

Dungeons & Dragons®

Official Game Adventure

Assault on Raven's Ruin

by Tim Beach



Information about each room is included here. When the PCs enter a room, read the italicized information to the players. Other information for your reference is also included here. While the players are deciding what to do, flip to the indicated page and prepare.

Room 5B: (page 8)

This cell appears relatively clean. In the corner is a small cot on which rests a female form with a blue dress and blond hair.

This cell holds a fake "damsel in distress." Anyone who tries to rescue the damsel will set off a blade trap if they step on the stones around the bed.

Room 7: Dining Room (page 9)

The closed door to this room is not locked, but it is trapped. Opening it causes a large brick to fall from the ceiling. If the PC opening the door fails to save vs. death ray, he will suffer 1d4 points of damage.

This large room was once a formal dining room. A large table surrounded by chairs is in the center of the room, and a cabinet full of dishes is in the corner.

As you look around the room, you hear a low growl. As a pair of wolves comes around the end of the table, two goblins climb up on to it. They do not look happy to see you.

Room 1: Trap Room (page 6)

The door to this room is locked, and a sign on the door says "do not enter" in Common. If the characters open the door, read the following.

It looks as though no one has entered this room for a long time. It is bare except for a large chest in the middle of the floor and a few feathers in the corners.

If the PCs enter, they will see a chest. Opening the chest tugs a rope which runs through the walls on a pulley system. It will cause tar and feathers to be released from trap doors on the ceiling.

Room 5C: (page 8)

In this cell are two skeletons chained to the far wall.

If the characters do more than glance at the skeletons, they will notice a gold ring on one's finger. The skeletons will animate and attack anyone who enters the room.

Room 5: Jail (page 7)

This small, well-lighted room is bare except for a rickety chair next to the wall. There are three doors in the room, each with a small, barred window. There is a bad odor here, the smell of death and decay. You hear the rattling of chains.

Room 5A: (page 8)

The dirt floor of this cell is lined with dirty straw, and rotten vegetables are strewn about. In one corner, a kobold lies curled up, apparently asleep.

Room 2: Ambush Alley (page 6)

The stairs lead down from the entryway to a short hallway. The hallway turns right and narrows ahead. Also to the right, you see a ledge about 10 feet above the ground.

This hallway goes around a ledge. Goblins wait on the ledge to ambush the party.

Room 6: Storage Room (page 8)

This large room is filled with supplies of various kinds. You see several ropes, sacks, and torches at one end of the room. Across from the door are sacks of flour and other foodstuffs; from the smell, most of it has rotted. At the east end of the room are four barrels stacked in the corner and a tall cabinet.

This storage room conceals a secret entrance to Room 13. It is hidden behind the barrels in the corner. In addition, the handle to the cabinet has a needle trap which injects a sleep poison into anyone who opens it incorrectly.

Room 14: Trapped Corridor

This corridor goes ahead before turning to the right. You can see rocks and similar things in the corner. It is rather cold and you can hear the drip of water.

There is a pit trap in the hallway. Walking along the hall will be as weighty as someone with the center of the hall floor to collapse, so you will fall into a pit. The goblin is in the pit.



Room 4: Hallway (page 7)

This area is a simple hallway, with dust, old furs, broken spears, and other trash scattered about. A few tapestries still grace the walls, as do several black sconces set to hold torches. Several doors are visible along its length.

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ridor (page 13)

ridor goes ahead a short distance, turning to the right. You see a pile of similar debris at the rather cold here, and you notice a drip of water in the dis-

There is a pit trap in this corridor along the edges of the floor. It will be safe, but if someone walking down the middle of the hall will cause the floor to collapse, so an intruder will fall into a pit. There is a skeleton in the pit.

Room 13: Raven's Study (page 13)

It seems the goblins never found their way into this room—it is quite clean compared to the rest of the keep. The room is comfortably furnished with a couch, a table, and a desk with a padded chair. Bookshelves sit against the walls. The shelves hold many books, as well as several scrolls and many piles of parchments.

Room 10: Trap Room (page 11)

This appears to be a sitting room. There are three chairs against each wall and a door on the far wall. The floor is made of varnished hardwood, and a large rug occupies the center of the floor.

There is a mud pit underneath this room with a monster in it. If the characters walk on the rug, they will fall into the pit and be attacked by the creature, a golumph.

Room 15: Raven's Room (page 14)

Read this introduction if the PCs enter from Room 11: This well-kept, large room seems to have withstood the ravages of time. You can see a chest, a dresser, a desk and chair, and the corner of a bed. Just inside the door lie a pair of goblins, apparently fast asleep.

Read this introduction if the PCs enter from Room 13: This well-kept, large room seems to have withstood the ravages of time. You can see a chest, a dresser, and a desk and table. Just inside the room is a large bed which looks quite comfortable. Lying on the bed is a middle-aged man with black hair. He seems to be fast asleep. Over the foot of the bed is a woodcarving of a peaceful pastoral scene with a number of sheep grazing in a field while a pair of shepherds doze under a nearby tree.

The wall carving is cursed, and anyone entering this room will fall asleep.

Room 11: Guard Room (page 11)

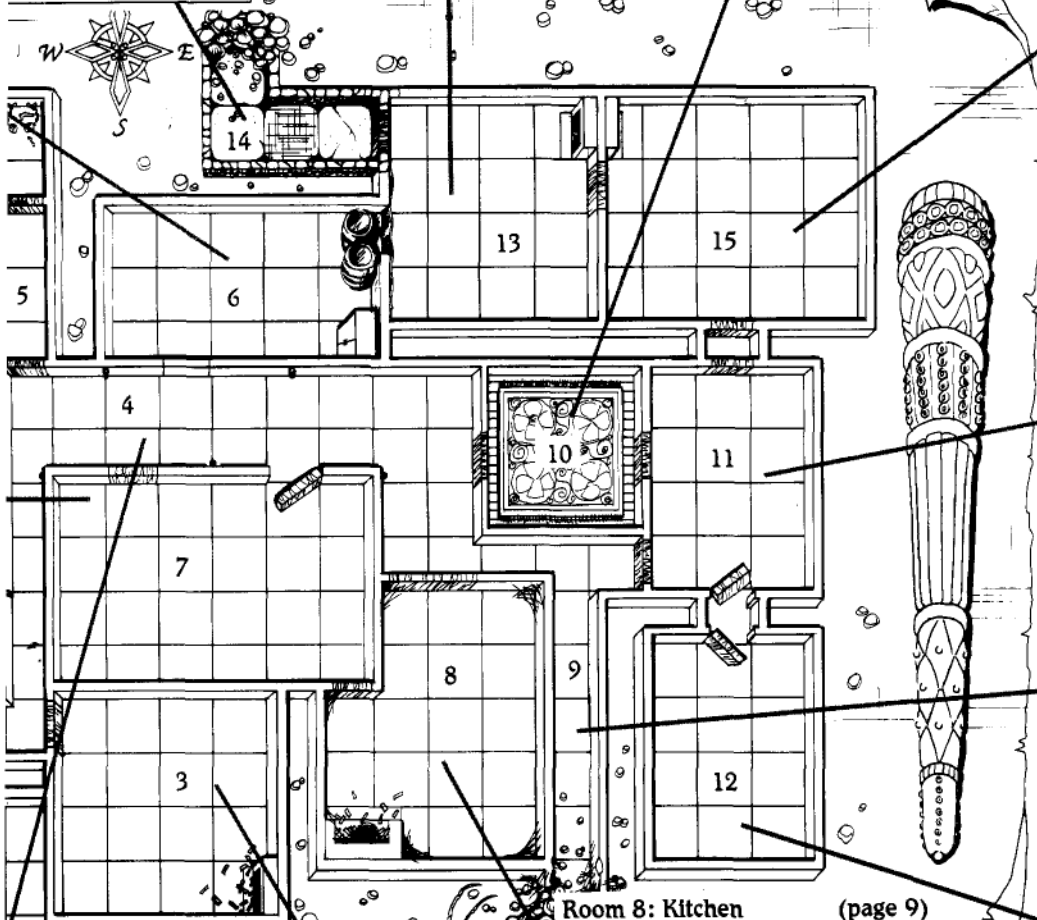
This large room holds a huge pile of sacks, barrels, and equipment. You also see a large humanoid, a hobgoblin! It rushes toward you, waving a long sword.

Room 9: Collapsed Hallway (page 10)

This hallway stops short a few feet ahead. A large section of the ceiling collapsed sometime in the past, and rubble blocks the way to whatever lies beyond. It looks like it would take hours to dig your way through, and you can see large things moving in the webs among the collapsed stonework.

Room 12: Treasure Room (page 12)

The doors to this room have been battered, and their locks are broken. The inside of the room is awesome to behold. At the far end of the room, a richly dressed hobgoblin sits in a finely carved chair. Around the chair are chests, bags, piles of coins, and other valuables. The hobgoblin stands and barks a command in its language. Two goblins with bows jump up from their hiding places behind the treasure while goblins and wolves advance on you from the sides of the room. It looks like you are in for a tough battle.



Room 3: Guest Room (page 7)

This large room was once richly decorated with tapestries and fine furniture, but it is now ruined. Shreds of tapestries hang from the walls, a pile of furs and trash sits in one corner, and a desk and table have been smashed and lie piled next to the fireplace in another corner. The reason for the room's poor condition becomes apparent as you notice the glowing red eyes of several goblins in the room.

Room 8: Kitchen (page 9)

This area is a kitchen. There is a large fireplace at the south end of the room, and wind howls mournfully from the chimney. A large table, obviously used for food preparation, sits in the middle of the room. Along the east wall is a set of cupboards and shelves, and before them dishes, pans, and serving utensils are scattered. A number of spider webs are visible in the corners. North of the cupboards are some large piles of moldering food. You see several rats crawling among the food.

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Official Game Adventure

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by Tim Beach



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INTRODUCTION

This adventure is designed for four to six characters of 2nd or 3rd level. If there are more than six players or if the characters are of higher levels, the Dungeon Master (DM) should make some of the encounters more difficult. He or she can do this by increasing the number of monsters encountered; by increasing a monster's hit dice, hit points, and/or the amount of damage inflicted by its attack; or by lowering a monster's armor class, which will make the monster harder to hit.

Note that boxed text should be read aloud to the players.

What's Needed to Play?

Assault on Raven's Ruin is the third in a series of adventures for the new DUNGEONS & DRAGONS® Game. It is a self-contained product that does not require the DM to purchase the first modules in the series, and it does not leave any loose ends dangling to be tied up by the next module. Though the adventure may be located in the area of Thunder Rift, which will be described in an upcoming product, the DM may adapt it easily to any setting. The only things needed to play this module are the D&D® Game, a few friends, some paper and pencils, and a thirst for adventure!

Adventure Overview

Years ago, a master thief called Raven retired near the small village of Kleine. He built an underground keep in the Burning Hills, using the labor of the goblins that lived there. Raven drove the humanoids away after they completed the keep, and he settled in. About two years ago, Raven disappeared, and he is now presumed dead.

Recently, the goblins returned to the keep, known now as Raven's Ruin. They use it as a headquarters and have begun harassing travelers and raiding local farms. A daring raid took place just a few days ago, during which the goblins snuck into Kleine and stole a magical scepter that was used in court proceedings. The player characters (PCs) are asked to go to Raven's Ruin and retrieve the scepter, find out who or what is organizing the humanoids, and put an end to the raids.

Monsters

Throughout the course of this adventure, the characters will confront dangerous monsters. When such encounters occur, information about each monster is presented in the following format.

Name of Monster (number encountered): AC (armor class); HD (hit dice); hp (hit points); MV (movement rate); #AT (number of attacks); THAC0 (see below); Dmg (damage inflicted per attack); Save as (what the monster's saving throw is based on); ML (morale rating); AL (alignment); XP (experience reward for defeating the monster); Treasure (how much treasure the monster has).

One of the entries, THAC0, may be new to beginning players and DMs. It stands for "To Hit Armor Class 0." To determine the roll a monster needs to hit a character with a specific armor class, simply subtract the target's AC from the monster's THAC0 number. Thus, if a monster's THAC0 is 19 and its target is AC 3, the monster needs to roll a 16 or better to hit the character.

Wandering Monsters

From time to time, the DM may wish to introduce a wandering monster into the game. There is no strict rule in this adventure about when such encounters should occur. A good rule of thumb, however, is to use them when the game is slowing down or if the players' party is too strong for the adventure. Wandering monster encounters can also force the players to move on if they seem to be spending too much time in an area that isn't important to the adventure as a whole.

Use the following table for generating random wandering monster encounters.

Roll 1d8	Monster	No. Appearing
1-3	Goblins	1d4
4-5	Kobolds	1d4
6	Giant Rats	1d4
7	Black Bear	1d2
8	Large Ravens	2d4

Statistics for ravens are found on the last page of this module. The other monsters are described in the *Rule Book* found in the D&D Game.

ARRIVAL in Kleine

Begin the adventure with the characters' arrival in the village of Kleine. The PCs can be recuperating after completing a previous quest, or they can be simply visiting the area, or they may have heard vague rumors about problems in the region.

When the players are ready to begin, read aloud the following.

You have finally arrived in Kleine, a small fishing and farming village. You hear the distant sound of the Plunging Cataract, as its water rushes into nearby Lake Ostrel. As you have heard, Kleine is a peaceful and pleasant place. But something is not quite right.

The townspeople seem oddly tense, as if they were expecting something bad to happen. As you move into town, you see notices posted and you hear the sounds of a town crier in the distance.

All the notices have the same announcement, as listed below. If none of the PCs can read, or if they ignore the posted notices, the town crier will notice them and make sure they receive the notice.

"A threat to Kleine! Our village is threatened by vicious humanoid. They have stolen a valuable item from our town officials. The town council wishes to hire any people who are brave and strong enough to deal with this threat and return the item to us. Respond to Councilman Baur at the Melodious Harpy tavern."

Give the PCs a chance to respond. Hopefully, they will want to help the village and will proceed to the tavern, which is the unofficial town hall of Kleine. If they do, continue with the following.

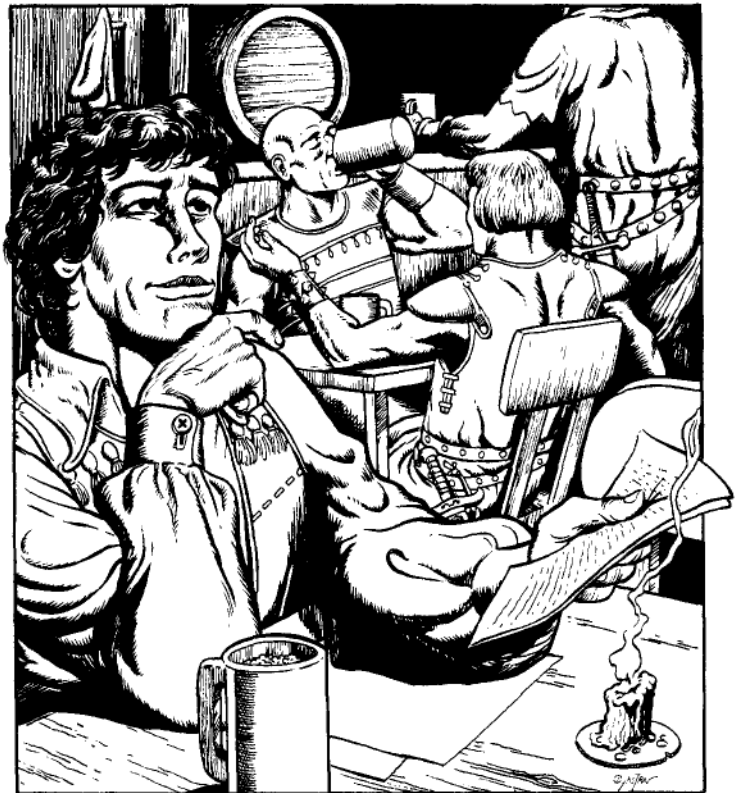
The Melodious Harpy is not difficult to find. There are a large number of people inside, more than you would expect in such a small town. This must be a very popular place for locals.

Many of the tables are occupied by farmers, and some of the discussions are quite loud. You hear mention of "cursed goblins!" and "right under our noses" and "Raven's Ruin." A few of the townspeople look you over as you enter, some with suspicion, others with hope. Near the door is a well-dressed young man with a pile of papers in front of him. He looks at you expectantly.

The young man at the table is Councilman Baur, the youngest and most dynamic member of the somewhat sleepy town council of Kleine. If the characters do not immediately go to him, he will go to them and introduce himself. He is a decisive and outgoing individual, and though he would very much like the adventurers to help, he will not beg or compromise himself in any way. He will make the following appeal.

"I am glad you have come! As you must have heard, Kleine is threatened by goblins. Nasty little critters. They are organized, and they have been raiding nearby farms. Supposedly, they have a base at Raven's Ruin, and perhaps the thief Raven has returned and is leading them, for they have stolen our valued *scepter of truth!* If you end the threat presented by these creatures, and return all that they have stolen, we will pay you 50 gold pieces each. What do you say?"

The PCs now have an opportunity to negotiate with Baur and discover more information.



Negotiations

The town council has authorized Councilman Baur to offer up to 75 gold pieces per hero. He is a very shrewd individual, however, and he will not reveal this information to the characters. He will bargain with them, explaining the financial difficulties the council has, the poor economy of the small farming community, and the problems that the raids have caused. He will also try to motivate the characters to act heroically. Only very good role-playing and bargaining by the PCs should make him raise his offer.

Baur will be able to offer the following information if questioned.

About Raven: Raven is a human master thief who retired in the region several years ago and built a keep. Little is known about him, and he seldom dealt with the townspeople. He has not been seen in two years, but some councilmen suspect he has returned.

About Raven's Ruin: Raven's keep is a sprawling underground complex that has fallen into ruin since he disappeared. It is in the Burning Hills just a few miles away from town. People avoid it because it is supposed to have many traps to keep people out.

About the humanoids: They built Raven's keep years ago, and then Raven sent them away. They have lived in the forest, but recently returned, probably when they found out Raven was gone (or maybe, as some councilmen believe, Raven called them back). They must have some leader organizing them.

About the Scepter of Truth: The *scepter* is magical. Anyone touching it must speak only the truth, so it is very useful in legal proceedings. It is a well-carved three-foot wooden rod with gold and silver inlays.

About the theft of the scepter: Someone stole it from a guarded building in the middle of the night, and the guards saw nothing. The guards have been thoroughly questioned. They had absolutely no motive to steal the *scepter*, and the council has confirmed their innocence. No one really had a motive to steal the item, but sneaking into a guarded building and taking something important was just the type of thrill-seeking theft typical of Raven.

About returning the treasure: The *scepter* must be returned, and many keepsakes have been stolen from farmers and merchants. The characters must agree to return those items as well, and the council will look over the treasure when the heroes return. The council does not care about anything else the heroes might find in Raven's Ruin.

The players should jump at the chance to help the vil-

lage. If they refuse, there is nothing that Baur can do short of raising the offer to the maximum. If necessary, the DM should remind reluctant players what it means to be a hero. If the PCs agree to help, go on to the next section of this adventure. If they do not agree, the DM can try to gain their interest by having goblins attack them or the village. Otherwise, the adventure is over.

The Village of Kleine

The Melodious Harpy is the only tavern in town, and is the center for conversation and gossip. Characters spending some time there will hear lots of rumors about what is going on, but will gain no useful information.

The people of Kleine are a bit distrustful of strangers, but will be friendly, especially if the PCs agree to do something about the humanoids. Nonhumans are seldom seen in Kleine, so dwarves, halflings, and especially elves will draw stares. The people are not prejudiced against these races, just curious.

The town has a general store, a chapel, stables, a decent inn, and a good leatherworker, but no smithy. Prices are reasonable.

The Humanoids' Activities

The goblins in the ruin are being led by a trio of hobgoblins. These larger humanoids have organized the goblins. Some have set up ambushes in various spots throughout the hills, while other goblins patrol regularly. The DM may want to plan a few encounters with this in mind before the characters reach the ruins. Random encounters should be handled with this in mind as well.

In addition to the patrols and ambushes, there is at least one spy for the humanoids. One of the hobgoblins found an *elven cloak* and *elven boots* in the keep. He is the one who stole the *scepter of truth*, and he scouts and spies for the group. Because of him, the humanoids at the ruins are ready for an attack.

Getting to the Ruins

Councilman Baur gives good directions to the characters, so they will have few problems finding the ruined keep. It takes only two or three hours to get there, walking around the steam vents and geysers of the Burning Hills. The DM can make the trip a little more interesting by describing the terrain, adding random encounters, or inserting planned encounters with goblins.

At this point in the adventure, it's time for the PCs to begin exploring the dungeon itself. Set the scene by reading the following.

Raven's Ruin is not difficult to find, and you have little trouble reaching it. The surrounding terrain is bleak and desolate, a fitting home for the goblins you have heard so much about lately. In just a few hours, you are standing at the stairs that lead down into the ruined keep.

You can see no indication on the surface that a keep rests here, but this is the location you were given. As you look around, you see some humanoid tracks, as well as some signs of work, as if rocks and dust had been cleared from the entrance.

The stairs are composed of sturdy gray stone and seem well-built. At the bottom of the stairs is a wooden door, somewhat damaged by weather, but still sturdy. It is unsurprising that a thief would require his residence to be built well. Knowing how to break into places must have given him many ideas about how to keep people out.

Well, you have prepared for this, and you are ready to do your job. You go down the stairs and check the door for traps. Finding none, you open the door to adventure.

The DM should place the poster map on the table in a position for all the players to see and reach; this map is used for the remainder of the adventure. Take the figures representing the adventuring party and place them, one to a square, in the area marked "Start Here" on the map. The following text describes what the characters see as they enter this area.

You have entered a room that seems to have been a reception area. Three chairs sit to the sides, and several coat hooks grace the far wall. A set of stairs leads farther down, and there is a door on the other side of the room. A sign hangs on the door, but you cannot read it from here.

The room is in poor condition, and has obviously not been taken care of for some time. Dust covers the floor, and cobwebs cling to the walls and ceiling. You do see evidence, however, of the presence of the humanoids—there are tracks, and a few small, broken spears lie in the corner next to the stairs.



There is nothing of importance to the characters in this room. The chairs are old and falling apart, and the broken spears are useless. This room is simply a starting point for the adventure.

Because the adventurers are unlikely to go to each room in sequential order, all the descriptions of the rooms for the players are on the inside cover of this module as an aid to the DM. After the DM reads the description there and while the players talk over what to do, the DM can flip to the page indicated for that room and read his or her description. By the time players have decided on a course of action, the DM will be prepared for anything that might happen in the room.

The DM also has access to the diary that Raven wrote while his home was being completed. These notes follow the description that should be read to the players. Raven's notes give the DM a brief idea of how to use the traps encountered. Also, some of the trap triggers are shown on the map. If the players notice these triggers and make an effort to avoid them, the DM should give the characters a bonus on their chances to avoid the traps, or on a thief's chances for finding and removing traps.

Room 1: Trap Room

The door to this room is locked, and a sign on the door says "do not enter" in Common. If the characters open the door, read the following.

It looks as though no one has entered this room for a long time. It is bare except for a large chest in the middle of the floor and a few feathers in the corners.

Raven's notes: We just completed a small room off of the entryway. I have placed a trap here which will humiliate any untrustworthy visitors I might have. I will place a sign on the door telling them to stay out. If they enter, they will see a chest that may tempt them to snoop. Opening the chest tugs a rope which runs through the walls on an ingenious pulley system. It will cause tar and feathers to be released from trap doors on the ceiling. This should at least embarrass the foolish, and tell me who is honest.

The chest is not locked. Anybody in the room when the chest is opened must make a saving throw vs. paralysis or be doused with sticky black tar and several pounds of white feathers. Other than making a mess and causing the characters to look somewhat silly, the tar and feathers have no effect. Simple washing will not remove the substances; the feathers may be plucked off and the tar must be scraped off, or washed off in a very hot bath.

The chest holds a single copper piece and a note that reads "Shame on you for being so nosy!"

Room 2: Ambush Alley

The stairs lead down from the entryway to a short hallway. The hallway turns right and narrows ahead. Also to the right, you see a ledge about 10 feet above the ground.

Raven's notes: According to my building plans, my servants have constructed a hallway which goes around a ledge. I will post a guard on the ledge to watch all who enter my home. The guard will be relatively safe from attack, but will be able to surprise any hostile intruders.

Though Raven's guard does not watch from the ledge, five goblins do. They lie under furs, listening as the characters go around the ledge.

When the first of the PCs reaches the broken bow shown on the map, the goblins attempt to ambush the heroes. Because of the goblins' concealment, they have a better chance to surprise the PCs. The heroes are surprised on the first round of combat if they roll 1, 2, or 3 on 1d6.

The goblins are armed with daggers and medium nets. They attack first by throwing a net at each of the PCs. To avoid being caught by a net, a character must make a successful saving throw vs. death ray, with a +1 bonus to the roll. If the hero fails the saving throw, he or she is entangled and cannot attack, cast spells, or move. Each round, the victim of the net is allowed another saving throw, with success indicating that the net has been thrown off. If the person has a dagger in his hand when hit with the net, he receives a +4 bonus to saving throws for getting out, and success means he has cut his way out of the net and destroyed it.

Once all the nets are thrown, two goblins per round will climb down the ladder at area 2A and attack with daggers, ignoring any characters entangled in nets until they have dealt with those who are not entangled.

If the heroes wish to attack the goblins, they will be at a disadvantage. Hand-held weapons cannot be used initially, because the ledge is out of the characters' reach. The ledge also provides partial cover for the goblins, and any missile fire from the PCs will suffer a -4 penalty to hit. It is possible for a thief to climb the wall up to the ledge, though if the goblins notice him, they will get a "free" attack while the PC is climbing. If a PC moves quickly, he could reach the ladder and climb quickly up to the ledge that way.

During the attack, the goblins will shout, warning the rest of the complex about the intruders. After three of the goblins are killed, the remaining two will run away if possible.

If the PCs are all captured or killed, however, the goblins will drag any prisoners to Room 5B, take away their weapons, and lock them up. The DM should allow the PCs a reasonable chance to escape, or the adventure is over. For instance, though the goblins take the PCs' obvious weapons, they might miss a hidden dagger, or they might leave a thief's tools with him, not realizing the purpose of the tools.

Goblins (5): AC 6; HD 1-1; hp 4 each; MV 90' (30'); #AT 1; THAC0 19; Dmg 1d6 (short sword); Save as Normal Man; ML 7; AL C; XP 5; Treasure 30 ep.

Room 3: Guest Room

This room was once richly decorated, but it is now ruined. Shreds of tapestries hang from the walls, a pile of furs and trash sits in one corner, and a desk and table have been smashed and lie piled next to the fireplace in another corner. The reason for the room's poor condition becomes apparent as you notice the glowing red eyes of several goblins in the room.

Raven's notes: We finished an elegant guest room today. It is a safe place, for honored guests.

The goblins quickly discovered this safe room and claimed it as their living quarters. Unless the PCs were very quiet when dealing with the ambush at Room 2 and they somehow prevented those creatures from shouting an alarm, these goblins are prepared for intruders. They will defend this room with their lives.

Goblins (5): AC 6; HD 1-1; hp 4 each; MV 90' (30'); #AT 1; THAC0 19; Dmg 1d6 (short sword); Save as Normal Man; ML 7; AL C; XP 5; Treasure 30 ep.

If the PCs leave the room, the goblins will not give chase, though they will organize a scouting party shortly and try to find the heroes.

The goblins' treasure is hidden among the furs and trash in the corner of the room. There is a wooden chest along one wall, but it holds only a ratty fur converted into a bed by one of the goblins. The desk is smashed, but a locked drawer is intact. Unlocking or breaking the drawer will reveal a wooden scroll case holding a scroll with two *magic missile* spells.

Room 4: Hallway

This area is a simple hallway, with dust, old furs, broken spears, and other trash scattered about. A few tapestries still grace the walls, as do several black sconces set to hold torches. Several doors are visible along its length.

Raven's notes: The main hallway may not be the grandest in the world, but it suits me fine. After the goblins put the finishing touches on it, I will decorate it with silver sconces and fine tapestries, some of the best that I have stolen over the years. I considered placing traps, but decided against it—after all, I have to use the hallway, too!

There is little of interest in this hallway, but all is not as it seems. The black wall sconces are actually made of silver and have tarnished over the years. If cleaned up, each of the six sconces would be worth 5 gp. In addition, one of the tapestries is finely made and undamaged. It depicts a scene of several adventurers fighting a blue dragon and would be worth 20 gp to an interested buyer. Finally, a careful search of the scattered trash will turn up a diamond that the goblins dropped here after a raid. It is worth 10 gp.

None of the other items in the hall are useful or valuable. The spears are warped and broken, and the furs are tattered and dirty.

Room 5: Jail

This small, well-lit room is bare except for a rickety chair next to the wall. There are three doors in the room, each with a small, barred window. There is a bad odor here, the smell of death and decay. You hear the rattling of chains.

Raven's notes: The jail, my "dungeon," is finally complete. This will be mainly for show, and I will keep any important prisoners on the lower level of the keep.

When necessary, living prisoners will be held temporarily in the cell just inside the door.

The cell on the far side contains a special undead surprise for the curious: a pair of skeletons next to the wall, as if I had let some poor soul perish there.

The cell in the corner is my favorite: it holds a fake "damsel in distress." Anyone who wishes to rescue this damsel must be careful to not set off the blade trap. It is rather ingenious, activated by pressure on the stones around the bed.

The light in this room comes from a continual light spell that has been cast on a rod that sits in a sconce on the wall above the chair. Any character will notice this if they ask about the source of the light. The rod can be removed and carried if the PCs wish.

The rattling of chains stops when the characters enter the room, and it is impossible to tell which of the cells the noise came from. A stench of age and decay comes from the cells, and it is rather chilly in this area.

Each cell is basically the same, a 10-foot × 10-foot room with a locked door. The doors are made of heavy wood reinforced with iron, and the windows have sturdy iron bars that are somewhat rusted. Each cell has rough rock walls.

Room 5A: The dirt floor of this cell is lined with dirty straw, and rotten vegetables are strewn about. In one corner, a kobold lies curled up, apparently asleep. Chains on his legs keep him from moving very fast.

The kobold was imprisoned here by the hobgoblins for trying to steal a piece of gold. Goblins occasionally come by to make fun of him and throw rotten food at him, so he ignores visitors unless they open the door. He will try to escape if the PCs open the door, but will be uncooperative and belligerent if they attempt to question him.

An offer of food and any coin will calm him enough to answer a few questions. He speaks only a few words of common, but will happily point the way to the goblins and hobgoblins if asked. He does not know where any treasure is, though he supposes the hobgoblins have it.

He will not help the party and will still try to escape.

Kobold (1): AC 7; HD 1/2; hp 2; MV 30' (10'); #AT 1; THAC0 19; Dmg 1; Save as Normal Man; ML 6; AL C; XP 5; Treasure Nil.

Room 5B: This cell appears relatively clean. In the corner is a small cot on which rests a female form with a blue dress and blond hair. This is a dummy filled with straw, and anyone looking can roll 1d6, with a 1 meaning they have noticed "she" is not moving.

Anyone crossing the room to her will trigger a trap, releasing a blade from the ceiling. It will cause 1d8 damage to anyone standing next to the cot, unless that individual makes a saving throw vs. death ray.

The players may notice from the map that the stones around the bed are colored differently from the rest of the room's floor. If so, they should be given a chance to avoid the trap.

Room 5C: In this cell are two skeletons apparently chained to the far wall. If the characters do more than glance at the skeletons, they will notice a gold ring on one's finger. The chains do not actually hold the skeletons to the wall, and if the PCs enter the room, the skeletons will move to attack them, each picking up a long sword hidden in the dirt. A friendly wizard animated the skeletons for Raven and ordered them to attack anyone who enters the room. They will fight until destroyed.

Skeletons (2): AC 7; HD 1; hp 7 each; MV 60' (20'); #AT 1; THAC0 19; Dmg 1d8; Save as Fighter: 1; ML 12; AL C; XP 10; Treasure gold ring worth 15 gp.

Room 6: Storage Room

This large room is filled with supplies of various kinds. You see several ropes, sacks, and torches at one end of the room. Across from the door are sacks of flour and other foodstuffs; from the smell, most of it has rotted. At the east end of the room are four barrels stacked in the corner and a tall cabinet.

Raven's notes: This storage room conceals a secret entrance to my study. This will allow me a quick exit if I am ever threatened. It also lets me quickly retrieve a nice bottle of wine if I happen to be entertaining. I must remember the trap on the cabinet, however. It is quite simple: a needle that pokes out of the back of the handle. I believe I will use only a sleep poison on this, in case I ever forget.

There are five ropes, each 50 feet long, 11 large sacks, and 24 torches in the room. All are in good condition.

There is also a pile of normal equipment that the goblins have gotten from raids. There are no weapons, armor, or magical items here, but almost anything else might be found, from toys to tools. The DM must use his own good judgement when responding to requests for specific items.

The cabinet at the east end of the room is locked and trapped. Anyone trying to open it without disarming the trap first will suffer 1 point of damage from a needle that pokes out of the handle. Then, the character poked by the needle must make a saving throw vs. poison or fall asleep for one turn. No amount of jostling will wake the victim until the poison has worked through his system. The cabinet holds six bottles of fine wine, each worth 2 gp. Breaking into the cabinet will break the bottles as well.

The barrels in the far corner are empty and attached to one another. They block a secret entrance to Room 13. Observant players may notice that the map shows no wall there. Moving the barrels is a simple, if somewhat noisy, task.

The PCs can see from a few feet away that the various foods are not fit for human consumption—the flour is infested with bugs, the cheese is covered in mold, the dried meat has been gnawed by vermin, and so forth. If they get closer, however, and start poking through the food, a pair of giant rats will attack.

Giant Rats (2): AC 7; HD 1/2; hp 2; MV 120' (40'); #AT 1; THAC0 19; Dmg 1d3 + disease; Save as Normal Man; ML 8; AL N; XP 5; Treasure Nil.

Room 7: Dining Room

The closed door to this room is not locked, but it is trapped. Opening it causes a large brick to fall from the ceiling. If the PC opening the door fails to save vs. death ray, he will suffer 1d4 points of damage.

This large room was once a formal dining room. A large table surrounded by chairs sits in the center of the room, and a cabinet full of dishes sits in a corner.

As you look around the room, you hear a low growl. As a pair of wolves comes around the end of the table, two goblins climb up and onto it. They do not look happy to see you.

Raven's notes: The formal dining room is done, with room for a dozen people to dine. I let myself be a bit mischievous and included a trap with one of the doors. Hopefully, I will remember not to use that door myself. Oh yes, the silverware drawer is also trapped, with a poisoned needle.

These goblins recently returned from a raid and have been counting their loot, hoping to hide away some choice items before giving the rest to their hobgoblin leaders. They will command the wolves to attack and will fight to the death to defend their loot.

Goblins (2): AC 6; HD 1-1; hp 4 each; MV 90' (30'); #AT 1; THAC0 19; Dmg 1d6 (short sword); Save as Normal Man; ML 7; AL C; XP 5; Treasure see below.

Wolves (2): AC 7; HD 2+2; hp 10 each; MV 180' (60'); #AT 1; THAC0 17; Dmg 1d6; Save as Fighter: 1; ML 6; AL N; XP 25; Treasure Nil.

A dead goblin lies by the cabinet, having fallen victim to Raven's needle trap. The trap no longer works, and the silverware drawer holds 100 gp worth of silver cutlery. The cabinet itself holds a set of pewter tableware. Each of the 12 settings is worth 15 sp.

The goblins' secret cache is under the cabinet: 24 gp and 12 gems worth 50 gp each.

The rest of the treasure the goblins were sorting lies under the table. It includes 275 sp, 12 gp, and two heavy silver candlesticks. The candlesticks are worth 5 gp each, but belong to a prominent merchant in Kleine. If the PCs respect the deal they made with Baur, the candlesticks should be returned at the end of the adventure.

Room 8: Kitchen

This area is a kitchen. There is a large fireplace at the south end of the room, and wind howls mournfully from the chimney. A large table, obviously used for food preparation, sits in the middle of the room. Along the east wall is a set of cupboards and shelves, and before them dishes, pans, and serving utensils are scattered. A number of spider webs are visible in the corners.

North of the cupboards are some large piles of molding food. You see several rats crawling among the food.

Raven's notes: I have ordered that a well-equipped kitchen be constructed. The fireplace presented a bit of a problem; drilling a vent to the surface was not as easy here as in other parts of the keep. I have decided to not place any traps in this room, because other people will use it, and I do not know if they will remember the presence of the traps.

The table in the center of the room is unremarkable, but is quite large and sturdy. Its top is scarred by cuts, and stains of all type decorate its surface. A number of bones can be found underneath it, mostly those of small animals that have fallen victim to the rats.

The fireplace is also unexciting. A few half-burned logs still sit along the bottom, and ashes have blown out to cover most of the nearby floor. Rat tracks are visible in these ashes. Inside the fireplace is an iron rod from which is suspended a large cauldron, filled with scummy water that has fallen through the vent. The water is smelly and stagnant, and if any character is foolish enough to drink any, that character must make a saving throw vs. poison or become violently ill. Any character so affected will be unable to attack or defend for the next three turns. At the bottom of the cauldron is a copper piece that was dropped into the vent.

The vent itself is about a foot wide and slants up to the surface. It is too small for any character to climb into.

The cupboards and shelves are mostly empty, since the goblins have searched them for anything that could be used as a weapon, and they have scattered other items along the floor in front of them.

While some of the dishes, pans, and utensils are still usable, most have been battered by the humanoids, and none are valuable. There are no knives or cleavers among the utensils; all of these have been claimed by the humanoids and put to use as weapons.

The spider webs hold normal, harmless spiders.

While some of the food in the corner has been there for a long time, more has been added by the humanoids during the last few months. The rats have become used to the presence of the goblins and are now quite brave and willing to defend their food. There are enough of them to split into three packs and attack the PCs.

Normal Rats (21): AC 9; HD 1 hp each; MV 60' (20'); #AT 1 bite/pack; THAC0 19; Dmg 1d6 + disease; Save as Normal Man; ML 5; AL N; XP 2; Treasure Nil.

If the rats are all killed, the PCs can search through the food. None of it is edible in the slightest, all having spoiled or been fouled by the rats.

Beneath the food are three small barrels, two of which contained ale and have been gnawed by the rats until the ale leaked out.

The third barrel was placed here by the goblins after an early raid, and it contains lamp oil. There is enough in the barrel to fill 40 oil flasks.

Room 9: Collapsed Hallway

This hallway stops short a few feet ahead. A large section of the ceiling collapsed sometime in the past, and rubble blocks the way to whatever lies beyond. It looks like it would take hours to dig your way through, and you can see large things moving in the webs among the collapsed stonework.

Raven's notes: Today, my workers completed the tunnel which will lead to the south wing. I am not positive what I will build in that direction; perhaps a maze filled with traps, perhaps a center for a thieves' guild, complete with training materials. Maybe I will build an art gallery to display all the great treasures I have stolen over the years.

I have been a bit worried that my construction workers would break into a network of underground caverns—who knows what could be down there?

The webs are the lair of a giant black widow spider. She will not leave her web to attack the party, but will attack any character who moves among the rubble. If the PCs watch for a few minutes before approaching, they will be able to get a clear view of the spider and her red hourglass marking.

Giant Black Widow Spider (1): AC 6; HD 3; hp 15; MV 60' (20'), 120' (40') in web; #AT 1; THAC0 17; Dmg 2d6 + poison; Save as Fighter: 2; ML 8; AL N; XP 50; Treasure see below.

The black widow is quite dangerous, and was at least partially responsible for the demise of the long-dead adventurers whose skeletons lie partially buried in the rubble.

If the spider is killed, the heroes are free to search the belongings of these adventurers, who tried to explore the keep over a year ago. A number of items may be found, including a *shield +2*, a *ring of fire resistance*, and a *mace +1*. There are also a few usable normal items, such as a backpack, a helmet, and a shield. At the DM's option, there may be a few normal weapons that have not corroded so much that they are useless. Also included in the treasure is a sack containing 10 gp, 75 sp, and 230 cp.

The collapsed tunnel provides the DM with an opportunity to add more rooms to the dungeon. If the DM prefers not to, digging a few hours leads to a dead end where the tunnel was never completed because of the instability of the rock in that area.



Room 10: Trap Room

This appears to be a sitting room. There are three chairs against each wall, and a door on the far wall. The floor is made of varnished hardwood, and a large rug occupies the center of the floor.

Raven's notes: I have decided to construct another room specifically for unwanted intruders. All of my servants will know to never enter the room. The workers have dug a pit beneath the room, braced the pit's sides with stone, and diverted a small natural spring into it. Dirt was thrown in to make a nice mud. To the mud pit, I have added a creature which I discovered during my travels. I call it a galumph, and it should be able to deal with intruders who enter the room to find that there is very little floor, and the rug will not support their weight for long.

The rug is somewhat supported by narrow, lightweight boards. As each character enters the room, have the player roll 1d6; a roll of 1 indicates that the character has noticed something odd, almost as if he were sinking into the carpet. If they react quickly, immediately leaving the carpet, they can avoid the effects of the trap.

The first hero into the room should be able to advance to the center of the room before he or she becomes endangered. All characters on the carpet when the lead character reaches the center must make a saving throw vs. paralyzation or fall with the carpet to the mud pit 10 feet below.

If anyone falls, the carpet will tear away completely and sink into the mud. Then the galumph (described fully on the last page of the module) will begin its purring song. All characters still in the room must save vs. spell or be charmed, feeling lethargic and throwing themselves into the mud. When at least one character has entered the mud (falling or jumping), the galumph's tongue will snake from beneath the creature and grab the character.

Once it has grabbed a character, the creature will "galumph" onto him and try to drag him down, inflicting 1d6 damage per round that the character remains underneath the creature. Each round, a charmed character can make a new saving throw to break free from the charm. Charmed characters will not fight back, but those not under the charm effect may make an open doors roll to break free from the creature's tongue. A character trapped under the galumph must roll his Constitution or lower on 1d20 each round. If this die roll fails, the character drowns.

Galumph (1): AC 7; HD 3 + 3; hp 18; MV 30' (10'); #AT 1; THAC0 16; Dmg 1d6; Save as Fighter: 2; ML 7; AL N; XP 100; Treasure Nil.

If the galumph is reduced to 6 hp or less, it will retreat, swimming to the floor of the mud pit another 10 feet down. It will stay there until the PCs leave.

Room 11: Guard Room

This large room holds a huge pile of sacks, barrels, and other equipment. You also see a large humanoid, a hobgoblin! It rushes toward you, waving a long sword.

Raven's notes: Between my bedroom and my treasure room will be a room with a guard posted.

Of course, Raven's guard is long gone, but a hobgoblin waits here to stop intruders from reaching the treasure room and his chief. The hobgoblin spy is also in the room, wearing his *elven cloak* and *elven boots*, hidden near the entrance to Room 10. The spy will wait until the PCs enter the room, then attack the closest one with surprise from behind.

Hobgoblins (2): AC 6; HD 1 + 1; hp 7 each; MV 90' (30'); #AT 1; THAC0 18; Dmg 1d8; Save as Fighter: 1; ML 8; AL C; XP 15; Treasure 13 sp.

The hobgoblins will fight to the death, trying to protect their leader who waits in Room 12.

This room holds most of the normal, nonvaluable items that the humanoids have stolen over the course of the last few months. It is all in a somewhat haphazard pile that blocks the door to Room 15. While there are no magical items, coins, gems, or other riches here, the pile does hold a lot of stuff. Almost any piece of standard equipment can be found here, as can toys, tools, dishes, good food, decorations, and the other normal items taken from nearby farms or passing merchants. The humanoids use the items in the pile as they need them, so not everything that has been stolen is still here.

The DM is free to make up the items to be found in the pile, though none should be worth more than a silver piece or two, and almost all can be identified by the owner. This vast pile of loot must be returned to its owners if the heroes wish to honor their bargain with Baur.

If the characters work diligently for a turn, they can clear a path to the door to Room 15.

Room 12: Treasure Room

The doors to this room have been battered and their locks are broken. The chamber is awesome to behold. At the far end, a richly dressed hobgoblin sits in a finely carved chair, around which are chests, bags, piles of coins, and other valuables. The hobgoblin stands and barks a command in its language. Two goblins with bows jump up from hiding places behind the treasure while goblins and wolves advance on you from the sides of the room. It looks like you are in for a tough battle.

Raven's notes: I have decided where I will locate the room for my treasure. It will be near my own quarters so I might be close to my valuables, and one must pass through a guard room to get there. The doors will be locked and trapped to discourage intruders, and I will set several traps inside, as well.

The humanoids have set off all the traps, so the PCs have only the hobgoblin and goblins to worry about. The hobgoblin leader, Niloc, sends goblins into combat first, directing them to attack the strongest fighters. He directs the goblin archers to shoot at anyone who might be a spellcaster, and points out those he thinks are such. The goblins fear Niloc more than the heroes, so they will fight to the death or until Niloc is slain. If Niloc is killed, the other humanoids will attempt to escape or surrender.

Niloc is fairly smart, and he will try to negotiate if all his forces are slain. He speaks Common and offers great wealth to the characters in return for his life. Of course, there is nothing to stop the PCs from killing him and taking the stuff anyway, but Niloc will make several idle threats about "bringing the wrath of all hobgoblins down on the heroes' heads." In reality, he was kicked out of his tribe and no other hobgoblin cares what happens to him.

05 Bold "Krefus"

Hobgoblin: AC 6; HD 1 + 1; hp 9; MV 90' (30'); #AT 1; THAC0 18; Dmg 1d8; Save as Fighter: 1; ML 8; AL C; XP 15; Treasure see below.

Goblins (5): AC 6; HD 1-1; hp 4 each; MV 90' (30'); #AT 1; THAC0 19; Dmg 1d6 (short sword); Save as Normal Man; ML 7; AL C; XP 5; Treasure Nil.

Wolves (2): AC 7; HD 2 + 2; hp 10 each; MV 180' (60'); #AT 1; THAC0 17; Dmg 1d6; Save as Fighter: 1; ML 6; AL N; XP 25; Treasure Nil.

This room contains most of the wealth taken from the locals and merchants, as well as a large portion of Raven's treasure. The items are scattered and mixed, some in sacks or chests, others simply piled or stacked somewhere in the room. Some of the treasure is described in more detail, to give the DM ideas for "personalizing" treasure hoards. Hopefully, some of the items will inspire the heroes to begin other adventures.

Coins: Scattered throughout the room are 1,230 cp, 970 sp, 450 ep, 320 gp, and 90 pp. Most of the coins are from nearby regions, but some bear strange markings, having been brought here from far away. A few of the coins are quite old and might bring a little extra from a collector.

Gems: Gems are also found throughout the room, and some fragile specimens, such as pearls, have even been crushed underfoot. A small pouch holds a dozen diamonds, six worth 50 gp each, four worth 100 gp each, and two worth 500 gp each. Rubies, emeralds and sapphires are also present in small numbers, having a total value of 2,200 gp. There are a few dozen smaller gems as well; these are worth a total of 1,400 gp.

Jewelry: A number of rings, necklaces, and bracelets may be found among the hoard. About half of these belong to locals and were stolen by the humanoids. Again, these should be returned to their rightful owners, so are not described here. The remaining items include 12 rings with a total value of 800 gp, two necklaces worth 100 gp each, and 15 other items worth a total of 1,500 gp.

Art: There are five paintings stacked against one wall, stolen by Raven and stored here until he could decide where to hang them. Two are landscapes that depict far-away places; each would be worth about 10 gp. One painting shows a beautiful underwater scene with mermaids and dolphins swimming along a brilliant coral reef; the craftsmanship is quite good, and the painting would be worth as much as 100 gp to a collector. Another is a portrait of a nearby member of the nobility; though the painting is rather poor, the family might offer a reward. The last is a portrait of a beautiful woman with dark hair and eyes; it would be worth 100 gp to the right buyer.

Magical: The DM should choose one item from the D&D® Rule Book for each character, picking something appropriate. For instance, a *staff of healing* would be appropriate for a cleric, a *sword +2* would be good for a fighter, and potions and miscellaneous magical items would be appropriate for almost any character.

The *scepter of truth* from Kleine is here as well.

Room 13: Raven's Study

It seems the goblins never found their way into this room—it is quite clean when compared to the rest of the keep. The room is comfortably furnished with a couch, a table, and a desk with a padded chair. Bookshelves sit against the walls. The shelves hold many books, as well as several scrolls and many piles of parchments.

Raven's notes: At last, my study is complete. I have decided to make this area a relaxing and pleasant place where I can curl up with a good book, or have a conversation with a close friend. I will place no traps here, though I will make the room difficult to reach.

This room is just what it seems to be. A soft rug lies on the floor. The furnishings are well made and comfortable.

The table is unremarkable, as are the shelves and chair. All are composed of oak and are quite heavy and sturdy.

The desk is also made of oak. It has a wide flat surface with an inkwell in one corner. The desk has one drawer that holds a few quill pens, as well as several sheets of nice paper. At the DM's option, Raven's diary, from which "Raven's notes" are taken, might be found here as well. It could describe several of Raven's more daring thefts and some of the places to which he traveled. In addition, it could describe rooms that would be found past the collapsed corridors shown on the map.

The couch is soft, its cushions made of brown suede stuffed with goose feathers. A thorough search under the cushions will turn up a tortoise shell comb, a gold and silver brooch worth 20 gp, and two silver pieces.

The shelves hold more than 100 books. Subjects range from cooking to elven customs to fiction, with everything in between. Raven has collected several volumes of poetry, as well as many books about ships and the sea.

The scrolls on the shelves are historical writings and Raven's business records. If the PCs spend a full turn looking through the scrolls, they will find one clerical scroll with *cure light wounds* and *find traps* on it, and a magic-user scroll with *haste* and *hold person*. At the DM's option, some of these scrolls might hold maps of Raven's keep.

Among the parchments are a number of old maps, some clearly marked with locations, others decorated with obscure markings that might indicate hidden treasure.

Room 14: Trapped Corridor

This corridor goes ahead a short distance before turning to the right. You can see rocks and similar debris at the corner. It is rather cold here, and you can hear the drip of water in the distance.

Raven's notes: I have decided to make the lower level accessible from my study. Though I do not believe it is likely for someone to be able to get through my study, it is better to be cautious. I will create a pitfall in the corridor that leads to the stairs down. Walking along the edges of the hall will be safe, but the weight of someone walking down the center of the hall will cause the floor to collapse, so an intruder will fall into a pit. I think I will add a special surprise to the pit as well, like a skeleton.

Observant players may notice that a section of the floor on the map is different from other areas. If a thief character notices this or is informed, he or she should receive a bonus for finding traps.

If a character walks down the center of the hall, he or she will trigger the trap and be dropped to the bottom of a 10' pit. The fall causes 1d6 damage.

The sides of the pit are greased, so it will be practically impossible for a character to climb out without help.

There is a single skeleton in the pit, and it animates and attacks any creature that falls into the pit, fighting until destroyed.

Skeleton (1): AC 7; HD 1; hp 7; MV 60' (20'); #AT 1; THAC0 19; Dmg 1d8; Save as Fighter: 1; ML 12; AL C; XP 10; Treasure Nil.

The corridor is blocked by fallen rocks just around the corner. Again, this gives the DM the option of expanding the keep. The lower level would hold Raven's main treasure hoard, as well as the dungeon where he planned to keep important prisoners. It might include many other things as well, such as access to an underground river.

The ceiling in this area was weakened by an underground spring that passed above the corridor. Water drips from holes in the ceiling and trickles down the rubble, running through it to the lower level. PCs will need to be cautious when digging through the debris, because more of the ceiling could collapse, or the spring could be released to flood the corridor.



Room 15: Raven's Room

Read this introduction if the PCs enter from Room 11:

This well-kept, large room seems to have withstood the ravages of time. You can see a chest, a dresser, a desk and chair, and the corner of a bed. Just inside the door lie a pair of goblins, apparently fast asleep.

Read this introduction if the PCs enter from Room 13:

This well-kept, large room seems to have withstood the ravages of time. You can see a chest, a dresser, and a desk and table. Just inside the room is a large bed that looks quite comfortable. Lying on the bed is a middle-aged man with black hair. He seems to be fast asleep. Over the foot of the bed is a woodcarving of a peaceful pastoral scene with a number of sheep grazing in a field while a pair of shepherds doze under a nearby tree.

Raven's notes: My bedroom has served me well these last few years with its simple furnishings. On one of my recent excursions, however, I found a carved wall hanging which caught my eye. My room has been without decoration for too long, and I will place this over the foot of my bed.

The man sleeping on the bed is Raven. The item that he used to decorate his room bears a powerful curse. Anyone setting foot in the room where it hangs will fall asleep. The curse is powerful enough that even an elf will be affected. The goblins in the doorway fell victim to the curse when the hobgoblins sent them to investigate this room.

If the PCs walk into the room, they will be affected by the curse and fall asleep within two steps into the room. Even poking one's head into the room is dangerous, and any character doing so must make a saving throw vs. spell or fall asleep. Putting a hand or foot into the room, such as for purposes of dragging out a fallen comrade, is not dangerous, though the character will feel a slight tingling.

There are several possible ways for the characters to rescue Raven, though they may not realize it is him. Going into the room in any manner will fail utterly as long as the curse is in effect. Shouting and other loud noises will have no effect other than to attract monsters.

If they find a hook of some kind (possible in Room 6 or Room 11), the PCs can use it to snag the bedspread on which Raven lies. They can then pull it, along with Raven, towards the door. Though they would have an easier time of it from Room 13, it is possible from the other entrance.

Another option is to knock the carving off the wall using a long pole or pole arm. The hero trying to do so must make a successful "to hit" roll against AC 7 because of the difficulty of reaching the carving from the door. Unfortunately, this option is practically impossible except from the door to Room 13. PCs at the other entrance will be unable to see the carving unless they poke their heads into the room, which will probably cause them to fall asleep.

If Raven or the goblins are pulled from the room, they will wake up almost instantly. The same will occur if the carving is removed from the wall. The goblins will be confused and will attack the PCs.

Goblins (2): AC 6; HD 1-1; hp 4 each; MV 90' (30'); #AT 1; THAC0 19; Dmg 1d6 (short sword); Save as Normal Man; ML 7; AL C; XP 5; Treasure Nil.

Raven will also be confused, as well as very suspicious of the PCs. He will want to know what happened to him, who the characters are, and what they are doing in his home. If the characters do not provide a good explanation, telling Raven about the goblins and the sleep curse, he will become violent and attack the PCs, then escape to come back later.

Dealing with Raven

If the PCs make an effort to convince Raven of the facts of the situation, or even if they come up with a plausible story, he will attempt to deal with them. Raven is an intelligent and cunning man. He is currently armed only with the dagger in his right boot, but he is much more powerful than any of the PCs.

Raven, if questioned, will explain that he had just hung up his new carving when he must have fallen asleep. Unless the heroes tell him, he is not aware that two years have passed since then.

If the PCs convince him that they did not come specifically to steal from him, he will offer them a reward for clearing out the humanoids and waking him from his cursed slumber. He will demand, however, that the PCs return the majority of his treasure, especially the gems, jewels, coinage, and artwork from Room 12. Even though he stole these items, he regards them as his. Thieving is his livelihood.

If the PCs threaten him or refuse to give back his possessions, he will argue for a bit, then simply smile and leave. He knows he can always steal back his possessions later.

If the PCs try to stop Raven from leaving, he will attack until he can free himself. Once he is out of sight, such as around the corner, he will use hide in shadows and move silently to evade the PCs.

The heroes can make a powerful friend here if they deal fairly with Raven. If they do not, they will make a powerful enemy who could harass them for a long, long time.

Raven, male human 9th-level thief

Alignment: Neutral

STR 14	Saving Throws:
INT 17	Death Ray/Poison: 9
WIS 11	Magic Wands: 10
DEX 18	Paralysis: 9
CON 10	Breath Attack: 12
CHA 12	Rod/Staff/Spell: 11
AC 6, hp 27	

Thieving Skills: Open Locks 54%; Find Traps 50%; Remove Traps 46%; Climb Walls 95%; Move Silently 55%; Hide in Shadows 41%; Pick Pockets 60%; Hear Noise 66%.

Return to Kleine

Congratulations! The adventurers have survived Raven's Ruin. They can now return to Kleine, where rewards await them. The journey back should be uneventful, but if they bring back even a little of what the humanoids stole, the townspeople will be very grateful.

The People of Kleine

When the PCs return to town, they should look up Councilman Baur. He can be found at the Melodious Harpy, looking for another group of adventurers to go into Raven's Ruin, in case the PCs fail.

Baur will be quite pleased with the heroes' return and will happily give them their reward. Baur will ask the heroes to come and meet the mayor and the rest of the council, and he will introduce the PCs as the saviors of the town to everyone he sees, including the other patrons of the Melodious Harpy.

The townspeople will be grateful to the PCs and will treat them with great respect. Any items returned to the people of Kleine will make a fast friend of the person to whom the item is returned.

The thankfulness of the townspeople will last for several days as long as the PCs do not abuse their position by bragging too much or asking for unreasonable favors. The characters will not have to worry about paying for food or drink as long as they stay on the peoples' good sides. After about a week, the town will return to normal, and while still thankful, will not continue to give special treatment to the PCs.

After the Adventure

The DM has many opportunities for future adventures. Raven's Ruin could lead to more adventures if the DM wishes to develop the areas beyond the collapsed hallways. Raven's diary could help inspire the PCs to explore further.

Other entries in Raven's diary, Raven himself, or books in his study, can tell the heroes about exciting places to which they can travel. The PCs might also be motivated to travel by certain treasures they found, or by treasure maps from Raven's study.

In addition, Councilman Baur will keep the heroes in mind if the town has any problems in the future.

Finally, Raven has become either a friend or foe, or has been left asleep. He may return at any time to help or harm the PCs.

New Monsters

Galumph

Armor Class:	7
Hit Dice:	3 + 3* (L)
Move:	30' (10')
Swimming:	120' (40')
Attacks:	1
Damage:	1d6
No. Appearing:	1
Save as:	Fighter 2
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	100

Galumphs resemble large frogs somewhat, having large, flat bodies and long, muscular legs with flipper-feet. On the upper side of a galumph's body is its head, with two nostrils, protruding frog-like eyes, and a wide, frowning mouth. This is usually all of the galumph that one will see.

The underside of a galumph is actually its mouth and stomach, where it pulls food to digest it. The galumph has a long tongue attached to the underside of its body.

The galumph attacks by purring a droning song. Anyone hearing the song of the galumph must make a successful saving throw vs. spell or become relaxed and lethargic as it is *charmed* by the creature. Charmed victims will dive into the mud and lie there, floating peacefully and feeling depressed. A charmed victim is allowed another saving throw each round to break free of the magical effect of the galumph's song.

While a victim floats, the galumph's long tongue moves from underneath its body to wrap around the victim and pull it closer. If the victim is charmed, the tongue hits automatically; otherwise a successful hit roll is required. If the victim breaks free of the charm and begins to struggle, a successful open doors roll indicates that the victim can break loose from the tongue.

If a victim begins to struggle while the galumph holds it, the creature can "galumph" onto it, using its powerful legs to jump on top of the victim. A successful "to hit" roll is necessary for the monster to land on its prey. While jumping on the victim causes no damage, it does trap the victim beneath the monster.

Once a victim is under the galumph, the creature begins producing digestive acids that do 1d6 points of damage per round, breaking the prey down into nutrients that can be absorbed by the creature. A victim is also in danger of drowning while held under the galumph. For simplification, the victim should roll 1d20, trying to get his Constitution score or lower. Failure indicates the victim drowns.

These weird creatures inhabit desolate swamps where they can wallow in large pools of mud or brackish water. They prefer living prey, but will eat carrion as well.

Raven, Large

Armor Class:	7
Hit Dice:	2 + 2
Move:	30' (10')
Flying:	300' (100')
Attacks:	1 bite
Damage:	1d6
No. Appearing:	1-4 (2-16)
Save as:	Fighter 1
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	15

These birds inhabit a wide range of environments from cool to tropical. So long as they have somewhere to nest (high trees, rock ledges, ruined buildings, etc.), they can be found anywhere from mountains and hills to woodlands and plains.

The scavenging ways, harsh cries, and stark appearance of ravens, combined with their habit of inhabiting wild and desolate places mean that they are often regarded as creatures of ill-omen by superstitious folk. In some areas, the appearance of a flock of these birds will make the locals extremely uneasy.

These birds are not particularly aggressive, but will defend their nests and territories vigorously. When intruders come in sight of a flock's nesting place, the birds will merely attempt to frighten them off with loud warning cries. If they come close enough to be a real threat to the nests, however, the intruders will be attacked. Large ravens attack with their beaks.

Note: The raven is taken from the D&D® Game Accessory, the Creature Catalogue.

New Magic

Scepter of Truth

This well-carved wooden rod with gold and silver inlays causes all who touch it to speak the truth. The effect lasts only so long as the individual touches the rod. The scepter does not use charges.

Carving of Restful Sleep

This cursed woodcarving depicts a peaceful pastoral scene with a number of sheep grazing in a field, while a pair of shepherds doze under a tree. The item's curse is activated when the carving is hung on a wall. Anyone in the room where the carving hangs falls asleep instantly, with no saving throw. Even elves and other demihumans are susceptible to the curse. The item may be broken or burned easily.

Dungeons & Dragons

Official Game Adventure

Assault on Raven's Ruin

by Tim Beach

**ATTENTION: ALL ENTRY-LEVEL
DUNGEON MASTERS AND PLAYERS!**

**THE SCEPTER OF TRUTH HAS BEEN STOLEN, AND A CALL HAS
GONE OUT FOR A FEW BRAVE HEROES TO BRING IT HOME**

In the canyon of Thunder Rift, in the village of Kleine, goblins have always been a nuisance, but the natives have dealt with them and continued an otherwise peaceful existence. Now, a valuable magical item, called the *scepter of truth*, has disappeared! The ingenuity of the crime bears the mark of the goblins' leader, the Master Thief Raven. The *scepter* must be recovered, but there is no one in Kleine with the strength and courage to penetrate Raven's trap-laden hide-out, deep in goblin territory. A party of stout adventurers might survive the mission, but they will have to be quick, smart, and especially careful.

This module has been created especially for the inexperienced Dungeon Master and players who are interested in the exploration of dungeons and ruins.

- Recommended for four to six characters, levels 2-3
- A large map sheet and stand-up figures are provided
- Only the DUNGEONS & DRAGONS® Game Box is needed to play this adventure
- Can be used in conjunction with several other adventures and accessories based in Thunder Rift, or it can stand alone
- Features easy-to-follow rules for smoother role-playing

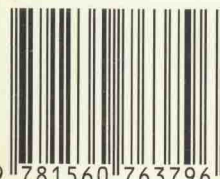
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