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Part One
of The
Virgin Mine

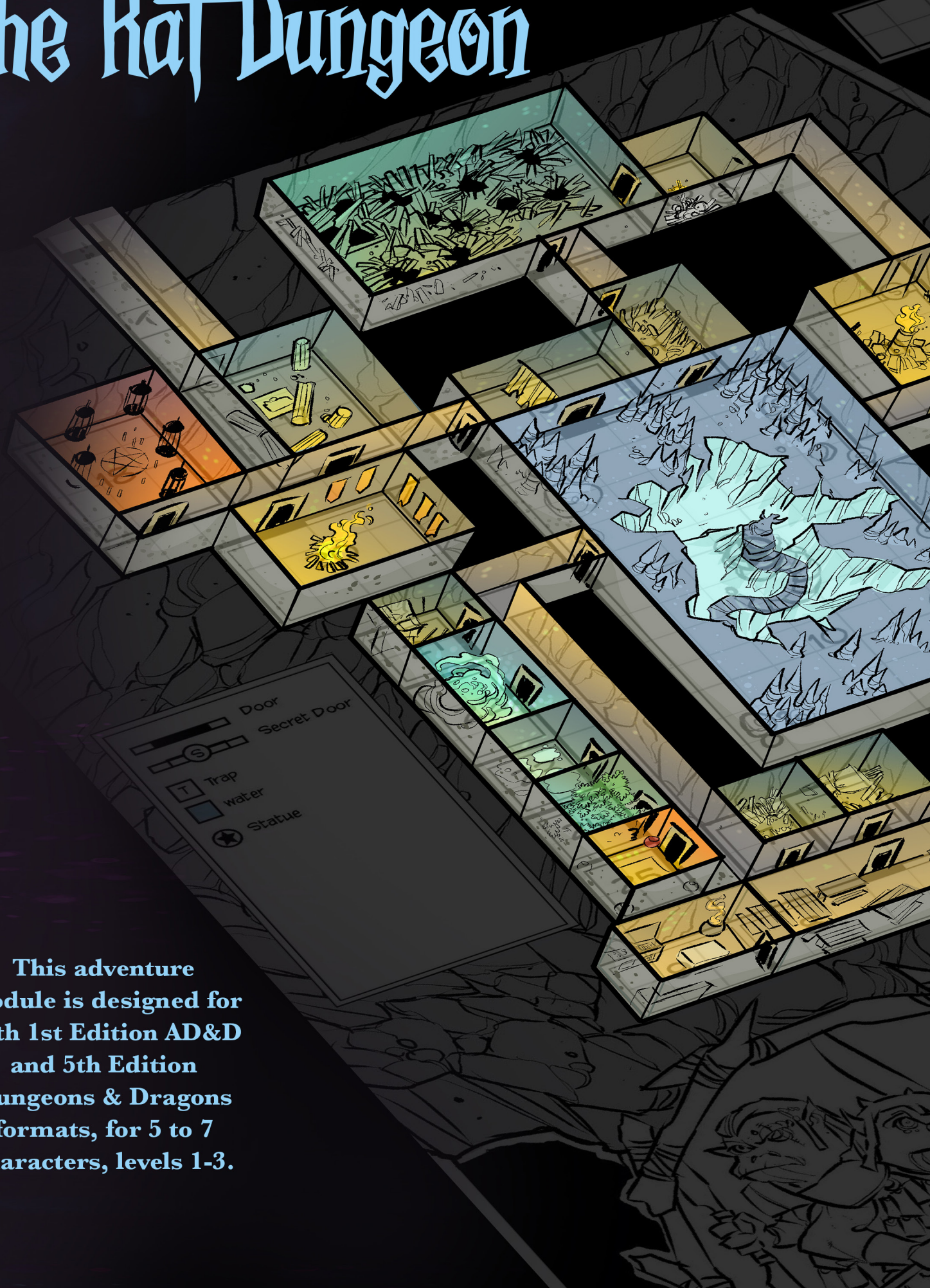
The Rat Dungeon



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The Rat Dungeon

This adventure module is designed for both 1st Edition AD&D and 5th Edition Dungeons & Dragons formats, for 5 to 7 characters, levels 1-3.



THE FOLIO

Folio Module

The Rat Dungeon

An adventure for 5 to 7 characters, levels 1–3



Folio #26: Part 1 of The Virgin Mine
The Rat Dungeon
by Scott Taylor

Folio Module

Part 1
of
The Virgin Mine

The Rat Dungeon

This adventure module is designed for both 1st Edition AD&D and 5th Edition Dungeons & Dragons formats, for 5 to 7 characters, levels 1–3.

My ‘Mad’ Design

So, what I’ve done, as simply as I can explain it, is create a dungeon that locks characters into an extended low-level campaign. Why did I do this? Well, I think low-level campaigns hold some of the best parts of D&D, and allowing both the characters and the DM to experience this (with a lot of cool wrinkles) will provide one of the best experiences you will have at a table. That, at least, is my plan (and what I’ve found to be true from my playtests). Typically, low-level

gaming requires a more careful approach, and one gets to see ingenuity not seen at higher levels. Also, combat is sped up by the limited hit point totals in both monsters and characters. So, having introduced that, I’ll get to the mechanics below, but just keep in mind that this is going to be a new experience, and you’ll need to embrace it so that your players will look to add to the fun instead of being upset by what their characters can no longer do.

The Virgin Dungeon

There are literally hundreds of immense dungeons, not to mention above-ground ruins, around the Nameless Realms imperial capital city of Nextyaria. Most are standard crawls, but there are a few which have infamous or notorious natures, one of the most famous of these being the Virgin Mine. But before we can get into what makes the Virgin Mine ‘special’, we need to understand a bit about the imperial capital.

Nextyaria rests at the relative ‘center’ of the world, sprawling across the equatorial band and surrounded on all sides by near a thousand miles of dark and nearly impenetrable jungle. When the Nameless Realms was formed by the gods, they resided here, bringing forth great creations, including their various ‘children’ in the races of the world. However, when the city fell

and the gods abandoned the world, it was lost to the encroaching jungles and forgotten to all races, save for whisperings in ancient texts. When it was finally rediscovered, the reclamation was nearly impossible due to its removed location and the climate that surrounded it. However, after nearly a century and the movement of a world government back into the city, along with the Emperor and his court, Nextyaria is now a prospering (if removed) city accessible by heavily armored river barges, airships, and a single Imperial Highway. Even so, life here would be uncomfortable at best, save for incredible magical climate controls that dome the city in tranquil temperatures and anti-insect magic. This magic, of course, comes at a high cost, one born from godly artifacts recovered from the ruins around the city. These artifacts are known as Mystic Ingots, and like a battery, they are required to power the city's elemental defenses. Not only are these ingots used by the city, they can also be utilized by mages and clerics to increase their power, so their value is incredible on the open market.

For this reason, many treasure hunters move into the ruins surrounding the city, searching out these ingots in old temples and dungeons, but those are a random search, which is unlike what has been discovered in the Virgin Mine. Here, Mystic Ingots

appear within the dungeon, again and again, continually bringing adventuring companies there to seek fortune within its depths. However, whatever magic created the abundance of ingots within has also spawned monsters to protect those treasures, as well as magical dampening fields that thwart the abilities of the adventurers who come inside, especially those with magical powers. Some hypothesize that the dungeon creates the ingots by stealing magic from those who enter, but whatever the case, all magic-users and clerics have come to avoid the dungeon as a deathtrap in which they do not choose to enter. Thus, the Virgin Mine is a fighter's haven, and over the past two decades since it was discovered, several fighter companies operate as excavators within each of the six dungeon complexes that make up the mine. Although rare and hard-won, a fine living can be made by the heavily armed and armored warriors who enter, but many still believe it to be a fool's errand, and so most adventurers from the city have learned to avoid the mine altogether, leaving the deep halls to the warrior factions who have set up camps outside.

All 'grey blocks' are for 5E conversions in this section.

What the Mine Means

to the Players

Okay, so I'm going to be honest with you as a DM, this entire series is meant to limit the use of magic, especially handicapping magic-using classes. **HOWEVER**, and this is a **BIG** however, there is a learning curve and a mystery within that will make magic-using classes vital to the game. Player's may (and likely will) complain. It will be your responsibility to assuage their concerns by giving them hints that there can be 'something more' if they just break the norm of the dungeon and try to utilize their creative minds within it. Also, the hit point limitation makes the dungeon deadly for all characters but also allows you as the DM to maintain a campaign that doesn't quickly spiral out of control with leveling and the constant need for tougher monsters (which is why I designed it this way).

Why Do the NPC Companies Use Only Fighters?

Well, because people are inherently stupid, and a 'tank mentality' is an easy and straightforward way to get what they want. Once it was discovered that the dungeon highly limits the use of magic yet seemingly favors heavy armor, companies began to utilize brawn instead of magic to acquire what they desired (ingots). While clerics could

wear armor and employ shields (as well as assisting in melee combat), their healing was so limited that early companies decided they were best utilized to heal the wounded after emerging from the dungeon, thus keeping clerics safe and maximizing their benefit. The presence of Healing Wellsprings inside the dungeon lessened the need for clerics and, therefore, reinforced the practice of delving within without a healer. It was for these reasons that very few early companies had either clerics or magic-users with them in the dungeon and never (as far as any of your player's know) discovered the existence of the Arcane & Divine Discs (which can only be seen by characters of those classes). Had knowledge of those special discs ever gotten out, perhaps companies would have changed their approach, but as it hasn't, companies developed in the fashion they have, and magic-users stay well clear of the Virgin Mine (other than to attempt to purchase, or steal, Mystic Ingots for easy leveling).

The Barrier

One thing that makes the Virgin Dungeon unique to each party entering is its 'instance' generation ability, meaning that even if seven parties are in the same section of the Virgin Mine at one time, they are not 'together' because the mine will generate its own unique version for each party. This plays out upon

entry when the party passes through a slightly orange glow, creating their own instance. While the unique experience within for each party protects parties from each other, it doesn't protect a party once it leave the dungeon (see The Camp below).

Outside Threats

There are always those who would steal from companies who are bringing vast wealth out of the Virgin Mine, and as the jungles are dark, thick, and filled with already dangerous enemies (like serpent folk, carnivorous plants, and terrible jungle predators), it makes living in the area something even the most hardened adventurers shun even before you add in well-organized bandit parties. Many are the tales of company camps that were wiped out by bandit raiders who then felled the already weakened company upon their exit from the dungeon, and that keeps most company members distrusting and xenophobic in the extreme.

The Camp

For the most part, camps are moving entities that flow around the massive ruin of the hill that comprises the Virgin Mine. All mine companies have a follower camp which will typically set up outside the entrance to a dungeon section and await the return of their 'masters'. These camps will comprise at least one healer (likely with 2 apprentices), several whores, a cook, a smith, and a Camp Commander who acts as a lead butler/

quartermaster with a half-dozen servants (at least 2 of which are typically guards). Outside of these mobile camps, a single occupied ruin called Jester's Bastion exists where a small mercantile business trades what the companies have to offer (or need). Jester's was created upon the ruins of an old temple complex and houses a single outfitter (Deluth's Dry Goods and Equipment), a tavern (Jungle Rot Dan's), an inn (The Floating Dream), and a merchant guildhall where representatives of various worldly powers await incoming ingots to purchase and then send where needed.

The Professional Companies

There are currently five large companies working within the overall dungeon complex of the Virgin Mine (although a few smaller companies would surely be around as well if you choose to create more drama or intrigue, e.g., have a smaller team wiped out by bandits or monsters, etc.). These companies are hardened and well-funded and maintained to get the job done, and are considered the 'professionals' of the Virgin Mine community.



The Professionals

Raiders of Old

[Dungeons Conquered 4: The Rat Dungeon,
The Howling Dungeon, The Ogre Arena,
The Dungeon of Death]

Tellen's Looters

[Dungeons Conquered 2: The Rat Dungeon,
The Howling Dungeon]

Heavy on Heavy

[Dungeons Conquered 5: The Rat Dungeon,
The Howling Dungeon, The Ogre Arena,
The Lair of Serpents, The Dungeon of Death]

Company of Stone

[Dungeons Conquered: None]

Scale Blades

[Dungeons Conquered 1: The Rat Dungeon]

Understanding the Company Mentality

Okay, so people have come here for profit, period. No one is looking to get famous, and certainly, the conditions here are tough in the extreme (and it seems the various companies and their interests want to keep it that way for fear of eventual Imperial involvement which would ruin their income stream). This is like a Wild West boomtown in many respects, and the law is kept only by the power of a blade, so keep that in mind. However, each company understands that flat out murder or wholesale slaughter would likely bring down Imperial Paladins from the capital, and they absolutely don't want that, so things are kept relatively civil on the surface, with all dark dealings and murder going on behind the scenes. As the plumbing of this Virgin Mine has been going on for a decade, companies have created a 'playbook' for how they deal with it, and that is as follows.

After 3 ingots are removed (not used) from a particular dungeon, a company will typically move to the next dungeon, repeating this until all six dungeons have been delved and 3 ingots looted from each. After all six dungeons are conquered by a company, that company is broken up and a new company is formed with at least 60% of its members new to the region and the dungeon. This can create strife, considering some fighters will not want to be replaced by 'new blood', and oftentimes, bloody duels take place to establish what original company members will remain.

Only fighter-type characters that can wear heavy armor are allowed into company rosters, and the use of a shield is also required.

As fighter-type characters are the only character classes that can discover a War Disc within the dungeons, they will often display this disc as a badge of honor/experience to those who come to the camp, often incorporating the disc into their armor.

Mystic Ingots

These pale silver ingots are of incredible value, not only to the Empire but to any wealthy individual looking to increase their power base. In game mechanics, they are an incredible energy cell that not only can help power the climate control defensive shield of Nextyaria but can also increase the level of a single character.

As such, they fetch a high price on the open market, between 50 and 150 thousand gold pieces (depending on who you are selling to). However, perhaps the most intriguing power these ingots have is locked within the Virgin Mine itself, and that is the ability to grant a level to ALL individuals in a recovery team while within the dungeon proper.

Wrinkle

If a recovered ingot is used while still inside the dungeon (for level progression), then it is not considered 'removed' by the dungeon intelligence and, therefore, does not count against the Dungeon Growth rates as described below.

Empowerment Discs

Within each dungeon, there are certain drop percentages (really up to the DM so that they can maintain game balance as they like) for unique items called Empowerment Discs. Each of these discs can only be seen by a certain class of characters; otherwise, they are invisible and 'out of time' for any other class (i.e., they don't exist). Once a character possesses one of these items, they need not gain another as these items cannot be 'stacked' to gain higher bonuses.

I have not 'placed' these items in the dungeon as that is up to the DM to decide where and when they can be found; however,

I would suggest that either a Divine or Arcane Disc be found on this adventure, as well as a single Mystic Ingot. If the party ‘clears’ this level and goes back for a second run at it, then another Empowerment Disc can be found, and if you want a percentage to find one, you could use the rule that there is a 5% chance of an Empowerment Disc drop (or ingot drop for that matter) per HD of a creature defeated. Thus, a 4 HD monster in this dungeon would have a 20% chance to drop a disc of some type.

Also, the dungeon will ‘sense’ what discs the party currently has and will not drop an identical disc if the party is currently in possession of that type. Thus, the maximum a party can have is 1 Arcane, 1 Divine, and 1 War Disc (however, you could acquire another War Disc from a fighter in another company, especially if that company was breaking up and the fighter leaving, but the price would likely be very high). Obviously, there are no limits to ingots, but the ingot drop rate (after finding the first one in any particular dungeon) is 2% per HD of monster encountered.

Arcane Disc

Allows for unlimited 1st level spell use while within the dungeon. This item can only be found by a magic-user or illusionist (or wu-jen if using OA) [Wizard, Sorcerer, Warlock only].

Divine Disc

Allows all 1st level clerical spells to function normally while in the dungeon. This item can only be found by a cleric or druid (or sohie if using the OA) **[Cleric or Druid only]**.

War Disc

Provides a character with 1 extra HP allowed per level inside the dungeon. This item can only be found by a fighter or fighter sub-type.

Wrinkle

These items do not ‘cross-class’ for hybrid characters. Thus, a paladin cannot use a Divine Disc, just like a Ranger cannot use an Arcane Disc. Bards are pretty much screwed.

Dungeon Mechanical Rules

Hit Point limits: Within the dungeon, each character class receives a limited number of HP according to their level and class as follows.

A: Fighter types (Fighter/Ranger/Paladin/Barbarian/Cavalier) get a base 2 HP per level after 1st level.

B: All other classes get 1 HP per level after 1st level.

C: There are no Constitution bonuses for HP within the dungeon UNLESS you are a fighter class (Fighter, Ranger, Paladin, Cavalier, Barbarian, etc.), and even then,

you are limited to only 1 bonus HP per level (Barbarians are granted 2 HP per level). Still, the fighter character must qualify for this bonus with the appropriate Constitution score (15 for AD&D, and 12 for 5E).

D: All characters above 1st are considered to have maximum HP for a first-level character of their class (plus the additional HP per level). Thus, a fighter would have 12 HP at 2nd level within the dungeon, while a 2nd level thief would have 7 HP. Remember, only fighter classes apply their Constitution modifiers within the dungeon.

Spells, Arcane

Casters gain spell slots normally, but spells within the dungeon are limited to 1 HP of damage per die. Thus, a 7 die Fireball would do 7 points of damage (yes, this would mean a Fireball would do the same as a Burning Hands spell although the area of effect would vary in the favor of the Fireball). Any spell that has a '+' to add damage is limited to a +1 per die. Thus, two magic-missiles would do 2 HP (1 for the d4 and 1 for the +1) each.

Spells, Divine

The above rules also apply to all clerical spells and base healing magic. A Cure Light Wounds would do 1 HP of healing **[A Cure Wounds would still get the Wisdom modifier, thus making 5E healing a bit more potent than AD&D]**, thus

rendering the healing powers of clerics extremely limited. A Heal spell will still heal all damage, save for 1d4 points.

Clerical Turning Magic

All clerics, no matter their level, turn as a 1st level cleric while within the dungeon.

Magic Items

All magic items are considered to be +1 within the dungeon. Any magical weapon that does 'extra dice' within the dungeon (like a flametongue, would do an extra point of damage for the effect). Rod, Staff, and Wand spells will all act in the same fashion as normal spells within the dungeon, doing only a point per die. Potions of any kind do not function within the dungeon.

Weapon Specialization

Weapon specialization acts normally within the dungeon **[as do bonuses from Proficiency]**.

Armor & Shields

Any medium or heavier armor absorbs 1 HP of damage from melee attacks (not spells) **[Damage Reduction]**. The use of a shield will also allow a character to absorb 1 HP of damage per round, this can stack with medium armor or higher. Thus, the most per attack a character can absorb is 2 per round.

The 'Growing' Dungeon

Each time a company removes a Mystic Ingot from the Rat Dungeon, all monsters within will gain 1 HP the next time the party moves inside. This caps at 3 total bonus HP. Thus, a 4 Hit Point goblin would have 7 HP when a company that has removed 3 Mystic Ingots tries for their 4th. Also, all Healing Wellsprings within the dungeon will cease to function for the company after 3 Mystic Ingots are removed. The dungeon can sense characters that have been a part of a company that has removed an ingot and will apply the following adjustments to any company that has more than 50% of its members having removed ingots in the past. Also, after removing 3 Mystic Ingots from a single dungeon, the dungeon will have a chance to spawn a 'special monster' to go against a company.

Special Monster

The Rat Dungeon will spawn a dire rat with 8 Hit Dice. The beast will stalk the company in question, trying to pick off wounded members and then flee. It spawns 25% of the time that the company enters the dungeon after the 3rd Mystic Ingot is removed.

Dire Rat [AC 4, HD 8, HP 48, #Att: 3, Dam 1-6/1-6/1-8 (Claw/Claw/Bite)] EXP: 775

TREASURE

NONE

Dire Rat [AC 16, HD 8d10+16, HP 56, Initiative +3, #AT 3, Hit +5, Dam Claw 5(1d6+2) Bite 6 (1d8+2), Multiattack (2 Claw/1 Bite)]

STR: 15 (+2) INT: 8 (-1) WIS: 8 (-1)

CON: 14 (+2) DEX: 15 (+2) CHA: 4 (-3)

CR: 5 EXP: 1,800 Large Beast

Exiting the Dungeon

When characters exit the orange field barrier, all their level restrictions are removed. However, their current HP are NOT reset, so until healing can be had, they are considered 'weak & wounded' upon their exit. Spell slots that remain to the party are not affected, so having a cleric could be highly beneficial in the moment of exit to get the fighters back to higher HP in case of an outside attack.

The Rat Dungeon

The Entry Stair

A doorless entryway marks a dark and damp twenty-foot-wide carved stone tunnel reaching into the jungle-covered hill. Thick vines and roots impede progress for the first ten feet before giving way to a more 'refined' and smooth dungeon hall. At twenty feet, a

set of stairs climbs ten feet, then the wide hall passes travelers through a slightly orange glow before continuing another fifty feet to a 'T' leading off into smaller halls east and west. Several sconces hold torches along the first twenty feet of the entry, perhaps maintained by the camp followers outside, but after these, the light within leads to shadow and then complete darkness.

The Rat God Goblins

1.

The Dead Entry

This large square chamber is clear of debris although filled with dust. The far eastern wall is a solid slab of some unknown metal and covered with ancient runes.

If anyone approaches within 10 feet of the wall, several runes glow and an ogre appears within the chamber (typically right in the middle of the group of characters) and quickly begins swinging at enemies (surprise 3 in 6). Otherwise, the room is empty. Another ogre appears in 10 minutes if anyone stays within 10 feet of the wall.

(1) Ogre [AC 5, HD 4+1, HP 25, #Att: 1, Dam 1-10 (Greatclub)] EXP: 132



TREASURE

THE OGRE HAS A BAG HANGING FROM HIS BELT
WITH 50 GP IN IT.

(1) Ogre [AC 11, HD 7d10+21, HP 59, Initiative +2, #AT 1, Hit +6, Dam Greatclub 13 (2d8+4)]

STR: 19 (+4) INT: 5 (-3) WIS: 7 (-2)

CON: 16 (+3) DEX: 8 (-1) CHA: 7 (-2)

CR: 2 EXP: 450 Large Giant

Note

If anyone possesses the Ogre Hall Pass, the runes on the door will scramble and a doorway will appear that allows for passage into the Ogre Arena.

2.

Chamber of Collected Skulls

The door opens with some resistance, bits of bone and fur having to be pushed aside as it swings inward. Within, the walls have been lined with hundreds of small animal skulls, some tucked into holes dug into the stone walls. Three doors across from the western entry door, one south, one north, and one east, are all at the far side of this rectangular chamber, and each is marked with long claw-like scratches across its wooden face. Several mounds of fur, almost like small globe huts, have been placed toward the western side of the room, and the smell of burnt flesh and smoke is heavy in the air.

Two goblins of the Rat Tribe (six in total) dwell in each 'hut'. They carry skinning knives and are well versed in their use (giving them a +1 on attack rolls).

(6) Goblins [AC 6, HD 1, HP 4, #Att: 1, Dam 1-4] EXP: 32 Each

TREASURE

OTHER THAN LOTS OF SMALL POLISHED RAT BONES, THEY CARRY LITTLE SAVE FOR A HANDFUL OF COPPER PIECES (7).

(6) Goblins [AC 15, HD 2d6, HP 7, Initiative +2, #AT 1, Hit +4, Dam Knife 4 (1d4+2), Stealth +8, Nimble Escape (Goblin can take a Disengage and Hide action as a bonus action.)]

STR: 8 (-1) INT: 10 (-) WIS: 8 (-1)

CON: 10 (-) DEX: 14 (+2) CHA: 8 (-1)

CR: 1/4 EXP: 50 Medium Humanoid

3.

Chamber of the Dire Rat Skeleton

A primitive tent, framed with a rat skeleton the size of a large transport wagon and covered in hundreds (if not thousands) of small rat pelts, dominates the center of this large square chamber. Refuse litters the rest of the chamber, and smoke hangs in the air, making it hard to breathe.

Goblins are within the tent, mostly female, but two males are currently ‘getting serviced’ within when the party opens the door. There is a single ‘guard rat’ at the door along the northern side that watches over the opening and starts screeching if anyone other than a goblin enters.

(8) Goblins [AC 6, HD 1, HP 4 (male) or 6 (female), #Att: 1, Dam 1–4] EXP: 32 Each

TREASURE

WITHIN THE TENT, A BAG LIES AMONG THE STINK, REFUSE, AND POLISHED RAT-BONE TRINKETS THAT CONTAINS 22 SILVER PIECES.

(8) Goblins [AC 15, HD 2d6, HP 7 (male) or 9 (female), Initiative +2, #AT 1, Hit +5, Dam Dagger 4 (1d4+2), Stealth +8, Nimble Escape (Goblin can take a Disengage and Hide action as a bonus action.)]

STR: 8 (-1) INT: 10 (-) WIS: 8 (-1)

CON: 10 (-) DEX: 14 (+2) CHA: 8 (-1)

CR: 1/4 EXP: 50 Medium Humanoid

Guard Rat [AC 8, HD 1, HP 3, #Att: 1, Dam 1–4 (Bite)] EXP: 25

TREASURE

NONE

Guard Rat [AC 12, HD 1d6, HP 4, Initiative +2, #AT 1, Hit +3, Dam Bite 2 (1d4), Perception +4]

STR: 7 (-2) INT: 2 (-4) WIS: 10 (-)

CON: 11 (-) DEX: 15 (+2) CHA: 4 (-3)

CR: 1/8 EXP: 25 Small Beast

4.

Rat Guard Room

A debris pile creates a low wall halfway across the room, and behind it, two goblins with rat cloaks brandish spears.

(2) Goblins [AC 6, HD 1, HP 5, #Att: 1, Dam 1–6 (Spear)] EXP: 32 Each

TREASURE

IF DESIRED, A CHARACTER MAY SEARCH THROUGH THE DEBRIS AND REFUSE, FINDING 1d10 COPPER PIECES AMID THE TRASH.

(2) Goblins [AC 15, HD 2d6+2, HP 8, Initiative +2, #AT 1, Hit +4, Dam Spear 4 (1d8), Stealth +8, Nimble Escape (Goblin can take a Disengage and Hide action as a bonus action.)]

STR: 8 (-1) INT: 10 (-) WIS: 8 (-1)

CON: 12 (+1) DEX: 14 (+2) CHA: 8 (-1)

CR: 1/4 EXP: 50 Medium Humanoid

There is a secret door behind the goblins (3 in 6 to find) [DC 12 Perception]. Several deep grooves in the stone before it make it easier to see.



5.

Hall of the Rat Goblin King

Within this massive chamber, a large central firepit with a chimney above vents somewhere out of the hill complex. The floors are covered with all types of fur carpets, mostly sewn rat pelts but a few larger animals as well. Against the northern wall, a massive goblin lounges upon a large throne made of rat skulls and is

attended by three huge naked females and two armored goblins with shields and spears. A bronze crown rests upon his misshapen head, and a great rat fur cape hangs from his shoulders. Torches burn around the walls, and several goblin children are playing a game of 'kick the skull' in the southwest corner of the room as a handful of large rats watch on.

Once an intruder enters the room, the rat chief bellows a warning in his goblin speech, exposing his great lower teeth.

The guards and female goblins rush the intruders, as will the 5 children (1 HP each and doing 1 HP of damage), their guard rats trailing behind them to attack. Once the battle begins, the rat chief leaves his throne, unsheathing a great scimitar, and attacks the most heavily armored target starting on initiative round 2.

(2) Goblin Guards [AC 5, HD 1, HP 5, #Att: 1, Dam 1–6 (Spear)] EXP: 32 Each

TREASURE

NONE

(2) Goblin Guards [AC 16, HD 2d6+2, HP 8, Initiative +2, #AT 1, Hit +4, Dam Spear 4 (1d8), Stealth +8, Nimble Escape (Goblin can take a Disengage and Hide action as a bonus action.)]

STR: 8 (-1) INT: 10 (-) WIS: 8 (-1)

CON: 12 (+1) DEX: 14 (+2) CHA: 8 (-1)

CR: 1/4 EXP: 50 Small Humanoid

(3) Goblin Females [AC 8, HD 1, HP 6, #Att: 1, Dam 1–4 (Claws)] EXP: 32 Each

TREASURE

NONE

(3) **Goblin Females [AC 15, HD 2d6, HP 9, Initiative +2, #AT 1, Hit +4, Dam Claws 4 (1d4+2), Stealth +8, Nimble Escape (Goblin can take a Disengage and Hide action as a bonus action.)]**

STR: 8 (-1) INT: 10 (-) WIS: 8 (-1)

CON: 10 (-) DEX: 14 (+2) CHA: 8 (-1)

CR: 1/4 EXP: 50 Small Humanoid

Rat Goblin Chief [AC 3, HD 4, HP 24, #Att: 2, Dam 1–8 (Scimitar)] EXP: 324

TREASURE

RAT CAPE OF PROTECTION +1

Rat Goblin Chief [AC 18, HD 6d6, HP 21, Initiative +2, #AT 1, Hit +5, Dam Scimitar 6 (1d8+2), Stealth +8, Multiattack (1 Scimitar), Nimble Escape (Goblin can take a Disengage and Hide action as a bonus action.)]

STR: 10 (-) INT: 10 (-) WIS: 8 (-1)

CON: 10 (-) DEX: 14 (+2) CHA: 10 (-)

CR: 1 EXP: 200 Small Humanoid

(3) Guard Rats [AC 8, HD 1, HP 3, #Att: 1, Dam 1–4 (Bite)] EXP: 25

TREASURE

NONE

(3) Guard Rats [AC 12, HD 1d6, HP 4, Initiative +2, #AT 1, Hit +3, Dam Bite 2 (1d4), Perception +4]

**STR: 7 (-2) INT: 2 (-4) WIS: 10 (-)
CON: 11 (-) DEX: 15 (+2) CHA: 4 (-3)
CR: 1/8 EXP: 25 Small Beast**

6.

Bedchamber of the Rat Goblin King

The door slides open to reveal a mound of rat pelts that creates a great circular bed in the middle of the chamber. The air is dense with the smell of musk, and a single lantern burns on a table along the eastern wall. Also atop the table are a number of rat-bone trinkets and a few scattered gemstones. A chest lies behind the pelt-bed, and a collection of spears rests in the northwest corner.

A Search check (1 in 6) **[DC 15 Perception]** reveals several small holes in the north wall (large enough for a rat), and within one of them, a bag contains 27 platinum pieces. Both the door to the chamber and the chest are locked (but the chief has a key on him). Within the chest are 120 silver pieces and a ceremonial dagger with an ivory handle shaped like a rat head (it is +1/+3 vs. vermin).

7.

Rat Goblin Housing

Filth, stink, and a buzzing of flies make themselves home in this debris-strewn chamber that might be a habitation, but it's really difficult to be sure.

Each chamber is a square just a bit smaller than 20 x 20 and can hold up to 6 goblins at any particular time. Half the goblins within each room will be young. When each room is entered, roll a d8 and omit a roll of 7 or 8, instead making it a 6. This will give you the number of goblins in the room. If the number is odd, round down for the number of young. Goblin children will still attack with their parents, but all goblin children have 1 HP and only do 1 point of damage on a successful attack.

(?) Goblins [AC 6, HD 1, HP 4 (male) or 6 (female), #Att: 1, Dam 1–4 (Dagger)] EXP: 32 Each

TREASURE

IF DESIRED, A CHARACTER MAY SEARCH THROUGH THE DEBRIS AND REFUSE, FINDING 1d10 COPPER PIECES AMID THE TRASH.

(?) Goblins [AC 15, HD 2d6, HP 7 (male) or 9 (female), Initiative +2, #AT 1, Hit +5, Dam Dagger 4 (1d4+2), Stealth +8, Nimble Escape (Goblin can take a Disengage and Hide action as a bonus action.)]

STR: 8 (-1) INT: 10 (-) WIS: 8 (-1)

CON: 10 (-) DEX: 14 (+2) CHA: 8 (-1)

CR: 1/4 EXP: 50 Medium Humanoid

TREASURE

IF DESIRED, A CHARACTER MAY SEARCH THROUGH THE BODIES, FINDING 1D10 COPPER PIECES AMID THE POUCHES OF THE GOBLINS.

8.

Eating Chamber

A rancid and yet almost palatable smell of cooking flesh assaults you as you open the door, the long and thin chamber beyond lit by torches on the walls. Seven oddly constructed wooden tables and a number of benches are within, most covered with food refuse and scurrying rats. A half-dozen goblins sit and eat amid the chaotic smorgasbord, and a single door stands open in the western wall, the sounds of female goblins arguing coming from within.

Once the door is opened, the feasting goblins grab weapons that are close at hand and attack as the rats scurry and quarrel at being disturbed. Once combat begins, there is only a 15% chance of the female chefs in Room 9 coming to the aid of those fighting as they will likely believe a common fight among the goblin patrons has simply broken out (which they avoid).

(6) Goblins [AC 6, HD 1, HP 4, #Att: 1, Dam 1-4 (Dagger)] EXP: 32 Each

(6) Goblins [AC 15, HD 2d6, HP 7 (male), Initiative +2, #AT 1, Hit +5, Dam Dagger 4 (1d4+2), Stealth +8, Nimble Escape (Goblin can take a Disengage and Hide action as a bonus action.)]

STR: 8 (-1) INT: 10 (-) WIS: 8 (-1)

CON: 10 (-) DEX: 14 (+2) CHA: 8 (-1)

CR: 1/4 EXP: 50 Medium Humanoid

9.

Kitchen

Light inside the room is provided by two large ovens that blaze away, various meats roasted on skewers within, as well as a single huge caldron that bubbles away. A butcher block is set in the middle of the room with dozens of beaten and misshapen pots, pans, and cooking implements upon it and blood draining into the floor grooves below. Rats are prevalent around the feet of four large female goblins who busily work preparing more food.

The females will only note the characters' entry 50% of the time; otherwise, the characters will have a round of surprise as the female goblins are far too busy arguing in their own language and preparing food.

(4) Goblins [AC 6, HD 1, HP 6 (female), #Att: 1, Dam 1–6 (Cleaver)] EXP: 32 Each

TREASURE

THE LEAD CHEF HAS A 25 GOLD PIECE EMERALD ON A LEATHER THONG AROUND HER THICK NECK.

(4) Goblins [AC 15, HD 2d6, HP 9 (female), Initiative +2, #AT 1, Hit +5, Dam Cleaver 5 (1d6+2), Stealth +8, Nimble Escape (Goblin can take a Disengage and Hide action as a bonus action.)]

STR: 8 (-1) INT: 10 (-) WIS: 8 (-1)

CON: 10 (-) DEX: 14 (+2) CHA: 8 (-1)

CR: 1/4 EXP: 50 Medium Humanoid

10.

The Rat God Vault

A massive vault stretches out before you, the bulk cast in utter darkness, but here and there are oddly glowing violet light sources, perhaps set into large stalactites or stalagmites that cluster in groups about the edges of the chamber. The overall size must be close to one hundred and fifty feet deep and perhaps half that across (east to west),

and at the center is a massive, almost natural, stone stair that winds up to a great statue of some kind of rat king, or perhaps god. Bones litter the cavern floor, sometimes in piles, and the sound of dripping water creates an eerie opera of tinkling noise throughout.

This is the great worship vault for the goblin tribes, as well as the manifestation area for the rat swarms that plague the northern side of the map. Also, in the northwestern corner, clear blue water flows down into a small raised pool. This is the Healing Wellspring of this section of the dungeon.

Those investigating this chamber quickly draw the attention of the rat swarms, and within 1d4 rounds of exploration (it requires 10 rounds to fully search the chamber), rats begin to appear. First, the party will be beset by larger dire rats, emboldened to attack solo, and then after these are dead, the swarms will appear from all sides, coming out of unseen holes throughout the chamber.

A thorough investigation will uncover dozens (42) of gold pieces, (4) 25 gold piece gems, and a +1 Dagger within all the bones and rat corpses in the chamber.

The rat swarms are a special kind of monster and are considered an aberration for all intents and purposes. They do not have HP but, instead, require 10 successful melee or ranged attacks to destroy a swarm. They do not need to hit a target once they are in engagement range, instead doing 1 HP per round to anyone in the 10' radius of the swarm (damage reduction from armor does apply). Magical area effect attacks are considered to have done a number of 'hits' to the swarm as their overall damage total, while single target spells just do a single point of damage to the swarm total. Rat swarms are afraid of fire, and anyone with a torch can ward a swarm away for 1d4 rounds, while a larger fire attack will scatter a swarm and effectively stun any other swarms within 50' for 1d2 rounds.

(7) Giant Rats [AC 8, HD 2, HP 6, #Att: 1, Dam 1-4 (Bite)] EXP: 25

TREASURE

NONE

(7) Giant Rats [AC 12, HD 2d6, HP 7, Initiative +2, #AT 1, Hit +3, Dam Bite 4 (1d4+2)]

STR: 7 (-2) INT: 2 (-4) WIS: 10 (-)

CON: 11 (-) DEX: 15 (+2) CHA: 4 (-3)

CR: 1/8 EXP: 25

(4) Rat Swarm [AC 10, HD Special, HP Special, #Att: Special, Dam Special] EXP: 250

TREASURE

NONE

(4) Rat Swarm [AC 10, HD Special, HP Special, Initiative +2, #AT 1, Hit --, Dam Bite Special, Area Attack (All enemies within a 10' radius take 1 point of damage.)]

STR: 7 (-2) INT: 2 (-4) WIS: 10 (-)

CON: 11 (-) DEX: 15 (+2) CHA: 4 (-3)

CR: 1 EXP: 200

Den of the Mystic

This entire area can only be accessed via two secret doors (one just south of Room 13 and one on the northern wall of Room 11). Both secret doors that enter Room 10 are 'one way', meaning you can only enter into Room 10, and not from Room 10.

All doors within the area have a standard chance of discovery (1 in 6) [DC 15].

11.

Feeding Room

This large rectangular chamber is filled with debris, creating long rows and aisles within, all covered with rats that pick at stone bowls filled with rancid food. A central column at the chamber's middle holds a stone bowl that burns with violet flames, and shadows dance around the ceiling like the rats that swarm below.

The room has a single secret door in the northern wall (1 in 6) **[DC 15]**, and there are 3 rat swarms within that attack those moving through the area. Within all the debris, after more than 10 minutes of disgusting searching, characters can discover 10 gold pieces and a Ring of Protection +1 (also detectable via a Detect Magic spell much more easily).

The violet flame is magical in nature and serves to keep the rats in check in the southern part of the dungeon complex. If it is extinguished, the rats will begin to issue forth, meaning that every hall within the complex will have a rat swarm in it throughout the remainder of the time the party is within.

(4) Rat Swarm [AC 10, HD Special, HP Special, #Att: Special, Dam Special] EXP: 250

TREASURE

NONE

(4) Rat Swarm [AC 10, HD Special, HP Special, Initiative +2, #AT 1, Hit --, Dam Bite Special, Area Attack (all enemies within a 10' radius take 1 point of damage)]

STR: 7 (-2) INT: 2 (-4) WIS: 10 (-)

CON: 11 (-) DEX: 15 (+2) CHA: 4 (-3)

CR: 1 EXP: 200

12.

Old Armory

The remains of what once must have been some kind of forge and armory dominate this chamber. The ceiling is set in a slight vault, and a forge with bellows and a large anvil are against the northern wall. Several weapons and armor racks still stand with cobwebbed spears, swords, kite shields, and mail. Helmets hang on high pegs along the eastern wall.

There are no enemies within the chamber, and a search (1 in 6) **[DC 15]** will reveal one of the kite shields is magic (+1). All of these items were far too large for goblins, and so they have left them here undisturbed.

13.

Rat Mystic Chamber

This large chamber, some forty feet deep and thirty across, is shadowed with great cobwebs that seem to gather around the center of the room where a large ten-foot-round hut of rat-hide rests. Mummified rats hang in the webbing all around the chamber, and the floor is covered with thousands of tiny bones and bits of fur.

This is the chamber of the Rat Mystic, a large female goblin that has assumed the role of independent agent where the Rat Tribe is

concerned. She lives within the hut along with three giant spiders (her ‘babies’) and has been feeding the rat swarms (in Room 11) for years, secretly protecting the Rat Tribe from the ‘wrath of the Rat God’ should the rats go hungry. To feed the creatures, she summons food and water (as per the spell) and takes them to Room 11 each morning. She has a few limited clerical spells at her disposal, but is more of a fighter when pressed, preferring to utilize a nasty serrated scimitar that she’s laced with spider venom.

Rat Goblin Mystic [AC 6, HD 3, HP 10, #Att: 1, Dam 1–8+1 (Serrated Scimitar), Poison (Save vs. poison or take an additional 2–8 points of damage), Spells: Cause Light Wounds, Cure Light Wounds] EXP: 275

TREASURE

ON A THONG AROUND HER NECK, SHE CARRIES A PEARL OF WISDOM, AND THERE ARE 73 GOLD PIECES INSIDE A POUCH ON HER PERSON.

Rat Goblin Mystic [AC 15, HD 4d6, HP 12, Initiative +2, #AT 1, Hit +4, Dam Serrated Scimitar 7 (1d8+3), Stealth +8, Poison (DC 11 Constitution with each melee attack or take an additional 9 (2d8) damage) Nimble Escape (Goblin can take a Disengage and Hide action as a bonus action.), Spells: Cure, Curse]

STR: 8 (-1) INT: 10 (-) WIS: 8 (-1)

CON: 10 (-) DEX: 14 (+2) CHA: 8 (-1)

CR: 1 EXP: 200

(3) Giant Spiders [AC 6, HD 4+4, HP 20, #Att: 1, Dam 1–6 (Bite), Poison (Save vs. poison or take an additional 2–8 points of damage), Surprise (1 in 3)] EXP: 425

TREASURE

WITHIN THE WEBS, A DESICCATED HAND STILL WEARS A RING OF PROTECTION +1 ON A FINGER.

(3) Giant Spider [AC 14, HD 4d10+4, HP 26, Initiative +3, #AT 1, Hit +5, Dam Bite 6 (1d8+3), Stealth +7, Poison (DC 11 Constitution or take an additional 9 (2d8) damage from each bite), Web [Recharge 5–6] (+5 to hit, 30/60 ft., DC 12 Strength to break free)]

STR: 15 (+2) INT: 10 (-) WIS: 8 (-1)

CON: 10 (-) DEX: 14 (+2) CHA: 8 (-1)

CR: 1 EXP: 200

Spawn of the Rat Swarms

14.

Dire Rat Warren

This chamber looks to be roughly thirty feet deep and twenty feet across, but so much of it is filled with huge piles of debris that the actual aspects are hard to distinguish. The smell here is heavy of vermin, and the sound of scuttling feet and squeaking comes from all over the chamber.





Within, eight large rats oversee the protection of the Rat Hole in Room 15. They will attack anyone trying to move through the debris field and utilize the debris for hit and run attacks, providing them with a better armor class in the process.

(8) Giant Rats [AC 6, HD 2, HP 6, #Att: 1, Dam 1–4 (Bite)] EXP: 25

TREASURE

NONE

(8) Giant Rats [AC 14, HD 2d6, HP 7, Initiative +2, #AT 1, Hit +3, Dam Bite 4 (1d4+2)]

STR: 7 (-2) INT: 2 (-4) WIS: 10 (-)

CON: 11 (-) DEX: 15 (+2) CHA: 4 (-3)

CR: 1/8 EXP: 25

15.

The Great Rat Hole

This massive room has half a dozen twelve-foot radius piles of trash spaced within it, each with a massive hole at the center that leads into darkness.

The smell within is almost overpowering, and movement can be seen almost everywhere as rats scurry all over the huge piles.

This is the lair of the great Rat Queen, who is within a pile of garbage in the chamber's far northwest corner. Each of the piles has a hole that leads to 'nowhere' and, if explored, will just wrap back around to another hole entrance in a tunnel below that is honeycombed with smaller rat holes along its surface.

When characters enter the chamber, 4 rat swarms flow out of four of the holes, and another 6 giant rats move from holes that the swarms didn't come from, all attacking the party. On round two there will be a great roar from the northwest, and the Rat Queen will bound forth to attack her closest target.

Once the room is cleared, the characters can give it a thorough search (1 in 6) **[DC 15]** and discover a +1 Short Sword and a Bag of Holding with 1,500 gold pieces and 7 (75 gp) gems within it amid all the garbage.

Rat Queen [AC 4, HD 8, HP 48, #Att: 3, Dam 1-6/1-6/1-8 (Claw/Claw/Bite)] EXP: 775

TREASURE

NONE

Rat Queen [AC 16, HD 8d10+16, HP 56, Initiative +3, #AT 3, Hit +5, Dam Claw 5(1d6+2) Bite 6 (1d8+2), Multiattack (2 Claw/1 Bite)]

STR: 15 (+2) INT: 8 (-1) WIS: 8 (-1)

CON: 14 (+2) DEX: 15 (+2) CHA: 4 (-3)

CR: 5 EXP: 1,800 Large Beast

(8) Giant Rats [AC 8, HD 2, HP 6, #Att: 1, Dam 1-4 (Bite)] EXP: 25

TREASURE

NONE

(8) Giant Rats [AC 12, HD 2d6, HP 7, Initiative +2, #AT 1, Hit +3, Dam Bite 4 (1d4+2)]

STR: 7 (-2) INT: 2 (-4) WIS: 10 (-)

CON: 11 (-) DEX: 15 (+2) CHA: 4 (-3)

CR: 1/8 EXP: 25

(4) Rat Swarm [AC 10, HD Special, HP Special, #Att: Special, Dam Special] EXP: 250

TREASURE

NONE

(4) Rat Swarm [AC 10, HD Special, HP Special, Initiative +2, #AT 1, Hit --, Dam Bite Special, Area Attack (All enemies within a 10' radius take 1 point of damage.)]

STR: 7 (-2) INT: 2 (-4) WIS: 10 (-)

CON: 11 (-) DEX: 15 (+2) CHA: 4 (-3)

CR: 1 EXP: 200

16.

Rat Bone Golem

Within the room is a large pile of rat bones along the southern wall, the rest of the stone chamber empty save for small bits of dirt and debris about the floor.

The pile of bones is actually a Rat Bone Golem, and it will rise to attack all those who move through the chamber that are not carrying at least a single rat bone. (The goblins know this, so all have some kind of rat bone trinket on them at all times). If a person has a rat bone of any type on them, the golem will leave them be, even if attacked.

Rat Bone Golem [AC 10, HD 6, HP 28, #Att: 1, Dam 1–10 (Slam), Damage Reduction (1/2 damage all slashing and piercing weapons)] EXP: 585

TREASURE

NONE

Rat Bone Golem [AC 9, HD 6d8+12, HP 36, Initiative +1, #AT 1, Hit +3, Dam Slam 9 (2d6+3), Damage Reduction (1/2 damage from all slashing or piercing weapons)]

STR: 17 (+3) INT: 2 (-4) WIS: 10 (-)

CON: 15 (+2) DEX: 9 (-1) CHA: 4 (-3)

CR: 2 EXP: 450

Rat God Priest Bunker

17.

Wererat Bastion

A long chamber opens up before you, several shattered pillars having tumbled over toward the middle, and the remains of an ancient altar lies beneath them. A small fire burns before the altar, and the smell of rat is heavy in the air. The rear (northern side) of the room is dark and must go back beyond twenty feet where the pillars and altar are located.

Two wererats (creations born from the Harem Chamber in Room 18) lurk behind the pillars in the room. They are currently cooking a leg of goblin over the small fire, but are adept at sneaking and hiding and will wait till the characters move to the room's center before attempting an attack.

Having served the king, and being of his heritage, they have collected a small sum of treasure, hiding it in sacks behind the altar (only accessible by a small-sized character moving back into the area to search within). Their prized (hated) possession is a +1 Obsidian-tipped Spear, which they know has the power to hurt them. There is also a silver dagger and 730 silver pieces within the hiding hole.

(2) Wererats [AC 6, HD 3+1, HP 19, #Att: 1, Dam 1–6 (Short Sword), Surprise (1 in 4), Damage Immunity (nonmagical or silver)]
EXP: 432 Each

TREASURE

SEE ABOVE

(2) Wererats [AC 12, HD 6d8+6, HP 33, Initiative +4, #AT 1, Hit +5, Dam Short Sword 5 (1d6+2) and Bite 4 (1d4+2), Stealth +8, Damage Immunity (nonmagical or silver), Stealth +5, Multiattack (1 Blade/1 Bite), Lycanthropy (DC 11 Constitution on bite attack or contract the disease)]

STR: 10 (-) INT: 11 (-) WIS: 10 (-)

CON: 12 (+1) DEX: 15 (+2) CHA: 8 (-1)

CR: 2 EXP: 450 Medium Humanoid

Secret Door

At the rear of this chamber is a secret door (standard discovery applies) **[DC 16]**. Beyond it is a long hall moving north that comes to a heavily runed stone door. Only by possessing the Lair of the Serpents Pass will the runes fade and the door open into the next dungeon.

18.

Rat Harem Chamber

The hairs on the back of your neck stand at attention upon entering this dark chamber, and a palpable sense of vile corruption can be felt. Several bone and leather cages hang from the ceiling here, some filled with female goblins and others with large rats. All look haggard, starved, and terrified (crazy). Within the center of the chamber is a painted pentagram (of blood), and a dozen or more heavily burned candles are cast haphazardly around the magical symbol.

This is the dark magic chamber of the Rat King, and he has used it in the past to oversee black rituals that have helped him create the two wererats in Room 17. He believes he can somehow use the magic to imbue himself with the Rat God's power (while staying free of lycanthropy which will kill a humanoid 99 times out of 100 when they contract the disease).

Those within the cages are mad and can be easily left alone although they will raise a loud ruckus when intruders enter, warning the king in Room 20 with a 55% chance if he has not yet been encountered by the party.

19.

The Hall of the Rat Guards

The door opens to reveal a long room running east/west with an open area before the entry door that leads about fifteen feet to a ratskin barrier. There, a dozen goblin guards in piecemeal armor and carrying spears mill about, guarding a large wooden door set into the western wall.

The barricade affords the guards good protection (improving their armor class by 4 points until breached), and they will stay behind it, utilizing their spears to keep foes away. If they are pressed (more than half die), a single guard will flee to warn the wererats of the oncoming threat (Room 17). These guards are in place to protect the sacred chambers of the Goblin King, and they will die to stop anyone from entering.

(12) Goblins [AC 6, HD 1, HP 5, #Att: 1, Dam 1–6 (Spear)] EXP: 32 Each

TREASURE

NONE

(12) Goblins [AC 15, HD 2d6+2, HP 8, Initiative +2, #AT 1, Hit +4, Dam Spear 4 (1d8), Stealth +8, Nimble Escape (Goblin can take a Disengage and Hide action as a bonus action.)]

STR: 8 (-1) INT: 10 (-) WIS: 8 (-1)

CON: 12 (+1) DEX: 14 (+2) CHA: 8 (-1)

CR: 1/4 EXP: 50 Medium Humanoid

20.

Hall of the Rat Goblin ‘God’

The door opens into a rather resplendent (for the dungeon) chamber set with great ratskin rugs and wall hangings. Torches line the walls, and a great firepit rests in the center of the chamber before a bone altar. **Something moves behind the flames, something large and hairy, a shrieking call suddenly making the fire turn pale green as the torches all snuff out.**

The Rat Goblin God is an abomination to the natural order. Spawned in the Harem chamber from the union of the Goblin King and the Goblin Mystic, this creature is a great hybrid goblin/rat the size of an ogre. It will leap over the flames, causing havoc as it tries to shred anything coming into its domain.

Rat Goblin ‘God’ [AC 4, HD 7, HP 35, #Att: 3, Dam 1–6/1–6/1–10 (Claw/Claw/Bite), Berserk (This creature can fight to -10 HP.)] EXP: 675



TREASURE

THERE ARE DOZENS OF RAT-BONE TRINKETS LEFT IN A PILE BEFORE THE FIREPIT, AS WELL AS 40 COPPER COINS AND 3 (10 GP) GEMS, ALL LEFT AS PATRONAGE TO THE RAT GOD. THE LAIR OF THE SERPENTS PASS: WITHIN THE PILE CAN BE FOUND A SMALL JADE SERPENT'S HEAD FIGURINE, ABOUT THE SIZE OF A MAN'S HAND. IT IS MAGICAL IN NATURE BUT HAS NO SPELL PROPERTIES OTHER THAN IT ACTS AS A KEY THAT WILL ALLOW CHARACTERS TO MOVE INTO THE LAIR OF THE SERPENTS DUNGEON FROM WITHIN THE VIRGIN MINE (INSTEAD OF ENTERING FROM AN EXTERIOR POINT).

Rat Goblin 'God' [AC 17, HD 7d8+14, HP 42, Initiative +2, #AT 3, Hit +5, Dam Claw 7 (1d6+4) and Bite 9 (1d10+4), Multiattack (2 Claw/1 Bite), Berserk (can fight to negative 10 HP)]

**STR: 18 (+4) INT: 8 (-1) WIS: 8 (-1)
CON: 15 (+2) DEX: 14 (+2) CHA: 6 (-2)**

CR: 3 EXP: 700

Long Hall Rooms

21.

Kobold Sorcerer

The door to this room is made of a strange greenish wood that almost has the texture of scales. Within, the northwest corner of the 20 x 20 chamber is covered in leather sheets forming a makeshift tent. A light layer of smoke fills the room to a height of about a foot, and the smell of sulfur is heavy in the close air.

This is the lair of a kobold sorcerer, and he will be invisible when the party enters, hoping to move behind them and then attack the weakest (least current hit points) character on his first attack as he appears.

Within his tent, there are many goblin skulls and also a small coffer with 54 gold pieces and a Ring of Infravision (which grants the wearer that natural ability to 60').

Kobold Sorcerer [AC 7, HD 5, HP 30, #Att: 1, Dam 1–4 (Bone Knife), Spells: Burning Hands, Cure Light Wounds, Invisibility, Mirror Image, Lightning Bolt] EXP: 475

TREASURE

SEE ABOVE

Kobold Sorcerer [AC 14, HD 5d6+5, HP 20, Initiative +5, #AT 1, Hit +5, Dam Bone Knife 5 (1d4+3), Stealth +8, Spells: Cantrips (at will)—Fire Bolt, Blade Ward, True Strike, Acid Splash

1st level (3 slots)—Magic Missile, Witch Bolt, Fog Cloud), 2nd (1 slot)—Invisibility]]

STR: 6 (-2) INT: 16 (+3) WIS: 10 (-)

CON: 12 (+1) DEX: 16 (+3) CHA: 12 (+1)

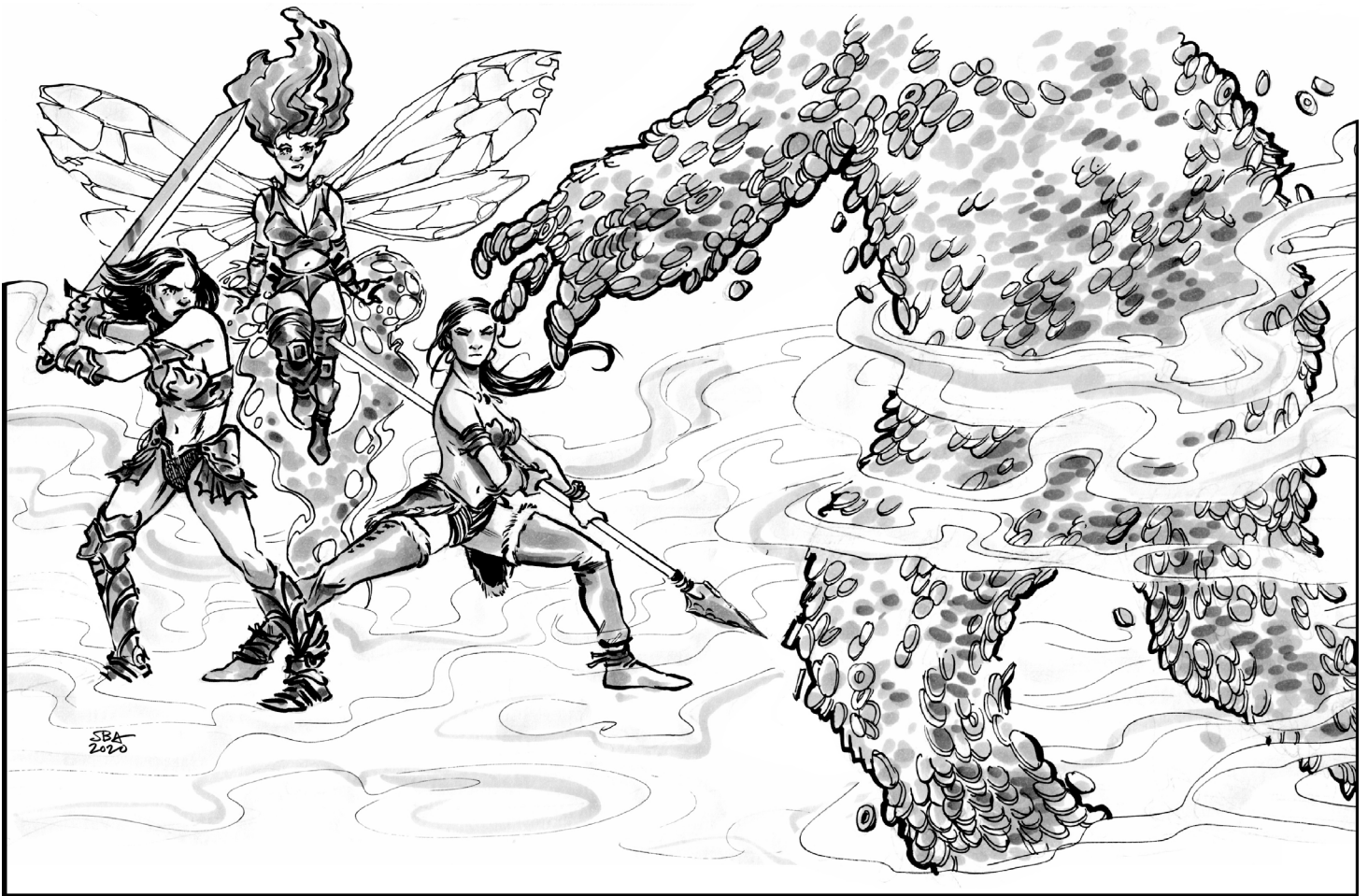
CR: 2 EXP: 450 Small Humanoid

22.

Creeping Coins

A cold air flows out of this large chamber when you open the door, and a mist some two feet high has settled throughout the floor. There is a dull golden light that comes from within the mist, and the sound of clinking metal can be heard.

Within this chamber is a unique construct called Creeping Coins—a magically fused mass (roughly in the shape of a human child) of gold, silver, and copper coins that attacks anyone entering the chamber with a breath attack of chilled air. As it is a golem-like creature and made of metal, it is difficult to hurt as it is immune to all spells and reduces all melee damage against it by 2 points. Once defeated, however, it shatters, spilling all the coins about the floor.



Creeping Coins [AC 1, HD 6, HP 28, #Att: 1, Dam 1 point (Cold Breath), Damage Reduction (-2 points to all damage taken from melee), Spell Immunity (Immune to all magical spells)] EXP: 1,085

TREASURE

10D100 GOLD, 5D100 SILVER, AND 2D100 COPPER COINS
WITHIN THE PILE ONCE KILLED

Creeping Coins [AC 19, HD 6d8+12, HP 36, Initiative +1, #AT 1, Hit +3, Dam Cold Breath*, Damage Reduction (-2 points of damage per melee attack), Spell Immunity (Immune to all spells), Cold Breath (1 hit point of damage to all in a 10' area of effect)]

**STR: 10 (-) INT: 2 (-4) WIS: 10 (-)
CON: 15 (+2) DEX: 9 (-1) CHA: 8 (-1)
CR: 4 EXP: 1,100**

23.

Bubbly Slime

The air within this room is fouled and acrid, the walls seemingly pitted from some kind of erosion, and the floor has pools of grey-green slime that bubble and pop, spitting acidic spray over the pitted floor. On the far side of the chamber, some twenty feet from the door, a coat of scale mail rests against the wall, a half-consumed skeleton still within it.

This is the chamber of the Bubbly Slime, and anyone attempting to move across the room will have the slime rise up in a vaguely humanoid wave to attack them. It is a relative of black pudding and is immune to all acid, cold, lightning, and slashing damage. The slime does not ‘split’ from lightning or slashing attacks, but anything coming within 5’ of the slime will get splashed with acid as it is constantly bubbling and popping. The armor on the far side of the room is a suit of Scale Mail +1.

Bubbly Slime [AC 10, HD 4, HP 24, #Att: 1, Dam 1–6 (Pseudopod), Immunity (cold, acid, lightning, slashing), Corrosive Form (anything touching or touched or within 5’ of the slime takes 1–4 acid damage)] EXP: 785

TREASURE

NONE, OTHER THAN THE ARMOR.

Bubbly Slime [AC 7, HD 5d10+10, HP 35, Initiative --, #AT 1, Hit +3, Dam Pseudopod 4 (1d4+2), Immunities (cold, acid, lightning, slashing), Corrosive Form (anything touching the slime, or attacked by the slime within 5’ will take 3 (1d6) acid damage)]

STR: 15 (+2) INT: 1 (-5) WIS: 6 (-2)

CON: 15 (+2) DEX: 5 (-3) CHA: 1 (-5)

CR: 3 EXP: 700

24.

Bushwhacker

The door opens to reveal a roughly 20 x 20-foot chamber that is decorated with hanging sheets of dried plant leaves obscuring the view of the chamber’s interior. There is a rich smell in the air, and light shimmers through the hanging leaves from a large lamp that hangs in an alcove at the chamber’s center.

The leaves are rather fine tobacco leaves (a halfling might easily identify them) and, if collected, can bring a fair price to the traders outside the dungeon (1 sp per leaf, with more than 400 leaves hanging in the room). Players will have to figure out a way to carry them all. However, there is also a pair of human ‘bushwhackers’ that lurk toward the back of the room, hoping to surprise (3 in 6) **[DC 18 Perception]** anyone moving through the hanging leaves (gaining sneak attack damage). They are bearded and wear leather and chain armor, and both fight two-handed, with a knife and hand-axe.

(2) Bushwhackers [AC 5, HD 2, HP 12, #Att: 2, Dam 1–4/1–6 (Knife/Axe), Backstab (x2)] EXP: 75 each

TREASURE

45 SILVER PIECES BETWEEN THEM.

(2) **Bushwhackers** [AC 15, HD 2d10+6, HP 16, Initiative +2, #AT 2, Hit +3, Dam Knife 7 (1d6+4) and Axe 5 (1d6+2), Multiattack (1 Knife/1 Axe), Sneak Attack (2d6)]

STR: 15 (+2) **INT:** 11 (-) **WIS:** 10 (-)
CON: 15 (+2) **DEX:** 14 (+2) **CHA:** 10 (-)
CR: 1/2 **EXP:** 100

Orc Monk [AC 15, HD 3d10+8, HP 23, Initiative +5, #AT 3, Hit +4, Dam Slam 6 (1d4+4), Multiattack (3 Slam)]

STR: 18 (+4) **INT:** 12 (+1) **WIS:** 11 (-)
CON: 15 (+2) **DEX:** 16 (+3) **CHA:** 10 (-)
CR: 1 **EXP:** 200

25.

Orc Monk/Brawler

This chamber smells of incense, and braziers burn sticks in each of the room's four corners. At the center of the room, on a slightly raised (2 feet) circular wooden platform, a well-muscled orc sits in meditation, his clothing marking him as some kind of monk.

Once the party enters the room, the orc opens his eyes, leaps to his feet, and goes into a combat pose, ready to attack with a flying leap. Although he has no true monk class abilities, he is a dangerous hand-to-hand specialist, and his high Strength makes each of his attacks painful to those he connects with.

Orc Monk [AC 5, HD 3, HP 18, #Att: 3, Dam (1-4)+3 (Slam)] EXP: 295

TREASURE

HIS BELT IS A BELT OF DEXTERITY, ADDING +2 TO THE WEARER'S DEX ATTRIBUTE AS LONG AS IT IS WORN.

Credits:

Author: Scott Taylor

Editing: G. Scott Swift

Cartography: Scott Taylor, Travis Hanson

Design/Layout: Andrew Rodgers

Folio Cover Art: Justin Gerard

Interior Booklet Cover: Steven Cummings

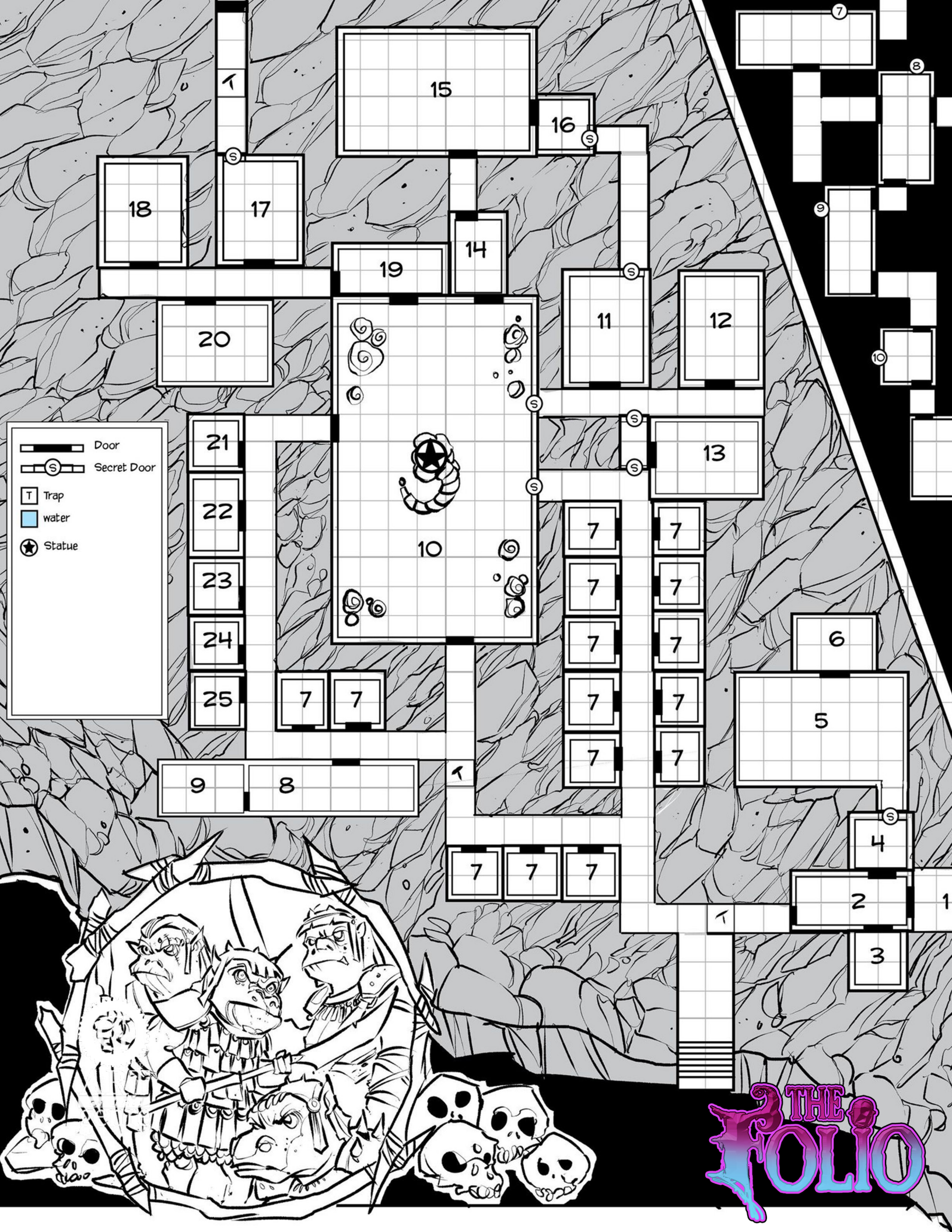
Interior Art: Simon Todd, Chet Minton, Travis Hanson

Iconic Character Back Cover Art: Sandino Ross

Playtesters: Sean Murphy, Mark Timm, Lil'Joe Livesay, Brent Blackwell, Shayne Hintz

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Door
 Secret Door
 Trap
 water
 Statue

THE
FOLIO

Part 1
of
The Virgin Mine



Deep within the Endless Jungle, two days hard walk from the reclaimed Imperial Capital of Nextyaria, a dungeon ruin has been uncovered. There, a six section maze called The Virgin Mine has beckoned to hardy adventurers for over a decade, its magical halls forever being searched. However, only the very bravest of warriors enter the dungeon these days as a curse limits the magical capabilities of all mages and clerics, while even fighters are hard pressed with the dire restrictive magic of the labyrinth. Those heavily armored companies remaining seek highly prized magical stones within, and they would tell all those wishing to follow in their footsteps to beware, and yet still new adventurers arrive weekly. Most will be turned back, but there are those who find a way to mount an expedition even in the face of thievery by other companies, jungle bandits, and, of course, the various monsters lurking within the dark halls of the mine, as well as the surrounding wilds.

Can a party of newly minted adventurers not only enter the Virgin Mine, but also find yet undiscovered secrets that may make them the greatest company to have ever delved within? Only time will tell, as Part One of The Virgin Mine, The Rat Dungeon, awaits all who would dare enter.

This adventure module is designed for both 1st Edition AD&D and 5th Edition Dungeons & Dragons formats, for 5 to 7 characters, levels 1-3.

