



High Atop Dragonmount

I

The Legend of the Stronghold of Arolon

An adventure for 4 - 6 players at 1st level
Compatible with OD&D / 1st edition AD&D roleplay game
By Lucias Meyer

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An introductory module set in the province of Karathfen, a campaign setting to be explored in a series of linked modules.

Suitable for 4 to 6 characters of 1st level. Designed specifically to recapture the old school spirit of D&D.

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High Atop Dragonmount
The Legend of the Stronghold of Arolon

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Foreword

Greetings hearty adventurers and well met! What you are reading right now is the first in a series of modules that takes place in Karathfen, a small, backwater province of the declining Empire of Hothrondor. While later modules will reveal much more about the setting, The Stronghold of Arolon is suitably generic to fit into any campaign world with ease. This module is to serve as an introduction to new players and new characters alike and has been designed with the intent of being the party's first major excursion into the dangerous, yet profitable, world of adventuring.

A party of 4-6 first level PCs should be apt to handle The Stronghold with the amount of challenge that was intended. It is my hope that this adventure emulates classic designs while still applying modern, practical adventure design theory. Consequently, the adventure is deadly indeed...ripe with opportunity for PC death. This should not be disheartening to the players, but should reaffirm just why not many folks take up the adventuring path. It would be a good idea to inform players before hand that they will be challenged, but a party that works together, play smart, and picks up the clues should have little trouble besting the adventure.

That said, feel free to scale the module as you wish. Too deadly? Remove some of the monsters. Too much treasure? Take some of it away. None of it is crucial for success, but is merely a reward for a game well played. I imagine I'm preaching to the choir about this, but do what you need to do to make this adventure yours. An adventure with a touch of personal detail is an adventure well remembered!

While this was designed for use with Old D&D (BECM or Rules Cyclopedia), I think you'll find that it can be easily translated to 1E/2E AD&D and Hackmaster.

However you play, have fun! That's what this crazy hobby of ours is all about.

Introduction

In the western reaches of what is now Karathfen, Province of Hothrondor, straddled by a fork in the well-traversed Beggar's Road is a large high hill that dominates the landscape.

This is Dragonmount. Dragonmount has jutted out of the otherwise flat landscape like an accusatory finger at the heavens for as long as history remembers. Legend says that it was created when the foul dragon Vorcanthanoth was wounded in a battle with the ancient kin of the giants who now inhabit the Glasstone Mountains. The terrible beast used what power he had left to create a sanctuary where he could spend the ages safely recovering from his near-mortal wounds. This sanctuary is what has become known as Dragonmount. Of course, legend also says that the dragon magically transported his vast hoard to his underground lair, which is what he slumbers upon even now. No human has ever been able to prove, nor disprove, such a theory.

As centuries passed, the restless dreams of Vorcanthanoth took on a life of their own and beckoned the wicked and vile to the high hill of Dragonmount. Besides calling countless evil humanoids it also led to the first human settlement there by a dragon cult. It is said they built a vast temple underneath the earth that had secret entrances all over the hill. These ancient passageways, if they exist, are now referred to as the Catacombs of Eryx and popular theory holds that a temple at the summit holds the easiest way into these.

Time marched yet further forward and the lands bordering the great hill were settled by humans. Now long abandoned, the towns of Pendlebrook, Arrowfield, and Millerton were some of the first villages to tame the wild country that would become Hothrondor. For their mutual defense, the villages constructed a mighty fortress at the top of Dragonmount to serve as both a watchtower and a sanctuary in times of trouble. This is The Stronghold of Arolon. As more people moved into the area and bigger towns were founded the three communities rapidly declined until they were no more. With no more purpose to serve, Arolon stood as a vacant memory overlooking the green countryside.

With the opposition gone and given the proximity of a major trade routes, over the years malicious groups took up residence at the stronghold and used it to stage raids. Orcs, goblins, kobolds, and bandits seemed to take turns inhabiting Arolon, but few could hold it long. As a result, it has been a popular place for adventurers to visit. Tales of hoarded wealth from merchant raids fill many a local inn, though the veracity of such statements is seldom backed up with proof. Further fueling the draw of the place is the fact that Arolon is rumored to be built on top of the entrance to the Catacombs of Eryx, the wealth filled halls built by the cult dedicated to Vorcanthanoth.

Even today, in the darkest times for the once great Empire, legends persist about the wealth of Dragonmount. Anyone who spends an evening in any tavern throughout the Province of Karathfen is sure to hear at least one exaggerated tale of the place. It calls to adventurers like the winter calls birds south.

Traveling to the summit of Dragonmount is a hard day and a half walk from the base. There was once an easily traversable road to the top but it has long since eroded. The

crumbling ruins will be a welcome sight to the weary adventurers and the sweet smell emanating from within will sure be a refreshing surprise...

Map Key

A: The Fort---where the adventure below takes place.

B: The Temple---Examinations of this building will show that it is centuries older than the rest of the buildings of the keep. Inside it is completely defaced. A secret passageway leads into a hidden basement where the entrance to the Catacombs of Eryx is hidden. Both the secret door and a way into the Catacombs are incredibly difficult to find giving the PCs only a 1 in 20 chance. ****Of course they are only hard to find because I haven't yet begun work on converting the module into a submitable format. If you have your own plans and wish the PCs to descend, have at it!*

C: A pile of rotten wood and hay mark the old stable.

1: This is the tower that Gnarl uses to descend from the second floor. While he is hunting it is merely closed, but if he is home it is barred from the inside requiring an open doors check to burst through. The tower leads up to the battlements where the PCs must bridge an eight foot gap to get to the fort itself. This will place them in area 12.

2: Crumbled tower.

The Adventure

Random Encounter Table

Check once every 6 turns. Encounter occurs on 1 in d6.

Roll 1d6:

1-2	Stinger Monkey
3-4	1d4 Giant Rats
5	1d2 Giant Cockroaches
6	Skeleton

Unless otherwise noted, all doors are wooden.

1. The large, rusted iron doors of the keep stand agape and nearly unhinged allowing the light of day to drive the darkness back just enough to see the floor of the entryway is covered in the rubble of broken statues and torn tapestries. A sweet smell is carried on the light breeze escaping from the keep. This moist, heavy scent can only be described as intoxicating and is due to the stinger monkeys feces which helps them attract prey to their lair here. The smell is quite inviting, all things considered. The smell is present throughout the keep and gets even stronger in the rooms where nests are present.

This room, the entryway, was once adorned with statues of warriors and tapestries depicting the towns and villages once defended by the stalwart warriors of the fort. Now, the broken remains of the statues cover the floor and the tattered remains of the tapestries hang like bitter memories on the feces covered walls.

A shiny bauble (a diamond on closer inspection) glints in the light near the middle of the room. It is the bait for a crude trap that a previous adventuring company used in a failed attempt to eliminate the monkey infestation. If picked up it will drop a net from the ceiling covering a 20 ft square area around where the diamond was placed. Two successful, consecutive Strength checks are needed to get free of the net. There is a 2 in 6 chance that the commotion caused by the dropping net will attract 1d4 stinger monkeys from Area 3.

Treasure: Small, flawed diamond (50 GPV)

2. This hallway is covered in the scrawled graffiti and an ever increasing amount of dried monkey feces. The graffiti is a vocal remnant of the previous adventuring parties, bandits, and monstrous occupants the keep has entertained over the course of decades of abandonment. Two one-way doors are concealed in the wall and open into this hallway. If the PCs wipe some of the coated feces off the wall they will be able to read the following graffiti. Roll 1d10 for each attempt to clear the wall:

1	Saiber's Raiders wuz here!
2	This fort is hereby claimed through right of might by The Iron Trifecta + 1
3	In Dwarven: Kurdan, the structure is solid and looks habitable. We're going back to

camp for beer and supplies and should return by sunset. We'll make this place into a marvelous fortress.

- 4 Beware Melgaster! And below that in different handwriting, Don't worry about him, he's not going anywhere
- 5 Secret Door with an arrow pointing to the eastern secret one way door.
- 6 In Kobold: Temple not here Porz. We look around
- 7 Crude drawing of a naked orc female.
- 8 Explosive Rune: The PC who uncovers this takes 2d6 damage. Save vs. R/S/S for half damage.
- 9 The Black Hands lost three here. Beware.
- 10 Durga, this isn't the way down. Are you sure your map was right? We'll be at the Stronecrust Inn in Pleasant Plain for the next week. Come see us... Malogan."

3. This large room was once the fort's great hall. The ceiling here is much higher than in the other rooms, stretching 25 feet above the floor. Old, wooden rafters crisscross about 15 feet from the floor and 10 feet from the ceiling. Under the feces-covered walls are mosaics that show scenes from the great battles that the fort weathered during its service.

Seven humanoid skeletons lie on the floor while random assortments of bones lay spread across the rest of the floor. Small sticks and bits of straw also seem littered across the floor, which is stained the same color as the walls in previous rooms due to monkey droppings. The sweet smell is incredibly strong in here.

This room is home to four stinger monkeys who were ousted out of the top floor by younger, stronger members of their pack. Their stick, straw, and mud nests sit upon the rafters. When the PCs enter the room they will drop down to attack, preferring to surround the party or drop into the middle of it. Their agility lets to walk and swing from rafters with ease. They will let out loud screams trying to alert the rest of the pack, but they will be ignored as they let out such screams frequently to communicate their anger. The bodies are of various races, but mostly human. There is one kobold skeleton and the remains of what appears to be a bear.

Searching the bodies will net a total of 120 sp, 30 gp, and 87 cp. If the PCs climb to access the monkey nests they have a 1 in 6 chance of breaking a rafter and crashing to the ground for every nest they wish to investigate. One nest contains a fist sized, egg-shaped, gold ornament whose luster attracted the monkey.

Inhabitants: Stinger Monkeys

Treasure: 120 sp, 30 gp, 87 cp on bodies
Golden Egg (150 GPV)

4. The smell in here is not nearly as strong as it was in other rooms. Statues of warriors, hard angles rounded with age stand in the corners of this room. A fountain, long dry, stands directly across the room from the door to the great hall. Only a small amount of feces is present in this room. A dwarf skeleton, still in adventuring gear, lies bent over the edge of the fountain.

The dwarf carries a backpack with a coin purse filled with 30 gp and 22 sp. He also has a treasure map that marks a spot deep within the Deadfall Hills. His axe and dagger are

rusted beyond repair, but his chain mail and helmet are both wearable, though they will only fit a dwarf.

Treasure: 30 gp, 22 sp
Dwarf-sized chain mail
Dwarf-sized helm
Treasure Map

5. This hallway is nearly spotless save the thick layers of dust coating the walls. While the hallway seems mundane at first, an observant PC will hear low slurping, chewing, scratching and chittering coming from ahead. The noise comes from the T-junction where a group of giant rats are quickly devouring the remains of a stinger monkey they surprised. The monkey was actually enjoying a quick meal of a rat he caught when he was attacked. The half-eaten rat corpse is still locked in his hand. A one way door leads out into Area 2.

Inhabitant: Giant Rats

6. A: The broken and overturned beds scattered about this room reveal that this was at one time the living quarters for a handful of men. The room is in utter disarray, but the giant rats don't seem to mind since they've made a home out of torn cloth and straw in the far corner of the room.

The rats have lived here for some time though their numbers have been reduced by the predatory nature of the stinger monkeys. From time to time the giant rats are able to retaliate and feast upon monkey flesh, but those times are few and far between. The rats have a small passage carved through the wall, which allows them to reach Area 2 with ease, though it is far too small for anything larger than a giant rat to fit through. Also, they have gnawed a hole in the door big enough to squeeze through so they are nigh impossible to trap in the room. The rats have used a turned over open chest as the foundation for their nest. Searching the nest will reveal a Ring of Protection +1 and a soiled Scroll of Sleep. Any PC reaching into the nest to do this must Save vs. Poison or be infested with Mage Mites. Mage Mites are magical insects that embed themselves in the hair follicles of mammals. Within an hour of being exposed to these annoying creatures the victim will begin to itch incessantly and be constantly irritated preventing sleep. This lack of sleep and constant irritation gives the victim -2 to all rolls until they take a bath with soap or are subject to a Remove Disease spell. The lack of sleep will render mages unable to memorize spells.

Inhabitant: Giant Rats
Treasure: Ring of Protection +1
Scroll of Sleep

B: The door to this room stands wide open and the pungent odor of stagnant water wafts from the room. The stones of the walls and ceiling are slick with moisture and a cool dampness hangs in the air. Several more beds are in this room, though these are stacked in a broken heap along the south wall. A shallow pool has collected in the southeast corner of the room from which has grown a carpet of moss. Three giant locusts lazily eat away at the moss near the pool.

The locusts are here feeding and will not attack unless provoked. They will use their leap ability in an attempt to flee as described in the Rules Cyclopedia (leap 60', 50% chance of misjudging leap and hitting party member of 1d4 damage). They can also spit up to 10 ft. Any target is treated as AC 9 and if hit must save vs. poison or be unable to do anything for a round due to the smell. Any character approaching within 5 ft. of the victim must do the same. Their shrieks will have a 20% chance of attracting wandering monsters. **I included this for those w/o a Rules Cyclopedia.

Inhabitant: Giant Locusts

C: The door to this room has been barricaded by several stone blocks being placed against the door and an iron bar has been wedged between a notch in the floor and the door itself. This barricade has stood for years and is covered with spider webs and rat droppings. Inside the room is a hungry, angry ghoul.

The ghoul, Melgaster, used to be the master of this keep before some bold adventurers sought to put him down. His might proved formidable, however, and the party was forced to trick the ghoul and trap him in this room. If the PCs listen for any amount of time they will hear Melgaster's attempts to claw and smash his way out of the room. When the PC's open the door the frustration of Melgaster becomes readily apparent. The walls and floor are cracked and broken throughout the room and deep gashes from the ghoul's claws cover the walls. The pallid, angry creature will attack anything that opens the door and will make use of the Ring of Quickness it wears. If the opportunity presents itself, the ghoul will rush past the PCs and attempt to escape the fort. A thorough search of the room (at least two turns of searching through the rubble) will reveal a loose cobblestone partially buried under the rubble. If pried open the party will discover the stash of one of the fort's soldier's that was placed long ago. Inside is a potion of heroism, 150 gold, and a fine silk shirt stuffed in a sack.

Inhabitants: Melgaster the Ghoul
Treasure: Ring of Quickness
Potion of Heroism
150 gold
Silk Shirt (25 GPV)

D: This room is eerily quiet and seems completely untouched. A thin layer of dirt covers the floor and all beds are intact and perfectly made.

7.

A: This was once the armory for the quarters on this half of the fort. The only things inside now are rusted swords, axes, spears, and armor. Everything in this room is completely unusable, as the years have taken their toll. All these items lie in disarray, strewn randomly about the floor.

B: Decades ago, an adventuring party found themselves facing a foe that they could not handle and so fled to this armory to hide. In order to lock themselves in they used an Immovable Rod to bar the door (door opens inwards). The rod isn't completely up against the door however, so the door can be opened a few inches. Whatever was after

them seemed to be effective as the three adventurers never left this room. This door cannot be opened by normal means due to the Immovable Rod. If the PC's decide to remove or break through the door immediately make a wandering monster check and continue to do so every 10 minutes the activity continues.

If the PCs do enter the room the skeletons of the three adventurers will animate and attack. While this armory is not in as much disarray as the one on the other side of the building. Consequently there is a 15% chance of finding a usable piece of weapon or armor that costs less than 30 gp if the PCs take the time to look. Also, a drawer here contains a Scroll of Magic Missile and a Scroll of Protection From Evil.

Inhabitants: Skeletons
Treasure: Immovable Rod
Scroll of Protection From Evil
Scroll of Magic Missile

8. A fountain filled with stagnant water adorns the wall directly across from the door. The sweet smell in here is still strong, but fading and becoming overpowered by a musty, dry smell. Some bones lay upon the floor. Some human, some animal.

9. A heavy, musty smell predominates this hallway. The occasional scraping sound (Melgaster) can be heard coming from somewhere further down the way.

Second Floor

10. This large room was at one time the mess hall for the stronghold, though it would be hard to tell it from its current condition. The sweet, relaxing smell of the stinger monkeys is extremely strong here and floats down the stairs. Anyone ascending the staircase will notice the strength of the smell increasing tenfold. The mess hall is now the stinger monkeys' lair. Piles of bones and partially disassembled skeletons of all manner of creatures form layer upon layer on the floor. A half-eaten goat currently lies, twitching in the middle of the room. In the southeast corner of the room a large structure (occupying that 10 foot square from floor to ceiling and sloping down into adjacent squares) made of bones, mud, sticks, hay, fur, and bits of clothing serves as the nest to the remaining monkeys. Currently, the monkeys are resting after feasting on the goat, but they will swarm out of the nest at the slightest noise from the PCs (the layer of bones on the floor making it exceptionally hard to move silently) screeching all the while. The monkeys will attack any aggressive PC first and then will attack any waiting in the rear. As long as the Alpha Male is alive the morale of the monkey is increased to 10.

Scattered in piles of bones throughout the room is a veritable cache of adventuring goods from parties who could not stand to the monkey's might. If the PC's didn't bring a pack animal, it might be difficult to transport these goods back down the hill.

Inhabitants: Stinger Monkeys
Alpha Male Monkey

Treasure: Gold ring on finger bone (100 GPV)
1500cp, 500gp, and 1200sp
3 Large Shields
Silvered Battle Axe
4 Helmets
3 Holy Symbols (of appropriate deities 40 GPV each)
10 Crossbow Bolts
4 Suits of Leather Armor
Suit of Chain mail
2 Suits Studded Leather Armor
70 Arrows
Fine Pearl Necklace (70 GPV)
12 torches
50 ft. Coil of Hemp Rope
A 10 ft Pole
10 Door Spikes
Ticket for one free meal and ale at the Dancing Leprechaun Inn (2 GPV)

11. The door to this room is locked. From the stoves and rusted pots and pans this room is obviously the kitchen. Some kitchen utensils are still hanging from pegs on the wall, though they are rusted through. A large iron stove covers the southern wall and is covered with splats of feces, blood, and rust. In the middle of the room is a skeleton wearing the robes of a mage. The entire lower half of it is crushed into dust, but has not been disturbed. In one of its pockets is a desiccated, crushed toad, the mage's familiar, and the key to the kitchen door. One of its arms is outstretched towards the southern wall. Wise PCs will deduce that the mage was reaching for something under the stove. His spell book containing the spells: Floating Disc, Read Languages (1st), and Knock (2nd). Unfortunately, the book is surrounded by Green Slime and is protected only by a protection ward placed on the book by the wizard's mentor. The book can be pulled out by hand (exposing the PC to the slime) or pushed through slime out one of the sides. The old protection ward has a chance of failing if pushed through the slime however. If this occurs, roll d% for each spell. There is a 60% chance that the page each spell is on will be dissolved. The sizzling sounds and acrid fumes given off by the book in this contingency are sure to make any magic user weep.

Around the corner in this room is the pantry, which has been thoroughly ransacked over the years. Tipped over barrels and torn sacks are all that remains of the fort's food supply.

Inhabitants: Green Slime

Treasure: Ganymede's Spell book (GPV 400)

12. This passageway is part of the battlements. Though it has a roof, it is open to the elements to the west and east as it does lead along the battlements. The door from the room 11 is barricaded from this side, but can be busted through by a successful Open Doors check. The doors leading to rooms 13 are covered in crude renderings of dead monkeys and cracked monkey skulls. Four stakes are secured in cracks in the floor and

display the impaled bodies of monkeys. Gnarl the Bugbear, who lives in room 13 hopes the barricaded door and these bodies are enough to keep the rest of the monkeys away. Observant PCs will notice a well-worn path through the dust and dirt leading from the doorway west along the battlements. This is the path Gnarl takes when hunting. He exits through Tower 1, which he keeps barred from the inside (though not while he's out hunting, of course).

13. Rooms 13-15 have become the home to Gnarl the Bugbear in the last five months. He was traveling with a group of goblins and his brother Grumank when they were separated by a storm in the Glastone Mountains. He searched for them for a while, but eventually gave up and found his way here. He spends his days hunting and exploring the hillside and hoping he will eventually find his clan again. Consequently, there is a 60% chance that Gnarl will be at home sleeping during the day and a 70% chance he will be out hunting at night.

The door to this room is trapped. Opening it will tug a rope tied to several pots, pans, and rusted weapons that will make enough noise to alert Gnarl even if he is sleeping. The hallway here is rather clean and is decorated with chalk drawings of what appear to be goblins raiding villages and apparently having fun. The main chamber here was once the meeting room of the high ranking officers of the stronghold, but has become Gnarl's living room. Under a large hole in the ceiling is a fire pit, complete with spit, surrounded by a short wall of rubble. The skins of animals cover the floor while their heads adorn the walls. Propped in one corner here is a number of primitive spears and javelins. On the other side of the room are three dummies made out of straw, wood, and sacks that resemble goblins. They hold spears and daggers and have smiling, toothy faces drawn on them. In dim light their silhouettes could easily be confused for the real thing. This is the room that Gnarl spends most of his time in...at least when he's here.

Inhabitants: Gnarl the Bugbear

14. This room used to be the quarters for the stronghold's captain. Seeing as how most of the furniture here was still somewhat intact, Gnarl uses it as his bedroom. A large bed, covered in dirty hay and animal furs, dominated the center of the room. A tipped over dresser and a broken mirror are also here. The dresser has long been emptied. There is little else of interest here.

15. This room used to be the quarters for the strongholds second in command. It now serves as the pen to Gnarl's pet, Bitey. Bitey is a giant rat that is chained to a spike driven into a crack in the floor. She is well fed, but will attack on sight, though her chain only allows her eight feet of movement. Next to the spike that holds the chain is a chest that contains the wealth Gnarl has accumulated while living at the keep. Inside is 100 gp, 157 sp, a bottle of elven Danderberry Wine (287...a good year), one skeletal hand, a fine dagger, a rotten apple, a half eaten corn cob, one boot with a bite out of it, and a coal black potion of poison. The wine is a highly sought after brew that any wine aficionado will pay full price for. The potion is coal black and smells like black licorice. Anyone who drinks must save vs. poison or die.

Inhabitant: Bitey the Giant Rat

Treasure: 100 gp, 157 sp
Elven Danderberry Wine (150 GPV)
Fine Dagger (20 GPV)
Potion of Poison (0 GPV)

Battlesheet

Room 3

Stinger Monkey (AC 7, M 180'(60'), HD 1*, #AT 1, D: Claw 1d4, Sting 1d2 + poison, Mr 7, S F1, XP 13)
HP:

Room 5

Giant Rat (AC 7, M 60'(40'), HD 2 (S), #AT 1, D: Bite 1d3 + disease, Mr 8, S Normal Man, XP 5)
HP:

Room 6

A) Giant Rat (AC 7, M 60'(40'), HD 2 (S), #AT 1, D: Bite 1d3 + disease, Mr 8, S Normal Man, XP 5)
HP:

B) Locust, Giant (AC 4, M 60'(20'), HD 2** (S), #AT 1, D: Bite 1d4; Spit R 10', Mr 5, S F2, XP 30)
HP:

C) Melgaster the Ghoul (AC 6, M 90'(30'), HD 2* (M), #AT 2 claw/1 bite, D: 1d3/1d3/1d3/ + special, Mr 9, S F2, XP 25). *Ring of Quickness* allows him to move and attack twice in one round. This ability is useable once per day.
HP:

Room 7

Skeleton (AC 7, M 60'(20'), HD 1 (M), #AT 1, D: Claw 1d4, Mr 12, S F1, XP 10)
HP:

Room 10

Stinger Monkey (AC 7, M 180'(60'), HD 1*, #AT 1, D: Claw 1d4, Sting 1d2 + poison, Mr 7, S F1, XP 13)

HP:

Alpha Male Stinger Monkey (AC 4, M 180'(60'), HD 1* + 1, #AT 1, D: Claw 1d4, Sting 1d2 + poison, Mr 10, S F1, XP 20)

HP:

Room 11

Green Slime (Always Hit, M 3'(1'), HD 2** (L), #AT 1, D: 1d4/rnd, Mr 7, S F1, XP 30)

HP:

Room 13

Gnarl the Bugbear (AC 5, M 90'(30'), HD 3 + 1 (L), #AT 1, D: Battle Axe 1d8 + 1, Mr 9, S F3, XP 50)

HP:

NEW MONSTER

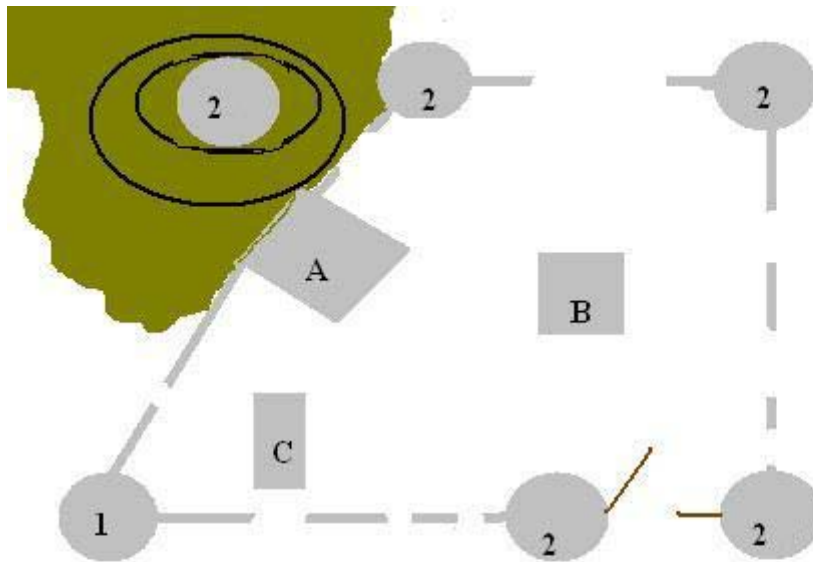
Stinger Monkeys

AC:	7
HD:	1 *
Move:	180' (60')
Attacks:	1 claw or 1 sting
Damage:	1d4 claw or 1d2 + poison (see below)
#Appearing:	1d6 (1d6)
Save As:	F1
Morale:	7
Treasure:	J
Int:	2
Al:	Chaotic
XP:	13
Monster Type:	Normal Animal (rare)
Terrain:	Caves, Ruins, Forests

These troublesome creatures like to dwell in enclosed spaces like ruins or near the entrances to caves. This particular species has an elongated tail with a small poison sac and stinger at its tip and stand between 2 and 3 feet tall. These monkeys are pack hunters and will use swarm tactics to sting an enemy until it is immobilized and will then eat it. They are incredibly agile and have sharp claws they use for climbing. Another trick they use while hunting is the fact that their feces contain pheromones that attract mammals to their lair where the monkeys can then ambush them. Their poison is fast acting, but quite weak on its own. Each time a victim is stung they must save vs. poison or lose 1d6 Dexterity. If they ever drop to 0 Dex or below they are completely paralyzed. The effects of this poison dissipate after a turn upon which the victim regains all of his lost Dexterity points.

Maps

Map1: Above ground Layout.



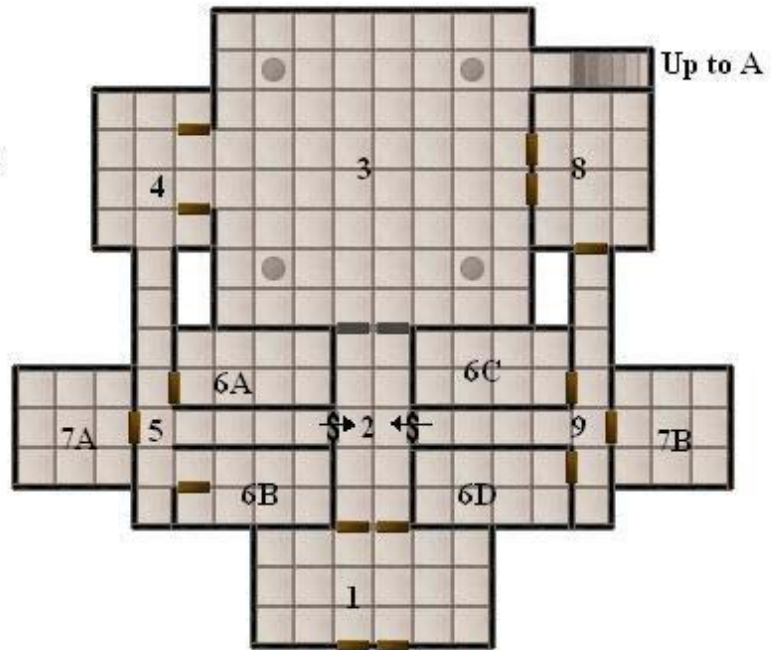
- A: The Fort
- B: The Temple
- C: Ruined Stable

Elevation lines represent 50 feet each. The brown area is the natural peak of the hill that the keep is built into. All other areas are flat.

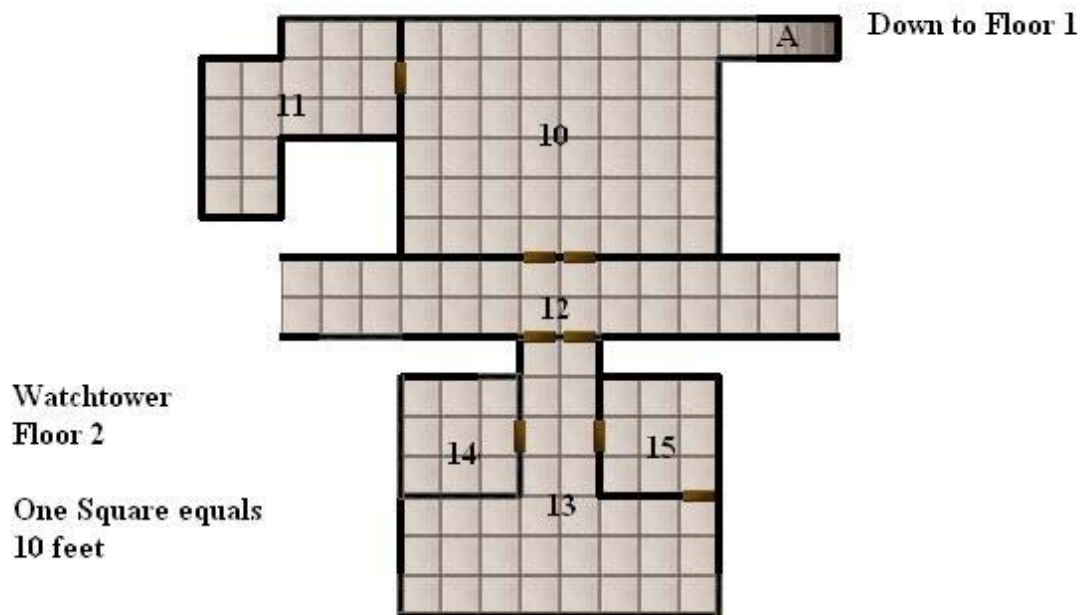
Map 2: Watchtower - Level 1

Watchtower
Level 1

One Square
equals 10 feet



Map 3: Watcher Tower – Level 2



Author's Note:

I hope you've enjoyed the adventure and feel that it recreates a bit of the classic dungeon crawls for which D&D is famous. I must say that I don't like symmetrical maps as they are far too predictable, but since this is designed for new players starting out it seems reasonable to give them an easier dungeon. Plus, I don't see any reason why a keep couldn't be designed this way. Still, let it be known that the map is symmetrical purposefully, not just because I have zero creativity. My maps also suffer from the limitations of my mapping program, "Dungeon Crafter". While extremely useful, it is yet unable to make slanting corridors or round rooms, which limits just how much you can do. Still, it is a versatile program that I highly recommend!

The next adventure in the series will lay out the legendary Catacombs of Eryx for brave adventurers to explore and will link directly to the Stronghold.

Any feedback (good or ill) is welcome...just email me at hoodyfrickinhoo@yahoo.com or post your thoughts in the Feedback forum at Dragonsfoot Forums. (www.dfforum.org)

Onward!
Luke Meyer