Way back in 1978, Mike Carr wrote a module for Dungeons and Dragons, the first module ever printed for the game. This classic module was called In Search of the Unknown, and it included tips for GMs, sample characters, rules for hirelings and henchmen, and was designed to be as flexible as possible. Rooms were largely left unstocked with treasure and monster, and a list of suggested monsters and treasure was given at the end for the GM to tailor to their wishes.

The module is fondly remembered as a great introduction to the game of Dungeons and Dragons, and has been reprinted six times over the years. The only real weaknesses the module has are the lack of a real story and the randomness of the dungeon. That said it’s a well-regarded effort and with some minor changes the spirit of the adventure can be retained. This module is for lower power characters, at most a party of six characters no greater than a total of 300 points, no one character over 75 total points.

Here is a part of the introduction originally in the module (it lacked the typical teaser on the cover most modules later carried):

Some years ago Rogahn and Zelligar apparently decided upon a joint foray into the Barbaric Wastes. Taking most of their most trusted servants and employees in a great armed band. The two personages disappeared into the forbidding southern lands, far from the hills and forests surrounding Quasqueton.

Word just reaching civilization tells of some great battle in the Barbaric Wastes where the pair met their demise. This rumored clash happened so long ago that few even remember the two. Few details were known of the end these adventurers, the only thing certain is that Rogahn and Zelligar have been gone for decades. If only one had the knowledge and wherewithal to find their hideaway who knows what treasures could be found, and what adventure?

The original module was copyright TSR, and this has been significantly altered to the point of being a separate product, but is so tied to the original, I still want to give the writers credit. D&D is a copyright of Wizards of the Coast, and Fantasy Hero is a copyright of Hero Games.
BACKGROUND

Many years ago, rumor has it, two noted personages in the area pooled their resources and expertise to construct a home and stronghold for the two of them to use as a base of operations. It was from there that mage Zelligar and warrior Rogahn the Fearless would adventure, train, study, and rest up.

The location of this hidden complex was chosen with care, since both men disliked visitors and intruders. Far from the nearest settlement, away from the traveled routes and high upon a craggy hill the new construction took shape. Carved out of the rock protrusion which created the heavily forested hill, this mystical hideaway was well hidden and its rumored existence was never common knowledge. Even less well-known was its name, the Caverns of Quasqueton.

Construction of the complex, it is said, took over a decade, even with the aid of magic and the work of hundreds of laborers. Vast amounts of rock were removed and tumbled off the rough cliffs into large piles now overgrown with vegetation. A single tower was erected above ground for lookout purposes, though there was little to see other than a hilly forested wilderness for miles around.

Rogahn and Zelligar lived in their joint sanctuary for some time, conducting their affairs from within except for occasional adventures in the outside world where both men attempted to add to their reputations as foremost practitioners of their respective arts.

From there they sent word to agents in nearby cities to handle their business, few of whom even knew the location of their employers. The deeds and adventures of these two characters were never well known, since they both kept their distance from civilization. Some say, and perhaps rightly so, that their motives were based on greed and some kind of vague evil.

What is known more widely is the reputation of each. Despite their questionable alignment of suspected evil, both Rogahn and Zelligar capped their reputation of power when they joined forces to stop a barbarian invasion threatening the great valley below. In a crucial battle at a narrow pass in the hills, the two combined powerful forces and decisively turned back the invasion. Rogahn slew the leader and many of the barbarians singlehandedly and Zelligar’s powerful magic was critical in routing the remaining army. A grateful populace rewarded the pair and their henchmen with labor and goods, and the Baron with considerable treasure. After this, the pair retired from their adventuring, and most of it apparently was used to finance the further construction of Quasqueton, although some of it yet may be hidden somewhere. In any case the hill stronghold was not completed in its entirety when, years later, the intrepid pair apparently embarked on one more, last adventure.

LOCATION OF QUASQUETON

If you have The Keep on the Borderlands in your campaign, this module may be placed in that same area where the map has “Unknown” marked.
ADVENTURE HOOKS

All this just establishes the setting for this adventure, not the adventure itself. There are a lot of ways the GM can get PCs involved in the setting, and they will vary based on the kind of characters they are and the setting and theme of your campaign.

1: The Treasure Hunt. Deep in the dungeon is a series of vaults and key systems to guard the best treasures the pair found on their adventures. Somehow the PCs have heard about these treasures, possibly from a descendant of one of the original employees of the adventurers. This can be as detailed as a location or as vague as simply information on the treasure. It might involve a piece of the key sequence or a scribbled hint (handout 2).

2: The Old Map. The PCs get their hands on a piece of a map, a partial map depicting the general location, entrance, and part of the first level of Quasqueton (Handout 1). The map promises great treasure and great danger.

3: The Explorer. Piecing together clues and bits of information from scattered sources, a scholar believes he’s found an amazing site where mighty heroes used to live and keep their trophies. He wants to explore and find the place, but knows it will not be safe for him. So he hires adventurers to protect and guide him, since this is more their business than his. He is not at all capable in combat but has 14-perception and knowledge skills that cover the history of the place and the two adventurers.

4: The Heir. A girl claims to be the granddaughter of a mighty warrior named Rogahn from years ago. She knows of a place that her ancestor lived in the woods of a certain area, a hideaway where he kept his trophies and would live between adventures, and wants to reclaim what’s hers from the family. In particular, she’s after Rogahn’s Helm as an heirloom, but won’t tell the PCs this. She’s an obnoxious spoiled twit who has lived in luxury and wealth her whole life and demands to be tended hand and foot for letting the PCs have some of the loot that is all rightfully hers. She has no combat skills nor any useful skill at all - she’s more properly an incompetent NPC with some political clout (a lower noble).

The PCs might off her or let her die, but there will be consequences when they get back without her there. She might through the adventure learn a lesson, if you want to have pity on the PCs.

5: Discovery. The PCs find a tower in the woods with no roads and the nearest village miles away. What is its history? What lies beneath?

6: The Race. A Hunted or enemy of the PCs has found out about the treasures hidden in Quasqueton to use against them or their friends. The PCs find out as well, and it becomes a race to find and acquire the treasure first. Along the way, hired men, deals with monsters, and the enemies themselves add to the threats of the dungeon.

THE SURROUNDING AREA

The local village is a small one with no market and only a basic smith. He can repair equipment but has only an 11- skill and no ability to work unusual or enchanted ores. The local inn has only a common room but cheap food (5 cp gets a day’s lodging and food).

The locals have no idea what the dungeon is called or even that there is a dungeon other than the village fool who is named Bogwitz and raves about all sorts of things. In his ranting about bees and onions and eating sunlight he mentions the adventurers who lived under the hill and the word “Quasqueton.” How he learned this is anyone’s guess but he will confront visitors with his stinking breath and deliver a long and insane diatribe on how the dirt is corrupted by the star people and it’s causing children to grow backward and the beer tastes like giggles and beards are actually made from rainbows and so on. He doesn’t sound like a goof, he delivers this in the most serious and intense manner like it’s of absolute importance for everyone to understand.

The hunters and herb gatherers of the area know enough about the forest that they can guide the PCs to the tower and point it out, but don’t care to go any closer. The problem is that Quasqueton has been partly taken over by Goblins and they hunt and raid the forest nearby. There aren’t many caravans or travelers past here so the goblins don’t prey on them much, and they don’t bother the village yet because it’s a good ten mile march through the forest and they don’t have good leadership.
Still, the area immediately around the hill and on it is dangerous for the locals and they avoid it completely. Nobody will go in willingly because locals who go there don’t usually come back.

**THE FOREST**
The forest surrounding Quasqueton is a fairly wild area with a plentiful supply of wildlife and a decent herb content (no modifier to herbalism rolls). There are several creeks that run through it for ready water and while the ground is uneven and hilly it is not difficult to cross. The hill with the tower on it and the dungeon beneath is not especially noteworthy or large, which is part of the reason it was chosen for the location.

In the forest distant from the tower the land is fairly well traveled and hunted, so there aren’t many monsters. When something awful shows up the villagers send out a hunting party with torches and gang up on it. If it’s too bad they petition the local nobility, who deal with it. The area that the tower is in is too far away to bother with, although if the goblins start becoming a problem a noble will have to take action.

In the forest near the tower, things get a bit more dark and difficult. The animals are a bit more hunted so it’s harder to find food (-1 to survival roll) and the water tends to be muddied and disturbed. There is a chance of running into a monster as well, the GM should roll on this table at least once for the PCs to have an encounter while getting to the tower.

<table>
<thead>
<tr>
<th>ROLL</th>
<th>RESULT</th>
<th>NO.</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Direshark</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>Wolves</td>
<td>D6</td>
</tr>
<tr>
<td>4</td>
<td>Megapede</td>
<td>D3</td>
</tr>
<tr>
<td>5</td>
<td>Trapper or hunter</td>
<td>1</td>
</tr>
<tr>
<td>6</td>
<td>Goblin Patrol</td>
<td>D6+2</td>
</tr>
<tr>
<td>7</td>
<td>Quillrats</td>
<td>D6+1</td>
</tr>
<tr>
<td>8</td>
<td>Swarmwings (night), Goblin patrol (day)</td>
<td>D6</td>
</tr>
<tr>
<td>9</td>
<td>Red Bear</td>
<td>1</td>
</tr>
<tr>
<td>10</td>
<td>Quill Rat</td>
<td>D6-1</td>
</tr>
<tr>
<td>11</td>
<td>Hunter bats (night) Goblin Hunters (day)</td>
<td>D3</td>
</tr>
<tr>
<td>12</td>
<td>Orc Scouts</td>
<td>D2</td>
</tr>
</tbody>
</table>

The dungeon itself used to have a powerful illusion over locked double doors, but a landslide crushed the doors and ended the illusion, leaving the doorway partly open. As it was explored, the doorway was opened more and now it’s just a hole in the back of a shallow cave in the hillside.

The entry isn’t guarded as the goblins rely on the noisy spell inside to alert them of entry and are not very organized in any case. The entrance to Quasqueton is on the south side of the hill and not hard to spot.

The tower atop the hill is a shell now, the wood floors and stairs scavenged long ago for firewood by the goblins. Even the door was burned. It’s a place where bats and rats live, and nothing else of value remains.

**QUASQUETON**
The dungeon was originally a series of caves that the pair of adventurers found and stashed some loot in early. Zelligar cast a few illusion spells to hide and protect it, and from that an idea grew. They set up some supplies and would stay there, and over time developed the interior more and more. Finally, using magic and workers, the upper caves were worked until they don’t resemble natural stone caverns at all any more.

All walls in this dungeon block teleportation, desolidification, and clairsentience, except areas 15 and 16.

**UPPER LEVEL**
The interior walls are smooth stone, like they were grown into place (which, in a way, they were). The ceilings are a uniform 8 feet high except where noted, and decorations are at a minimum. The lighting is by torches, there used to be crystals of little value that were enchanted to light when someone entered a room, but the goblins have pried them out, fought over them, and ultimately lost them all to Sneekie who moves about the dungeon looting. Now the place is dim and smoky with many areas entirely unlit.

All remaining doors are made of stone, the rest having been torn down and burned. Stone doors are carefully balanced and weighted and open easily but have 6 defense and 15 body to break through. Doing so will make a tremendous racket, sure to attract attention; check for an encounter twice.
While in the dungeon, the GM should roll a D6 each new area the players pass through or each time the PCs do something that would attract attention. If the players camp in the dungeon, roll a D6 each watch during the night in the same way. If a 1 results from the D6 rolls, roll on the table below for an encounter.

<table>
<thead>
<tr>
<th>ROLL</th>
<th>RESULT</th>
<th>NO.</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Orc Delegation</td>
<td>D3+2</td>
</tr>
<tr>
<td>3</td>
<td>Cloud Beetle</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>Megapede</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Rattleskull and D6 goblin escort</td>
<td>D6+1</td>
</tr>
<tr>
<td>6</td>
<td>Sewer Rats</td>
<td>D6+1</td>
</tr>
<tr>
<td>7</td>
<td>Fire Beetle</td>
<td>1-2</td>
</tr>
<tr>
<td>8</td>
<td>Swarmwings</td>
<td>D6+4</td>
</tr>
<tr>
<td>9</td>
<td>Greatshanks and D3+1 goblin escort</td>
<td>D3+2</td>
</tr>
<tr>
<td>10</td>
<td>Sneaksie</td>
<td>1</td>
</tr>
<tr>
<td>11</td>
<td>Whizbang Beetles</td>
<td>D3</td>
</tr>
<tr>
<td>12</td>
<td>Shakes the Quillrat</td>
<td>1</td>
</tr>
</tbody>
</table>

Note that not all encounters necessarily mean attack. Sneaksie, for instance, will simply follow the characters as cautiously and stealthily as he is able to some time steal from them.

The third pair of alcoves have enchantments in them, a pair of illusions that look like the very stone opens up mouths to shout at intruders. They are triggered as soon as any one over the weight of 30 pounds and alive passes by heading into the dungeon. On each side, in the alcoves the magical mouths appear and shout

The East mouth booms first:

Who dares enter this place and intrude upon the sanctuary of its inhabitants?

To which the West mouth replies after a short pause:

Only a group of foolhardy explorers doomed to certain death!

After a short pause, both boom in unison:

Woe to any who pass further—the wrath of Zelligar and Rogahn will be upon them!

Both mouths boom in raucous laughter which fades as the mouths vanish. This triggers each time a new group of people pass the alcoves heading inward, once per day. It serves as a rather effective alarm, as the voices can be heard all the way to the northernmost part of the level, and with a good perception roll in the second level.

The goblins are not interested in standing guard and simply use this for their alarm system. Roll for or select an encounter immediately after the mouths do their little bit: that’s what comes to investigate the racket.

Just north of the last set of alcoves is a short staircase, two steps up. At the top of these steps is a grisly sight. Here lie five bodies in advanced state of decomposition. Adventurers, explorers they were. The smell here is horrible, but the goblins left the bodies here on purpose.

Body 1 is a human warrior, slumped against the wall. His sword is broken in half and his armor has been stripped. Under the body spilled 3 copper that the goblins missed.
Body 2 is a mage of some sort, impaled against a wall. His robes are mageguild, and though he rots, he is held upright by a spear thrust through his body and broken off. If the spear is removed, the body will rumple to the ground, revealing a blood-stained word carved expertly into the wall: Quasqueton. This is merely the name of the place, but it might be mysterious to adventurers. Hidden in the breast of the robe is a pouch containing old dry, rotten herbs and 4 silver.

Body 3 is another warrior, this time a Dwarf. He lies face down just East of the intersection. It appears he crawled here, dragging blood, and died as a trail of blood leads from the steps to where he is, and pooled. The blood is now long dried. The dwarf is lying on top of a broken war hammer and beside him lies a money bag, turned inside out.

Body 4 is nondescript, she died on top of a broken shield and three intact broadhead arrows, sprawled against the northeast corner.

Body 5 is small and lithe, with dark clothing and a mask. He has a little pouch hidden in his sleeve with picks and tools in it, and throwing knives secreted about his clothing; a total of 6.

These bodies are lifeless and stinking as they slowly rot, but if the PCs try to move them out of the hallway 20 feet or more (or try to destroy them), or if the PCs pass by them further into the dungeon, each one lifts off the ground with a horrid groan: they are zombies! The goblin shaman Rattleskull enchanted the bodies of slain adventurers to kill any intruders. They only attack non-goblins and only in the above circumstances. Otherwise they appear completely lifeless without some manner of magical detection.

2. KITCHEN: This long room is unlit. The skinny room was once a place of food preparation and storage. There are cooking pits, a chimney too small to climb (10" square), long tables with scattered and spilled materials such as flour, and various cooking utensils like spatulas and spoons. Hanging from the ceiling in the Southwest corner near a cooking pit is a cast iron kettle two feet across. It is hung from a chain near the ceiling and shows signs of regular use. Within this kettle is a small black waxen plug on the bottom. This looks like the rest of the kettle and without a -2 PER roll it will not be seen. Under the wax plug is a small depression with a bronze key in it. This is the first key to the vault sequence.

3. DINING ROOM: This room is unlit and has no torches. Across the hall from the kitchen is the dining room, a very large area that the pair would eat their meals in with the servants and rare guests. Decorations that once were on the walls such as trophy heads and hangings have been torn down by the goblins and taken for elsewhere. There are several tables and many chairs in the room, although fewer than there once were as the goblins have been using them for firewood as well.

Two chairs, however are set apart from the rest. They are on opposite ends of the main central table and are ornately carved, large throne-like chairs. Each has special carving on them, the East one has a Z and magical symbols, the West one has an R and martial symbols. They are affixed to the floor and made of fine wood. The goblins haven’t touched these for fear they are magical or trapped.

In the arm of Zelligar’s chair there is a compartment that can be opened. The mechanism to open the compartment takes a -2 PER roll to spot, if it is being looked for (a -6 might spot it if not looking and the GM is feeling generous). Within the compartment is a Wand of Dazzle

The seat of Rogahn’s chair lifts up, and within it is a light crossbow (the string worthless now) and two daggers. They are of no special quality, but useful in an emergency. There are 10 quarrels as well.

4. LOUNGE: This room has no light. After dinner, when entertaining guests, the adventurers would retire to this room. An empty keg stands in one corner with a rack of mugs by it. Large stuffed chairs are centered around a table with a chess board on it (but no pieces, Sneaksie got those too). The board is worth 12 silver on its own, but Sneaksie didn’t see the value in it. The wall has shelves, but no books or scrolls, Rattleskull took those already. A fireplace stands on one wall, cold and dark with a flue that a small race such as Ratman could climb up if he wanted. It comes up under the tower and runs up the side of the tower to the roofed top.
In the room are two statues of marble, a man and a woman beckoning to each other on opposite sides of the room. Each is worth a fair amount of money (at least 75 silver if a buyer can be found), but each also weighs 1700 pounds and stands five feet tall.

5. SHAMAN’S CHAMBER: This used to be Zelligar’s primary chamber, where he slept and worked although his main workshop is elsewhere (areas 8-9). The room is lit by several reddish glowing wicker woven cages hung from the ceiling containing very minor elementals. If the cages are broken or cut free, the elementals escape and disappear. The room has a carving the length of the North wall depicting a wizard (Zelligar) on a hilltop casting a spell over a valley below while an army routs in confused panic. This is a rather stylized and self-aggrandizing version of Zelligar’s contribution to defending the valley.

However, closer examination reveals that this mural actually reveals the sequence and devices needed to open the vault. This is detailed on Handout 2.

There are pegs on the south and east walls with garments hanging from them, the shaman Rattleskull is rather vain and likes to change clothes a lot. In the Southeast corner is a large, ornately carved bed frame which has a hammock incongruously slung in it. The bedding was taken and burned, but the frame was too solid and looked too important to be destroyed. When Rattleskull arrived, he hung his hammock in the frame because he thinks it looks impressive. The bedframe weighs 850 pounds total but would sell for 50 or more silver, if the thing can be moved.

A large chest is at the foot of the bed, made of the same rosewood as the bed frame. It is closed and nobody has opened it because it has a trap. The handle has a pin trap on it that also has a wax-based poison which paralyzes the appendage that it hit, causing the limb to be crippled for a full day (unless a disabling wound is cured). There is a lock under the handle, one has to lift it to see the lock (and thus suffer the attack, although any hard armor will ignore it). The lock is -2 to pick, and the key has long since been lost. Within the chest is a shallow wooden drawer that sets inside the chest, dividing it into two sections.

In this drawer is a small flat circular iron container with D6+3 doses of this waxy poison (called Eskand). Also there is an 18” brass rod with one end flattened, part of the vault sequence. Lying on the bottom of the drawer flat is a Scroll of Assay.

Lifting out the drawer portion reveals a set of folded robes of fine quality but non magical design and other pieces of clothing such as sashes, cloaks, gloves, boots, hose, and so on worth a total of D3+2 in D6 silver. Under the neatly folded clothing (fits any normal sized human comfortably) is a statue of Mirond rolled in black velvet of a beautiful nymph worth 3D6+3 silver and a pair of matching wands that have not been enchanted but are ready to be. The wands are also rolled in velvet and are made of what looks like the forelegs of an eagle, with clutched talons.

Lying on the hammock is a book. Rattleskull cannot read but likes to be seen with a book, as it makes him look terribly magical and educated. The book is a historical work regarding a kingdom that used to stand in this area back in the Elven days. It has nothing of any immediate use or detail, although the GM might use it in the future for clues or details regarding an adventure set in this area.

The room generally will be empty, as Rattleskull spends most of his time in the library (area 12) or workshop (areas 8-9). If Rattleskull is present (8-chance or GM fiat), he will be attended to by a goblin girl and the doors will be locked with a special spell Rattleskull came up with. The doors are held shut with 18 strength, which looks like goblin hands holding the door at the edges. He probably will be asleep if here, but opening the doors will make considerable noise in most cases.
6: CLOSET. The closet is unlit. This room is very large for a closet, but that is how it served for Zelligar. The room is almost entirely barren because the clothes were mostly removed for the long trip south by Zelligar, the remainder later stripped by marauding goblins.

7: ANNEX. Zelligar used this room for study and meditation, and it is unlit. The door to the annex is held by Rattleskull’s goblin-hand hold door spell. Only Rattleskull has easy access here, as the goblins have a holy fear of magic and won’t mess with anything obviously enchanted.

Rattleskull has cast an illusion in the room of a Gigantic Spider (use the stats for an Ushand Spider if any are required) which will leap out of the darkness and attack. The spider illusion is not very strong, but it affects all who are in the hall or the bedroom, for 8D6 Mental Illusion. The spider will leap on someone and bite, then when they are disbelieving leap to another.

In the actual room is a set of shelves and a large stuffed chair. The walls are hung with dark neutral colored hangings that lend to a contemplative atmosphere. The chair is odd in that it has no legs or arms and is designed for sitting in cross-legged, leaning back.

On the shelves are four well-bound books. The first is a treatise on local plants written about 100 years ago but is still quite valid. It gives a base KS of 8-regarding forest plants of temperate Jolrhos if a week is taken to study the text. If the character has herbalism, they gain a +1 bonus to forest herbalism skill as well. If they already have a forest plant KS, then the book is too rudimentary to learn much. This book would sell for 7 silver.

The second book appears to be a series of handwritten scribbles of nonsense or code, unreadable. Zelligar wrote his diary in this book, and cast Encode on it. Now dead, only he knew the key to decode it, but a cryptography roll at -3 and a week’s study can pick out the code, or the proper spell can. This book would sell for 1 silver, or if decoded, for 50 or more silver. The diary has no real secrets in it, but is full of biographical and historical information about the heroic pair.

The third book is not a book at all, but a wooden facsimile that is attached to the wall by a metal bar. When tipped forward, the first step of the vault sequence is triggered.

The final book is a study on magic theory with Zelligar’s notes in the margins and on ever blank space. The book grants +1 magic skill after a month’s study, and when used with magic research gives a +1 bonus as a helpful tool. This book would sell for 15 silver.

8. WORKSHOP: Entry to this room requires discovering the secret door in the corridor. The corridor in question is wide and painted with a variety of different figures, a mage and a warrior at different stages in their life. The secret door is -2 sight PER to find even if someone is looking, however, a luck roll will show Rattleskull walking into the room and the door’s existence. The door is opened by pushing the eyes of a painted wizard on the wall. This room is lit by a two blue crystals set in the ceiling that glow when someone enters. The goblins feared this room’s obvious magical content and did not loot it at all. Rattleskull likes to spend time in here and area 9, so there’s a 14- chance he’s in either room. Otherwise this room will be uninhabited.

This room has several large wooden tables in it, and both sides of the door on the north wall to area 9 have long shelves along them. A large slab of stone stained with various unknown materials and blood is in the center of the room. On the north shelves is a variety of mundane objects such as paper, dry ink wells, quills, empty (cracked and ruined) scroll tubes, straw, folded dirty cloth, and 40 jars. Each jar has odd stuff in it, such as spice, fungus powder, salt, wood chips, hardened sap, metal filings, oil, insect bodies, salt, sand, and so on. They were used in Zelligar’s potion-making practice, something he was never very good at. Each bottle sells for 2D6 copper. One jar on the shelf is unusually large, and contains a black cat floating in some clear liquid. If the stopper is opened, the liquid evaporates and the cat comes to life, leaps out, and runs away if it can. It is just an ordinary cat, preserved in an extraordinary way. Hidden behind the jars is a plain brass ring with a broken arrow etched into it. This is a magical charm called the Broken Arrow Ring.
9. LABORATORY: This room is also accessible by a secret door. This door is -2 PER to spot as well, and a luck roll again can spot this (but only if it has not found room 8).

Dominating the room is a large human skeleton suspended from the ceiling and hanging in the northeast corner of the laboratory. The skull is cracked. (Were there anyway to know, it would be discovered to be a barbarian chieftain's remains...)

About the room are several large wooden tables, just as found in the workroom (room 8), and another heavy stone table which is likewise similar to the one appearing next door. The tables are bare, except for a single stoppered smoked glass bottle on one of them. If the cork is removed, the gas within will immediately issue forth with a whoosh. The vapors are pungent and fast-acting, and all characters within three meters may be affected by laughing gas. The gas acts as a CON-based mind control of 7D6, to force everyone to laugh uncontrollably. Characters afflicted by an effect equal to CON will find everything terribly funny and tend to laugh rather than talk. CON+10 effect causes characters to helplessly laugh and need a DEX roll to keep holding or carrying any items or engage in any activity other than walking. Any higher effect will cause characters to rock with spasms of great laughter, staggering about, chuckling and bellowing with great glee. They will be able to take no other action than laugh and stagger about, hold their gut, and so on.

The noise of those under the effect of the laughing gas will necessitate a special additional check for wandering monsters being attracted to the ruckus. Clever characters may not open the bottle, but instead take it with them to use elsewhere.

An alchemist can determine the effects of the gas without releasing the entire batch with a straight Alchemy roll, and with a successful roll by -5 will be able to recreate the stuff. The glass bottle has 1 body and 1 defense, and weighs .4 kg. It has a size of 5 due to bulk.

Several pine logs are piled beneath one of the tables, and if these are moved a shiny “gold” ring will be found. Although it appears brilliant and valuable, it is worth only D6 copper. However, D6 pieces of the wood are actually Helvorn, each worth 3D6 cp.

On the south wall is a stretched leather skin with magical writings which will be undecipherable without magical aid. The legend, if interpreted, will read: "What mysterious happenings have their birth here? Only the greatest feats of wizardry, for which every element of earth, water, and sky is but a tool!"

The skin is old and extremely fragile, and any attempts to remove it will cause irreparable harm and render it useless because of the skin crumbling away.

A sunken fire pit, blackened and cold, is noticeable as the centerpiece of the room. The pit is only 2' deep, although it appears slightly less than that due to several inches of ashes resting within it. An iron bracing and bar across the 4' wide opening suspend a cast iron pot which is empty except for a harmless brown residue sticking to its interior sides and bottom. Another similar pot which is more shallow lies on the floor alongside the pit, and it is empty. Both pots are extremely heavy, weighing 250 pounds each.

Off in the southwest corner are two vats, each of approximately 100 gallon capacity. Both are made of wood and both are empty. A third vat nearby, only half the size of its neighbors, is half filled with murky, muddy water. A stone block used as a table or stand is next to the vats, and along the west wall. It has six earthen containers just like those found in the workroom (room 8), and any contents within them should be determined in the same manner as described there. There are also pieces of glassware of various types on the top of the stand, as well as on the floor next to it. An empty wooden coffin, quite plain and utilitarian, rests upright in the northwest corner. It opens easily and is empty. The wood seems to be rotting in places.
Two kegs rest against the north wall, and examination will show them to each hold a strange acrid smelling liquid, at the bottom of which is a jagged piece of metal bent at odd angles. The metal pieces are a centimeter square and fifty centimeters long, bent at right angles several times each.

Wooden shelving on the north wall holds more glassware and three more containers (as those in room 8 and likewise determined). Two small trays hold powdered incense of different colors, mundane and old, dusty incense that has largely lost its scent.

10. STOREROOM. This irregularly shaped room, hidden by a secret door (-1 PER to spot, opens by sliding the cloth covering aside revealing a wooden door with a hole in it to grab and swing open), contains a small number of supplies compared to how much the room could contain. The contents are not spoiled but are very old, musty, and dusty tasting. They contain such things as candy, rye flower, raisins, brined fish, wine, soap, and so on. In the bottom of a keg containing honey is another piece of metal like the ones in area 9, and the keg is marked the same as those kegs. Each keg is marked with a different symbol.

11. SUPPLY ROOM. The door to this room is partly open. This room is the stronghold’s supply room and is rather empty, containing mostly construction supplies. The shelves and boxes contain dried glue, 10 foot 6x6 wooden beams, sacks of mortar, boxes of nails, boxes of iron spikes, 20 foot lengths of heavy rope (200 pound test, but weighing 8 kg each) and other hardware such as door knobs, hinges, and such. A Rust Beast has found its way into the room, chewing on metal supplies. Much of the room’s contents have been corroded and devoured.

12. LIBRARY. Quasqueton’s library lies behind a pair of ornately carven doors. The floor of the room is covered with dust, but beneath is a beautiful and polished surface of shiny red granite. The stone is inlaid in large blocks and extends uniformly to within a foot of each wall. In the very center of the room within the floor surface are blocks of white granite forming the letters “R & Z.” There are three large oaken tables within the room, one in each cardinal direction. Wooden chairs are scattered about and in two corners of the room are dusty, dingy and long abandoned but comfortable stuffed chairs.

Wall sconces are mounted around the room and from each hangs a black iron cage the size of a basketball. In each is a fire beetle, glowing redly. They illuminate the entire room well, and the insects seem to be thriving in their cramped captivity, although if the sconce or cage is removed or opened, the beetles die.

The library is modestly supplied with books, tomes, volumes, pages, scrolls, and booklets of various sizes. They are not magical and although the books are somewhat valuable (D6 in D6 copper each, a total of 3D6 books), they are of topics such as botany, winemaking, poetry, account keeping, histories of metallurgy, and so on.

13. IMPLEMENT ROOM. Another storage room, this one smaller and more filled with tools. There is nothing of particular value to the characters other than a few mining picks, pry bars, and iron spikes and hammers.

However, on the north wall, fairly well (-2 PER to spot) concealed considering its size, is a counterweight mechanism for the portcullis trap in the corridor just outside the room, as well as a lever to raise the barrier once it has been tripped. No more than two characters at a time can attempt to use the lever to raise the portcullis. The second character adds 5 strength to the highest strength. The lever has 30 strength due to rust and age, and the characters must beat it in a strength vs strength contest to open the portcullis. Each group of two can only attempt once to move the lever.

The trap itself is in the corridor outside the door of the room, just beyond it to the east. It will spring when one or more PCs reach a point ten feet in front of the dead end wall, falling at the point indicated with a dotted line on the map, ten feet further back. The trap is difficult to spot (-3 PER, -1 to traps skill), and makes a terrible racket when it falls; check immediately for a random encounter.
The bars of the portcullis are rusty and weak; it only has 5 defense and 7 body. Some of the tools in the store rooms may be used to hack or pry the portcullis apart.

14. AUXILIARY STOREROOM. This extra store-room is empty of goods and supplies. In one corner is a pile of rock rubble.

15 & 16. TELEPORTATION ROOMS. A powerful spell has been permanently placed upon these two rooms of equal size and shape. There is no indication of any spell or magic unless some sort of detection ability or spell is used.

Both rooms function in the same manner once their doors are opened. In each room, at the corner farthest from the door, is a shiny, sparkling outcropping of crystalline rock which will dazzle when light is reflected off of it; in both rooms the outcroppings are identical. Once adventurers enter the room to investigate this, the entire party is instantly teleported to identical locations at the other room - whether they be in the room itself or nearby in the hallway. This teleportation occurs without the adventurer noticing that it has occurred; that is, they have no way of "feeling" that anything unusual has happened. Their relative facing and positions are identical, rotated to reflect the layout of the other room they have been sent to. To reflect this fact without tipping off the players, the GM should adjust directions and mapping information.

If a player character thinks they are headed north when they are actually going east, they should be told it is north until they know otherwise.

Once the teleportation has been triggered in a room, it will not occur again until the room is empty and the door has been closed from the outside. Then it will trigger again once the room is entered, as above. Both rooms will magically have their doors in exactly the same position the players left it when they are teleported. Once all the players are out of either room, both doors close automatically after ten seconds.

17. CHAR STORAGE CELLAR. This twenty foot square room is used for storing fuel for the smithy across the hallway. The room is lined with blackish soot and dust, but there is only a small pile of coal against the north wall.

There is a false door on the west wall of the room. It cannot be opened, although it does seem to rest in a frame, and will even rattle or more slightly if great strength is applied. The door is an ordinary door, it just will not open and nothing is behind it, until the vault sequence reaches a certain point.

Once the vault sequence has been started in area 7, then this door can be opened, and behind it are three switches. All three must be facing down for the next lock to open in the vault, which will be audible as machinery clanks and rumbles somewhere when it happens. However, the switches cannot be moved singly, nor all at once. Two of them must be thrown at the same time, and they start with the center switch (B) down and the others (A and C) up. The PCs must find a way to get all three facing down, using two switches at once.

The fastest sequence is to throw C and B opposite, then A and B at the same time downward. If all three switches ever are pushed all up at the same time, the entire Vault sequence resets, which means starting from the beginning. No matter how the party left the switches, when the door is opened again, they will be in their starting position as described above.
18. SMITHY.  The Smithy is an irregularly shaped room which actually seems to be almost two separate areas. An eerie wind whistles through the upper areas of the room near the ceiling, a natural effect which was used to vent exhaust fumes out of the room. Three fire pits lie dormant in the northeast 20 foot square portion of the room, located on the north wall, northeast corner, and east wall. In the center of the room is a gigantic forging anvil. A hand bellows hangs on the wall to the west.

The larger southwest portion of the smithy is mostly barren, although there is space and hanging hooks for various tools which are all vacant.

19. ACCESS ROOM.  This room adjoins the smithy and also provides vertical access to the lower level of the stronghold.

In the northeast corner of the room and along the north wall are log sections of various sizes stacked in a pile, apparently as additional fuel for the smithy. The room is otherwise empty.

In the southeast portion of the room there is a large hole in the floor about three feet square. Over the opening is a single layer of longer sticks of wood stacked on top of it like a lid.

If light is held from above, it is impossible to see how deep the opening is, although a torch dropped below will show a rough stone floor forty feet down. The goblins use this room to dispose of lawbreakers or troublesome visitors, as they fear what lives beneath. They are who stacked the wood atop the opening.

There is a large iron ring anchored to the south wall near the hole, and if a rope is fastened to it, it can be used to assist in descending to the lower level. The fastening, however is a bit loose, and it has an 8-chance to come free when any weight is put on it. This chance is increased by 1 for every 25 pounds over 100, so a 200 pound person would give the ring a 12-chance of coming free. Check once each person who climbs down, if the ring gives way, it does at a random distance, causing the character to fall for D6 in D6 (1-6D6 total) normal damage. Each time the rope is used and the ring holds, everyone watching gets a hearing and sight perception roll at -2 to notice the strain and weakness.

Once the ring has torn loose, obviously it cannot be used again in this manner.

A clever player could use a few of the longer logs to place over the opening and suspend the rope from them, and this will hold up to 500 pounds safely. While the party is in this room, check twice for an encounter, as it is checked more often for fuel.

20. GUARD POST.  This spot is where two goblins stand guard, wearing leather armor and bearing a spear, a small shield, and a dagger each. They are watchful and vigilant, and can see down the hallway easily. The whole hallway here is lit with torches that are renewed regularly. The guards change shift every three hours, swapping with someone from within area 21.

The guards here respond to the magic alarm in the areas marked 1 by moving to the secret doors and readying to move out into the hall behind any intruders.

21. MEETING ROOM.  This long and narrow room originally served as some kind of auditorium or meeting room. A large stone slab at the north end of the room serves as a sort of stage, rising ten inches off the floor to accommodate speakers.

Now the room is cleared of benches (most have been burned for fuel) and is set up with small partitions created by hanging cloth from the ceiling. The cloth is old and rotting, but serves to separate each section from the others, creating twenty foot wide and eight foot deep partitions. Each partition has a split in the cloth that allows entry, but are otherwise hanging the length of their section. This leaves a four foot wide passage down the middle of the hall to the end, in which the last ten feet is unpartitioned. There the goblin chieftain will give speeches and various events are held such as dances, torture, and so on.

A total of five goblin families live here, consisting of one adult couple, one teen aged (treat as mature) goblin, and three young that are non combatants, although they will fling debris, feces, and anything else they can reach at any intruders. All the goblins here are armed with spear and dagger, but have no armor.
22. GARDEN ROOM. Once the showplace of the entire stronghold, this garden has become a botanical nightmare over the passage of time. With no one to tend the gardens, molds and fungi have grown out of control. Overhead a strange greenish light emits from what parts of the ceiling not obscured by plant growth.

Each of the planters was once well tended, but now have become overgrown with various plants, presenting an eerie and forbidding sight. The plants are now growing on every surface, even under the doors and out into the halls slightly. The floor is covered with a carpet of olds, mosses, and fungus in a rainbow of colors and shapes, the planters stand with huge fungus and plants rarely seen, the walls are painted with swirls of molds and plant life, sprouting with shelf fungus and various protuberances. The ceiling hangs with fungus as well, some so large they might brush the head of an unwary traveler.

Any character with botany or herbalism skill will notices that some of the plants have been cut or harvested, and anyone with tracking will spot trails and footprints in the room where goblins have passed. The goblins use this room as a garden still, choosing the edible plants for dinner and the dangerous plants for the shaman’s experiments.

The room may be passed through, but unless the characters are stealthy, they will disturb the various plants and cause small clouds of spores to rise. These spores are not toxic, but will be problematic. Should any character cause a cloud, they will have an 11% chance of any food they are carrying becoming infested. The food will be edible for one day, then after that will turn strange gray and yellow colors and spout mold, causing it to be ruined and inedible.

If more than one character causes the spores to rise, they both suffer the above effect, and the air becomes difficult to breathe and see in. Any combat that is fought in this room always causes this effect. All sight and smell perception rolls are reduced by -2 and each phase a character spends more than 1 END they must make a CON roll or spend half a phase coughing and choking. If the roll is failed by 3 or more, they lose an entire phase. Any life support that purifies air or removes the need to breathe entirely negates this effect.

A dexterity roll (intelligence roll complimentary) will prevent breathing any of the spores, as will any appropriate life support - assuming the characters did not previously state any protective measures, such as holding their breath. The spores cause itching on whatever they settle, armor notwithstanding, which results in a penalty of -1 to OCV and DCV, and dexterity rolls. If the spores are breathed in, they cause a \( \frac{1}{2}D6 \) Killing Attack (NND (immune to disease), full damage, +2 stun modifier). This also causes a 9D6 CON based mind control: paralysis as the character is doubled over coughing and gagging which fades at 1 level of effect per phase. Any spores that settle on food spoil it over night, ruining it visibly as described above.

Behind one of these Coflosen is a metal bar shaped like a large staple. Pulling this upward will cause it to lift and click audibly, causing machinery to rumble somewhere else, this is the next step of the vault sequence.

---

**ROLL** | **HERB** | **DOSE**
---|---|---
2 | Ceel (AP on weapon) | D3
3 | Mithyave (LS: bad air) | D6
4 | Heth (harden defenses on metal) | D6
5 | Sfalen (Random effect) | D3
6 | Casrath (+8 paramedic roll) | D3+2
7 | Lammang (food) | D6+2
8 | Tseath (glows for 1 hour as candle) | D6+1
9 | Pech Alar (D6 recovery aid) | D3
10 | Madarkh (regen 1 bod/hour) | D3
11 | Klathull (IR Vision) | D3+1
12 | Carsath (hard defenses) | D3

Also in the room are a few fungal creatures. One of them is the large puffy fungus called Coflosen, also known as Puffbladders. If disturbed, there is a 14% chance that it bursts in a hex-sized cloud of spores.

Scattered among these plants are many edible fungus, several poisonous toadstools and growths, a few herbs, and a few unpleasant surprises. Any character who makes an herbalism roll will find D6 doses of herbs per point the roll is made by (starting with 3 for the base success). Roll on the table below for which herbs are found:

---

| ROLL | HERB | DOSE |
---|---|---|
2 | Ceel (AP on weapon) | D3 |
3 | Mithyave (LS: bad air) | D6 |
4 | Heth (harden defenses on metal) | D6 |
5 | Sfalen (Random effect) | D3 |
6 | Casrath (+8 paramedic roll) | D3+2 |
7 | Lammang (food) | D6+2 |
8 | Tseath (glows for 1 hour as candle) | D6+1 |
9 | Pech Alar (D6 recovery aid) | D3 |
10 | Madarkh (regen 1 bod/hour) | D3 |
11 | Klathull (IR Vision) | D3+1 |
12 | Carsath (hard defenses) | D3 |
Also in the room is a Dusky Polyp, looking like a very large shelf fungus of dark gray with lighter gray and yellowish veins shot through it. It grows in the far north semicircular planter and will immediately fire off a bolt of electricity against anything larger than a rat that draws within twenty feet. The Polyp only has 12 endurance in its reserve, so it cannot use its powers very much and can easily be avoided.

If someone has a Poison skill, they can find poisons in this room as well, D6 total doses, +1 per point they make their skill roll by. Roll on the table below for what sort of poison is discovered:

<table>
<thead>
<tr>
<th>ROLL</th>
<th>HERB</th>
<th>DOSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Black Cap (3D6 KA)</td>
<td>D2</td>
</tr>
<tr>
<td>3</td>
<td>Celadine (3d6 1Def paralysis)</td>
<td>D3</td>
</tr>
<tr>
<td>4</td>
<td>Black Mead (D6 DEX Drain)</td>
<td>D6</td>
</tr>
<tr>
<td>5</td>
<td>Haress (1D6 KA)</td>
<td>D3+1</td>
</tr>
<tr>
<td>6</td>
<td>Delesgal (2D6 CON drain)</td>
<td>D6</td>
</tr>
<tr>
<td>7</td>
<td>Veinfire (drain 3D6 DEX, 2D6 CON)</td>
<td>D6</td>
</tr>
<tr>
<td>8</td>
<td>Magewort (D6 drain magic roll)</td>
<td>D3</td>
</tr>
<tr>
<td>9</td>
<td>Lothgalen (D6 drain DEX, STR)</td>
<td>D6</td>
</tr>
<tr>
<td>10</td>
<td>Bistort (2D6 STN Drain)</td>
<td>D6</td>
</tr>
<tr>
<td>11</td>
<td>Xomarti (prevents eating)</td>
<td>D3</td>
</tr>
<tr>
<td>12</td>
<td>Joef (5D6 Drain STR, CON)</td>
<td>D3</td>
</tr>
</tbody>
</table>

24. MISTRESS’ CHAMBER. This room was originally the chamber for Melissa, Rogahn’s sweetheart. However, it is now housing the chieftain’s harem, such as it is. At any given time there are D6+1 female goblins lounging in the room, bathing, applying makeup, sewing, talking, and so on. The goblin girls will raise a storm of noise and shouting, throwing things at anyone who intrude, but are not combatants and are effectively trapped in this room by the arrangement of corridors. They will bite and kick and throw objects at anyone who loots the room, but will not be a real threat.

The room itself was once rich and lush but now is spoiled and ravaged by time and abuse from goblins. The finest bed, similar to the one in area 5, is now in sad shape, broken down with the mattress box on the floor and the canopy missing setting on the far south end. The foremost wife of the goblin chieftain sleeps in this bed, with the others making due with hammocks slung around the room.

The stand beside this large bed is in better shape, but still worn and old. Above it is a large mirror affixed to the wall and atop the stand is an assortment of combs, brushes, and an old and stained lace cloth. One of the combs is silver, worth 5 sp. An old perfume set is inside the bedstand in the drawer, but the scents have long evaporated. The four bottles are well made, and worth 25 cp each.

Part of the wall in the northwest corner is not carved out square, as it forms a basin which has a drain carved into the bottom. The basin has no water in it, although there is a cask next to it containing old, dusty water.

25. ROGAHN’S CHAMBER. Rogahn’s personal quarters are oddly shaped and protected by a set of secret doors leading to areas 27 and eventually 24, above. The curving walls of the room are immediately noticeable as different from the others in the stronghold not just for their construction, but their covering. The walls are covered with vertical sections of rough-finished fir wood, each narrow plank running from floor to ceiling. If any of the planks are removed (and several have come loose) they reveal only stone and remnants of cement to hold the plank in place.
In each of the four curved corners of the room are brackets, but only two still hold tattered, decaying tapestries (depicting scenes of battle). There is a very large and unusually well preserved bed here compared to the rest of the furniture in the dungeon, upon which with an 11- chance there is a goblin girl, hiding under the covers and peeking out, hoping not to be seen.

The rest of the room contains a cabinet of wood (empty), a wooden stool, and a large chest that is closed. Normally this room is empty, as the chieftain is busy elsewhere, but there is a small chance the chief might be met here. Roll on the table below for where the chieftain is when the PCs arrive at this room. He will remain there until the party finds him or he is called upon:

<table>
<thead>
<tr>
<th>ROLL</th>
<th>LOCATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Room 25, Chieftain’s room</td>
</tr>
<tr>
<td>2</td>
<td>Room 5, Shaman’s Room</td>
</tr>
<tr>
<td>3</td>
<td>Room 27, Throne Room</td>
</tr>
<tr>
<td>4</td>
<td>Room 21, Goblin living quarters</td>
</tr>
<tr>
<td>5</td>
<td>Room 24, Harem</td>
</tr>
<tr>
<td>6</td>
<td>Room 23, Armory</td>
</tr>
</tbody>
</table>

The Goblin Chieftain is named Greatshanks, and he is unusually big for a goblin. Greatshanks is always accompanied by two goblin guards (shield, leather armor, spear, dagger) and his pet Quillrat Shakes. When he is in the Harem or his own room, the guards stand outside the door to area 25 in the semi-circle and Shakes sleeps on the floor nearby.

Inside the chest is the goblin treasury, kept for paying off troublesome intruders, buying goods, and tribute to the orcs in the nearby caves. Greatshanks has the key to this chest around his neck on a cord at all times, and the lock is -1 to pick. Within the chest is 87 copper and 15 silver in two bags, a set of candlesticks and dinnerware of silver worth 125 copper total, and a Cloak of fenen that is too big for anyone but Greatshanks and he doesn’t like how it looks.

Greatshanks will try to kill parties that look weak, negotiate with parties that look strong, and betray either one at the first opportunity.

To this end Greatshanks may use the teleporter rooms of 15 and 16 if possible, setting an ambush in the other room and telling the party there is treasure hidden in the room. He may also try to get the characters to go into the pit in area 19 and consider them dealt with. He might try to get the characters to try to drink some of the more lethal liquids in the pool room of area 31. Mostly he wants the PCs dead and their gear in his hands, but he’s willing to part with their equipment if it means they are dead.

The southern secret doors are worked cleverly into the wooden paneling and are visible with the same skill checks as above. One piece of the panel next to the door opens like a little panel and a lever is revealed behind it to open the doors.

Worked into the head of the bed is a letter R, which can be rotated 90 degrees to the right, triggering the next section of the vault sequence.

26. TROPHY ROOM. The stronghold’s trophies from various adventures and travels were kept in this room. Some of them are still here, but most have been looted or destroyed. Still here is the statue of a basilisk (actually a basilisk who was tricked into using its gaze on a mirror), a large standing stone that was critical in the defeat of a shaman but is just an ordinary rock, and along the entire north wall is a decaying and sagging skin from a dragon.

The scales have been removed, but the skin remains, still a brassy golden red color, but much dulled over time. It has lost any of the usual properties that make such a skin useful for armor and is a decaying wreck now, but still quite impressive.

The room now has Greatshanks’ skull collection on the pedestals set evenly through the room. These skulls include several humans, elves, and dwarves, a huge sewer rat’s skull, several wolves, a deer with a very impressive rack, the lower jaw of some fanged beast (alisaur), and the stinger of a wyvern.
None of these remains are in very good condition, and few were actually killed by Greatshanks, although he’ll claim he even killed the dragon if asked.

27. THRONE ROOM. This area was mostly for show when the two heroes lived in this complex, but it doubled as a ballroom which is what it was most often used for. The floor is polished white and black marble and the pillars are red granite, as are the “thrones” on the east side of the room, and the raised dais which the thrones are set on is white marble streaked with gold and black. In all the stone in this room is worth hundreds of gold, but is effectively immobile.

The walls are set with brackets for tapestries but none remain. Lighting the room are two huge enchanted chandeliers made of cut glass (each ten foot wide fixture weighing 350 pounds, but worth 45 silver intact). When anyone enters the room the lights will illuminate the area, they can be commanded to extinguish, dim, or light, and can be set to not light when someone enters the room, but there’s no one alive who knows how.

The goblins use this room for celebrations, meetings, and Greatshanks uses it to impress visiting orcs and other creatures with its grandeur. It does not get a lot of use because there is not much reason to celebrate for these goblins and they have few visitors.

28. SHRINE. Neither of the heroes were particularly pious, but they had a priest friend so they built a very simple shrine here. The goblin shaman Rattleskull has set up a shrine to his demon in this area in the place of the old shrine of light. The floor is gray slate and carved with a sun design, although dirt and dust have filled in the lines and it is difficult to discern. The walls were limed white, but over time that has faded and corroded so that a mottled filthy grayish color coats the walls and ceiling now.

The center of the room has a block of white marble with black and gold streaks through it (like the dais in area 27). On this is built a shrine of bones, leather, rocks, and blackened wood at which Rattleskull sacrifices small creatures, infant goblins, and goods he finds on visitors to his demon god.

The shrine has an unpleasant, dark feel to it and the shrine its self is cold and casts heavy shadows. There are blood stains on the stone block and scratches like fingernails drug along the top and side. Any spells cast here have an 8- chance of their side effects going off even if cast successfully, and any spell without a side effect has an 8- chance of summoning a Lemure if the magic is failed.

Should the shrine be destroyed, the stone block cleaned up, and the floor swept out revealing the sun symbol, the person or persons doing so will receive a blessing of one overall level for 24 hours.

29. STORE ROOM. This room was where all the accoutrements of the ballroom were kept when not in use. Now it is a moldering stack of rotting and crumbling benches, tapestries, decorations, and padded chairs that is not used by the goblins. There is a slight chance that Sneaksie will be in here, if so he will be concealed to be -6 to spot and wait for the party to leave. Then he’ll follow them at a safe distance out of the reach of their lights and wait for an opportune moment to steal something. See Sneaksie’s character sheet on page 30 for more on how he operates.

30. This room has a secret door that is difficult to spot (-3 PER roll or -1 mechanics or traps roll), but when the door is opened, there is nothing in the room. It appears to be an empty, slightly dusty twenty by thirty foot room. The goblins aren’t even aware it exists.

A mechanics or traps roll by 3 will spot that the door indicated in the northwest by north section exists and can be opened somehow, but there is no way it can be opened from this room. When all the vault sequence on this floor is finished, this door opens and the stairs to the lower level is revealed beyond a short hallway.

31. POOL ROOM. This is the largest room on the upper level, and is quite different from all the others. In the irregularly shaped confines are fourteen ten foot wide shallow pools. The floor is inlaid with a mosaic of gold, white, and black ceramic tiles that still are intact. The floor has a geometric pattern but it does not signify anything.
Each pool is three feet deep, shaped like a wide shallow bowl. Each one has different contents in it, labeled A through N:

A: Pool of Healing - the pinkish liquid in this pool heals D6 body when ingested, one per day. However, if someone is immersed in the pink goo, they are healed for 5D6 as if normal damage once per three phases for a full turn. This effect will work on any character who is dead but has their soul intact (died within an hour or has been lifekept with some herb or spell). The goblins know of the first property, but not the second.

B: Acid Pool - The liquid here is clear and slightly fizzy, giving off a metallic scent. Anything immersed in the liquid or splashed with it suffers a 1D6 armor piercing defense drain and a 3D6 penetrating energy attack per phase of immersion. When immersion ends, the effects are halved and take effect in four seconds once more, then in four more seconds a 1D6 penetrating attack takes place. A very large ceramic key, eight inches long, is lying in the center of the pool, barely visible through the liquid. It is unharmed by the acid, as is any glassy substance, but anything else poked into the pool will suffer its full effects.

C: Pool of Sickness - This pool is filled with a murky gray syrup. If any amount of it is consumed, the victim will begin to feel ill in half an hour. The victim then suffers 1D6 drain to all their stats - primary and secondary - one an hour for one day, recovering once every day.

D: Crystal Sludge - A large, weak and hungry crystal sludge lies in this pool, looking like slightly opaque clear goop that lines the pool, but does not fill it, a uniform foot deep. The Sludge is enchanted so that it cannot leave the pool, but it will attack anything that touches it or is poked over or into the pool area. In the center of the pool is a large keyhole which is the last part of the vault sequence on this level. Once the key from pool B is used on this keyhole, a distant grinding and mechanical sound is heard. The party has two minutes to get from this pool to area 30 and past the now-open door to where a lever is set in the wall which will force the door to stay open until it is put into the lower position again. Once two minutes is up, the door closes and the vault sequence resets.

E: Drinking Pool - This pool is continually refreshed with crystal clear icy cold spring water of wonderful flavor and refreshing character. Even if something filthy is thrown in, within a day the water is pure and clean again.

F: Pool of Wine - This pool is filled with deep red wine of very fine quality. It smells and looks like wine, and tastes like the very finest of wines. Unlike most other pools here this wine may be bottled and removed, retaining its virtues. There are twenty gallons of wine in this pool.
G: Dry Pool - This pool appears to be dry, but is in fact filled with water that has been enchanted to be invisible. It is water in every other way, it simply has no smell, taste, or appearance. If removed from the pool, the invisible water becomes normal water within a minute.

H: Hot Pool - This pool also holds water, but it is boiling hot. The pool steams and rolls with heat, although the steam dissipates magically and the room is not affected by it. There is a whitish crust of minerals built up around the edges of the pool from minerals in the water. It is heated continually to boiling temperature, and if removed will cool down normally but will not change from being water.

I: Aura Pool - This pool of shimmering water seems to have a slightly rainbow sheen on the surface, but not as pronounced as if it were oily. If drank, the water grants Aura Vision for a full day. Each person will only gain this magical effect once in their lifetime but the liquid retains its magic even if removed.

J: Pool of Sleep - This pool is a purplish liquid, its depths slightly swirling with streamers of darker color. The liquid has no smell or taste, and if any is drank it will cause the character to fall asleep. They will stay asleep for 24 straight hours regardless of any treatment or magic used on them, minus 1 hour per point of Ego the character has.

K: Fish Pool - This pool has several small colorful fish in it, and its only magic is that the pool stays clean and the fish stay healthy without food or attention. If a fish is caught or scooped out, it vanishes after thirty seconds and reappears in the pool.

L: Ice Pool - This pool steams constantly and the air nearby is very cold. The liquid inside appears to be solid underneath very light, almost gaseous liquid; like a whitish rock that constantly emits cold vapors. It is dry ice - frozen carbon dioxide - and is very dangerous to anything placed in it. Any object introduced to the liquid CO2 immediately suffers a 2D6 NND full damage killing attack and any rigid or hard object suffers a further 3D6 defense drain. It also feels hot, although it is in fact extremely cold. The dry ice can be broken off and carried away in chunks but it rapidly melts into gas when distant from the magic of the pool.

M: Treasure Pool - This basin is filled with normal water, and appears to have piles of cash on the bottom, mixed with sparkling jewels. However, the loot is not real, it is an image of the treasure vault below.

N: Pool of Muting - This pool is almost empty, only a small amount of water remains near the bottom. If any is drank, the victim becomes completely mute, unable to make any sounds whatsoever with their voice for D6 hours. While this is in effect, the GM should remember that character is unable to communicate normally.

Unless specially noted, all liquids presented above lose their magical properties when moved ten feet from their pool of origin.

32. DESIGN ROOM. The door to this room is hidden, discernable only with a -1 mechanics roll or a -2 sight perception or traps roll. It is opened by pressing two mosaic tiles on either side of the door at the same time. The floor and walls of this room are the same tiled mosaic pattern as the Pool Room.

Within this room are tables, chairs, and a shelf with scrolls and stacks of old paper. The tables are covered with dried ink wells, pencils, dried erasers and ink pens, as well as papers. Scribbles are all over papers stacked everywhere, most of them geometric patterns and sketches of rooms, but a few have pieces of maps, different suggested layouts and tunneling designs for Quasqueton. As a result they will not look like the present layout of the complex, and characters might have a difficult time understanding what they are looking at. An INT roll at -2 will piece the sketches and schematics together as being proposed expansions, changes, and additions to the dungeon by some designer named Marevek, whose signature is at the bottom of several.

Under one of the tables is a strongbox that is set into the floor. It is locked (and the key is long lost) and trapped. Unless the trap is found and disarmed (-1 to traps roll), the device within fires off a powerful electrical charge, causing anyone touching the box with a conductive item (such as a hand or lockpick) to suffer 5D6 normal damage and incinerating the contents.
The lock of this box is -3 to pick, but within is a full map of the present Quasqueton (showing the secret doors and door at the vault) and a sheet of paper giving basic clues to the vault sequence. Also inside are bank notes that would have allowed someone hundreds of years ago to draw money off the accounts of the two heroes, but those accounts have long been closed. At the bottom of the chest is a Scroll of Decipher. The box itself is secured to the floor with heavy bolts and has 5 defense and 3 body, hardened. Any damage to the box will set off the trap.

33. BARRACKS. This room once held the men at arms and guards of the strong hold, with forty common beds twenty tables, a scattering of chairs and stools, tables, and a few chest of drawers and foot-lockers. The room has been emptied of anything but furniture, but this room might have Sneaksie in it as well, concealed to be -5 PER to spot. Again he will try to follow the group once they leave and rob them at his first opportunity.

Under a pile of junk and broken furniture is a pile of 17 bluish crystals that are worth only D6 copper each but look valuable. These once were set in various key points in the dungeon and gave light.

34. ARMORY. This irregularly shaped room was originally where the arms and armor were stored. It has been cleared of weapons long ago, and now is an assortment of stands, pegs, shelves, and brackets to hold the various equipment long removed. The room was designed to double as a hallway, so that the soldiers from 33 could equip on their way out to face whatever they needed to during the day.

35. GUEST CHAMBER. All three of these rooms are identical, set up to accommodate a guest or pair of guests in style. The furniture is in fairly good shape, although anything small enough to move out has been. The only difference between the three is that the north-most room’s door is locked (-1 to pick) and has its furniture intact. The bed has a feather mattress, the table has candles and dinnerware on it, and so on. Sneaksie uses this room to sleep in and is here on an 8- chance, hiding with a -6 PER roll to find him. He does not have a key to the door, he just picks it every time he wants in or out.

36. UTILITY ROOM: This extra room was unused but it has special features. The first is that Sneaksie has hidden anything he’s stolen from the party in here. He has a stash hidden under a loose stone in the floor in the eastern side where the room narrows. It is visible with a -2 sight PER roll or a level of luck roll, and opens easily. Within the hidden stash are a bag with 3D6 copper in it and a garnet worth D6+6 silver, a silver chain worth 4D6 copper, and a dagger that used to be used by Rattleskull in his sacrifices until he killed one of Sneaksie’s pet rats with it. The dagger is not very useful in combat (it is more like a fancy letter opener than a weapon) but if cleaned up would sell for 15 copper.

The other feature is a pit trap at the end of the nearby hall to the east. There is a false door set in the north wall above the pit trap, and when the knob is tried, the pit trap triggers. The trap is visible with a -3 sight perception roll or a -2 mechanics or traps roll. It consists of a 20x10 foot section of the floor that splits in half and swings downward, dumping everything on that area into the area beneath. The bottom of the pit is 40 feet below but is full of water, room 50 of the lower level. The pool is deep enough that no one will hit bottom, but all will take 2D6 from the fall because the water is still rather hard from that height.

Once the trap has triggered, it closes again after thirty seconds, leaving the floor appearing solid and safe once more. The door at the end of the hallway is cemented to the wall and does not open.

37. RECREATION ROOM. The door to this room is also locked, -1 to pick it. This is another of Sneaksie’s rooms, and he may be present on an 8- roll.

At the far west end of the room are wooden targets, some still bearing arrows jutting from them (old and useless arrows). There is a line drawn on the floor just west of the door where archers could stand and fire at the targets, a short distance, but good for friendly competition. A few empty quivers are stuck to the walls, as are brackets and suggestions that other items were once hung from them earlier. There are two heavy benches and a heavy woven mat that acts somewhat like padding for wrestling in the center of the room.
Sneaksie has another stash hidden in here, behind one of the targets. This target can be swung away from the wall after a catch is pulled behind the wood, revealing a small pocket carved out of the wood containing 32 chess pieces of white and black stone worth 1 sp each, and a Potion of Health.

That’s it for the upper level. The lower level is accessible only at three points: the pit in area 19, the trap at area 35, and the vault door in area 30. The vault itself is isolated from the rest of the bottom level.

**THE LOWER LEVEL**

The lower level of the dungeon is about the same size as the upper level, directly underneath it. If you line up both maps, the exits to the lower level on the upper level will match their entry points on the lower level.

Unlike the upper level, almost all of the lower level is made up of limestone caves that are rough and unfinished. A crew went through and smoothed and cleaned the caves up so they are not as ragged and spiked with stalagmites as they once were, but there was no other work done except in the vault area.

Although the floors are not marked with elevations, they rarely are flat and even, sometimes varying as much as several feet in a single room. The whole area is natural cave and is slightly damp and dank. There are no lights except as noted in the text. Any encounter marked with a * is unique and can only be met once (either in its lair or randomly).

**RANDOM ENCOUNTERS**

<table>
<thead>
<tr>
<th>ROLL</th>
<th>RESULT</th>
<th>No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Direfang*</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>Venom Hopper</td>
<td>D2</td>
</tr>
<tr>
<td>4</td>
<td>Alisaur*</td>
<td>1</td>
</tr>
<tr>
<td>5</td>
<td>Megapede</td>
<td>D3</td>
</tr>
<tr>
<td>6</td>
<td>Swarnwings</td>
<td>2D6</td>
</tr>
<tr>
<td>7</td>
<td>Junk Flies</td>
<td>2D6</td>
</tr>
<tr>
<td>8</td>
<td>Spiderling</td>
<td>D3</td>
</tr>
<tr>
<td>9</td>
<td>Cloud Beetle</td>
<td>1</td>
</tr>
<tr>
<td>10</td>
<td>Hunter Bat</td>
<td>1</td>
</tr>
<tr>
<td>11</td>
<td>Troglodyte</td>
<td>D2</td>
</tr>
<tr>
<td>12</td>
<td>Goblins</td>
<td>D3</td>
</tr>
</tbody>
</table>

**38. VAULT ENTRY AREA.** This area is a museum of sorts, set up to commemorate the lives of Zeligar and Rogahn.

The west wall is a sectioned fresco showing various events and deeds from the life of Rogahn, and the several views pictured are: a young boy raising a sword, a young man slaying a wild boar, a warrior carrying off a dead barbarian, and a hero in the midst of a large battle hacking barbarian foes to pieces.

The east wall is a similar sectioned fresco showing cameos from the life of Zelligar: a boy gazing upward at a starry night sky, a young man diligently studying a great tome, an earnest magician changing water to wine before a delighted audience, and a powerful wizard casting a type of death fog over an enemy army from a hilltop.

The north wall section is unfinished, but several sections of frescoes show the two great men together: shaking hands for the first time in younger days, winning a great battle against barbarians in a hill pass, gazing upward together from the wilderness to a craggy rock outcropping (recognizable to the adventurers as the place where the stronghold was built), with a fourth space blank.

Next to the frescoes are other mementoes from the past: a parchment letter of thanks for help in the war against the barbarians from a prominent landowner, a barbarian curved sword, and a skeleton of the barbarian chief (so identified by a wall plaque in the Morianic). There is more blank space on the wall, apparently for further additions to the room’s collection of items. The frescoes are painted and they cannot be removed. None of the mementoes are of any particular worth or value.
The room shows signs of construction, there are supplies stacked about the room, mining equipment, rock carts, wooden supports, and so forth, stored in the room. The room is clearly unfinished, as there are large spaces with nothing in them and the tiles on the floor are not completely covering the whole room.

The area to the south is where the last Vault protection is built. Against the far west wall is the apparently dead husk of a huge lobster, over ten feet long from claw to the tip of its tail. The eyes are clouded over and empty, and it is motionless. In each claw, barely visible, is a large key. A -1 sight perception roll will spot the keys.

30. VAULT. The vault is a large room, forty feet by twenty that is set with white marble tiles. There are marble shelves on the walls in two layers upon which various items of value are stored. In the middle of the room is a raised area upon which iron boxes are laid.

In the iron boxes are coins: three boxes of copper containing 250 copper total, and one box of silver containing 25 silver total.

On the shelves are the following items:
- A golden medallion worth 20 sp
- A Star Iron Dagger of Accuracy
- A pouch with 4 moonstones worth 5D6 sp total
- A scroll with Dervish, Airy Warding, and Breathe
- A Ring of Warding
- A silver medallion and chain worth 15 sp
- An Onyx statue worth 20 sp
- A Beasthide x shield
- A crystal goblet inscribed Quasqueton worth 12 sp
- A hauberck of Felstone chainmail
- A Wand of Magery
- 3 Healing Potions
- A Throwing Hammer of x
- A Mithril and Naurithil mirror

The Vault has crystal lights which light up as anyone enters, giving off a slightly bluish but pleasant glow. If any of these are removed they lose their enchantment and become simple blue crystals worth D6 copper each.

THE CAVERNS OF QUASQUETON
These areas were not worked or explored very carefully even when Rogahn and Zelligar were present. Now they have been taken over by various monsters who came for shelter, food, curiosity, or just for a place to live through the cave in area 56.

40. SECRET CAVERN. This area has been closed off and hidden, the rock cleverly formed and designed so that it looks like an ordinary cave wall without a successful sight perception roll at a -2 penalty. Within this cave Rogahn found silver veins and had the hope of finding Mithril, but he did not want any of the workers in the complex to be aware of the lode. Working with Zelligar, he concealed this area, and now it can only be opened with a mining pick pushed into a small gap and levered which releases a catch. The door opens easily from the inside.

Within the room are a few loose rocks, some piled timbers and mining equipment, and the beginnings of a few test digs in the walls. Any character with mining or geology skill will recognize that there is ore in the south wall, but it will take a lot of work to get it out. The lode here will produce 75 sp worth of ore before tapering out to nothing, taking 6 weeks of hard work to dig out.

41. CAVERN. This cave is little more than a widening in the road, but is distinct because of the floor. The entire cave is sunk in the center, formed like a V shape, with the center lowest point twenty feet lower than the entry and exit tunnels. The floor is slick and coated with minerals, which makes it difficult to cross safely. Any attempt to cross through this room requires a DEX or climbing roll (whichever is better). This roll is penalized by 1 for every 2" speed of movement the characters travel.
Failure results in the character falling and sliding to the bottom of the room and suffering D3+1 (2-4) of normal, physical D6 damage. This damage should also be assessed to any brittle objects in the character’s possession (such as potion bottles).

42. WEBBED CAVE. The entrance to this cave is sealed off by loose, old webs that still are quite sticky. The webs act as a 4 defense, D6 entangle to anything that touches them as can be seen by the desiccated husks of a Sewer Rat and a Megapede stuck in the strands. The webs burn easily, having half the defense vs fire.

Beyond the webs are older cobwebs that are not sticky and are covered with dust. These webs do not hinder movement, but hang as streamers from the ceiling and coat the walls in loose strands until the larger cave is reached. There the webs coat the floor in thick patterns that rise toward the south until they reach the ceiling. In the middle of the cave is a huge figure, a spider that almost is the width of the entire cave. The spider is dead, but that will not be initially obvious, and it will do a 5D6 passive presence attack just by shaking slightly when the players bump webs.

However, although the mother spider is long dead, her progeny are not. They live inside her abdomen, and when characters come close enough to tell that the gigantic Cave Spider is dead, the children emerge from between plates and sections of her exoskeleton (some from her mouth). There are 2 Spiderlings here for each 3 characters present, and they attack immediately with ravenous hunger.

Behind the webbing, under the large spiderweb in the back of the cave is the web-wrapped skeleton of an elf. This elf has a Robe of Protection and two scrolls on him: Greater Heal and Travelhut. If the webs in the cave are burned, it will do significant damage to and likely kill the spiderlings, but it will also destroy the skeleton and all his belongings.

43. WATER CAVERN. This entire cave is submerged, as the passage leading to it slants rapidly downward. The dotted line on the map shows the point at which there is no air in the cave. This water slowly replenishes from a deeper water source seeping up from cracks in the bottom of the cave. This water cavern serves as the water source for the southern caves, and the GM should treat a 1 or 2 as an encounter in this cave due to the traffic it gets from thirsty locals.

Within the water cave is a set of mineral crystals that have formed over the centuries from the water, extruded and grown from the cracks that supply water to the cave. These crystals will sell for 4D6 copper each to any alchemist, painter, or glass worker, and there are 3D6 of them on the cave floor. However, divers will have to brave the amazingly cold water (temperature level -1) and lack of air to harvest them, and each crystal takes D3+3 turns to recover, assuming the characters have a pick or similar mining implement.

44. LIZARD CAVE. This cave is where the Alisaur lives. This creature is usually encountered only deep in the earth, but it was captured in an adventure by the elf who died in area 42 and while it escaped the spider, it was trapped in these caves and grew up here. It wanders looking for food (and can be met as a random encounter), but if it has not been encountered yet, it will be in this cave. There are bits of bone, castoffs, and even bits of feathers from birds it caught at the exit cave (area 56). If present, the Alisaur will be asleep on an 11- roll, but it has light-sleep and will awaken rapidly with the approach of anyone who is not stealthy.

Should anyone come as close as area 45 and the Alisaur is awake it probably will hear them (-3 hearing perception, plus any bonus for the noise characters are making such as armor, talk, spells, etc). It will crawl out an investigate, hoping for a more solid meal than spiderlings and megapedes. The Alisaur is able to cling to walls and will use that to gain surprise or a tactical advantage if possible. It will use its roar if it hears something it cannot see.

If any of the characters speaks elencal to the Alisaur or nearby it, it will hesitate a half phase the first time from an old familiarity, and will only attack that character if they first attack.
In the back of this cave is a jeweled leather collar that is broken and so old the leather is cracked, once it was around the Alisaur’s neck. The old collar is ruined, but the small gems are worth 33 copper.

45. CAVERN OF THE MYSTICAL STONE. This strange stone predates the arrival of Zelligar and Rogahn, and it was left alone because of its unpredictable nature.

The stone is a faintly glowing crystalline structure in granite that is most similar to mica, in brittle layers jutting from the harder stone. It is somewhat purple or pink and seems to be lit from within. The stone is part of the cave and cannot be moved (if somehow it was removed, it would lose its magic). One chip of the crystal can be broken away at a time, but one a piece is broken off it is impervious to further damage until that chip is used. Only ten pieces of the crystal can be broken free per day in any case.

Once a chip is removed, it begins to lose its internal glow and in a minute it becomes a simple piece of mica (at which point another piece can be broken off). Each person can only be affected once in their life by the crystal, and it takes effect by placing the chip in their mouth, at which point it dissolves. Roll on the table below for the exact effect on the PC:

<table>
<thead>
<tr>
<th>ROLL</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>Teleports character to area 42 beyond barrier</td>
</tr>
<tr>
<td>4</td>
<td>Drains 3D6 from one random stat, recover /5 min</td>
</tr>
<tr>
<td>5</td>
<td>+1 OCV and DCV, permanently</td>
</tr>
<tr>
<td>6</td>
<td>+1 Dexterity, permanently</td>
</tr>
<tr>
<td>7</td>
<td>+1 Constitution, permanently</td>
</tr>
<tr>
<td>8</td>
<td>+1 Strength, permanently</td>
</tr>
<tr>
<td>9</td>
<td>Heals all damage, impairment, disabling, etc</td>
</tr>
<tr>
<td>10</td>
<td>+1 Presence, permanently</td>
</tr>
<tr>
<td>11</td>
<td>+2 Comeliness, permanently</td>
</tr>
<tr>
<td>12</td>
<td>+1 Intelligence, permanently</td>
</tr>
<tr>
<td>13</td>
<td>+1 Ego, permanently</td>
</tr>
<tr>
<td>14</td>
<td>+1 Body, permanently</td>
</tr>
<tr>
<td>15</td>
<td>+5 Stun, permanently</td>
</tr>
<tr>
<td>16</td>
<td>+1” running speed permanently</td>
</tr>
<tr>
<td>17</td>
<td>Curse: 1 month of x2 effect from presence attacks</td>
</tr>
<tr>
<td>18</td>
<td>Blinds character D6 hours</td>
</tr>
</tbody>
</table>

46. SUNKEN CAVERN. This small cavern is at the bottom of a steeply downward sloping passage that becomes lower and lower until it is only 4 feet in height, including the cave it ends. Within this cave live Megapedes, and while many are out looking for food (and thus can be random encounters), there are as many Megapedes in this room as there are PCs.

47. CAVERN. This cave has strange bluish minerals shot through the stone which an herbalist might recognize as Horlost, a very rare mineral-based herb. There are only 2 doses of the mineral here.

48. ARENA CAVERN. This cave has been heavily worked on and expanded compared to the rest of the caves. It is unfinished but the step work carved into the sides and the pit area are clearly marked out and started: this was to be an amphitheater or arena. Each step is five feet wide and three feet deep, and a rough slope from the entry provides access all the way to the pit, which is five feet deep and partially filled with sand.

The Troglydotes from areas 49-51 will settle disputes in this room, so on an 8- there will be two unarmed troglodytes beating on each other with their fists in the pit area, their weapons set aside on the stone steps above the pit on the far side from the entry. They will be so engaged with their combat that they are -2 PER to spot intruders.

49. PHOSPHORESCENT CAVE. This cavern has an odd purplish mold in streaks on the walls and ceiling that interacts with the local minerals to produce a natural, dim glow. The glow is especially pronounced back in the secondary cave to the east, which is liberally coated with the slightly slimy mold.

This mold is harmless, and will retain its glow for an hour after being rubbed from the wall. It is treated with religious awe by the troglodytes, however, and they have set up a shrine in the eastern sub cave. A pile of rocks and skulls is heaped in the center and surrounding it are shiny stones, bits of food, bones, and a few copper coins (2D6 total). A few of the shiny rocks are actually semi precious metals, which someone with the appropriate skill would recognize as 2D6 gems worth 3D6 copper each. The air in this second cave is very clean, fresh, and sweet.
Also in the sub cave is a Cloud Beetle, which makes its presence known immediately by the pleasant air. The beetle is happy here, but it won’t attack anyone if moved and fed. If the beetle is not fed regularly with pieces of meat, it will wander back to this cave on its own as soon as it can.

If any troglodyte sees the Cloud Beetle with anyone they will attack with furious rage (+1 OCV, -1 DCV) at their shrine being desecrated.

50. WATER CAVE. This cave is the water source for the northern caves. It also is where the large pit trap in area 36 on the upper level drops any characters unfortunate enough to be caught. The pool is eight feet deep and filled with very cold water, -1 temperature level. Anyone immersed in the cave suffers these temperature effects for a full hour after getting out. It is fed by a spring from beneath and continually is refreshed.

The GM should always check for a random encounter in this cave, with a 1 or 2 resulting in an encounter. If the roll is 2, then it is always 1-2 troglodytes. A Trogg Ball calls this area home and always is present. It will attack anything climbing out of the water but will not attack anything entering the cave unless it is disturbed or its lair west of the pool is entered.

51. TROGLODYTE CAVE. Some might ask how Troglodytes got in here, but they are fungal creatures and they can be carried on the wind or fur of other creatures until they reach an area that is suitable for their growth. A small colony of the creatures lives in this cave, Totaling 5. However, at any time some are out gathering water, hunting, or at the shrine, so only D3 will be present when the PCs arrive. These troglodytes have managed to obtain metal spears, daggers, and shields from the first goblins who explored the cave, and will use them against intruders.

The same goblins had some treasure, which has been piled up on a raised mineral deposit in the south of the cave. Much of the copper has been sacrificed to the shrine at area 49, but D6+1 still remain here. Two of the blue crystals (worth D6 copper each) from the upper area’s lighting system are here as well.

52. RAISED CAVERN. This cave is actually twenty feet off the floor of the Bat Cave (area 53) and is difficult to spot without being within twenty feet of the entrance (-2 sight PER rolls). It is a shallow cave with a ceiling only 5’ in height, and within it lives the Hunter Bat of the caves. This bat is the king of the Swarmwings in area 53, and it fears nothing.

Clever characters, unhappy with the cramped quarters of the Raised Cavern might retreat to the Bat Cave to fight the Hunter Bat, but that is not tactically sound. With the first scream of the Hunter Bat, 2D6 Swarmwings will also attack the party from the ceiling nearby, reducing their DCV for the Hunter Bat (which is immune to their cry) to take advantage of. In the back of the Raised Cave is the Hunter Bat’s home, and in the guano, bones, and cast off fur there are growing D6 Sfalen mushrooms.

53. BAT CAVE. This cave is huge, with an arcing, high ceiling twenty five feet up and a layer of guano on the floor almost a foot deep. The cave is so huge that characters cannot see the sides except near where they are, it is wider than two city blocks.

There are hundreds of bats living here, including scores of Swarmwings mixed in the midst. Megapedes feed on the bats, and ordinary rats feed on the castoff from the Swarmwings and the insects that feed on the guano. It is a self-sustaining ecosystem as the ordinary bats eat the flying insects and leave each night to hunt outside.

Growing in the room are dozens of gigantic mushrooms that an herbalist will easily identify as Madarkh and Lammang, both medicinal herbs. There are 2D6+2 doses of Lammang and D6 doses of Madarkh mature enough to harvest growing in the guano here.

The bats keep to themselves, although any disturbance such as light or movement and sound will cause a few to dislodge and flit about in the cave. Any very loud noise, such as combat, an area effect spell, or any side effect involving loud bangs will dislodge scores of bats and attract the attention of 2D6 Swarmwings, who will come and attack the party. The ordinary bats are not much of a threat, although they will act as a continuous 5 strength pressure that must be defeated each phase to move or retain held objects.
There is a secret door to the west set up by Zeligar to protect their old vault (the treasure cave) and it is difficult to find now because of all the guano. The wall here slopes heavily inward, almost gradual enough to climb, and it is heavily streaked and deposited with bat poo. Thus, the door is -4 sight perception to find, but still opens easily after all these decades by twisting a stone projection.

The southwest section of the cave with multiple stone pillars is remarkable for its lack of bats and thus guano. However, this is where 2D6 of the cave’s Megapedes live (the rest are out eating or exploring). The Megapedes live on the stone pillars, twining around them and will drop from the fifteen to twenty-five foot ceiling onto intruders.

54. TREASURE CAVE. This was where the pair of heroes kept their treasures before the vault was installed. It still has a few items but has been abandoned as insufficiently secure after it was robbed by an audacious thief who they later hired as a member of their adventuring band.

The secret doors to areas 53 and 55 are easy enough to spot and open from the access corridor here, but the one that leads to 54 is not as easy to find. It is not actually a door, it is a portion of rock enchanted to allow someone to step through it like thin clay or some odd stony membrane. If anyone leans on or pushes on the wall, it will be initially hard, then give way, allowing the stone to be penetrated. Thus someone can push themselves through and step beyond the barrier. This is difficult to sense, requiring either a level of luck or -2 touch perception roll at the point of the doorway.

Inside the Treasure Cave its self are two statues as shown on the map that were once enchanted to come to life and attack intruders and thieves. One is missing a head, the other an arm. The enchantment is now long dissipated, but they still look very life-like.

On the floor are scattered 3D6+6 copper, D6+2 silver, and seven gems worth 2D6 silver each. This is all that remains of what treasure was once stored here.

55. CAVERN OF THE SCALES. This very large cavern is quite low for its size, the roof an average seven feet, but as low as five in some places and as high as eight feet. The entire room reeks heavily of snake and the floor is littered with broken and scraped scales as big as the palm of a man’s hand.

The reason for this is that Direfang, the giant serpent, lives in this cave. Direfang is a mutant two-headed snake of fearsome power that the goblins encountered and decided was a good reason to avoid the caves entirely. It will be sleeping most of the time, so if it has not been encountered already it will be here in the north most projection of the cave, curled up and asleep on a 14- chance.

Direfang can smell intruders, but asleep its perception roll is reduced by 5 and it will likely not notice anyone until they draw very close. For Direfang’s stats, consult the NPC section on page 27. When the goblins made one effort to kill the beast, they had help from some orcs and a shaman, with a few enchanted items. These items are still in the cave, crushed into the sand beneath where Direfang sleeps.

The treasure consists of a breastplate of scale mail made from Urgash hide and star iron, a Targeting Blood Iron heavy mace, and a Mage Charm. There are other, broken and torn mundane pieces of armor and weapons here, but they are destroyed and of no use.

The secret door leading to the Treasure Cave is easier to spot here than in area 53, because the thief jammed a chip of quartz into the joint where the stone projection you turn to open the door and it is a straight perception roll to find and spot the doorway.

There is fresh air and even some sunlight (in the day) coming in from area 56 to this cave, so the smell of snake is not overpowering.
56. EXIT. There is a cave exit here that leads to the outside. Here the bats leave to hunt and eat, here fresh air enters the caves, and here several of the creatures entered to live in the caves, such as Dire-fang. The exit is small, only three feet high by five feet wide, and leads to a two foot stone ledge over a thirty foot drop to the wilderness. A very large Elm tree grows in the hollow of stone here, blocking all view of the cave from the outside, and from below the ledge blocks off any view of the cave as well.

Standing on the cave reveals that this is a northward facing cliff as part of a massive stone outcropping that forms part of the hill which Quasqueton’s tower was built upon and the complex was built within. The stone is +2 to climbing rolls to go up the twenty feet to smoother grassy hillside or down to the forest floor.

57. LAIR OF THE FLIES. Here is where the pit in area 19 of the first floor exits. The cave is fifteen feet tall, so the exit of the pit is high above the cave floor and is usually covered by wood by frightened goblins.

The cave itself is very rounded and smoothed, showing a great deal of work and effort. Although the walls are irregular, the floor and ceiling has been smoothed and are relatively flat. This room stinks, as it is used as a refuse dump by the goblins (they toss stuff down the pit) and it has been infested with Junk Flies. Two of the flies per player character in the party are present, and they attack as soon as any light or sound enters the room (such as someone climbing down the hole from area 19 above).

Outside this room in the hall is a large statue of a man, roughly sculpted from a stone pillar that stood in the hall. The work is incomplete and stone chips litter the floor, useful for sling stones.

### THE VAULT SEQUENCE

Opening the treasure vault of Rogahn and Zelligar is a complex and time consuming process. The exact sequence and location of each of the parts is scattered through the upper level of the complex and can be a bit of trouble to dig out, so here is the entire sequence in order:

1. Tilt the third book in the Annex (area 7)
2. Correctly put all switches at the lower position in the Char Room (area 17) - door will not open until the sequence is started
3. Pull up the metal bar in the Garden (area 23)
4. Rotate the R set in Rogahn’s bed in his room (area 25)
5. Use the key from the acid pool (B) in the keyhole in the sludge pool (D) in the Pool Room (area 31)
6. The vault access opens for 1 minute (area 30)
7. Use the keys from the undead lobster in the Vault Door (area 39)
8. Profit

There is a mural in area 5 and a detailed set of instructions in area 32 that can help the players work out how the vault works. If the option “Treasure Hunt” from the Adventure Hooks on page 2 is used, then the players will at least know there is a time limit once the final step is completed, and the mural suggests time is significant.

The GM should not help the party in any way to figure out this puzzle, as it is a fairly safe and easy manner to obtain a great deal of treasure. There are only two battles that must be waged with monsters in order to get the vault open (the sludge and the undead Brawn Lobster), which means the challenge must be the difficulty of the puzzle. If characters are perceptive and clever enough this will not be a terrible challenge, but if they are sloppy, unobservant, and disinterested they may never get in the vault, nor should they.
Most of the encounters in this adventure are standard monsters and require no special information to run beyond what is given in the bestiary used (preferably the Jolrhos Bestiary, available online for free).

The goblins are standard goblins, although a bit more brutish and crude than most. These goblins paint their faces with lurid colors and designs, wear furs and feathers, and use stone weapons. Where most goblins are bronze or iron age, these are stone age and very primitive, except for Sneaksie who is not from their tribe.

The GM should take care to give encounters some character beyond yet another fight. The more personality and individuality you can give a monster, the more interesting the game becomes for the players. For instance, perhaps a group of goblins are not initially hostile and are instead interested in trading for those nice weapons the characters have. They won’t have much to offer (stone weapons, shiny rocks, mouse skulls, or one of the lighting crystals), but they might try.

Perhaps one goblin is a clever tactician and uses the others for cover, stabbing from behind a rank of his fellows with the extra reach his spear gives. Maybe that Spiderling is a leaping spider, so it can jump further than the others.

Any monster that is memorable (the characters keep missing him, he hits the vitals several times in a fight, etc) should be kept alive by the GM if possible so he can show up again and be recognized by the characters. Monsters don’t have to fight to the death, in fact most will try to flee if heavily damaged, hoping to survive for a later revenge.

All creatures in the NPC section that have any special treasure will have their gear detailed in the treasure section following it.

**NPCS OF THIS ADVENTURE**

<table>
<thead>
<tr>
<th>Val</th>
<th>Char</th>
<th>Cost</th>
<th>Roll</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>30*</td>
<td>STR 0</td>
<td>15-</td>
<td>Lift 1600kg: 6D6</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>DEX 12</td>
<td>12-</td>
<td>OCV: 5 DCV: 3*</td>
<td></td>
</tr>
<tr>
<td>23</td>
<td>CON 26</td>
<td>14-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>18*</td>
<td>BOD 8</td>
<td>13-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>INT -5</td>
<td>10-</td>
<td>PER Roll: 11/-13-</td>
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<tr>
<td>5</td>
<td>EGO -10</td>
<td>10-</td>
<td>EGO Roll: 10- ECV: 2</td>
<td></td>
</tr>
<tr>
<td>23/38</td>
<td>PRE 13</td>
<td>14-</td>
<td>PRE Attack: 4 1/2D6</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>COM 0</td>
<td>11-</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Direfang**

- Giant Animal
- Val: 30
- STR: 0
- Cost: 15-
- Roll: Lift 1600kg: 6D6
- Notes: OCV: 5 DCV: 3*

**Movement:**
- Running: 9”/18”
- Leaping: 0”

**Cost & Powers**

<table>
<thead>
<tr>
<th>Cost</th>
<th>Powers</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>30</td>
<td>Giant: Growth (4 levels) -4” KB, +2 PER to be seen, +1” reach; Inherent, Persistent, 0 END Cost, Always On (*)</td>
<td>0</td>
</tr>
<tr>
<td>15</td>
<td>Bite: HKA 1D6 (2D6 w/STR)</td>
<td>1</td>
</tr>
<tr>
<td>15</td>
<td>Second head Bite: HKA 1D6 (2D6 w/STR)</td>
<td>1</td>
</tr>
<tr>
<td>6</td>
<td>Slither: Running +3” (9” total)</td>
<td>2</td>
</tr>
<tr>
<td>12</td>
<td>Scales: Armor 5 PD, 3 ED</td>
<td>-</td>
</tr>
<tr>
<td>5</td>
<td>Strike: Stretching +1” (2” total)</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>Swimmer: Swimming +2” (4” total)</td>
<td>1</td>
</tr>
<tr>
<td>5</td>
<td>Keen Tongue: Discriminatory Sense (smell)</td>
<td>-</td>
</tr>
<tr>
<td>5</td>
<td>Keen Senses: Enhanced Perception +1 (all)</td>
<td>-</td>
</tr>
<tr>
<td>4</td>
<td>Keen Tongue: Enhanced Perception +2 (smell)</td>
<td>-</td>
</tr>
<tr>
<td>5</td>
<td>Two Heads: 360 degree sense (sight)</td>
<td>-</td>
</tr>
<tr>
<td>5</td>
<td>Heat Sight: Infrared Vision</td>
<td>-</td>
</tr>
<tr>
<td>-2</td>
<td>Leaping -2”</td>
<td></td>
</tr>
</tbody>
</table>

**Total Powers & Skills Cost:** 125

**Total Cost:** 182

**PTS & Disadvantages**

-15 Physical Limitation: Animal Intelligence
-15 Physical Limitation: No Fine Manipulatory Ability

**Total Disadvantage Points:** -30

Direfang is a gigantic serpent with two heads. It has no poison and cannot constrict to crush foes, but it will grab a foe with one head and bite it into submission with the other, then swallow the dead prey whole. Direfang is much like any normal serpent except for its size and dual heads. He is forty feet long and three feet across with a viper-like snubbed head. Direfang’s scales are a dull gray and brown mottled color without pattern. His hide provides 2 full suits of beasthide armor if properly harvested.
GREATSHANKS

<table>
<thead>
<tr>
<th>Val</th>
<th>STR</th>
<th>Cost</th>
<th>Roll</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>18</td>
<td>8</td>
<td>13-</td>
<td>Lift 320kg: 3 1/2D6</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>12</td>
<td>12-</td>
<td>OCV: 5/6 DCV: 5</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>10</td>
<td>12-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>2</td>
<td>11-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>-2</td>
<td>11-</td>
<td>PER Roll: 12-</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>-4</td>
<td>11-</td>
<td>EGO Roll: 11- ECV: 3</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>5</td>
<td>12-</td>
<td>PRE Attack: 3D6</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>-2</td>
<td>10-</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

| 8   | PD  | 4    | Total: 8 (2 rPD +6) |
| 6   | ED  | 3    | Total: 6 (2 rED +4) |
| 3   | SPD | 6    | Phases: 4, 8, 12 |
| 7   | REC | 0    | |
| 40  | END | 5    | |
| 30  | STN | 2    | |

Total Characteristics Cost: 49

Movement: Running: 8”/16”
Leaping: 3 1/2”/7”

Cost Powers END
4 Tireless: Strength 1/2 END Cost 1
3 Tireless: Running 1/2 END Cost 1
2 Tough: Damage Resistance 2 PD, 2 ED -
5 Night Eyes: Infrared Vision -
4 Swift: Running +2” (8” total) 1
3 Hardy: Life Support vs temperature extremes -
10 Hardy: Power Defense 10 -
3 Keen Senses: Enhanced Perception +1 (all) -

Cost Skills and Talents
3 Combat Skill Levels: OCV +1 with one weapon
3 Survival 11-
2 Language: local trade language (fluent conversation)
1 Language: Morianic (basic conversation)
4 Weapon Familiarity: Common weapons

Total Powers & Skills Cost: 47
Total Cost: 96

PTS Disadvantages

Total Disadvantage Points: -0

Ecology: Greatshanks is the leader of the Quasqueton Goblins, although they refer to their tribe as the Gashfang Goblins. Greatshanks is a huge goblin, standing over six feet tall and with greater build and muscle than any ordinary one. He actually has an orcish father, and while usually such children are killed by the male goblins of a tribe (too big a competitor when he grows up), Greatshanks’ mother hid him away and lived by herself raising the young goblin until he could care for himself. Greatshanks repaid her kindness by beating her to death in an argument.

Personality/Motivation: Greatshanks was once a brute, but has since calmed over time. Among orcs he’s just a funny looking fellow orc, but among goblins Greatshanks is a powerful and feared leader, so he prefers goblins. If possible, Greatshanks likes to avoid a fight because his tribe is still small and he cannot afford the casualties (and he’s lost many trying to explore the lower level caves). Although not very smart, Greatshanks is fairly clever and will try to find solutions that don’t endanger his tribe for any problems he faces.

Powers/Tactics: Like any orc, Greatshanks is tough and can fight without tiring long after other races have collapsed. Greatshanks also has resistance to cold and heat, and are protected from draining magics. He speaks a little bit of Morianic, and some of the local trade tongue unlike most of his kin.

Greatshanks wears a suit of armor and wields a powerful weapon and can be dangerous to the player characters at this power level. When he is with his bodyguard goblins and his pet Shakes, the encounter is significantly more troublesome.

Campaign Use: Greatshanks is the boss of the upper level, the most dangerous encounter. He commands the goblins, and if Greatshanks dies, the goblins will be demoralized, frightened (fleeing combat rather than fighting back) and within weeks will have all left Quasqueton.

Appearance: Although not completely an orc, Greatshanks looks much like one. He has huge, broad shoulders, shorter legs, a large jaw with sharp teeth, and a beetling brow. His skin is a grayish green light color and his fingers are long and clever like a goblin’s. His ears are longer and more pointed like goblins as well.

Equipment: chain mail shirt
Rogahn’s Crown
Greatshanks’ Axe
3D6 copper
D6-1 silver
3D6 copper worth of cheap jewelry (armbands, earrings, rings, pendant)
Key to area 23
Key to chest in area 25
RATTLESKULL

Yrch Val  Char   Cost    Roll     Notes
10    STR      0         11-     Lift: 100kg: 2D6
13    DEX     9         12-     OCV: 5 DCV: 7*
10    CON    0         11-     
8     BOD   -4        11-     
14    INT      4         12-     EGO Roll: 11-            ECV: 4
11    EGO     2         11-     EGO Roll: 11-            
13    PRE      3         12-     PRE Attack: 2D6
10    COM    0         11-     
 2     PD        2                   Total: 2 (+4 rPD Bone Armor)
 4     ED        2                   Total: 4 (+4 rED Bone Armor)
 3    SPD      6                   Phases: 3, 6, 12
 5    REC     2
22    END     0
20    STN   0                   Total Characteristics Cost: 24

Movement: Running: 7/14”
Leaping: 3/6”
Swimming: 2/4”

Cost    Powers                                                               END
2       Swift: Running +1” (7” total)                               1
5       Night Vision: Infrared Vision                                -
5       Hardy: Power Defense 5                                        -
2       Keen Nose: Enhanced Perception +1 (smell)         -
8       Small: Shrinking (1 level) +3” KB, -2 PER to be 0 seen) always on, 0 END, persistent, inherent (*)
20      Magic: 60 points of spells                                      -

Cost    Skills
11      Magic Skill: 16-
2       Familiarity: Goblin weapons
2       KS: Demonology 11-
3       Survival 12-
5       Herbalism 12-
3       Poisons 12-
3       Alchemy 12-
2       Language: Morianic, (fluent conversation)
3       Persuasion 12-

Total Powers & Skills Cost: 72
Total Cost: 96

PTS    Disadvantages
Total Disadvantage Points: -0

Ecology: Rattleskull is a fairly typical Goblin Shaman, trained by an older shaman before he left his tribe to join Greatshanks in his Gashfang tribe because it promised greater riches and status. So far Greatshanks’ caution has not led them to great glory but he did manage to find a great home for the tribe so things are looking up.

Personality/Motivation: Rattleskull is mostly motivated by gaining ever greater power. Ever since he sold his soul to a demon lord for power he’s become more sinister, cruel, and treacherous even to his own people.

Powers/Tactics: As much as possible, Rattleskull prefers to stay out of combat. Rattleskull is very skilled and powerful with magic compared to most Goblin Shaman, but is not any sort of warrior and without his magic is very weak and no match for any adventurer. Thus, he will always have guards with him, at least 2 armed with spear and shield and wearing a full suit of leather armor.

Rattleskull keeps Bone Armor on him at all times when awake and uses his magic to keep enemies away and disoriented, killing them while they are weak and helpless. If he must flee, he will cast Bonewall (2PD, 5 DEF entangle barrier) between himself and pursuit.

Campaign Use: Rattleskull is a more significant threat than the average goblin, adding magic into an encounter. Most characters at this power level will not have run into many spellcasters, which will make a shaman a more significant encounter.

Appearance: Rattleskull is even more skinny and has even more pointy and exaggerated features than ordinary goblins. He wears a very tall pointy hat to seem bigger and robes made of scraps of cloth stitched together with minimal skill, decorated with skulls, feathers, leaves, dried paws of animals and goblin fingers. He uses a tall staff that is similarly festooned with various primitive items and capped with a crescent moon of silver that he found in Quasqueton and jammed into the top.

Equipment: 2D6 copper
Potion of Healing
Hand of Glory (20 body for casting necromantic spells)

Magic: Rattleskull will cast the following spells in combat, the GM should either roll or select a spell each phase:

<table>
<thead>
<tr>
<th>ROLL</th>
<th>SPELL</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Evil Eye</td>
<td>Drain all stats, CV 1D6</td>
</tr>
<tr>
<td>3</td>
<td>Eyebright</td>
<td>Flash sight 3D6 expl selective</td>
</tr>
<tr>
<td>4</td>
<td>Feeble</td>
<td>Drain STR 2D6</td>
</tr>
<tr>
<td>5</td>
<td>Muscle Cramp</td>
<td>Entangle 1D6, 3Def vs con</td>
</tr>
<tr>
<td>6</td>
<td>Pestilence Breath</td>
<td>Blast 4D6 NND disease cone</td>
</tr>
<tr>
<td>7</td>
<td>Rain of Spiders</td>
<td>Mhex 1/2D6 drain bod, KA</td>
</tr>
<tr>
<td>8</td>
<td>Curse of Vuln.</td>
<td>Drain all defense 2D6 ranged</td>
</tr>
<tr>
<td>9</td>
<td>Painstorm</td>
<td>Ego att 2D6 AE mental</td>
</tr>
<tr>
<td>10</td>
<td>Plague of Terror</td>
<td>(-1” run, -1 OCV, -1 DCV, 2” radius); Drain PRE ½D6</td>
</tr>
<tr>
<td>11</td>
<td>Fear</td>
<td>Mind Cont 8D6 fear telep.</td>
</tr>
<tr>
<td>12</td>
<td>Screaming Eyes</td>
<td>Darkness 1”r vs sight</td>
</tr>
</tbody>
</table>
SNEAKSIE

<table>
<thead>
<tr>
<th>Val</th>
<th>STR</th>
<th>Cost</th>
<th>Roll</th>
<th>Notes</th>
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<tbody>
<tr>
<td>10</td>
<td>STR</td>
<td>0</td>
<td>11-</td>
<td>Lift: 100kg: 2D6</td>
</tr>
<tr>
<td>17</td>
<td>DEX</td>
<td>2</td>
<td>12-</td>
<td>OCV: 6 DCV: 8*</td>
</tr>
<tr>
<td>11</td>
<td>CON</td>
<td>2</td>
<td>11-</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>BOD</td>
<td>-4</td>
<td>11-</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>INT</td>
<td>0</td>
<td>11-</td>
<td>PER Roll: 11/-12-</td>
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<td>EGO</td>
<td>-4</td>
<td>11-</td>
<td>EGO Roll: 11- ECV: 3</td>
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<tr>
<td>10</td>
<td>PRE</td>
<td>0</td>
<td>11-</td>
<td>PRE Attack: 2D6</td>
</tr>
</tbody>
</table>

3 PD 2 Total: 3 (1 rPD)
4 ED 2 Total: 4 (1 rPD)
4 SPD 13 Phases: 4, 8, 12
5 REC 2
22 END 0
20 STN 0 Total Characteristics Cost: 17

Movement:
- Running: 7/14"
- Leaping: 3/6"

Cost Powers END
2 Swift: Running +1" 1
14 Swift: Instant noncombat running -
5 Night Vision: IR Vision -
5 Hardy: Power Defense 5 -
2 Keen Nose: Enhanced Perception +1 (smell) -
8 Small: Shrinking (1 level) +3" KB, -2 PER to be seen; 0 END, Persistent, Inherent, Always On (*)

Skills and Talents
2 Familiarity: Goblin weapons
3 Survival 11-
7 Stealth 14-
5 Concealment 12-
5 Climbing 12-
3 Contortionist 12-
5 Lockpicking 13-
2 Language: Morianic (fluent conversation)

Total Powers & Skills Cost: 66
Total Cost: 83

PTs Disadvantages
-15 Psych Lim: Loves a challenge C/S

Total Disadvantage Points: -15

Ecology: Sneaksie is a clever thief and survives by his wits and stealth. He is a fairly capable fighter, but is even weaker than goblins and had to make a life on his own. He is part of no tribe and serves no master, but tends to follow other goblins around and robs them, then trades with still other groups for better gear and food.

Personality/Motivation: Sneaksie is a coward and a sneak. He prefers to avoid combat and will usually surrender if threatened in a way he cannot elude. He loves to steal, particularly from bigger people, and loves a challenge.

Powers/Tactics: Sneaksie will avoid combat if at all possible, and will only fight as a way to get to a position he can flee from. However, he is a very stealthy little creature (particularly with the -1 to perceive bonus of shrinking) and will use that plus his other skills to go places and get things no one else can.

Sneaksie will stay hidden if the PCs enter an area he is in or he is resolved as a random encounter. Then he will follow the party as they move on, relying on his ability to see in the dark, stealth, an superior knowledge of the complex to stay close but not be discovered. Then, when the party rests, sets down their gear to fight, or camps, he will sneak up and try to steal what he can. He will only take smaller things he can access without making much noise or disturbing anyone. Sneaksie especially likes to rob guards, and will always try to take something from the character that is supposed to be on watch if he possibly can.

Anything that Sneaksie steals will be hidden away in area 36 as that is his primary stash. If captured, Sneaksie can easily be persuaded to give up treasure he’s found, even act as a guide in the complex. He is confident he can steal back anything the characters take from him, as long as he’s alive. Sneaksie’s ability to slip ropes and escape capture will allow him to get away very easily if tied up or captured.

In particular the GM should note that the vault sequence has him stumped and once the PCs seem to be on to how to open the thing. Sneaksie will not bother them until they get the vault open.

Campaign Use: Sneaksie is an alternate threat to the monster that kills: he is the monster that robs. If the GM is unhappy with the amount of loot the party has recovered or is carrying, or needs a lesson in caution and security, Sneaksie is a very useful device.

Appearance: Even smaller and skinnier than ordinary goblins, Sneaksie is a brighter green color than the Gashfang tribe. His and nose ears are pointy, his eyes bulge, and his fingers and toes are long and clever like any goblin, but he wears soft, dark clothes, including a hood that he can pull over his head to help hide.

Equipment: Snake Pendant (armor shown in stats)
- Lockpicks
- 4D6 copper
- 4D6 pieces of jewelry worth 4D6 copper each
- 2 daggers
- 4 throwing knives
- Pouch of ground pepper (4 charges of no range 2D6 flash sight, 14- activate)
## UNDEAD BRAWN LOBSTER

<table>
<thead>
<tr>
<th>Val</th>
<th>Char</th>
<th>Cost</th>
<th>Roll</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>25*</td>
<td>STR</td>
<td>5</td>
<td>14-</td>
<td>Lift 800kg: 5D6</td>
</tr>
<tr>
<td>14</td>
<td>DEX</td>
<td>12</td>
<td>12-</td>
<td>OCV: 5 DCV: 4*</td>
</tr>
<tr>
<td>0</td>
<td>CON</td>
<td>-</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>15*</td>
<td>BOD</td>
<td>6</td>
<td>12-</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>INT</td>
<td>-7</td>
<td>10-</td>
<td>PER Roll: 10-</td>
</tr>
<tr>
<td>0</td>
<td>EGO</td>
<td>-</td>
<td>-</td>
<td>EGO Roll: -- ECV: n/a</td>
</tr>
<tr>
<td>20</td>
<td>PRE</td>
<td>10</td>
<td>13-</td>
<td>PRE Attack: 4D6</td>
</tr>
<tr>
<td>2</td>
<td>COM</td>
<td>-4</td>
<td>9-</td>
<td></td>
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<tr>
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<tbody>
<tr>
<td>PD</td>
<td>21</td>
<td>Total: 14 (6 rPD)</td>
<td></td>
<td></td>
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<tr>
<td>ED</td>
<td>15</td>
<td>Total: 9 (4 rED)</td>
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<td></td>
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<tr>
<td>REC</td>
<td>6</td>
<td>Phases: 4, 8, 12</td>
<td></td>
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<tr>
<td>END</td>
<td>17</td>
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<tbody>
<tr>
<td>STN</td>
<td>-</td>
<td>Total Characteristics Cost: 91</td>
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</tbody>
</table>

### Movement:
- Running: 5"/10"
- Leaping: 0"
- Swimming: 4"/8"

### Cost

<table>
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<tr>
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<th>END</th>
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<tbody>
<tr>
<td>8</td>
<td>Undead: Elemental Control (8 pts)</td>
<td>-</td>
</tr>
<tr>
<td>7a</td>
<td>Undead: No Hit Locations</td>
<td>-</td>
</tr>
<tr>
<td>37b</td>
<td>Undead: Life Support (full)</td>
<td>-</td>
</tr>
<tr>
<td>37c</td>
<td>Undead: Cannot be knocked out (loses powers)</td>
<td>-</td>
</tr>
<tr>
<td>7d</td>
<td>Undead: Does Not Bleed</td>
<td>-</td>
</tr>
<tr>
<td>15</td>
<td>Giant: Growth (2 levels) -2&quot; KB, +1 PER to be seen; Inherent, Persistent, 0 END Cost, Always On (*)</td>
<td></td>
</tr>
<tr>
<td>45</td>
<td>Chitin: Armor 6 PD, 4 ED</td>
<td>-</td>
</tr>
<tr>
<td>7</td>
<td>Claws: Strength +10; Only for grab maneuvers</td>
<td>1</td>
</tr>
<tr>
<td>15</td>
<td>Claws: HKA 1D6 (2D6 w/STR)</td>
<td>1</td>
</tr>
<tr>
<td>5</td>
<td>Many Legs: Extra Limbs (10 legs)</td>
<td>-</td>
</tr>
<tr>
<td>5</td>
<td>Sense Life: IR vision</td>
<td>-</td>
</tr>
<tr>
<td>-2</td>
<td>Running -1&quot;</td>
<td>-</td>
</tr>
<tr>
<td>-3</td>
<td>Leaping -3&quot;</td>
<td>-</td>
</tr>
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</table>

### Total Powers & Skills Cost: 183

### Total Cost: 274

### PTS

<table>
<thead>
<tr>
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<th>Disadvantages</th>
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<tbody>
<tr>
<td>-20</td>
<td>Physical Limitation: Instinctive Intelligence</td>
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<tr>
<td>-10</td>
<td>Physical Limitation: Limited Fine Manipulatory Ability</td>
</tr>
<tr>
<td>-5</td>
<td>Susceptible: 1D6/tturn out of water</td>
</tr>
<tr>
<td>-10</td>
<td>Vulnerability: x1 1/2 Body from fire attacks</td>
</tr>
<tr>
<td>-10</td>
<td>Vulnerability: x1 1/2 Stun from fire attacks</td>
</tr>
</tbody>
</table>

### Total Disadvantage Points: -55

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**Ecology:** This Brawn Lobster was a creature killed by Rogahn while fishing in the ocean. He towed the body to shore and was going to use it for chitin armor, then Zelligar thought of a better use for the remains. Now it is the final guard of the Quasqueton Vault.

**Personality/Motivation:** Never intelligent when alive, now the lobster is a zombie and has no mind and only is motivated by simple commands: defend yourself, stand guard, kill anyone who tries to take the keys, do not leave Quasqueton.

**Powers/Tactics:** The thick chitinous shell of the undead lobster no longer is as tough as it once was, but it still is very protective. Although the lobster is not as aware of its surroundings as it once was, it is much harder to stop as it feels no pain, never tires, and does not need to breathe or eat. The powerful claws of the lobster have not lost any of their former strength, either.

**Campaign Use:** This is the final guard of the Quasqueton Vault, holding the two keys needed to open the vault. When the heroes were present in the complex, they had one key each on their person and the lobster was just programmed to kill anyone who didn’t have a key.

**Appearance:** The Undead Brawn Lobster is a dark greyish green mottled color with brown spots and appears to be a ten foot log lobster. However, closer examination reveals that the creature is clearly dead.
**TREASURES OF THIS ADVENTURE**

Any special treasure listed in the encounter areas will be written in *italics* and detailed here. A section after this has stats of unusual weapons and armor that may be encountered in *In Search of the Unknown*.

**BROKEN ARROW RING:** This magical charm is a brass ring with the design of a broken arrow on one side. Once per day, with an Ego roll at a -1 penalty, the ring will cause all PD and resistant PD on the wearer to become hardened versus any missiles for one turn. The ring will sell for 8 silver.

**CLOAK OF FENEN:** This elegant silken cloak is green with a silver repeating geometric pattern around the edge. The cloak is enchanted to grant anyone who wears it +2 PD, ED armor on locations 9-16 for their back only. The cloak will sell for 25 silver.

**DAGGER OF ACCURACY:** A dwarven steel dagger of plain design, this weapon is enchanted to be +1 OCV.

**ESKAND POISON:** This green liquid is slightly thick and tacky like glue. It clings to weapons well and if it is introduced into a wound, the victim must make a successful CON roll or suffer a D6 drain to DEX and STR that recovers once a day. There are 3 doses of the venom in the bottle found, and when used to coat a weapon, each dose lasts either 1 hour or D6 successful hits with the envenomed weapon, whichever comes first. Each dose of the venom sells for 7 silver.

**GREATSHANKS’ AXE:** This blood iron battleaxe is enchanted with a Wintery proc: on each successful hit (regardless of whether it does damage or not) there is an 11% chance that the weapon will do a 4D6 energy based cold normal attack to the victim.

**HEALING POTION:** This peach colored potion tastes like metal and sugar, but when drank heals 4D6 damage as if it is a normal attack. There is only one dose per bottle. Each potion sells for 7 silver.

**MAGE CHARM:** This is a brooch that is in the shape of a set of concentric rings with a star over the top. Made of silver, this Mage Charm reduces concentration requirements of spells by 1/4 limitation. Thus a 1/2 DCV concentrate is eliminated, or a 0 DCV concentrate is reduced to 1/2 DCV while the charm is worn. This charm will sell for 35 silver.

**POTION OF HEALTH:** This potion tastes like pure clean spring water and has a slightly bluish tint, but it smells like daisies. When drank, the potion heals 3D6 stun and END (count the roll as a normal attack the “stun” on the dice heals stun; the “body” on the dice heals END at 4 END per body rolled). It takes a half phase to drink. Sells for 75 copper.

**PRE-ENCHANCED WANDS:** Each of these wooden tapers is created to be made into magical wands. Any mage can enchant one of the wands with a successful Magic Research skill roll and casting the spell they want to be in the wand. The mage must expend as much personal mana as they wish to be stored in the wand, which becomes the set pool of mana which it draws on to cast the spell it is enchanted with. The mana used to cast the spell is included in this pool.

For example, Mhyrynn casts Fire Bolt on a wand, and puts the remainder of his own mana and his Magestaff spell’s mana into the wand (totaling 50). Each time the wand is used to cast Magebolt, it uses 2 of the stored mana.

Once the mana in the wand is expended casting the spell stored in it, the magic is used up and the wand is no longer enchanted. Using one of these enchanted wands requires a magic skill roll at the same penalty as the original spell. Each pre-enchanted wand will sell for 10 silver, or if enchanted sells for 1 silver per real point of the spell put into the wand.

**RING OF WARDING:** This plain silver ring has a strip of brass set around the middle of the band so it looks like three strips of metal make up the ring. While worn, the ring grants +1 DCV and 1 PD, 1 ED armor. The ring sells for 15 silver.
ROBE OF PROTECTION: This is a black, red, and white robe of impressive design made of fenen and linen woven together in layers. It is a bit dirty and abused from its storage in a web cocoon for years, but still has its enchantment and can be cleaned up. Anyone wearing the robe gains 2 PD, ED armor and +1 DCV. This magic does not add to any other magical or mundane armor worn. The robe will sell for 25 silver.

ROGAHN’S CROWN: This is little more than a well-crafted plate helm that has a crown-like top which looks very impressive when worn. Anyone wearing the crown gains +3 presence. Rogahn’s crown covers locations 3-4.

SCROLLS: All scrolls found in this adventure are the same basic sort, each one parchment or vellum and scribed with special inks in Arcanium. They must be read out loud by the person using them, taking a full phase of no other action at 1/2 DCV. The spell then takes effect immediately as the reader commands, using no mana for the initial casting, but any spell cast from a scroll that persists must be paid for by each scroll casts a single spell unless otherwise noted in the book, and each spell may only be cast once.

SNAKE PENDANT: This pendant is a copper serpent coiled and hung on a leather thong. It is enchanted to grant the wearer 1 PD, 1 ED armor, but this armor will not add to any normal or magical protection of the same type.

TARGETING HEAVY MACE: This two handed mace is made up of pitted, slightly red blood iron, which still somehow looks well crafted and solid. The mace is enchanted to grant +3 OCV to any “called shot” or attack that targets a location on the enemy.

WAND OF DAZZLE: This slim wand is a foot long and made entirely of one piece of solid ivory, carved so delicately it almost looks like it is made of a tube of lace. The wand has 20 Mana left in it, and can cast Dazzle (a 2D6 sight flash) for 1 of the mana and an invocation or magic skill roll at -1.
HANDOUT ONE

GARDEN

GUEST ROOMS

WIZARD

POOLS

BALL ROOM

BARACKS

DOWN
Handout Two

Handout Three

The vault continues to be an engineering challenge but I believe I have it finished. The time limiter on the vault access door on the upper level was easy enough to build but the sequence between the key being turned and the door opening required significant rebuilding.

So far, the sequence is working well although the mechanism in step two sticks, something to do with limiting it to two levers at a time. Perhaps a larger gear wheel might make it smoother.

The first step bothers me, it seems so obvious: a tilting book? It works smoothly but I’m concerned the security is not great.

I am not sure the garden device will hold up over time, it’s so wet in there all the time. I used the best materials I could but the need to make the metal lever look rusted and old meant I couldn’t use anything non corrosive.

Rogahn’s bed, the rotator gears work smoothly at least. I still think the chances of it being moved are too great for the location.

I am certain that key will survive long submersion in the acid, but the key hole might become gummed up with a sludge piled over it, maybe something else would work better.

All that’s really needed at this point is some kind of guardian in the vault itself. Something that won’t need food, water, even air or companionship. Zelligar can probably provide that.

-Marevek