, No. of Attacks 1, Damage/Attack 2-5, Special Attacks Strength drain, Special Defenses requires +1 or better weapons to hit, 90% undetectable due to nature, MR unaffected by *sleep*, *charm* or *hold* spells, not subject to *cold*-based attacks, Intelligence Low, Alignment CE, Size M.

Area 2-8 – Vault of the Nameless Lord: Read or paraphrase the following:

A short flight of stone steps descends to a small vault. A body lies in state atop a bier of polished white marble. The body is wearing field plate armor. The arms are folded over its chest, cradling a strange rod.

A shrine has been cut into the back wall of the vault, the contents of which are hidden by a white silk shroud.

The armored figure is the corpse of the Nameless Lord.

It lies in its tomb, uncaring, waiting for something living to enter. If the PCs oblige and enter, the Nameless Lord rises from the bier, moaning in anger, and attacks. The Nameless Lord has risen as a mummy, but due to the field plate armor it wears, the Lord does not have the rotting disease characteristic or the usual vulnerability to fire.

The Nameless Lord wields *Thrall* in combat, a heavy iron rod tipped with a cut ruby shaped like a human skull. *Thrall* functions as a +2 club (base damage is 1-6/1-3), and provides its wielder with a *protection from good* continuous effect. The weapon served the anti-paladin well during his evil reign.

Thrall is not evil aligned, but for every day the rod is a PC's principle weapon, there is a 1% non-cumulative chance that a demon lord will approach the PC, offering riches and power in return for eternal fealty. GMs should play this role to the hilt, offering the PC his heart's greatest desire. Rest assured, no matter what the PC is offered, the demon walks away with the upper hand.

Treasure: In the alcove behind the Nameless Lord, beneath the silk shroud, are tokens left behind by the good heroes entombing the Nameless Lord: a *wand of magic missiles* (caster level 5, 12 charges), a cache of 5 *extra healing potions*, a +1 *flame tongue longsword*, and a *cloak of elvenkind*.

The Nameless Lord, mummy: AC 1, Move 6", HD 6+3, HP 42, No. of Attacks 1, Damage/Attack 1-12, Special Attacks *Fear (revulsion and paralysis)*, Special Defenses Requires magical weapons to harm – and those do only half damage, MR unaffected by *sleep, charm, hold* or *cold*-based spells, poison or *paralysis* do no harm, Intelligence Low, Alignment LE, Size M.

Possessions: +1 field plate armor, *Thrall* (+2 club; see above).

Encounter Area 3: Fall of the Rat King

With the PCs' escape from the dungeons of the Rat King and the rat-filled sewers, the adventure has come full circle. While the final level is not easy by any stretch of the imagination, the PCs now have the advantage of surprise. Quick thinking heroes will be able to make the most of this, pressing their advantage and keeping the minions of the Rat King on the defensive.

Wandering Monsters

For every 5 rounds spent in Areas 3-1 to 3-6, roll 1d12. On a 1-5 the PCs encounter a party of drunken wererats. The lycanthropes are lost in their revels and won't recognize the PCs until they come within 20 feet.

Human wererats (rat-man form) (3): AC 2 (gain the benefit of a 17 dex in rat-man form), HD 2, Hit Points 14, see full stats above.

Possessions: Chain shirt, rapier, empty bottle of wine, belt pouch with 1d20 gp.

Areas of the Map

Area 3-1 – Cistern: Read or paraphrase the following:

The storm sewer opens to a large cistern. The stream of water runs down a sharp slope to a pool at the base of the chamber. On the opposite side of the cistern, a wooden platform extends out over the pool. Atop the platform is a winch and bucket.

This is the water supply for the minions of the Rat King. The sloped walls of the cistern are slick with moisture and difficult to climb.

Behind the winch are seven water barrels, three-dozen torches wrapped in oiled skins, a crate containing 400 crossbow bolts, three barrels of oil, and a box with 40 crossbow strings.

Area 3-2 – Workshop of the Dying One: Read or paraphrase the following:

The door opens with a rush of stale air followed by the wafting stench of pus and infected flesh. A sickly green glow emanates from the room, tainting everything with its putrid light. The source of the foul smell is immediately obvious: six large glass chambers arrayed along the walls. All but one contains rotting corpses suspended in a glowing green liquid.

In the center of the room is a stone sarcophagus. Resting atop the sarcophagus is a rolled scroll bound with a white ribbon.

This workshop is where Azrod the Dying (Area 1-6) pursued his studies into necromancy in the hopes of extending his accursed life. Azrod guarded his discoveries with fierce jealousy, ultimately electing to

destroy his own work rather than allow it to fall into the hands of ignorant adventurers. The empty glass chamber is where Azrod's clone was created (see Area 3-7).

The scroll atop the sarcophagus contains a *sepia snake sigil* trap and a *fireball* trap. Anyone unrolling the scroll and reading its contents triggers the *snake sigil* (caster level 5, attacks as 5 HD, save negates) and the *fireball* trap (caster level 8, does 8d6 HP of damage, save for half damage). The two traps function independently of one another.

When the *fireball* detonates, it shatters the glass cloning chambers, flooding the room with viscous green ooze, bits of rotting flesh, and rapidly decaying skeletons. The ooze has no negative effects, but if PCs burned by the *fireball* submerge themselves in the ooze, their burn wounds (and only their burn wounds) are healed for 1d12 HP.

Hidden on west wall, sandwiched between two cloning chambers, is a narrow secret door.

Area 3-2A – Vault: Read or paraphrase the following:

The thin door slides aside, exposing a narrow hallway. Beyond the passageway you see a small chamber, dimly lit by a flickering flame. Through the dancing shadows you see your stolen gear!

The short hallway is trapped by a camouflaged pit trap (fall 40 ft., 4d6 HP of damage).

When the vault door opens, 12 snakes swarm in through cracks in the walls, viciously attacking everyone.

The vault at the end of the corridor holds the PCs' confiscated items. The items are being identified and tagged; none of them have been damaged. The vault is lit by a torch of *continual light*. At the GM's discretion, Aaron Gannu may have taken any potions, scrolls, or items useful to assassins or rangers. See Area 3-7 for details on the Rat King.

Snake, Small (new monster) (12): AC 6, Move 9"/12", HD 1-8, Hit Points 5, No. of Attacks 1, Damage/Attack 1-2 (bite plus poison), Special Attacks Poison (*unconsciousness* for 1d8 hours, save negates), Special Defenses Nil, MR Standard, Intelligence Animal, Alignment N, Size S.

Area 3-3 – Feasting Hall: Read or paraphrase the following:

Drunken shouts and laughter come from the chamber ahead, accompanied by the smell of cooked flesh and spices. A short flight of stairs leads down into the chamber, while the corridor splits to either side to make a balcony.

Peering out over the smoky chamber you see a dozen or more slavers drinking and eating with wild abandon.



Some are half-orcs, some hobgoblin, and some a disturbing mix of rat and man. All are stumbling drunk, staggering like reveling princes about the feasting hall.

While all the slavers are armed, none of them are wearing armor (their armor is kept in trunks on the south wall of the room, but the villains won't have the time to don it).

Two heavy, iron chandeliers hang by rope from the ceiling. These chandeliers are anchored to either side of the balcony, and can be dropped on the unsuspecting slavers. Each chandelier can strike 1d6 slavers, causing 1d12 HP of damage. (Especially merciless PCs might even sneak back to Area 3-1, retrieve the barrels of oil, and turn the feasting hall into a massive, fiery inferno.)

Once the slavers become aware of the PCs, they move to attack, with little in the way of tactics or planning. The villains are falling-down drunk, taking a -4 penalty to their attack rolls, saving throws, and armor class values (this has already been factored into their stat blocks).

Eighteen cots and 36 small coffers are pressed to the south wall of the room. The slavers sleep and eat in shifts. The cots are infested with fleas and bedbugs, and the coffers contain a change of filthy clothes and the slavers' armor.

Hobgoblin Slavers, Ftr1 (8): AC 10, HD 1+1, Hit Points 8 (x8), see full stats above.

Possessions: Longsword, javelin (3), bag with 1d20 sp.

Half-orc Slavers, Ftr1 (5): AC 10, HD 1d10, Hit Points 9 (x3), see full stats above.

Possessions: Battleaxe, belt pouch with 1d4 sp, 1d12 gp and 1d4 dried ears and fingers (battle trophies).

Human wererats (rat-man form) (3): AC 10, HD 2, Hit Points 14, see full stats above.

Possessions: Rapier, belt pouch with 1d20 gp.

Area 3-4 – Three Brothers: Read or paraphrase the following:

The dour chamber seems akin to a dungeon cell: moldy hay strewn about the floor, a bucket of filthy water. A trio of humanoid heads is hung on a spit above a fire pit. The flesh crackles and pops in the leaping flames.

Three bugbears make their lair here. If the PCs achieve surprise, the bugbears will be seated around the fire, licking their fury chops. If the PCs fail to surprise the bugbears, the beasts lurk in the shadows of the room, javelins and morningstars at the ready.

The largest of the bugbears carries a *wand of earth and stone* (17 charges, cast as if by magic user level 12). Whenever Aaron Gannu wants to witness the torture of his prisoners, the Dying One uses the *wand* to shape a passageway to Area 2-1A. Each of the bugbears carries a potion of *healing* in a steel vial.

Bugbear (3): AC 6, Move 9", HD 3+1, Hit Points 21 (x3), No. of Attacks 1, Damage/Attack 2-8 or by weapon, Special Attacks Surprise on 1-3, Special Defenses *Infravision*, MR Standard, Intelligence Low, Alignment CE, Size L.

Possessions: Studded leather armor, 3 javelins, morningstar, potion of *healing*, shield, canvas sack with 2d12 sp and 1d8 gp.

Area 3-5 – Troll Bridge: Read or paraphrase the following:

The corridor meets an underground river here. A sturdy bridge spans the river, broad wooden beams standing high above the river's quick current. A heavy iron grate cuts across the river on the downstream side, catching flotsam and jetsam.

On the far side of the river, the walls of the corridor are tinted red, as if something is burning brightly further down the hall.

The bridge is 6 feet wide, 17 feet long, and as sturdy as it appears. A redtooth river troll (new monster) lurks underneath, guarding the bridge. As the PCs attempt to cross, the redtooth river troll cranes a monstrous

arm over the side, trying to knock PCs off the bridge. While clinging beneath the bridge, the troll has +4 to its AC, but a -4 to its attacks. PCs struck by the redtooth river troll have to maintain their balance or be knocked into the river (GM may call for a dexterity check here). Anyone knocked from the bridge may attempt to catch the lip of the bridge. Companions can attempt to catch their fellows and pull them back to safety. Those falling into the river will be pinned against the iron grate on the downstream side of the bridge. The river is 10 feet deep here, and PCs need to swim each round they spend in the water.

The redtooth river troll is an effective swimmer, and swims upstream or climbs the cavern wall, as needed.

The red tint to the walls of the south corridor is light reflecting from Area 3-6.

Redtooth river troll (new monster): AC 1, Move 12", HD 8+3, Hit Points 62, No. of Attacks 3, Damage/Attack 4-16/4-16/2-12, Special Attacks May attack 3 different opponents, if both claws and bite attacks hit troll can rend for additional 1-4 HP of damage, *disease*, Special Defenses *Infravision* 90 ft., *regeneration* (5 HP per round after 3 rounds), fire and acid damage normally (and are not subject to troll's *regeneration*), MR Standard, Intelligence Low, Alignment CE, Size L.

A redtooth river troll is a giant-class version of a normal troll. In spite of its bent spine and hunched posture – even more stooped than that of a normal troll – it still stands almost nine feet in height. For the most part, it is completely hairless, revealing rubbery gray skin; occasionally, there are patches that appear to be fur, but these are actually fleshy fibers that writhe and flex. Its eyes are yellow and seem to bulge out of their sockets, and its maw is filled with oversized, jagged teeth. Like a regular troll, its arms are long and drag about on the ground, and its gangly form belies its immense strength and speed.

Area 3-6 – Riddle of the Rat King: Show the **players' handout J**, and read or paraphrase the following:

As you inch further down the hall, the air grows steadily warmer, and the reddish light grows brighter, finally revealing its source: a mighty statue of a wererat, easily three stories tall and nearly filling the cave.

The towering rat holds an enormous brazier in its paws, as if making an offering to whatever infernal power the rat-men worship. The brazier's flames lick at the ceiling of the chamber with sooty tongues, and there is a haze of foul smoke that hangs in the air.

The rat statue is the last obstacle between the PCs and the Rat King. The statue is cast in bronze, blackened by soot and time. In the belly of the statue is an unadorned bronze door. Before the door is a stone altar. A sentence fragment is carved into the surface of

the altar: "My Favored Son: L."

The fragment is a riddle. The answer is "Lawrence," the name of Aaron's son from *Idylls of the Rat King*. (The answer to the riddle is also hidden in Area 1-6A.) If a non-lycanthrope touches the door without first speaking "Lawrence," the brazier, which is filled with oil, tips and pours flaming oil upon the area beneath and in front of the statue (flaming oil does 6d3 HP for 2 rounds upon anyone or anything within a 10 feet radius of the statue). There is enough oil in the brazier for the trap to be triggered 5 times.

If the name "Lawrence" is spoken aloud, or if the door is touched by a lycanthrope, the bronze door rises into the ceiling with a low rumble, the sound of stone grinding on stone.

Area 3-7 – The Rat King: Read or paraphrase the following:

Past the bronze door you spy a large, vaulted chamber. The walls are hung with gilded tapestries, and the air is thick with the smell of scented candles. Lavish pillows, lounges, and chairs are arrayed about the room. On the back wall of the chamber is an ornate wooden throne atop a raised flagstone dais. A massive black orb rests before the throne, held aloft by a trio of rat statues.

Upon a second glance, you notice that all is not as it first seemed. The gilded tapestries are moth-eaten, the pillows are soiled black with mold, and the sweet smelling candles cover the scent of rot and disease.

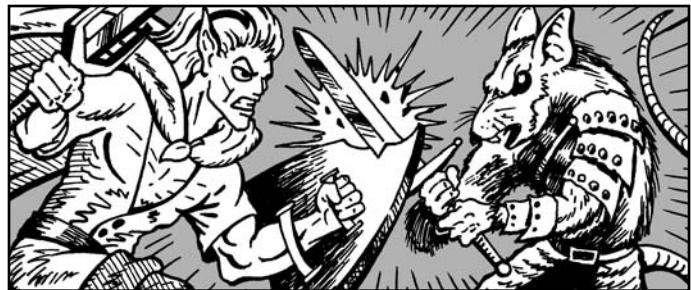
As you watch, a single rat scampers onto the throne. It watches you with its beady orbs, regarding your company with regal disdain.

Despite its poise, the rat atop the throne is a normal rat sent by the Rat King in the hopes that the PCs will waste precious spells on what is essentially a diversion.

Regardless of their actions, as the PCs enter, three rat swarms begin to pour into the room. The plague of rats crawl from behind the tapestries, erupt from unseen tunnels in the floor, and scramble down the walls, creating a seething carpet of pestilence surrounding the PCs.

Tactics: The Rat King enters the chamber in giant rat form with the rat swarms. The PCs only notice the Rat King if they are specifically looking for him, or if they are looking for a rat that is much larger than the normal rats in the room. It is up to the GM whether the PCs actually see the Rat King before he begins his assault. On the third round after the PCs have entered the room, Aaron Gannu transforms into rat-man form and launches a rear attack on a PC, preferably against a human or elf.

Aaron fights with a pair of +2 daggers of venom.



These custom-made magical weapons each hold a hidden store of poison in their hilts. Each dagger holds six doses of poison (poison causes *paralyzation* for 2-12 hours, save at -1 to negate) and functions like "standard" daggers of venom in all other respects.

So long as the rat swarms surround the PCs, Aaron makes rear attacks over the rats with devastating efficiency, gaining the +2 rear attack bonus for his efforts.

If the rat swarms are slain, or if the PCs succeed in fighting their way to Aaron, he shifts back into giant rat form and flees west, through a small hole in the wall. The wall hides a secret door that has a complex locking-latch mechanism that requires two rounds to open. The locked secret door is not trapped.

Curse of the Rat King: If the rat king is killed, read or paraphrase the following:

The Rat King drops to one knee, clutching his wounds in attempt to staunch the bleeding. "This is not the end!" he hisses, his eyes wild with madness. "The Gannu shall haunt you for all time! In every sewer of every city! Chewing through every floor! Beneath every bed! The rats shall have their revenge..." The curse ends in a sickening screech as the Rat King's body begins to change, bones and sinew erupting from inside the Rat King's shrinking skin.

Before your eyes, the Rat King collapses, his body transforming into a slaughtered giant rat. Devastating wounds lacerate the small body and Aaron's cursed blood spills out onto the floor in a dark pool. You look up from the corpse to see half a dozen green-eyed giant rats watching you from the shadows of the room.

Call for an initiative roll, but before the PCs' actions commence, read or paraphrase the following:

In an instant the giant rats vanish into the walls, disappearing from sight.

It is up to the GM to decide if the curse of the Rat King is simply the ramblings of a deranged madman, or the inception of a larger world-spanning plot. At the very least, for the next several months, PCs should feel uncomfortable whenever they come across a common rat.

Treasure: The black orb is the *Onyx Eye*, a crystal

ball with unique properties (see Appendix 2 for more information).

Aaron Gannu, male human wererat Rng5/Asn1 (rat-man form) (3): AC 1 (gains the benefit of a 19 Dex in rat-man form), Move 12", HD 6d8, Hit Points 46, No. of Attacks 2, Damage/Attack by weapon 1-4 (two +2 daggers of venom) or 1-3 each (2 claws) plus 1-6 (bite), Special Attacks Poison use, disease, Special Defenses Only hit by silver or +1 or better weapons, MR Standard, Intelligence Above average, Alignment CE, Size M, Str 16 (+1 to damage), Int 14, Wis 9, Dex 19 (-5 defensive adjustment), Con 15 (+1 Hit Point Adjustment), Cha 9.

Possessions: Two +2 daggers of venom, +1 studded leather armor, ring of tooth and blade.

Aaron Gannu, male human wererat Ran5/Asn1 (giant rat form): AC 7, Move 12"/6", HD 6d8, Hit Points 46, No. of Attacks 2, Damage/Attack 1-3, Special Attacks Disease, Special Defenses Only hit by silver or +1 or better weapons, MR Standard, Intelligence Above average, Alignment CE, Size S, Str 16 (+1 to damage), Int 14, Wis 9, Dex 19 (-5 defensive adjustment), Con 15 (+1 Hit Point Adjustment), Cha 9.

Rats (three groups of 50 ordinary rats each): AC 7, Move 15, HD 1/4, Hit Points 1 or 2 each, No. of Attacks 1, Damage/Attack 1, Special Attacks/Special Defenses cause disease, MR Standard, Intelligence Animal, Alignment NE, Size S.

Area 3-8 – Revenge of the Rat King: Read or paraphrase the following:

The chamber before you throbs with a sinister green light. Watching warily from the hall, you spot an open glass cloning chamber, half filled with glowing green ooze. The emerald light glints off a series of iron safes mounted in the walls.

A simple trapdoor is placed in the ceiling of the room, and can be noticed by observant or searching PCs.

The trapdoor opens to a tunnel with iron rungs rising to street level Soulgrave. If the PCs fail to stop the Rat King from escaping, he ascends the ladder, and flees into the night.

The glass cloning chamber contains only green ooze. At the GM's discretion, this glass cloning chamber was the one used to create the clone of Aaron Gannu (see Further Adventures, next page).

The iron safes contain the Rat King's considerable wealth. There are six safes in all, each of which is locked. Safes #1, #2, #3, and #6 are trapped as detailed below.

Safe #1: A teak box containing one banded agate (worth 6 gp), one piece of amber (worth 120 gp), one star ruby (worth 630 gp), one sardonyx (worth 40 gp), and one large pearl (worth 700 gp). The safe door is protected by a poison dart trap (dart causes 1d4 HP, poison causes paralysis and victim to fall into a coma for 1d4 days, save negates).

Safe #2: 1,000 gp held in 10 leather pouches. The safe door is protected by a *burning hands* trap (*burning hands* as per spell, cast by magic user of 1st level, save for half damage).

Safe #3: A black velvet mask adorned with numerous citrines (worth 160 gp). The first time the mask is donned, a *cause light wounds* trap is triggered (*cause light wounds* as per the spell, cast by 1st level cleric, save for half damage).

Safe #4: 150 pp, scattered on the base of the safe. No trap.

Safe #5: The *Key of Shevas* (new magic item – see Appendix 2) folded inside a *robe of useful items*. No trap.

Safe #6: A *wand of wonder* atop a black silk pillow. The lock is trapped with a poison needle trap (poison is blue whinnis poison, causes unconsciousness for 1d4 days, save to negate).

Cloning

The Rat King's chief henchman, Azrod the Dying, dedicated his life to circumventing the limitations of his frail frame. Too weak to pursue lichdom, and too cunning to fall for the overtures of vampires, Azrod scoured the globe, finally happening upon the bizarre collection of ruins known as the Talons of the Horned King (described in a separate DCC adventure).

What Azrod discovered in that weird place will never be known, but when he returned from the north he brought with him a rudimentary understanding of magic-assisted cloning. Too obsessed to be an effective researcher, Azrod's technique was never close to perfection. His attempts to create new beings always resulted in rotting masses of organic matter. While the soulless creations were perfect imitations of the cloned body, each was missing the critical spark of life.

At the GM's discretion, Gannu's violent death and dying curse might have provided the key ingredients necessary to jolt a clone to life. Gannu's soul, escaping his dying body, and driven by an insatiable desire for revenge, could find a home in one of Azrod's clones, permitting the Rat King's escape... and return.

Wrapping Up

Read or paraphrase the following:

Your companions wipe the blood from their blades, ease their spellbooks closed, and offer quiet prayers of thanks. The Rat King's sinister plot has failed; his army has been put to the sword or has now scattered.

But what of the Rat King himself? The memory of glowing green cloning chambers lingers in your mind. You have seen too much in the past few days to believe that the diabolical Aaron Gannu will stay dead for long.

With a laugh, you shake the dark thoughts from your mind. Now is the time for celebration and rejoicing. Your packs are laden with newfound magic and coins aplenty. And after that, new adventures will surely beckon.

Let the villains do their worst – you will meet them with might, cunning, faith and magic, and send them howling back into the darkness.

THUS ENDS THE REIGN OF THE RAT KING

Further Adventures

The Revenge of the Rat King need not be the end of Aaron Gannu. At the GM's discretion, the Rat King may have succeeded in cloning himself in Area 3-8. The clone (now believing itself to be the true Rat King) will be no less deadly than its predecessor, and will bide its time until revenge is ripe.

The Sewers of Soulgrave are ancient and present a nearly endless number of adventuring possibilities, beginning with the catacombs (Area 2-7) and the adjoining rooms. GMs are invited to map out their own ruins adjoining the crypts, stocking the dungeon with ferocious undead and fabulous treasures.

Appendix 1: Silverton Area

Thorp of Silverton

Silverton (large thorp): AL CG; Population 76; Isolated (human 75, dwarf 1).

Authority Figure(s): Forbear the Smith, male human Expert5 (also the town sheriff); Blas Anains, male human Commoner1 (speaker to the town council); Renna the Midwife, female human Cleric4 (midwife); Moses Ereint, male human Commoner2 (also the town judge); Laglidin Cladinias, male human Commoner3 (head of the Miner's Guild).

Notes: Lawrence Gannu is the leader of the local group of bandits that is raiding the silver caravans traveling north. When he is in town, he disguises himself as the bard that plays at the Silver Cup Inn.

The Silver Cup Inn

The Silver Cup Inn is a pleasant stop along the road from Soulgrave in the south, and to Archbridge to the north. The proprietor of the two-story inn is an older gentleman named Blas Anains. Blas came to Silverton a little more than a decade ago to open an inn at this stopping point between the two major cities. He discovered that the addition of a tavern to the inn more than doubled his income, since the silver miners had loose purse strings if the ale was plentiful and the food was good.

Service	Cost
Single room (per night)	5 sp
Common room (per night)	1 sp
Mug of ale	4 cp
Dinner for one person	3 sp
Cheese and bread plate for one person	1 sp

Rusted Pick Trade Goods

The Rusted Pick Trade Goods shop is the be-all and end-all store for the frontiersmen that call Silverton home. Any equipment, other than weapons and armor, can be bought here. The owner, Moses Ereint, will also buy any non-magical used goods and equipment for 30% of their listed value.

Forbear's Smithy

Forbear is a giant of a human male. He has worked the bellows of a smithy since he was a 12-year-old lad. His expert handling of his hammer and anvil allows Forbear to make finely crafted weapons and armor in addition to normal weapons and armor. His prices are normal for these items, and his custom items are 150% their normal price.

Forbear the Smith, male human Ftr5: AL CG; Str 19, HP 15.

Renna the Midwife

Renna is the midwife to the town of Silverton. She acts as healer, confidant, and notary public. She is a young-looking woman in her mid-forties. She knows how to use herbs, and can cast a few spells to aid her in healing those that are wounded. She charges the standard prices for scrolls and healing herbs.

Renna the Midwife, female human Cl4: AC 10, Move 12", HD 4d8, Hit Points 16, No. of Attacks 1, Damage/Attack by hand 1-3, Special Attacks Spell use, Special Defenses Nil, MR Standard, Intelligence High, Alignment CG, Size M, Str 10, Int 16, Wis 16, Dex 12, Con 13, Cha 15.

Possessions: Herbs and miscellaneous coins.

Cleric spells prepared (can cast 5/4 spells per level per day, as adjusted for Wisdom): 1st level – *cure light wounds* (x3), *detect evil*, *purify food and drink*; 2nd level – *augury*, *slow poison* (x2), *speak with animals*.

Miner's Guild

The grizzled old Laglidin Cladinias is the leader of the Miner's Guild in Silverton. He controls the flow of all the silver that leaves town. He is very worried about the caravan attacks, and is willing to pay those brave enough to rid this menace from the roads. He will offer the characters a lifetime membership to the Miner's Guild if they can rid Silverton of the bandits.

Appendix 2: New Magic

Amulet of protection from evil: a magic item allowing the wearer to cast the spell of the same name once per day as a 3rd-level cleric.

Wand of color spray: a magic item allowing the user to cast the spell of the same name, expending a charge to do so, as if cast by a 3rd-level illusionist; usable by magic users or illusionists.

Shackle of Shevas: A sort of dimensional restraint, a *shackle of Shevas* is an unbroken circle of meteoric iron that cannot be damaged by weapons of less than +2 enchantment. The *shackle* magically shrinks and enlarges to match the size of the wearer, prevents the wearer from casting *dispel magic* or *gaseous form*, and acts as a *dimensional anchor* (new spell – see below). Treat as if created by a magic user of 15th level; *dimensional anchor*.

PCs will likely find creative solutions to removing the *shackles*, but the easiest tact is to use the *key of Shevas*, found in Area 3-8.

Dimensional anchor (new magic user spell): This spell creates a ray of magical energy that springs from the caster's hand. The target of the spell, any creature or object, becomes encased in a field of the magical energy that bars extradimensional travel. Forms of travel blocked by this spell include *astral spell*, *blink*, *dimension door*,

gate, *maze*, *plane shift*, *teleport*, *word of recall*, and other similar spell-like abilities. *Gate* and *teleportation circle* spells likewise cannot be used while a dimensional anchor is in force. Level: 7; Range: 1" per level; Duration: 1 round per level of caster; Area of Effect: 1 being or object; Components: V, S; Casting Time: 1 round; Saving Throw: None.

Key of Shevas: The key resembles a delicate 6-inch key carved from white ivory. The key can open and seal *shackles of Shevas*. Additionally the key can be used to cast *knock*, *dispel magic*, and *wizard lock*, as if cast by a magic user of 10th level, three times per week. If any of the key's powers are ever invoked more than three times in a week, the key loses all of its abilities, becoming nothing more than a curious oddity. Treat as if created by a magic user of 17th level.

The Onyx Eye (Yatii's Orb): The eye is an opaque black orb, 8 inches in diameter, polished to a mirror-bright sheen and incredibly dense. Much like a normal *crystal ball*, a character can use the eye to see over virtually any distance. In addition, the eye allows the user to project an illusory image to the place being scryed, similar to the spell effects for the spell *project image*. Treat as if cast by a 13th-level magic user.

There is a cumulative 6% chance that every time a PC peers into the ball, he sees himself being attacked by a ferocious monster. The image flares to life within the orb, and then vanishes before revealing the result of the battle. This is literally the PC's future. The GM should select or create a villain with which to torment the unfortunate PC. Driven by a powerful enmity, the villain begins to track the PC, with the intent to attack the PC when he is alone.

Ring of Tooth and Blade: At first glance, this magic ring appears to be a simple woven string. On closer examination, it becomes apparent that the ring is a weave of felted fur and platinum wire. When worn, the ring permits the owner to retain her equipment during shapechanging magic. Up to eighty pounds of gear can be absorbed into the ring, reappearing when the PC returns to a humanoid shape. Treat as if cast by a magic user of 9th level.

Appendix 3: Players' Handouts

Handout A

The note reads:

While I lie here dying of a mortal wound that I received from that evil demon from deep within this dreadful hole, I cast my eyes towards a vision of the future that may be brighter by my gift. I give to you, reader of this message, my family sword to use against the dreaded she-devil from the bowels of the Hells. Use it well against her and her undead minions, and may it strike her true.

Handout B

The old and faded piece of folded paper reads:

If we could but flood the lower levels with blessed water we could get rid of the ancient evil that resides there. She is imbued with unnatural speed and a supernatural strength. To look her in the eyes is sheer folly, and a mortal man would lose his mind in those eyes. May the gods have mercy on our souls as we venture into her domain to do battle. I fear that she will win the day if the other clergymen cannot agree on a course of action.

Handout C

The folded note reads:

To my dearest love,

Jasper Gannu told me you'd be mining this area today, so I came under the cover of darkness to hide my ring for you to find. If our love is to bloom and last eternal, you must find this. I have all confidence that you will, and when you return to the surface, I will marry you.

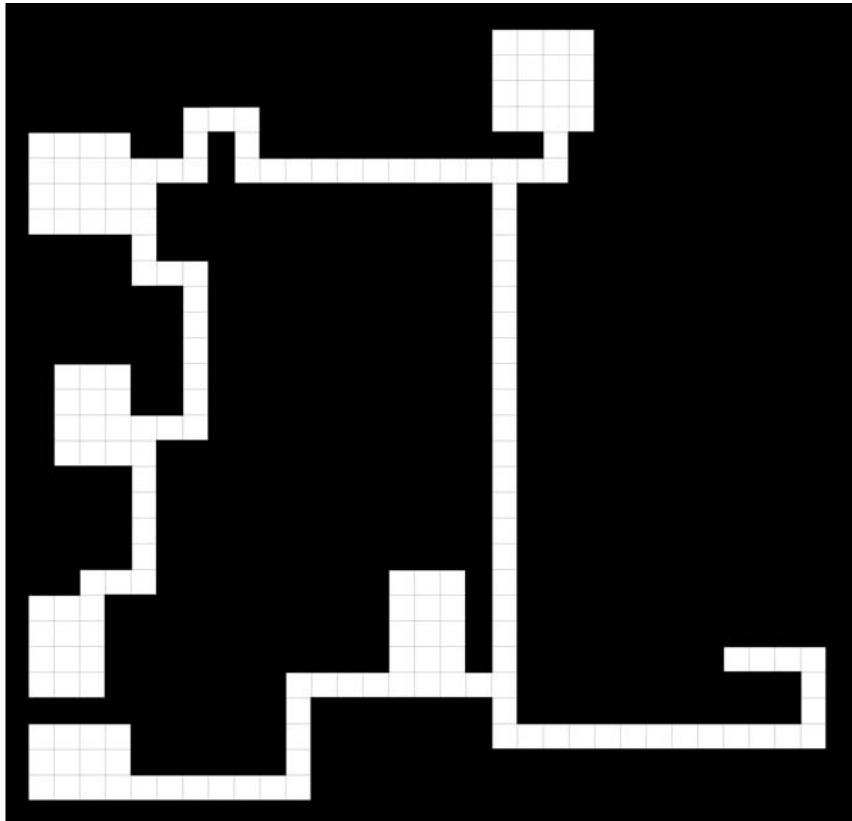
~ Jessica

Handout D

This old scroll relates the story of the uncovering of the ancient evil spirit in the mine (as told in the **History of Silverton** entry in the Background Story section).

Handout E

The following scrap of a map to a lower level of the mine has been found (this map dates back over 100 years).



Handout F

The scroll reads:

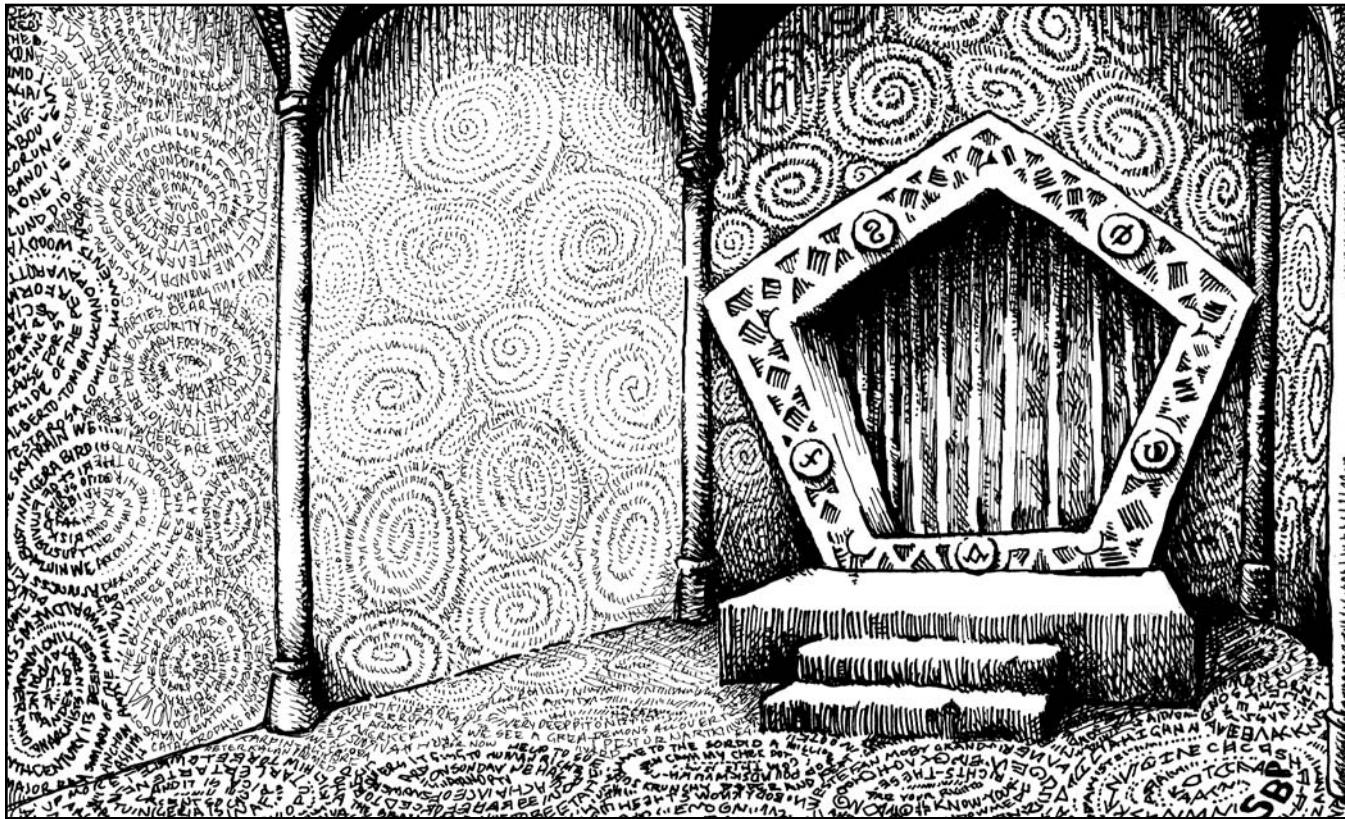
The evil beneath us has grown in power, and has finally broken free. My companions have all perished to this terrible power, and now I am afraid I will be next. I was one of the original men to break through into the forgotten tomb that held this terrible undead monster. Do not make the same mistake we made when we reached the deepest level of the mine. Do not be greedy, as we were. Now we are going to pay for our greed in death. For this beast can raise us from the dead to serve on in undeath, as my fellows discovered too late. They are now skeletons, and even now, I can hear them clawing at the beams and stone walls near me. Pray for me.

Handout G



Handout H

Handout I



Handout J



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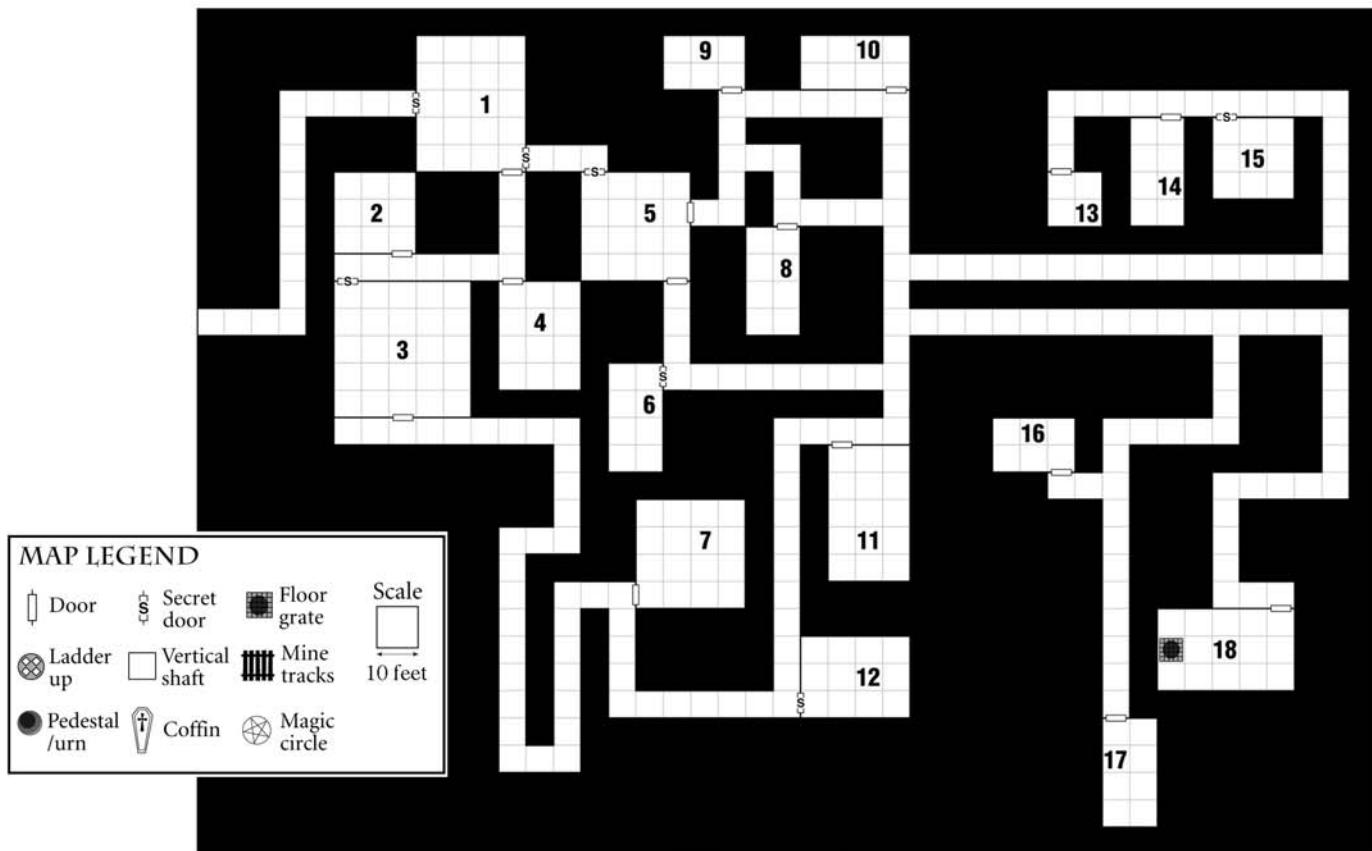
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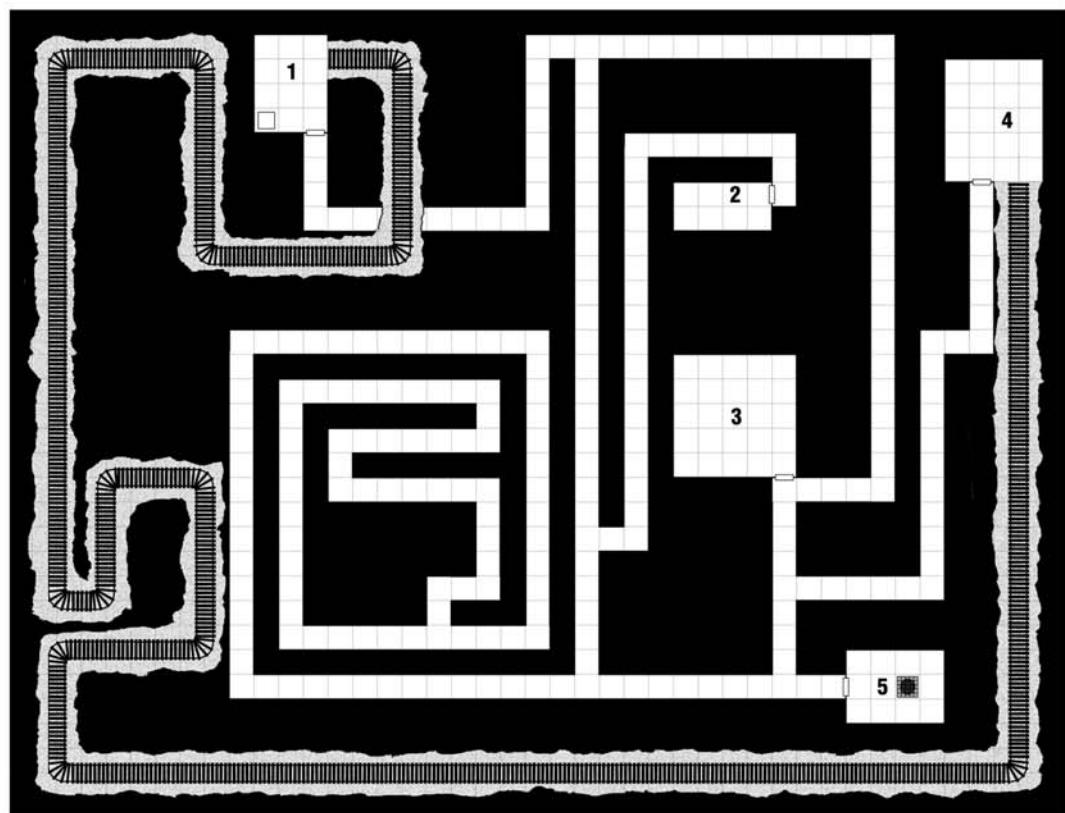
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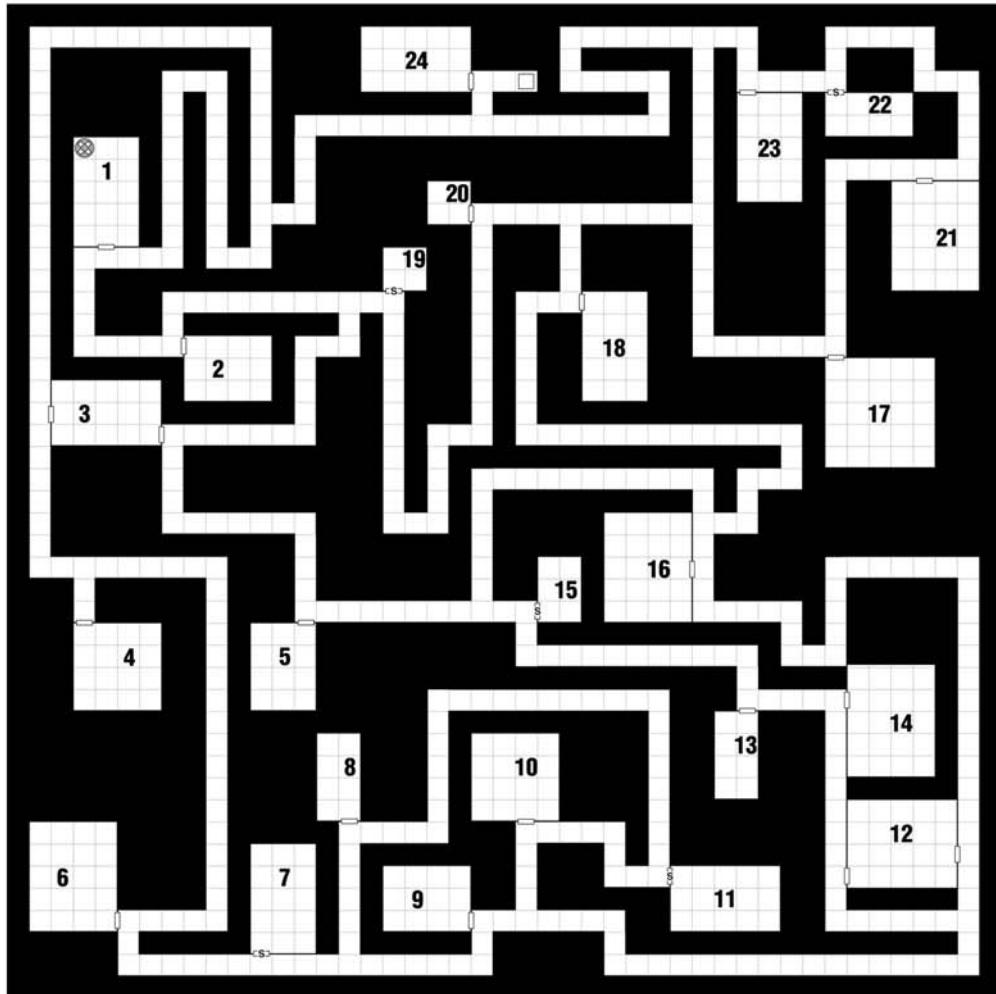
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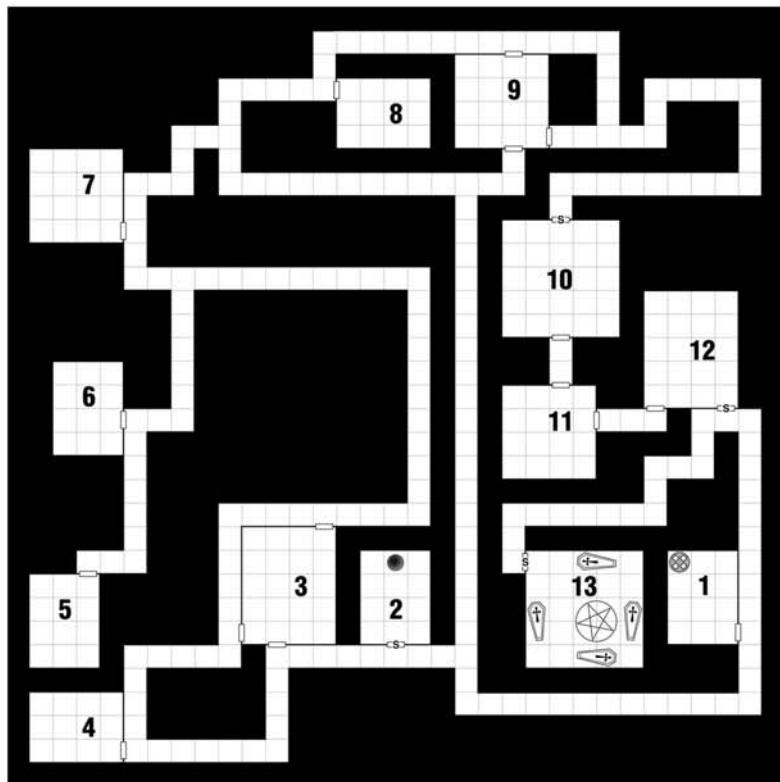


Abandoned Silver Mine – Level 3





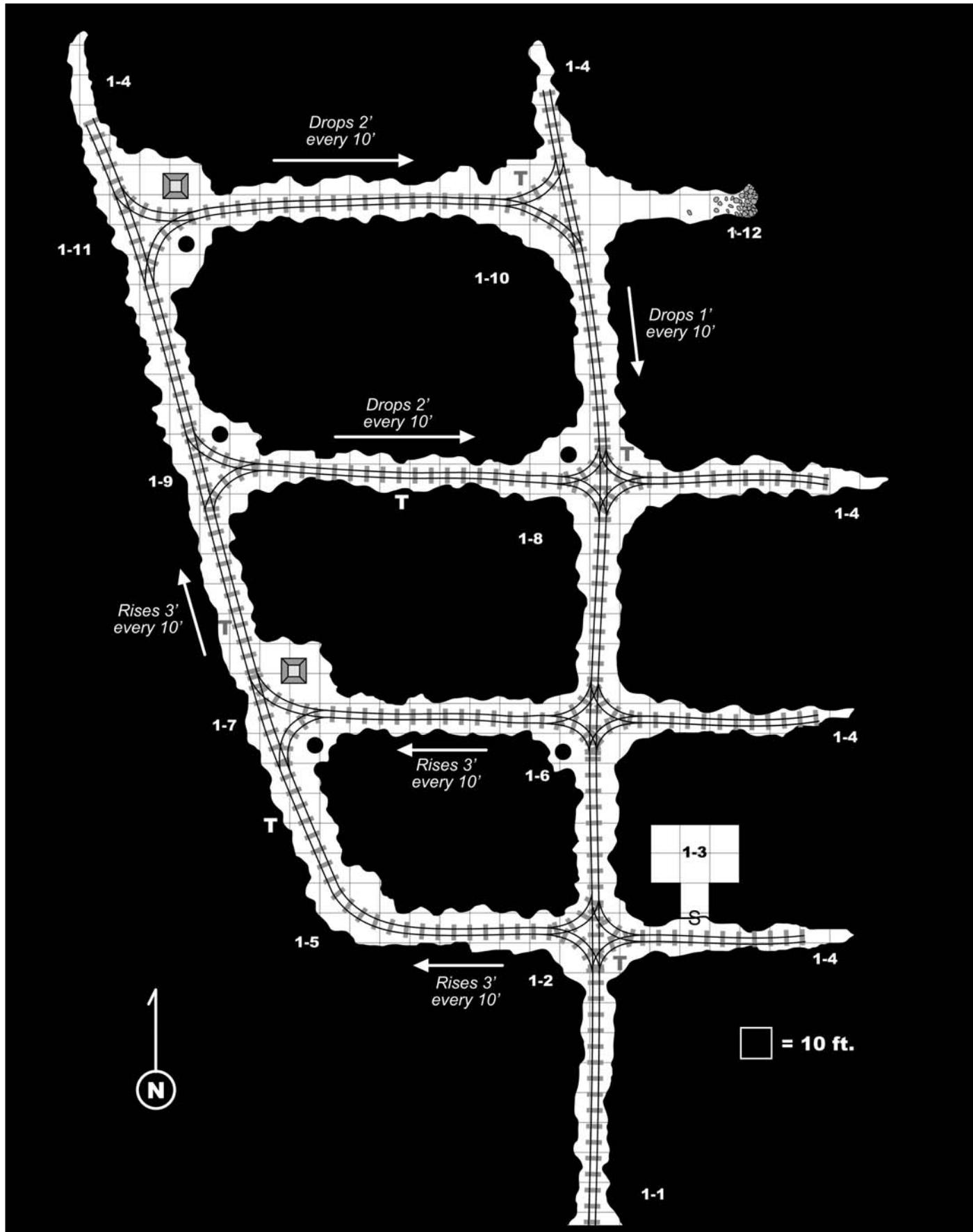
Abandoned Silver
Mine – Level 2



Abandoned Silver
Mine – Level 4

MAP LEGEND							
Door	Secret door	Floor grate					
Vertical shaft	Mine tracks						
Ladder up	Coffin	Magic circle					
Pedestal/urn							

The Scourge of Silverton

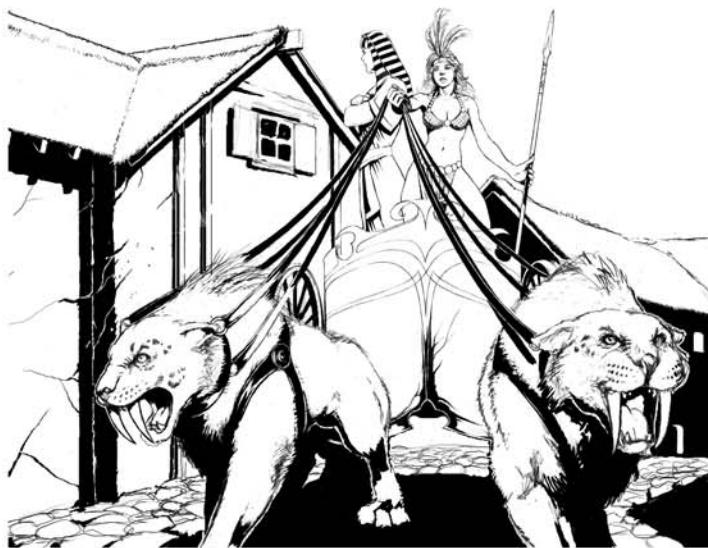


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