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INTRODUCTORY ADVENTURE:

THE RAT-MASTER OF CARSUTYL

Preface: The adventurers have been together for some time doing odd jobs such as guarding mansions, being bodyguards, etc. At the moment they are at loose ends and in need of money. Their favorite haunt is a bar/tavern - 'the Unfaithful Maiden' where a lot of odd & sinister types hang out. This is a good place for picking up jobs & learning of adventures etc.

A lot of their friends hang out there & the barmen is a good friend who won't kick them out for loitering.

They live nearby in a set of connecting apartments at the end of the cobbler street of the Clever Flea. - rather shabby.

(The players met at the bar while in training & thus became friends.)

One day a ~~city~~ messenger enters the bar looking for the adventurers - they have been recommended (he does not know who by) to a merchant who runs a lot of whorehouses in a rather seedy section of town near the waterfront.

He brings a message which reads as follows:

"The merchant Asmod [well-known rich type] sends greetings. He is experiencing difficulties with the security of his establishments and seeks expert help - yours."

The wages will be as follows: 10 g.p. per day per employee, 50 g.p. bonus ea. for successful completion of mission, all spoils recovered, and due to special circumstances of the mission, 1 g.p. per ~~rat~~ rat-head.

For further details, accompany messenger to his destination."

The messenger brings the characters (~~on foot~~) to the house of Asmod where they are brought through the side entrance (or less-than-equals). His house is large w/ a large

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garden and wall around it. A few guards are evident.

It's in a very classy (but not really élite) section of town.

They are shown into a conference room in the basement - windows & small lamps give good lighting - where sits Asmodéus w/ 2 huge black guards flanking him (deaf-mutes) w/ scimitars & shields.

Asmodéus then tells them the following story: April 1, 3150

2 months ago, A few months ago (it is now early summer - April-May) stuff started disappearing from his warehouses (which are all in the same area) with no sign of how.

Investigations were sent in but for a long while couldnt find anything.

Guards told of shufflings and slitherings in the night and red eyes glaring at them.

Often guards were found dead - ripped to shreds or strangled.

1 week ago Finally, a week ago roughly, a guard who was not quite dead was found who said he was attacked by huge rats accompanied by small men in black and a silent old man in purple robes.

The rats seemed to be trained. The whole lot seemed to come from nowhere but as he remained conscious after they left and he heard a door slam.

Immediately the warehouse was searched from end to end and nothing was found. This took 2 days as it was huge and filled w/ of stuff, some of it long-forgotten. Part of the warehouse is underground.

5 days ago 2 days later (the guards were doubled), the raiders struck again, taking many lives. This time, 3 survivors saw them go into the underground part.

A search was made for secret doors and dogs were used to try and sniff out the raiders down.

3 days ago Finally, an old section of brick wall was found to be hollow and after further work, a hidden door was found.

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Asmod wanted this kept secret becas il word leaked out that his security was lax, he would lose a lot of business.

He & Thus he didn't call in the town watch.
~~and didn't use his own guards but rather~~ He started
2 days ago looking for adventurers to do the job for him as his own guards weren't very good and stir weren't very specialized (no MU's etc.). they were also scared shitless.

Today ago The PC's were recommended to him and he looked for and finally found them.

He can show them the bodies of 3 dead giant rats - they are huge & ugly and have leather collars w/ spikes & a ring on them.

Nobody has opened the secret door and everyone stays away from it so as to use the element of surprise. It is being watched all the time.

The PC's are told to prepare to go in the next day. They are given 50 g.p. to buy anything needed.

If they want, they can have a preliminary tour of the wharehouse.

DESCRIPTION OF WHAREHOUSE

Very near the waterfront, it is a huge old stone building - rather rambling. One side is adjacent to a dirty, generally un-used canal leading to the sea. This is full of sewage.

The front wall here is buckling outwards and is held up by supports etc. but is in a bad way.

The front has 3 huge double doors - new of oak panels braced w/ iron & w/ huge bolts & bars on the inside. Over the ~~high~~ doors is an overhang w/ slits & to under-

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holes in the bottom. 5 guards are always on duty here + 10 outside the doors.

In front of the doors is a dirty cobblestone courtyard surrounded by high brick walls. A large gate sagging on its hinges is the entrance opening up onto a street paralleling the water front (like Water Street only a bit farther away.) full of seedy taverns, brothels, low-rent boarding houses etc. The street name is White Horse Lane becos one end is a dead-end where the infamous White-Horse Tavern is (well-known as a den of iniquity - full of drugs and assassins) flanked by two chipped, stained bas-reliefs of a white horse rearing.

From here, broad alleys go down to the wharves and Water Street where cargo is brought up to be stacked inside the warehouse.

At the ~~front~~ rear of the warehouse is the ruins of an old library-monastery. Some say it is haunted.

To the other side is a row of old brick houses along a filthy, sun-warmed alley.

All this is shown to the PCs from the roof where wooden walkways go here & there to look-out posts, around pools of water & piles of dirt & garbage.

(An iron door ~~not~~ across from the canal got to by a wooden walk-way opens into the warehouse offices. These lead up to the roof)

5 days ago Inside, the warehouse is fairly clean w/
S. merchandise stacked on ^{low} wooden trestles. It is
< large & necessarily ill-lit by a combination of
torches, lanterns & slits & windows in the roof.

3 days ago u There is a fair bit of empty space and also
here & there a mound of broken wood or forgotten
items not yet cleared out.

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There are 30 guards (usually 15) here now, standing watch & patrolling.

It's like a maze going around huge piles of stuff. The PCs could easily be lost w/out a guide. (Their guide is a young executive that Asmod assigned - a fairly likeable fellow.)

Near the rear, as the place gets dirtier & dirtier & less well-lit, a set of broad, cracked stone stairs or an old, rotten wooden ramp go down a fair ways (100' across, 50' down) to the underground part of the warehouse - filled w/ rats, garbage etc., one noticeable thing is a stuffed gargoyle swinging from a beam from a rope.

A passage has been cleared up to the secret door where stuff is piled in front so as to look like nothing happened.

There are 10 guards hidden down here & a consulting 3rd level ~~thief~~ you know vaguely. His name is Urok and he a) knows this area very well - he frequents the white-horse tavern b) has heard rumors of trained giant rats and a master and c) the guild would like to know what's going on, c.) the guild has heard of strange assassins in town and think that the men in black could be them - they want to know more.

He won't be going down w/ the PCs. Asmod pays a certain amount of protection to the guild so they are involved - he said.

If the PC's want, there are 10 guards as reinforcement but they are O level and scared - it's doubtful they'll be of much use. Also, if these are used and they get to the boot, the PCs can kiss it good-bye - the guide basically tells them this.

The PCs can start anytime the next day which

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April 29th. They are told that they can do this in as much time as possible - but the quicker the better. That's when they start getting their money - the 29th.

BACKGROUND / WHAT'S GOING ON

An old cleric / MU, living in a house rambling old house, perfected a ring which gives him control over giant rats - he then started training & breeding them to his specifications, while deciding how to use them.

Under his house he built a complex of rooms & passages w/ breeding rooms, labs, etc. which he kept hidden. While doing this he opened up a passage into an ancient sewer. While breeding etc., he explored, step by step, the sewers & made a map as best he could.

Finally, he hit upon a plan - he found sewers leading to warehouses and dug right up to the walls. He sent rats in and explored and created secret doors. Before he could carry out his plan to get rich (he was nearly destitute) he needed help from humans - thus he hired 5 1st level assassins from Saffron - a place he'd been to in his travels.

These were members of a strange sect.

He created undead to help & began his thefts. So far he stolen a great deal but most of it has gone towards paying his debts - he has left:

100 g.p. worth of lurs

10 ivory statuettes worth 10 g.p. ea.

3 bales of silk worth 40 g.p. ea.

2 crates of vellum worth 15 g.p. ea.

5 boxes of inlaid wood worth 5 g.p. ea. containing 50 25 vials of dye worth 1 g.p. ea.

Also he has robbed 550 g.p., 1025 s.p., & 10 E.P.

The last he is known as an eccentric.

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Doswaja - 5 by 7 - covered & inset w/
red brick

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(3) perhaps dangerous old man by his neighbours. He lives in a run-down old wooden house of large size in a decent neighbourhood. He is usually seen potting around in his wildly overgrown garden, if at all. The house is surrounded by a high wall.

His name is Warrick. He does not know he has been discovered.

(3)

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(3)

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THE ADVENTURE

The PC's (after opening the door) are in a small rough-hewn room scattered w/ dirt & rock fragments. (It is 20x20). It is empty and a low doorway is in the far wall. Both entrances are on the ~~left~~ left side. A stink & breeze arises from the far doorway.

A torch-holder hangs by the far doorway.

SV

Stairs go down - rough-hewn & curving to the right - for ~30' at a low angle. This emerges into an old & worn room $\frac{1}{2}$ bricks & $\frac{1}{2}$ rock. (It is 20x10.)

The stairs enter on one 10' side. another torch-holder is by the doorway. The opposite 10' of wall was old brick but is now mostly knocked down & lying about. Beyond is a bridge made of rotting planks spanning a 5' wide circular culvert filled w/ rushing sewage water. Quite a stink arises from this.

On the opposite side is another smashed brick wall. The culvert is old brick & wood & slightly curving. It rushes towards the sea.

Beyond that -

Very little can be heard over the noise of the water, but a light can be seen beyond the bridge.

It is a 30' by 30' ancient dusty room w/ a round table & chairs set up w/ a lantern on it & 5 flicker oil & the remains of a meal.

2 of the desert assassins are here - $\frac{1}{2}$ asleep.

They are covered in black robes inc. face. They carry curved short-swords & daggers ea. They have 8 & 10 g.p. on them respectively. One has a loaded crossbow nearby, ready to take up. Both have small shields & LA and are AC 5. They have 5 & 8 h.p. respectively.

In one corner, w/ a ^{tarp} sack thrown over it them, are the bales of silk. 2 skeletons, covered in slime & shit stand

Doorways - 5 by 7' - curved & inset w/
red brick

by them. They ave to attack any except the MU who
touches the tarp. They have 4 & 5 h.p. respectively.

The assassins will try to fight a fighting retreat
thru the sewers while calling help.

There are 2 low, bricked-up doorways in the room +
2 unblocked - up ones - one which the PC is come thru +
the one opposite which opens up into a long corridor
sloping down & around 108' w/ water & crap pouring in
6" water thru cracks in the roof. It ends up at the bottom of
a well w/ a rickety iron stair going up & around the
outside. A knotted rope hangs down the middle.

At the top is a 20x20 room w/ 2 entrances at
either side adjacent ends. A lifting mechanism
is attached to the rope. The well goes up 80'.

One archway ~~has~~ has a rusty portcullis in it
which can be pulled free of the crumbling stonework in 2 or 3
rounds. A note sign says: "Beyond is the monster"

Beyond this, a maze of rusty passages (95% lost)
ends up in the castle - lair of a ghoul (10 h.p.) scattered w/
bones & S.P. - 1000 in fact. + a 100 g.p. gold ring on
the ghoul's finger. These are dripping w/ water & mud
& filth. He has ways to get at other parts of the
tunnel system. (Ghoul 20% here)

The other 4 archway goes 30' to a 20' up, b splintered
wooden stairway which enters a vast columned hall (80' by 80')
flagstone & ancient. Bricked-up entrances are all around,
but one is open on the side to the left of the one entered.

It goes thru 3 (10' per side) crumbling octagonal rooms ea.
connected by broken-down doors w/ the 10' by 10' middle block
a 1' raised dia. Stepping on this releases a catch which
drives the PC down 20' to a long low crap-filled (-3 damage)
cavern filled w/ rats. On one wall is an old skeleton in chains.

On another is a steel grille door open blocked w/ collapsed
tunnel.

W. Room & Barn - 1st fl - ground
wind bn

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Beyond these rooms is a ramp across 120' down 20' curving (all ancient stone work) to a huge open, lunged bronze door which is now closed.

In front of this are 2 skeletons, one w/ a spear (E long) which attacks strangers on sight. The other holds a hand gong (1' high) which it beats upon seeing strangers.

Beyond is a 30' diameter round room which contains 3 giant rats (2, 3, 4), w/ leather collars. They attack on sight, but if pressed will run to their tunnel (1' hole near floor) & disappear.

A stairway is cutted in the far side, cutting into the sides & going up to the start of a 30' wide, 15' high curved tunnel leading away. This goes for 300 feet w/ several smaller side entrances going to open sewer lines to a dead end w/ a large open valve. Water on the floor here is 2" deep.

Strange apparitions are sometime seen here (50%)

rot 11 1-12
=====

1 - The Ghoul - attacks from rear.

2 - a school of blind fly fish in water

3 - an ear. nerve-wracking scream of "Help!" from down one of the side entrances as a person is sucked into the deep pools.

4 - Gelatinous Cube

5 - a gross thief who was exiled here - E long, rusty dagger, wears rags. Will hide in darkness.

6 - One of the Desert assassins, carrying torch + poison, going for relief or news

7 - normal giant rats 1-4

8 - whistling far off tunnel

9 - Ghoulish laughter

10 - Fiendish red eyes glare at you from eye-height

11 - Plight of bats

12 - ~~staggered~~ flapping sound far off.

Beyond the valve are stairs up to the surface which have been blocked w/ rubble at the top. 'At the top' is a upper walkway going along about 20' over the bottom of the tunnel, cutting around in a great arc until it reaches a sort of sewage water fall.

From above, the upper sewers empty into the lower, cascading past the lower ~~tunnel~~ ^{sewers} which stops. The upper walkway goes over across. The

The bridge here is made of wood - it creaks & groans when stepped on. Those going across are soaked.

It is 20' across. On the far wall, a tunnel can be seen. At the entrance is a zombie (1⁶ h.p.) which will go to the middle of the bridge to fight. There is a 5% chance per crossing that the bridge will fall set off under dec. or fall. During a battle - 10% per round. Zombie falls automatically.

This tunnel goes for $\frac{1}{2}$ a mile (usual 10' by 10') turning corners, going up & down etc. but remaining the same tunnel. Occasionally are bricked-up corridor archways, cracked roof areas where the tunnel is partially flooded.

There are 3 items of interest on the way:

1) about 100 yds. beyond the falls, ~~is~~ the tunnel splits in 2 for 30'. The left side is ok to take, the right contains a silent trap:

Stepping on a slight mound of rock, triggers a cloud of poison gas - make saving throw or fall asleep (+3) for 1-6 turns. A bell also rings twice. This summons

4 trained rats (L collars) from a nearby hole - (1⁶ h.p.)

2) ~~████████~~ after another 500 yds. a light can be seen ahead - it is a torch over the doorway to a room (20x20) w/ 2 beds, a table, chairs, food, clothes, oil, 50 torches & various weapons. A skeleton here replaces torches as they go at & defends itself.

(3)

sewers. A rickety fence is in place. A stick slope goes down from the walkway to the sewers and flows down into them

12

½ mile

3) At the ~~south~~ point, the dungeon be givno:

WANDERING MONSTERS "I" in D&D partur

- 1- 1-4 giant with rats
- 2- assassin w/ 1-4 rats on leash
- 3- ~~1~~ 1-2 assassins
- 4- Warrick w/ 4 bodyguard rats (see page)
- 5- G- cube
- 6- giant snake (constrictor)
- 7- skeleton patrol (1-4)
- 8- Ghoul

DUNGEON PROPER

5 Assassins:

From desert far to south & west. They are short & swarthy. They are always dressed in black robes inc. face except for eyes.

They carry curved short swords + 2 daggers etc - arabic type make. They

They can carry 1-10 g.p. They also can have a lt. crossbow & 10 bolts but not always with them.

They all wear LA & carry small wooden shields and are AC 5.

Their hit points are: 2, 3, 5, 6, 8, 10.

They know their own language + the assassin's tongue + common coastal common.

Warrick: An old man w/ a scraggly beard & long hair. He is stooped and short.

He wears a gray simple robe w/ a faded sunburst on the back & chest.

He carries a dagger in his belt & a pouch w/ 50 g.p. & a 10 g.p. gem.

He is a 1st level MU / 5th level Cleric. He

He carries 2 keys - for 13 & for the corridor leading to

13

worships Set as do the assassins. (Set is common in the South but not here)

He has 15 h.p. and the following spells:

MU
light

Cleric

2 Cause It. wounds Darkness 15' radius Animate dead,

1 P. from good

He does -1 damage w/ weapons & gets -1 to hit.

He wears a +1 ring of protection.

He is constantly accompanied by his guard rats -

2 huge (4 h.p.) giant black rats who obey his every command.
They have silver spiked collars worth 10 g.p. ea.

He also wears the rat-master ring:

A platinum ring w/ a rat-head made of precious stone and diamond set on it. (worth 500 g.p.)

It has the following powers:

The wearer can telepathically command all rats within 60 feet. If a giant rat does not make its saving throw it can be telepathically controlled also (only 10 at a time). If it makes it, it can never be caught again.

DUNGEON PROPER

1) - The tunnel leading up to the dungeon - 6-10

feet wide, damp, made of cracked stone, bricked up

here & there.

The secret door is a bricked up area which

can be swung open by pressing a certain brick

inwards. Fast flowing water can be heard from 2.

2) A large room, dirty and in ill repair. The ceiling is domed - 25' high at center line, 15' at walls. An ancient mosaic can be dimly seen.

Frag. slippery flagstone walkways surround a open sewer line which isn't particularly dirty.

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It runs very fast.

It runs from & into brick holes.

The secret door is the same as before - an old bricked up entrance openable by pushing a certain brick inwards.

At a. & b. are bas-reliefs of grinning death masks. Made of brass, they are ancient, greenish-grey.

The mouths are open & dark (There is a 15% chance characters will see a glint of metal or bone inside).

Behind are 2 skeletons: w/ 1 to fire a crossbow. Its load. There are always 5 already loaded.

They will fire at anyone within line of sight (dotted lines) other than Warwick or Assassin.

There are 100 extra bolts w/ each.

The 3 doors in the center are ancient iron-studded oak which are stuck & heavy.

3a

3 & 4) The Skeleton rooms. 2 skeletons in each (see above). They are checked up on daily.

Hit points: (5, 6/4, 1)

5)- after going up ~~the stairs~~ rough stairs a large room is entered. The x's are skeletons in ragged robes w/ halberds (in static condition).

The doorway is a pivoting section of wooden wall.

It now stands open. An ominous lever operates it from this side. From the other side, a hidden stud must be pressed.

This is Warwick's wine cellar. Various racks of bottles & barrels on stands are here & there.

2 barrels are empty w/ opening sides (on hinges).

The skeletons hide here if necessary. (These are marked a.s.) 50% chance of being an assassin here.

10% Warwick here

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6) There is a stool in the middle of the room. The ceiling is domed. The secret door is a pivoting section & rock; opened by putting on the torch bracket.

The doors are simple wood, though all locked.

Doors 7-11 are carved w/ wide runes & symbols of evil. The other door is plain.

7-11) These are the quarters of the assassins. All are 10' by 10' w/ a small bed & chest by one wall. They each have a shrine to their cult w/ lit candles & incense in front.

In the chests, besides various items of black clothing are the following.

7) 10 g.p. in a leather purse. Under the clothing is a small poisonous snake whose poison induces cramps & illness for 1-4 days.

8) 5 fake pearls on a string in a battered ivory case (total: 50 g.p.). The lock has a tiny acid trap on it:

~~secret~~ if it is tampered w/ it ruins the works so that it has to be broken & does 1 h.p. damage
Saving throw not made.

9) A bent band of copper w/ a red eye on the front made of bloodstone (40 g.p.). Also a small metal flask containing a liquid which turns into a misty gas on contact w/ air. It expands rapidly & the holder must make a saving throw or fall asleep for 1-10 xds.

10) 5 p.p. in a small pouch. Also a scrap of parchment (stapled to the top of this page) in a oilskin package. It is a map to the location of the hermit Gnome Gorund in the swamps on the Saffron peninsula. Set in the top of the chest is a small dart-firing mechanism which fires once the top is opened more than 45°. Player must make a s.throw

vs. petrification or be hit - 1-2 damage.

11) In the chest is a gold pendant in the shape of a ~~eagle~~ eagle worth 60 g.p. No trap. 50% chance of ~~being here~~ being here, sleeping or melting

All chests are locked

12) Warwick's study/library: Bookshelves are here & there on the walls. The books deal w/ arcane subjects such as demons, elementals etc + history & geography w/ a few ancient maps.

Against one wall is a large old desk covered in notes, letters, maps, plans - all in a crabbled hand, hard to decipher.

A worn rug covers the wet floor & a lantern rests on the desk, filled but unlit.

A small ^{low} table w/ a hookah stands in the middle of the floor.

A curtain covers the entranceway. It can be pulled aside easily (to the left). If it is pulled to the right or pushed against, a wire will snap.

for 2 minutes, a low clicking can be heard by Elves or $\frac{1}{2}$ elves, or if everybody is still. After that, a post will slam down where the dots are, plus a bell will toll deeply 3 times, alerting anyone nearby. 10% to Warwick here

P. temple

13) Warwick's ~~bedroom~~ treasure room. The door is of ancient iron w/ a large lock (only Warwick has the key - hidden in his room).

The W side of the room is an old cavern which is now a small shrine to Set. At the back is a large idol of Set set w/ semi-precious stone etc & made of wood (worth 500 g.p.) set on a dia of steps leading up. In front is an altar (bloodstained)

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21b.

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w/ the mark of a coiled snake on the front.

Set's eyes glow redly, lighting the room eerily.

The rest of the room is filled w/ Warrick's treasure:

(See Page 6) - All captured treasure except silk - (20lb ea.)
lying about + 50 bars of silver worth 10 g.p.

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ea. stamped w/ the royal seal of the Elven king-Sylva who resides in the Wild Wood.

In front of the door, the x's are skeletons
painted black w/ weird designs in red. (\$, 7)
20% Warrick here

$\frac{1}{2}$ - $\frac{1}{2}$

14) Beyond a curtain is a storeroom containing
sacks of meal & flour, bowls, barrels of oil, lanterns
& 200 torches. Also 50 leather collars, whips etc &
various miscellania. A few straw dumies & rope
here as well + a lot of meat in various conditions.

15)

Most of the room is 10' below the landing. A
ladder is leaning against the wall. Below is
a gross stink & about 50 young giant rats,
+ a lot of shit, skeletons etc. (10' up)

Opposite the landing, at this level, is a small
ledge w/ a glittering crown on it worth 1 g.p. - it's
all fake jewels & gold paint. 10% Warrick is here,
(10% ass. here, feeding Rats.

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16-18) - empty, cleaned Rat cages, 10' by 10' by 10' w/
wire & wood door closed w/ latch. Inside are food &
water bowls.

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19-21) cage is dirty & has 14 giant rats in it

→ 10% Warrick is here, 10% ass. here

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→ 10% Warrick is here, 10% ass. here

21

→ 10% Warrick is here, 10% ass. here

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22) Training Ground - If someone is here, Torches will be lit, if not, won't be.

Huge, domed room, floor is covered in sand.

4 poles are up, 2 have torn up torn up straw dynamite sticks to them. A whip is lying on the floor here.

10% Warrick, 10% Ass. is here breaking in.

23) The stinking lair of a troglodyte (10 b.p.) who creeps around. Warrick has a pact w/ him & feeds him occasionally. Various skeletons lie around, over to 100 s.p. are scattered about as are 5 w/p superbly balanced & made throwing daggers (11 b.p.) worth 15 g.p. ea. The maker's name is on them: Cartifas. If you ask, he's a fantastically gifted Dwarf who died a few years ago. His weapons are greatly valued.

24) A narrow bridge (3') over the rushing river 10' below. Made of brick & arching. The Trag. will usually fight here.

Warrick's House is small, set in a large garden surrounded by a 20' brick wall topped w/ spikes w/ a large iron gate in front. ~~The~~ It's in a pretty good neighbourhood, well patrolled by watch who will stop Ruffians etc. for questioning.

It's a 2 story house (see map)

Warrick will be 20% here, he has a wretched slave who does everything for him upstairs & is never allowed downstairs.

The stairs go up 30'.

His Neighbors think he's weird - he's lived there for 25 years. Odd people visit him
Under his bed is his magic book (see later)

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OS

25% he could have a visitor in the guest room:

- Roll D4 1 - 1-6th level Priest of Set
- 2 - 1-6th level Evil Fighter - Old adventurer friend
- 3 - Harmless but Evil friend
- 4 - Young, pretty girl prospective sacrifice.

WANDERING MONSTERS IN DUNGEON

Roll D10 "1" is monster - every 5 rounds

D4

- 1 - 1-4 rats on patrol
- 2 - Warrick
- 3 - Assassin
- 4 - Troglydyte

Warrick's Magic Book

1st level spells: (?)

Read Magic

Light

Charm Person

Dancing Lights

Hold Portal

Enlarge

Detect Magic