

# Into the Caves



Originally from the  
1983 "Red Box"  
Dungeons & Dragons Boxed Set  
by Frank Mentzer

Adapted for  
**Fireball**

by Kelly Davis

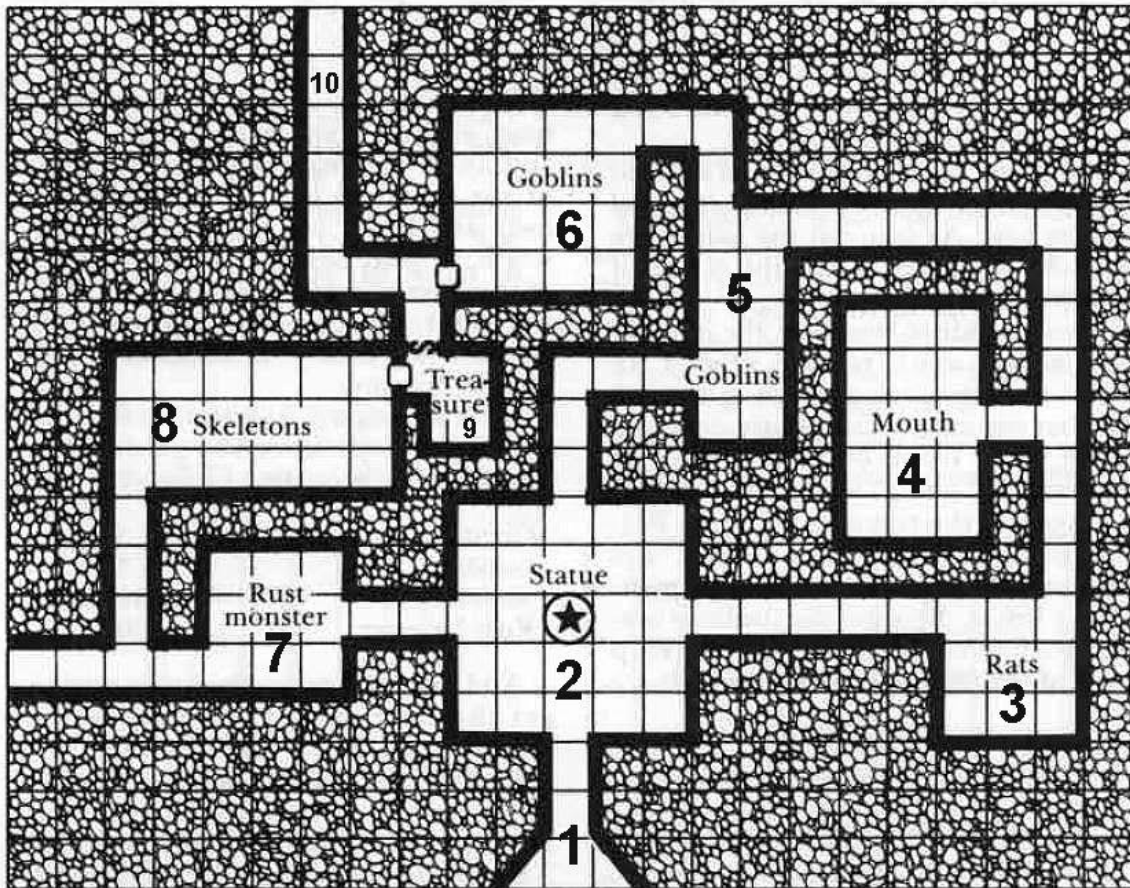
# Into the Caves

## BACKGROUND

This small dungeon crawl takes place inside the recently unearthed tomb of a Shar priestess... AKA *Mistress of the Night*. Goddess of dark, caves, dungeons & the night.

A group of goblin looters discovered the tomb and could not get through a metal portal. The goblins lured a rust bug into the tomb and it ate the metal door. The goblins were thwarted by the undead guards beyond and the rust bug has eaten the goblins' weapons!

## MAP



### 1 – ENTRANCE

Muddy earth around the entrance is churned by traffic. There is an ancient stone stair case leading down.

**Challenge** – *Search* (Smarts: Normal) Child-sized footprints in the mud.

### 2 – STATUE ROOM

Statue of a woman holding a sword & shield. Once painted but faded with time.

**Challenge** – *Listen* (Smarts: Simple) Squeaking coming from the east.

**Challenge** – *Search* (Smarts: Normal). Words scratched on statue back.  
*RATS EAST - GOBLINS NORTH - BEWARE WEST!*

**Challenge** – *Search* (Smarts: Heavy). Symbol on shield - a black disk with purple border.

**Challenge** – *Religion* (Smarts: Normal). That's the symbol of Shar.

### 3 – ANNEX

Filled with trash, broken oil decanters, wines bottles, pottery, dishes and baskets. Smells like shit. Giant rats attack if anyone pokes around.

**GIANT RAT:** (1/PC)

Spunk **1** | Spryness **4** | Smarts **1** | Charm **1**

HP: **4** MP: **2** Damage: **1d6**

*Disease* – 1 MP. Attack causes **Challenge** – *Resist Disease* (Spunk-Normal). Failure - Spunk and Spryness reduced by 1, can't be reduced below 1. Disease can be cured through healing special ability, prayers or a day's rest.

**Treasure:** 100sp, 100 cp (after searching through the garbage!).

### 4 – RIDDLE OF WEALTH

Clean and empty room. Large, strange, orange mouth on far wall. When PCs attempt to leave it animates and says:

*“Surprise! You are here for double-or-nothing! Ready or not, here we go. O-T-T-F-F-S-S. What's next in line? If you solve this riddle, your treasure will double. If you fail, it will all disappear. What is your answer?”*

The exit is blocked by invisible force and the mouth says: *“You must answer, y'know!”*. The answer is **“E.”** The letters stand for **O**ne, **T**wo, **T**hree, **F**our, **F**ive, **S**ix, and **S**even. The “next in the series” is **E**ight. If they guess correctly, double the amount of coins each of them carries. If not, all their coins vanish! Either way, it says: *“Come back again sometime!”* and they can leave. If the PC's return it roars: *“WHAT?!? YOU again?! Go away, pest!”*

**Note:** Any treasure taken by this room appears deeper in the tomb.

### 5 – FUNERARY ROOM

Recessed stone shelves filled with rotted bolts of cloth, jars, vases and cutting tools. Two goblins look up, startled, as one growls something in its own language. The other smiles at you, and says “*Why, hello there! What can we do for you?*” The growling goblin starts heading north, apparently leaving the room. He is getting 1/PC additional goblins. When down to 2 goblins, they will run to room 6 and shut the door, yelling “*Go away! We don’t want any!*”

### GOBLIN (2\*1/PC)

Spunk **1** | Spryness **4** | Smarts **1** | Charm **1**

HP: **4** MP: **2** Damage: **1d6+1**

*Ambush* - A Goblin is invisible until he performs an offensive action.

**Treasure:** 6sp. One of them carries two *potions of healing* (Heals 1d6 HP each).

### 6 – AFTERLIFE CHAMBER

Once fancy, now rotten wooden couches, tables, stools and bed. The goblins’ clubs must have come from the rotten furniture.

**Challenge** – *Search* (Smarts: Normal) 10 small 10gp opals in couch.

**Challenge** – *Search* (Smarts: Simple) Small bag with 10sp, 5gp & a key.

### 7 – CHAMBER OF DEEDS

Faded murals of a priestess’ accomplishments. Large piles of red dust everywhere. This is the lair of the rust bug. The creature will stop attacking once it has eaten all metal weapons and armor.

### RUST BUG

Spunk **4** | Spryness **4** | Smarts **3** | Charm **2**

HP: **10** MP: **6** Damage: **1d6+3**

*Rust* – Every attack from a rust bug destroys one metal weapon or armor the victim possesses.

**Treasure:** 30 black opals (10gp each) about the room





### 8 – FALSE TREASURY

1/PC skeletons guard this chamber, they animate and attack upon seeing the characters. This chamber is loaded with fake treasure (painted clay coins, empty chests, gold painted art, and wooden swords) and piles of rusty powder where the metal door once stood. An open wooden door beyond the rust piles leads to the real treasury.

### UNDEAD

Spunk **4** | Spryness **4** | Smarts **3** | Charm **2**

HP: **10** MP: **6** Damage: **1d6+4**

*Hand of death* - every attack from the undead reduces all of the victim's attributes by 1. The attributes cannot fall below 1. Attributes are restored after the undead are destroyed.

### 9 – DOWRY OF THE DEAD

Murals on the wall suggest the stone box here may have been a wedding dowry which was never used and left here for the afterlife. Niches in the wall once held the skeleton defenders.

**Challenge** – *Arcane Knowledge* (Smarts: Heavy) Runes on lid are a warning to robbers to leave.

**Challenge** – *Search for Traps* (Smarts: Heavy) Blade trap in floor activates when lid is removed.

**Challenge** – *Avoid Trap* (Spryness: Normal) to avoid damage if aware of trap when triggered.

**Challenge** – *Disarm Trap* (Spryness Heavy or Smarts Heroic) to avoid damage if aware of trap when triggered.

**Challenge** – *Search* (Smarts: Heavy) lever that opens secret door in niche, leading to room 10.

**Trap:** Blades do 2d6 damage to anyone around the box when it is opened.

**Treasure:** Chest contains 100 gp, 200 sp, 500 cp and a *Magic Weapon*. Any coins lost to the Magic Mouth riddle are here as well.

### 10 – HALLWAY OF THE DEAD

This corridor leads deeper into the darkness. In the distance you see the light of a torch. It is snuffed out and you hear the scream of a goblin cut short. What adventure awaits beyond? It's up to you!

