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Dungeon Crawl Classics #1

Idylls of the Rat King

by Jeffrey Quinn

AN ADVENTURE FOR CHARACTER LEVELS 1-3



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In Idylls of the Rat King, goblin bandits are once again attacking the silver caravans, killing innocent miners and stealing cargo. The goblins have taken up residence in an abandoned mine northwest of Silverton. Someone must get rid of them. But this is no ordinary abandoned mine. It was deliberately barricaded generations ago when the Gannu family, founders of Silverton, discovered an unspeakable evil on its lowest levels. And these are no ordinary goblins, for the curse of the Gannu family courses through their veins...

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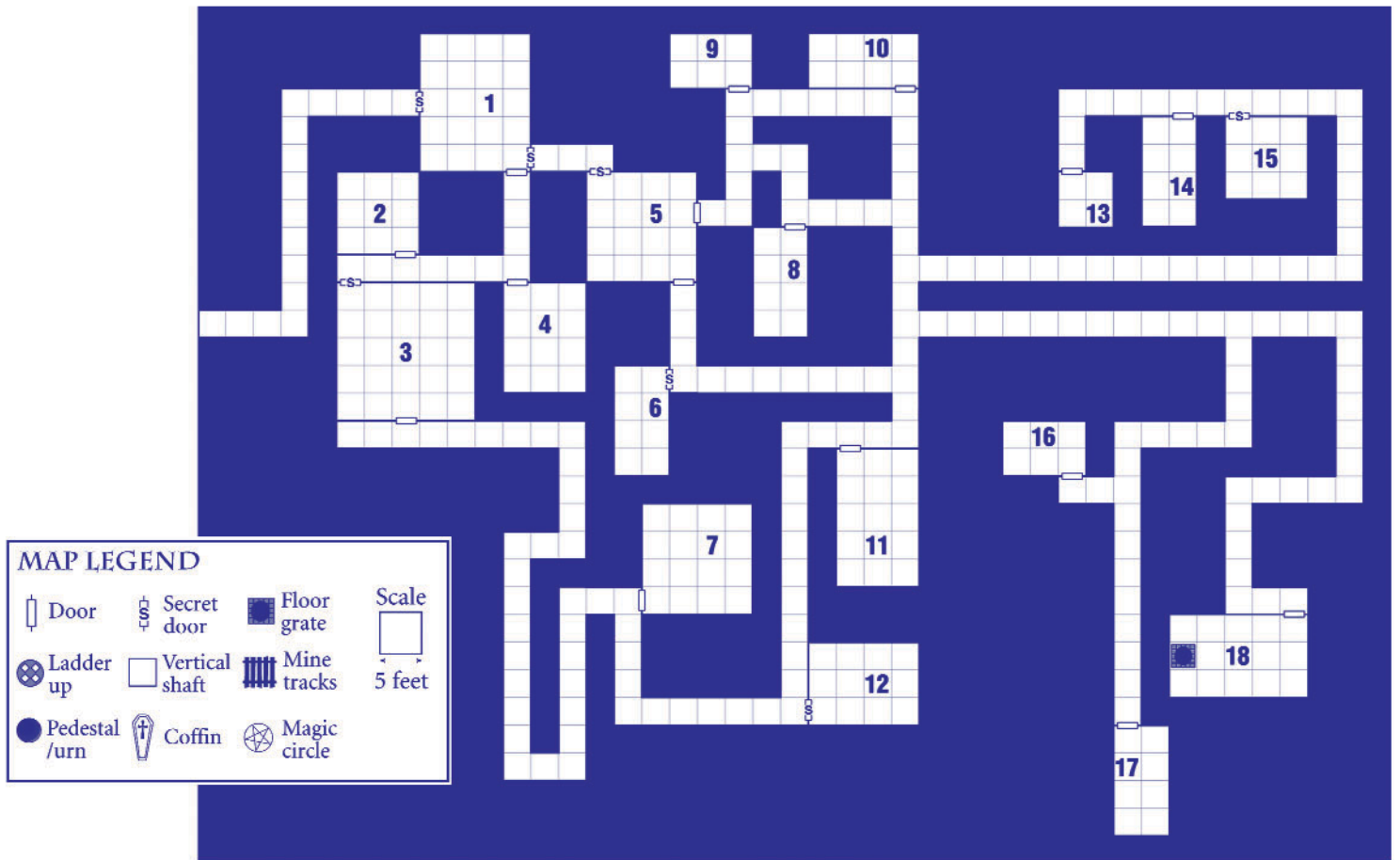
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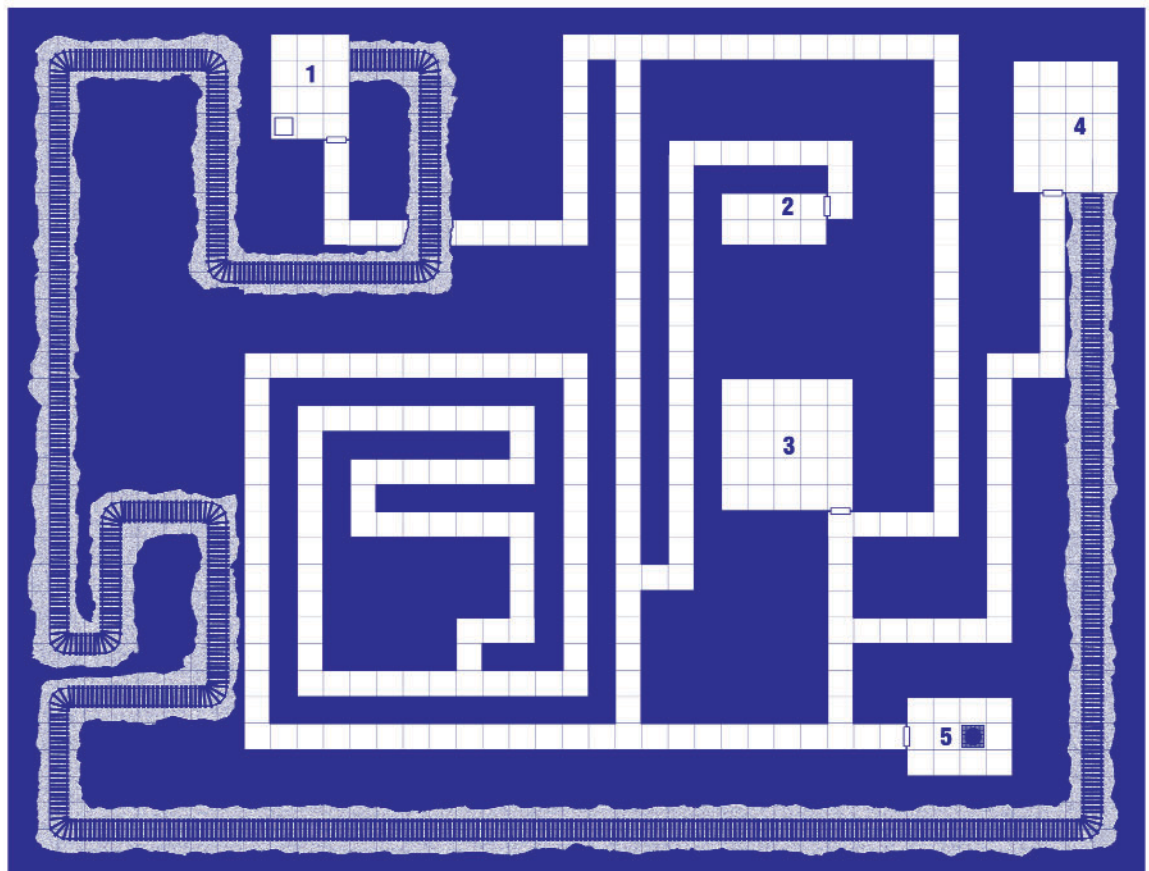


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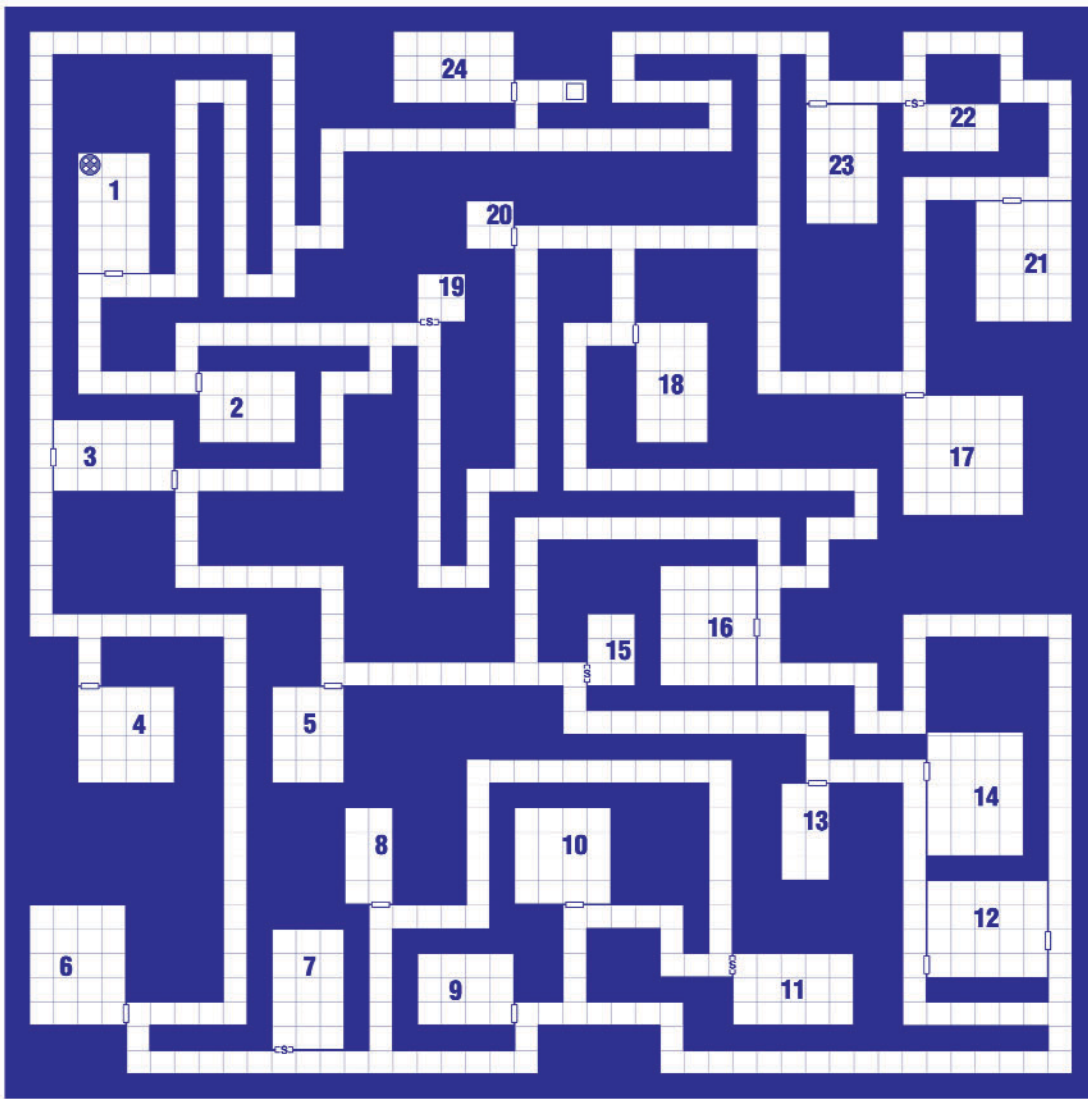
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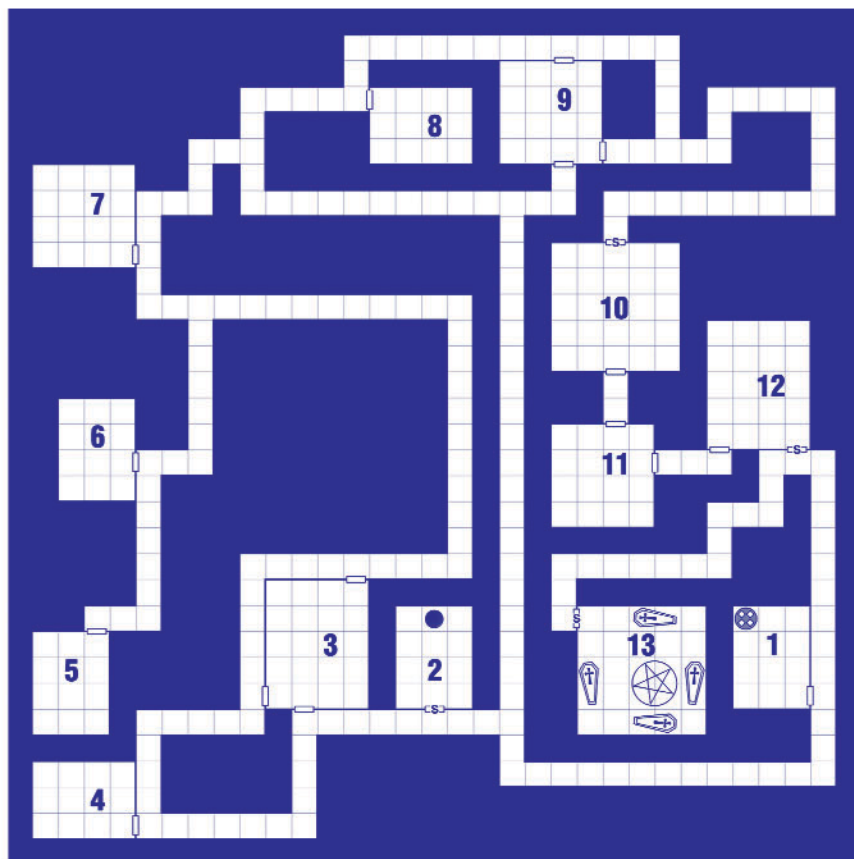
Abandoned Silver Mine – Level 3



Abandoned Silver Mine – Level 2



Abandoned Silver Mine – Level 4



MAP LEGEND

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The art in this book is dedicated to the memory of Dale A. Fox.



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Introduction

Remember the golden days of role playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

Idylls of the Rat King is designed for four to six players of 1st through 3rd level. While the characters can be of any basic character class, a rogue and a good-aligned cleric are recommended for the party's ultimate survival. At least one strong fighter with a silvered weapon would also be helpful, but is not necessary. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play.

Adventure Summary

The characters have arrived in the small mining town of Silverton two days after a group of wererat goblin bandits attacked a caravan carrying silver to the city of Archbridge, to the north. The goblin tribe has taken up residence in an abandoned silver mine to the northwest of town and has been conducting these daring raids against the caravans for several months, crippling Silverton's silver trade. These wererat goblins are under the leadership of a powerful human wererat bard named Lawrence Gannu, who is exacting his family's revenge on the town of Silverton for killing his grandfather and cursing his then-infant father and grandmother before exiling them to the southern city of Soulgrave many years ago. With help from the desperate townsfolk, the characters have found their way to the entrance of the abandoned Gannu family silver mine.

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter, listed as level and room number. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs. **EL** – the encounter level.

Loc	Pg	Type	Encounter	EL
1-1	5	C	4 goblins	1
1-2	6	C	2 dire rats	1
1-3	6	C	7 goblins	2
1-5	7	C	4 goblins	1
1-6	7	T	Poison needle trap	2
1-10	8	C	5 dire rats	2
1-11	8	C	2 dire rats	1
1-12	9	T	Portcullis trap	2
1-13	9	C	2 dire rats	1
1-15	9	T	5 arrow traps	5
1-18	10	C	<i>Rez-zomar</i> 2 goblin bodyguards	4
2-1	12	C	7 goblins	2
2-2	12	C	8 goblins	2
2-3	13	C	4 goblins	1
2-4	13	P	8 female goblins 5 young goblins	0
2-5	13	C	2 wererat goblins	4
2-6	14	C	3 goblins Wererat goblin	3
2-7	14	T	Spear trap	2
2-9	15	P	Female goblin 9 young goblins	0
2-10	15	P	6 female goblins	0
2-12	15	C	<i>The Torturer</i> 3 goblins	4
2-14	16	C	<i>The Jailer</i>	4
2-15	16	C	8 skeletons	2
2-16	16	C	2 goblin priests	5
2-17	17	C	2 goblins	1
2-18	17	C	2 wererat goblins 3 dire rats	5
2-20	18	C	4 zombies	2
2-21	18	C	<i>G'zogah</i>	2
2-22	19	T	Pit trap	3
3-1	20	C	6 zombies	3
3-3	21	C	6 zombies	3
3-4	21	C	<i>Narzy Hilspek</i> 5 zombies	6
4-1	23	C	2 wererat goblins	4
4-2	23	C	<i>Serrenna Valuois</i>	7
4-4	24	C	Wererat goblin	2
4-5	25	C	<i>Wererat goblin fighter</i>	3
4-6	25	C	Wererat goblin	2
4-7	26	C	<i>Hogah</i>	5
4-8	26	C	2 wererat goblins	4
4-9	26	C	4 dire rats	1
4-10	27	C	<i>Lawrence Gannu</i> 2 fiendish dire rats	6
4-12	28	T	Arrow trap Spear trap Hail of needles trap Scything blade trap	5

Scaling Information

Idylls of the Rat King is designed for 4-6 characters of 1st-3rd levels, but it can be modified for parties of different sizes or levels. Consider adapting the adventure as follows:

3 or fewer characters: Encounters 1-3, 2-1, 2-2, 2-6, 2-12, and 2-18 can have the number of regular goblins either halved or entirely eliminated (GM's discretion).

4th level and/or more than 6 characters: Add an additional 2 goblins to each goblin and wererat goblin encounter, and change all dire rats to fiendish dire rats.

Getting the Players Involved

The following hooks can be used to get the players involved in the plot:

- While washing the road-dust from their throats at the Silver Cup Inn in Silverton, the characters overhear a young man telling the tale of an abandoned silver mine to the northeast of town that is the base location for goblins who have been attacking silver caravans traveling north. If the characters inquire about these events, he will offer them 200 gold pieces if they can eliminate the threat.
- A severely wounded young nobleman stumbles through the door of Renna the Midwife in Silverton. He says that he was guarding a caravan carrying silver north when it was ambushed by goblins. He was the lone survivor of the attack, left for dead, and witnessed the goblins heading east through the forest. Renna can tell the characters that there is an abandoned mine to the northeast of town that could be their lair. The young nobleman has taken to fever and may not live long. Renna would be most grateful to the characters if they could root out the cause of this terrible event.
- Upon entering the small mining town of Silverton, the characters are approached by an old man who identifies himself as the leader of the Miner's Guild in town. His operations have been sabotaged and caravans are being raided by goblins hailing from the northeast of town. He believes that they are aided by whatever ancient evil caused the mining operations northeast of town to be abandoned. He will reward those characters that can eliminate this threat.

Player Death

If the party is knocked unconscious (or if a character is knocked below 0 hit points and the rest of the party flees), they are not left to die by the goblins and wererats in the mine. Instead, the characters are stripped of their equipment and are thrown into the *Holding Cell* (Room 13 on Level 2). Their equipment will be kept in the *Jailer's Room* (Room 14 on Level 2). Characters will awaken in the *Holding Cell* with one-half their total hit points and no equipment. They will discover that their wounds have been bound by the goblins. The reason the characters are being saved is that Lawrence Gannu (see Level 4, Room 10 – *Lawrence's Audience Chamber*) wishes to create other wererats to serve his dark rat gods.

Characters can also return to *Renna's House* in Silverton for healing or to the *Silver Cup Inn* for rest. The midwife, Renna (see Appendix 1: Silverton), will charge the party one-half of her usual fee if the characters mention that they were wounded during their foray into the abandoned mine.

If a character is brought to –10 hit points or lower, the character's dead body will be brought to Narzy Hilspek (see Level 3, Room 4 – *Office and Quarters of Narzy Hilspek*) for animation as a zombie miner. The equipment of the dead character will find its way to the *Treasure Room of the Rat King* (Level 4, Room 12).

Treasure

Creatures listed as having "misc. coins" for treasure carry 1d6 copper pieces for normal goblins, and 1d6 copper pieces + 1d4 gold pieces for everything else (excluding the undead, which have nothing). This amount is multiplied by the dungeon level or the CR, whichever is greater. For example, a normal goblin on Level 2 would have 2d6 copper pieces, while a wererat goblin on Level 1 would have 2d6 cp + 2d4 gp.



Background Story

History of Silverton

Silverton is a small village located two weeks north of the city of Soulgrave and three weeks south of the capital city of Archbridge. It is a mining village that grew from the hard work of one merchant family, the Gannu family of Soulgrave.

Jasper Gannu, prospector and patriarch of the Gannu family, discovered silver during a prospecting tour of the area over 100 years ago. He immediately spent his entire life's savings on funding a small mining operation and opening the silver mine on a rich vein of ore. Miners and the poor, looking for work, flocked to the Gannu Silver Mine, creating a small boomtown less than half a day's travel from the mine.

Within a few months, the mining shafts broke through large underground chambers that were littered with bones and huge nuggets of silver ore. The miners found this to be strange and priests were brought in from both Soulgrave and Archbridge to cleanse the area of evil spirits. All the while, Jasper was growing very rich and powerful from the silver that was transported to the Miner's Guild in Archbridge.

Two years after the mine opened, Silverton, as the boomtown was called, began to erect permanent structures for the miners. The silver ore was plentiful and other mines began to open to the west of the town under the banner of Archbridge's Miner's Guild. This is when disaster struck the Gannu Silver Mine.

Two years and six months to the day from when Jasper found the first silver vein, miners broke into a deep pocket under the earth. This pocket contained a hideously evil spirit that killed more than 20 miners before it was finally forced back into its lair by the priests and wizards who were called in to cast a mighty spell and lock the evil away.

The miners turned on Jasper Gannu, now with wife and child, blaming him for the catastrophic events. He was lynched and hung from a hastily made gallows in the center of Silverton. His wife and child were run out of town and cursed, "May no child of Jasper Gannu's seed be able to touch the horrid silver that has brought such evil to this town!" The Gannu family home was burned to the ground and the site was sown with thorny vines so that no one would ever be able to build on the spot again.

At the rising of the next full moon, Jasper's wife and infant son awoke to find that they were wererats, forever cursed to that form and its allergy to silver.

History of the Gannu Family

Jasper's wife, Elizabeth, and her infant son, Aaron, fled from Silverton to Soulgrave. It was while they were there that they succumbed to the *Curse of Lycanthropy* that changed them into wererats. Elizabeth threw her hands up to the glowing orb of the moon and howled when she looked down at her innocent son's fur-covered form.

As Aaron grew, Elizabeth told him of the terrible curse his father's former employees wrought upon him and all those that were to come after him. Aaron came to hate the people of Silverton and swore that he would one day return to the town and have his revenge.

The years passed into decades and Aaron sired his own children. He became a powerful force in the dark underworld of Soulgrave, leading a small group of wererats that lived in the sewers of the city. He never forgot what was done to his family and prepared his own son, Lawrence, to return to Silverton, now a permanent town.

The GM's Eyes Only

A little more than a year ago, Lawrence Gannu began making his way north towards Silverton. Now an accomplished bard and a full-blooded wererat, he was set upon by a small band of goblins while he was on the road. He was captured and brought to the goblins' tribe. He patiently waited until the goblins had turned their backs on him. He sprang on the goblin leader and bit him, infecting the goblin with his wererat curse. The shaman of the goblin tribe found this to be a great omen for their tribe and declared Lawrence their leader.

Over the course of several months, Lawrence slowly infected goblins that were loyal to him with the curse of lycanthropy and taught them of their new gift. He also gave the tribe a new purpose: to destroy Silverton.

Two months ago, Lawrence stepped into the Silver Cup Inn, disguised as a wandering bard looking for work. He was hired on, even as he began to move his tainted goblin tribe into his grandfather's abandoned mine. The goblins reopened the numerous levels of the mine and began to set up new defenses, as Lawrence sent word of caravans and where the other mines were located.

While opening the mine's lower levels, the goblins discovered that an evil gnome necromancer and his zombies already inhabited these levels. The gnome, Narzy Hilspek, struck a bargain with Lawrence and began mining the leftover deposits of ore.

One month ago, the silver caravans, traveling north to Archbridge from the Miner's Guild mines to the west of Silverton, began to be attacked. The western mines

were sabotaged and equipment was stolen. The dead were brought back to Narzy and reanimated as zombies and skeletons to mine silver ore for Narzy's own dark projects.

Now the characters have come into town.

Narzy and Lawrence export the silver ore they steal and mine to Narzy's black market contacts in Archbridge, and they are well funded from it. Neither Narzy nor Lawrence knows of the ancient evil located on Level 4 of the abandoned mine, nor that Lawrence's goblins have discovered scraps of documentation from the time

of his grandfather that give vital clues to what this ancient evil actually is: a vampire. Lawrence is the last of the Gannu family and has recently moved his family's bodies, upon his father's deathbed request, to the mine.

Player Beginning

Through the dense underbrush and tangled trees you have followed the beaten trail of the goblins that have been plaguing the town of Silverton. Before you is the open mouth of the abandoned Gannu family silver mine. The time has come to be heroes.

Abandoned Silver Mine, Level 1: The Goblin Lair

All halls are 10 feet wide and 7 feet high, made of rough stone. Rooms on this level are 7 feet high where the ceiling meets the walls, and 10 to 11 feet high in the center of the room. Each wall on this level is considered to be unworked stone and all doors are considered to be simple wooden doors with the following game statistics, unless otherwise noted in the room text:

Unworked Stone Wall: 5 ft. thick; hardness 8; hp 900; Break DC 65; Climb DC 20.

Simple Wooden Door: 1" thick; hardness 5; hp 10; Break DC 13 (stuck), 15 (locked).

Wandering Monsters

There is a 15% chance (1-3 on a d20) per half hour that the characters will come across a random encounter while in a corridor or in an empty room. This chance is increased by +5% if the characters are not being cautious or are making noise, and +10% if they are yelling and causing loud noises (examples – knocking over tables, breaking down a door, etc.). If an encounter is called for, roll 1d6 and consult the following table. Roll hit points for each encounter separately.

1d6	Encounter
1-3	4 normal goblins (EL 1)
4-5	2 dire rats (EL 1)
6	4 zombies (EL 2)

The following statistics blocks are provided for easy reference for the Game Master.

Goblins (4): Small Humanoid (Goblinoid); CR 1/4; HD 1d8; Init +1; Spd 30 ft.; AC 16; Atk hand axe +1 melee (1d6-1, 20/x3 crit), dagger +3 ranged (1d4-1, 19-20/x2 crit); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0. Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4,

Spot +3; Alertness.

Equipment: Hand axe, dagger, small wooden shield, studded leather armor, and misc. coins.

Dire Rats (2): Small Animal; CR 1/3; HD 1d8+1; Init +3; Spd 40 ft., climb 20 ft.; AC 15; Att bite +4 melee (1d4 and disease); SA Disease (Fort DC 12, filth fever); SQ Scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Hide +9, Move Silently +6; Weapon Finesse (bite).

Zombies, Medium (4): Medium Undead; CR 1/2; HD 2d12+3; Init -1; Spd 30 ft.; AC 11; Atks slam +2 (1d6+1); SQ Undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Areas of the Map

Room 1 – The Hidden Entrance (EL 1): Before entering Room 1 by the corridor from the surface, the party must find the hidden door at the "collapsed" end of the tunnel. Read or paraphrase the following when the characters turn the last corner:

Before you are the collapsed remnants of the tunnel you have been following. Small footprints can be seen entering the wreckage, as if it weren't there. There must be a secret door!

Characters may roll a Search or Spot skill check (DC 13) to discover a hidden latch that causes the end of the tunnel to rise. If the characters begin breaking their way through the wreckage, the goblin guards in Room 1 beyond the door will hear them and will send a goblin to summon reinforcements from Rooms 3 and 5, while another locks the secret door. The secret door has these statistics:

Strong Wooden Door: 4" thick; hardness 5; hp 40; Break DC 23 (stuck), 25 (locked).

Once the party breaches the secret door, read or paraphrase the following as they enter Room 1:

The hidden entrance opens into a low, rough-walled room that is forty-feet by fifty-feet. Four small humanoids turn to glare with evil red eyes. "E'rathra," screams a burly goblin as he and his companions reach for their naked weapons lying near them.

For characters who speak Goblinoid, the large goblin screamed "Intruders!" The goblins in this room are not surprised by the party's sudden appearance through the secret entrance to their lair. They are ready for combat and will fight to the death. Other than their worn equipment, the goblins have nothing else of value.

In the eastern wall of the southeast corner of the room is a secret door that leads down a short tunnel that is only four feet high. This tunnel leads to another secret door to Room 5. Both of these secret doors require a Search or Spot skill check (DC 15) to find.

Tactics: During the first round of combat, the goblins will throw their daggers at whoever enters the room first. They will then pull their hand axes and attack in melee on the next round. The goblins will hold their ground and will not flee from combat, even if faring badly against the party (they are frightened more of their wererat masters than they are of the party).

Goblins (4): Small Humanoid (Goblinoid); CR 1/4; HD 1d8; hp 1, 2 (x2), 8; Init +1; Spd 30 ft.; AC 16; Att hand axe +1 melee (1d6-1, 20/x3 crit), dagger +3 ranged (1d4-1, 19-20/x2 crit); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Equipment: Hand axe, dagger, small wooden shield, studded leather armor, and misc. coins.

Room 2 – Outer Barracks (EL 1):

The squat wooden door to this thirty-foot square room opens into a mess of refuse and a solidly built table with six small chairs that look to be made from the bed of a wagon. The four corners of the room contain piles of soiled clothes and blankets. Six unrolled bedrolls lie on the floor in the northern half of the room.

Characters who succeed at a Listen skill check (DC 12) will notice that there is rustling sound coming

from the pile of soiled clothes in the northwestern corner of the room. The two dire rats eating the garbage under the clothes are making these sounds. If the pile is disturbed, the dire rats will leap out of the pile to attack.

Dire Rats (2): Small Animal; CR 1/3; HD 1d8+1; hp 4, 8; Init +3; Spd 40 ft., climb 20 ft.; AC 15; Att bite +4 melee (1d4 and disease); SA Disease (Fort DC 12, filth fever); SQ Scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Hide +9, Move Silently +6; Weapon Finesse (bite).

Room 3 – Main Barracks (EL 2):

Upon opening the door to this fifty-foot square room, the pungent stench of urine and unwashed bodies assaults your senses. A series of small, cloth pillows dominates the southwestern corner of the room; while the rest of the floor is covered with numerous dirty straw mats and bedrolls. Seven green humanoids stand as you enter, grinning from ear to pointing ear as they draw small, wicked-looking swords from their scabbards.

There are two ways to enter this room. The first is by the secret door (Search or Spot, DC 14) in the center of the north wall. The other is by the wooden door in the southern wall. The south door is locked, from the inside, by a simple lock (Open Locks, DC 20).

The seven humanoids are goblins. They were warned that there are intruders by the goblins in Room 1 and will not be caught unaware unless the party took great pains to keep their movements quiet (GM's discretion). Other than the equipment that the goblins carry, there is nothing else of value in this room.

Tactics: These goblins are more frightened of the wererat goblins and Lawrence than they are of the characters. They fight viciously and will give no quarter. None of these goblins speak Common and they will all fight to the death.

Goblins (7): Small Humanoid (Goblinoid); CR 1/4; HD 1d8; hp 2 (x3), 3, 5, 7 (x2); Init +1; Spd 30 ft.; AC 15; Att short sword +1 melee (1d6-1, 19-20/x2 crit), dagger +3 ranged (1d4-1, 19-20/x2 crit); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Equipment: Short sword, dagger, studded leather armor, and misc. coins.

Room 4 – Outer Dining Room/Kitchen:

The door in the north wall of this 30-foot by 40-foot room opens easily on squeaky hinges to a room filled with three long tables. On the tables are dented tin plates, leftover food, and crude wooden goblets stained with age and spilled wine. The room smells like rotting meat and stale beer.

Two small black cauldrons stand over cold fire pits in the southeast corner of the room. A small table stands near these with vials of strange spices and bits of unidentifiable meat. A large barrel rests in the southwest corner.

The characters may search the room, but there is nothing of interest here. The cauldrons only hold some leftovers from a goblin feast and the barrel is only half full of cheap ale. If any character wishes to eat any of the food or drink the ale of this room, have the character roll a Fortitude save (DC 13) or suffer from food poisoning from the rancid meat and stale drink.

Goblin Food Poisoning: *Type:* Ingested, DC 13; *Initial Damage:* 1 Con; *Secondary Damage:* 1d2 Con; *Price:* –.

Room 5 – Inner Guard Post (EL 1):

This 40-foot by 40-foot room has two small round tables, seven chairs, and many straw bedmats. The western and southern walls hold the only two doors leading from this room. Four goblins turn to look at you with smiles on their evil faces. Each is swinging a loaded crossbow to bear on you.

These goblins were warned by a goblin runner from Room 1 about the intruders to the mines, so they are ready and expecting attack. Only if the characters can sneak up on the goblins, or enter through the secret door in the north wall, will the goblins be caught off guard. Detecting the secret door in the north wall requires a Search or Spot skill check (DC 15).

Tactics: These goblins will fight to the death. They will fire their readied crossbows during the first round of combat, concentrating their fire on spellcasters and those characters with readied missile weapons. On the second round they will pull their short swords and small shields and enter melee.

Goblins (4): Small Humanoid (Goblinoid); CR 1/4; HD 1d8; hp 1, 3, 5, 6; Init +1; Spd 30 ft.; AC 16; Att short sword +1 melee (1d8-1, 19-20/x2 crit), light crossbow +3 ranged (1d8, 19-20/x2 crit); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will

+0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Equipment: Short sword, light crossbow, 12 crossbow bolts, small wooden shield, studded leather armor, and misc. coins.

Room 6 – Secret Vault #1 (EL 2): To find the entrance to this room, a character must be actively looking for secret doors or an elf must pass within 10 feet of the door. In either case, a Search or Spot skill check is required (DC 18). Once the door is found, opening it is an easy process. If the person opening the door does not attempt to Search for traps on the door first (DC 22), they will spring the poison needle trap (see below). This secret door is made of stone and swings away from the hallway, up towards the ceiling when opened. Once the door is opened, read or paraphrase the following:

This 20-foot by 40-foot room is nearly bare. A single wooden chest lies on the floor in the southern part of this secret room.

The chest is a decoy. It is locked and there is nothing in it (Open Lock, DC 15). However, if secret doors are searched for (Search or Spot, DC 18), a stone slab in the floor can be moved aside to reveal a +1 silver longsword and a piece of ripped parchment resting in the niche beneath.

A thick layer of dust covers the sword. The goblins and wererats of this place do not know of its existence. The sword and scrap of paper come from when the priests came to cleanse the area of the ancient evil. A young fighter, who had been gravely wounded while he did battle against the evil Serrenna, left these behind. Refer to **Players' Handout #1: The Warrior's Gift** in Appendix 2 for what the note reads.

Poison Needle Trap: CR 2; +8 ranged (1, plus greenblood oil poison); Search (DC 22); Disable Device (DC 20).

Greenblood Oil Poison: *Type:* Injury, DC 13; *Initial Damage:* 1 Con; *Secondary Damage:* 1d2 Con; *Price:* 100 gp.

Stone Door: 4" thick; hardness 8; hp 60; Break DC 28 (stuck), 28 (locked).

Room 7 – Inner Barracks:

Unlike the other rooms that have contained bedrolls and sleeping mats, this 40-foot by 40-foot room has double wooden bunk beds. There are three double bunks in all; at the end of each bunk is a small chest that has rusty iron hinges and no lock.

There is nothing of value in the small chests at the foot of each bunk. However, if a successful Search skill check (DC 21) is made in the area of the bunks, a small purse of 10 gold pieces can be found under a mattress. The blankets and sheets on the bunks, along with the clothes in the chests, are all dirty and full of fleas and bugs. The door in the southern part of the western wall is the only way into or out of this room.

Room 8 – War Room:

This small 20-foot by 40-foot room holds a single 10-foot long table with five straight-backed chairs. One chair is at the head of the table with two chairs on either side. A single silver candlestick rests in the center of the table. A weapon rack hangs on the north wall, empty of any weapons.

This meeting room appears to be empty, unless a successful Search skill check (DC 24) is made in the area around the weapon rack. If successful, a single loose stone can be found in the wall to the left of the rack that hides a piece of folded paper, worn and yellow with age. This piece of paper is **Players' Handout #2: Divine Inspiration** (see Appendix 2).

The silver candlestick is worth 5 gp.

Room 9 – Armory: The door to this room is locked with an average quality lock (Open Locks, DC 25). Once the door is bypassed, read or paraphrase the following:

The locked door opens into a 30-foot by 20-foot room filled with crates, barrels, boxes, and racks filled with weapons. Most of these weapons are crude and rusted, but they do appear to be in serviceable order.

A successful Search or Spot skill check (DC 16) indicates that the character found a weapon of average quality. A Search or Spot skill roll of 20 or higher indicates that the character found a masterwork weapon. Consult the following list to determine what is in the room:

Quantity	Weapon
4	Short swords
1	Masterwork greataxe
2	Crude shortbows
6	Rusty short swords
4	Rusty short spears
1	Masterwork short spear
100	Arrows
50	Light crossbow bolts
10	Hand axes
12	Rusty hand axes

Room 10 – Lair of the Rats (EL 2):

A strange, magical darkness covers the interior of this room. The only sound escaping from the impenetrable darkness is a soft squeaking noise. As if noticing the open door, the squeaking gets louder and closer to the door!

This 40-foot by 20-foot room is the central lair for all of the dire rats on this level. They come here to wallow and sift through the garbage that the goblins leave behind for them. There are five of the animals hiding in the permanent *darkness* effect. They will attack any non-goblin and non-wererat to open the door (this includes undead).

Serrenna caused the *darkness* effect, when she faced the combined might of the priests and wizards that attempted to drive her back to her underground prison. She used this *darkness* to escape one their traps, but was foiled in the end. Now the *darkness* remains behind. A *light* spell will temporarily dispel the *darkness* for the duration of the spell, at which time the *darkness* will return. Unless the characters have the Blind Fighting feat, all attacks (including those made by the dire rats) are made at –4.

Dire Rats (5): Small Animal; CR 1/3; HD 1d8+1; hp 2, 6, 7 (x2), 8; Init +3; Spd 40 ft., climb 20 ft.; AC 15; Att bite +4 melee (1d4 and disease); SA Disease (Fort DC 12, filth fever); SQ Scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Hide +9, Move Silently +6; Weapon Finesse (bite).

Room 11 – Inner Dining Room/Kitchen (EL 1):

This 30-foot by 50-foot room smells like rancid milk and stale beer. Six small tables seem to have been placed randomly around the room. Small chairs surround each of the tables, which have old tin plates with rotting food left on them. A cauldron and workbench take up the southern portion of the room. Two sacks of flour seem to be moving on their own in the southwestern corner of the room.

If the characters go to investigate, have them roll Spot checks (DC 17) and Listen checks (DC 15) to see small tufts of black fur or hear the squeaking of two dire rats that are rummaging through the flour sacks for food. These rats will leap out of the sacks and attack if anyone disturbs them. They will fight until they reach half their normal hit points and then run for the door in the north wall.

Dire Rats (2): Small Animal; CR 1/3; HD 1d8+1; hp 3, 5; Init +3; Spd 40 ft., climb 20 ft.; AC 15; Att bite +4

melee (1d4 and disease); SA Disease (Fort DC 12, filth fever); SQ Scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Hide +9, Move Silently +6; Weapon Finesse (bite).

Room 12 – Secret Vault #2 (EL 2): Finding the cleverly hidden secret door to this room is a difficult chore. A successful Search or Spot skill check (DC 20) will show the location of the door. Opening the door is an easy task; however, the portcullis trap on the door needs to be disarmed or the first person to walk through the door may be heavily damaged. Read or paraphrase the following:

The secret door begins to slide up after the catch was released. Behind this door is a 40-foot by 30-foot room. This room contains three large crates with red lettering across their sides. The lettering reads “Archbridge Mining Guild”. This must be a portion of the missing silver shipment to Archbridge!

These crates are in fact part of those that are missing from the Archbridge Mining shipments. These crates came from a caravan a few weeks ago and they contain 1500 gold piece value of silver ore in each. Each crate weighs 600 pounds and is made of heavy wood. It takes a crowbar and a great deal of strength (Strength check, DC 25) to open the crates. Lawrence’s goblins put these crates here for emergency funds, in case law enforcement from either Archbridge or Soulgrave came to investigate.

Portcullis Trap: CR 2; +10 melee (3d6/x2 crit); Search (DC 20); Disable Device (DC 20). Note: Damage applies only to those underneath the portcullis. The portcullis (Break DC 28) blocks the passageway.

Room 13 – Shrine to the Rat Gods (EL 1):

This small 20-foot by 20-foot room appears to be a personal shrine. A stone statue of a large rat rests on a small altar in the center of the south wall of the room. Two large black-furred rats turn to look at you as you open the door, a single high-pitched squeak being your only warning before they attack!

As soon as the door opens, two dire rats will attack the party. These rats are protecting this shrine from anyone who is not a wererat or a goblin. These dire rats will fight to the death.

The stone statue is a statue of the rat god Nimlurun, Lord of Filth (Knowledge (religion), DC 20). The statue is worth 50 gold pieces (Appraise, DC 15) to a collector and is made from granite commonly found to the south near Soulgrave (Craft (stone),

DC 15).

Dire Rats (2): Small Animal; CR 1/3; HD 1d8+1; hp 2, 9; Init +3; Spd 40 ft., climb 20 ft.; AC 15; Att bite +4 melee (1d4 and disease); SA Disease (Fort DC 12, filth fever); SQ Scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Hide +9, Move Silently +6; Weapon Finesse (bite).

Room 14 – Unholy Sleep Chamber:

This 20-foot by 40-foot room is decorated in a macabre fashion. Skulls of humans, elves, dwarves and gnomes hang from the ceiling by fine steel chains. The gory remnant of a halfling is crucified to the south wall by metal spikes between two small straw mattress beds. The stink of pungent incense and death permeates every inch of this room.

This is the sleeping quarters of the wererat goblin clergy (see Room 16, Level 2). The skulls and the halfling’s corpse are grim decorations that the wererats have decided are to their personal liking. There is nothing of value in this room.

Room 15 – Secret Vault #3 (EL 5): Discovering the well-hidden door to this room is a difficult task (Search or Spot skill check, DC 25). Once the secret door has been located, the five arrow traps must be bypassed to gain safe entrance into this room (see the arrow trap statistics below). Once the door has been breached, read or paraphrase the following:

The secret door swings open on silent hinges to reveal the dust-covered floor of a 30-foot by 30-foot room. Two glowing balls of pale white light provide a dim illumination to this room. The balls rest atop two black iron-wrought candelabras that stand six-feet tall each. The candelabras stand on either side of a large, square stone coffin.

The coffin’s lid is carved in the bas-relief of a man in armor, lying on his back with his hands folded across his chest. Under his hands he holds a mighty sword. This must be the tomb of a very important warrior.

The candelabras are lit by a permanent light spell effect (Spellcraft, DC 13). The iron-wrought candelabras are worth 50 gold pieces and weigh 40 pounds each. The stone coffin is ancient and anyone who succeeds in a Knowledge (nobles) skill check or a Bardic Knowledge roll (DC 18) will discover that this is the coffin of Huerin Oralese, the great warrior-general of Archbridge.

Huerin died 50 years ago to an assassin's poisoned blade. His numerous confederate followers spirited his body away to a secret tomb so that he would not be tampered with after death. It was rumored for many years that his followers were looking for a way to revive him from death, to lead the army of Archbridge against the assassins that killed him. No one knew what came of Huerin after that.

The coffin is covered in dust and is sealed with lead. Characters seeking to open the coffin need to succeed at a Strength check (DC 30) to remove the lid. Inside the coffin are the skeletal remains of Huerin Oralse, a rusted helmet, a bastard sword, and a small chest that rests between his feet. The small chest contains six *cure light wounds* potions (1d8+5 points healed, each) and a *remove disease* potion. The sword and potions all detect as magical. The bastard sword is a blessed bastard sword +1, given to Huerin Oralse over 80 years ago by the Lord of Archbridge.

Arrow Traps (5): CR 1; +10 ranged (1d6/x3 crit); Search (DC 20); Disable Device (DC 20). Note: 200-ft. max range, target determined randomly from those in its path.

Room 16 – Shrine to the Rat Gods:

This 30-foot by 20-foot room is draped with black and red silk scarves of intricate design. Many of these scarves sway and move as if being pushed by an unseen and unfelt breeze. The center of the northern wall is kept free of these scarves and has a large statue of a half-rat/half-man abomination. The statue appears to be made of green marble and has two red glowing rubies for eyes. The rest of the altar is decorated by numerous scrolls, scraps of food, and solidified candle wax pools.

There are 17 old silk scarves draped from the ceiling, each worth two gold pieces. The marble statue is of the rat god Narrimunâth, Lord of Disease. This marble statue stands six feet tall and weighs 300 pounds. To a collector, the statue of Narrimunâth would fetch 650 gold pieces (Appraise, DC 15). The two rubies that are the eyes of the statue are cut and polished to reflect light so it seems that the statue's eyes glow red. Each of these rubies, if removed from the statue (Strength check, DC 17), would be worth 100 gold pieces. The numerous scrolls on the altar are written in Sylvan and describe the evil religious canon of Narrimunâth (Knowledge (religion), DC 17 to decipher their meaning); these may be worth 25 gold pieces to a collector. The scraps of moldy food and dried and solidified pools of candle wax are valueless. There is nothing else of interest in this room.

Room 17 – Personal Quarters of the Goblin Chief:

At first glance, this 20-foot by 40-foot room appears to be a large bedchamber of an ancient noble line. It is not until your eyes adjust to the strange blue light of the black candles, lit around the room, do you realize that this is just a collection of odd trophies from numerous noble families.

A large, four-posted bed dominates the southern portion of the room, complete with a heavy oak dresser in the southeast corner. An old, oval rug covers the center of the floor, and a small table and chair rest against the middle of the west wall. Broken shields and faded paintings decorate the walls of this room; the largest shield is above the head of the bed with a black falcon holding a pick and shovel in its talons.

This is the personal quarters of the goblin chief Rez-zomar (see below). He has collected odd family crests and shields from the numerous years he spent raiding caravans before coming to the mines. The large shield above the bed (Knowledge (nobles), DC 18) has the ancient family crest of the Gannu family.

The strange candles that are lit around the room are normal candles, treated with strange liquids (Alchemy, DC 15). These candles are commonly used in religious and arcane ceremonies amongst the elves, to reproduce an ethereal effect. Each candle is worth one copper piece and there is a small wooden coffer under the bed that contains 20 more of these candles. Rez-zomar was given these candles by his scouts when they first entered this mine. They found them on one of the lower levels in a room full of wreckage.

Note: The other crests are left for the Game Master to design and insert to fit into your campaign world.

Room 18 – Goblin Chief's Audience Chamber (EL 4):

This 50-foot by 30-foot room has been draped with multi-colored, moth-eaten scarves and bolts of moldy fabric in an attempt to make it appear regal. A large, high-backed wooden chair sits against the middle of the west wall. A large, hairy goblin sits in the chair wearing black studded leather armor and flanked by two goblins to either side that carry short spears. They look at you and smile at your intrusion.

"You've been out slaying my tribe. I can smell their blood on you," says the seated goblin. "Before we end your lives here, I would know the names of the heads that will be mounting my chamber walls."

The hairy goblin is Rez-zomar, chieftain of this tribe of goblins and a wererat goblin follower of Lawrence Gannu. He will wait to hear what the characters have to say, but doesn't care. After the initial exchange and the characters' responses, read or paraphrase the following:

"Well then, it is time to show you why Lawrence put me in charge. Gebrock, gru'dagga!"

For those characters that can understand Goblin, Rez-zomar commands his guards to kill the characters.

A locked iron grate is hidden behind some of the draped cloth. A successful Search or Spot skill check (DC 18) in the southeastern corner of the room will reveal this grate. The grate is locked with an average quality lock (Open Locks, DC 25). This lock and grate have been here for nearly 100 years, since the time of Serrenna's initial escape and recapture. Under the grate is a metal ladder that leads down, 50 feet, to Room 1 on Level 2 of the abandoned mine.

Close inspection of the grate shows that the bars are made of black-tarnished silver and have arcane and divine runes, words, and symbols placed on them. If a *detect magic* spell is used, the grate glows as magical. This magic is a permanent ward against undead (Spellcraft skill check, DC 20), meant to keep Serrenna locked deep in the bowels of the mine.

Tactics: On the first round, the bodyguards will close with the characters in melee while Rez-zomar changes into his rat-goblin hybrid form. In this form his armor stretches at the seams, but still holds (he had it built too big). On the second round, Rez-

zomar joins the battle and will attempt to attack any archers and spellcasters first, removing them from combat. He then tries to use *curse of lycanthropy* on the strongest fighter. This will continue until either all of the characters are dead or infected, or until Rez-zomar is dead. Rez-zomar and his bodyguards will chase characters from the room and through this entire level. Only Rez-zomar will go down the locked iron grate.

Rez-zomar the Goblin Chieftain: male wererat goblin; CR 2; HD 1d8+1; hp 9; Init +0, +3 as rat; Spd 30 ft., 40 ft., climb 20 ft. as rat; AC 19, 23 as hybrid, 17 as rat; Att hand axe +5 melee (1d6, 20/x3 crit), bite +1 melee (1d4, 20/x2 crit) as hybrid, or bite +4 melee (1d4, 20/x2 crit) as rat; SA Curse of lycanthropy; SQ Rat empathy, scent, damage reduction 15/silver, darkvision 60 ft.; AL LE; SV Fort +5, Ref +5, Will +4; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10 as rat or hybrid.

Skills and Feats: Climb +14, Hide +11 as rat or +7 as hybrid, Listen +8, Move Silently +6, Search +8, Spot +8; Multiattack, Weapon Finesse (bite) as rat or hybrid, Weapon Finesse (hand axe) as hybrid or humanoid.

Equipment: Studded leather armor +1, masterwork small steel shield, masterwork hand axe, key to Room 9, and misc. coins.

Goblin Bodyguards (2): Small Humanoid (Goblinoid); CR 1; HD 1d8+3; hp 9, 11; Init +2; Spd 30 ft.; AC 16; Att short spear +3 melee (1d6+1, 20/x3 crit); AL NE; SV Fort +5, Ref +2, Will +0; Str 13, Dex 15, Con 16, Int 8, Wis 11, Cha 11.

Skills and Feats: Handle Animal +4, Hide +6, Move Silently +6; Track.

Equipment: Studded leather armor, short spear, and misc. coins.



Abandoned Silver Mine, Level 2: Goblin Warrens

All halls are 10 feet wide and 8 feet high, made of rough stone. Rooms on this level are 8 feet high where the ceiling meets the walls, and 10 to 11 feet high in the center of the room. Each wall on this level is considered to be unworked stone and all doors are considered to be simple wooden doors with the following game statistics, unless otherwise noted in the room text.

Unworked Stone Wall: 5 ft. thick; hardness 8; hp 900; Break DC 65; Climb DC 20.

Simple Wooden Door: 1" thick; hardness 5; hp 10; Break DC 13 (stuck), 15 (locked).

Wandering Monsters

There is a 15% chance (1-3 on a d20) per half hour that the characters will come across a random encounter while in a corridor or in an empty room. This chance is increased by +5% if the characters are not being cautious or are making noise, and a +10% chance if they are yelling and causing loud noises (example – knocking over tables, breaking down a door, etc.). If an encounter is called for, roll 1d6 and consult the following table. Roll hit points for each encounter separately.

1d6	Encounter
1-3	4 normal goblins (EL 1)
4-5	2 dire rats (EL 1)
6	4 zombies (EL 2)

The following statistics are provided for easy reference.

Goblins (4): Small Humanoid (Goblinoid); CR 1/4; HD 1d8; Init +1; Spd 30 ft.; AC 16; Att hand axe +1 melee (1d6-1, 20/x3 crit), dagger +3 ranged (1d4-1, 19-20/x2 crit); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Equipment: Hand axe, dagger, small wooden shield, studded leather armor, and misc. coins.

Dire Rats (2): Small Animal; CR 1/3; HD 1d8+1; Init +3; Spd 40 ft., climb 20 ft.; AC 15; Att bite +4 melee (1d4 and disease); SA Disease (Fort DC 12, filth fever); SQ Scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Hide +9, Move Silently +6; Weapon Finesse (bite).

Zombies, Medium (4): Medium Undead; CR 1/2; HD 2d12+3; Init -1; Spd 30 ft.; AC 11; Atks slam +2 (1d6+1); SQ Undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Areas of the Map

Room 1 – The Way Up/Guard's Room (EL 2):

Characters coming down the ladder from Room 18 on Level 1 may hear the goblins in this room before they enter through the hole in the ceiling. This will give the party opportunity to prepare for combat against the goblins and possibly catch them by surprise. Characters must succeed in a Listen skill check (DC 14) to hear the goblins below. Once this is done, read or paraphrase the following:

The ladder down empties into a 30-foot by 50-foot room. There are cards and dice on the floor near the straw mats that the seven occupants of the room are lying on.

If the characters made it down the ladder without the goblins hearing them (a contested Move Silently skill against the goblins' Listen skill), they will have one free round to do as they see fit before the goblins can get up to defend themselves. If any of the goblins succeeded at hearing the characters as they came down the ladder, run the combat normally.

The only exits from this room are the door in the southern wall and the ladder going up to Room 18 on Level 1.

Tactics: These goblins are the first line of this level's defense. They will not run from combat, even if a great number of them are killed.

Goblins (7): Small Humanoid (Goblinoid); CR 1/4; HD 1d8; hp 1 (x2), 2, 3 (x2), 5, 6; Init +1; Spd 30 ft.; AC 16; Att short sword +1 melee (1d8-1, 19-20/x2 crit), dagger +3 ranged (1d4-1, 19-20/x2 crit); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0. Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Equipment: Short sword, dagger, small wooden shield, studded leather armor, and misc. coins.

Room 2 – Guard's Room (EL 2):

Eight goblins stand around an open fire in the middle of this 40-foot by 30-foot room. They are talking quietly when they turn, as a group, to see who is entering the door. One points at you and screams, "E'rathra," before they all join him in pulling out their weapons and attacking!

These eight goblins are not talking about anything that would concern most adventuring parties. It is

up to the Game Master to plant any seeds to further adventures in this location, if he wishes (example – the goblins could be talking about a shipment of gold going to Archbridge that they heard about from some captives from an earlier raid).

Tactics: These goblins know that their young and females are at stake if they cannot defend this level from intruders. They are suicidal in their devotion to this fight and will not flee from battle. If the characters flee from the room, these goblins will give chase.

Goblins (8): Small Humanoid (Goblinoid); CR 1/4; HD 1d8; hp 1, 3 (x2), 5, 6 (x3), 8; Init +1; Spd 30 ft.; AC 16; Att short sword +1 melee (1d8-1, 19-20/x2 crit), dagger +3 ranged (1d4-1, 19-20/x2 crit); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Equipment: Short sword, dagger, small wooden shield, studded leather armor, and misc. coins.

Room 3 – Guard’s Room (EL 1):

This 40-foot by 30-foot room houses four goblins, sitting quietly in deep contemplation. They are all facing the door as you open it. As one unit they nod at you and stand up, short swords at the ready and waiting to do battle with you.

These goblins are taking the time between caravan raids to contemplate on the teachings of their new gods, the rat gods Narrimunâth, Lord of Disease and Nimlurun, Lord of Filth. Seeing the door opening will bring these zealots back from their meditation.

Tactics: As with Rooms 1 and 2 on this level, these goblins will join in melee and fight to the death. They will give chase to any character that flees, capturing those that are unconscious to give to their new gods as sacrifices.

Goblins (4): Small Humanoid (Goblinoid); CR 1/4; HD 1d8; hp 1, 3, 5, 6; Init +1; Spd 30 ft.; AC 16; Att short sword +1 melee (1d8-1, 19-20/x2 crit), dagger +3 ranged (1d4-1, 19-20/x2 crit); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Equipment: Short sword, dagger, small wooden shield, studded leather armor, and misc. coins.

Room 4 – Family Room (EL 0):

This 40-foot by 40-foot room looks to be a large sleeping area for the goblin tribe that lives here.

Young goblins run in every direction, with female goblins chasing after them. One female goblin screams at the top of her lungs and points at you. Every female and young goblin in this room stops what they are doing, curls into the fetal position, and screams.

These are the females and young of the goblin tribe. They are all non-combatants and do not know how to defend themselves. Good-aligned characters should be penalized for killing these pitiful creatures at 10 XP per point of damage inflicted on them. The females will not defend themselves, or the young. This is the goblin’s mindset of “survival of the fittest,” and they will continue to scream until the characters leave the room. A Diplomacy skill check (DC 15) or a bard’s ability to control emotional situations could calm the female and young goblins to a low whimper.

There is a 30% chance that the screams of the females and young goblins will attract the attention of 2d6 normal goblins, who will come running ready for battle against the intruders that are attacking their home.

The females know nothing of the caravan raids and wererat goblins, and the young are too small to understand what is happening around them.

Female Goblins (8): Small Humanoid (Goblinoid); CR 1/4; HD 1d8; hp 1, 2 (x3), 5, 7, 8 (x2); Init +1; Spd 30 ft.; AC 11; Att unarmed +0 melee (1d3-2); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Young Goblins (4): Small Humanoid (Goblinoid); CR 1/8; HD 1d4-1; hp 1 (x2), 2 (x2); Init +0; Spd 30 ft.; AC 10; Att unarmed -1 (1d3-3); SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +0, Will -1; Str 4, Dex 10, Con 8, Int 10, Wis 8, Cha 8.

Skills and Feats: Hide +5, Listen +2, Move Silently +3, Spot +2; Alertness.

Room 5 – Barracks (EL 4):

This 30-foot by 40-foot room is decorated with the grisly remnants of past victims of the goblins’ caravan raids. Skeletal heads and disembodied limbs hang from the walls. Two hairy goblins sit at a small round table drinking from tankards and eating some kind of meat on dented tin plates. They look up at you, pulling their naked weapons from beneath the table as they begin to grow and change form!

These goblins are wererat goblins employed by

Lawrence to raid silver caravans traveling from the town of Silverton. These two have been on every raid since they settled in the abandoned mine and are convinced that the lycanthropy they have contracted from Lawrence makes them immortal. They have changed into their hybrid form in an attempt to scare the characters.

Tactics: These wererat goblins have never felt the burn of a silvered or magical weapon. They do realize that they do exist and will seek to avoid contact with a character that is using them. They attempt to give their curse of lycanthropy to the entire party before they resort to just killing the characters. If the characters die here, they will be brought to Narzy Hilspek for reanimation as undead.

Wererat Goblins (2): Small Shapechanger; CR 2; HD 1d8+1; hp 6, 9; Init +0, +3 as rat; Spd 30 ft., 40 ft., climb 20 ft. as rat; AC 13, 17 as hybrid, 17 as rat; Att hand axe +3 melee (1d6, 20/x3 crit), bite +1 melee (1d4, 20/x2 crit) as hybrid, or bite +4 melee (1d4, 20/x2 crit) as rat; SA Curse of lycanthropy; SQ Rat empathy, scent, damage reduction 15/silver, darkvision 60 ft.; AL LE; SV Fort +5, Ref +5, Will +4; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10 as rat or hybrid.

Skills and Feats: Climb +14, Hide +11 as rat or +7 as hybrid, Listen +8, Move Silently +6, Search +8, Spot +8; Multiattack, Weapon Finesse (bite) as rat or hybrid, Weapon Finesse (hand axe) as hybrid or humanoid.

Equipment: Hand axe, small steel shield, and misc. coins.

Room 6 – Guard’s Room (EL 3):

Four goblins are playing at dice against the south wall of this 40-foot by 50-foot room. They seem totally unaware of your entrance.

The characters will need to make a successful Move Silently skill check against the goblins’ Listen skill check in order to sneak up on them. These goblins are so engaged in their game of dice that they don’t hear the door open.

Tactics: If the goblins notice the characters before they can be attacked, they will pick up their weapons and charge across the room at them, throwing their daggers at the party as they go. The wererat goblin will change to his hybrid form and then join the normal goblins in their attack.

Goblins (3): Small Humanoid (Goblinoid); CR 1/4; HD 1d8; hp 1, 5, 8; Init +1; Spd 30 ft.; AC 16; Att short sword +1 melee (1d8-1, 19-20/x2 crit), dagger +3 ranged (1d4-1, 19-20/x2 crit); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex

13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Equipment: Short sword, dagger, small wooden shield, studded leather armor, and misc. coins.

Wererat Goblin: Small Shapechanger; CR 2; HD 1d8+1; hp 9; Init +0, +3 as rat; Spd 30 ft., 40 ft., climb 20 ft. as rat; AC 13, 17 as hybrid, 17 as rat; Att hand axe +3 melee (1d6, 20/x3 crit), bite +1 melee (1d4, 20/x2 crit) as hybrid, or bite +4 melee (1d4, 20/x2 crit) as rat; SA Curse of lycanthropy; SQ Rat empathy, scent, damage reduction 15/silver, darkvision 60 ft.; AL LE; SV Fort +5, Ref +5, Will +4; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10 as rat or hybrid.

Skills and Feats: Climb +14, Hide +11 as rat or +7 as hybrid, Listen +8, Move Silently +6, Search +8, Spot +8; Multiattack, Weapon Finesse (bite) as rat or hybrid, Weapon Finesse (hand axe) as hybrid or humanoid.

Equipment: Hand axe, small steel shield, and misc. coins.

Room 7 – Secret Chamber #1 (EL 2): Noticing the door to this secret room requires a Search or Spot skill check (DC 20). Once the door has been found, it is easily opened – but it’s trapped. The spear trap that is connected to this door fires a spear from the south wall of the hallway, opposite the door. The trap must be disarmed to safely open the door. Read or paraphrase the following when the characters open the door:

The secret door slides with a click up into the ceiling of this 30-foot by 50-foot room. The room is filled with dust and old cobwebs. It looks like this room hasn’t been used in some time.

There is a loose stone in the western wall (Search or Spot skill check, DC 23) that contains a small tarnished gold ring with a scroll tied to it by a faded blue ribbon. This scroll is **Players’ Handout #3: Love Lost** (see Appendix 2), and the ring is the same one mentioned on the scroll. The ring is worth 10 gp.

The current inhabitants do not know about this room and there is nothing else of value in this room.

Spear Trap: CR 2; +12 ranged (1d8/x3 crit); Search (DC 20); Disable Device (DC 20). Note: 200-ft. max range, target determined randomly from those in its path.

Room 8 – Feast Hall:

A large empty table surrounded by 20 high-backed chairs is all that is in this 20-foot by 40-

foot room. It is filled with the pungent odors of stale beer and rotting bits of meat, which are scattered all over the floor.

This is the goblins' main feast hall. It is currently empty and has nothing of value within it.

Room 9 – Daycare (EL 0):

Nine young goblin males and females play under the watchful eye of an old goblin female. She surveys this 40-foot by 30-foot room for any signs of trouble. Spotting you, she screams at the top of her lungs and tries to gather the children together to huddle in a corner of the room far from you.

Treat this female goblin and these young goblins like those found in Room 4 on this level. There is nothing else of interest in this room.

Female Goblin: Small Humanoid (Goblinoid); CR 1/4; HD 1d8; hp 5; Init +1; Spd 30 ft.; AC 11; Att unarmed +0 melee (1d3-2); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Young Goblins (9): Small Humanoid (Goblinoid); CR 1/8; HD 1d4-1; hp 1 (x4), 2 (x4), 3; Init +0; Spd 30 ft.; AC 10; Att unarmed -1 (1d3-3); SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +0, Will -1; Str 4, Dex 10, Con 8, Int 10, Wis 8, Cha 8.

Skills and Feats: Hide +5, Listen +2, Move Silently +3, Spot +2; Alertness.

Room 10 – Family Room (EL 0):

This 40-foot by 40-foot room looks like it is a common sleeping room for the bulk of the goblin tribe. Six female goblins work around the room, gathering clothes and old scraps of food. When they see you, they begin to scream in terror!

Treat these female goblins like those found in Room 4 on this level. There is nothing else of interest in this room.

Female Goblins (6): Small Humanoid (Goblinoid); CR 1/4; HD 1d8; hp 1 (x2), 2 (x2), 5, 7; Init +1; Spd 30 ft.; AC 11; Att unarmed +0 melee (1d3-2); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Room 11 – Secret Chamber #2: Finding the secret door to this room requires a Search or Spot skill check (DC 17). Once the door has been discov-

ered, it can be opened with no problems. After the door is opened, read or paraphrase the following:

The secret door opens to reveal an ancient cave in this 50-foot by 30-foot room. A small white skeleton can be seen against the east wall, half buried in the debris.

A Search skill check (DC 18) reveals **Players' Handout #4: The Ancient Evil** and **Players' Handout #5: Map Scrap** (see Appendix 2) near the half-buried skeleton of a halfling miner who died over 100 years ago in this cave-in.

Room 12 – Torture Room (EL 4): There are two doors that the characters may use to enter this room, the one in the east wall and the one in the west wall. No matter which door the characters use, read or paraphrase the following:

This 50-foot by 40-foot room is filled to the brim with torture devices of all sorts. A rusty iron maiden stands in the northwest corner, while an inclined stretching rack takes up the center of the room. A large goblin wielding a whip and wearing black studded leather armor is ordering three smaller goblins to clean and polish the odd assortment of equipment in the room.

The Torturer is the leader of these goblins. He is so engrossed with his bossy work that he does not notice the characters' entrance, unless they make a great deal of noise. The characters may roll a contested Move Silently check against the goblins' Listen skill in order to sneak up on them.

Tactics: The Torturer enjoys tormenting his victims. He uses a long whip in dealing out damage and aims to keep any spellcasters in the party from casting their spells, while his goblins attempt to bring down the fighters of the party. This group is remarkably well organized and attacks in a unified group.

Goblins (3): Small Humanoid (Goblinoid); CR 1/4; HD 1d8; hp 5, 8; Init +1; Spd 30 ft.; AC 16; Att club +1 melee (1d6-1, 20/x2 crit); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0. Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Equipment: Club, studded leather armor, and misc. coins.

The Torturer, male goblin Ftr2: CR 2; Size S (3 ft., 3 in. tall); HD 2d10; hp 19; Init +8; Spd 30 ft.; AC 15; Att whip +3 melee (1d2, 20/x2 crit); AL NE; SV Fort +5, Ref +4, Will -2; Str 11, Dex 18, Con 11, Int 11, Wis 6, Cha 9.

Languages Spoken: Goblin.

Skills and Feats: Bluff +1, Handle Animal +4,

Knowledge (arcana) +1; Exotic Weapon Proficiency (whip), Great Fortitude, Improved Initiative.

Possessions: Whip, studded leather armor, and misc. coins.

Room 13 – Holding Cell: If any of the characters are captured or if the party is brought to negative hit points, they will awaken in this room stripped of all of their possessions. Read or paraphrase the following, if this should happen:

You awaken with a start from a dreamless and pain-filled sleep to find yourself in a 20-foot by 40-foot cell of some kind. Old moldy straw covers the floor and the only furnishings are a bucket and a wooden tray. The strong wooden door appears to be locked from the outside. It looks like you have been captured!

The wooden door is not nearly as strong as what the characters may believe and is locked with a poor quality lock (Open Locks, DC 15). The characters may also get resourceful and attempt to look for something to help them escape from the room. A Search skill check (DC 18) reveals a small piece of wire that can serve as a lock pick at a –2 penalty to their Open Locks skill check.

Room 14 – The Jailer’s Room (EL 4):

This 40-foot by 50-foot room appears to be the personal apartment of a well-respected member of the goblin tribe. A large bed stands against the north wall of the room with a small overturned wooden box as a side table. On the eastern side of the room are a table and several wooden bins with lids. A goblin dressed in leather armor is hunched over the table, sitting on a stool, with his back to the door. His left ear is missing, and his right ear is horribly grizzled and torn.

The Jailer was once the sub-chief for this goblin tribe. He was spared Lawrence’s lycanthropy curse due to his obvious intelligence and skills as a negotiator and interrogator.

If the characters were captured and are without their equipment, the bins by the table on the eastern side of the room are where their packs and equipment will be located. A Search skill check (DC 15) will reveal a locked wooden box (Open Lock, DC 15) containing 4 cure light wounds potions on a high shelf on the south wall.

The Jailer, male goblin Exp1/Ftr2: CR 2; Size S (3 ft., 6 in. tall); HD 1d6+2d10+3; hp 17; Init +3; Spd 30 ft.; AC 16; Att club +4 melee (1d6+1, 20/x2 crit); AL NE; SV Fort +4, Ref +3, Will +2; Str 10, Dex 16, Con 13, Int 17, Wis 11, Cha 9.

Languages Spoken: Abyssal, Giant, Gnoll, Goblin, Infernal, Orc, Sylvan, Undercommon.

Skills and Feats: Diplomacy +1, Heal +2, Hide +7.5, Intuit Direction +2, Knowledge (tribal history) +3.5, Knowledge (arcana) +7, Knowledge (nature) +4, Knowledge (religion) +10, Listen +2, Move Silently +11, Perform +1, Ride +5, Sense Motive +2, Speak Language +4; Ambidexterity, Combat Reflexes, Skill Focus (Knowledge (religion)), Track.

Possessions: Club +1, leather armor, and misc. coins.

Room 15 – Secret Chamber #3 (EL 2): The secret door to this hidden chamber is well concealed in the rock wall. A successful Search or Spot skill check (DC 20) is required to find the hidden entrance. Once the door is found and opened, read or paraphrase the following:

The hidden door opens to reveal a 20-foot by 30-foot room that seems to have been lost to time. A thick layer of dust covers every surface, including the eight skeletons that lie around the room. These skeletons look like they were killed by violent means.

After a few moments, the sound of rattling begins to fill the room. The skeletons are beginning to stand up!

These skeletons were once miners that were captured and killed by Serrenna. They were animated and left in this room to fend off any attackers that would come to disturb Serrenna while she slowly regained her power. She was then put back in her prison deep in the mine (see Room 2 on Level 4). A Search check (DC 18) uncovers **Players’ Handout #6: Evil Beneath Us** (see Appendix 2) under some rubble in the northeast corner of the room.

Skeletons, Medium (8): Medium Undead; CR 1/3; HD 1d12; hp 1, 2, 4, 6, 9 (x2), 11, 12; Init +5; Spd 30 ft.; AC 13; Att 2 claws +0 melee (1d4, 20/x2 crit), or rusty light pick +0 melee; SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Room 16 – Temple of the Rat Gods (EL 5):

Entering through the east wall into this 40-foot by 50-foot room is like walking from sanity into insanity. Hanging drapes and bolts of moldy cloth of different colors and types cover this chamber. Two large statues flank a black altar against the western wall. The statues appear to be two large goblin-ratman hybrids holding large axes and wearing studded leather armor. These statues can only be the edifices of the

great and terrible rat gods that this tribe of goblins worships.

Kneeling in front of the altar are two goblins dressed in the vestments of the unholy order of the rat gods. They turn at your entrance, and smile a sickly sweet smile.

“Do you come to confess your sins at the altar of the most venerated Narrimunâth and holy Nimlurun?” they ask in unison. “We can sense your transgressions and believe that you must be purified!”

The statues and altar are made from granite (the statues are worth 500 gp each, weighing in at 750 pounds apiece), while the drapes are made of nearly every cloth imaginable and are worthless. The statues are dedicated to the evil rat gods that these goblins worship and the goblin clerics that have turned to face the characters seem to act in total harmony with each other.

Tactics: The clerics draw out their light flails and attack the characters, concentrating their attacks on the strongest fighter or cleric first. They will continue to use their flails, only using their spells to either counter a divine caster in the party or to heal themselves.

Goblin Clerics (2): goblin Clr3; CR 3; Size S (3 ft., 5 in. tall); HD 3d8+3; hp 19, 21; Init +2; Spd 30 ft.; AC 15; Att light flail +4 melee (1d8, 20/x2 crit), or +5 ranged; AL LE; SV Fort +4, Ref +3, Will +6; Str 11, Dex 14, Con 13, Int 11, Wis 16, Cha 11.

Languages Spoken: Goblin.

Skills and Feats: Disguise +2, Knowledge (religion) +6, Spellcraft +2; Dodge, Quicken Spell.

Possessions: Masterwork silver light flail, small wooden shield, *bracers of armor* +1, unholy symbol, and misc. coins.

Cleric Domains: War, Destruction.

Cleric Spells Per Day: 4/3+1/2+1 (save DC 13 + spell level).

Room 17 – Silver Storage #1 (EL 1):

Two goblins sit on top of a large crate in the southeast corner of this 50-foot by 50-foot room. They are sweating and panting hard from the physical labor of moving the crate across the room, as can be attested to by the drag marks going from the center of the room to where the crate labeled “Soulgrave Silver Coalition” rests. They look up with weary eyes before they draw long daggers from their belts to throw them at you.

The crate that the goblins were sitting on contains 500 gold pieces worth of stolen silver ore. The com-

bined weight of the ore and crate is over 500 pounds.

Tactics: These goblins are tired, but ready for a fight. They will throw their daggers at the party as they run across the room. By the time they reach the party for melee, they will have their axes drawn and be ready to do battle.

Goblins (2): Small Humanoid (Goblinoid); CR 1/4; HD 1d8; hp 5, 8; Init +1; Spd 30 ft.; AC 16; Att hand axe +1 melee (1d6-1, 20/x3 crit), dagger +3 ranged (1d4-1, 19-20/x2 crit); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Equipment: Hand axe, dagger, small wooden shield, studded leather armor, and misc. coins.

Room 18 – Guard’s Room (EL 4):

This 30-foot by 50-foot room appears to be a guard room of some type. A single table with two small chairs is the room’s only furnishings. Two hairy goblins are playing cards at the table, each with a large rat sitting on his shoulder. They turn at the sound of the door.

“Intruders!” they both shout in chorus. As the rats jump from their shoulders, they leap up with naked axes in hand.

There are three dire rats and two wererat goblins in this room. They will attack any non-goblin that they encounter, except for Lawrence and Narzy. When they hear the door squeak open, they command their dire rats to attack, one from each of their shoulders and one more from under the table.

Tactics: These rats and wererat goblins are here to keep the peace on this level between the other normal goblins and the wererat versions. As such they are ready to do battle in the blink of an eye and will come to bear in melee combat as quickly as they can, focusing all of their efforts on the biggest fighter in the group. The rats will also join melee combat and attack anyone near them. These wererat goblins wish to be taken from this duty and given a more important task (such as raiding the caravans). To this end they will attempt to give the curse of lycanthropy to any spellcasters in the party, swaying them to Lawrence’s side.

Dire Rats (3): Small Animal; CR 1/3; HD 1d8+1; hp 2, 4, 9; Init +3; Spd 40 ft., climb 20 ft.; AC 15; Att bite +4 melee (1d4 and disease); SA Disease (Fort DC 12, filth fever); SQ Scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (bite).

Wererat Goblins (2): Small Shapechanger; CR 2; HD 1d8+1; hp 9 (x2); Init +0, +3 as rat; Spd 30 ft., 40 ft., climb 20 ft. as rat; AC 13, 17 as hybrid, 17 as rat; Att hand axe +3 melee (1d6, 20/x3 crit), bite +1 melee (1d4, 20/x2 crit) as hybrid, or bite +4 melee (1d4, 20/x2 crit) as rat; SA Curse of lycanthropy; SQ Rat empathy, scent, damage reduction 15/silver, darkvision 60 ft.; AL LE; SV Fort +5, Ref +5, Will +4; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10 as rat or hybrid.

Skills and Feats: Climb +14, Hide +11 as rat or +7 as hybrid, Listen +8, Move Silently +6, Search +8, Spot +8; Multiattack, Weapon Finesse (bite) as rat or hybrid, Weapon Finesse (hand axe) as hybrid or humanoid.

Equipment: Hand axe, small steel shield, and misc. coins.

Room 19 – Secret Chamber #4: To enter this room, the characters must first find the secret door. This will require a successful Search or Spot skill check (DC 18) to locate the door. Once the door has been located and opened, read or paraphrase the following:

The secret door silently slides off to the right and into the wall to reveal a 20-foot by 20-foot room. The floor is covered in the rocky debris of a recent cave-in. The north wall appears to have a scrawled message on it, partially covered by the debris.

The cave-in that has caused all of the debris in this room happened a week before the goblins moved into the mine. The current inhabitants do not know of this room's existence, but Narzy Hilspek believes that a room like this does exist on this level and would pay a handsome reward if its existence were made known to him.

Careful and thorough searching may yield the one treasure in the room. A Search skill check (DC 18) will produce an *amulet of protection from evil* that was left here by a member of the clergy that attempted to lock Serrenna back into her underground tomb.

A message, scrawled in blood along the bottom of the north wall, is partially covered by debris. This message reads:

“Know ye who enter here that this place is as cursed as Jasper Gannu himself. Leave now lest you waken the evil of ancient times and it comes for your immortal soul.”

Room 20 – The Zombie Closet (EL 1):

This small 20-foot by 20-foot room is more of a storage closet than a room. Numerous partially assembled human and dwarven bodies hang from hooks around the room. Arms and legs litter the floor with a rack of heads against the north wall.

This is where the goblin bandits bring their defeated foes to be animated as zombies. There are currently four animated zombies in the room that will activate when the characters enter. There are enough body parts in the room to create four more zombies. The animated zombies will chase the characters out of the room if they flee.

Zombies, Medium (4): Medium Undead; CR 1/2; HD 2d12+3; hp 8, 16, 17 (x2); Init -1; Spd 30 ft.; AC 11; Att slam +2 melee (1d6+1, 20/x2 crit); SQ Undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Room 21 – Silver Storage #2 (EL 2):

This 40-foot by 50-foot room contains a great number of crates with red lettering that says “Archbridge Mining Guild.” A single goblin wearing long robes and broken spectacles walks around the room opening crates and writing on a piece of paper. He turns at the sound of the door opening and looks over at you.

“So the humans want their silver back, eh? What about the earth itself? Do you think it is any less lacking in want to have it back?” he questions in a huffy tone as he drops the quill and paper to reach for his dagger.

The goblin that is taking inventory of the room is G'zogah the wizard. He is renowned in his tribe for having a quick wit and a chaotic personality. G'zogah will defend the stolen silver ore from the characters and will not run from this fight, even if it means his death. He is wholly insane and cannot be reasoned with.

In the numerous crates is a total worth of 1,500 gold pieces of silver ore. This amount of ore weighs over 1,800 pounds and is divided equally amongst the 15 crates in the room.

Tactics: G'zogah will start off the battle by throwing his *magic missile* spell at any obvious spellcaster. He will follow up on the next round by pulling out his *wand of magic missiles* and continue to use the wand on anyone who tries to engage him in melee. He will dodge in and out of the crates in the room, hoping that he will not be found (Hide +9) and



attacking with his wand or spells as an ambush.

G'zogah, male goblin Wiz2: CR 2; Size S (3 ft., 5 in. tall); HD 2d4+6; hp 14; Init +3; Spd 30 ft.; AC 14; Att dagger +2 melee (1d4, 19-20/x2 crit), or +5 ranged; AL CE; SV Fort +3, Ref +3, Will +6; Str 10, Dex 17, Con 17, Int 16, Wis 16, Cha 5.

Languages Spoken: Common, Giant, Goblin, Infernal.

Skills and Feats: Appraise +3.5, Balance +5, Concentration +8, Disable Device +5.5, Knowledge (arcana) +8, Scry +8; Alertness, Scribe Scroll.

Possessions: Masterwork silver dagger, spellbook, *wand of magic missiles* (16 charges, caster level 3), and misc. coins.

Wizard Spells Known (4/3, save DC 13 + spell level, spells marked with a * are currently memorized): 0-level – *arcane mark, dancing lights, daze*, detect magic*, detect poison, disrupt undead, flare*, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost*, read magic, resistance*; 1st-level – *burning hands*, identify, mage armor*, magic missile*, obscuring mist, silent image*.

Room 22 – Secret Chamber #5 (EL 3): The secret entrance to this room is well hidden. A successful Search or Spot skill check (DC 16) is required to find the hidden door. If the door is found and opened, read or paraphrase the following:

The secret door creaks opens to reveal a 40-foot by 20-foot room, littered with stone and wooden fragments that appear to be the work of an old cave-in.

The creaking noise of the door will force a wandering monster check at 25%. If no encounter is indicated, the characters may continue into this room. The debris on the floor is from a cave-in that happened nearly 20 years ago. The goblins and wererats never found this secret room and don't know of its existence.

In the room's center is a covered mine shaft that goes down to Room 2 on Level 3. Because of the fallen stones and beams, this shaft is hidden and is considered to be a covered pit trap. The pit opens into a spiraling inclined chute, so characters who fall are not injured too badly and can climb back up (DC 15). If any character falls in, they will be deposited in Room 2 on Level 3 with everything that they were carrying. This could separate the party.

Pit Trap (60 Ft. Deep): CR 1; no attack roll necessary (1d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Room 23 – Silver Storage #3:

A small open crate stands in the center of this 30-foot by 50-foot room. From the door the contents of the crate can be seen: silver ore.

This is one of the storage rooms used to house any silver ore that is either stolen from the caravans or mined from below. The crate that stands open is filled with 250 gold pieces of raw silver ore that weighs nearly 150 pounds.

Room 24 – Trading Office/The Way Down:

This 50-foot by 30-foot room looks to be a very large office. Numerous crates rest in the northwestern corner of the room stacked three high to the ceiling. A desk sits in the southwestern corner, papers and books covering its surface.

This is the trading office for Lawrence and Narzy's silver mining operation. They have been keeping detailed records of their thefts and sales over the last few weeks. A Search skill check (DC 13) will produce a series of papers that details the mining operation and trade of the zombie-mined silver from Level 3. The numerous crates that are stacked in the corner are empty and waiting to be filled by the next shipment of silver ore.

The dead end corridor to the east of this room ends in a long shaft that goes straight down to Room 1 on Level 3. This shaft is used by the large elevator that brings up crates of silver ore from below. A single winch mechanism operates the elevator and can be used to retrieve the platform from below. Cranking the elevator up to this level takes 10 minutes of hard work.

Abandoned Silver Mine, Level 3: Zombie Mines

All corridors and rooms on this level are 8 to 10 feet high. The walls are made from the same bedrock that the other levels are made from. Doors are made of solid stone, nearly six inches thick, and slide up into the door jam when opened. Locks for these doors are located on the inside of the door and a hidden latch (Search or Spot check, DC 18) may be located on the outside of the door to open it. The doors are considered to have the following game statistics.

Stone Door: 6" thick; hardness 8; hp 60; Break DC 28 (stuck), 28 (locked).

Zombies are mining this level constantly, providing a -2 penalty to all Listen skill checks that may be required by the characters due to the constant noise echoing down every corridor and room. However, the characters will also receive a +2 bonus to Move Silently skill checks. Unless otherwise stated in the room description, all characters will have these bonuses and penalties.

Wandering Monsters

There is a 15% chance (1-3 on a d20) per half hour that the characters will come across a random encounter while in a corridor or in an empty room. This chance is increased by +5% if the characters are not being cautious or are making noise, and a +10% chance if they are yelling and causing loud noises (example – knocking over tables, breaking down a door, etc.). If an encounter is called for, roll 1d6 and consult the following table. Roll hit points for each encounter separately.

1d6	Encounter
1-3	4 zombies (EL 2)
4-5	2 large ogre skeletons (EL 2)
6	4 large ogre zombies (EL 4)

The following statistics blocks are provided for easy reference for the Game Master.

Zombies, Medium (4): Medium Undead; CR 1/2; HD 2d12+3; Init -1; Spd 30 ft.; AC 11; Atks slam +2 (1d6+1); SQ Undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Ogre Skeletons, Large (2): Large Undead; CR 1; HD 2d12; Init +5; Spd 40 ft.; AC 13; Atks 2 claws +2 (1d6+2); Face/Reach 5x5 ft./10 ft.; SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +3; Str 14, Dex 12, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Ogre Zombies, Large (4): Large Undead; CR 1; HD 4d12+3; Init -1; Spd 40 ft.; AC 11; Atks slam +4 (1d8+4); Face/Reach 5x5 ft./10 ft.; SQ Undead, partial actions

only; AL N; SV Fort +1, Ref +0, Will +4, Str 17, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Room 1 – The Way Up/Zombie Miners (EL 3)

The sounds of picks and shovels hammering into rock echoes up the lift's shaft and can be heard long before reaching the bottom. As the floor of the lift breaches the ceiling of the third level of the abandoned mine, the scent of the dead assaults your senses.

This large 30-foot by 40-foot room contains piles of broken stone, a light covering of silvery dust, and six beings that slowly move around the room. Four of these beings look like human corpses with their pale flesh hanging from their bodies. The other two beings look like large badgers that have been heavily damaged.

As the lift touches down on the floor, the beings slowly turn to regard you with sunken, glowing red eyes in their rotting faces. "Intruders!" they say in a raspy, gasping voice as they begin to shamble towards you.

The six beings in this room are zombies. The humans were once miners that worked on some of the silver mines to the west of the town and were captured by Lawrence's goblins. The other two are zombie badgers. These creatures were summoned by gnome druids to locate and kill Narzy, but he eliminated them first.

There is a single door leading out of the room to the south, and an automated lift standing at the ready in the southwestern corner of the room. The lift goes up to the hallway, east of Room 24 on Level 2.

A short way to the south of this room, the corridor turns east and is bisected by a rail line. Characters must roll a Listen or Spot skill check when reaching this intersection (DC 20) to notice a mining cart full



of ore that is speeding from north to south. If they fail the check, a Reflex save (DC 18) is needed to get out of the way of the car; those who make their skill check gain a +2 bonus to this save. A failed Reflex save means 3d4 points of damage as the ore cart crashes into the character. The ore cart carries 150 pounds of silver ore, worth 50 gp.

If the characters follow the rail tracks, they will find two more carts along the way. Except for a slight slope at the crossing outside room 1, the tracks are level.

Tactics: The zombies of this room are unthinking monsters. They have been commanded by Narzy to mine ore, bring it to this room, and to attack and kill intruders to this level. The zombies will pursue the characters out of the door and through the rest of this level, but they will not attempt to follow characters going up the lift. These zombies will fight to the death.

Zombies, Medium (6): Medium Undead; CR 1/2; HD 2d12+3; hp 10, 13, 14, 15, 16, 17; Init -1; Spd 30 ft.; AC 11; Atks slam +2 (1d6+1); SQ Undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Room 2 – Storage Room

The door to this 40-foot by 20-foot room is not locked. Guttering torches rest in ancient sconces and provide little light to illuminate the numerous boxes, crates and barrels that are stacked around the room. Eerie-looking shadows play and dance across the walls from this light.

Characters may search the room to discover that there are six crates filled with shovels, eight boxes of light picks, two boxes of heavy picks, and numerous barrels of lamp oil. Other than the crates of mining equipment, there is nothing of value here.

The door to the east is unlocked and there is a large hole in the northwestern corner's ceiling. This hole leads up to Room 22 on Level 2 by way of a 50-foot inclined chute. Climb skill attempts can be made to scale this chute (DC 15).

Room 3 – Zombie Miners (EL 3)

This 50-foot by 50-foot room contains large piles of rock and silver ore lying on the ground. The noise that permeates the entire level seems to come from here. The sounds of picks and shovels cracking and breaking into the rock walls never cease. What looks like four humans and two dwarves swing their tools against the ore, breaking it free from the walls.

Shovel Stats

The shovels used by the zombies of this level of the mine can also be used as weapons. These shovels and spades are easily found at any gear shop.

Shovel: *Weapon Type:* Simple Melee Weapon; *Cost:* 2 gp; *Damage:* 1d8; *Critical:* x2; *Range Increment:* -; *Weight:* 8 lbs.; *Type:* Bludgeoning.

In this room, it is very difficult to cast spells, hear slight noises, or do anything that requires sound. A Concentration skill check (DC 20) is required to cast any spell with a verbal component, to use a bard's music ability, or for a cleric or paladin to turn undead. All Listen skill checks are at a -4 penalty while in this room, due to such loud noises.

There is a single door in the southeastern corner of the room. This door is unlocked and open, unless the characters have closed it. In this case the door locks itself from the inside as soon as it closes. The lock can be undone without a skill check from the inside of the door. However, if the characters are on the other side of the door, they will need to find the hidden latch (see the level notes above for more details).

The six zombies (four human and two dwarven) do not notice the characters unless they attack. If any of them is attacked, they will all stop digging to attack the intruders. These zombies will pursue the characters anywhere on this level, but will not go down the ladder to Level 4 or up the lift to Level 2.

Zombies, Medium (6): Medium Undead; CR 1/2; HD 2d12+3; hp 6, 12, 14, 16, 20, 24; Init -1; Spd 30 ft.; AC 11; Atks slam +2 (1d6+1); SQ Undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Room 4 – Office and Quarters of Narzy Hilspek (EL 6)

There are two ways of entering this room. The first is by way of the mining carts that come through the open hole in the south wall. The second is by way of the locked door in the southern wall. If the characters attempt to bypass the door, see the level notes above for more information on how to breach the locked stone door. Once the characters are in the room, read or paraphrase the following:

This 40-foot by 50-foot chamber is filled with the walking dead. Of the five walking corpses in the room, three appear to have once been human miners and the other two appear to have been dwarves. These undead are shoveling rocks and ore into a mining car located by the tracks that leave through the south wall.

A single desk and a cot take up the northeastern corner of the room. A small gnomish male sits behind the desk, spectacles slid down to the tip of his nose. He looks up at your entrance.

“So, I have visitors. You must indeed be stalwart adventurers to make it this far through Lawrence’s goblins and lycanthropes. But that is of little consequence to me. I am prepared to make you an offer, in exchange for your lives and damage to my property. You see, if I am to battle with you and you destroy my zombies,” as he nods towards the five walking dead near the south wall, “I will have no one to dig out the rich veins of ore here. That would definitely be troublesome in my business dealings.”

The gnome gets up from behind the desk and cracks his dirty knuckles, smiling broadly. “I offer you this: give me all of your magic spells and items. In exchange for these, I will allow you to continue on with your quest to rid these mines of the vermin infesting them. Are we agreed?”

Narzy is the gnome that is offering the characters the bargain. He is lying through his teeth (contested Bluff against the characters’ Sense Motive). He has no intention of letting the party go free. In fact, he wishes to take those that look strong and give them shovels and picks to go mine ore as part of his undead followers.

Narzy will wait until the characters have come to an agreement as to what they wish to do. He is confident and in charge of the situation. If they have doubts, but look like they are about to agree, he will allay any fears they may have and continue to reinforce the business aspect of his operation, and how important that is to him.

After negotiations have either been completed, or gone sour, Narzy will smile at the characters and order his zombies to attack. 1d4 zombies will arrive five rounds later to join the battle, unless Narzy is killed before then.

Tactics: On the first round, Narzy commands his zombies to attack the party while he mentally summons other zombies from nearby rooms to come and aid him. The zombies will continue to attack until they are destroyed, the party is dead, or Narzy is killed. If Narzy is killed, all of the undead on this level of the mine will fall to pieces. After this initial round of mental commends, Narzy will enter combat by *charming* the strongest party fighter and then using *ghoul touch* on the strongest arcane caster

the next round. He will continue to use his spells until he is out of them, or until he is brought into personal melee combat, where he will use his magic light pick. Narzy will warn Lawrence if he can escape from combat, which he will only do if all of his zombies are dead and he has been brought to 15 hit points or less.

Zombies, Medium (5): Medium Undead; CR 1/2; HD 2d12+3; hp 9, 11, 15, 16, 25; Init -1; Spd 30 ft.; AC 11; Att shovel +2 melee (1d8+1, 20/x2 crit); SQ Undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.
Skills and Feats: Toughness.

Narzy Hilspek, male gnome Wiz3/Exp3: CR 5; Size S (3 ft., 6 in. tall); HD 3d4+3d6+12; hp 26; Init +5; Spd 20 ft.; AC 15; Att light pick +5 melee (1d4+1, critical x4), or +5 ranged; AL LE; SV Fort +4, Ref +3, Will +3; Str 10, Dex 13, Con 15, Int 15, Wis 5, Cha 9.

Languages Spoken: Abyssal, Common, Dwarven, Elven, Gnoll, Gnome, Goblin, Infernal, Orc, Sylvan.

Skills and Feats: Bluff +1, Concentration +8, Disable Device +7, Hide +5, Knowledge (arcana) +8, Move Silently +2, Pick Pocket +7, Profession (miner) +3, Speak Language +6, Use Rope +5; Brew Potion, Improved Initiative, Scribe Scroll, Skill Focus (Disable Device).

Possessions: Leather armor +1, light pick +1, spellbook, arcane scroll (caster level 2; *charm person, cause fear*), arcane scroll (caster level 3; *reduce, blindness/deafness*), arcane scroll (caster level 4; *alter self, summon swarm*), misc. coins.

*Wizard Spells Known (4/3/2; save DC 12 + spell level; spells with a * are currently memorized):* 0-level – *arcane mark, dancing lights*, daze, detect magic, detect poison, disrupt undead, flare*, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost*, read magic, resistance**. 1st-level – *burning hands, change self, charm person*, detect undead, protection from good*, reduce, shield*, silent image*. 2nd-level – *detect thoughts*, ghoul touch**.

Room 5 – Zombie Workroom/The Way Down

This 40-foot by 30-foot room seems to be filled with broken rocks and unassembled body parts. A large open metal grate is attached to the floor near the east wall with a ladder leading down into darkness.

There are enough body parts lying on the floor to create six zombies. The grate leads down to Room 1 on Level 4 and the grate has the same statistics as the grate located in Room 18 on Level 1.

Abandoned Silver Mine, Level 4: Lair of the Rat King

All halls are 10 feet wide and 9 feet high, made of rough stone. Rooms on this level are 9 feet high where the ceiling meets the walls, and 12 to 15 feet high in the center of the room. Each wall on this level is considered to be unworked stone and all doors are considered to be simple wooden doors with the following game statistics, unless otherwise noted in the room text.

Unworked Stone Wall: 5 ft. thick; hardness 8; hp 900; Break DC 65; Climb DC 20.

Simple Wooden Door: 1" thick; hardness 5; hp 10; Break DC 13 (stuck), 15 (locked).

Wandering Monsters

There is a 15% chance (1-3 on a d20) per half hour that the characters will come across a random encounter while in a corridor or in an empty room. This chance is increased by +5% if the characters are not being cautious or are making noise, and a +10% chance if they are yelling and causing loud noises (example – knocking over tables, breaking down a door, etc.). If an encounter is called for, roll 1d6 and consult the following table. Roll hit points for each encounter separately.

1d6	Encounter
1-3	2 wererat goblins (EL 4)
4-5	6 large zombies (EL 3)
6	1 wererat goblin (EL 2)

The following statistics blocks are provided for easy reference for the Game Master.

Wererat Goblin: Small Shapechanger; CR 2; HD 1d8+1; Init +0, +3 as rat; Spd 30 ft., 40 ft., climb 20 ft. as rat; AC 12, 16 as hybrid, 17 as rat; Att unarmed +3 melee (1d3 subdual), bite +1 melee (1d4) as hybrid, or bite +4 melee (1d4) as rat; SA Curse of lycanthropy; SQ Rat empathy, scent, damage reduction 15/silver; AL LE; SV Fort +5, Ref +5, Will +4; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10 as rat or hybrid.

Skills and Feats: Climb +14, Hide +11 as rat or +7 as hybrid, Listen +8, Move Silently +6, Search +8, Spot +8; Multiattack, Weapon Finesse (bite) as rat or hybrid, Weapon Finesse (unarmed) as rat or hybrid.

Zombie, Large: Large Undead; CR 1; HD 4d12+3; Init -1; Spd 40 ft.; AC 11; Att slam +4 (1d8+4); Face/Reach 5x5 ft./10 ft.; SQ Undead, partial actions only; AL N; SV Fort +1, Ref +0, Will +4; Str 17, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Room 1 – The Way Up/Guard's Room (EL 4)

This 30-foot by 40-foot room attaches to the room above by the ladder connected to the eastern portion of the north wall. Two hairy green goblins sit at a small table, playing cards as you enter the room. They reach over for their short spears and attack.

This room is connected to Room 5 on Level 3 by the ladder that ascends through the ceiling. The wererat goblins on guard here do not expect anyone to come down the ladder and will take one round to gather their spears and get ready for an attack.

Tactics: On the second round of combat, the wererat goblins will change to their hybrid form as they reach for their spears, readying them for battle. Starting on the third round, they will attempt to infect as many characters with lycanthropy as they can, using their spears to deliver the curse. These wererat goblins are not frightened of the characters, only surprised at their sudden appearance. They will not flee from battle, no matter how badly they are faring.

Wererat Goblins (2): Small Shapechanger; CR 2; HD 1d8+1; hp 8, 9; Init +0, +3 as rat; Spd 30 ft., 40 ft., climb 20 ft. as rat; AC 15, 19 as hybrid, 17 as rat; Att short spear +3 melee (1d8, 20/x3 crit), bite +1 melee (1d4, 20/x2 crit) as hybrid, or bite +4 melee (1d4, 20/x2 crit) as rat; SA Curse of lycanthropy; SQ Rat empathy, scent, damage reduction 15/silver, darkvision 60 ft.; AL LE; SV Fort +5, Ref +5, Will +4; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10 as rat or hybrid.

Skills and Feats: Climb +14, Hide +11 as rat or +7 as hybrid, Listen +8, Move Silently +6, Search +8, Spot +8; Multiattack, Weapon Finesse (bite) as rat or hybrid, Weapon Finesse (hand axe) as hybrid or humanoid.

Equipment: Short spear, leather armor, and misc. coins.

Room 2 – The Ancient Sleeping Evil (EL 7): Finding the secret, locked door to this room is a very difficult task. A Search or Spot skill check is required to first find the door (DC 30), then a second skill check is required to find the hidden latch that opens the door (DC 20). If the characters have discovered the hidden map fragment (from Level 2, Room 11), they may make Intelligence checks (DC 12) and if successful receive a +5 bonus to find the door (but not the latch).

Once the latch and door have been found, an Open

Locks skill check is needed in order to unlock the intricate locking mechanism (DC 27). Once the thick stone door is unlocked and opened, read or paraphrase the following:

The secret door swings slowly open on silent hinges to reveal a 30-foot by 40-foot room. The only objects in this room are a small pedestal made of stone that stands near the north wall and the clay urn that rests on it.

If the characters have been able to find the pieces of journal entries and warning messages that were left by the miners and clergy that locked away the ancient evil many decades ago, they will come to understand that this room is where the evil was locked away. The clay urn is a fragile piece of pottery (see below). Around the top of the urn are religious symbols and arcane marks. A Spellcraft skill check (DC 15) will indicate that these writings and marks are for binding evil into the object.

The urn and the pedestal are trapped (Search, DC 19) with a pressure plate that is set off if the urn is moved. The secret door will close very quickly and lock itself so that nothing can exit the room. If a character is in the doorway when this happens, he must roll a Reflex save (DC 19) to get out of the way of the heavy door. If this save is failed, he will take 4d8 points of crushing damage. Success at the check means the character either jumped into or out of the room in time (player's choice).

If the urn is broken or opened, read or paraphrase the following:

In an explosion of fog and mist, the urn breaks apart sending shards in every direction. Slowly the room begins to fill with a gray fog that clings to the floor of the room. After the fog seems to have stopped pouring from the now broken urn, it begins to turn back on itself in a rush, creating a great column. This column slowly begins to take the form of a beautiful woman with a longsword at her hip. She stretches and smiles at you.

Serrenna was trapped in her gaseous form in the urn. Now that she has been released, she wishes to waste no time in reclaiming the world. This plot starts with the characters that have let her free. She uses her domination power on each of them in turn, ignoring any attempts at them trying to cause her harm. If the characters do not fall under her power, she will attack those that do not, drink their blood, and use them to create vampire spawn.

Game Master's Note: Serrenna does not know of the wererat goblins or of Lawrence Gannu. If the

characters tell her about them, she will make a temporary alliance with them to rid the abandoned mine (she will recreate these creatures as vampire spawn later). She also does not know of the magic portal in Room 13 of this level. If she is given access to this portal she will leave the mine to begin her scheme elsewhere.

Clay Urn: Hardness 1; hp 6; Break DC 10.

Stone Door: 6" thick; hardness 8; hp 60; Break DC 28 (stuck), 28 (locked).

Serrenna Valuois, female human vampire Sor5: CR 7; Size M (5 ft., 10 in. tall); HD 5d12; hp 38; Init +7; Spd 30 ft.; AC 19; Att slam +6 melee (1d6+4); SA Domination, blood drain, children of the night, create spawn; SQ Damage reduction 15/+1, +4 turn resistance, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing; AL CE; SV Fort +1, Ref +6, Will +10; Str 18, Dex 17, Con -, Int 20, Wis 18, Cha 23.

Languages Spoken: Common, Draconic, Dwarven, Elven, Gnome, Sylvan.

Skills and Feats: Alchemy +13, Concentration +8, Escape Artist +5, Heal +5, Intuit Direction +5.5, Jump +7.5, Profession (scribe) +6, Ride +5, Scry +13, Sense Motive +14, Spellcraft +13, Spot +17; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes.

Possessions: Longsword +1, wand of color spray (12 charges left, caster level 3), potion of delay poison, potion of cat's grace, potion of spider climb, arcane scroll: erase (caster level 1), arcane scroll: spectral hand (caster level 3), arcane scroll: protection from arrows, summon monster II (caster level 3).

Sorcerer Spells Known (6/7/5): 0-level – flare, ghost sound, light, mage hand, prestidigitation, read magic; 1st-level – chill touch, feather fall, magic missile, protection from law; 2nd-level – alter self, melf's acid arrow.

Room 3 – Common Room

This 40-foot by 50-foot room appears to be a common meeting room. Numerous soiled cloth pillows lie scattered on the floor.

Other than the soiled pillows (1 copper piece value each), there is nothing of value in this room.

Room 4 – Private Barracks #1 (EL 2)

This 40-foot by 30-foot room contains only a single straw cot and its sleeping occupant. The goblin is snoring and snorting in his restless sleep, wrestling with his pillows.

This wererat goblin is suffering from the final stages

of the lycanthropy curse taking hold. His sleep is very light and he will wake up and attack if he hears any noises (a contested Move Silently skill check against the wererat goblin's Listen skill check, with a -4 penalty for sleeping). If the characters can sneak up on the goblin, they can use a coup de grace maneuver against him.

Wererat Goblin: Small Shapechanger; CR 2; HD 1d8+1; hp 9; Init +0, +3 as rat; Spd 30 ft., 40 ft., climb 20 ft. as rat; AC 13, 17 as hybrid, 17 as rat; Att claw +3 melee (1d6, 20/x3 crit), bite +1 melee (1d4, 20/x2 crit) as hybrid, or bite +4 melee (1d4, 20/x2 crit) as rat; SA Curse of lycanthropy; SQ Rat empathy, scent, damage reduction 15/silver, darkvision 60 ft.; AL LE; SV Fort +5, Ref +5, Will +4; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10 as rat or hybrid.

Skills and Feats: Climb +14, Hide +11 as rat or +7 as hybrid, Listen +8, Move Silently +6, Search +8, Spot +8; Multiattack, Weapon Finesse (bite) as rat or hybrid, Weapon Finesse (hand axe) as hybrid or humanoid.

Equipment: None.

Room 5 – Private Barracks #2 (EL 3)

The sounds of snoring echo off the walls of this 30-foot by 40-foot room. A single straw cot and chest of clothes are this room's only furnishings. A sleeping goblin lies on the cot, a naked longsword near his dangling hand. A steel breastplate rests next to the wall on the west side of the door.

This mighty wererat goblin is the only one that has been injured while raiding the silver caravans. A young nobleman from the south that was guarding the caravan had a silver longsword that wounded this creature a few days ago. He has just finished recovering from the ordeal and is now sleeping off the effects of the potions and herbs that the clergy prescribed to him.

He is in a deep sleep and will only be awoken by loud noises or if he is attacked. This wererat goblin can be attacked by a coup de grace maneuver.

Wererat Goblin: Small Shapechanger; CR 2; HD 1d8+1; hp 7; Init +0, +3 as rat; Spd 30 ft., 40 ft., climb 20 ft. as rat; AC 13, 17 as hybrid, 17 as rat; Att hand axe +3 melee (1d6, 20/x3 crit), bite +1 melee (1d4, 20/x2 crit) as hybrid, or bite +4 melee (1d4, 20/x2 crit) as rat; SA Curse of lycanthropy; SQ Rat empathy, scent, damage reduction 15/silver, darkvision 60 ft.; AL LE; SV Fort +5, Ref +5, Will +4; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10 as rat or hybrid.

Skills and Feats: Climb +14, Hide +11 as rat or +7 as hybrid, Listen +8, Move Silently +6, Search +8, Spot +8; Multiattack, Weapon Finesse (bite) as rat or hybrid, Weapon Finesse (hand axe) as hybrid or humanoid.

Equipment: Longsword, breastplate, and misc. coins.

Room 6 – Private Barracks #3 (EL 2)

This 30-foot by 40-foot room appears to be a private bedroom. A single straw cot, a chest of clothes, a small table, and two small chairs are this room's only furnishings. The short humanoid sitting at the table, throwing dice with a cup, looks up with a large grin at you.

"Seems that I have me self some visitors. Pity that I have to kill ye before I get to dice away your money," he says as he pulls out a beautiful axe and attacks.

This is one of Lawrence's wererat goblin bandits. This wererat goblin has committed a number of raids on behalf of Lawrence and his tribe. He wields an intricately wrought hand axe that he got from a raid a few weeks ago and will not part with it willingly. The dice that he owns are made of bone and are loaded to always roll two 6s.

Tactics: This opponent uses his curse of lycanthropy on his weapon. He attacks the strongest fighter type first in an attempt to convert him over to being a wererat in Lawrence's service. If this does not work, he will attack any spellcasters in the party until they are dead. This wererat goblin will not run from battle, swearing his life to Lawrence and thinking that the lycanthropy that was given to him makes him immortal.

Wererat Goblin: Small Shapechanger; CR 2; HD 1d8+1; hp 9; Init +0, +3 as rat; Spd 30 ft., 40 ft., climb 20 ft. as rat; AC 16, 21 as hybrid, 18 as rat; Att hand axe +4 melee (1d6, 20/x3 crit), bite +1 melee (1d4, 20/x2 crit) as hybrid, or bite +4 melee (1d4, 20/x2 crit) as rat; SA Curse of lycanthropy; SQ Rat empathy, scent, damage reduction 15/silver, darkvision 60 ft.; AL LE; SV Fort +5, Ref +5, Will +4; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10 as rat or hybrid.

Skills and Feats: Climb +14, Hide +11 as rat or +7 as hybrid, Listen +8, Move Silently +6, Search +8, Spot +8; Multiattack, Weapon Finesse (bite) as rat or hybrid, Weapon Finesse (hand axe) as hybrid or humanoid.

Equipment: Masterwork hand axe, studded leather armor, *ring of protection* +1, 2 bone dice (1 gp value each), and misc. coins.

Room 7 – Laboratory (EL 5)

Upon entering this 40-foot by 40-foot room, the smells of burning sage and death assault your senses. Thick clouds of black smoke hang in still air over burning candles and bubbling flasks of colored liquids. A potion shelf on the north wall contains nearly every type of spell component imaginable in small glass jars. A goblin wearing spectacles looks down a length of thin wood at you when you open the door.

“Shoo! Hogah has no time for you to muddle with. Be gone!”

This is the workroom and laboratory of the goblin wizard Hogah. He is in the middle of crafting a magic wand and does not want to be disturbed by the characters. If they leave quietly, Hogah will go back to work; if they do not leave, he attacks.

Other than the spell components and Hogah's personal belongings, there is nothing of value in this room.

Tactics: Hogah enjoys throwing spells at his opponents, but his current spell arsenal is not designed for that. He will throw a *lightning bolt* at the party on the first round, aiming for the person who opened the door. On the second round he will use the *lightning bolt* spell on the scroll that he has near him.

Hogah, male goblin Wiz5: CR 5; Size S (3 ft., 5 in. tall); HD 5d4+10; hp 22; Init +3; Spd 30 ft.; AC 14; Att dagger +3 melee (1d4, 19-20/x2 crit), or +6 ranged; AL NE; SV Fort +3, Ref +4, Will +4; Str 11, Dex 17, Con 15, Int 14, Wis 10, Cha 7.

Languages Spoken: Common, Goblin, Infernal.

Skills and Feats: Appraise +3, Concentration +10, Escape Artist +5, Hide +7, Scry +10, Spellcraft +10; Craft Wand, Maximize Spell, Scribe Scroll, Spell Penetration.

Possessions: Dagger, *amulet of shield*, arcane scroll: *magic missile* (caster level 1), arcane scroll: *lightning bolt* (caster level 5), spellbook, and misc. coins.

*Wizard Spells Known (4/4/3/1, save DC 14 + spell level, a * denotes a currently memorized spell):* 0-level – *arcane mark**, *dancing lights*, *daze*, *detect magic**, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic**, *resistance**; 1st-level – *burning hands*, *comprehend languages*, *identify**, *mage armor**, *magic missile**, *shield**, *sleep*; 2nd-level – *blur**, *ghoul touch**, *invisibility*, *knock*, *melf's acid arrow**, *mirror image*; 3rd-level – *haste*, *lightning bolt**.

Room 8 – Private Barracks #4 (EL 4)

This 40-foot by 30-foot room contains two cots, both of which are occupied by sleeping creatures. At the foot of each of the cots is an open chest filled with old cloaks and clothes.

These two sleeping humanoids are two of Lawrence's wererat goblins. They will be awakened if they are disturbed, or if they hear a noise (a contested Move Silently against the wererat goblins' Listen check, with a –4 penalty due to sleeping). If a character can approach them without waking them up, he will be able to get a coup de grace strike in on both of them.

The chests contain only the wererat goblins' worn and dirty clothes. There is nothing else of value in this room.

Wererat Goblins (2): Small Shapechanger; CR 2; HD 1d8+1; hp 7, 9; Init +0, +3 as rat; Spd 30 ft., 40 ft., climb 20 ft. as rat; AC 13, 17 as hybrid, 17 as rat; Att hand axe +3 melee (1d6, 20/x3 crit), bite +1 melee (1d4, 20/x2 crit) as hybrid, or bite +4 melee (1d4, 20/x2 crit) as rat; SA Curse of lycanthropy; SQ Rat empathy, scent, damage reduction 15/silver, darkvision 60 ft.; AL LE; SV Fort +5, Ref +5, Will +4; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10 as rat or hybrid.

Skills and Feats: Climb +14, Hide +11 as rat or +7 as hybrid, Listen +8, Move Silently +6, Search +8, Spot +8; Multiattack, Weapon Finesse (bite) as rat or hybrid, Weapon Finesse (hand axe) as hybrid or humanoid.

Equipment: Hand axe, misc. coins.

Room 9 – Common Room (EL 1): This common room has three entrances, one in the north, east and south walls. Once the characters enter the room, read or paraphrase the following:

This 40-foot by 40-foot room appears to be a sitting room. Mats have been spread out on the floor to offer some comfort to those sitting on the hard stone and they seem to be aligned to look towards the center of the room. Four large rats look up from their meal of scraps to glare at your entrance.

This is where Lawrence goes to play his flute for his minions. The room is currently empty, except for the four dire rats. These rats will not attack the characters unless they are provoked. There is nothing of value in this room.

Dire Rats (4): Small Animal; CR 1/3; HD 1d8+1; hp 2, 4, 5, 9; Init +3; Spd 40 ft., climb 20 ft.; AC 15; Att bite +4 melee (1d4 and disease); SA Disease (Fort DC 12, filth fever); SQ Scent; AL N; SV Fort +3, Ref

+5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Hide +9, Move Silently +6; Weapon Finesse (bite).

Room 10 – Lawrence’s Audience Hall (EL 6): In order to get into Lawrence’s audience chamber, the characters must first find either the secret door in the north wall (Search or Spot, DC 27), or bypass the locked south door (Open Locks, DC 25). Once one of these doors has been used, read or paraphrase the following:

A haunting flute tune is the first indication that you have reached a strange area within this abandoned mine. The music fills the 50-foot by 50-foot room to brimming with its soulful melody of loss. Against the west wall, facing six rows of small benches, is a single raised dais with a throne. On the dais sits a long, black-haired human male in his early 20s. He wears two feathers in his braided hair and has an unsheathed rapier near at hand. His legs are kicked over the arm of the throne and his head is tipped back in concentration as he plays a flute. He stops his sad song long enough to scratch the heads of two large horned black rats with glowing yellow eyes.

“So, you have discovered my lair,” says the man. “This is not good. You realize that people like yourselves are the reason I am the way I am? You don’t? Pity. I am Lawrence Gannu, owner of this mine and all that is within it. You are trespassing in my home. Leave now before this becomes your tomb!”

This is Lawrence Gannu, the Rat King. Characters who visited the Silver Cup Inn in Silverton will recognize him as the bard who was playing on stage. The two horned rats that accompany Lawrence are gifts from the dark rat gods and are fiendish dire rats. If the characters attack Lawrence, his rats will intercept the characters as Lawrence stands to get ready for battle.

Tactics: Lawrence is a crafty warrior and will command his *feather token whips* to attack on the first round. His rats will close into melee with spellcasters as soon as combat starts. Lawrence is trained well enough to know how to use his rapier in one hand while attempting to summon other rats with his *pipes of the sewers*. Lawrence will not flee from the battle and his rats cannot be controlled by anyone other than Lawrence by any means.

Lawrence Gannu, male wererat Brd3: CR 5; Size M (5 ft., 3 in. tall); HD 3d6+6; hp 19; Init +4, +7 as rat; Spd 30 ft., 40 ft., climb 20 ft. as rat; AC 16, 19

as hybrid or rat; Att rapier +9 (+12 as hybrid) melee (1d6+3, 18-20/x2 crit), bite +5 melee (1d4+1, 20/x2 crit) as hybrid, or +6 ranged; SA Curse of lycanthropy; SQ Rat empathy, scent, damage reduction 15/silver; AL NE; SV Fort +5, Ref +7, Will +8; Str 12, Dex 18 (24 as hybrid or rat), Con 14 (16 as hybrid or rat), Int 12, Wis 17, Cha 18.

Languages Spoken: Common, Goblin.

Skills and Feats: Appraise +7, Diplomacy +11, Gather Information +10, Hide +9, Perform +9, Tumble +9, Use Magic Device +9; Improved Control Shape; Multiattack, Skill Focus (Diplomacy), Weapon Finesse (bite), Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: Rapier +2, 2 quaal’s feather tokens (whip), pipes of the sewers, and misc. coins.

Bard Spells Known (3/2, save DC 14 + spell level): 0-level – *dancing lights, daze, detect magic, ghost sound, mage hand, resistance*; 1st-level – *charm person, identify, sleep*.

Fiendish Dire Rats (2): Small Animal; CR 1/3; HD 1d8+1; hp 7, 8; Init +3; Spd 40 ft., climb 20 ft.; AC 15; Atks bite +4 (1d4 and disease); SA Disease (Fort DC 12, filth fever), smite good; SQ Scent, darkvision 60 ft., cold & fire resistance 5; SR 2; AL LE; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Hide +9, Move Silently +6; Weapon Finesse (bite).

Room 11 – Lawrence’s Bed Chamber: There are two doors that enter this room, one in the east wall and one in the north wall. Neither of these doors is locked. No matter what door is used to enter this room, read or paraphrase the following:

This 40-foot by 40-foot chamber is decorated like a library. A four-posted bed rests in the center of the room and bookshelves line all four walls, only breaking for the doors in the north and east walls of the room. Each bookshelf is packed with books of different sizes and colors. The bed is covered in a large red down comforter and black silk encased pillows. This must be the bedchamber of a very important person.

This is Lawrence’s bedchamber. He is an avid reader of all types of books, but history and music are his passions. The entire library’s worth of books would be worth over 2000 gold pieces (Appraise, DC 20) to a collector of music or history.

Among all of the volumes of books is a single copy of the Gannu family history, which has been penned by Lawrence. To find this one volume, a character must succeed at a Search skill check (DC 25). If the check is failed, the book is not found. The book contains all of the information in the “Background Story”

portion of this module.

Room 12 – Treasure Room of the Rat King (EL 5):

There are two entrances to this room, the locked door (Open Locks, DC 30) coming from the corridor from Lawrence's bedchamber, and the secret door (Search or Spot, DC 20) that comes from winding outer hallway. Read or paraphrase the following when either of the doors is opened:

This 40-foot by 50-foot chamber contains four large stone coffers and numerous wooden crates. Each of the coffers has a heavy stone lid and a round mechanism that appears to unlock and open them. The crates have either blue or red writing on the sides of them. On the red crates the words read "Archbridge Mining Guild," while on the blue crates the words read "Soulgrave Silver Coalition." These must be the final crates of missing ore that the goblins have been stealing from the town. Silverton will be pleased that these have been found.

These crates are part of those that are missing from the Archbridge Mining and Soulgrave Silver Coalition shipments. These crates came from numerous caravans over the course of many weeks and they contain 1500 gold piece value of silver ore in each. Each of the three crates weighs 600 pounds and is made of heavy wood. It takes a crowbar and a great deal of strength (Strength check, DC 25) to open the crates.

The stone coffers are all locked (Open Locks, DC 30) and trapped. Each coffer has a different trap to protect the personal treasure of Lawrence Gannu. Consult the table below to see which trap must be disarmed and what the contents of the coffer are:

Coffer	Trap	CR	Contents
1	Arrow Trap	1	200 gp
2	Spear Trap	2	<i>Light mace +1</i> , 50 gp
3	Hail of Needles	1	6 <i>cure moderate wounds</i> potions
4	Scything Blade	1	Arcane scroll: <i>blink</i> , <i>magic circle against good</i> , <i>summon monster III</i> , <i>vampiric touch</i> (caster level 5); arcane scroll: <i>charm monster</i> , <i>major creation</i> , <i>teleport</i> (caster level 7)

Arrow Trap: CR 1; +10 ranged (1d6/x3 crit); Search (DC 20); Disable Device (DC 20). Note: 200-ft. max range, target determined randomly from those in its path.

Spear Trap: CR 2; +12 ranged (1d8/x3 crit); Search (DC 20); Disable Device (DC 20). Note: 200-ft. max range, target determined randomly from those in its path.

Hail of Needles: CR 1; +20 ranged (2d4); Search (DC 22); Disable Device (DC 22).

Scything Blade: CR 1; +8 melee (1d8/x3 crit); Search (DC 21); Disable Device (DC 20).

Room 13 – The Secret Tomb of the Gannu Family:

Locating the door to this secret chamber is a difficult task. A successful Search or Spot skill check (DC 25) will reveal the secret stone door entrance to the lost tomb. The door is not trapped and is easily opened, once it is found. Read or paraphrase the following once the door is opened:

The secret door to this 50-foot by 50-foot chamber slides silently to the left, to disappear into the wall. Four carved wooden coffins rest in the center of the room, devoid of any dust. A 10-foot diameter glowing circle of blue-white light takes up the center of the room. Motes and small arcs of energy jump and dance from the circle's circumference, filling everyone who looks at it with peace and contentment.

These are the coffins of Lawrence's family members. He has transported their corpses from their resting places to this secret tomb so that his enemies would not be able to use their remains against him. Each coffin has the name of its inhabitant carved into the top of it. The names on the coffins are Jasper (his grandfather), Elizabeth (his grandmother), Aaron (his father), and Courtney (his mother).

The circle of light inscribed into the center of the room's floor is a magic portal that can be used to teleport to the nearest large city of the GM's choice (this could scatter the entire party). Lawrence thought that opening this portal would allow the spirits of his dead relatives to come back to their bodies, so that they could once again live. Only Lawrence knows of this room and he will tell no one of its existence.

End Story

With the destruction of Lawrence Gannu and his tribe of goblins and wererats, the town of Silverton is once again safe to continue its mining operations. The recovered silver shipments will repair the town's economy and Silverton will forever be in your debt.

The End

Rewards

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award (150 to 300 XP). The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters. Award the total value (objectives, combat, traps, and roleplaying) to each character.

The following objective awards are per-character awards, not a part of the party experience award (as with combat and trap experience points).

Level 1 Objectives

Discovering Players' Handout #1	50 XP
Discovering Players' Handout #2	50 XP
Destroying the shrine at Room 13	100 XP
Destroying the shrine at Room 16	100 XP
Not desecrating Room 15	100 XP
<hr/>	
Total possible bonus experience points	400 XP

Level 2 Objectives

Discovering Players' Handout #3	50 XP
Discovering Players' Handout #4	50 XP
Discovering Players' Handout #5	50 XP
Discovering Players' Handout #6	50 XP
Discovering the message at Room 19	50 XP
Destroying the temple at Room 16	200 XP
Not killing the non-combatants at Room 4	50 XP
Not killing the non-combatants at Room 9	50 XP
Not killing the non-combatants at Room 10	50 XP
<hr/>	
Total possible bonus experience points	600 XP

Level 3 Objectives

Discovering Narzy's plot	100 XP
Shutting down Narzy's mining operation	150 XP
<hr/>	
Total possible bonus experience points	250 XP

Level 4 Objectives

Discovering Serrenna's tomb	100 XP
Not releasing Serrenna	150 XP
Discovering the secret Gannu crypt	150 XP
<hr/>	
Total possible bonus experience points	400 XP

Appendix 1: Silverton Area

Thorp of Silverton

Silverton (large thorp): Conventional: AL CG; 60 gp limit; Assets 400 gp; Population 76; Isolated (human 75, dwarf 1).

Authority Figure(s): Forbear the Smith, male human Exp5 (also the town sheriff); Blas Anains, male human Com1 (speaker to the town council); Renna the Midwife, female human Adp4 (midwife); Moses Ereint, male human Com2 (also the town judge); Laglidin Cladinias, male human Com3 (head of the Miner's Guild).

Militia: War1 (3).

Notes: Lawrence Gannu is the leader of the local group of bandits that is raiding the silver caravans traveling north. When he is in town he disguises himself as the bard that plays at the Silver Cup Inn.

The Silver Cup Inn

The Silver Cup Inn is a pleasant stop along the road from Soulgrave, in the south, to Archbridge, to the north. The proprietor of the two-story inn is an older gentleman named Blas Anains. Blas came to Silverton a little more than a decade ago to open an inn at this stopping point between the two major cities. He discovered that the addition of a tavern to the inn more than doubled his income, since the silver miners had loose purse strings if the ale was plentiful and the food was good.

Service	Cost
Single room (per night)	5 sp
Common room (per night)	1 sp
Mug of ale	4 cp
Dinner for one person	3 sp
Cheese and bread plate for one person	1 sp

Rusted Pick Trade Goods

The Rusted Pick Trade Goods shop is the be-all and end-all store to the frontiersmen who call Silverton home. Any equipment, other than weapons and armor, can be bought here. The owner, Moses Ereint, will also buy any non-magical used goods and equipment for 30% of their listed value.

Forbear's Smithy

Forbear is a great giant of a human male. He has worked the bellows of a smithy since he was a 12-year-old lad. His expert handling of his hammer and anvil allows Forbear to make masterwork weapons and armor in addition to normal weapons and armor. His prices are normal for these items and his custom (masterwork) items are 150% of their normal price.

Forbear the Smith, male human Exp5: AL CG; Str 19; Craft (weaponsmithing) +9.

Renna the Midwife

Renna is the midwife to the town of Silverton. She acts as healer, confidant, and notary public. She is a young-looking woman in her mid-forties. She knows how to use herbs and can cast a few spells to aid her in healing those that are wounded. She charges the standard prices for scrolls and healing herbs.

Renna the Midwife, female human Adp4: CR 3; Size M (5 ft., 2 in. tall); HD 4d6+4; hp 16; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +2 melee, or +3 ranged; AL CG; SV Fort +2, Ref +2, Will +7; Str 10, Dex 12, Con 13, Int 16, Wis 17, Cha 15.

Languages Spoken: Aquan, Common, Sylvan, Terran.

Skills and Feats: Alchemy +9, Concentration +8, Knowledge (nature) +8, Knowledge (religion) +9, Perform +4, Profession (herbalist) +9, Search +5, Spellcraft +10; Improved Initiative, Scribe Scroll, Skill Focus (Spellcraft).

Possessions: Herbs and misc. coins.

Adept Spells Per Day: 3/3/1 (save DC 13 + spell level).

Miner's Guild

The grizzled old Laglidin Cladinias is the leader of the Miner's Guild in Silverton. He controls the flow of all the silver that leaves town. He is very worried about the caravan attacks and is willing to pay those who are brave enough to rid this menace from the roads. He will offer the characters a lifetime membership to the Miner's Guild if they can rid Silverton of the bandits.



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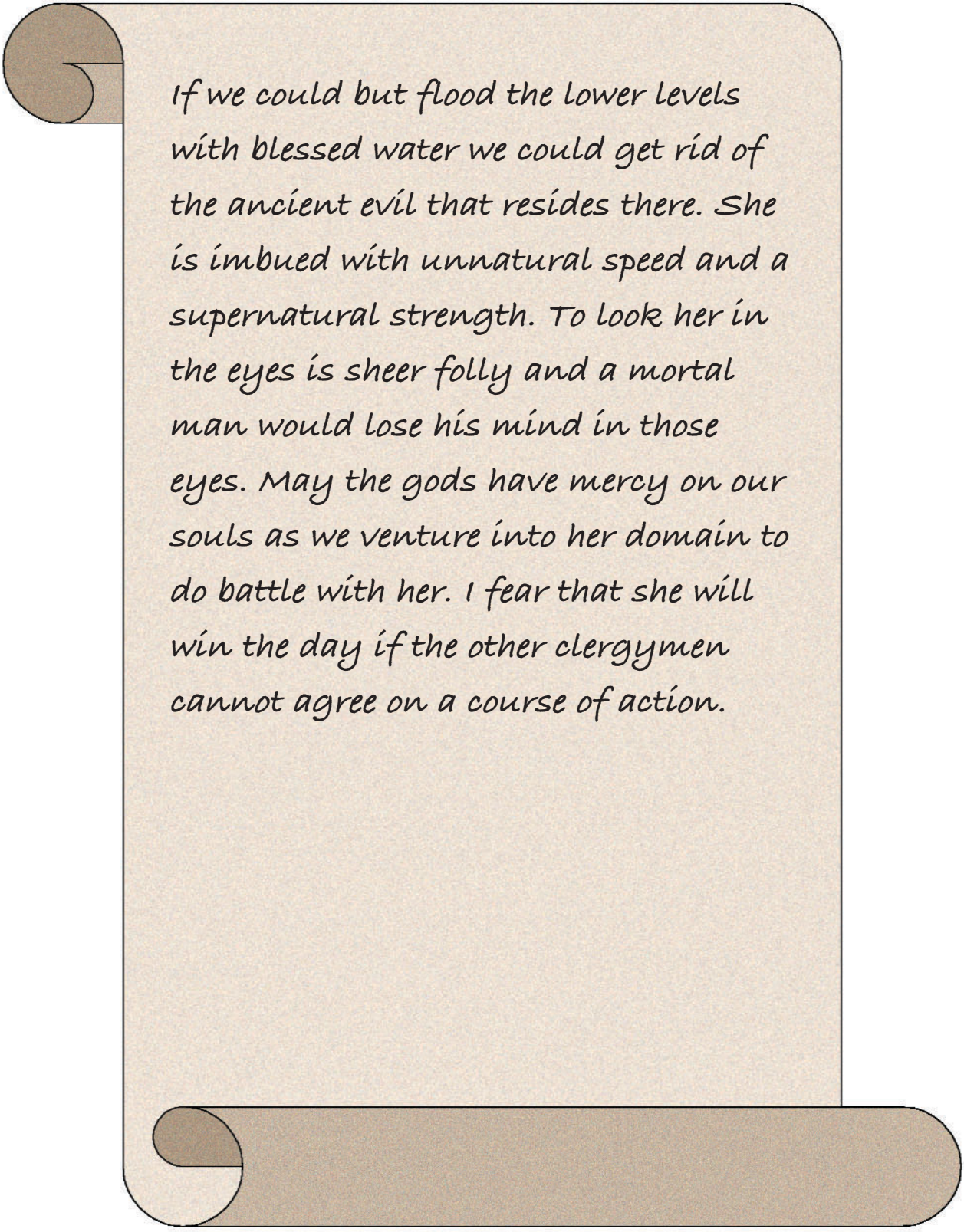
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Dungeon Crawl Classics #1 Idylls of the Rat King

PLAYER HANDOUTS

The player handouts that follow are not numbered, so as to prevent players from realizing if they missed a handout. They are presented here in the same order as presented on page 31 of the Idylls of the Rat King book.

*While I lay here dying of a mortal wound that
I received from that evil demon from deep within
this dreadful hole, I cast my eyes towards a
vision of the future that may be brighter by my gift.
I give to you, reader of this message, my family
sword to use against the dreaded she-devil from the
bowels of the Hells. Use it well against her and
her undead minions, and may it strike her true.*



if we could but flood the lower levels with blessed water we could get rid of the ancient evil that resides there. She is imbued with unnatural speed and a supernatural strength. To look her in the eyes is sheer folly and a mortal man would lose his mind in those eyes. May the gods have mercy on our souls as we venture into her domain to do battle with her. I fear that she will win the day if the other clergymen cannot agree on a course of action.

To my dearest love,

Jasper Gannu told me you'd be mining this area today so I came under the cover of darkness to hide my ring for you to find. If our love is to bloom and last eternal, you must find this. I have all confidence that you will and when you return to the surface, I will marry you.

- Jessica

Silverton is a small village located two weeks north of the city of Soulgrave and three weeks south of the capitol city of Archbridge. It is a mining village that grew from the hard work of one merchant family, the Gannu family of Soulgrave.

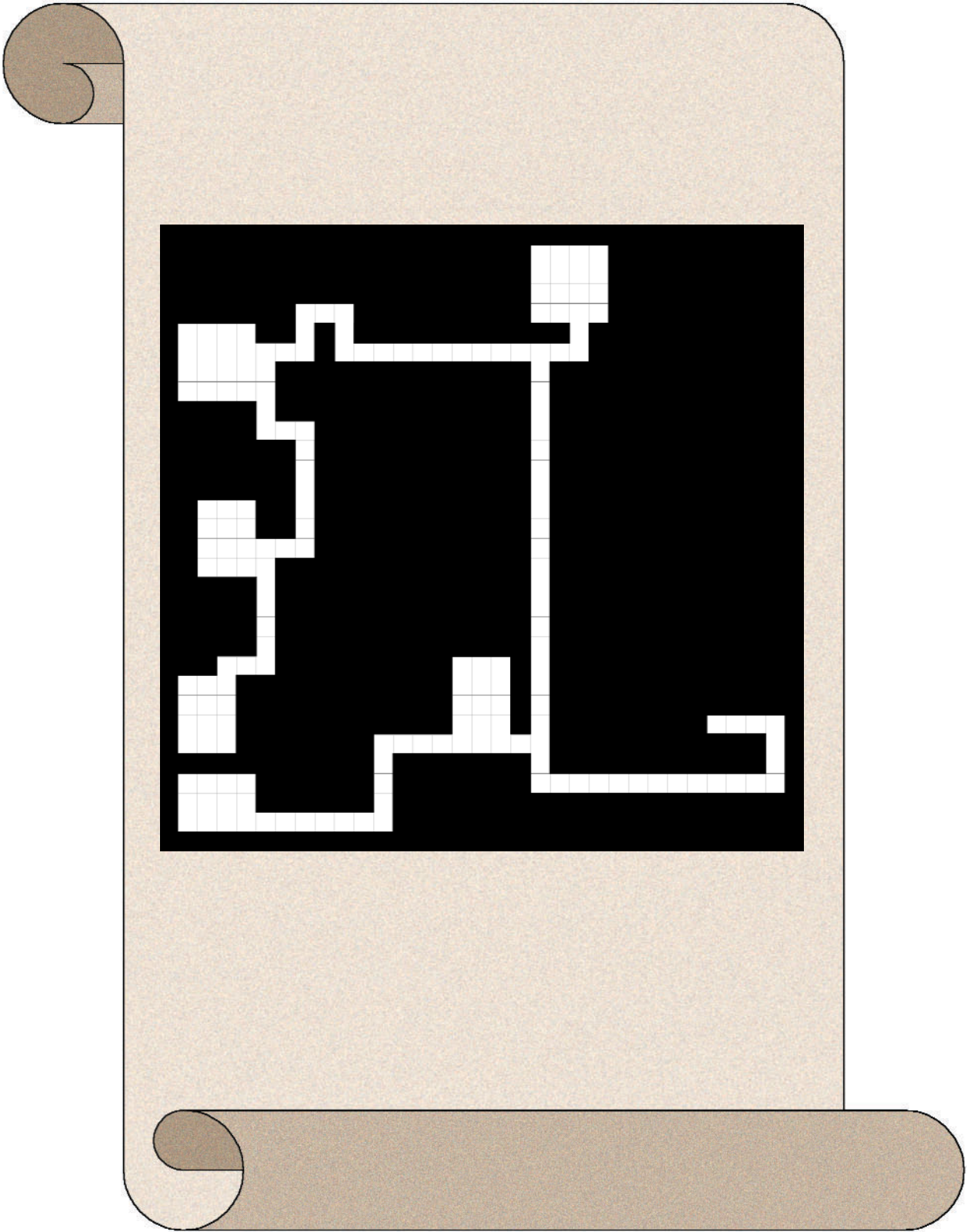
Jasper Gannu, prospector and patriarch of the Gannu family, discovered silver during a prospecting tour of the area over 100 years ago. He immediately spent his entire life's savings on funding a small mining operation and opening the silver mine on a rich vein of ore. Miners and the poor, looking for work, flocked to the Gannu Silver Mine, creating a small boomtown less than half a day's travel from the mine.

Within a few months, the mining shafts broke through large underground chambers that were littered with bones and huge nuggets of silver ore. The miners found this to be strange and priests were brought in from both Soulgrave and Archbridge to cleanse the area of evil spirits. All the while, Jasper was growing very rich and powerful from the silver that was transported to the Miner's Guild in Archbridge.

Two years after the mine opened, Silverton, as the boomtown was called, began to erect permanent structures for the miners. The silver ore was plentiful and other mines began to open to the west of the town under the banner of Archbridge's Miner's Guild. This is when disaster struck the Gannu Silver Mine.

Two years and six months to the day from when Jasper found the first silver vein, miners broke into a deep pocket under the earth. This pocket contained a hideously evil spirit that killed more than 20 miners before it was finally forced back into its lair by the priests and wizards who were called in to cast a mighty spell and lock the evil away.

The miners turned on Jasper Gannu, now with wife and child, blaming him for the catastrophic events. He was lynched and hung from a hastily made gallows in the center of Silverton. His wife and child were run out of town and cursed, "May no child of Jasper Gannu's seed be able to touch the horrid silver that has brought such evil to this town!" The Gannu family home was burned to the ground and the site was sown with thorny vines so that no one would ever be able to build on the spot again.



The evil beneath us has grown in power and has finally broken free. My companions have all perished to this terrible power and now I am afraid I will be next. I was one of the original men to break through into the forgotten tomb that held this terrible undead monster. Do not make the same mistake as we made when we reached the deepest level of the mine. Do not be as greedy as we were. Now we are going to pay for our greed in death. For this beast can raise us from the dead to serve on in undeath, as my fellows discovered too late. They are now skeletons, and even now I can hear them clawing at the beams and stone walls near me. Pray for me.

MONSTERS OF THE Endless Dark

The Wanderers Guild Guide to Subterranean Organisms

*Life, in its abundance, never ceases to amaze.
Even here, miles from sunlight,
in a realm bereft of green plants and nourishing rains,
nature thrives. Tiny, luminous fungi flourish
in the footprints of a ravaging brath. Mystic kezmarin frolic
amid crystal chasms, while the massive golshuda
ravages dwarven strongholds.
Indeed, life does not simply thrive down here;
it shapes the very stones we tread*

-From the Journals of Bessimus Camfor

This tome, the first in a series of guidebooks by the legendary Wanderers Guild, is a collection of essays and expositions by renowned Minesweeper Bessimus Camfor. Bessimus draws upon the experience and wisdom gained by decades of exploration and danger to bring this comprehensive guide to life. Here you will find detailed narrative and remarkable depictions of dozens of subterranean beasts and the realms in which they thrive.

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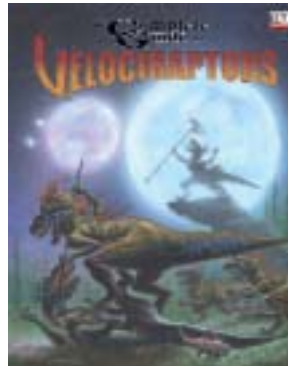
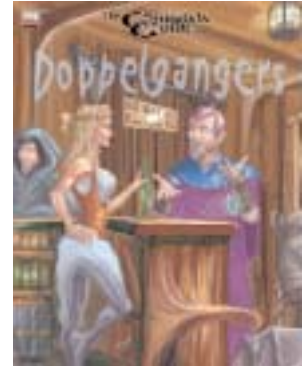
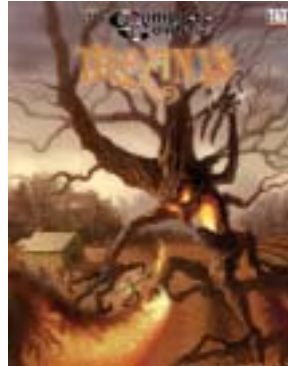
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(available June 2003)

Aerial Adventure Guide

Sky ships, cloud cities, floating castles, and more – a three-volume series with everything you need to take your campaign into the sky. Volume 1 covers rules for everything from aerial combat and skyships to new races, classes, and feats. Volume II describes drop-in aerial settings, including the sky elf city of Sellaine and others: Fulgash's Tower, the Wildlands, necromantic clouds, and more. Volume III presents stats for a wide variety of monsters, magic, and sky ships.

