

RUINS OF CASTLE GRIMSTEAD  
README

I wrote this adventure as an introductory module for the new players to learn the game and for the characters to "get to know each other". It is always difficult to playtest home made adventures, and this certainly shows with "The Ruins of Castle Grimstead". After playing the game I think that the later encounters (with Temmi and his guards) were too tough for a party of new 1st level characters. With the benefit of hindsight I think the material as presented here is more suited to a party of six PCs of a mixture of 1st-2nd level: unless the players in your campaign have particularly high stats or a few magic items.

Temmi reappeared later in the campaign as a sergeant of the Slave Lords (I updated the old A1-4 "Slavers" series, setting it in the Galena Mountains north of the Moonsea) and I think the players appreciated getting the opportunity to finally nail him: he had sent a couple of failed assassination attempts after them in the intervening time, so they were really out for revenge!

Although this adventure is clearly written for a Dalelands campaign, I think it is generic and balanced enough to fit into most campaigns.

I hope you enjoy reading / playing the adventure and I would be very pleased to receive any queries or (constructive :) criticism you may have about it.

Cheers

Sean  
(Feb '98)

# BACKGROUND

It is not unusual (even if deeply regretted) that some of the residents of Shadowdale occasionally go missing. Bears, mountain lions and even wyverns are known to occupy the woods around the dale. In recent months however the rate of disappearances has risen. It began with the occasional mysterious loss of caravans on both the Northride and the Tethymar Trail. These losses were clearly not the work of bandits as no bodies were recovered. Then people from the outlying crofts of Shadowdale began to vanish. Travellers brought reports of similar events around Daggerdale. Finally, last tenday, three residents of the village of Shadowdale itself disappeared: Britaria Bestil, Brennan Elventree and Pelda Hillstar.

There are no clues as to where they have gone. Rumours in the Old Skull Inn are rife. Kidnapped by a Red Wizard of Thay say some, slain by agents of Zhentil Keep say others. Whatever the reason it is up to you to find out what the cause of these disappearances may be, and if possible destroy it.

## Rumours

- 1) A traveller recently reported seeing ghostly lights from the region of castle Grimstead. He had consumed two skins of wine on his journey that night. (*t*)
- 2) A farmer south of Shadowdale says he saw a huge winged lizard fly low over his cattle during the twilight gloom. (*f* - it was a simple bat, but the gloom confused him.)
- 3) Llewellyn the Loquacious claims to know for a fact that Zhentil Keep's forces have been increasing their patrols in the area. They are reputedly not averse to a bit of robbery and slavery...(*t*)
- 4) Old Luth Mlennon says he heard screams in the woods beyond the House of the Lady. (*t*)
- 5) Dark skinned elves have been seen in the woods - they have obviously re-opened cavenauth. (*f*)

# THE RUINS OF CASTLE GRIMSTEAD

*The late winter air pushes its icy fingers through your woolen cloaks and freezes your breath in front of you. Overhead the bare, frost covered branches of the trees seem to entwine, sealing you within the heart of the forest. Beneath your feet the frozen ground is iron hard. You can only see a couple of yards to either side owing to the dense undergrowth and tangled brambles which create ominous and sinister shadows. Could it be that someone (or something) is watching you from among them? Aside from the occasional harsh cry of a crow, the woods seem unusually quiet; or is that just your nerves making you jumpy?*

At this point the party is actually being watched by two scouts, Ranjit and Sanjit, one to either side of the path.

**Randiv**; hmT1; AC6 (leather, Dex16); THACO 20; hp 5; shortsword, sling & bullets, whistle, pigeon, 8sp;7cp; PP15%; OL15%; F/RT20%; MS40%; DN30%; CW60%; xp 35

**Sandiv**; hmT1; AC5 (leather; Dex17); THACO 20; hp 4; long sword; sling & bullets; whistle; pigeon, 1gp;3sp; PP20%; OL20%; F/RT20%; MS45%; DN30%; CW60%; xp 35

They are here to guard the main route to the castle and provide warning of intruders by releasing the homing pigeons that they carry. They will shadow the party (Check MS; if they fail the party hear a snapping twig to the appropriate side of the path). Naturally the party will see the pigeons take flight: what significance they attach to this is, of course, anyone's guess! If engaged in combat the pair will try to engage in combat using their slings and a "strike & fade" technique. Remember the effect of the undergrowth on those trying to move quickly: (movement halved or save vs. dex *and* strength to avoid falling)

*In the pale winter light ahead you can see a clearing. In the clearing are the ruins of what must once have been a very impressive stone construction, now sadly allowed to fall into ruin and disrepair. You can see the remains of a curtain wall surrounding a large hall with smaller buildings behind it. Towers once stood at each corner of the wall. Very little of the structure is still standing. Each tower perhaps reaches 10' to 15' high, as does the tower in the centre. Judging by the amount of rubble around this is only a portion of the original height. All the cold grey stone is badly weathered and overgrown with mosses and ivy. Shrubs grow in what was once the courtyard. The gateway to the ruin is on the opposite side of the compound to you. All is quiet.*

Those who make a successful tracking responsibility will see human tracks leading over the west wall of the compound, just south of the north-western tower. This is the only place where the wall is solid enough to be safely climbed. Climbing the wall at any other point requires the PC to make a dexterity check (at -1 for every AC point below 7 for those wearing metal armour) or they will dislodge a number of stones, falling for 1-4 hp damage and making a loud noise into the bargain.

1) *This is the stone shell of a pair of out houses. The walls reach about five seven feet high. The floor is very uneven as a result of the rubble strewn around. Dried dead stalks of large summer weeds fill the ruin as do a number of thick bramble bushes.*

(Half mvt rate or save Vs str & dex to avoid falling).

Resting in here is a **Mountain Lion** AC 6; HD 3+1; hp 14; #AT 3; D 1-3/1-3/1-6; SA rear claws for 1-4 each if both front paws hit; SD only surprised/; MV 12(leap20'f,15'u); INT semi (2-4); AL nil; Sm(4'-5'long); ML 8-10(avge); xp 175

It is not interested in killing the party: once it has had one attack it will attempt to flee if possible.

2) *You approach what was obviously once the only way into the castle. The remains of a cobbled path can be seen leading straight to the open doorway of the keep. The walls to either side of the gateway are crumbling and weather-worn, but still around 7' high. (Intelligence check for lead characters to realise...) It looks like someone has cleared a lot of rubble away from the gateway, for the ground here is more level than elsewhere, although still covered by a thick layer of decaying winter vegetation*

Those who make a successful tracking proficiency check will note a distinct lack of tracks around here. In the gateway is a 10' deep pit, concealed by a light covering of wood and vegetation: 1-6 hp falling damage for those who walk over it and fall in. Hiding behind the wall, one on either side of the pit are two bandits.

**2 Bandits** AC 7(ring mail); HD 1-6hp; hp 4; THACO 20; #AT 1; D wpn; MV9; Int avge (8-10); AL ce; ML 11-12(stdy); xp 15 armed with spears and clubs. They have 1-8sp each. They will throw their spears before fighting with clubs.

The tower to the north still has an intact first floor. Hiding on this is an archer with twenty arrows and a short bow.

**Archer** AC 8(leather); HD 1-6hp; hp 4; THACO20; #AT 1(2 with bow); D wpn; MV 12; Int avge (8-10); AL ce; ML 11-12(stdy); xp 15 He will gain a -4 AC bonus when firing as he will have 50% cover from the wall of the tower. He also has a dagger, 1gp;3sp and a signal whistle that he will blow if intruders are seen to be aggressive.

3) *The stone doorway to this tower lacks a door, although the twisted remnants of rusted metal hinges can be seen nailed to the stone archway. Within there is light coming down the stone stairwell to your left. The stone ceiling above you is still intact though, so the interior of the tower is still very dim and gloomy. The floor is of beaten earth, although no weeds are growing on it.*

On the floor above is the archer mentioned in the description of the gateway. He also acts as a general lookout for the bandit camp.

4) *This tower is a hollow shell, the floor choked with rubble and thick dead weeds.*

5) *Here a crumbling stone wall encircles a well. There is no roof or winding mechanism over the well, although the remains of some kind of wooden support can be seen built into the wall.*

The well is about 40' deep with 20' of water beneath it. The water is fresh and pleasant to drink, although very, very cold. (See room #21 on the second level.)

6) *The floor of this hallway is strewn with rubble, for the ceiling above has collapsed (long ago). Facing you are wide stone steps leading up to the first floor. To either side are wooden doors, old and weathered*

(although a successful find traps roll, or appropriate proficiency check, will reveal that the weathering has been faked and these doors are actually of much more recent construction).

The steps lead up to the stone first floor, although this is very unstable, and anyone treading upon it will fall through, 10' to the floor below in room 6. There are no tracks in here as the bandits use the secret passage to room 10 when entering the building.

7) *This dry, dusty hallway has a number of doors opening off it. There are rusty torch brackets on the walls and a large crack runs down the centre of the southern wall from ceiling to floor. You can see a few footprints in the dust on the floor. No particular doors seem to be more favoured than the others and it is impossible to tell the age of the prints.*

There is nothing else of any note in here.

8) *The centre of the ceiling to this larger room has fallen through creating a hole perhaps 7'-8' in diameter. Amid the rubble in the centre of the room you can see the remains of a large fire, although the ashes are obviously very old: you can see some dead weeds growing out of them.*

Closer examination of the ashes will reveal a few charred bones and a bent short sword. There is nothing of any use or value however.

9) *Shelves are built into the walls of this small square room. They are all empty, although the floor is covered with shards of pottery.*

This was once the food store. Closer examination of the pottery pieces shows they were once food containers.

10) *This room is dominated by a huge open fireplace built into the far wall. The grate is empty and the room bare, although there are some old wood splinters that can be seen on the floor.*

Nesting in the chimney are **3 Flying Snakes** AC 5; HD 1+4; hp 9,8; THACO 19; #AT 1+special; D 1-3; SA spit acid up to 10' for 1-4 damage; MV 9FL12(B); Int low(5-7); AL n; S small (31' long); ML stdy (12); xp 120.

Hidden in a secret compartment up the chimney, in the wall nearest the room is a small treasure cache, placed here many years ago by some long-forgotten adventurer or brigand. In a small leather sack tied with leather cord is:

- 10 pp; 40 gp; 19 ep, 40 sp; 2 cp
- a sealed steel vial containing a *potion of healing*
- a sealed steel vial containing a *potion of invisibility*

11) *The ceiling of this room appears surprisingly solid, for there is no rubble on the floor and the place looks dry. Animal skins cover the walls, and the air, though chill, is noticeably warmer than outside. A single oil lamp lights the room as it gently swings on the end of a rope tied to a metal hook in the centre of the roof. There is a rough wooden table with a pair of benches in the centre of the room. On the table are three small piles of coins and a set of knuckle bones. There are three men in here. They are unwashed with ragged black beards and shabby leather armour. Each one of them has a spear.*

**3 Bandits** AC8(leather); HD1-6hp; hp 4 each; #AT 1; THACO20; D wpn; MV12; Int 8-10(Average); AL ce; ML11-12(steady); S medium; XP 15

Each one has a spear and a dagger.

Their names are Ors Lowbrow, Kieran Darkeye and Jaren Ormond. One will bang on the door to room #12, or flee through it if necessary.

On the table is a total of 4 gp; 33 sp; 49 cp

*The wood of the door to the east is obviously new.*

It can be barred from the other side.

12) This room acts as a dormitory for the guards: at any one time three will be on guard in room #10 while three rest in here. Those resting will be ready for combat in 1-3 rounds after being alerted. The guards stats are identical to those of the guards in room #10. They have the following treasure:

#1 (Preston Bilby) 1 gp; 8sp; 14 cp

#2 (Pogwell Boxworth) 3 gp; 4 sp; 11 cp

#3 (Raggin Thartin) 2 gp; 14 sp; 3 cp

*There is a row of three wooden bunks along the southern wall of this chamber, each with a rough blanket and a straw mattress. In the centre of the northern wall there is a hole in the ceiling about 2' across. Below it is a burnt out fire: a heap of ashes surrounded by a ring of scorched stone. Near the fire is a table as you have just seen in the previous room. In the south eastern corner is a barrel [of slightly rancid water] and next to it is a small keg [half a gallon of lamp oil]. In the north eastern corner of the room is a large metal hook attached to the wall. Hanging from the hook is a lit oil lamp, filling the room with a dim yellow light. The walls are covered with skins, as is much of the floor. On the table is a side of cold meat, standing proud from the carcass is a knife.*

Beneath the skins on the floor in the north eastern corner of the room is a concealed trapdoor.

*You open the trapdoor. The air smells musty and warm. Steep stone steps lead downwards. Somewhere ahead you can see a vague glow, but you can't make out any detail or judge the distance.*

13a) *As you get nearer to the glow you can see that it is light escaping through the crack underneath a sturdy looking wooden door. From behind the door you can easily hear the noise of raucous singing.*

[A successful HN roll will reveal 4-6 drunken voices singing "On The High Moor Baht Sword" a popular drinking song of the Realms.]

The door is held on a latch requiring an open doors roll to open.

13) *Inside it appears very much as though you have gatecrashed a small party. There are five men in here, all with wooden drinking cups in their hands. They are sweating and their eyes are bloodshot.*

*On the table they had been sitting round there is a spigoted cask [holds up to 12 gallons, 2' high × 18" circumference, with one gallon of Tanagyr's Stout remaining. The barrel is unmarked.]. The room smells strongly of urine and ale and there is a damp patch on the wall in the northwestern corner. As you move forward they get to their feet, albeit somewhat unsteadily, and draw their broad swords.*

These men are **5 Bandits** AC 8 (studded leather + AC penalty due to intoxication); HD 1-6hp; hp 7 (4+3 due to intoxication); THACO 20 (-5 due to intoxication); #AT 1; D wpn; MV 12; SD -5 penalty on saves due to intoxication; Int 3 (semi- [9-6 due to intoxication]); AL ce; ML 15 (champion [12+3 due to intoxication]); S med; xp 15

1) Jake Palym 3 *sp*; 1 *gp*

2) Petey Mayfield 2 *cp*; 1 *sp*; 2 *gp*

3) Sid sawyer 3 *cp*; 1 *sp*

4) Niko Emor 4 *cp*; 5 *sp*; 1 *gp*

5) Carter Ladely 7 *cp*; 6 *sp*

They have been drinking for most of the night, and are greatly intoxicated (old DMG pp82-3). Their combat abilities are obviously very poor, but equally noisy and boisterous! So check to see if the guards in room #20 hear any noise.

14) *Two hammocks are strung across this small room which is filled with the noise of snoring. There are two apparently comatose men in here, one gently swinging in a hammock and one in a heap beneath the other hammock, his head in a pool of vomit. There is a sickly sweet smell of alcoholic vomit in here. A pair of scabbarded short swords hang from a metal peg in the centre of the east wall. In the north eastern corner is a barrel [half full of water] and beside it is an overturned potty.*

These men (Addy Turner and Clayton Cooper) are both bandits with 4 hp each. They won't wake up for another three hours. The PCs will receive no xps for killing them while they sleep.

They have 2-8 *sp* each.

15) The pair of bandits in here (Bretlan Legaup and Bruno Biwyn) are only dozing, any loud noise in room #14 will waken them. Their leather armour is hung up, and it will take them a round to put it on. Their long swords and medium shields are by their beds. They have 1-4 *gp* and 2-8 *sp* each. AC 7 (9 without leather armour); HD 1-6hp; hp 5; THACO 20; #AT 1; D wpn; MV 12; Int avge (8-10); AL ce; ML stdy (11-12); xp 15

*Six rough bunk beds line the southern and northern walls of this large room. The blankets of the beds are scattered around. An lit oil lamp hangs from the centre of the ceiling but it is partially hooded, providing the room with only a very dim light.*

16) *The first thing that you notice when you pass through the door to this room is that the furniture, although similar in design to that which you have seen before, is nearly twice the usual size. There is a large table in the centre of the room with a single chair at it. On the table is a large hunk of raw meat (a human leg?) with a dagger-cum-shortsword stuck into it. In one corner is a heap of [mouldy] skins. There is a 9' tall, thin looking human in here. He has a hump-back and is dressed in rough skins with pieces of metal stitched to them, evidently as some kind of armour. He has a very, very large flail.*

This is a **Verbeeg (Giant-kin)** AC 4; HD 5+5; hp 30; THACO 15; D wpn +3 [18/51-75 str; MV 18; Int avge (8-10); AL n(e); ML elite (13); S lrg (9' tall); xp 270

He is the bandits "gaoler". At his belt is a pouch containing 10 *sp*; 9 *ep*; 31 *gp* and a large bunch of iron keys.

The door to the east is locked (the key is in the giant's pouch).

17) *The wooden door creaks open. Beyond it you can see a long, unlit passageway. Along its length are barred archways. [If light sources reach that far] You can see another wooden door at the far end of the passageway. The air is heavy with the smell of human waste. There are wisps of straw on the floor and you can hear the squeaking of rats. Behind each barred archway is a tiny cubicle, empty apart from an iron ring set into the far wall of the cubicle.*

None of the barred cubicles are occupied, and the doors can all be opened with one of the keys from the giant's pouch. Behind a loose stone, the one with the iron ring in it (treat as a secret door) in the north wall of the cubicle marked *a* is a *black pearl* worth 500*gp*.

18) *The wooden door here is bound with iron (not rusty), locked [the key is in the giant's pouch] and barred on your side.*

A successful hear noise roll will reveal the sound of sobbing beyond the door.

19) *This is a large room reeking of human waste. A layer of straw covers the floor. Blinking in the brightness of your light source are three humans. Their clothes are rags, their hair is matted and they are covered in filth. In one corner is a bucket, overflowing with slops.*

These are Britaria Bestil, Brennan Elventree and Pelda Hillstar [the people you have come to rescue]

20) Always on guard here are **5 Bandits** AC 7(studded leather); HD 1-6 hp; hp 4; THACO 20; #AT 1; D wpn; MV 9; Int avge (8-10); ML stdy (11-12); AL ce; xp 15 and a leader, a **first level fighter** (Imdur Morris) AC 4 (chainmail & shield); HD 1; hp 7; THACO 20; #AT 1; D wpn; MV 9; Int average (8-10); AL le; ML Elite (13); xp 35 armed with a long sword. He has 9 *gp*; 3 *ep*; 11 *sp*.

The bandits are armed with light crossbows, 10 bolts each, and clubs. Each one has 2-8 *sp* and 0-3 *ep*. Make a hear noise check to see if they are alerted by the noisy fight in room #13. NB: if alerted by noise in room #13 they will extinguish the torches by throwing them into room #21, which is sure to annoy the water beetles in there. if necessary one will move to summon help from room #28.

*This is a simple, square room with wooden benches against the north wall. It is lit by two torches set into the wall in the north east and south west corners. The air is cool and fresh fed by a slight breeze from the north which makes the torches occasionally flicker. In the south east corner is a box [of 17 torches]. You can hear the sound of gently flowing water coming from the north passage.*

20 A) *A single oil lamp hangs from the ceiling here, tied to a hook in the ceiling by a hempen rope. The light given off illuminates an area some 60' across.*

This means that the PCs will be plainly visible to the archers in room #29, without being able to see the archers themselves.

21) *A cool, gentle breeze drifts in to your face as you stand on the banks of an underground pool. Water slowly flows into the pool from a passage on the left and flows out to your right. Where the stream flows into and out of the pool the roof nearly touches the water surface. [If the guards in room #20 extinguished their torches by throwing them into the pool the party will see a couple of floating pieces of wood]. The sound of lapping water echoes around the cavern, interrupted by the occasional sound of water dripping from the ceiling.*

There is an underwater cave, filled with an air bubble, along the north wall of the cavern. This is the lair of **2 Water beetles** AC 3; HD 4; hp 18,14; THACO 17; #AT 1; D 3-18; MV 3 sw9; Int non-(0); AL Nil; ML Elite (14); S med (6' long); xp 120. They will attack any thing entering the water, but will not venture onto land. Their cave is filled with bones (none recognisably human) but no treasure.

22) The door to this room is lightly bolted, requiring an open doors roll.

*This room is evidently some kind of barracks, for there are five rough bunk beds along the far wall. Arising from the beds are five men, still in their nightshirts !*

These **5 Bandits** (stats as in room #20) will need 2 rounds to put their studded leather armour on; if they have one round they will be able to use the armour for AC 8 protection. They have clubs and light crossbows with 10 bolts each. They also have 2-8 *sp* and 0-3 *ep* each.

23) *In the centre of this room is a small wooden table flanked by benches. The room is lit by an oil lamp on the table and it smells slightly of rot. There are two men in chainmail here. They seem surprised and then angry to see you, drawing their long swords as they rise to greet you...*

These **2 first level fighters** (stats as above) are actually here to guard the rest of the dungeon from the undead in the crypt. As such it can be seen that they have unholy symbols of Cyric (A jawless white skull on a black sunburst) around their necks. Their names are Johan Crick and André Strauss.

24) This room is used as a dump by the bandits.

*The floor of this room is strewn with rubble, decaying pieces of broken equipment and rotting piles of unwanted food and such. The smell of rot is even stronger in here. To the east is a large stone door. Carved in to the stone of the door is the design of an open, staring eye on the palm of an open left handed gauntlet [holy symbol of Helm, placed here when the crypt was first built].*

Anyone trying to pass through this room at  $> \frac{1}{2}$  their usual MV must make a dex check or slip and fall prone.

Living among the rubbish is a pack of **10 Giant Rats** AC 7; HD ½; hp 3 each; #AT 1; D 1-3; SA 5% chance infected bite (save vs. poison); MV 12 sw6; Int semi (2-4); ML Unsteady (5-7); AL n(e); S small; xp 15. Beneath the filth in the centre of the floor is a 10' square metal grid covering the shaft to room #33 below. It is very sturdy and set into the stone of the floor.

25) *As you open the heavy stone door a blast of foul, stale air wafts into your face. Round stone pillars support the roof of this large square chamber. Scraps of rotting red cloth [once possibly very fine] lie around the walls and between the furthest away pillars is a low stone altar, the front of which is carved in to the same design you saw on the door. A thick layer of dust covers everything and some indistinct marks can be discerned in it, although it is obvious that these are not recent.*

A successful tracking proficiency will reveal a fight took place here, between some in boots and some with bony feet.

This was the antechamber of the crypt.

26) *You enter an arched passageway. The floor is strewn with old, grey, crumbling bones, covered with a thick layer of dust. To either side of the passageway are shelves of a crypt, mostly choked with cobwebs. The bones on the floor have evidently been pulled to the floor off the shelves, although many bones seem to remain in their original resting places. The air is heavy, foul and stale.*

There is nothing of value on any of the shelves. By the third alcove is a group of **12 Skeletons** AC 7; HD 1; hp 5; THACO 19; #AT 1; D 1-6; SD ½ damage from edged wpns; MR immune to mind influencing magic; MV 12; S med; ML never checks; Int non-(0); AL n; xp 65 armed with rusty short swords.

27) *Bones and dust still cover the floor of this larger room, but there are no obvious resting places in here.*

This is the layer of **6 ghouls** AC 6; HD 2; hp 10; THACO 19; #AT 3; D 1-3/1-3/1-6; SA Paralysis (3-8r.); SD Immune to sleep and charm; MV 9; ML Steady (11-12); AL ce; Int low (5-7); S m; xp 175.

Their treasure (hidden under the bones in the north-eastern corner) consists of:

500 gp, 200 sp.

An ivory statue of a bear (6" high) worth 100 gp (enc 5)

*Potion of Healing.*

All kept in a *Bag of Holding* (wt 35 lbs; cap 1,000 lbs; vol 150 cu.ft.)

28) *A heavy curtain made out of animal skins hangs from floor to ceiling on your right as you enter. In the space ahead of you are two large wooden trestle tables with benches next to them. On the tables are a lot of dirty earthen ware pots, plates etc. On the floor beside the tables is a large iron cauldron [the bottom covered with cold, congealed stew], A pair of carrying poles lie next to the cauldron.*

Behind the curtain are seven wooden bunk beds and **5 Bandits** AC 8(leather); HD 1-6 hp; hp 4; THACO 20; #AT 1; D wpn; MV 12; Int Average (9); AL ce; ML steady (11-12); xp 15. Armed with short swords. They have 2-12 sp each.

With them are **3 1st level Fighters** AC 4(chain & shield); HD 1; hp 6; THACO 20; #AT 1; D wpn; MV 9; Int Average (9); AL ne; ML Elite (13); xp 35 armed with long swords. They have 1-6 *gp* and 2-12 *sp*.

If the fight in room #20 is very noisy these men will be dressed in their armour and ready for action: if the fight in room #20 lasts > 5 rounds then they will move to join it.

29) On duty in here are **3 1st level Fighters** AC 4(chain & shield); HD 1; hp 6; THACO 20; #AT 1(2 with bows); D wpn; MV 9; Int Average (9); AL ne; ML elite(13); xp 35. They are armed with long swords and short bows and have 1-6 *gp* and 2-12 *sp*.

With them is a **2nd level Fighter** AC 3 (plate mail); HD 2; hp 14; THACO 19; #AT 1 (@+1); D wpn+1; MV 9; Int average (9); AL le; ML Elite (14); xp 65. He has 17 STR and is armed with a morning star. He has 16 *gp* and 23 *sp*.

*This is obviously a small guardroom of some kind. A wooden table is in the centre of the room and a pair of wooden benches flank it. There is a wooden box in the north west corner [containing 100 arrows]. There is a barrel [of clean water] in the southeastern corner.*

this group will try to engage the intruders in missile fire, using the corners for cover. They will also summon **Temmi "The Slaver" Dharimm** and his **2 Blood Hawks** from room #30.

30) *This room seems to be much more finely furnished than the rest that you have seen. All the walls are covered by furs [none of any real value] In the north eastern corner is a wooden bed [with a real mattress and sheets!], next to the bed is an earthenware bowl and jug. A wooden cabinet is against the west wall in the far corner. In the centre of the floor is a low table with a number of cushions around it. A few pieces of parchment can be seen on the table, along with a candelabra of silver metal [200 *gp* enc 25]. In the south western corner of the room is a wooden mannequin on a stand (For Temmi's plate mail) and a large metal birdcage, its door open. The bones of a number of small rodents are scattered over the floor of the cage. The room is lit by a lantern hanging from a chain attached to a hook in the centre of the ceiling.*

The cage is the roost for Temmi's **2 Bloodhawks (Hawk)** AC 7; HD 1+1; hp 6; THACO 18; #AT 3; D 1-4/1-4/1-6; SA stoop for +2 to hit; 25% chance to attack eye - blind for 1-10 rounds 10% chance permanently blind; SD never surprised; MV Fl 24(B); ML steady (11); INT semi-(2-4); AL n; S small (3'-4'); xp 120. These birds look like normal falcons with mottled grey plumage.

Most of the papers on the desk are simple tallies, seemingly dealing with income / outgoings, although in quite small numbers: 20 here and there to a maximum of 50 or so [slaves taken and passed on]. One, however is a letter in code - see the attached specimens. The wardrobe contains plain robes of competent but not fine make, a pair of low soft leather boots, a large flask of lamp oil. The back of the wardrobe is actually a secret door: immediately behind it is a large iron bound wooden chest (3'×2'×2'). This door leads to Temmi's escape route.

The chest is locked (Temmi has the key) and there is a poison needle trap in the lock [Type B; injected; onset 2-12 min.; D20; save for 1-3]. It contains 300 *cp*; 400 *sp*; 50 *ep*; 150 *gp*; a *potion of invisibility*; a *ring of feather falling* [which looks like a silver ring of twisted feathers]; a leather scroll tube containing *wizard scroll with Monster Summoning I (@ lvl 7)*.

Hail Temmi,

Once again the last consignment was of excellent quality, Lord Feetla was most pleased. The Slave Lords extend their gratitude. We enclose the payment due to you.

Unfortunately our customers are disputing our prices. It seems that meddling fool Azoun has started causing problems with his accursed Purple Dragons. We are sorry to have to tell you that we can no longer support the prices we would desire to pay you. and we are sad to say that your fees will now be halved. Lord Feetla is sure you will be understanding in this regrettable matter, but if you would like to discuss this further he would be more than happy to see you in the dungeons of Suderham. Think it over.

The young girl from Daggerdale gave Executioner tremendous value. She struggled for some time before he stopped playing and had his way with her! Such a pity one so young should die so far from home; and from family.

The Slave Lords salute you Temmi Dharimm,

Markessa

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31) *This passageway is dry, dusty and roofed with fine grey cobwebs. The air is very musty with a faint odour of rotting filth. A thick layer of dust covers the floor: in the dust you can see a single set of footprints leading into the gloom ahead.*

32) *Here you have to descend a flight of stone steps. As you do this you notice that the smell of rotting is becoming stronger, making you feel nauseous in the pit of your stomach.*

33) *Here the narrow passageway opens out into a larger cavern. The smell of filth and rotting is almost overpowering [save vs poison @+4 or retch as per troglodyte odour]. You can now see the source of the stench: before you the entire chamber is filled with a cess pool nearly 20' across. Spanning the pool is a rope bridge. The next thing you notice is a burly looking man, about forty years old and wearing plate mail armour. You have arrived just in time to see him slice through the ropes of the bridge with a single stroke of his gleaming broadsword. The bridge swings down and squelches in to the mire below you. The man grins at you, "Perhaps next time eh, my friends?" Then he turns and scurries down the passage opposite you, his laughter echoing around the stone walls of the cave.*

This is **Temmi "the Slaver" Dharimm** (see stats on separate sheet).

The filth is 15' deep and its surface is about 10' below the level of the bridge. In the centre of the ceiling of the cave ( about 20' above the level of the bridge) is a natural stone chimney: this leads up for a further 20' to a grill in the floor of room #24. The grill keeps larger pieces of solid waste in room #24 while allowing rotted slurry to drip through and feed the occupant of this room, an

**Otyugh** AC 3; HD 7; hp 38; THACO 13; #AT 3; D 1-8/1-8/2-5; SA Grab (2-4/r, +2 on bite, ≥18 str break free in 1r, others make BB roll), Disease (90% chance of infection from bite: 80% debilitating, 20% fatal); SD never surprised; MV 6; ML elite (14); S large (7' dia); Int low (6); AL n; xp 975.

This creature has been befriended by Temmi and will attack anyone else who attempts to traverse this room (although it cannot reach individuals on an intact bridge). It has no treasure.

The idea is that the PCs turn back here, although if they fancy their chances against the Otyugh they're welcome to have a go!

34) This plain stone passageway leads to a very well hidden exit amid a copse of trees in the woods just north of cavenauth.

35) There is a trap here: set by Temmi, so he knows how to avoid it. A thin tripwire is stretched across the passageway about 12" off the ground. If triggered a weighted board set with a number of spikes swings down from the ceiling hitting anyone in the front rank. THACO 12, D 3-12. If it misses the individual in the front rank then make a second to hit roll (@ -4) for anyone following closely behind.

36) *This largish room is choked with thick webs of pale grey webs. The opaque mass obscures vision for all but a couple of feet. The usual echoes of the dungeon are smothered by the webs making the room seem unusually quiet.*

Within the mass of webs is a stone bridge spanning the water below about 10' above its surface. There are also **5 large spiders** AC 8; HD 1+1; hp 5 each; THACO 19; #AT 1; D 1; SA poison (save @ +2, dmg 15/0); MV 6wb15; ML unsteady (7); Int non- (0); AL n; S sml (2' dia); xp 175.

If anyone sets fire to the webs the spiders will scuttle into the passage to the north. The burning webs will create smoke that will fill the entire room in five rounds: for every round spent breathing smoke PCs must make a constitution check. Those who fail take 1-6 hp of smoke inhalation damage. The smoke will disperse in two turns.

Within the webs is the dried up husk of two small humanoids: goblins. The spiders have no treasure.

NB: The noise of combat in the corridor to the north will alert the goblins in room #37.

37) The southern door to this room is barred from the inside (the goblins are very scared of the spiders in room #36) and so it will require an open doors roll.

*This small room is obviously some sort of barracks or guardroom. There are six small humanoids in here. Their black leather armour is dull and dirty, as are the spears they are wielding. Along the wall to your right are a pile of moth-eaten skins and rags. In the corner to your right is a large wooden barrel [of stagnant, rancid water].*

These creatures are **6 goblins** AC 6; HD 1-1; hp 4; THACO 20; #AT 1; D wpn; MV 6; ML avge (10); Int low (5); AL le; S sml (4' tall); xp 15. They are armed with spears and have 18 *sp* between them.

If any intruders look particularly threatening then one of the goblins will run to warn the nearest gathering.

38) *This dark, slightly damp room is filled with many and varied pieces of equipment: backpacks, short swords, lamps, hammers, an open sack of grain and so on. None are arranged carefully in any way, they have all evidently just been thrown in here any old how. Even a cursory examination shows that everything in here has been affected by the damp: leather shows signs of mildew, the grain is moldy, wood has warped and all the metal bears a coating of rust*

With careful attention and much oiling, however, some of the metal weapons could be made serviceable.

This is a goblin storeroom. Nothing is of any use or value.

39) On guard here are four goblins. There are **3 goblins** (stats as above) armed with short swords and 1-4 *sp* each and **one leader's assistant** (stats as above but 7 hp) armed with a mace. he has 5 *sp* and a gold piece. Also in his pouch is the skull of a rat - rotting eyes still in place!

40) *This is a once sturdy but now much repaired wooden door. Most of the repairs are very rough: evidently not done by an expert! The door has a stout branch across it on your side, barring the door shut from the other side.*

41) *This room smells just as offensive as the rest of this complex of caves. There is no straw on the floor. The rattle of chains comes from the far end of the room, drawing your attention to creatures opposite you, chained to the wall. There are two small humanoids, both looking very scared of you.*

These creatures are **2 kobolds** AC 10; HD ½; hp 2; THACO 20; #AT 1; D wpn; MV 6; ML average (8); S sml (3'); Int avge (8); AL le; xp 7.

The kobolds are the two of the four slaves that the goblins have managed to take as yet: Temmi and his crew have been taking the bulk of their crop! The kobolds are attached to the wall by rusting iron chains. The Goblin chief has the key (and the other two kobold slaves). These creatures hate the goblins and will take up arms against them if given the opportunity, although they will betray their rescuers if at all possible.

NB: no xps for killing the kobolds when still chained to the wall.

42) *This room is filthy and squalid. numerous piles of disgusting skins are scattered about. The are is filled with the stench of rot and stale sweat.*

Resting in here are **10 goblins** AC6; HD 1-1; hp 4; THACO 20; #AT 1; D wpn; MV 6; ML avge (10); S sml (4'); Int low (5); AL le; xp 15 armed with spears. They have 63 *sp* between them. There is also **1 goblin leader's assistant** (stats as above but Int avge (8) and hp 7) who has a long sword (used 2-handed) and 1 *gp* and 5 *sp*.

43) *This large chamber is full of mess: a few pieces of domestic débris such as cooking pots and crude blankets, but also the organic waste that would accompany as large a group of creatures as seem to actually live among this filth.*

There are **10 goblins** (stats as above, armed with picks, 1-4 *sp* each) in here, along with 12 females and 30 children (none of whom will do anything but cower and grovel).

44) *This large chamber has a rough trestle table running down the centre of it. By the table are benches. All this is sized for creatures about 4' high. There are piles of rotting left-overs all over the table and thrown onto the floor all around. You suddenly hear a yelp followed by a clatter of metal from the far end of the room.*

This is the sound of a goblin cook dropping a tray of food (rat burgers) and disappearing back to the kitchen (room #45). Hiding under the table are two goblin children (hp 1) named Criz and Craz. Maybe the party could adopt them?

45) *A flickering orange light illuminates this room, bathing it in weird, eerie shadows. The light comes from a fire burning in a carved stone hearth. The hearth appears to be of human make. On the floor in the centre of the room are a rusty knife and the heads and tails of a number of rats [17 in all]*

*lying in a pool of glistening blood. All kinds of rotting foodstuffs and left-overs are strewn around the floor. The smell is **extremely** unpleasant.*

Hiding behind the wall to the right of the western entrance to this room are **4 goblins** AC 6; HD 1-1; hp 4; THACO 20; #AT 1; D wpn; MV 6; ML avge (10); Int low (6); AL le; S sml (4'); xp 15 armed with daggers and having 1-4 *sp* each. One has the key to room #47. They will attempt to ambush the PCs.

46) *These stone steps lead down to flowing water. They are clogged with filth. Among them you can see a wooden bucket attached to a hempen rope.*

47) The door to this room is locked (one of the goblins in room #45 has the key).

*You open the door to reveal what looks like a storage room. There are a few boxes [of grain and rat droppings!] and a barrel [of vinegary beer]. You can see a number of crudely made wooden racks hanging from the ceiling. Tied to the racks are a number of dead rats [leaving them to hang improves the flavour!].*

This is the goblins "larder". There is nothing here of any value or use to the PCs.

48A) *This section of the dungeon has a different construction from the rest. The walls are made of new stone, rather than the faced stone you have seen so far. [PCs who make the appropriate proficiency / racial ability check will be able to tell that this is of very new construction]. You can hear the sound of metal striking rock, but the reflecting echoes obscure the direction from which the sound originates.*

48B) *In this large alcove is a pile of rubble about 4' high. On the floor next to it is a shovel and a couple of picks.*

48C) At this point are a **goblin leader's assistant** (stats as above but 7 hp and Int avge (8)) armed with a long sword and having 1-3 *gp* and **3 goblins** (stats as above) armed with picks and having 1-4 *sp* each. The leader's assistant is directing the others in their mining.

*There are four humanoids here digging at a rock face: each has a pick and there are a couple of shovels and a wheelbarrow nearby.*

49) *On either side of the passage way here are stone battlements about 15' high. The ceiling is raised to about 20' high in order to accommodate the battlements. There is no apparent way up to the battlements. At the far end of the passageway is a stout, iron-bound wooden door.*

Flanking the passageway are **6 goblins** [three to each battlement] (stats as above) armed with shortbows and 5 arrows each, each one has 1-4 *sp* as well. On the battlement to the west is a **goblin**

**leader's assistant** (stats as above but 7 hp and Int avge (8)). He also has a bow and 5 arrows, but he has 1-3 *gp*. All the goblins have short swords as well as their bows.

50) *You have entered a large room with no other visible exit. The far wall is hung with rough skins. In front of you are two particularly large humanoids, about 5' tall and one of normal size. They are rising from two wooden benches.*

These are the **goblin leader** AC 6; HD 1-1; hp 7; THACO 20; #AT 1; D wpn; MV 6; ml avge (10); Int avge (8); AL le; S sml (4'); xp 15 armed with a long sword (used 2-handed) and carrying 2-5 *gp* and 2-8 *sp*

and **2 goblin bodyguards** AC 4; HD 2; hp 10; THACO 19; #AT 1; D wpn; MV 6; ML stdy (11-12); Int avge (9); AL le; S med (5'); xp 35 armed with long sword and throwing axe. Each one has 2-8 *gp* and 3-12 *sp*.

51) *This room is even bigger than the last. The wall to your left cannot be seen because of another set of skins hanging from the ceiling. Most of the floor is also covered with furs and skins, although judging by the smell none of them had been cured before being thrown down here. Lounging around on this "carpet" are three large humanoids [the goblin chief and two bugbears]. They are surrounded by a harem of much smaller females [goblins] and attended to by a couple of slaves [kobolds]. They seem surprised to see you pass through the curtain!*

**Goblin Chief** (stats as per body guards but 15 hp) armed with a *warhammer* +2 and a shortsword. In his pouch are 9 *gp*, 11 *sp*, a 100 *gp pearl* and the key to the shackles of the kobolds in room #41.

**2 bugbears** AC 5; HD 3+1; hp 17 each; THACO 17; #AT 1; D wpn+2; SA surprise; MV9; ML stdy (12); Int low (6); AL ce; S lge (7'); xp 120. They are armed with battle axes. Each one has 2-8 *gp* and 3-12 *sp*.

**2 kobolds** AC 10; HD ½; hp 2; THACO 20; #AT 1; D wpn; MV 6; ML avge (8); Int avge (8); AL le; S sml (4'); xp 7. Their legs are shackled and neither will fight: just tremble in the corner.

**12 goblin females.** None of whom will fight. One has a 5 golden hairpins, each one set with a 50 *gp* blood stone for a total value of 51 *gp* each.

Under the skins in the north-western corner of the room are two sacks. Between them the sacks contain 800 *sp*