

SB50

FOR USE WITH MODIFIED 1ED AD&D

DUNGEONS OF THE DRAGONS ADVENTURES™



ADVENTURE MODULE SB50 CHATEAU DE SUPER BOWL 50

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A short adventure for new or low level characters to play during the Super Bowl this year. A simple quest: explore the castle and find a stolen amulet.

FEB 7, 2016

ADVENTURE MODULE SB50

PROLOGUE

Welcome travelers! It is time for an adventure!

As your party is travelling through a remote rural area, a beautiful tree sprinkled farm land valley, you come upon an old country church. The walls are white washed, the solid oak door is well polished, and the bell tower is weathered but in good repair.

A spry old man dressed in priestly robes approaches you all and he is obviously distressed about something.

“Please, travelers! Please, help us!” You decide to stop and listen to his plea.

According to the local man, a group of foul hobgoblin bandits had come through the area just yesterday. They pillaged the small church and stole a precious amulet from the rectory, a small platinum medallion on a thin silver chain with a small blue gem inset into the center. He claims that it is not overly valuable but that it is precious to the local people. He begs that you and your party track down the bandits and return the amulet to the church. He tells you of an old ruin castle not far, to the north, that could be the bandits’ hideout.

If you return the amulet to the church, the priest promises to reward you each 200 gold pieces.

The castle proves very easy to find and you and your party arrive near the old ruin fortress in less than an hour.

CHATEAU DE SUPER BOWL 50

1 – Castle Front. Along the rough dirt road leading up to the castle, off to the right you see a large round broken down stone building and 2 rough wooden shacks. The castle itself is in very bad disrepair. The stone is worn and covered in moss in several places. The tops of the walls and towers are crumbling right before your eyes.

As you arrive at the front doors, you see that it is flanked on both sides by large statues. To the left is a granite statue of a panther.



To the right is a beautiful statue of a marble bronco horse, front legs up and ready to fight. The front doors themselves are 2 solid oak doors banded in iron, 5’ across and 10’ high. (To open the doors, a successful *open doors check* must be made.)



Tool Shed. Through the door you are immediately met by a single hobgoblin armed with a spear. A search of the tool shed reveals several farming implements: pitch fork, sickle, long staff sickle, scythe, and shears.

Hobgoblin – MV 9, AC 5, HD 1+1, THACO 18, #ATK 1, DMG/ATK 1-8, SZ M (5' tall), XP 20+2/hp

2 – Food Silo. A very rough looking round stone building with a plain wooden door on the north side of the building. Inside the room are dozens of wooden crates and sacks of grain and food stuffs in various levels of decomposition. The ceiling of the building is completely gone and there are 3 hobgoblins rummaging through the crates and sacks. They are armed with short swords but their attention is consumed by their searching unless you draw their attention.

3 – Wood Shack. This small building has completely lost its ceiling as well. A thorough search of the room reveals 6 silver pieces. To the east, within ear shot are 2 hobgoblins armed with short swords on patrol. If you are quiet, they might not hear you!



4 – Room Four. Through a plain wooden door, you find a small square room. On the ground is a long dead man dressed in a double breasted jacket, a triangle shaped hat, and a long wooden musket. His throat has been slit, maybe days ago, and lying next to his body is a large deflated leather ball. A search of his body reveals 15 gold pieces.

5 – Room Five. This rectangular room has 2 doors. Inside you find numerous shelves filled with all kinds of junk. Among the items, you find: *heal potion* (3d6+8), *strength potion* (+2 to damage rolls for 8 rounds), a large basketball sized *Rubix Cube*, quarter staff, and a bottle of poison antidote.

6 – Trophy Room. Through a plain wooden door, you come into this rectangular room. On the far north wall is a small altar with a platinum statue displayed.

C – platinum statue of a ball on top of a long pillar. It is 2' tall and 12" wide and looks very valuable.

A – a water trough. The water is murky by clean.

B – solid steel door. Very complex locking mechanism that requires a special bronze key. You can hear something large pacing and slithering behind the door. You occasionally hear a growling and a hissing. (If you wish to pick the lock, you do so at a -20% penalty).

7 – Tower Room Seven. This is a large circular room but both previous floors above have crumbled and debris litters the ground.

Orc – MV 9, AC 6, HD 2, THACO 19, #ATK 1, DMG/ATK 1-8, SZ M (6' tall), XP 30+1/hp

8 – Tower Room Eight. This is a large circular room but both previous floors above have crumbled and debris litters the ground. Inside this room are 2 hobgoblins, one is armed with a spear, the other is armed with a short sword. A search of the room reveals a 50' rope, a torch, and 15 gold pieces.

D – thick oak door banded with iron, this door is locked and trapped (poison gas, save vs poison or take 1-6 damage).

9 – Small Tower Room Nine. This is a small circular room that used to be a tower but the 2 previous floors above have crumbled to the ground level. A search of the room reveals a +1 dagger, a helmet (AC +1), and 27 gold pieces.

2 Hobgoblins – MV 9, AC 5, HD 1+1, THACO 18, #ATK 1, DMG/ATK 1-8, SZ M (5' tall), XP 20+2/hp

10 – Room Ten. This is a large square room, the floors are covered with shredded carpets. On the ground on the east wall is a skeleton dressed in black and gold chain mail armor. He holds a +1 shield painted black and gold (AC +2) and a steel club. Guarding this room are 3 orcs armed with sickles.

A search of this room reveals 65 silver pieces and a magic gold ring (+1 DEX while wearing).

3 Orcs – MV 9, AC 6, HD 2, THACO 19, #ATK 1, DMG/ATK 1-8, SZ M (6' tall), XP 30+1/hp

11 – Serpent's Pen. Here is a large open air square-ish room, a stable for a large green drake serpent. You see numerous hobgoblin corpses, very high walls (15' tall), and a pissed off serpent. A thorough search of the pen reveals a +2 broadsword and 500 gold pieces.

Drake – MV 15, AC 4, HD 4, THACO 16, #ATK 2, DMG/ATK 1-8/1-8, SA poison bite (1-4 damage per round), SZ L (15' long), XP 375+2/hp



12 – Stables. This large long rectangular room has a room length water trough. The floor is covered in old straw and hay. On the north end of the building you find 2 very nice black leather saddles with all the proper tack and harness. There are 3 horse skeletons. A thorough search reveals a +1 horseman's mace hidden among the stalls.

13 – Tower Room Thirteen. This is a large circular room but both previous floors above have crumbled and debris litters the ground. There are 2 orcs pillaging through the debris. They are armed with short swords and they carry shields emblazoned with the head of a red cardinal. A search of the room reveals a large purple opal (500 gpv) and a black leather bound spell book with the words "Ivenlich oth Power" embossed on the cover.

E – a large pool of clear water. Twinkling at the bottom of the pool (15” deep) is a large bronze key.

14 – Tower Room Fourteen. This is a large circular room but both previous floors above have crumbled and debris litters the ground. Amongst the ruins you see the body of a Bengal tiger. Its throat has been slit.

F – thick oak door banded with iron plate. Door is locked and trapped (sleep gas, save vs poison or fall unconscious for 1-4 turns).

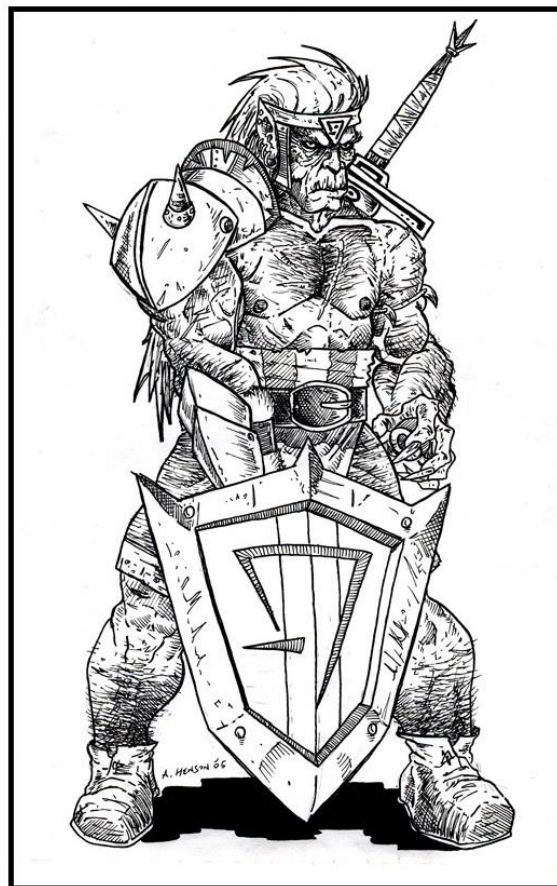
15 – Banquet Room. This massive room has 5 burning torches along the north wall. There is a large table and 8 chairs piled up in the center of the room. There is a large chair in the NW corner of the room and sitting in it is a MASSIVE hobgoblin (8’ tall) holding a two-handed bastard sword. On the left side of the room are 4 hobgoblins armed with short bows. On the right side of the room are 2 hobgoblins armed with short swords and wearing horned Viking helmets.

6 Hobgoblins – MV 9, AC 5, HD 1+1, THACO 18, #ATK 1, DMG/ATK 1-6 (bow) or 1-8 (sword), SZ M (5’ tall), XP 20+2/hp

When you enter the room, after a few moments, the large hobgoblin in the chair croaks “Attack!!” and the 4 archers begin firing arrows. Only after his archers are slain or he is attacked will the leader stand up and fight. Around his neck is the platinum amulet you are searching for. He is also wearing 2 gold chains (100 gpv each), 2 silver rings (60 gpv each), and 3 gold rings (75 gpv each).

A thorough search of the room reveals a jeweled chalice (85 gpv), a platinum diadem (1400 gpv), 116 silver pieces, 74 gold pieces, and a heal potion (3d6+8).

Hobgoblin Leader – MV 12, AC 4, HD 3, THACO 16, #ATK 2, DMG/ATK 2-16/2-16, SZ L (8’ tall), XP 300+5/hp



Exiting the castle – when your party leaves out of the castle’s front doors, the 2 great statues there burst into life! Depending on who won Super Bowl 50 the result will differ.

If the Broncos won, the statue of the panther crumbles to the ground in a pile of granite dust while the statue of the bronco turns to flesh and becomes a loyal companion.

If the Panthers won, the statue of the horse crumbles to dust and the panther turns to flesh and growls at the party. If the platinum football trophy from Room 6 is placed on the ground in front of the panther, it will not attack and will settle down and watch the party leave the area. If not, it will attack fiercely!

Panther – MV 12, AC 6, HD 4+1, THACO 15, #ATK 3, DMG/ATK 1-3/1-3/1-8, SA rear claws (2-5/2-5), SD surprise on a 1 only, SZ L, XP 205+5/hp

EPILOGUE

When the *Amulet of Arfae* is returned to the priest in the little country church, the town people rejoice and a banquet is held in your honor. You are each awarded 200 gold pieces along with a fat experience bonus for a quest fulfilled. The amulet is again placed in its rightful place on the church's altar and it promises to be a good year! ☺

NEW MAGICAL ITEMS

Rubix Cube – though not a magical item per se, this object can be the source of enjoyment for characters and monsters alike.

Black Leather Spell Book – this magical tome contains the written spells of a wizard named Ivanlich. The inscription “Ivanlich oth Power” literally means Ivanlich has Power. Exciting stuff...

The spells inside are:

Level 4 – *Fire Shield, Minor Globe of Invulnerability, Polymorph Self, Wall of Fire.*

Level 5 – *Cloudkill, Distance Distortion, Feeblemind, Passwall, Wall of Force.*

Level 6 – *Enchant An Item, Move Earth, Stone To Flesh.*

Level 7 – *Limited Wish.*



Chateau de Super Bowl 50

February 7, 2016

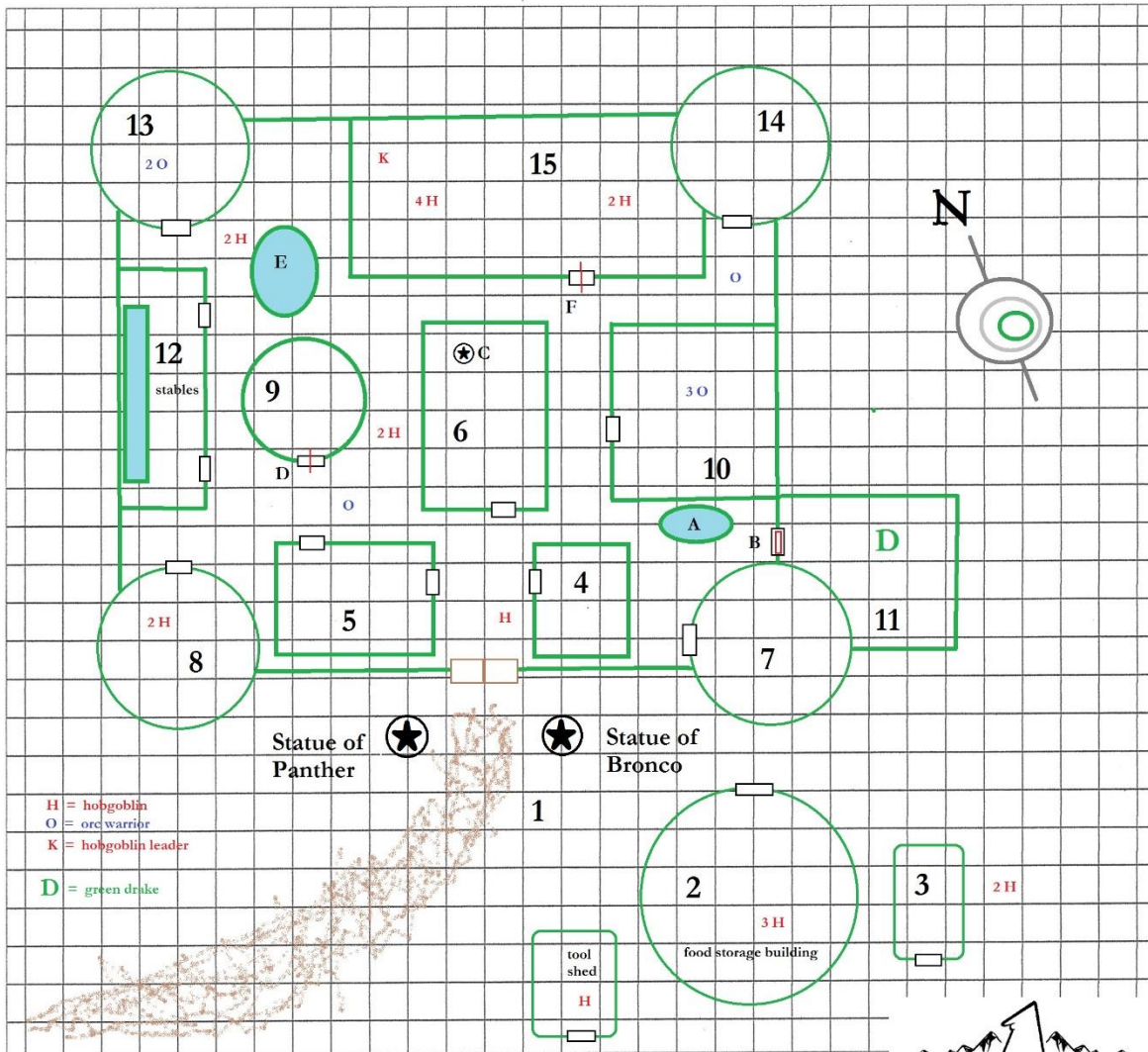
Location: Valley of Enefell

Quest: Find the *Amulet of Arfae*, a priceless ancient elven artifact, stolen by a band of hobgoblins.

Outside View



DUNGEON MASTER MAP



February 7, 2016

Quest: Find the *Amulet of Arfae*, a priceless ancient elven artifact, stolen by a band of hobgoblins.

Outside View

