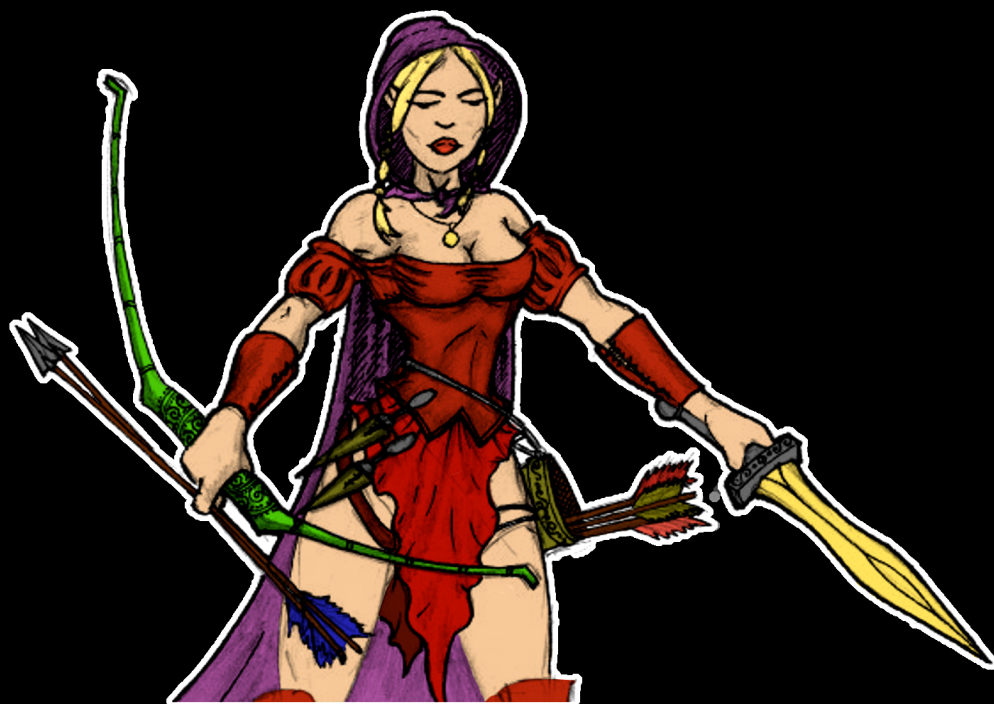


DC1

Tales from the Laughing Dragon

A Dragonclaw Adventure



A Basic Fantasy RPG Adventure
For 4 to 6 Player Characters, Levels 1 to 3

Revised 2nd Edition



Basic Fantasy

Role-Playing Game

www.basicfantasy.org

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Tales from The Laughing Dragon

A Dragonclaw Campaign

A Basic Fantasy Role-Playing Game Adventure Series
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2nd Edition (Release 22)



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Introduction

Tales from The Laughing Dragon: A Dragonclaw Campaign is a three-part adventure series for the **Basic Fantasy Role-Playing Game**. These adventures are intended for 4 to 6 player characters. They should start out at level 1 and should finish with most characters around levels 3 to 4.

Please note that some of the monsters in this adventure are found in **The Basic Fantasy Field Guide 1**, available for free in PDF format on the www.basicfantasy.org website.

The Search for The Missing Gnome: Fonkin, the beloved gnome sage, is missing. The town guard is busy fighting off brigands and doesn't have time to look for him. A group of aspiring adventurers take on the task and follow a clue that leads them to an old ruin and footsteps leading down some stairs to the darkness below.

An adventure for characters of levels 1-2.

Page 2

The Hunt For Valanunthe: Fonkin has been found but an even worse truth is revealed. An important set of items has been stolen from him and must be retrieved at any cost. The adventurers are sent back deeper into the ruins to find the thief Valanunthe and the items she stole.

An adventure for characters of levels 1-2.

Page 11

Rodemus Keep: Valanunthe has been found and one of the items recovered, but the most important one was handed off before the adventurers could stop her. Now it is up to them to find the last item, even when the trail leads to a supposedly haunted keep, deep in the forest along Dragon Lake.

An adventure for characters of levels 2-3.

Page 20

These adventures were created for use in the Dragonclaw Barony, but with a little tweaking there is no reason they can't be made to fit into any existing world.

About the Dragonclaw Barony

Dragonclaw Barony is a provincial yet rough and ready area, reminiscent of ancient England or Wales. The primary terrain of the Barony is rolling fields and gentle hills, though the Dragonclaw Mountains, from which the Barony takes its name, cut a wide swath through the center of the land. The borders of the barony are primarily comprised of natural features: the forests of Norwood, the northern Dragonclaw Mountains, the Badlands in the north and west, the Sea of Storms, the southern Dragonclaws, and the Dreadwood to the east and south.

The Barony was once a small independent kingdom known as Llancrest. Four hundred years ago, armies from the Kingdom of Albion, to the distant north, forcibly annexed the lands to serve as a southern base in their perennial wars with the eastern kingdom of Kar'Tegra. Llancrest was renamed as "Llancrest Barony" and a new ruler from Albion was given control of the land. Over the years, as the Barony grew more and more independent, the court at Albion began to refer to the distant frontier area as "that Dragonclaw barony", referring to the high mountain range that bisected the countryside; "Dragonclaw Barony" was eventually adopted as the official name of the land.

The Dragonclaw Barony was created by **Darrell King**, and is used herein with his permission. He submitted a small but well-written campaign in PDF format to the Microlite20 website. I came across this PDF and fell in love with the setting. It is robust enough to feel real and alive yet not overburdened with storyline and NPCs. I like that the characters in this campaign will shape the world.

*If you might be a player in any of these adventures, **stop reading now!** Beyond this point lies information meant only for the Game Master's eyes!*

The Search for The Missing Gnome

Player's Background

The GM should read or paraphrase the boxed text below to the players to start the adventure. This should be done once the players have completed their back story and the reason they are in the Laughing Dragon Inn.

Laughing Dragon Inn

You are in the inn enjoying good food, good drink, and good company when suddenly an out of breath town guard bursts into the inn. After catching his breath he gasps out 'Fonkin is gone!'. The chatter in the inn goes silent in a heartbeat. Fonkin, the town's sage and former adviser to the Baron, is missing. People begin talking all at once about what is going to happen when the proprietor of the Laughing Dragon Inn (Johne Wolfsbane) speaks above the din.

Johne: Everyone... Everyone!! Calm down.. Calm down. Look, the guard here says there is no evidence of foul play so we have to assume that Fonkin left on his own. The garrison doesn't have the manpower to send patrols out to find him right now so we are going to have to ask for some volunteers for a search party. It's dangerous out there and the guards have seen increased bandit activity outside of town, so there is no guarantee of your safety.

As much as they care about the gnome, nobody immediately steps up to volunteer. They all look around to see who is brave enough to find out where Fonkin disappeared to and bring him back home.

Beginning the Adventure

The characters spend the rest of the evening questioning the townspeople in the inn. Through the pieces of information they find that Fonkin was seen heading towards the northeast side of town. More inquiry finds that there is an old ruin in that

direction, about a day's walk from Dale. Setting out the next morning, crude map in hand, the adventurers start heading towards the ruin.

After reaching the ruins, quick investigation shows that there has definitely been some recent activity around the entrance and that the small footprints heading towards it could possibly be from a small humanoid. The stairs lead down south into the darkness.

GM's Information

This adventure is set in Dale, a small town in the central region of the Dragonclaw Barony. The Laughing Dragon Inn is the proverbial 'starting tavern' and it is here where the adventure begins. Although the town and surrounding area can be used for the birthplace of the characters, it's not required. If one of the characters is playing a magic-user, Johnne Wolfsbane will present the party with a special gift before they set out.

Orb of Light

A small orb that gives off 30' of light as per the level-1 Cleric/Magic-User spell. Can be turned off or on with the control word 'Galad'.

The Innkeeper's wife was a mage of local renown who died protecting the town from a goblin raid. The orb was one of her belongings.

The ruins are on the outskirts of the forest surrounding the southeastern end of Dragon Lake. Although the small forest has no official name, the locals call it Llancrest Wood because it was the hunting grounds of the former royal family before the invasion from Albion.

You can have the party start the adventure at the entrance to the ruins or you can have them walk, using the standard wilderness encounters for grasslands and forests.

Wandering Monsters

Roll for wandering monster encounters every three turns (half hour of game time). They appear on a 1 on 1d6. The GM may roll 1d12 on the table below, or simply choose as desired. This wandering monster table applies only to *The Search for The Missing Gnome*.

1 Hobgoblin Patrol (2)

AC 14, HD 1, #At 1 morningstar, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.
HP 4 □□□□ 3 □□□

2 Giant Flies (2)

AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F1, MI 8, XP 75 ea.
HP 7 □□□□□□ 5 □□□□□

3 Goblin Patrol (5)

AC 14, HD 1-1, #At 1 shortsword, Dam 1d6, Mv 20', Sv F1, MI 7, XP 10 ea.
HP 2 □□ 4 □□□□
1 □ 5 □□□□□
3 □□□

4 Kobold Hunting Party (8)

AC 13, HD 1d4HP, #At 1 sling or shortsword, Dam 1d4 or 1d6, Mv 20', Sv NM, MI 6, XP 10 ea.
HP 1 □ 1 □
4 □□□□ 3 □□□
1 □ 1 □
1 □ 2 □□

5 Goblin Patrol (6)

AC 14, HD 1-1, #At 1 shortsword, Dam 1d6, Mv 20', Sv F1, MI 7, XP 10 ea.
HP 1 □ 6 □□□□□□
2 □□ 5 □□□□□
5 □□□□□ 5 □□□□□

6 Gray Ooze

AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12, XP 175
HP 9 □□□□□□□□

7 NPC: Shoshanna Smythe

AC 18, #At 1, Dam 1d8, Mv 20', Sv F2, MI 9
WIS 15 (+1), DEX 13 (+1), CON 15 (+1)
Equipment: platemail armor, shield, longsword
HP 6 □□□□□□

Note: Shoshanna is one of the town guards from the town of Dale. She also followed Fonkin's trail to the ruins and is currently looking for him.

8 Giant Bombardier Beetles (2)

AC 16, HD 2, #At 1 bite/1 spray, Dam 1d6/2d6 (cone 10' wide by 10' long from rear of monster, save vs. Death Ray for half damage), Mv 40', Sv F2, MI 8, XP 100 ea.
HP 9 □□□□□□□□
8 □□□□□□□□

9 Mercenary Guards (6)

AC 13, HD 2, #At 1 battleaxe/shortbow, Dam 1d8/1d6, Mv 40', Sv F2, MI 9, XP 75 ea.
HP 6 □□□□□□ 6 □□□□□□
9 □□□□□□□□
3 □□□ 2 □□
8 □□□□□□□□

10 Wolves (6)

AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8, XP 75 ea.
HP 9 □□□□□□□□
8 □□□□□□□□ 5 □□□□□□
9 □□□□□□□□
5 □□□□□□ 7 □□□□□□□□

11 Orc Patrol (8)

AC 14, HD 1, #At 1 longsword/shortbow, Dam 1d8/1d6, Mv 40', Sv F1, MI 8, XP 25 ea.
HP 7 □□□□□□□□ 6 □□□□□□□
4 □□□□ 5 □□□□□□
2 □□ 4 □□□□
5 □□□□□□ 3 □□□□

12 Giant Bee (6)

AC 13, HD 1d4, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9, XP 13 ea.
HP 4 □□□□ 1 □
4 □□□□ 3 □□□
3 □□□ 1 □

Key to the Ruins – Upper Level

ENTRANCE

The entrance to the ruins lies at the bottom of the steps descending south into the darkness. From the faint light you can see the hall continuing south, although there is a break heading west as well.

The entrance into the ruins isn't secured by any door; the stairs lead down and open into a stone hallway heading south and then east.

1. BEETLE ROOM:

This square room is fairly nondescript except for a phosphorescent glowing coming from the far corner. A closer inspection shows that the glowing is four distinct insect-like shapes.

This room contains nothing of value except for the 4 large fire beetles huddled in the far corner of the room. The beetles won't attack unless cornered or attacked first.

4 Giant Fire Beetles: AC 16, HD 1+2, #At 1 bite, Dam 2d4, Mv 40', Sv F1, MI 7, XP 25 ea.

HP	6	□□□□□□	3	□□□
	4	□□□□	4	□□□□

2. SECRET FORGE:

In the center of this hidden room is an old forge that looks like it hasn't been used in ages. On the south wall an old lamp hangs forlornly, its glass filled with cobwebs and dust.

At the entrance of the room, right past the door, is an insidious trap known as the **whirling blade trap**. If the trap is not detected and disarmed, the first person to step into the room will trigger a pressure plate and a whirling blade will come up through the floor, causing 1d8 points of damage (save vs. Dragon Breath for half damage). Other than the forge and the lamp, the room is empty.

3. NORTH ROOM:

This room, at the far end of the long hallway, appears to be empty but has seen some recent use. There is a broken lantern and some manacles in the middle of the room, as well as a broken statue in the corner. A brief inspection of the statue shows that it is surrounded by some sort of animal fur.

4. ENTRYWAY TO LOWER LEVEL:

When the door is opened, a gnome that could only be Fonkin is found within. He is sitting on a box looking dejectedly at the door in the northern wall. He is startled at first but visibly relaxes when he realizes you aren't monsters and mean him no harm. He gestures to your party to close the door and come inside.

The gnome inside this room is Fonkin, the one the party was sent to find. When they tell him that they were sent by the townsfolk to look for him, he explains that he isn't kidnapped or lost. He wound up



in the ruins after pursuing an important item that was stolen from him. The thief was an old apprentice of his, and he tracked her down into the ruins and into this room. The trail led to the north door, but when he tried it he found the door magically locked, with no spell or scroll to unlock it. He tells the party to meet him at the Laughing Dragon Inn when they return to Dale. He will then give the door one more dirty look before he twists a ring on his left finger, whispers some words, and disappears.

Besides Fonkin and the empty crate there is nothing in this room of any value. The door to the north is made of thick unbreakable stone. The door is above the level and capability of the adventurers to get through without some outside assistance.

5. PATROL BARRACKS:

This large room appears to be the resting area for a group of hobgoblins. There are a variety of large mats strewn across the room as well as a small chest against the wall. The hobgoblins have wedged a 10' pole diagonally in the corner and some uncooked meat hangs from it. There is also an empty jar that smells faintly of wine.

This room is where all the hobgoblins on this level live when they aren't on patrol or outside the ruins. Assume that any hobgoblins encountered randomly on this level (wandering monsters) also call this room their home. The chest is unlocked and contains 144 gold pieces as well as chain-mail armor. The armor is of decent quality but is not magical.

2 Hobgoblins: AC 14, HD 1, #At 1 longsword, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

HP 4 □□□□ 2 □□

6. SENTRY ROOM:

Although this room stands empty, it's obvious it's been getting a lot of use lately. At the south end of the room is a large table surrounded by a few chairs. There is a large crudely-made mug sitting on the table. It is empty but still contains the dregs of cheap wine at the bottom.

7. UNDEAD GUARDIANS:

As you open the door, you hear the unmistakable sound of bones clacking together as two undead warriors turn towards you, sword and shield at the ready.

As the party enters the room they will draw the attention of the two skeleton warriors in the room. If the party enters the room without checking for traps, however, they will also trigger the **pit trap** in front of the room. It's a 10' fall and will cause 1d6 points of damage unless the character makes a save vs. Death Ray (add Dex bonus to roll) for no damage. However the same would apply to the skeletons if the party draws them out.

After dispatching the guardians of the room you see a small table against a the west wall. On the table you find a backpack and a couple of moldy books.

The room doesn't contain much more than is described to the adventurers. If they examine the backpack they will find 5 gp and a dagger of exquisite craftsmanship worth 300 gp.

2 Skeleton Warriors: AC 14, HD 2, #At 1 scimitar, Dam 1d8 +1, Mv 40', Sv F2, MI 12, XP 75 ea.

HP 11 □□□□ □□□□ □
15 □□□□ □□□□ □□□□

8. THE BEDROOM:

This room is being used as living quarters by someone. You find a cooking pot and a brazier surrounded by stones, along with a used pair of boots and an empty pouch. Along the east wall is a built-in wash basin. There is also a small statue of little value in the northwest corner.

There is nothing of interest in this room.

9. THE KENNELS:

This room seems to have seen a lot of traffic throughout the years, but it appears to have been recently used to keep wild animals. You can see a large cage with bits of dark fur in it, with a belt next to it hanging on a rack.

There is nothing of interest in this room.

10. DUSTY ROOM:

Due to the door being stuck, this room hasn't been accessed in awhile. There is a fine layer of dust covering the floor that looks to be untouched.

The door to this room is **stuck** and will have to be forced open in order to access it.

11. RATS NEST:

This room is mostly empty except for the fur and bones of smaller animals laying about. There is a medium-sized ragged hole in the southwest corner of the west wall.

If the adventurers explore the room and the hole in the wall in particular, they will be attacked by four giant rats that are hiding inside of it. If the hole is further examined they will find a variety of coins worth 6 gp.

4 Giant Rats: AC 13, HD 1/2, #At 1 bite, Dam 1d4 + disease, Mv 40' Swim 20', Sv F1, MI 8, XP 10 ea.

HP 3 □□□ 1 □
HP 3 □□□ 3 □□□

**12. THE PIT TRAP ILLUSION:**

This room is completely empty except for a large chest in the far south corner.

There is nothing at all in the chest; it's meant to lure unsuspecting adventurers to their doom. If one of the characters enters the room they will fall into a **pit trap** and take 1d6 falling plus 1d6 spike points of damage unless they save vs. Death Ray (add Dex bonus to roll). The floor over the pit is an illusion, so normal detect traps will not work; however, a Magic-User will have a 1 in 1d6 chance of spotting the illusion. A **detect magic** spell would also detect the illusion.

13. HOLDING CELL:

When you enter the room, you can tell that it once was or still is a holding cell of some sort. There are chains and manacles attached to the walls along the east wall.

There is nothing of interest in this room.

14. ODDLY EMPTY ROOM:

This large square room is completely empty and contains absolutely nothing in it. It seems odd considering the room's central location in the ruins.

15. AMBUSH ROOM:

As you open the door, you hear the unmistakable sound of bones clacking together as two undead warriors turn towards you, sword and shield at the ready.

As the party enters the room they will draw the attention of the two skeletons in the room. After the skeletons are dispatched, read the following:

This room looks like it was originally created to deliver nasty surprises to those who entered it without permission. There are arrow slits in the wall and murder holes in the ceiling, although an inspection will show that whatever means to get behind them has long since collapsed. There is a small rusted chest in the corner that contains 55 gold pieces worth of assorted coins and 10 sling bullets.

2 Skeletons: AC 12, HD 1, #At 1 scimitar, Dam 1d8, Mv 40', Sv F1, MI 12, XP 25 ea.

HP 2 □□ 1 □

16. CRUDE KITCHEN:

This large room contains some signs of recent use. There is a shallow pit in the floor, surrounded by stones that looks as if it was used for cooking or warmth. There is also an empty scroll case and a cleaver. The cleaver is so old it's hard to tell if the brown spots on it are rust or blood.

Other than the items described, there is nothing of interest in this room.

17. ANOTHER EMPTY ROOM:

This small room is almost completely empty. As you look around you do notice some small shards of broken pottery, suggesting that were clay pots stored in here at one time.

There is nothing of interest in this room.

18. WATCHDOGS:

As soon as you enter the room you are beset by two very large dark-furred wolves. You eye a chest against the east wall and can only assume these two were left in here to guard it.

The wargs were left in here to guard the treasure contained in this room. They are normally kenneled in Room #9. The chest contains 95 gp and **15 Crossbow Bolts + 1**. If a secret door search is successful there is also a hidden panel in the south wall concealing another 100 gp.

2 Wargs (large wolves): AC 13, HD 3, #At 1 bite, Dam 1d8, Mv 60', Sv F3, MI 8, XP 145 ea.

HP 8 □□□□□ □□□ 9 □□□□□ □□□□

19. SPIDERS:

The skittering of legs on large webs greets you as you enter the room. Two very angry looking spiders quickly close the distance between you and them.

The door to this room is **locked** and **trapped**. If an attempt to pick the lock fails and the trap was not

detected, the thief has to save vs. Poison or be knocked unconscious for 1d4 rounds. If the trap is detected but the removal attempt fails, the same consequences apply.

This small room doesn't contain much other than the spiders. However you do notice a small bag of coins stuck in one of the large webs. Maybe somebody lost them on their escape from this room.

The sack of coins in the web add up to about 16 gp when counted out.

2 Giant Crab Spiders: AC 13, HD 2*, #At 1 bite, Dam 1d8 + poison, Mv 40', Sv F2, MI 7, XP 100 ea.

HP 5 □□□□□ 8 □□□□□ □□□

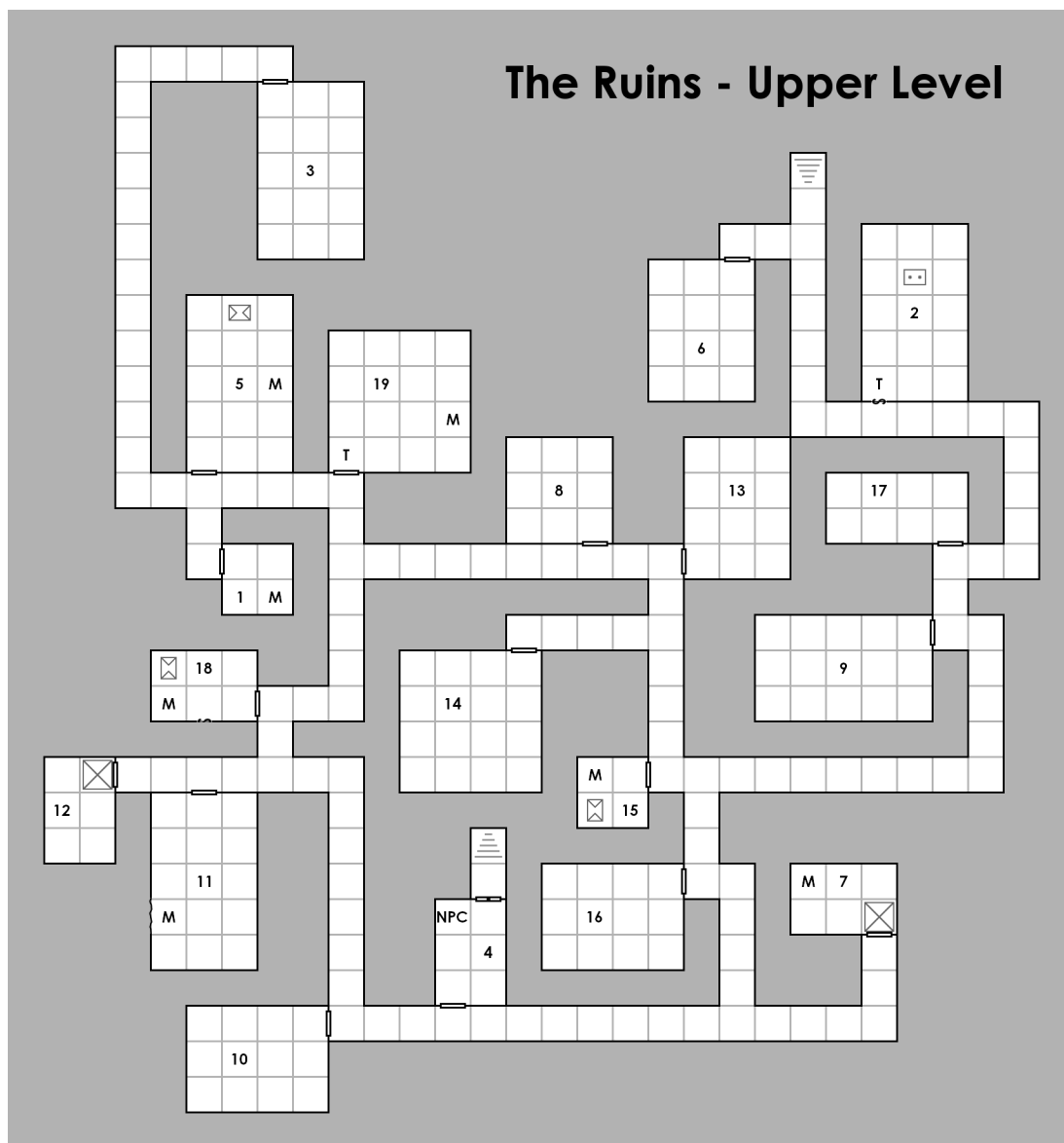
Note: These spiders are juvenile; victims of their bite must save vs. Poison at a +2 bonus or become unconscious for 1d4 rounds.

Concluding the Adventure

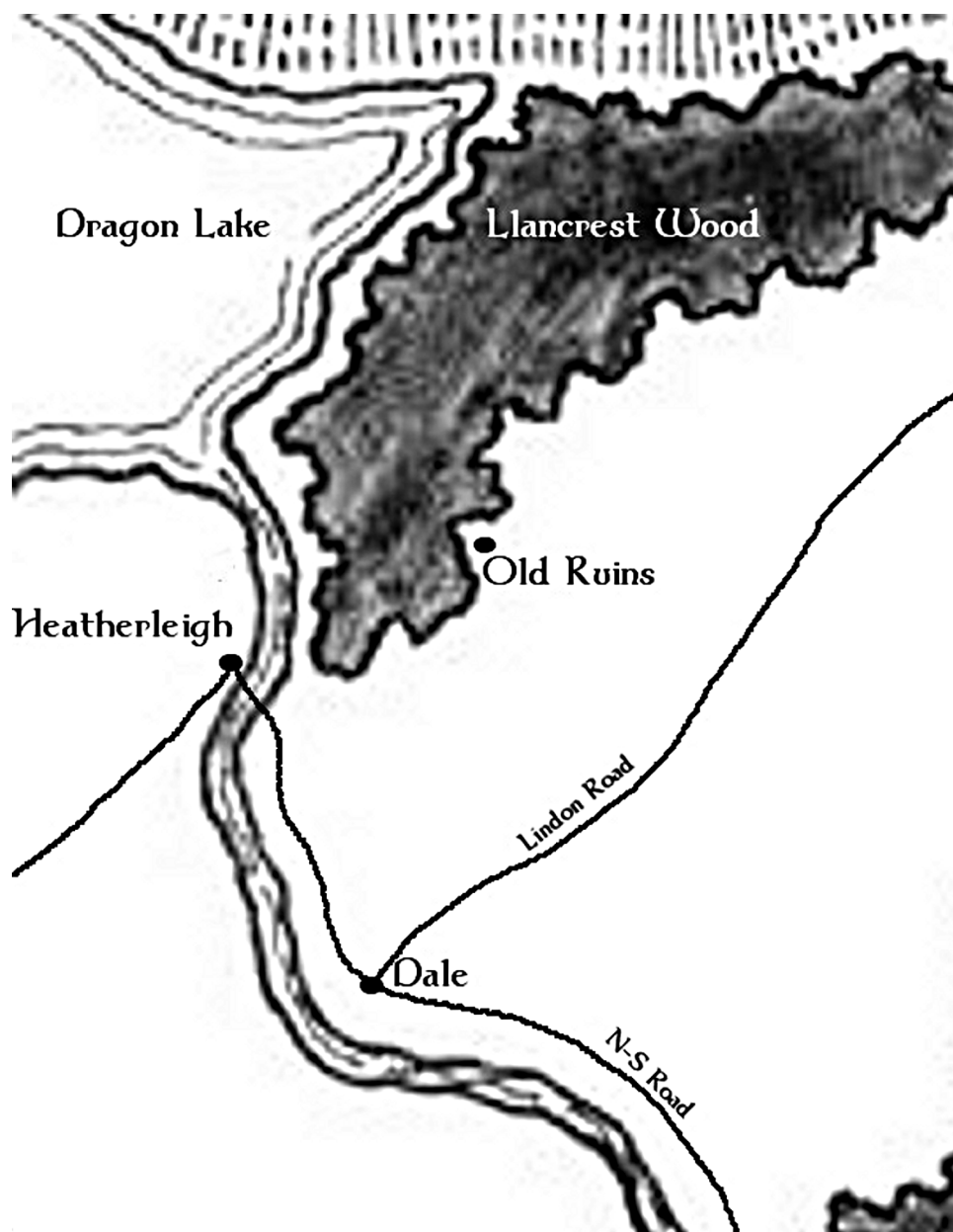
After finding Fonkin and exploring the ruins, the adventurers can return to Dale. Word of Fonkin's return has already spread and the adventurers will get happy waves and cheers from the townspeople as they enter the town.

The proprietor of Balin's Arms (Balin Stoneshield) will wave them into his shop before they can make their way to the inn. He states he has stayed open late just for them so they can repair, re-equip, and sell anything before settling in for the night. He laughs and says he is pretty sure they won't be paying for any of their drinks tonight at the Laughing Dragon Inn.

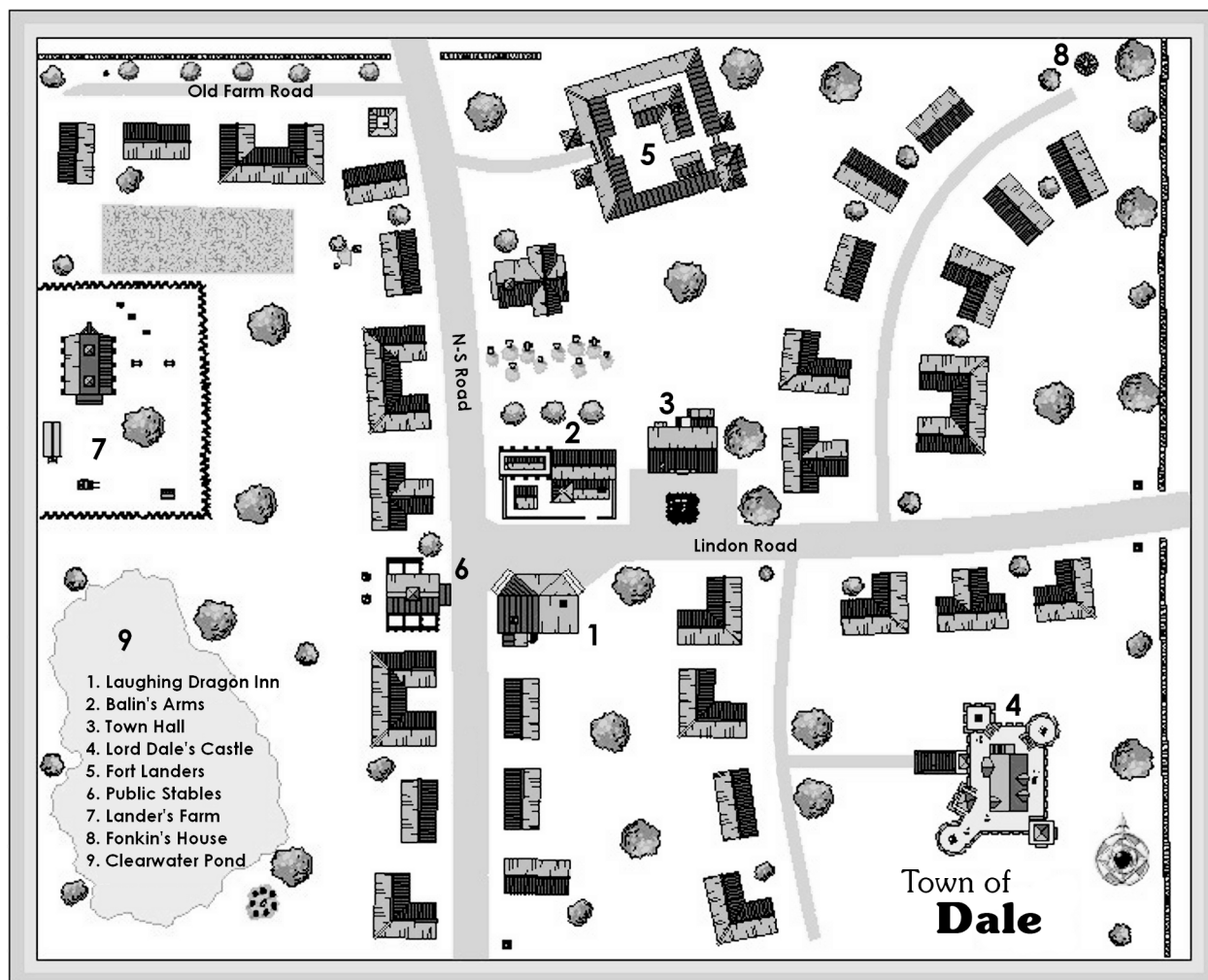
The Ruins – Upper Level



The Map to the Ruins



The Town of Dale



The Hunt For Valanunthe

Player's Background

The GM should direct the players to head to The Laughing Dragon Inn as soon as they have finished their dealings with Balin. If they don't want to do any trading with Balin when they return to Dale they should be reminded that Fonkin is waiting for them at the inn.

The Laughing Dragon Inn

When entering the Inn, you find a majority of the townsfolk gathered in celebration of the return of their beloved gnome. It's obvious Fonkin is uncomfortable with all the attention, and is glad when the applause turns to your party when you walk through the door. After many hearty pats on the backs and calls for free drinks, things finally turn to some semblance of normalcy. Fonkin gets your attention from a private area of the tavern and nods for you to join him there. As you sit at the table he begins to tell his tale.

Fonkin: A few days ago someone broke into my home and stole some very valuable items from me. Due to wards I had placed on where they were hidden, I knew immediately that something was stolen and a good idea who the thief was. I recently hired an elven apprentice named Valanunthe. However, after hiring her I had a suspicion that she had ulterior motives for gaining my employment, so I dismissed her. I believe that after her termination, she broke in with the specific purpose to steal these items. I cast a **location** spell and it led me to the ruins in the forest. When I found the entrance, I noticed recent footprints and knew she had went in. I managed to keep out of sight while I did my best to track her but was unable to break the enchantment on the door in the room you found me in. I believe that door leads down to a lower level and I imagine that's where she is holed up. It's become painfully

obvious to me that I'm too old to be sneaking around ruins and I was hoping you could take on this job in my stead. I need you to retrieve these items for me and to bring back Valanunthe, dead or alive. She would be more valuable if we can question her about the theft, so the bounty is 500 gold alive or 200 gold dead.

If Fonkin is questioned by the party about the items stolen, this is what he will reveal:

Stolen Item #1: A top secret document. This map reveals an underground entrance into the Baron's castle in Heatherleigh. In the wrong hands it would provide a way to bypass the castle's defenses and security.

Stolen Item #2: Amulet of the Mighty Fist. This item grants a +2 to the wearer's Strength while worn.

After Fonkin is finished with the tale he asks the group if they will accept the mission. If they decide to take it on, he reaches into his robe and hands them a magical **Scroll of Knock**. He will assure the party that it will open the locked door and that it can be used by anyone in the party.

GM's Information

This adventure takes place in the same set of ruins as *The Search for The Missing Gnome*. The scroll that Fonkin provides the party will open the door that blocked Fonkin and the party's downward progress in the first adventure. If the party leaves the next day, the first level will not be repopulated with the exception of normal random monster checks. Since the circumstances have changed slightly, use the wandering monster table on the next page for the first level as well.

As the party makes their way through this level it will become very apparent that the gathered monsters aren't here by chance, but were recruited by Valanunthe for the purpose of protecting her.

Wandering Monsters

Roll for wandering monster encounters every three turns (half hour of game time). They appear on a 1 on 1d6. The GM may roll 1d12 on the table below, or simply choose as desired. This wandering monster table applies only to *The Hunt for Valanunthe*.

1 Hobgoblin Patrol (4)

AC 14, HD 1, #At 1 morningstar, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

HP 4 □□□□ 3 □□□
1 □ 4 □□□□

2 Giant Flies (2)

AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F1, MI 8, XP 75 ea.

HP 7 □□□□□□ 5 □□□□□□

3 Goblin Patrol (6)

AC 14, HD 1-1, #At 1 shortsword, Dam 1d6, Mv 20', Sv F1, MI 7, XP 10 ea.

HP 2 □□ 4 □□□□
1 □ 3 □□□
4 □□□□ 2 □□

4 Kobold Hunting Party (8)

AC 13, HD 1d4, #At 1 slings/shortsword, Dam 1d4/1d6, Mv 20', Sv NM, MI 6, XP 10 ea.

HP 1 □ 1 □
4 □□□□ 3 □□□
1 □ 1 □
1 □ 2 □□

5 Goblin Patrol (8)

AC 14, HD 1-1, #At 1 shortsword, Dam 1d6, Mv 20', Sv F1, MI 7, XP 10 ea.

HP 1 □ 6 □□□□□□
2 □□ 5 □□□□□
2 □□ 5 □□□□□
7 □□□□□□ 1 □

6 Gray Ooze

AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12, XP 175

HP 9 □□□□□□□□

7 Gnoll Patrol (5)

AC 15, HD 2, #At 1 flail, Dam 2d4+1, Mv 30', Sv F2, MI 8, XP 75 ea.

HP 5 □□□□□ 10 □□□□□□□□□□
8 □□□□□□□□ 9 □□□□□□□□
9 □□□□□□□□

8 Giant Bombardier Beetles (2)

AC 16, HD 2, #At 1 bite/1 spray, Dam 1d6/2d6 (cone 10' wide by 10' long from rear of monster, save vs. Death Ray for half damage), Mv 40', Sv F2, MI 8, XP 100 ea.

HP 9 □□□□□□□□
8 □□□□□□□□

9 Mercenary Guards (6)

AC 13, HD 2, #At 1, Dam 1d8/1d6 (battleaxe, shortbow), Mv 40', Sv F2, MI 9, XP 75 ea.

HP 6 □□□□□□ 6 □□□□□□
9 □□□□□□□□□ 2 □□
3 □□□
8 □□□□□□□□

10 Bugbear Patrol (2)

AC 15, HD 2+2, #At 1 mace, Dam 1d8, Mv 30', Sv F2, MI 9, XP 145 ea.

HP 7 □□□□□□□
9 □□□□□□□□□

11 Orc Patrol (8)

AC 14, HD 1, #At 1 longsword/short bow, Dam 1d8/1d6, Mv 40', Sv F1, MI 8, XP 25 ea.

HP 7 □□□□□□□□ 6 □□□□□□□
4 □□□□□ 5 □□□□□□
2 □□ 4 □□□□
5 □□□□□□ 3 □□□

12 NPC: Willard Rataess (mercenary leader)

AC 13, HD 3, #At 1 bite or 1 weapon, Dam 1d4/1d6 (shortsword), Mv 40', Sv F3, MI 8

HP 9 □□□□□□□□

Note: Willard is a wererat and when approached will be in human form. He will not transform into a rat but will turn into a ratman if accosted.

Key to the Ruins – Second Level

1. TROGLODYTE BARRACKS:

The overwhelming smell of Troglodytes assails your senses as you open this door. Two very surprised troglodytes turn towards you as you enter the room.

This room is where the troglodytes were assigned to live since it's down a long hallway and away from the rest of the rooms in this level. Because of the smell, the party will have a 2 in 6 chance of smelling the troglodytes and knowing they are in the room before opening the door.

You look around the room and see that it has been set up as a temporary barracks for the troglodytes. It seems to make sense why they were down here at the end of this long hall in a room by themselves. Not even other creatures want to make a point of sleeping next to them. A quick search of the room uncovers 40 gp just laying on the floor and a **+1 Heavy Crossbow**.

2 Troglodytes: AC 15, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, Mv 40', Sv F2, MI 9, XP 75 ea.

HP 2 □□ 7 □□□□□□□

2. HOBGOBLIN BARRACKS:

This room looks to be another room converted into a barracks. This is where the hobgoblin troops were making their home. You see a large cupboard against the south wall where the hobgoblins were keeping their odd bits of collected treasure, however none of the items there look to be worth much. There is a silver candelabra with the candles still in it that might be worth 10 sp, an empty pouch that smells vaguely of troglodyte, and a banged up trophy of some sort. The inscription on the trophy is in common and says 'E for Effort'.

The door to the room is locked, so the party will either have to pick it or break it. However if they've killed the hobgoblins from **Encounter 2E** and search the bodies, the key to the room will be found.

2E. WHAT ARE YOU DOING HERE?

This encounter takes place if the party either comes out of the northeast door of Room #10 or if they come around the corner from the hallway right in front of it.

As you look down the hallway you see four Hobgoblins talking amongst themselves while one is closing a door to the east. They seem very relaxed and have no idea that you are there.

In this encounter the party gets one free surprise round since the hobgoblins aren't paying attention. Once this round is complete, continue the fighting as normal. If the party wins the fight a search of the hobgoblins will find the key that opens Room #2.

4 Hobgoblins: AC 14 (11), HD 1, #At 1 longsword, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

HP 2 □□ 8 □□□□□□□
3 □□□ 3 □□□

3. EMPTY ROOM:

This room is completely empty, although it looks to have been maintained recently. It's been swept clean and there is very little dust on the floors or walls.

4. DWARF MERCENARY BARRACKS:

You hear someone utter 'Well..well..well.. what do we have here?' as you enter the room. The language is Common, but the accent is definitely dwarfish. You see two Dwarf fighters ready their weapons as they turn to face you.

The two Dwarf NPCs in this room are mercenaries hired by Valanunthe from a mercenary guild known as the 'Black Fist'. Since they are mercenaries they won't hesitate to leave the fight if it starts looking bad for them. If one of them dies, or either get below half their hit points, recheck their morale.

This room looks like the impromptu sleeping area for the two Dwarfs encountered in this room. There are two bedrolls in the corner and what looks like dirty plates beside them.

If either of the Dwarfs are killed during the encounter and the body/bodies are searched the party will find 30 gp and a note, which says:

Find Valanunthe at the Minstrel's Flask for the details of the contract. She will inform you when you meet.

– Edgar

Using the Ability Rolls rule found on p. 153 of the **Basic Fantasy RPG Core Rules**, have each of the players roll against the table using INT as their bonus. If any beat the roll they will know that the 'Minstrel's Flask' is an inn in Stone Bottom. If they beat the roll by 5 or more, they also know that Edgar Lothorio runs that Inn.

Cagbral Maryam, Dwarf Fighter 2: AC 13, #At 1, Dam 1d6, Mv 40', MI 6, XP 75

STR 14 (+1), WIS 6 (-1), CHA 6 (-1)

Equipment: leather armor, shortsword

HP 10 □□□□□ □□□□□

Urias Banhammer, Dwarf Fighter 2: AC 12, #At 1, Dam 1d8, Mv 40', MI 9, XP 75

WIS 14 (+1), DEX 6 (-1), CON 15 (+1), CHA 7 (-1)

Equipment: leather armor, scimitar

HP 11 □□□□□ □□□□□ □

5. DEAD MAN'S PARTY:

It looks as if some poor unfortunate person just met their untimely demise in this room. The body doesn't appear to have been here long and the torch on the wall is still burning. When you roll the body over to check it, it becomes apparent that he had been stabbed in the back. Besides the dead victim, the only other thing in this room is a small altar in the northwest corner.

This door is locked and the wood it is made of is quite strong. If the door can't be picked and the party is going to try and strong arm the door, roll 1d12 instead.

6. CENTIPEDE FOLLY:

There isn't much to this room when you first enter it. It appears to be completely empty with the exception of some refuse in the northwest corner.

If the party disturbs the refuse in the corner they will be attacked by a very large giant centipede hiding among it. It seems to be eating well, hence the larger amount of hit points. If the centipede is dispatched and the refuse checked, they will find loose coins worth 9 gp.

Giant Centipede: AC 11, HD 1d4 HP*, #At 1 bite, Dam poison, Mv 40', Sv NM, MI 7, XP 13

HP 12 □□□□□ □□□□□ □□

7. VALANUNTHE'S ROOM:

There is no doubt the elf knows you're coming. As you open the door a blue sizzling dart of energy flies toward you, followed closely by another arrow of the more mundane sort.

So begins the battle against Valanunthe. She is a 3rd-level Fighter/Magic-User and she has access to 2 more spells for the day: another **magic missile** and **invisibility**. She will use her **invisibility** spell to disappear if she feels the fight going against her. She fights with a composite longbow and a **Longsword +1**. The bow allows her to add her Strength bonus to the damage done by the arrow. After her initial **magic missile**/bow salvo she will switch to her **Longsword +1** for the rest of the encounter.

This appears to be the room that Valanunthe has set up as her own. There are several books stacked next to a small cot against the east wall. There is also a weapons rack here but it is empty. A quick glance reveals a small chest hidden under the cot.

In the chest are 400 gp, a gem worth 7 gp, and the following note:

Valanunthe,

I am setting up at the keep. Once I get settled in I will send a war party your way with the payment we discussed. Make sure you have the map ready and waiting when they get there. I already don't like this place.

– Girck

If Valanunthe is searched the party will find another 64 gp, a **Longsword +1**, her composite longbow, and the **Amulet of the Mighty Fist**.

If the books are examined here are the titles and possible worth:

- Life of Gadal the Impetuous (5 sp)
- The Art of Love Vol I (1 gp)
- The Thornwood Collection (1,000 gp)
- The Art of Love Vol II (1 gp)
- Lady Helena von Tanzel's Diary (50 gp)

The Thornwood Collection and the diary are rare and worth quite a lot to the right buyer.

Valanunthe, Elven Fighter/Magic-User 3: AC 15, #At 1 +1 longsword/longbow, Dam 1d8+3(4*)/1d6+3, Mv 40', MI 9, XP 145

STR 16/18* (+2/+3*), INT 14 (+1), CON 15 (+1)

Spells: **magic missile** (x2), **invisibility**

Equipment: chain mail, **Longsword +1**, longbow, **Amulet of the Mighty Fist***

HP 20 □□□□□ □□□□□ □□□□□ □□□□□

8. BUGBEAR BARRACKS:

As you open the door to this room, you see a smiling bugbear waiting for you across the room. He yells out taunts at you in the few words he knows in common as if welcoming a good fight.

The bugbear doesn't have a death wish; he is hoping he can get the players to commit to charging into the room, since there is a **pit trap** right in front of the door. If they do come charging in they will take 1d6 falling plus 1d6 spike points of damage from the pit unless they save vs. Death Ray (add Dex bonus to roll).

The bugbear's room seems to mirror the temperament of its previous owner. There are pieces of broken furniture laying around as well as rags and other various odds and ends. In the corner is an ancient iron maiden; a look inside of it will reveal a very dead goblin. Around its neck is a sack containing 170 gp.

Bugbear: AC 15, HD 3+1, #At 1 mace, Dam 1d8+1, Mv 30', Sv F3, MI 9, XP 145

HP 16 □□□□□ □□□□□ □□□□□ □

9. CAPTAIN OF THE GUARD:

If the party has not come across **Willard Rataess** (Random Encounter #12), read the following:

You see a man sitting at a small table being used as a desk. He looks up at you, his beady eyes searching for recognition before he leaps out of his chair and pulls his sword.

The man in this room is Willard Rataess. The leader of the Black Fist mercenaries here in the ruins, as well as Valanunthe's second in command. He is also a

wererat, and although he will not transform into a rat he will take the form of a ratman if harried.

Only read this part if Willard was **not** in the room:

It looks like somebody is living in this area but is not at home.

Read the following whether Willard is present or not:

There is a lantern and some fuel oil sitting on a crate, as well as a bedroll lying on top of some straw bedding in the far corner of the room. In the north wall there is a small recess containing an empty wash basin. Against the east wall you see a small table and a single chair. The only other oddity here is a lever on the south wall with the lever in the 'Up' position.

If the lever (**9a**) is pulled read the following:

You hear a faint rumbling sound as if something large is sliding against stone.

This lever reveals a secret hallway leading to Valanunthe's room. It also alerts Valanunthe that the door has been opened, so she will be aware. If someone in the party rolls a 1 on a 1d6 (dwarves get a 2 on 1d6) they will have an idea where the wall opened up (feel free to point out a general area on the map). If not they don't know where the sound originated.

9b. SECRET HALLWAY:

As you pass by the hallway heading south, you notice that it's not on your map. The lever you pulled earlier must have revealed this secret hallway.

This hallway was revealed by pulling the lever in room 9. If the characters do not detect and disable the trap, a pressure plate will fire an **arrow trap** as soon as the party steps into the hallway. It is fired from the wall at the south end of the hallway. It will fire 4 arrows at the party. Each arrow is an attack vs. the front character's AC. If the arrow misses by 5 or more, it completely misses the front character and the character behind will also need to roll an AC check; any hit does 1d6 points of damage.

10. THE TRANSFER ROOM:

This large room contains two doors on the north wall, one on the far west, and the other on the far east. There is nothing in this room other than an odd stain near the west door.

The door on the west side of the north wall is trapped. If it is not disabled before the door is opened it will trigger a **fire trap** that will do 1d6 points of fire damage to anyone with 10' of the door (save vs. Dragon Breath for half damage).

10E. SURPRISE!

As you enter the hallway from the room you are assaulted by arrow fire coming from the west; a quick glance that direction shows a highly organized orc party already in defensive positions. Four orc fighters stand ready to block the hallway as two archers ready another volley.

The orcs have been placed here to keep any interlopers from this side of the ruins, since the only way in and out is through the doors in room 10. The party doesn't know that anyone opening that door is supposed to call out a password before entering the hallway (although this may be revealed to the party by a creature trying to save its own life. If that happens, this encounter can play out differently). The two orc archers have surprise and will get a free attack round, and will attack as soon as the first character enters the hallway. They also get a +2 to their initiative the next round as well.

4 Orc Fighters: AC 14 (11), HD 1, #At 1 longsword, Dam 1d8, Mv 40', Sv F1, MI 8, XP 25 ea.

HP 4 □□□□ 3 □□□
8 □□□□□ □□□ 4 □□□□

2 Orc Archers: AC 14 (11), HD 1, #At 1 shortbow/shortsword, Dam 1d6/1d6, Mv 40', Sv F1, MI 8, XP 25 ea.

HP 4 □□□□ 3 □□□

11. ANOTHER EMPTY ROOM:

This room is completely empty, although it looks to have been maintained recently. It's been swept clean and there is very little dust on the floors or walls.

12. KOBOLD BARRACKS:

The distinctive 'yark yark' barking of kobolds can be heard as you open the door. You look in and see 3 kobolds furiously spinning their slings as two larger kobolds move closer to engage you.

This room is going to be a nastier surprise for the party than they were expecting. The kobolds were brought in to help set and create the traps in these ruins. As the party steps into the room there is a **pit trap** that drops them into a 10' pit. Anyone failing a save vs. Death Ray (adding in their DEX bonus) will fall into the pit. If they do not get out of the pit by the next round, a square part of the **ceiling will drop down** and crush them for 2d6 points of damage; if they save vs. Death Ray, they only take half damage. The two larger kobolds attacking the party are kobold warriors and are a bit tougher than the average kobold. The smaller kobolds will try to keep a distance from the party, peppering them with sling bullets while the bigger kobolds engage them. If the warriors are dispatched, the smaller kobolds will have to do a morale save at MI 6 or flee the room. If they make the save they will drop their slings and pull out their short swords.

It's obvious from the ingenious trap sprung on you, and from the various trap making materials in this room, that the kobolds were hired by Valanunthe to set them up. There is a small area on the south wall set aside for sleeping, and it's here that you see a small chest.

The chest will be the last test of the kobolds. It's locked and trapped, and if it isn't disabled before opening will trigger a **poison needle trap**. If the player doesn't save vs. Poison they will be violently ill for 1d4 rounds. The chest contains 170 gp.

Note: the parenthesized morale for the kobolds below applies if the warriors are defeated.

2 Kobold Warriors: AC 13, HD 1, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv F1, MI 7, XP 25 ea.

HP 6 □□□□□ □ 4 □□□□

3 Kobolds: AC 13, HD 1d4HP, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 7 (6), XP 10 ea.

HP 3 □□□ 4 □□□□
3 □□□

13. SAPPERS:

As you come to the corner of the hallway, you start to hear the distinctive pounding and banging of active construction. As you look around the corner down the hallway going east you can see a crew of goblins working down the hallway. A quick inspection reveals that this part of the ruins is all new construction and that they are working on expanding the ruins.

The goblins are actively working and are not aware of the party's presence. There is a good chance, however, that as they move down the hallway they will be spotted. When starting combat give the party +2 to their initiative for the first round.

There is not much of interest here at the construction site other than various tools used for mining: rock picks, wheelbarrows, etc.

5 Goblins: AC 14 (11), HD 1-1, #At 1 morningstar, Dam 1d8, Mv 20', Sv F1, MI 7, XP 10 ea.

HP	5	□□□□□	4	□□□□
	8	□□□□□ □□□	5	□□□□□
	7	□□□□□ □□		

Concluding the Adventure

If Valanunthe was subdued, she can be taken to the garrison in Dale, and Fonkin will pay the characters the full bounty as promised. If Valanunthe is killed, Fonkin will accept the **Amulet of the Mighty Fist** as proof of her demise.

Fonkin will not be happy when told that the map was not among Valanunthe's possessions. He will ask if anything else of value was found when Valanunthe was searched. If the party shows him the note he will read it carefully before putting it in his pocket and dismiss the party, telling them to get some food and rest, and to meet him at the Laughing Dragon Inn tomorrow. If the party tries to push the subject, he will only tell them more will be explained later.

Optional Ending

If you want to end the pursuit of the map with this adventure (instead of continuing on to the third adventure) it is easy to do so. Change the contents of the chest in Room #7 to the following:

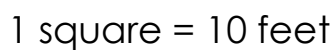
In the chest is a small gem set in a necklace worth 10 gp and a small map case. Inside is the map stolen from Fonkin.

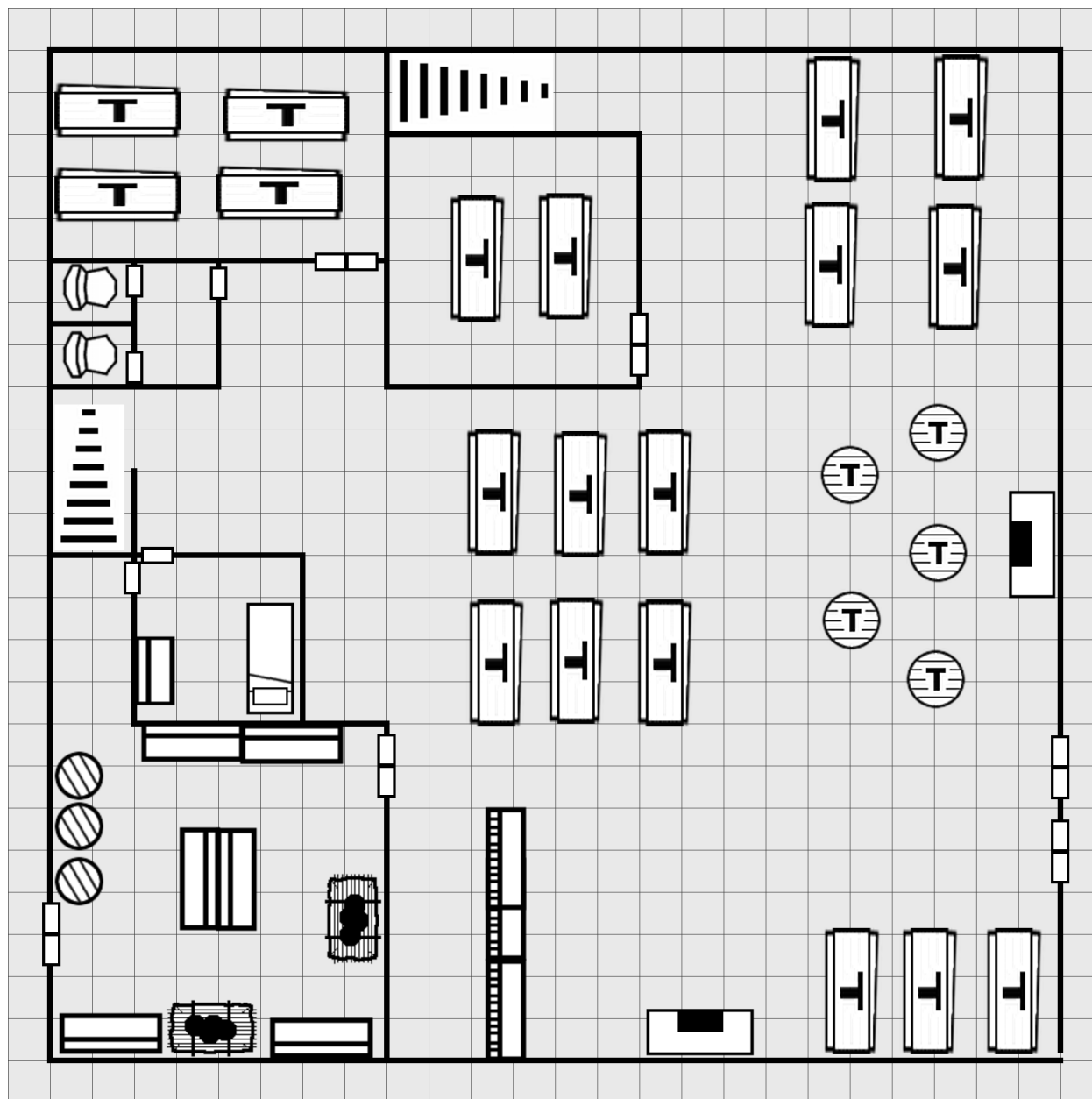
And use the following for the wrap-up when the map is returned to Fonkin:

Fonkin will be overjoyed with the return of the map and will pay the party an extra 200 gp on top of the bounty promised.

In either scenario it will be up to your discretion as the GM whether the **Amulet of the Mighty Fist** will be taken back by Fonkin or remain with the players as a gift.

The Ruins - Lower Level



The Laughing Dragon Inn

Rodemus Keep

Player's Background

The GM should read or paraphrase the boxed text below to the players to start the adventure. Once they know about the keep the history of it can be shared with them, either by paraphrasing or reading the history directly to them as if told by Fonkin.

The History of Rodemus Keep

The small abandoned keep predates even the Llancrest rule, and has stood on the northern edge of the Llancrest Wood near Dragon Lake for many years. It was built by the Rodemus family, petty lords that for generations called the forest their home. They even built a warren of catacombs under the keep to bury their dead. When the Llancrests came to power, the baron, Reynard Rodemus, refused to bend a knee to him, thinking himself safe within the forest. This proved to be his downfall as Llancrest soldiers came in by boat across the lake and stormed the keep. Reynard was killed, but his family slipped away into the night and escaped. Afterward, the royal family of Llancrest took possession of the empty keep, using it as a vacation home and hunting lodge. It was rumored that one king kept his concubine there and she lived like a queen, looking forward to the king's 'hunting trips' when he would visit her.

When Albion invaded the lands and overthrew the Llancrest kingdom, the keep sat abandoned for many years, until one day the Rodemus family came before the Baron and petitioned him to return their rightful home. The Baron allowed them to take the keep back as long as they swore fealty to him and the new Barony of Dragonclaw.

The Rodemus family moved back into the keep but their possession of it was to be short-lived. When an army of orcs and goblins recently swept out of the Dragonclaws and into the central barony, the keep was overrun and the family wiped out. The orcs were driven out of the barony, but the keep has never been occupied since. Those whose travels take them near the keep say they hear strange noises and banging late at night, and can see light coming from the nearby forest.

The Laughing Dragon Inn

After a good night's rest at the inn, you head downstairs for a bit of breakfast. You are surprised to see Fonkin, the inn's proprietor, Johnne Wolfsbane, and a third man dressed in armor, all sitting at a table talking quietly amongst themselves. They have been waiting for your group and gesture for you to join them at the table. It seems to be the only table occupied at the moment. It's either really slow or they are keeping other patrons out for a reason. They have a map laid out in front of them and a casual glance shows it to be a map of the central Barony. Fonkin stands up to address the party.

Fonkin: Please, come sit. This is Captain of the Guards, Luke Mattind. Once again the town and more importantly the Barony have need of your services. The map that was stolen from me must be found and found soon. If it falls into the wrong hands it could prove disastrous to the Barony. I would have Captain Mattind send units to retrieve it, but lately we are being harried by bandits and goblinoid bands from the North and East, and we have committed most of the guard to keeping the roads safe. Apparently these raids were timed with the theft to keep us occupied and unable to pursue the map. That's why we would like you to hunt down and find the map for us. Thanks to the note we found on Valanunthe, we have an idea where the map was taken (GM: you can hand the players the adventure map now). To the far north of here, along the Dragon Lake, is an abandoned keep. We believe that is where Girck is holed up. The lake is often patrolled by Barony troops, and we are hoping that this has kept him from moving the map from this location. I know you've done a lot for this town and me already, but right now you are our only hope!

GM's Information

Things will start off fairly simple for the adventurers: find and recover the stolen map. They know the keep is being held by Girck and his henchmen, they just need to find him. However before they even set foot in the keep they will find things are already changing for the worse.

Girck says he lost the map; actually Girck never had the map. The war party he sent to purchase the map was attacked outside the castle by a mass of undead, and even though one survived to tell Girck of the attack, the map disappeared.

These aren't just random undead; these are the descendants of the Rodemus family, risen from their crypts and coffins to exact revenge on those who would harm their family. It seems the forefathers of the Rodemus family were ardent followers of Zal'Thal, the God of the Dead. As part of their burial ritual, they could be called upon to defend the Rodemus family from harm and to protect the keep.

Unfortunately for them, the catacombs were sealed and although they originally rose up against Llancrest, they could not escape the catacombs to fight. All this changed a few years ago when the recent Rodemus family fled into the catacombs to avoid the orc and goblin invasion. They found a second entrance to the catacombs, and unsealed it to escape, unknowingly freeing the undead behind them.

After their escape from the catacombs, Arlen and Sarah Rodemus, and their only child Galen, took refuge in a large cave not far from the keep. They lived here the last few years, raising their child and only going out to the keep during the day. That was, until a few days ago, when Galen went missing. When they went to search the keep to see if he was there, they were captured by Girck's soldiers. It was about this time that the undead started attacking the keep.

Arlen and Sarah don't know that the undead attacking the keep are their ancestors. They are unaware of the ancient burial rituals performed by their forefathers that bound the dead to serve. They do know that Girck doesn't have their child and are hoping he fled into the catacombs like they taught him. They don't know he was brought there by the undead to protect him as they would any heir to the Rodemus name.

The undead army has the map, but not by design. The poor unfortunate goblin carrying it was just dragged off to the catacombs to be eaten, taking the map with him.

The key to the surviving the catacombs is the **Dragonfly Necklace**. If the party understands the significance of it and wears it openly, it will make traversing the catacombs easier, especially if they don't have a cleric. Anyone wearing it turns undead as a 1st-level Cleric. The necklace only works in the catacombs.

Wilderness Encounters

On the way to the keep the GM should roll for encounters on the following table. A check for encounters may be made up to three times per day, and perhaps twice at night. A roll of 1 on 1d6 indicates an encounter will occur. This wandering monster table applies only to Rodemus Keep.

1-4 Bandit Party

Bandit Leader (Human Fighter 3)

AC 18, #At 1, Dam 1d10, Mv 20', Sv F3, MI 9, XP 145

STR 14 (+1), DEX 13 (+1), CON 8 (-1), CHA 5 (-2)

Equipment: plate mail, great axe,

Scroll of Protection from Undead

HP 13 □□□□□ □□□□□ □□□

8 Bandits (Human Fighter 1)

AC 13, #At 1, Dam 1d6, Mv 40', Sv F1, MI 9, XP 25 ea.

INT 4 (-2), CHA 14 (+1)

Equipment: leather armor, shortsword

HP 7 □□□□□ □□ 1 □

7 □□□□□ □□ 2 □□

8 □□□□□ □□□ 4 □□□□

6 □□□□□ □ 5 □□□□□

5-8 Goblin Scouts

Hobgoblin Leader

AC 15, HD 2, #At 1, Dam 1d8, Mv 30', Sv F2, MI 9, XP 75

Equipment: chainmail, longsword

HP 19 □□□□□ □□□□□ □□□□□ □□□□

4 Goblin Warriors

AC 14, HD 1-1, #At 1, Dam 1d6, Mv 20', Sv F1, MI 7, XP 10 ea.

Equipment: leather armor, shortbow, shortsword

HP 6 □□□□□ □ 7 □□□□□ □□

1 □ 5 □□□□□

9-12 Hobgoblin Raiders

Hobgoblin Leader

AC 15, HD 2, #At 1, Dam 1d8, Mv 30', Sv F2, MI 9, XP 75

Equipment: chainmail, longsword

HP 19 □□□□□ □□□□□ □□□□□ □□□□

4 Hobgoblin Archers

AC 13, HD 1, #At 1, Dam 1d6, Mv 30', Sv F1, MI 8, XP 25 ea.

Equipment: leather armor, shortbow, shortsword

HP 8 □□□□□ □□□

6 □□□□□ □

5 □□□□□

2 □□

4 Hobgoblin Warriors

AC 14, HD 1, #At 1, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

Equipment: ring mail, longsword

HP 7 □□□□□ □□ 5 □□□□□

6 □□□□□ □ 3 □□□

The Keep

OUTSIDE THE KEEP:

As you approach the entrance to the keep you see two human-like creatures bent over something. It's only as you come closer that you can see the two creatures are feeding on something, and that something looks like a dead goblin.

As the party approaches the entrance they will come across 2 ghouls feeding on a dead goblin. If they are able to either kill or Turn the ghouls away and search the goblin, they will find a pouch around its neck that contains a note written in crude Common:

Murth,

I have been losing troops left and right since we got here and the worst news is I lost the map. I think these things are coming out of these catacombs chum, and they ain't alive. Last night we was attacked and when we finally drove them undead buggers off, the map was gone. I found an entrance to the catacombs here in the keep and I have sent some boys below to find the map but I ain't heard from em since. I'm not stepping foot into those catacombs until I get some damn reinforcements from you or another tribe. You should be glad I'm even sticking around, a lot of the boys are talking about packing it up if we don't hear from you. I don't know what in the abyss is down in those catacombs, and I for one ain't itching to find out.

– Girck

2 Ghouls: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

HP 12 □□□□ □□□□ □□
8 □□□□ □□□

E. ENTRY:

This large hallway contains little but dust and refuse. However, there are obvious tracks moving through the hall from this door to the one beyond.

There is a **20' pit trap** in the center of this hallway. If the trap isn't detected, the trap will trigger when there is a combined weight of 200 lbs on it. Characters need to save vs. Death Ray (with

Dexterity bonus added) or take 2d6 points of falling damage.

1. MUSTY BEDROOM:

This room appears to have once been a bedroom. It is filled with rotting, moldy bedroom furniture but little else. The dust on the floor has been swept in an obvious attempt to hide footprints.

2. GUARD POST:

This room was once a changing room that was converted into a guard post. A faded ragged tapestry divides the room in half. On the north side of the tapestry is a wooden table and three wooden chairs. A few moldy playing cards are on the table. A small chest is against the west wall.

A large crab spider is clinging to the side of the tapestry opposite of the party. It will surprise and attack on a roll of 1-4 on a d6. If the chest is disturbed it will provoke an immediate attack by the spider. The chest contains 20 gp.

Giant Crab Spider: AC 13, HD 2*, #At 1 bite, Dam 1d8 + poison, Mv 40', Sv F2, MI 7, XP 100

HP 12 □□□□ □□□□ □□

3. OLD TEMPLE:

The walls of this room are carved with leering death masks along their length. The ones along the north wall appear even more sinister than the rest. The floor is made of black obsidian, markedly different than the rest of the floor of the keep. A small dais rises up in the northwestern corner of the room.

This room was an ancient temple to the god Kal'Thal, although there isn't anything left except for the death mask carvings and the dais. A close examination of one face in the north wall will reveal a crack around it. The face is on a swivel which can be pried back, revealing a small iron safe. If the safe is picked or broken open, it contains 50 gp and a **Potion of Healing** (1d6+3 HP).

4. COMMANDER'S OFFICE:

Girck and his lieutenants have made this room their command post. Since Girck has goblins in room 9 watching the hallway, there is no way to gain surprise; in fact Girck and his crew will get a +2 to initiative since they will know the party is coming. On the third round of combat, the goblins from Room #9 will join the fight via the secret door.

This was the office of the keep steward, although all of the furnishings except the large rug in the middle of the floor have been removed. Two terrified prisoners huddle in the corner, their hands and feet bound in chains.

The two prisoners are Arlen Rodemus, the last descendant of the Rodemus family, and his wife Sarah. If they are freed and questioned, read or paraphrase the following:

When the keep was last overrun by orcs and goblins, the Rodemus family wasn't killed. Like their descendants, they escaped into the catacombs and took refuge among their dead. After a few weeks they found their way out via another entrance. When they investigated the keep there was no sign of the intruders, and the keep once again stood empty. Not wanting to risk being captured again, they stayed in a cave, only coming into the keep during the day to get supplies. A few nights ago their son Galen disappeared, and when they went into the keep to see if he was there, they were captured. They are hoping their son hid in the catacombs when the hobgoblins first showed up.

The Rodemus family will beg the party to look for their young son down in the catacombs. They witnessed the undead attack on Girck but have no idea the undead came from the catacombs below. If the party agrees to find their young son, Sarah will go over to Girck's body and remove a necklace from around his neck. She will then hand the party a **Dragonfly Necklace**. The dragonfly is the Rodemus family symbol, and she assures the party that young Galen will recognize his mother's necklace. This will assure him that she sent them and it's safe to trust them. They will also point out the entrance to the catacombs under the rug in the center of the room.

Rodemus Family Necklace (worth 200 gp)

This necklace will act like a Holy Symbol while the party is in the catacombs, provided it is worn and visible. If held by a Cleric, it will allow him or her to

Turn undead as if one level higher. If it's held by anyone else it will allow them to Turn undead in the catacombs as if they were a 1st-level Cleric. This is a passive Turn; the PC will not have to declare they are Turning.

In the room is a small lock box containing 50 gp and the following note:

Girck,

Make for the abandoned Rodemus Keep on the northern edges of the Llancrest wood. Once you've cleared the area have a party find Valanunthe's hideout in the old ruins I've marked on the map. They should wait there until she returns with the documents. Once the party has possession of them, have them return to the keep immediately. Once you have it return to the tribe as soon as you can.

- Murth Bloodletter

If Girck is searched the party will find a **Great Axe +1** and a **Longbow +1**.

Girck (Hobgoblin Leader): AC 15, HD 3, #At 1
greataxe +1/longbow +1, Dam 1d10 + 1/1d8+1,
Mv 30', Sv F3, MI 8, XP 145

Equipment: chainmail, **Great Axe +1, Longbow +1**

HP 17 □□□□□ □□□□□ □□□□□ □□

3 Hobgoblins: AC 14, HD 1, #At 1 longsword,
Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

HP 6 □□□□□ □ 7 □□□□□ □□
7 □□□□□ □□

5. KEEP CHAPEL:

This room seems to be of newer construction than many of the other rooms in the keep. It looks like it was a small chapel dedicated to Malorie. There is a small altar at the west end of the room where a small statue of a beautiful woman holding a sheaf of wheat in both hands sits. By the layer of dust covering everything, this room seems to have been left untouched.

This room was most likely remodeled during the occupation of the Llancrest royal family, as Malorie was their god of choice for worship. The statue is of fine craftsmanship but would not fetch much on the open market.

6. KEEP KITCHEN:

This room used to be the keep's kitchen. There is a small fire pit with a chimney to vent the smoke out against the west wall. On the south wall are shelves that once held spices and food stuffs but are now mostly empty.

7. DINING ROOM:

If you had to guess, you would say that this room was the informal dining room. Although it's missing furniture there are slivers of wood on the floor, as if somebody had chopped up something in here, most likely the table and chairs.

If the party isn't actively looking up while investigating the room, a green slime will drop from the ceiling upon them!

Green Slime: AC None, HD 2**, #At 1, Dam special, Mv 1', Sv F2, MI 12, XP 125

HP 7 □□□□□ □

8. MASTER BEDROOM:

This was originally the master bedroom but has been taken over by a group of goblins. Most of the goblins are either sleeping (6) on the crude bedrolls along the wall or playing dice games (4) in the corner, while 2 goblins watch the door.

Roll for initiative for the two goblins keeping watch and the four goblins playing dice at a -1. The sleeping goblins will be surprised and will not join in until the 2nd round.

This room appears to be the master bedroom. There is a large bed against the east wall, although it's not in very good shape. One of the legs is broken and the bed is tilted sideways. The mattress is torn and shredded with noticeable mildew growing on it. There is also a desk and bureau in the room that are warped and discolored to the point they are unusable. The oddest thing in the room is what looks to be a life-sized statue of the goddess Malorie sitting in the southeast corner.

10 Goblin Guards: AC 14, HD 1-1, #At 1, Dam 1d6, Mv 20', Sv F1, MI 7, XP 10 ea.

HP 3 □□□ 7 □□□□□ □□
 2 □□ 7 □□□□□ □□
 8 □□□□□ □□□ 8 □□□□□ □□□
 6 □□□□□ □ 9 □□□□□ □□□□
 9 □□□□□ □□□□ 7 □□□□□ □□

Goblin Champion: AC 15, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 8, XP 75

HP 13 □□□□□ □□□□□ □□□

Goblin Mage: AC 13, HD 2, #At 1, Dam 1d4 or spell, Mv 20', Sv M1, MI 6, XP 75

Spells: **magic missile** (x 2)

HP 11 □□□□□ □□□□□ □

9. WATCH ROOM:

This room is only accessible from a secret door in **Room 4**. The goblins in this room will charge into room 4 during the fight with Girck and leave the door open; thus, the party won't have to search for it.

This hidden room is used to spy on the main corridor of the keep by a set of peep holes in the south wall.

3 Goblins: AC 14, HD 1-1, #At 1, Dam 1d6, Mv 20', Sv F1, MI 7, XP 10 ea.

HP 7 □□□□□ □□ 8 □□□□□ □□□
 6 □□□□□ □

10. CHANGING ROOM:

This appears to be a changing room; there is a curtain that can be drawn across. The room is empty of all furnishings except for the drawn curtain.

There is nothing of interest in this room.

Catacombs Level

E. ENTRY/FOYER:

The trapdoor ladder leads down to an open foyer of what appears to be of an older design than the keep above. The ground here is made of smooth granite as are the walls. Against the south wall is what appears to be some sort of stone altar and the smell of old incense and death lingers in the air. The hall leading off to the west is smaller than usual and can only be passed through single-file.

1. STORAGE ROOM:

This small room appears to be an old storage room of some sort. It is pretty much empty except for remnants of things stored here in the past.

The door to this room is unlocked but it is stuck. The characters will have to make a standard stuck door check to open it.

2. SMALL BURIAL CHAMBER:

This room looks to be another burial chamber. There are three old coffins against the west wall on a slightly raised dais. Other than the coffins, there is nothing else to see in the room.

When the characters approach the middle coffin, read the following to them:

As you approach the coffins, a loud splintering is heard and the lid of the middle coffin flies off in shards of wood. A human rises from the opened coffin, his pale face looking at you the way a predator looks at prey.

The creature is a vampire spawn, a smaller, weaker version of a normal vampire, although it will still be a difficult challenge for the party. This monster is found in the **Basic Fantasy Field Guide Volume 1**; please refer to that book for details.

Vampire Spawn: AC 15, HD 4*, #At 1 + special, Dam 1d6 + 3, Mv 30', Sv F4, MI 9, XP 280

HP 23 □□□□□ □□□□□ □□□□□ □□□□□
 □□□

The other two coffins in the room are empty, although it's obvious they contained a dead body at one point.

3. LARGE BURIAL CHAMBER # 2:

This large burial chamber contains six coffins, three against the north wall and three against the south wall to the west of the door. As you look inside you sense something moving, as if caught out of the corner of your eye.

What the characters sense moving is a wraith, one of the more angry spirits of the Rodemus clan. He will move to engage the first person entering the room.

If the wraith is defeated and the coffins are checked, the following items will be found inside them: 50 gp, a piece of Lapis Lazuli worth 8 gp, a white pearl worth 110 gp, a carved bone statuette worth 90 gp, and **2 Scrolls (Hold Undead, Protection from Undead)**.

Hold Undead: This spell scroll, usable by Magic-Users, works much like the **hold person** spell except that it only works against undead creatures.

Protection from Undead: Creates a 10' radius protective circle around the reader, preventing undead creatures from entering (see p. 138 in the **Basic Fantasy RPG Core Rules**).

Wraith: AC 15, HD 4**, #At 1 touch, Dam 1d6 + energy drain (1 level), Mv Fly 80', Sv F4, MI 12, XP 320

HP 20 □□□□□ □□□□□ □□□□□ □□□□□

4. ROYAL BURIAL CHAMBER:

If the characters open the door but do not enter the room they will see a ghoul sitting on the burial slab against the east wall. If they enter the room there is a **20' spiked pit trap** right at the entrance and the characters will have to save vs. Death Ray (adding in any Dex bonus) or fall into the pit trap, dealing 2d6 falling and 1d4 points of spike damage.

This burial chamber seems to hold the remains of somebody of a very high status. The remains are interred in ceremonial armor on a large marble slab. The ages have rendered the armor useless, although there are other items of value on the slab. It looks like the chamber has been recently defiled, with a pool of dried blood in the northwest corner and the words 'PROTECT THE BOY' scrawled on the wall in blood.

The armor is ancient and worthless, but the other items interred with the body are not. One is a

Shortsword +1 and the other is a beautiful comb made in the shape of a dragonfly, worth 500 gp.

Ghoul: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100

HP 9 □□□□□ □□□□

5. LARGE BURIAL CHAMBER #1:

This room looks like it has been recently disturbed. The six stone coffins along the north and south wall have been opened and there are pieces of bone and tattered clothing along the floor. Above the coffins on both walls hang some mildewed tapestries, their fabric faded from age.

There is a **20' pit trap** at the entrance to the west door. The characters will have to save vs. Death Ray (add any Dex bonus) or take 2d6 points of falling damage. If the characters come in from the east door, give them a +1 to spot the trap since it's really not well-hidden.

6. SIMPLE BURIAL CHAMBER:

This chamber houses four simple burial slabs against the east wall. The skeletal remains of the buried lie quietly upon the stone slabs.

There is a small hidden alcove along the north wall. If the **secret door** is located, there is 100 gp in a pouch inside.

7. SECONDARY STORAGE ROOM:

This room looks to be another storeroom. There is nothing of interest in here except for an old table in the middle of the room and some storage racks against the north wall.

There is nothing of interest in this room. However the wooden door is **stuck** and will have to be forced open to enter.

8. SERVANT'S CHAMBER:

Three rows of three coffins line the floor of this room. The simplicity of the construction belies that these were most likely favored servants and friends of the Rodemus family over the years. Four of the coffins are empty.

If the coffins are checked, the middle coffin in the middle row will reveal 30 gp and a **Wand of Magic Missiles** (7th level, 16 charges).

9. THE KEEPER OF THE CATACOMBS:

A wave of rage and hatred washes over you as you enter this room. A large creature unlike anything you've ever seen stares at you menacingly before shouting 'Protect the Boy!!!'. The shout is followed by the breaking of wood as three zombies emerge from the coffins against the west wall. They lurch forward, with the larger creature close behind.

The creature in this room is the Keeper of the Catacombs, a bone horror created to protect the catacombs and defend the Rodemus family. It is the 'unofficial' leader of the undead in the catacombs and can command other undead to do its bidding. The zombies it summons will fight until they are destroyed or turned. The bone horror is found in the **Basic Fantasy Field Guide Volume 1**; please refer to that book for details.

Bone Horror: AC 14 (can only be damaged by spells, fire or magic weapons), HD 4, #At 2 or 1 special, Dam 1d6+3/1d6+3 or 1d4 + special, Mv 20' Fly 30', Sv C4, MI 12, XP 280

HP 16 □□□□□ □□□□□ □□□□□ □

3 Zombies: AC 12, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12, XP 75 ea.

HP 8 □□□□□ □□□ 9 □□□□□ □□□□
9 □□□□□ □□□□

9a. SECRET ENTRANCE:

This small alcove seems to be the secret entrance into the catacombs. In the middle of the room is a ladder going up through a small chimney, and you can feel a faint fresh breeze blowing in from it. You also see a small scared boy hiding behind the ladder.

This is the other hidden entrance into the catacombs. If one of the party climbs the ladder it goes up about 30' before coming out a well-hidden exit behind the keep. The boy here is Galen, the son of Arlen and Sarah, and he will be fearful of the party unless he is shown the **Dragonfly Necklace**. If the party places the necklace around his neck, all further undead attacks will be negated while the party is with Galen.

10. PEACEFUL REPOSE:

The five long-dead warriors laid to rest on the slabs slumber peacefully in death, their skeletal hands wrapped around the hilt of rusted swords.

These warriors are not affected by the Rodemus curse because they were buried here before the pact was made with the God of the Dead. They will not rise.

11. HIDDEN ALTAR:

This small hidden altar hasn't seen any recent use, but you can still see the symbols drawn on the floor in what looks to be dried blood. One symbol in particular sends shivers down your spine: the symbol for Zal'Thal, the god of the Dead.

If the party approaches the altar, two skeletons will rise up from behind it and attack the party.

2 Skeletons: AC 15 (half damage from edged, 1 point only from piercing), HD 1, #At 1 scimitar, Dam 1d8, Mv 40', Sv F1, MI 12, XP 25 ea.

HP 4 □□□□ 10 □□□□□ □□□□□

12. GOBLIN'S LAST STAND:

As the door swings open you hear the unmistakable sound of goblins. However a large barricade made from tables, chairs, and other various objects blocks further progress into the room. One of the goblins shouts 'Kill the Dead Walkers, Kill the Dead Walkers!' as they let loose a volley of arrows in your direction. You've found what's left of Girck's search party.

These goblins sent by Girck have recovered the map but were forced into this room by the undead. So they have thrown together a pretty good barricade at the door. It will take a successful Climb Walls to scale the barricade. If the barricade is attacked it has 15 HP and Hardness 5. While the barricade is being attacked the goblins will continue to fire arrows over it. Because of partial cover each side takes a -4 to hit with missile weapons while the barricade is up.

If the barricade comes down two larger goblins will come up to attack the party while the smaller six goblins continue to fire arrows. If the party engages the goblins and kills one of the goblin champions, the other will throw a satchel to one of the smaller goblins and yell to it in goblin. The smaller one will pick up the satchel and run towards the door. If

anyone in the party speaks goblin they will here him say 'Get this to Girck!'. Even if they don't there is a 2 in 6 chance (adding INT bonus) that they will understand the word 'Girck'. The satchel contains **Fonkin's lost map**.

6 Goblins: AC 14, HD 1-1, #At 1 shortbow or shortsword, Dam 1d6, Mv 20', Sv F1, MI 8, XP 10 ea.

HP 1 □ 4 □□□□
1 □ 4 □□□□
5 □□□□□ 2 □□

2 Goblin Champions: AC 15, HD 3-3, #At 1 shortbow or mace, Dam 1d6 or 1d8, Mv 20', Sv F1, MI 8, XP 120 ea.

HP 10 □□□□□ □□□□□
10 □□□□□ □□□□□

13. UNDISTURBED COFFINS:

A sense of peace fills you as you enter this room. The five ornate coffins against the west wall seem to be untouched by the ravages of time and it doesn't seem like anyone has been in this room in ages. Unlike the other rooms, there are two large pillars supporting the roof here.

This room seems to be unaffected by what else is going on in the catacombs. The coffins are shut and have not been disturbed. However they cannot be easily opened either. Treat them as locked stone doors.

14. INTERRUPTED FEAST:

When you enter the room you see two large zombies feasting on what can only be the remains of a dead goblin. The two zombies are too busy eating to notice your entrance.

The zombies are eating so the party gets one surprise round before they attack. Though very large, these zombies are otherwise normal.

2 Dread Zombies: AC 12 (½ damage from blunt weapons), HD 3, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 145 ea.

HP 8 □□□□□ □□□
14 □□□□□ □□□□□ □□□□

15. STORAGE ROOM:

This small room appears to be an old storage room of some sort. It is pretty much empty except for remnants of things stored here in the past.

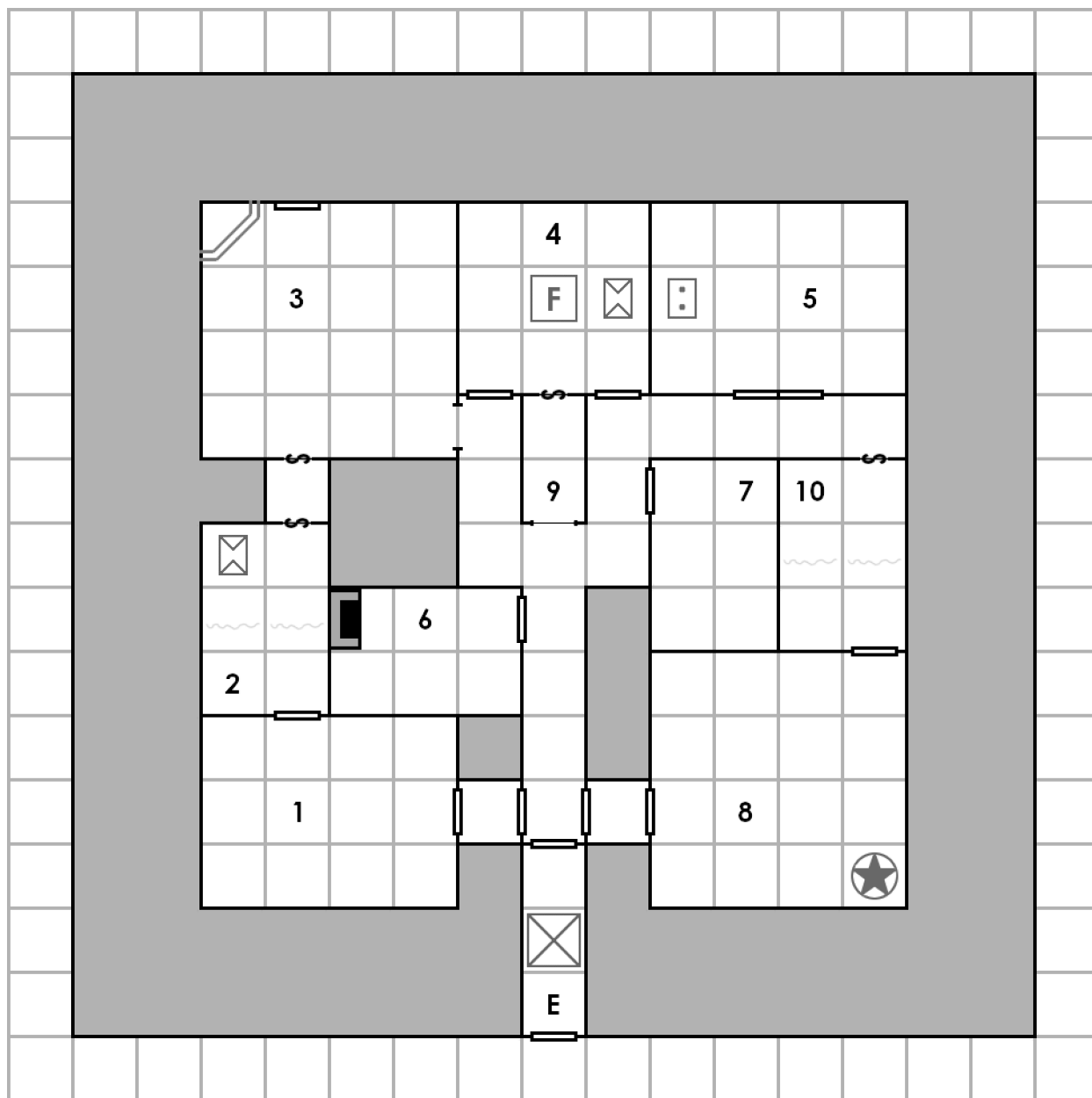
The door to this room is unlocked but it is stuck. The characters will have to make a standard stuck door check to open it.

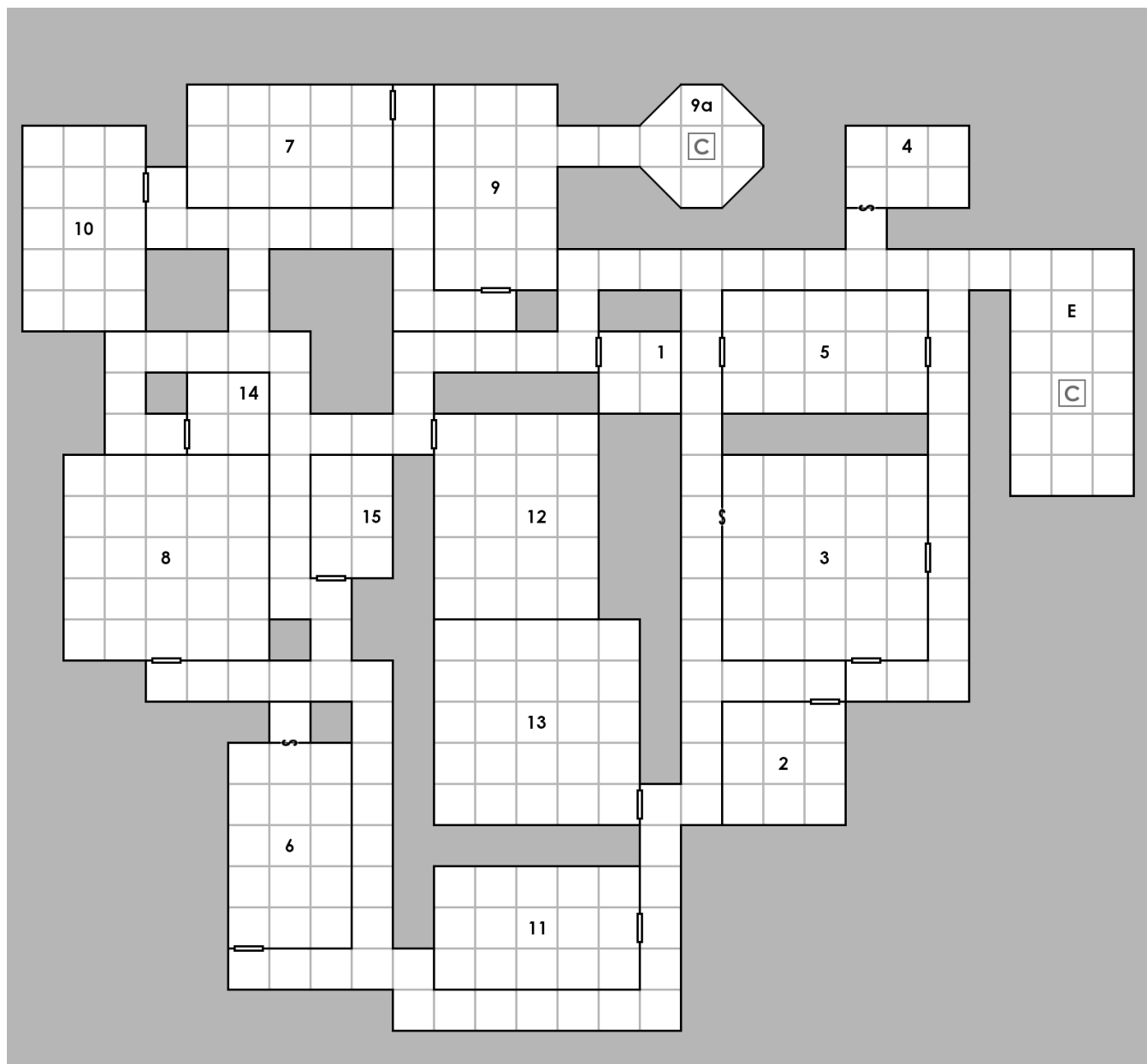
Concluding the Adventure

The adventure is complete once the party finds the map and escapes the catacombs. The party is not required to rescue the boy but should they find and return him to his parents an additional 200 XP reward should be given. Once the map is returned to Dale and given to Fonkin he will reward the characters with an additional 20 gp.

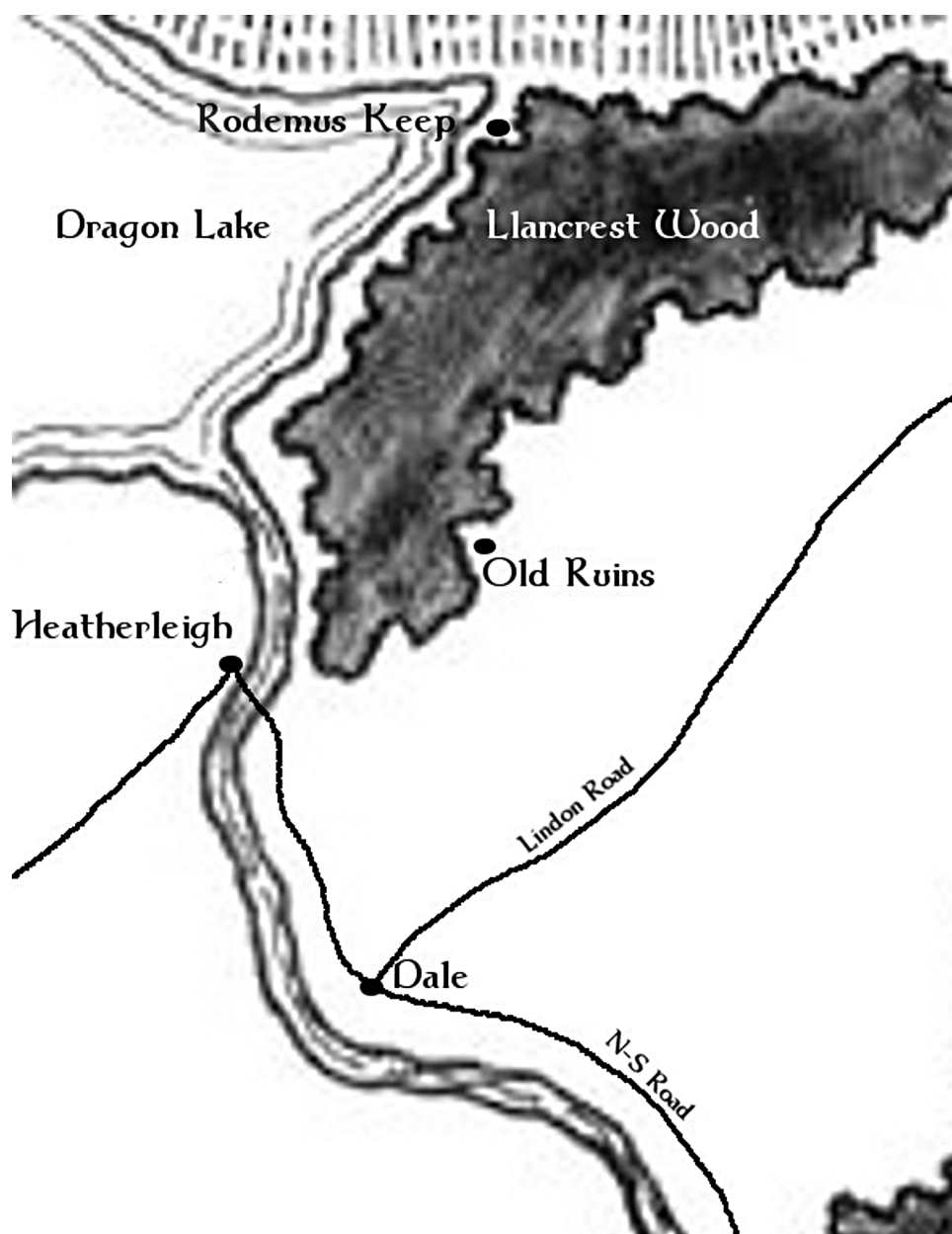
Optional Adventure Hooks

If you've chosen to have the map found in Adventure Two of this series, *Rodemus Keep* can still make a very good standalone adventure. To make that happen just eliminate all the notes found in the adventure and make the goblins in Room #12 into a scouting party sent by Girck to investigate the catacombs. The goblins invading the keep for their own purposes, along with the kidnapping of the parents and loss of their child, should still be played as-is. Since people who have been going near the keep have been reporting strange lights and noises at night it would make sense that the Captain of the Guard of Dale would want to send somebody out to investigate. With the rash of raids around the outlying area lately he has nobody to spare, so he asks the adventurers to look into it for him. Maybe even say that it's a mandate of the Barony since fishermen on the Dragon Lake have been reporting it, and Dale is the closest town to the keep.

Rodemus Keep Map

The Catacombs

Map to the Keep



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