



DUNGEON CRAWL

by Shane Lacy Hensley; Proofed by Brent Wolke and Teller

Cover by Chad Sergesketter

Manor Map created by DM Dungeon Design Tool (www.dreamingmerchant.com)



This Adventure Requires **Savage Worlds™** to play.

Recommended for 4-6 Seasoned Characters.



This PDF may be distributed freely without modification. This work, Savage Worlds, the Great White Games logo, and Smilin' Jack are Trademark 2003 Great White Games. All Rights Reserved.

It was Gretchen who found the book, but Tomlin who decided on its use.

The mercenary band fought for plunder, and on this most recent trip, had come across a book of magical plagues.

Weeks earlier, the group listened as a drunken knight talked of the hidden fortune of his lord, Baron Paschall of Sylvane. Not even Paschall's knights knew the location of the baron's gold, but it was rumored to fill a 10x10 room up to a man's waist.

The rumor meant little to the black-hearted mercenaries. Until they found the book.

TOMLIN'S PLAN

The leader of the mercenaries, Richard Tomlin, deserted the campaign with his cronies and headed for Sylvane. There Gretchen used the book to quietly cast a terrible plague upon the town's denizens.

Unwittingly, kindly Baron Paschall played right into the thieves' plans. He told his surviving townsfolk to move to warmer climes for a few weeks until the disease passed. A few weakened souls remained, but most eagerly fled.

Tomlin and his band took over the top floor of the only inn, the *Golden Gables*, and waited. The night of the evacuation, the brigands moved on the baron's manor. They easily slew what little staff remained and began to torture the lord for the location of his treasure.

But Paschall would not speak.

Tomlin beat the old man, but still he would not reveal the secret of his treasure. He even killed one of the staff to prove his cruelty, but this only strengthened Paschall's resolve. Finally, the mercenary strapped the baron to a table and threatened to cut off his legs. Paschall spit in his tormentor's face but said nothing.

The furious mercenary raised his sword and struck a terrible blow across the noble's legs. Baron Paschall convulsed in shock, but managed to fix his old eyes upon his killer before he died. With this gaze he issued a terrible curse on the house and all those who would seek his treasure.

FAILURE

Tomlin and his crew tore through the rest of the manor for Paschall's treasure, but came up empty-handed. The thieves returned to Sylvane in frustration and drank themselves to sleep. The next night, they returned to the manor and discovered the power of the baron's silent curse.

Dozens of hideous, crawling horrors waited in the house, protecting its secrets from intruders. Worse,

no matter how many of them Tomlin and his band killed, more seemed to take their place!

The mercenaries retreated to their inn to think up a new plan. Fate provided one the next morning as a group of adventurers happened into town. Tomlin knew such "heroes" were always looking for people to save and terrors to slay, so he threatened the few remaining villagers into silence, pretended to be the town's only protector, and made a deadly sales pitch.

That's where our heroes come in.

SCENE ONE: ENTER THE HEROES

The heroes have just entered town and see the only inn or tavern in sight, the *Golden Gables*. The town seems oddly quiet, but a few commoners can be seen shuffling about gathering supplies, food, water, and so forth. These folk nod politely at the heroes, but are otherwise quiet and aloof. Tomlin has warned them not to say anything to anyone or they'll be killed. They don't really know anything anyway except that the mercenaries are taking advantage of the plague that's hit them. The townsfolk know nothing about the baron's fate—it's too far away for these weakened folk to travel to, and Tomlin has warned everyone to stay put anyway.

For now, the townsfolk go along with Tomlin and simply direct all strangers to "the sheriff" at the *Golden Gables*.

THE GOLDEN GABLES

The *Golden Gables* has no actual gold, but its gables are painted bright yellow. It's a simple place with a tavern on the ground floor, a kitchen in the rear, and a small office on the left beside a staircase leading up to the private rooms.

Unless the party comes in the dead of night, assume it's about dinner time. As they enter the *Gables* they see Tomlin and three of his cronies—a human in leather, an older human woman in green robes, and a burly half-orc—sitting at a table enjoying a thick stew. Tomlin rises when he sees the heroes and approaches. He's dressed in a crimson tunic over chain mail, has jet black hair, and piercing blue eyes.

The innkeeper is also present. He is a round man with sunken eyes and an occasional cough. He has a rich venison stew and mead available for dinner tonight.

Tomlin dabs broth from the corners of his mouth as he approaches and sums up his potential dupes.

"Greetings, friends. You seem well-armed and armored. Would you call yourselves adventurers? We are in sore need of heroic types around here."

Assuming the heroes say yes, Tomlin continues.

"I am Richard Tomlin, sheriff of Sylvaane. As you can see, our town has been stricken with a disease. Don't touch the skin of those who seem sick and you should be all right. Best just to keep your distance from everyone all together if you can. This plague has been hard on us. If you're up for a bit of adventure, we have a proposition for you."

Tomlin waits for the heroes to answer, then continues.

"We have need of gold to help buy medicine, food, and water. Unfortunately, our baron was a greedy cur. He died from the disease, but his pustulant bones still walk the halls of Sylvaane Manor. If you can clear out the baron and his servants, you can keep half his treasure as a reward. We'll use the rest for the suffering here."

If Tomlin senses the heroes are less than honest, he adds that looting the home of a lord is a capital offense in these lands. In the end though, he doesn't really care. His plan is to attack the party after they've finished off the undead and have been weakened themselves.

GETTING SUSPICIOUS

If the group somehow figures out Tomlin is a poser, they may wind up defeating him before they ever get to the manor. That might make the big finish a little anti-climatic, but it doesn't ruin the adventure. In fact, clever players who somehow manage to figure out Tomlin's true intentions are rewarded in the climax by avoiding a really nasty ambush.

If the group lets Tomlin know they've figured him out, the thief tries to attack by surprise. He and his band don't fight to the death though—they're more than happy to retreat and return when the odds are more in their favor.

In short, play Tomlin as smart, crafty, and utterly ruthless.

SCENE TWO: PASCHALL MANOR

The manor lies about a mile north of the town along what was once a well-kept road. The recent exodus and a heavy rain has turned it into a muddy ruin at the moment, however.

The manor is reasonably well-kept, though Paschall's miserliness kept repairs to a bare minimum. Given the gloom of the recent rain, its patches of peeling paint and missing shingles make it look far more run-down than it truly is.

A black iron fence surrounds the manor, and the front and rear gates are padlocked (by Tomlin). The locks can be picked at -2, or the fence scaled with a

simple Climbing roll. Failure on the Climb means the hero has pricked himself on the iron tines and gains a Fatigue level for the next 24 hours.

No movement, undead or otherwise, can be seen from the road.

The doors and windows to the manor are similarly locked, and require a Lockpicking roll at -2. Once inside, a palpable feeling of dread settles over those who enter.

RUNNING THE MANOR

The trip to the manor starts out creepy, but almost immediately turns into a frantic race against time. The place is infested with "spawn," undead creatures created by the undead form of Baron Paschall, who lairs below the house in his vault with his treasure.

The heroes fight dozens of spawn (or "crawlers" as Tomlin named them) and should likely fair quite well against them. Ten minutes after they end their fight, however, another dozen creep from the shadows to attack!

The group must find the undead remains of the baron and destroy him to end the constant wave of spawn. This may prove a difficult task depending on how long it takes them to find the secret entrance in his bedroom. It's not a particularly difficult secret door to find—except for the swarm of creepy, legless, wall-crawlers that is!

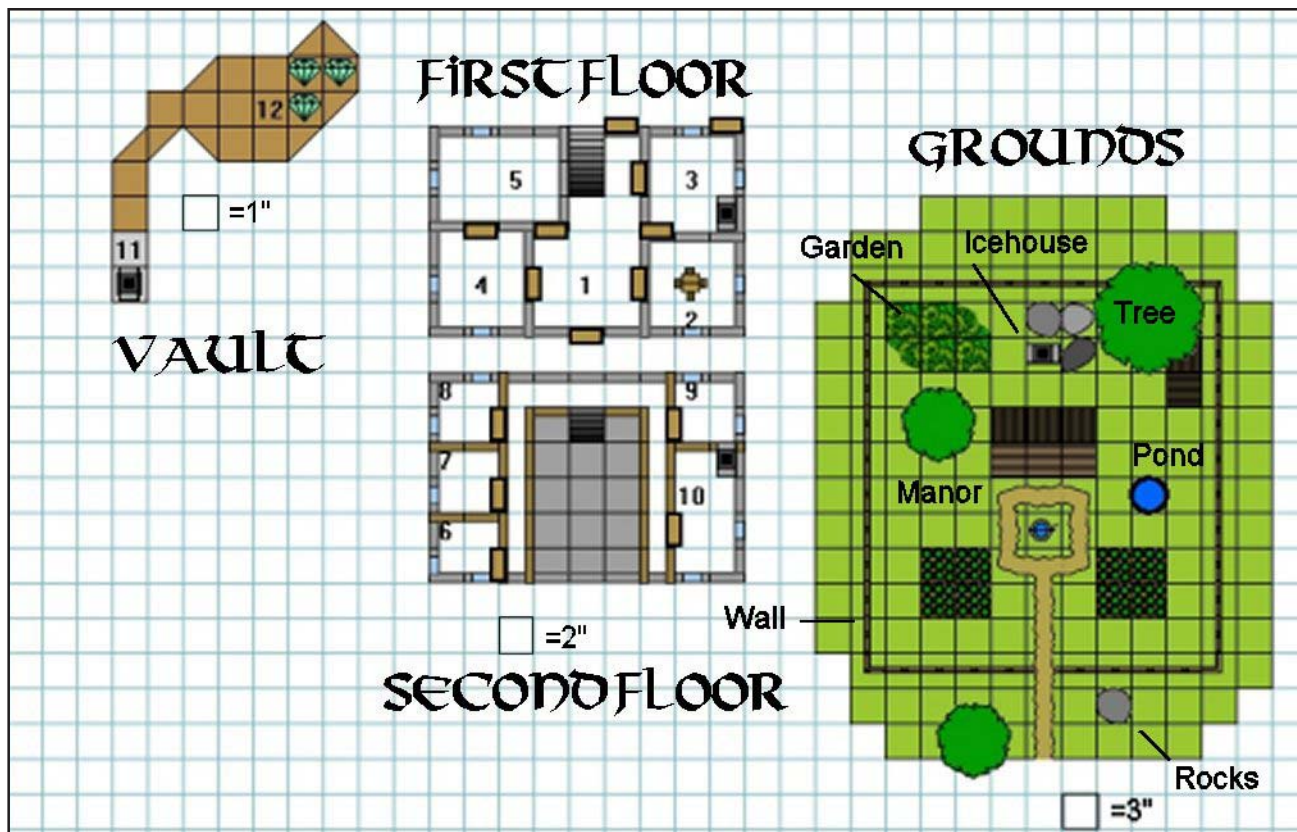
Once the group finds the vault, they face off against Baron Paschall's crawling corpse and another dozen of his minions in a nasty fight to the finish. If the horror is defeated, his treasures can be claimed. See the finale for one last surprise the heroes must deal with, however.

GROUND FLOOR

The bottom of the manor is gloomy, dark, and in ruins—Tomlin closed all the shutters to ensure no one would peek in while he and his band searched for the treasure.

The action starts as soon as the heroes enter the house. At first they hear an odd sound, like nails scratching on wood and the dull thump of light footsteps (actually "handsteps"). This is a great time to turn down the lights a bit, turn on some creepy music, and scratch your fingernails along the table.

As your players prepare for the inevitable fight, a shadowy form crawls into view (from the doorway in area 5 if the heroes entered through the front door—otherwise you'll need to improvise a similar entrance).



The thing is vaguely human, but it has stark white skin stretched tight over its bony frame. It is mostly bald with a few wisps of white hair, jagged teeth, coal-black eyes, and long ragged nails. Curiously, its legs have been chopped off at the knees, and it leaves a dark bloody smear wherever it crawls. The thing glares at the party and hisses, then a dozen more *identical* abominations crawl out from other parts of the house!

The creature is a spawn, an animated corpse that has taken on the likeness of its master—in this case, the undead form of Baron Paschall.

Paschall himself can be found guarding his treasure (see area 13). Until he is destroyed, however, the “crawlers,” as Tomlin named them, keep coming.

SPAWN

These nasty creatures spread out as evenly as possible during an attack, but are clever enough to gang up on a particularly weak opponent to finish him or her off quickly if the opportunity presents itself.

There are a dozen of these things during the first attack. Every 10 minutes spent in the house, another wave of 12 are created and swarm to assault the “intruders.” The spawn stop appearing only when Baron Paschall is laid to rest (see area 13).

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d6, Intimidation d10, Notice d8, Stealth d4

Pace: 4; Parry: 5; Toughness: 8

Special Abilities

- **Claws:** Str+2.
- **Fear (-2):** The crawlers are quite horrifying. Heroes must make a Guts check the first time they see them, or anytime they are surprised by the things.
- **Fearless**
- **Lame:** The crawlers have no lower legs and cannot run.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Undead Wild Cards never suffer from Wound modifiers; Immune to disease and poison.
- **Wall Walker:** The spawn can climb walls and ceilings like insects. They use this to gang up on their foes and drop down upon them from above door-facings and other entranceways.

ROOM DESCRIPTIONS

1) Entrance: The entrance hall is a mess. Tomlin and his crew tore apart the walls, yanked down the paintings, and even smashed a few holes in the stone floor looking for the treasure.

2) Dining Room: The table is covered in blood, as is a spot in the corner where the corpse of an older woman lies in a heap. This was Ida, the maid Tomlin killed in an attempt to make Paschall talk.

The table is where Tomlin tortured Paschall. The room is literally drenched in the evil of this deed. For that reason, no bennies may be spent by a character standing within its confines!

3) Kitchen: The kitchen contains the usual; a stove, a cask of wine (spilled out all over the floor like blood), and a dumbwaiter to the room above. The dumbwaiter is the entrance to Baron Paschall's treasure trove, but the catch that opens the passage below can only be opened by a switch in the baron's bedroom (area #10).

4) Parlor: This is where the baron entertained guests. It was reasonably well-decorated with a few statues and paintings, but these have been torn down and lie in ruins on the floor. Don't give the heroes a roll here, but clever players may discern that this room has been searched—not just torn apart by the gruesome crawlers.

5) Sitting Room: The baron relaxed in this large room. There are several sofas—cut open and searched by Tomlin—as well as a number of oil lamps. A few books of poetry lie about as well. Anyone who looks closely at the books notices one dog-eared book has been read over and over. It's a collection of sophistries with the title *How Soon is Now?* A book with the same title (unread) can be found in the baron's bedroom (area 10), and triggers the “elevator” into his secret vault.

SECOND FLOOR

6) Study: This small room was Baron Paschall's study where he handled his administrative duties. A few books lie scattered about, mostly on the history of his part of the world or accounting techniques.

A stack of journals has been rifled through and lie in tatters on the floor (Tomlin thought maybe the baron wrote the location of his fortune in these volumes). A careful look at the books (at least 20 minutes) and a Common Knowledge roll at -4 reveals the baron put most of the money raised by his people back into the town. Still, his share was substantial, and his miserly expense accounts show his fortune must be largely intact.

7) Guest Bedroom: The baron had no guests prior to his demise, so this room was neat and tidy until Tomlin's gang tore through it.

8) Maid's Room: This was Ida's room, the baron's cook and maid. She was killed by Tomlin and her body can be found in the dining room.

Ida had a fair amount of personal belongings—mostly letters to her family, trinkets given to her over the years, and so on. Tomlin has scattered them everywhere. Ten minutes spent perusing her letters

shows that she was writing a daughter in some far off county. She spoke kindly of Baron Paschall, and never speaks of any hidden treasure.

9) Groundskeeper's Room: Horace the groundskeeper lived in this room. He had few belongings, but was a happy man. His room was neat and tidy until the mercenaries pilfered it. Like Ida the maid, he was murdered by Tomlin. His corpse lies here, hacked to bits as he fought to defend the home.

10) Master Bedroom: This was the lonely baron's bedroom. He has a few bookcases filled with poetry, art, and literature, and a wardrobe with only a few serviceable outfits. His bed is a grand four-poster, but the blankets are old and worn—more comfortable than natty. The same goes for his red velvet drapes. They are faded and dull, but clean.

Beside the baron's bed is a dumbwaiter. On a small bookstand just beneath it are a number of texts. One of the books is titled *How Soon is Now?* Unlike an identical book found in the sitting room (area 5), this one looks brand new. If it is pulled, it releases a catch hidden beneath it that opens a large panel around the dumbwaiter in the wall. This reveals a much larger compartment that serves as an elevator to the vault below.

The dumbwaiter is nearly 4' tall and more than half as wide, so it is actually large enough to accommodate a normal man without armor. Large characters—half-orcs and brawny humans—must physically remove the dumbwaiter and slide down the shaft itself.

VAULT

Miserly Baron Paschall kept his fortune hidden deep within this vault. Only one of his current servants knew about the vault (Ida), but Tomlin foolishly slew the woman in his early attempts to make the baron talk.

The dumbwaiter/elevator works on a hand-cranked pulley. It takes about 30 seconds to descend the 30' feet to the vault below.

The elevator box is only 2' thick, 4' wide, and 5' wide. That means at most two normal characters can fit in it at once, or a single Brawny character, perhaps accompanied by one smallish hero (such as a half-folk or dwarf).

That will cause some serious problems, of course, as a number of crawlers wait below.

11) Dumbwaiter: Five crawlers wait here. The things use their Wall Walking ability to swarm all around the first character to open the door. Pushing past the things to raise the dumbwaiter (and let

another warrior down) requires a successful Strength roll versus the collective creatures (group Strength roll).

12) Baron Paschall's Treasure Horde: The baron's vast treasure lies here. There's the equivalent of \$250,000 here, and it covers the floor nearly shin deep. Unfortunately, this makes moving quite treacherous.

Characters suffer -1 to their Fighting, Shooting, and other rolls that require concentration if they move during their action.

There are also three wondrous artifacts in the stash. The baron had more, but most were taken by his knights on their recent campaign.

THE FINAL BATTLE

Of course, these treasures aren't unguarded. As the heroes enter the room, a dozen crawlers materialize from the darkness. Baron Paschall himself also appears, dragging his bloody, undead corpse from the piles of gold coins he died to protect! This requires a Guts check at -2.

The baron groans and drags himself toward the closest foe, fighting with relatively little tactics. When he is finally slain, he lets out one last groan and collapses face-first in his gold.



BARON PASCHALL

Baron Paschall has become a hideous undead with the ability to spawn a dozen creatures similar to him. He was a curious miser in life—he actually protected his wealth to help his people rather than for personal gain.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d6, Intimidation d10, Notice d8, Stealth d4

Pace: 4; **Parry:** 5; **Toughness:** 8

Special Abilities

- **Claws:** Str+2. In addition, characters struck by the baron feel an icy chill through their system. A Vigor roll with a raise means the character is only Shaken by the effect. A successful Vigor roll means the hero is paralyzed and misses his next action, and then becomes Shaken. Failure causes the unfortunate's heart to freeze,

resulting in death. Feel free to warn the player about this nasty effect when he's forced to roll.

- **Fear (-2):** Baron Paschall is a grisly sight. Heroes must make a Guts check the first time they see him.
- **Fearless**
- **Lame:** The baron has no lower legs and cannot run.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Undead Wild Cards never suffer from Wound modifiers; Immune to disease and poison.
- **Wall Walker:** The baron can climb the walls and ceilings like an insect.

LOOT

Besides the \$250,000 in gold coins, the heroes find three magical devices as well.

- **Power Stone:** This device is currently attached to a broach. Any character with an Arcane Background who wears it gains 10 Power Points. It recharges at the rate of 1 point per hour as usual.
- **3 x Potion of Healing:** These miraculous elixirs automatically heal one wound level each, or restore an Incapacitated character to consciousness (though it does not heal any wounds when used in this way).
- **Hero Killer:** The baron's knights passed on this short sword in favor of magical weapons with more general use, but it is quite powerful if used against the right type of foe. Any Wild Card hit with the weapon may not spend bennies to soak its damage!

SCENE THREE: TOMLIN'S TRAP

Tomlin's thief, Kreak, tiptoed into the house while the heroes were down in the vault and knows they found a secret passage of some sort. Kreak reported back to Tomlin, and the mercenaries are willing to take a chance that the heroes found the treasure.

Tomlin is waiting at the top of the elevator for the first hero to come out. This means he and his three companions are on hold and have the drop (+4 to hit and damage) on whoever comes up.

The cut-throat's plan is to take a hostage (or two), then yell down for the heroes to send up the treasure. If they agree, he promises to leave the hostages tied up on Paschall's bed.

He has no intention of honoring his bargain however. Once the heroes have sent up enough treasure to make him happy—or appealed to his greed—Tomlin plans on cutting the pulley, leaving,



and setting the house on fire. He knows there's probably more treasure down there, but he can always come back and dig it up out of the ruins when the locals aren't around anyway.

There's no right answer on how the heroes can escape this deadly trap. One possible method is to appeal to Tomlin's greed. If the heroes can persuade him they might destroy the treasure somehow, he might be more willing to negotiate. Still, remember that Tomlin isn't afraid to torture, and he's very willing to kill the first party member to come up the dumbwaiter and send him back below as proof of his intentions.

TOMLIN

Tomlin is a strong mercenary with muscles like steel and the personality of an orc. He's completely ruthless and greedy, and would sell his own mother for the right price.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d12, Intimidation d10, Notice d8, Riding d8, Shooting d8, Stealth d6, Swimming d6, Throwing d8, Tracking d4

Charisma: -2; **Pace:** 6; **Parry:** 9; **Toughness:** 10

Hindrances: Bloodthirsty (but he can hide it when needed), Greedy.

Edges: Attractive, Brawny, Combat Reflexes, First Strike, Hard to Kill.

Gear: Chain mail (+2), medium shield (+1 Parry), long sword (Str+3).

KREAK

Kreak is a nimble rogue who fights with two blades—a thin rapier and a sharp dagger he calls Tooth. The latter is magical, and helps him overcome the usual trouble in fighting with his off-hand.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d10, Lockpicking d8, Notice d8, Riding d6, Shooting d6, Stealth d10, Swimming d6, Throwing d6

Charisma: -2; **Pace:** 6; **Parry:** 9; **Toughness:** 6

Hindrances: Curious, Greedy, Ugly.

Edges: Acrobat, Florentine, Two-Fisted

Gear: Leather armor (+1), rapier (Str+1; +1 Parry), magical dagger (Tooth: +2 to Fighting, Str +2 damage).

GRETCHEN

Gretchen is Tomlin's on-again, off-again lover. Time and her treacherous deeds show on her face,

but a hint of her former beauty still shines through. She learned her spells long ago, and has improved little. Tomlin keeps her around for her defensive powers—which he requires she use on him. Her first action in a serious fight is to cast *deflection* on Tomlin.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Guts d8, Notice d8, Persuasion d6, Shooting d6, Spellcasting d8, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy, Mean, Vengeful

Edges: Arcane Background (Magic), Power Points

Spells: *Armor, bolt, deflection.*; **Power Points:** 15

Gear: Dagger (Str+1).

GRAK

Grak is a half-orc with the temper of a raging dragon. He stays with Tomlin only because it promises frequent carnage and good pay.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Climbing d6, Fighting d12, Guts d8, Intimidation d10, Notice d6, Stealth d6, Throwing d6

Charisma: -6; **Pace:** 6; **Parry:** 8; **Toughness:** 10

Hindrances: Greedy, Mean, Outsider, Ugly

Edges: Block, Brawny, Combat Reflexes, Improved Sweep, Infravision, Mighty Blow, Nerves of Steel

Gear: Chain shirt (+2), great axe (Str+4; AP: 1; Parry -1), 4x throwing axes (Range: 3/6/12; Damage: Str+2)

AFTERMATH

Assuming the heroes are successful, the returning villagers are incredibly thankful. The leader of this realm is also quite grateful. Depending on your game, the leader might even offer the baron's title to one of the player characters. Such an offer comes with a high price, of course, as the hero must now stay and run Sylvane instead of adventuring out after every rumored dragon's horde.

Of course, there may be many dangerous areas within the Paschall's borders in need of "cleansing" as well...

Like what you saw here? Then check out *Savage Worlds* and our awesome new *Savage Settings*, *Evernight*, *50 Fathoms*, and more at WWW.PEGINC.COM!