

# Slave Raiders of Rockwall

Bert the Ogre

## Introduction

Someone or something is destroying the farms and hunting lodges near the city of Rockwall. Four farms and two hunting lodges have been discovered, razed to the ground. What is more concerning is the fate of the inhabitants; no survivors have been found, and at two farms, the elderly and lame were slaughtered and left for the carrion birds.

The Baron of Rockwall has offered a 500 gp reward to whoever can find and destroy whatever is attacking the farms. Additionally, the Baron's nephew, Alexander, was at one of the hunting lodges, and is now missing...

## Investigation

PCs will most likely want to search the farms for clues. GMs are encouraged to allow the players to search the farms, turning up clues such as goblin arrows or weapons dropped. There should be no clues that the Dark Elves are involved until the PCs penetrate the caves below the Abandoned Keep.

PCs may alternately encounter a ranger who has tracked the goblin raiders back to the Keep. Use the following statistics for this NPC:  
Ranger Norben: HD 1d8+2 (6hp), AC 15, Longsword +2 (1d8+1) or Longbow +1 (1d8)

## The Abandoned Keep

### General Features

Stone Walls, Rough, Climb DC 18, Break DC 30, Hard 8, 60 hp.

The main walls are hollow, allowing troops to move between towers safe from exterior fire. The top of the wall has a walkway for fighting, and has crenellations every three feet. Interior buildings are either wood or stone. The entire structure has taken a beating from past wars, and the breach in the western wall was never repaired after the Keep was taken.

**Tactics:** The goblins are on guard against adventurers. If the adventurers attempt a “frontal assault,” the goblins will reply from defensive positions, and will fall back first to the Commander’s House, then to the caves if hard pressed. The wolves are alert as well, and will howl to warn the goblins if given an opportunity.

1. Main Gate/Portcullis

The drawbridge over an empty moat leads to a rusted portcullis. No amount lifting will budge the gate, but the gate can be broken. (Lift DC 40, Break 28, Hard 10, 60 hp)

2. Southeast Tower

This tower was once the “Servant’s Entrance” to the keep, but is no longer used. The goblins captured and imprisoned a large snake here to guard their “back door.”

Lock: Open Lock DC 30, Break DC 25, hard 5, 20 hp.

Snake: Large Viper, HD 3d8+6 (19 hp), AC 15, Bite +4, (1d4 plus poison)

Treasure: Body of adventurer, Scale Mail, Sm. Shield, Long sword

3. Southwest Tower

Goblin Barracks: Four goblins are here at all times, observing the break in the wall (Area four).

Goblins (4) HD 1d8+1 (hp 5 ea), AC 15, Morningstar 2, (1d6) or javelin +3 (1d6)

Treasure: 1d6 gp, 2d4 sp

4. Shattered Wall

The wall here was destroyed by an orc catapult.

Climbing is not very difficult (DC 8), but exposes PCs to attack from both the Southwest and Northwest towers.

The goblins are watching for this particular attack.

5. Northwest Tower

Goblin Barracks: Four goblins are here at all times, observing the break in the wall (Area Four).

Goblins (4) HD 1d8+1 (hp 5 ea), AC 15, Morningstar 2, (1d6) or javelin +3 (1d6)

Treasure: 1d6 gp, 2d4 sp

6. North Central Tower  
Monstrous Spider (2) (Small) HD 1d8 (4 hp ea), AC 14,  
Bite +4 (1d4-2 plus poison)  
Treasure: None
7. Northeast Tower  
Dire Rats (4) HD 1d8+1 (5 hp ea), AC 15, Bite +4 (1d4  
plus disease)  
Treasure: None

## **8. Chapel of Ghalurak**

This chapel was once where the lord and garrison of the keep, but the goblins have converted it to their own dark worship. PCs who clear the filth and re-consecrate it to the original god(s) will earn a single boon from the deity. The form of this boon is entirely up to the GM.

Goblin Cleric 2 (1) HD 2d8+1 (10hp), AC 15, L. Mace +2 (1d6) or Short Spear (1d6) or Divine Spells (0-1<sup>st</sup> Lvl)

Treasure: 2d6gp, Unholy Symbol (15 gp)

9. Stable  
Wolves (3) HD 2d8+4 (13 hp), AC 14, Bite +3 (1d6+1)  
Treasure: None

### **Commander's House**

10. Entry Hall  
Goblins (2) HD 1d8+1 (hp 5 ea), AC 15, Morningstar +2, (1d6) or javelin +3 (1d6)  
Treasure: 1d6 gp, 2d4 sp
11. Kitchen  
Goblin Cook, HD 1d8 (hp4), AC 15, Dagger +2 (1d4) or Pan +2 (1d4)  
Treasure: Dinner (Unpalatable)
12. Dining Room: Empty
13. Upstairs Bedroom 1  
Currently being used as the command center for the Goblin Leader Grak, and his four bodyguards.  
Grak: Goblin 2, 2d8+1, (hp11), AC 16, Rapier +3 (1d6)  
Treasure: 2d6 gp, 3d4 sp, Rapier, S. Shield  
Goblin Bodyguards (4) HD 1d8+1 (hp 5 ea), AC 15,  
Short sword +2, (1d6), javelin +3 (1d6)  
Treasure: 1d6 gp, 2d4 sp

14. Upstairs Bedroom 2  
Goblin Barracks: This room is used by off duty goblins as a sleeping area. Currently empty.
15. Cellar and entrance to caves.  
Skeleton Warriors (4) HD 1d12 (6hp), AC 15, Scimitar +1 (1d6+1) or claw +1 melee (1d4+1). These skeletons will attack anyone not in the company of a goblin.  
Treasure: None

## The Drow Caves

**Tactics:** This part of the adventure takes place in the caves under the Keep. If the goblins have retreated to the caves, they will warn the drow warriors and engage the PCs in cave area 2. As with the Goblins above, the drow work and fight together to defeat any invaders. The otyugh in area 9 and the drider in area 11 will not leave their caves unless driven out.

1. Entrance: Ladder leads up to area 15, Cellar. If the goblins have fled to the caves, they will attempt an ambush at the first corner before the passage reaches area 2.
2. Entrance Cave: Normally empty, but may be the scene of a major battle. See tactics notes above.
3. Chapel Antechamber:  
Drow Clerics (2) HD 2d8+1 (9hp), AC 15, H. Mace +2 (1d8+1), or hand crossbow (1d4, 30 ft, plus poison (sleep)) plus Divine Spells (0-1<sup>st</sup> Lvl)  
Treasure: 3d6 gp, 3d6 sp, 1 gem 1d10 gp.
4. Temple of the Spider God  
Monstrous Spider (small) (4) HD 1d8 (4hp), AC 14, Bite +4, (1d4-2, plus poison). The spiders hide in the shadows above the narrow passage, and drop down on adventurers.  
Treasure: Silver Spider Idol (cursed), 150 gp value, non-Drow subject to idol's curse, Summon Monstrous Spider (Large) HD 4d8 (22hp), AC 14, Bite +4, (1d8+3 plus poison). Spider will appear once a week

while PC is asleep and attack. Curse can only be removed by returning idol to the Temple.

5. Drow Guard Barracks  
Drow Warriors (4) HD 1d8 (4hp), AC 15, Rapier +2 (1d6+1) or hand crossbow (1d4, 30 ft, plus poison (sleep))  
Treasure 2d6 gp, 3d6 sp.
6. Drow Guard Post  
Drow Warriors (2) HD 1d8 (4hp), AC 15, Rapier +2 (1d6+1) or hand crossbow (1d4, 30 ft, plus poison (sleep))  
Treasure 2d6 gp, 3d6 sp.  
If attacked, these two Drow will call for help. The Drow in area 5 and the Monstrous Spider in area 8 will arrive in 1d4 rds.
7. Entrance to Underdark: This passage leads to the Underdark, and eventually to the slaver's city. This adventure will be relayed in a later module.
8. Spider Cave  
Monstrous Spider (Large) HD 4d8 (22hp), AC 14, Bite +4, (1d8+3 plus poison)  
Treasure: Several victims' bodies can be found in the cave, drained of blood and other bodily fluids. 2 Scale Mail armor, 1 Longsword, 1 Shortsword, 1 Longbow, backpack with Thieves' Tools, Leather armor and Scroll of Flaming Sphere.
9. Otyugh Cave  
Used as the rubbish bin of the caves, the Drow cast their trash and leftover food into this cave, where it is eaten by the Otyugh. The Otyugh leaves the Drow alone in exchange for regular meals.  
Otyugh HD 6d8+9 (36hp), AC 17, Tentacle +4 (1d6 plus disease)
10. Underground Lake  
Crocodile HD 3d8+9 (22hp), AC 16, Bite +6 (1d8+6) or tail slap +6 (1d12 +6), cannot be hit by ranged weapons if underwater. Treasure: 8d6 gp scattered across bottom of lake.
11. Drider Cave

A drider lives in this cave, hiding from the Drow slavers.

Drider HD 6d8+18 (45hp), AC 17, Dagger +5 melee (1d6+2/19–20) or bite +6 melee (1d4+1 plus poison) or shortbow +5 ranged (1d8). Note: Low Level PCs who try to defeat the drider in his lair will likely die. PCs who attempt to communicate with the drider and promise to rid the caves of the drow will be offered a safe place to rest. After the Drow are gone, the drider will no longer offer sanctuary.

12. Monstrous Spider Cave

Monstrous Spider (Large) HD 4d8 (22hp), AC 14, Bite +4, (1d8+3 plus poison)

Treasure: Several victims' bodies can be found in the cave, drained of blood and other bodily fluids. 1 Chain Mail armor, 1 Longsword, 1 Rapier, 1 Shortbow, Leather armor and Scroll of Sleep.

13. Empty Cave

The bones and drained husks of several adventurers can be found here. The Drow and goblins have stripped the bodies of any treasure.

14. Driza Har'gelt's Quarters

These two caves are the home of Driza Har'Gelt. This Drow is the brains behind the slave taking operation, and will fight to keep what he has built up.

Thoroughly paranoid, Driza does not have any Drow bodyguards, but has four Monstrous Spiders as "guard dogs."

Driza Har'gelt 3d8+2 (15 hp) AC 17, Rapier +3 (1d6+1) or hand crossbow (1d4 plus poison (sleep))

Monstrous Spider (small) (4) HD 1d8 (4hp), AC 14, Bite +4, (1d4-2, plus poison).

Treasure: Driza keeps most of his treasure in area 15. His personal treasure consists of: 4d6+10 gp, 6d6+10 sp, gold signet ring (25 gp), and a map to the Underdark city of Ulu'al (his home)

15. Treasure Cave

Driza keeps his earnings in this cave, in three trapped chests, guarded by five zombies and five skeleton warriors.

Zombies (5) HD 2d12+3 (16 hp), AC 11, Slam+2 (1d6+1) or club+2 melee (1d6+1)

Skeleton Warriors (5) HD 1d12 (6hp), AC 15, Scimitar +1 (1d6+1) or claw +1 melee (1d4+1).

The zombies and skeletons will not attack if only one PC enters their area with Driza's signet ring prominently displayed.

Treasure: 2d10 pp, 10d10 gp, 20d10 sp per chest, plus 2d6 gems worth 1d10 gp each in Chest #3. The chests are trapped, Chest #1: Poison Dart Trap ATK +8 (1d4 plus poison, dart) Search know+MIND DC 20, Disable sub+DEX DC 20; Chest #2: Basic Arrow Trap ATK +10 (1d6, arrow) Search know+MIND DC 20, Disable sub+DEX DC 20, Chest #3 Burning Hands Trap: spell effect (1d4, fire) Save DC 11 for ½ dmg, Search DC 26, Disable DC 26.

16. Torture Chamber Waiting Room

Two goblins guard any prisoners to be tortured for the Drow's entertainment. Currently, there are four prisoners waiting their turn. The prisoners will fight if armed, but currently only have 2 hp each.

Goblins (2) HD 1d8+1 (hp 5 ea), AC 15, Morningstar +2, (1d6) or javelin +3 (1d6)

Prisoners (4) Human Commoner HD 1d8+1 (5hp, currently 2hp ea), AC 12, fist+1 melee, (1d4-1)

17. Torture Chamber

Two Drow are watching the goblin torturer torturing a prisoner. All three are focused on the victim, and may not notice if PCs enter quietly. The prisoner is Alexander, and has been reduced to 1 hp. If the PCs do not act quickly, Alexander will die.

Drow Warriors (2) HD 1d8 (4hp), AC 15, Rapier +2 (1d6+1) or hand crossbow (1d4, 30 ft, plus poison (sleep))

Treasure 2d6 gp, 3d6 sp.

Goblin Torturer HD 1d8+1 (hp 5 ea), AC 15, Morningstar +2, (1d6)

18. Drow Guard Post

Drow Warriors (2) HD 1d8 (4hp), AC 15, Rapier +2 (1d6+1) or hand crossbow (1d4, 30 ft, plus poison (sleep))

Treasure 2d6 gp, 3d6 sp.

19. Prison

The Drow keep their captives in these six cells, 3 prisoners per cell. Currently five prisoners are being held at the Torture Chamber (areas 16 & 17), thus there are only 13 prisoners in the six cells. As above, the prisoners will fight, if armed by the PCs. The roof of the prison is thick with spider webs, two Large Monstrous Spiders are hiding above in the darkness. Monstrous Spider (Large) (2) HD 4d8 (22hp), AC 14, Bite +4, (1d8+3 plus poison)

Treasure: None.

In addition to the reward given by the Baron, Alexander's mother will pay an additional 200 gp for saving her son. The families of the prisoners freed by the PCs will also want to show their appreciation. This reward may be in the form of animal pelts, livestock, marriage to unwed daughters, or farmland. How the PCs convert this treasure into cash can be an adventure in itself.