



THE KEEP OF THE NECROMANCER

An introductory adventure
compatible with the *Swords & Wizardry* rules

INTRODUCTION

This keep was once part of a network of border keeps that guarded the civilized lands from the Rukh hordes. With the collapse of the kingdom of Khadar, the old keeps were abandoned, and evil crept in and took up residence.

The keep sits on a low hill, among the rocky hills of the border region, with the rough terrain broken only by an occasional tangled copse of trees, scrub brush, and brambles.

The keep is currently the home to a band of goblin marauders, who have taken service under Drenith, a necromancer. Drenith's master once ruled the surrounding area from the ruins of the keep, and Drenith was his last apprentice before he ascended to lichdom and abandoned his former lair, moving instead to the vast dungeon complex of the Halls of Endless Night, a hundred miles further east.

THE WILDERNESS

The copses of trees block line of sight, but the hill and the keep are always visible from anywhere around it. At night, alert PCs will see occasional flickers of torchlight through the arrow slits in the towers of the keep.

The goblins keep watch at night, and can see through the arrow slits in every direction except the southwest, as the southwestern tower has collapsed, blocking the slits. At night, they have

RUMORS (ROLL 1D12 PER PC)

- | | |
|-------|---|
| 1 | The former inhabitants of the keep left deadly traps behind. (true) |
| 2 | Strange lights have been seen at night atop the hill. (true) |
| 3 | A powerful lich is building an undead army at the keep. (false) |
| 4 | The rats around the keep grow to enormous size. (true) |
| 5 | Some folks swear they've seen goblins around the keep. (true) |
| 6 | The land around the keep is poisoned, and so is the water. (false) |
| 7 | The old keep used to be the lair of a necromancer. (true) |
| 8 | There's a shrine in the keep to an ancient god who will grant power to mortals (partially true) |
| 9 | A powerful weapon was lost in the keep centuries ago. (true) |
| 10-12 | That place is haunted. Nobody ever goes there, or if they do, they never return alive. (partially true) |

a base chance of 1 in 6 per turn of spotting PCs. This increases to 2 in 6 if the PCs are carrying a light source, or if they're making substantial noise. If they're noisy and also carrying a light source, the goblins spot them on a 3 in 6. Alerted goblins

will rouse the barracks (roused goblins cannot be surprised, and stay alert for 3 hours), and then the goblins in the towers marked **3** will stage an ambush at location **1**.

During the day, the goblins are less diligent, and will only spot the party if they are making substantial noise, and even then only on a 1 in 6. If they spot the PCs, they will rouse the barracks as above.

RANDOM ENCOUNTERS

There is a 1 in 6 chance of a random encounter every turn spent in the keep's environs.

Roll encounters on the tables below.

Note that goblin losses cannot be replaced immediately; it takes at least a week for Drenith to recruit replacements. See the section titled '**Keep, Surface**' below for details.

Giant rats are not replaced at all, and losses here and in area A are counted against the total number in the nest at area 23.

Wolves have wandered in from outside the keep's region, so can be encountered multiple times. The undead are spontaneously rising from unblessed

corpses left by the goblins, and can also be encountered multiple times.

Goblin Patrol (4): HD ¾; HP 3, 3, 4, 5; AC 7[12]; Att +0 Shortsword (1d6); Sp -1 to hit in sunlight; Sv 18; Mv 9; AL C; XP 10 each

Skeletons (1d6): HD 1; HP 3, 3, 4, 4, 5, 6; AC 8[11]; Att +1 Claw (1d6); Sp immune to sleep and charm; Sv 17; Mv 12; AL N; XP 15 each

Zombies (1d3): HD 2; HP 12, 10, 7; AC 8[11]; Att +2 Bash (1d8); Sp immune to sleep and charm; Sv 16; Mv 6; AL N; XP 30 each

Wolves (2): HD 2+2; HP 14, 11; AC 7[12]; Att +2 Bite (1d4+1); Sv 16; Mv 18; AL N; XP 30 each

KEY TO WILDERNESS LOCATIONS

A. Rat Tunnels

This low mound concealed in the brambles has a small tunnel entrance. Outside the entrance are a scattering of small bones -- mostly animal, but there are a few small humanoid bones as well. (These last bones are from unwary goblins caught by the rats.)

At night, there is a 2 in 6 chance of encountering a group of **giant rats** here.

Giant Rats (1d6): HD ½; HP 1, 2, 2, 3, 3, 4; AC 7[12]; Att +0 Bite (1d3+5%disease); Sv 18; Mv 12; AL N; XP 5 each

The tunnel winds under the hill, eventually leading to location **23a**.

All rat tunnels (which connect areas 21, 16, 23, 14, and 12) are similar in size. A human must crawl to travel down the tunnels, and can only use small weapons such as daggers. Only one person abreast can fit in a tunnel, so players using the tunnels must travel in single-file, and back ranks cannot see or target anything ahead of them in the tunnels. There is barely enough room to crouch on one's heels and turn around, so players can turn to face an attack from the rear.

B. Placid Pool

This pond is fresh, fed from the east by a tumbling stream. The stream is only 1' deep; the pool is shallow at the edges but the central area is quite deep, dropping to 6' of depth. The bottom is thick, viscous mud; characters sinking into it must make a Dexterity check to avoid being stuck, requiring a full round to extricate themselves before they can move again. Stuck characters are easier to hit; enemies gain a +1 to hit stuck characters. The check for becoming stuck must be made at the end of any round in which a character is in the shallow area of the pool.

RANDOM ENCOUNTERS (DAYTIME)

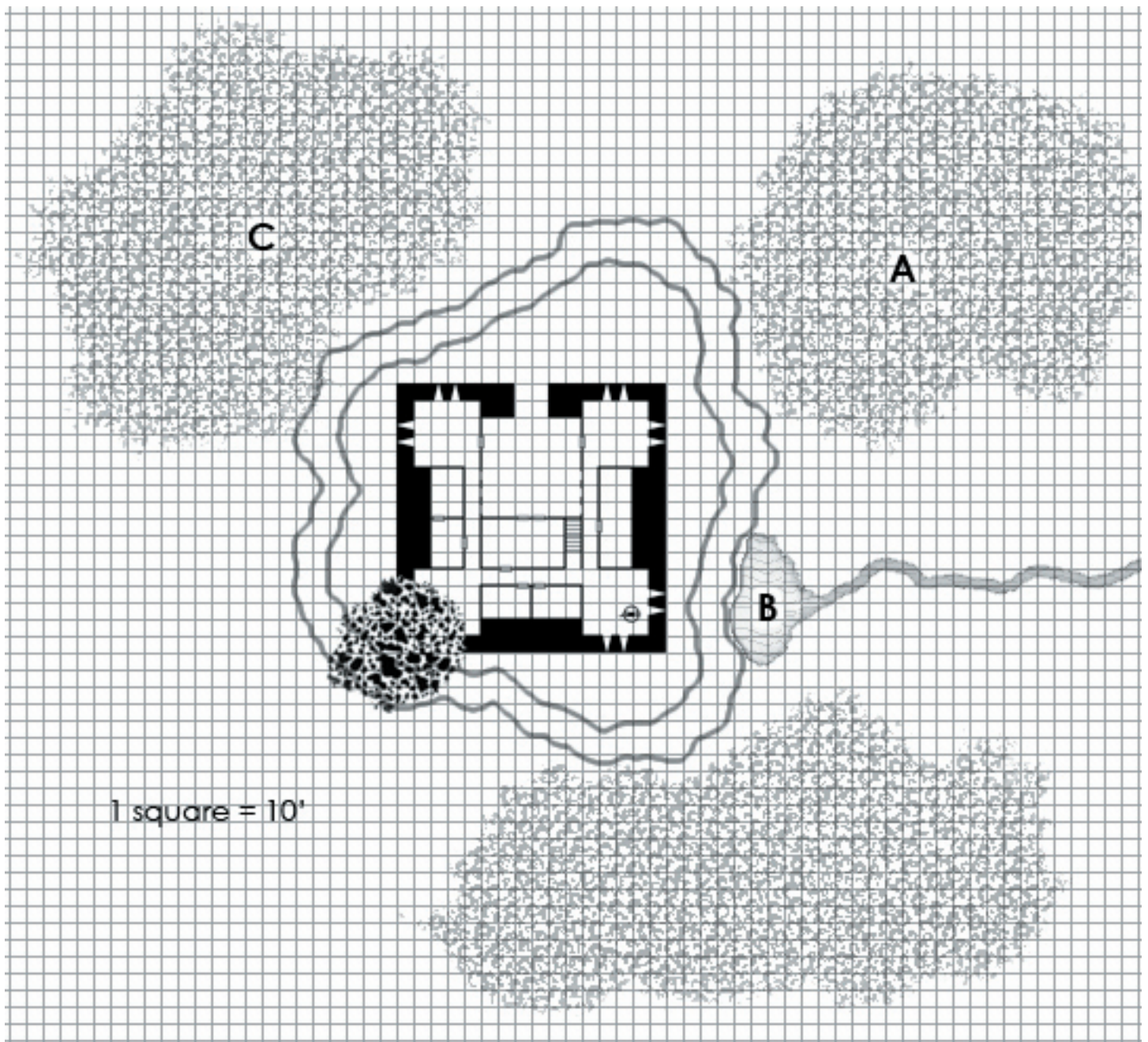
Roll 1d10

1	the goblin hunting party described in area C, below, returning with a captive
2	a goblin patrol from the keep
3	a pair of wolves
4	a pack of 1d6 giant rats as described in area A, below, foraging for food
5	a lone skeleton , animated by the ambient necromantic energies of the keep
6-10	no encounter

RANDOM ENCOUNTERS (NIGHTTIME)

Roll 1d10

1-2	the goblin hunting party is actively stalking the party.
3-4	a goblin patrol from the keep
5	a pair of wolves
6-7	a pack of 1d6 giant rats as described in area A, below, foraging for food
8-9	1d6 skeletons animated by the necromantic energies of the keep
10	1d3 zombies animated by the necromantic energies of the keep



At the bottom of the deep area, an opening leads into the hillside. It is large enough for someone to swim along, pulling themselves along the rough rocky walls. It is 240' from the entrance to area **13**, and the first 150 feet have no air at all (after which there is a gap of a few inches between the water and the ceiling). Characters wishing to swim this distance must succeed at two Constitution checks -- one at 50', and one at 100'. Once a check has been failed, the character takes 1d3 points of subdual damage each round until they either pass out or reach air. Characters who pass out begin taking 1d3 points of normal damage each round until they are resuscitated (through mouth-to-mouth) or they die.

The deep water of the pool contains a surprise for the unwary: a **giant pond leech**. It stays buried in the muck until a player approaches within 5' of the deep water, and then it attacks, gaining surprise against an opponent on a 4 in 6.

Giant Pond Leech (1): HD 1+1; HP 6; AC 7[12]; Att +1 Bite (1d3+1d4/rd); Sv 17; Mv 3/18 when swimming; AL N; XP 15

C. Goblin Hunting Camp

This camp is concealed in the copse of trees, and players who are not carefully searching have only a 2 in 6 chance of finding it (with careful searching, they will find it on a 4 in 6).

The goblins use this camp when they're out hunting for captives or food. They have a makeshift set of lean-tos, a stretching rack for hides, a pit with a cover made of lashed-together branches in which they keep captives, and a concealed fire pit.

During the day, there is a 4 in 6 chance that the goblin hunting party is present, asleep. They post a guard, who will only notice PCs on a 2 in 6 chance; increase this chance by 1 if the PCs are making substantial noise.

At night, this chance that the hunting party is present drops to 1 in 6, but every turn the players spend in the camp, there is a 1 in 6 chance of the goblin hunting party returning. If the hunting party is in the camp at night, they notice PCs on a 3 in 6 chance, increased by 1 if the PCs are making substantial noise, and by 1 if the PCs are carrying light sources (for a maximum possible chance of 5 in 6).

If the goblins become aware of the PCs before the party arrives, they will set up an ambush, stationing goblins in hiding places in the surrounding trees, armed with shortbows.

There's a 4 in 6 chance that there's a captive in the pit; roll on the table below.

If the PCs do not kill the goblin hunting party, and they return to find the pit empty, they will assume their prisoner escaped on his or her own, and continue using the pit (unless, of course, the PCs take actions that make it clear there were intruders in the camp, in which case the goblins will stop using the pit and set up an ambush in their camp). If the pit is emptied a second time, they will also

CAPTIVE (ROLL 1D6)

1-3	Villager. Rescuing the villager is worth 100XP.
4	Goblin. This goblin is a deserter, recaptured by the hunting party. He will agree to anything to get rescued, but will betray the party to his fellow goblins at the first opportunity.
5	Man-at-arms. This captive is a first level fighter who will gladly serve the party for free until they return to civilization. He or she has no equipment, however, and will need to be equipped before he or she will fight or enter any dungeon. Whether the PCs accept service or not, rescuing the man-at-arms is worth 200XP.
6	Two villagers. This could be a pair of hunters, a mother and child, or any other interesting combination. Rescuing them is worth 200XP.

realize there have been intruders, and set up an ambush.

Note that the camp is well-shaded and does not count as being in 'full sunlight' for the goblins.

Goblin Hunting Party (5): HD ¼; HP 2, 3, 3, 4, 6; AC 7[12]; Att +0 Shortsword or Shortbow (1d6); Sp -1 to hit in sunlight; Sv 18; Mv 9; AL C; XP 10 each

KEEP, SURFACE

The surface level of the keep is partially open to the sky. Areas 5, 6, and 8 are still roofed, though the roofs leak with a steady drip in the rain. All other areas are open to the sky (and thus count as 'in sunlight' if the goblins are caught above ground during the day).

There are a total of 40 goblins in the keep complex. Losses from random encounters as well as any static encounters within the keep and its dungeon should be subtracted from this total. Drenith, the apprentice necromancer who commands the goblins in the keep, can recruit 2d4 goblins every week, up to the total maximum of 40 goblins. If the party is gone for longer than a week, and Drenith still lives, he will replenish his losses in the keep first, and then the goblin hunting party.

KEY TO KEEP SURFACE LOCATIONS

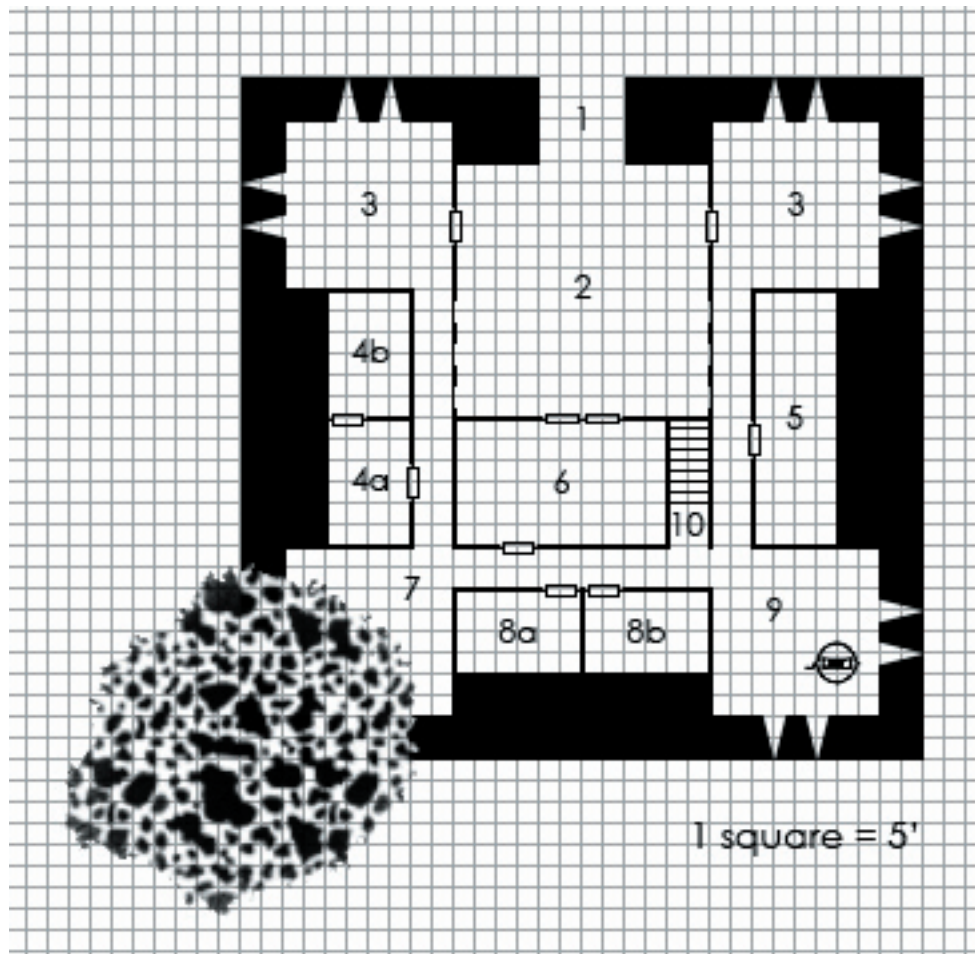
1. Gate

The shattered remains of the wooden gates of the keep lie in splinters around the entryway. They were destroyed in the wars between Issera and Khadar, 300 years ago, and never rebuilt.

If the goblins are alerted, 5 goblins lie in wait on either side of the gate (for 10 goblins total), and loose a volley of arrows at the first rank of PCs to step through the gateway. If pressed, the two

RANDOM ENCOUNTERS (ROLL 1D6)

1	A lone goblin . He will flee and raise an alarm once he notices the party.
2	A goblin patrol, from either northern tower or area 5. They will raise the alarm and engage the party in combat. If both towers and area 5 have been cleared, ignore this encounter.
3	A pack of 1d6 giant rats that entered from area 7 and are scavenging.
4	A lost skeleton that has been lured in by the necromantic power below.
5	One of the two Hobgoblin Lieutenants from area 16, accompanied by his three elite goblin guards .
6	No encounter.



groups of ambushers will retreat to the two towers marked **3**, and defend at the doors.

2. Courtyard

The courtyard is empty unless the goblins are waiting to ambush the PCs, as described above. They prefer to move about in the back halls of the keep, in at least partial shade. Debris litters the courtyard -- broken wagon wheels, scattered bones of various animals, refuse, shattered bits of stone that have crumbled off the walls, and so forth. A diligent search of the debris, taking 3 turns, will turn up **39cp and 12sp**. However, every turn of searching gives a cumulative 2 in 6 chance that any remaining goblins in areas 3 and 6 notice the party, and sound an alarm.

3. Northern Towers

These two towers are open to the sky, the wooden interior structures having long ago succumbed to fire and the elements. The goblins keep watch in these towers; during the day a single goblin is awake and patrolling, while his four companions doze against the walls, with hoods pulled over their

heads to shield them from the sunlight. At night the full group of five goblins is awake and alert for any intrusion. They notice PCs moving through the courtyard on a 1 in 6; check for each tower. PCs making substantial noise or carrying light sources increase this chance by 1, up to a maximum of 3 in 6. If the goblins are alerted, they sound an alarm, and then attack with bows from the doorways into the towers.

Goblin Sentries (5): HD $\frac{3}{4}$; HP 3, 3, 4, 4, 5; AC 7[12]; Att +0 Shortsword (1d6); Sp -1 to hit in sunlight; Sv 18; Mv 9; AL C; XP 10 each

4. Abandoned Rooms

These two rooms are partially covered in rubble and debris. Area 4a is a convenient spot for the goblins on duty in the tower to the north to take a rest break, so it reeks of urine and feces. Area 4b was once the private quarters of the bailiff of the keep. Under the rubble and debris is the collapsed remains of a bed, the mattress a rotten mess of cotton fiber and straw. Under that, the PCs can find a small metal box. Inside the box is a rotted

leather pouch containing **27gp** and a small golden pendant in the shape of a sword and shield, worth **50gp**.

5. The Common Hall

This room was once the common area for the keep's soldiers. The goblins use it for much the same purpose; off-duty goblins loiter here, playing knucklebones for copper pieces and telling foul stories to pass the time. This room's roof is mostly intact, so the room is gloomy, just as the goblins like it. At any time, there are 2d6 goblins in this room. If an alarm is sounded, they take one round to get their weapons, and one round to move to the doors from area 6 into the courtyard, where they charge intruders as a crude phalanx on the third round.

Scattered about the battered improvised tables is a total of **41cp** and a single silver piece, caught in a crack in the flagstone floor.

There's a 4 in 6 chance that there's a roast on the cooking fire in this room. On a roll of 1, it's human meat; otherwise it's venison, sufficient to feed up to 6 people.

Goblins (2d6): HD ¾; AC 7[12]; Att +0 Shortsword (1d6); Sp -1 to hit in sunlight; Sv 18; Mv 9; AL C; XP 10 each

6. The Great Hall

This room is too leaky and drafty for the goblins to regularly occupy; the broken windows on the north wall also let the sunlight in, which the goblins dislike. The double doors are never barred, so the goblins can rush out through them. They're battered and gouged, remnants of a hundred years of battle and wear. The brackets that would hold a bar in place are rusted to uselessness, and the bar itself is nowhere to be found (the goblins burned it, as well as this room's furniture and tapestries, as fuel for their cooking fire in area 5).

7. Collapsed Tower

This tower's south and west wall are collapsed. The rubble is not stable, and players trying to clamber over it, whether entering or exiting, must make a Dexterity check or slip on a loose rock, taking 1d3 damage. Loud noises such as rocks tumbling down the pile of rubble have a 2 in 6 chance of drawing a goblin from the tower to the north to investigate (and sound an alarm).

8. Larders

These rooms were once the quarters of the keep's lieutenants. The goblins have stripped them bare, and now store meat brought back by their hunters, as well as stolen supplies from surrounding villages and merchant caravans. There's always 20 standard rations worth of food of dubious quality here,

as well as two coils of strong rope (50' length) and a set of spikes and a hammer. There are also usually empty wineskins here; the goblins drink stolen wine immediately and burn the barrels, so there will never be any wine or beer.

9. Well Tower

This tower contains a single goblin sentry, who will run from intruders and sound an alarm. The well leads down 15' to area 13. Jumping down is relatively safe, as the water breaks the fall. A wooden bucket and a coil of light rope (20') lie next to the well. If the goblins in area 5 are still alive, there's a 1 in 6 chance every turn spent here that a goblin from area 5 arrives to get a drink of water.

Goblin Sentry: HD ¾; HP 3; AC 7[12]; Att +0 Shortsword (1d6); Sp -1 to hit in sunlight; Sv 18; Mv 9; AL C; XP 10 each

10. Stairs

The stairs down are well-worn with centuries of frequent usage. They end at an archway, through which is area 11.

KEEP, DUNGEON

The dungeon's corridors are all made of close-fitted stone slabs. The ceilings are arched and supported at regular 30' intervals by stonework. Between each supporting arch, the curved ceiling still has traces of flaking paint from the frescoes which once decorated it. It's impossible to discern what the pictures used to be; they are far too decayed by the pervasive moisture in this place.

Floors are usually damp, although not to the point of being slick and dangerous (except where indicated). Condensation forms on the walls, and there's a biting chill throughout the complex.

RANDOM ENCOUNTERS

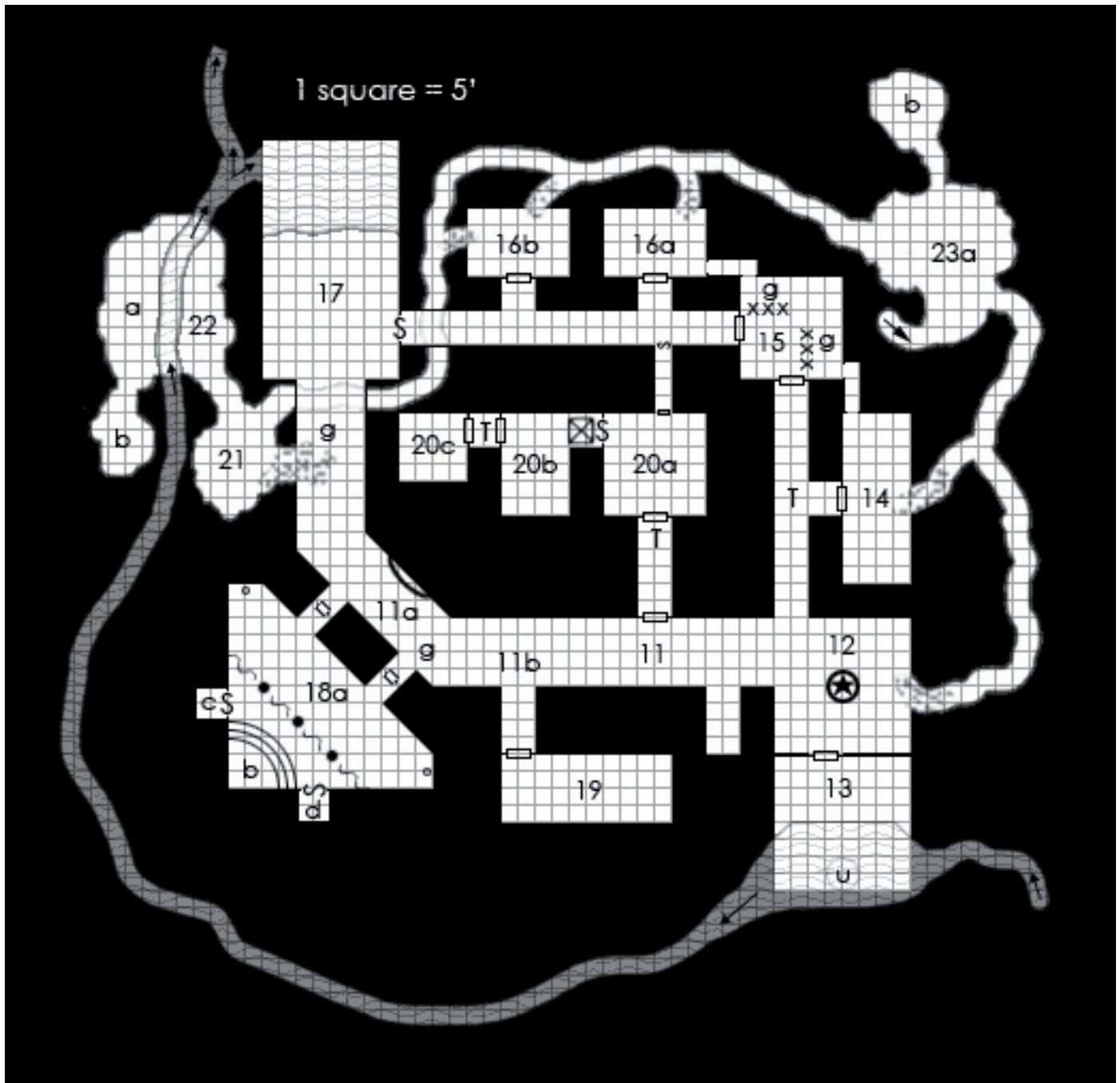
There is a 1 in 6 chance of a random encounter each turn spent in the dungeon. Roll on the table below.

Goblin Patrol (1d6): HD ¾; HP 2, 3, 3, 4, 4, 5; AC 7[12]; Att +0 Shortsword (1d6); Sp -1 to hit in sunlight; Sv 18; Mv 9; AL C; XP 10 each

Skeletons (1d6): HD 1; HP 3, 3, 4, 4, 5, 6; AC 8[11]; Att +1 Claw (1d6); Sp immune to sleep and charm; Sv 17; Mv 12; AL N; XP 15 each

Giant Rats (1d6): HD ½; HP 1, 2, 2, 3, 3, 4; AC 7[12]; Att +0 Bite (1d3+5%disease); Sv 18; Mv 12; AL N; XP 5 each

Note that any rats encountered are taken from the total in area 23, and will not be replenished. If area 23 runs out of rats, treat all rat encounters as 'no encounter'. Similarly, if all the centipedes are



killed, treat centipede encounters as 'no encounter'.

11. The Long Hall

This hall was once the major thoroughfare for the old necromancer and his cultists. Now it is largely avoided by the goblins when possible, and even Drenith prefers not to spend too much time in it.

At the location marked 11b, the remains of three humanoid skeletons have been shattered, and then very thoroughly broken into splinters. The goblins defeated a group of skeletons here, and wanted to make sure none of them would rise again.

At the locations marked **g** is the corpse of a goblin. The one near area 18 was hacked apart by swords, mostly from behind; the one near area 21 is bloated and swollen, and its green skin has turned deep black. (The former was killed by the guardians of area 18, while the latter was poisoned to death by the inhabitants of area 21.) These corpses will not be recovered by the goblins, and will steadily decay if ignored by the players. After 4 weeks, if they are still present, they will animate as **skeletons**, which will stay at the location of their death, moving only to engage intruders.

The shaded areas on the floor leading into area 12 indicate the most-trodden-upon paths, used by the goblins and Drenith.

RANDOM ENCOUNTERS (ROLL 1D6)

- 1 a lone **goblin** on some errand. He will try to run and alert the nearest goblin encounter.
- 2 a **goblin patrol** of 1d6 goblins headed to the upper level.
- 3 one of the two **hobgoblin lieutenants** from Area 16, with his three **elite goblin guards**.
- 4 a pack of 1d6 **giant rats** scavenging for food, hoping to catch an unwary goblin.
- 5 one of the **giant centipedes** from area 22, looking for an easy meal
- 6 a group of 1d6 goblin **skeletons**, animated by the necromantic energies in area 18. Increase the number of skeletons in this encounter by 1d6 for every 10 goblins the PCs have slain, even if they've been replaced by Drenith. If the PCs explicitly dispose of goblin corpses, or otherwise render them incapable of reanimation, don't increase the skeletons in this encounter.

At the location marked 11a, there is a sculpture of a demonic face on the wall. This sculpture is enchanted with a permanent magic mouth effect. Anyone crossing directly in front of it causes it to speak: "In life you are worms crawling beneath the boot of my master. In death, you will become mighty slaves to his will." This effect will not trigger again for 6 hours. However, it will bring the guardians of area 18a out to investigate (and attack). The face can be avoided by staying below the level of its eyes (which are approximately 5' above the floor) and sticking close to the wall on which it's carved.

In the face's open mouth, two feet back into the darkness, is a tightly-rolled scroll. On it, written in the runes of the Black Speech, is a short prayer to **Yxthrasis**. If this prayer is spoken in area 12, the reader automatically triggers the statue effect, even if he is not touching the statue (although if the reader has already triggered the statue before, it will still not work for him).

12. Hall of Worship

The statue in this room is a crude depiction of a powerful demon lord, worshipped as a god by the goblins. This being's name, **Yxthrasis**, is never spoken aloud by the goblins; it requires a cleric succeeding at a -4 Wisdom check (+1 per cleric level) or some form of divination to discover it.

If the demon lord's name is spoken while touching the statue, there's a 3 in 6 chance that the person doing so is noticed by the demon. Check the table below for the effects of this attention.

The statue's magic will only work once for any character. Drenith knows the demon lord's name, but has already received the benefit of worship at the statue.

The rat tunnel to the east is blocked; see area 14 for more information about the blockage.

There is a 1 in 6 chance that a group of 1d6 goblins is in this room when the PCs arrive, worshipping at the statue. If the PCs approach from the rat tunnel, the noise will alert them, and they'll retreat to area 14 to rouse their allies.

Goblins (1d6): HD 3/4; HP 2, 2, 3, 3, 4, 4; AC 7[12]; Att +0 Shortsword (1d6); Sp -1 to hit in sunlight; Sv 18; Mv 9; AL C; XP 10 each

13. The Pool

This room is the bottom of the well in area 9. If the goblins above are not dead, periodically the bucket will splash down and be raised up once more.

The goblins come here from areas 14, 15 and 16 to fetch water, to bathe, and to relieve themselves. There's a current running from the east to the west, so their filth is carried away and does not pollute the well water. However, if a goblin is present when the bucket is lowered, and it's an opportune moment, he will sometimes slip a 'surprise' into the bucket for his unsuspecting comrade above to discover. This leads to general hilarity and occasionally a sound thrashing.

There is a 1 in 6 chance this room contains a lone goblin about his business. If he can't escape through the door to area 12, he will shout for help and fight to the death. Otherwise, he'll flee north to alert area 14 and 15.

STATUE EFFECTS

Chaotic Cleric	As per the bless spell, and fully healed, and +1 to next attack roll
Chaotic	As per the bless spell, and 1d4 hp healed
Neutral	1hp lost, but receive +1 to next attack roll
Lawful	1d6 hp lost
Lawful Cleric	1d10 hp lost, and cursed (roll on Cursed Scrolls table)

Each turn the players spend in this room, there's a 1 in 6 chance a goblin enters to take care of business.

The subterranean stream that flows away to the west can be swum (leading to areas 22 and 17), but it's 300' long, and the middle 150' are entirely submerged. See **Area B**, above, for a discussion of swimming 150' underwater. Swimming east against the current is impossible for anyone who cannot breathe water.

Goblin (1): HD ¼; HP 3; AC 7[12]; Att +0 Shortsword (1d6); Sp -1 to hit in sunlight; Sv 18; Mv 9; AL C; XP 10 each

14. Goblin Barracks

The location marked **T** is a trap. A tripwire stretches across the corridor (the goblins are careful to step over it). If tripped, a spring-loaded spike-covered framework is released and swings around the corner, striking the front ranks of the party. A thief in the front rank has an automatic 4 in 6 chance to notice the tripwire and the hinges on which the framework is mounted (no active search necessary); other characters have only a 1 in 6 chance to notice it. If triggered, it inflicts 2d6 points of damage on the front rank of the party, and alerts the goblins in area 14 and 15 (it's very loud when it triggers). A successful saving throw (which thieves make at +2, as usual) reduces the damage to zero, but doesn't do anything about the very loud noise.

Inside area 14 is the barracks of the keep's goblins. There are pallets of straw for 25 goblins here; they sleep in shifts, while not on other duties. At any moment there are 2d8 goblins in this room, resting, carousing, and swapping stories. They take one round to get their weapons and ready themselves for combat.

Note that this room is the most likely place for casualties to be removed; if a result is rolled for a number of goblins that's greater than the total remaining number, reduce the encounter's numbers to the maximum allowable, minus 2 (for the goblins always stationed in area 15).

There's a concealed passage in the north wall; it's covered by a crate of rubbish. The goblins can move this out of the way to escape, reinforce area 15, or alert the rest of the complex. The passage is only 5 feet high, and five feet across; many characters will need to stoop to move through, and only smaller weapons such as daggers and short-swords, and thrusting weapons like spears, can be used in the passage.

The rat tunnel in the east wall has been filled with rubble, debris, broken pieces of wood, and other barricade materials. Periodically the goblins push

the whole pile back, and add more to the front, as they know the rats will eventually chew and tunnel through otherwise. Clearing the debris takes a total of three turns, and it's extremely loud; if approaching this room from the rat tunnels, the goblins inside will be alerted to intruders and ready to repel them (though they probably believe the intruders are giant rats).

Goblins here, if alerted, will generally not rush out to intercept intruders in the hallway, preferring to let them encounter the trap first. Then they'll defend the door with half their numbers while the other half moves to area 15 to alert the guards and defend the room.

Goblins: HD ¼; AC 7[12]; Att +0 Shortsword (1d6); Sp -1 to hit in sunlight; Sv 18; Mv 9; AL C; XP 10 each

15. Fortifications

The goblins have built two crude barricades, marked on the map with 'x'es. These barricades take a full round to climb over, and require a Dexterity check or the climber takes 1d3 incidental damage from the various spikes, bits of rusty metal, sharpened sticks, and broken glass the goblins have covered them with.

At the locations marked '**G**' are goblin sentries. There are always two sentries in this room, regardless of other losses (take losses from other locations before removing these two), as they guard their lieutenants and their master's preferred route of egress. They have a line of sight extending 60 feet down each hall if the doors are open, and will engage intruders from that range with their short-bows. The doors are usually closed (and require a standard open doors check to open); if the sentries spot or detect intruders, they will call alarms down the concealed passages to areas 14 and 16, and then defend the room to the death.

If alerted to intruders, goblins from 14 will reinforce the room, and Gruntch the hobgoblin lieutenant from 16a will enter from the main western door to support his troops, bringing his three elite guards with him. His compatriot Ugbarq in 16b will join 2 rounds later with his three elite guards. If a combat in this room goes on for more than five rounds, Drenith will emerge from his secret exit and join the fight from the western door.

This room can lead to the PCs fighting every single goblin in the dungeon, as well as their leaders, so it's extremely dangerous to become trapped here.

Goblin Sentries (2): HD ¼; HP 5, 6; AC 7[12]; Att +0 Shortsword (1d6); Sp -1 to hit in sunlight; Sv 18; Mv 9; AL C; XP 10 each

16. Lieutenants' Quarters

These two rooms are the quarters of the hobgoblin lieutenants, **Gruntch** and **Ugbarg**. Each of them has a personal guard of 3 elite goblins, and each of them uses better equipment than the other goblins in the dungeon. (Note that these 6 goblins are the 'honor guard' that accompanies Drenith if he's encountered in the keep above, and are not counted against the keep's total of 40 goblins.)

In room 16a, Gruntch makes his lair. His preferred weapon is the spiked maul, which he wields two-handed (for a damage bonus of +1, already included in the damage listed below). In a locked chest at the foot of his sleeping mat is his personal treasure; he wears the key around his neck on a leather thong. The chest holds **200gp** and a **garnet gemstone (91gp)**

Gruntch, Hobgoblin: HD 2; HP 13; AC 5[14]; Att +2 Spiked Maul (1d8+1); Sp -1 to hit in sunlight; Sv 17; Mv 9; AL C; XP 30

Elite Goblins (3): HD 3/4; HP 5, 6, 6; AC 5[14]; Att +0 Shortsword (1d6); Sp -1 to hit in sunlight; Sv 18; Mv 9; AL C; XP 15 each

In room 16b, Ugbarg has his quarters. Ugbarg is fascinated with magic and magical items, and Drenith gave him a wand of magic missile (caster level 1, 2 charges) which he's figured out how to use. He will always use this wand in combat until its charges are expended, after which he'll spend another round trying to make it work again, and then discard it for axe and shield.

Ugbarg, Hobgoblin: HD 2; HP 11; AC 4[15]; Att +2 Axe (1d8); Sp -1 to hit in sunlight; Sv 17; Mv 9; AL C; XP 30

Elite Goblins (3): HD 3/4; HP 5, 6, 6; AC 5[14]; Att +0 Shortsword (1d6); Sp -1 to hit in sunlight; Sv 18; Mv 9; AL C; XP 15 each

He keeps his treasure under one of the room's flagstones, which has a metal handle attached, and is easily found by any PC making a search of the room. The cache contains **120gp**, a **wand of magic missiles (2 charges)**, and a **gold ring (80gp)**

17. The Flooded Hall

This hall was once an audience chamber and lecture hall where the necromantic master would meet with his students and any supplicants. However, a small leak in the corner from the underground stream has slowly eroded into a large leak, which has flooded the lower area of the room.

Because of the water in this area, the floor of the whole room is slick and slimy with black mold. Each round the PCs spend in this room, they must

make Dexterity checks to avoid slipping on the slime and sliding into the stagnant water.

At the far end, the water is five feet deep, so it doesn't present a drowning hazard. However, the real threat is lurking beneath the surface of the water: a **grey ooze** that will attack any character in the water. If the PCs get near the edge of the water, the ooze will lash out from the concealment of the water. In either case, the ooze surprises the PCs on a 5 in 6; if they're not surprised, they become aware of an unnatural rippling on the surface of the water.

In the muck, bones and slime collected at the back of the room, is the ooze's treasure -- the indigestible remains of its meals. It consists of an **opal (750gp)**, a **morganite stone (215gp)**, and **2 garnets (60gp each)**

The secret door on the eastern wall is opened by a latch found in a corner where three of the wall's stone slabs come together. It's just big enough to fit two fingers in. The door has not been opened in a very long time, as the goblins have no reason to come in here, so there are no visible signs of the door being used, and it's difficult to open once the catch is released (requiring a Strength check or some appropriate tool such as an iron spike).

Grey Ooze: HD 3+3; HP 19; AC 7[12]; Att +3 Strike (2d6); acid, immune to spells, heat, cold; Sv 14; Mv 1, 3 if swimming; AL N; XP 240

18. The Hall of the Dead

This dangerous room is all that's left of the power and curses of the former master of the keep, Drenith's former master. Drenith would very much like to plunder this room's secrets, but so far he's been unable to find a way to control the undead inside. His goblins will no longer enter the place, as they've lost too many of their number. So Drenith bides his time. If the party clears a significant portion of the room, but does not loot it, Drenith will finish the job and loot the room while they're away.

The area labeled 18a, the Front Hall, is lit with an eerie blue-green light from two magical flames, which hover above empty torch sconces on the northwest and southeast walls. Standing at attention, two in front of each curtained opening, are a total of **8 skeletons**. They will move to attack any intruders immediately after they enter the room; they will also move out to area **11a** to engage intruders that trigger the magic mouth there. While in area 18, the skeletons cannot be turned.

The area labeled b, the Back Hall, is somewhat more dangerous. Two Skeleton Lords sit on thrones on the dais flanking a roughly hewn block of black marble on a pedestal. When the curtains

are passed through, the Lords rise and engage the party in battle. They cannot be turned while in area 18. They will pursue the party past the curtains, but not out into the hall.

The black stone has two immediate and unpleasant effects (aside from making the undead in this room immune to turning) that begin as soon as the Skeleton Lords rise. Once per round, it will animate a defeated skeleton, returning it to battle at full hit points. Once every second round, it will cast drain strength at a randomly chosen PC. This drain is similar to the touch of a shadow; it lowers the target's Strength by 1 point. Unlike the shadow's touch, the PC is allowed a saving throw to avoid the effect (mages get +2 on this roll as it's a spell). The lost Strength points are restored after 90 minutes, but this countdown doesn't begin unless the stone is destroyed. If a PC is reduced to 0 Strength, he or she dies, and is withered to a skeletal form which rises as a new Skeleton Lord in 1d3 rounds.

The stone can be damaged by crushing weapons and magical damage. It has 30hp, and is considered Armor Class 9 [10]. Destroying the stone earns the party **500XP**. The Skeleton Lords will fight on if the stone is destroyed, and still cannot be turned (although the regular skeletons can now be turned as usual). The unfortunate PC who delivers the final blow to the stone is immediately afflicted by a curse that causes them to lose 1 point from every attribute for 90 minutes; if this brings an attribute to 0, the PC dies and rises as a Skeleton Lord, as described above.

Skeletons (8): HD 1; HP 3, 4, 4, 5, 5, 6, 6, 7; AC 8[11]; Att +1 Claw (1d6); Sp immune to sleep and charm; Sv 17; Mv 12; AL N; XP 15 each

Skeleton Lords (2): HD 3+3; HP 18, 17; AC 5[14]; Att +3 Longsword (1d8); Sp immune to sleep and charm, cannot be turned; Sv 14; Mv 12; AL C; XP 120 each

There are two secret doors in this room. The wall for each of them has a pattern of black marble chips embedded in it, each chip making the point of a pentagon. If a chip is touched, it sends a profound, numbing chill up the touching character's arm, inflicting 1 point of damage; this happens again each time a chip is touched. If the PCs use their fingers to trace a star shape between each chip, the door opens, pivoting out into the room. If the chips are broken or shattered by abuse with a hammer or other blunt instrument, or pried loose from the wall, the door's enchantment is broken, and it cannot be opened except by tools such as pickaxes, or appropriate transmutation magic. Diligent PCs with picks can break through one door in 6 hours of constant work; this work makes a lot of noise and will absolutely bring Drenith and all his goblin warriors; Drenith knows full well what

the sounds of pickaxes means, and will be eager to slay the PCs and take the treasure for himself.

(It may be convenient to sketch out the pattern of stone chips on the wall, and give the sketch to the players, and ask them to show you what they're doing directly on the sketch.)

In area c, there's a single large stone chest, which requires a Strength check to open (by sliding its lid off to one side). The top of the chest bears a symbol of hate. Any PC touching the lid of the chest is immediately struck by the symbol's power, and will immediately begin attacking his or her allies for the symbol's duration of 6 rounds. After the symbol is triggered, it is inactive for one turn; however, note that it begins to reset immediately on being triggered, so unlucky players may dawdle and trigger it again!

The chest contains: **600gp**, a purple **amethyst (75gp)**, a **potion of healing**, and a **ring of undead control** (from <http://swcompanion.wdfiles.com/local--files/resources/mi>, p.3).

In area d is another large stone chest, exactly as in area c. The chest has no symbol on top, but trapped inside it is a noxious gas. Players in the room or within 20' of the door to the room are affected, and must make a saving throw (this is a poison trap, so thieves and clerics gain a +2 to the save). Failure inflicts an immediate and permanent loss of 1d6 Constitution, and requires a second save 1 round later. Failing the second save as well results in death. PCs reduced to 0 Constitution or less by the poison are killed immediately on the first failed save, however.

The chest contains: **800gp**, a **universal antidote** (potion; cures any poison if administered within 3 round), and a **sacrificial blood dagger +1** (if this weapon delivers the killing blow to a living humanoid target, the wielder heals 1d4+1 hp). Also in this chest is the amulet of the lich (see 20c, below), a steel pendant in the shape of a skull, on a chain of tiny steel links. The amulet is non-magical but will be recognized by evil spellcasters as the mark of a lich's favor.

Ring of Undead Control

This ring allows a cleric to control, once per day, a number of undead with total Hit Dice equalling 1d4 +1. The undead are allowed a save to resist the cleric's control. Undead controlled by the ring must already be animated. The Ring of Undead Control will not animate undead, but simply allows the cleric to control those already animated. The undead affected remain under the cleric's control for 1d4+2 rounds. Usable by: clerics.

19. Makeshiff Crypt

For a while, the goblins were tossing the bodies of their victims into this room when they'd stripped them of any edible flesh. They no longer do so, because the necromantic energies here began to reanimate them. The room stinks of decaying flesh, and there are disgusting sticky stains on the floor, but is otherwise empty.

20. The Chambers of the Master

These were the quarters of the necromantic master who ruled this keep. His apprentice Drenith has taken them for his own use, but has not entirely claimed them. He can't solve the trap leading into area 20c, so his master's greatest treasures are unavailable to him.

The hallway leading up to room 20 is trapped. A stone pressure plate at the location marked **T** will, if stepped on, cause a foul gas to be released from vents in the wall near the floor. This gas is repellent and disgusting, concentrated from the rotten corpses of the goblins' victims. Everyone in the hallway is affected. On a failed save, the PC is overcome with nausea and begins to vomit, suffering a -2 to all attacks and a +2[-2] penalty to AC. On a successful save, the PC suffers only a -1 to all attacks, and no AC penalty.

In either case, affected PCs have an effective Charisma of 3 for as long as the gas lasts, and suffer a -1 penalty to all checks to surprise enemies.

The nausea effect of the gas fades over the course of the next hour (6 turns). The Charisma penalty and surprise penalty last until the affected PCs thoroughly bathe themselves, replace clothing, and scrub their equipment with soap.

20a is the area he uses as his audience chamber. It's richly furnished with stolen goods brought back by his goblin forces. It features a high-backed chair on a raised platform at the north end of the room, before a small wooden door in the north wall (which it conceals from casual inspection). Braziers in the corners are lit with eerie blue-green magical flames that never go out, and fill the room with a strange scent of incense and putrefaction.

The western secret door is opened by pressing on a single smaller stone near the ceiling. This stone is not hard to detect; Drenith regularly travels between this area and 20b as he uses 20b as his sleeping chamber.

The small door behind the throne leads into a narrow passage that ends in a secret door. It's obvious how to open it from inside the passage, however. Outside in the hall leading from area 15, it's opened by pressing a single smaller stone near the ceiling, just as the door to the west of the throne.

20b is Drenith's bedchamber. Immediately inside the door is a hidden pit trap; bypassing it requires closing the secret door behind you, which locks the pit's covering into place. Otherwise, the trap covers the entire passage, and can only be avoided by using some improvised bridge. The pit is a 20' fall into a small chamber with no exits; the damage from the fall is 2d6. Drenith has explored the chamber, and scattered some caltrops inside; each round a player is in the pit, he must make a Dexterity check or step on a caltrop for 1d2 damage.

Drenith, the Necromancer's Apprentice: HD 3; HP 15; AC 8[11]; Att +0 Staff (1d6); Sp spells, magic items; Sv 13 (+2 vs Spells); Mv 12; AL C; XP 240

Drenith has the following spells prepared: shield, charm person, mirror image. In a fight, he will begin by casting mirror image, followed by shield (which lowers his AC to 2[17] versus missiles, and 4[15] versus melee). He will then try to charm the most heavily-armored fighter, and direct his new minion to defend him. Then he will attack from behind his minion (and any additional goblins available) with his staff. If he loses more than half his hit points, he will flee (if possible) or surrender (if not). He is not interested in fighting to the death, and will only do so if given no other option.

20c is the Master's Vault. Drenith doesn't know how to bypass the trap, and his goblins refuse to help him experiment any further. The inner door can only be opened if the outer door is closed. Once the outer door is closed, after three rounds, the inner door unlocks with an audible click. Both doors are made of heavy iron, and the doors and all the walls of area c are protected from magical interference and transmutation. Magic simply cannot penetrate the walls or either door, nor can spells cast beyond the doors pass their thresholds even if the doors are open.

One round after the outer door is closed, a fire glyph on the floor begins to burn with a vivid red light. The room is then filled with fire, against which there is no saving throw (the whole room is filled, so there's nowhere to jump!). The fire inflicts 3d6 damage the first round, 2d6 the second round, and 1d6 the third round. After that, the doors are both unlocked and either can be opened (but only one can be opened, as opening one locks the other, requiring another trip through the fire glyph).

The only way to bypass the fire glyph is with the amulet of the lich found in area **18d**. The skull shape of the amulet fits perfectly into a skull-shaped indentation in the wall. While the amulet is in the indentation, the fire glyph will not trigger.

Drenith knows about the skull indentation, and if he's shown the amulet he will offer the PCs anything in his power in exchange for it. He wants the contents of the vault, and will happily trade all the other treasure he has. He'll even volunteer to leave the keep, betray his goblin soldiers, leave the civilized lands behind, and threaten the region no longer (although what he'll really do with the treasure is haul it all to the Halls of Endless Night and seek out his old master).

The amulet can be reclaimed at any time. If both doors are closed, however, this causes the fire glyph to activate. If either door is open, it's safe to remove the amulet.

Inside the vault are three large chests, each of which is locked (but not trapped), as well as a shelf of books and scrolls.

Hanging from a peg on the wall is a **+2 war hammer** with intricate silver filigree. The weapon, named Fordarin ('Bane of Wights' in Old Archaean) was an artifact of good, once wielded by a powerful cleric during the wars against Khadar, and the necromancer was researching ways to corrupt it to evil before he left. If held by a Lawful cleric, it will give the wielder a warm, comfortable feeling, will hum when swung, and will seem especially light. It has no other powers besides being a +2 weapon, however.

In the first chest is **1100gp**. In the second chest is **2550sp** and an **emerald (779gp)** in a finely lacquered **puzzle box (175gp)**. In the third chest is a **scroll of Protection From Poison**, a bundle of **12 +1 arrows** wrapped in a piece of linen, and a pouch containing **170gp** and a **white gold filigree ring (115gp)**.

The shelves contain a small research library on the subject of undeath and the undead, necromantic magic, and legends of ancient lichs. There is also a **tome of lichdom** which a level 20 or higher magic-user or cleric can read to learn the steps of the ritual of becoming a lich. Lower level magic-users and clerics can understand the book's topic but are unable to follow the complex magical theory. Other character classes find the book incomprehensible.

Also on the shelves is a map, folded up and wrapped in linen. It's very old and faded, but it clearly depicts the local area. The keep is marked on the map, as is a black, unfamiliar rune. (This rune indicates the location of the Halls of Endless Night.)

20d is an optional path downwards to the next level of the dungeon, populated entirely by the undead, and connecting ultimately to the Halls of Endless Night, many days' journey away. However, if you don't want to construct the next level

down, describe the room as choked with rubble from a partial collapse of the ceiling.

21. Centipede Foyer

The passage wall collapsed, or was knocked down, leaving a pile of rubble that blocks the entrance to this natural cave. Climbing over it has a 2 in 6 chance of alerting the centipedes that live in the caves beyond.

The foyer is usually unoccupied, but when the players enter, and every round thereafter, there's a 1 in 6 chance that one of the three **giant centipedes** that nest in area 22 will come to investigate the intrusion. This chance continues for as long as there's commotion in area 21 and centipedes left in area 22, so the players could easily end up fighting all three centipedes in this area.

Several dessicated giant rat corpses are scattered about. The rats, blocked from all other entrances to the dungeon, have taken to using area 21 as a way in; the centipedes occasionally catch one and eat it.

The northeastern part of the cave is a shallow depression in the rocky floor that becomes a rat tunnel, connected to area 23. If the PCs happen to encounter rats here, they will always flee into their tunnels; they associate this room with death, and don't take any chances with enemies here.

The northwestern part of the cave is a rocky incline down into a larger natural cavern; the sound of a burbling stream can be clearly heard coming from the passage.

Giant Centipedes: HD 2; HP 8, 9, 11; AC 5[14]; Att +2 Bite (1d8+poison); Sv 16; Sp lethal poison, +6 save; Mv 15; AL N; XP 120 each

22. Centipede Lair

This room is split into two areas by the stream. On the east side of the stream, the floor of the cave is at the same level as the water, which splashes up onto the rock and makes the cave somewhat slippery. On the west side of the stream is a five-foot-high cliff with a jumble of rocks at its base, at the top of which the centipedes make their nest. In the area marked **a** are several decaying rat and goblin corpses, as well as broken shards of bone and scraps of cloth and leather. The centipedes spend their time curled up into a tight mass of chitin and legs in the area marked **b**. PCs that make loud noises or otherwise cause a commotion on the eastern half of the chamber have a 3 in 6 chance of attracting the attention of all three centipedes. PCs climbing up the cliff to area **a** have a 4 in 6 chance of provoking the creatures, and PCs actually searching the rotting corpses or entering the narrow cleft leading into area **b** automatically attract the monsters' attentions.

One of the goblin corpses is wearing a set of **bracers of defense, AC 6[13]**. There's a well-maintained high quality mace here, as well, which is non-magical. There's a scattering of other treasure throughout areas a and b: **840sp, 1300cp** and **300gp**, as well as a **tourmaline pendant on a silver chain (350gp)**.

It's impossible to swim upstream (towards area 13) without some means of breathing water. Downstream is relatively easy; there's plenty of air all the way to the eroded crack in the wall of area 17, allowing access to the watery part of that chamber. Beyond that crack, the stream dips rapidly and dangerously downwards. It's many miles of mostly-submerged passage, with occasional deadly falls onto sharp rocks, before the stream empties into the Halls of Endless Night, on the Black Lake level of the dungeon. The journey is almost certainly fatal.

23. Rat Lair

The rats that infest the low and cramped tunnels behind the walls of the dungeon live in this large, low-ceilinged cave. There are a total of **25 giant rats**, though losses from other encounters should be removed from this total. They're ruled by a **monstrous rat**, an enormous and brutal rat queen with a nearly human level of intellect and cunning.

The queen is usually found in her own nest, marked **b**, while her lesser minions sleep, groom each other, and quarrel over bits of meat and bone in the area marked **a**. If intruders enter the nest, the rats will fight to the death to defend their queen, and will pursue fleeing intruders until they are dead or they leave the rat tunnels.

The ceiling of the cave is only six feet high, so many characters will likely bump their heads if they stand up suddenly, and near the edges of the cave the ceiling drops to four feet in height,

requiring most PCs to crouch (conferring a -1 to hit penalty). Large weapons such as bastard swords, battle axes, and two-handed swords are unusable in area 23, although thrusting weapons like spears and lances can still be wielded.

The entire cave is one large rat nest, which means a tangled, foul-smelling mass of shed fur, shredded fabric and leather, bits of metal and other garbage trinkets, partially gnawed goblin corpses, the bones of woodland animals seized in the forest outside, at area A, and other refuse. In some places it's a foot thick, and everywhere it impedes PC movement, reducing it to half. The rats, of course, take no penalty to movement.

There's a fair amount of coinage scattered in the foul bedding: **200gp, 1800sp, and 2100cp**. In the queen's nest, there are another **100gp**. The queen is fond of gemstones and jewelry, and commands her minions to bring her any they find. She's wearing a **golden necklace (285gp)** and in her personal bedding are an **aquamarine (275gp)**, a **peridot (175gp)**, and a small **ruby (115gp)**.

Resourceful players might think to try bribing the queen; if they establish communications with her, and offer her at least 200gp of gemstones, she will order her rats to leave the PCs alone. Thereafter, the rats will only fight if attacked (although any escaping rat will carry news of the treachery to the nest within one turn, after which the deal is off). The queen, if she's able to communicate with the PCs, will ask them to clear the obstructions in rooms 16a, 16b, 12, and especially 14. She will also reward the PCs with her ruby if they kill the centipedes in area 21, and bring her their carcasses as proof.

Giant Rats (25): HD ½; AC 7[12]; Att +0 Bite (1d3+5%disease); Sv 18; Mv 12; AL N; XP 5 each

Rat Queen: HD 3; HP 17; AC 6[13]; Att +3 2x Claws (1d3) Bite (1d6); Sv 14; Mv 12; AL N; XP 120 each