

The Haunted Keep

The Laughing Dragon Inn

Your approached by the Captain of the Guard, Luke Mattind while enjoying a warm meal at the Inn. It seems that in recent days there has been a rash of raids on the eastern outlying farms and that two farm hands have gone missing. It seems the raids have mostly been from goblinoid bands but that the farmers have also reported other things moving through the hills at night. There is an old abandoned keep not far from where these reports are coming from. Its possible that somebody or something has taken residence there and is using it as a base of operations to run their raids out of. The captain will state that a note recently acquired from a thief named Valanuthe (See Fonkin's Dungeon/Bounty of Valanunthe) stated that somebody named Girck was to take the keep. He believes that this is the keep that is mentioned in that note. The captain asks that you go and investigate the keep and if possible eliminate the threat.

Beginning the Adventure

The Keep isn't too far off from the Lindon Road about a days walk east of Dale. It used to belong to a rich family but they disappeared centuries ago and the castle has fallen into disrepair, the keep being the only building still standing. The townspeople all say that the keep is haunted and that strange and eerie sounds have been coming from it as long as they can remember.

The adventurers set out in the early morning time and it takes most of the day to get to the keep. They will see the keep coming up on a hill to the south of the road just as the sun begins to set. The adventurers can either set up camp and go into the keep the next morning or they can go into it that night.

The Keep (Level 1)

Entry (5' x 15') Trap EL 2

- **South Door (External Door):** Wooden Strong, Unlocked
- **North Door:** Wooden Simple, Unlocked
- **Trap (Middle of Hallway):** Pit Trap 20' (CR2) DMG 2d6, Search DC 20, Disable DC 20, Save DC 20 (1/2 dmg)
- **Description:** This large hallway contains little but dust and refuse, however there are obvious track marks moving through it to the opposite door.

Room 1 (15' x 10')

- **East Door:** Wooden Simple, Unlocked
- **Description:** This room appears to have once been a bedroom. It is filled with rotting. Moldy bedroom furniture but little else. The dust on the floor has been swept in an obvious attempt to hide footprints

Room 2 (10' x 15') Encounter EL 2

- **East Door:** Wooden Simple, Unlocked
- **North Door:** Wooden Simple, Stuck DC13 to Free, AC 10, 10 HP
- **Monster:**
 - **Crab Spider 5':** HP 22, AC 15, Attack Melee 2d4 + Poison (DC Save 13).
Attack: The spider is clinging to the side of the tapestry opposite of the adventurers. He will get surprise and one free attack on a roll of 1-4 on a 1d6). If the chest is disturbed it will bring an immediate attack by the spider.
- **Treasure:** 20 GP in the chest
- **Description:** This room was once a guard post. A faded ragged tapestry divides the room in half. On the north side of the tapestry is a wooden table and 3 wooden chairs. A few moldy playing cards are on the table. A small chest is against the west wall.

Room 3 (15' x 20')

- **Southeast Door:** Wooden Simple, Unlocked
- **Southwest Door:** (see North Door, Room 2)
- **Trap (safe):** Spell Effect Sleep 2 Turns, Search DC 15, Disable DC 15, Save DC 13 (no effect)
- **Treasure:** 50 GP and a Potion of Healing (1D6+3) in safe
- **Description:** The walls of this room are carved with leering human faces along their length. A close examination (search DC 13) of the north wall will reveal a crack around a particularly sinister face. The face is on a swivel and can be pried back, revealing a small iron safe.

Room 4 (15' x 15') Encounter EL 4

- **South Door:** *Wooden Simple. Locked DC 15 to unlock, AC 10, 10 HP*
- **Monsters:**
 - *Hobgoblin HP 6(HD 1), AC 15, Longsword +2 (1d8+1)*
 - *Hobgoblin HP 7(HD 1), AC 15, Longsword +2 (1d8+1)*
 - *Hobgoblin HP 7(HD 1), AC 15, Longsword +2 (1d8+1)*
 - *Girck (Hobgoblin Patrol Leader) HP 17, AC 16, Longbow +3 (1d8) and Greatsword +2 (2d6+2)*
- **Treasure:** *Lock Box containing 50gp, Girck is wearing a Necklace worth 200gp.*
- **Accessories:** *See Note #2*
- **Description:** *This was the office of the tower commander, though all the furnishings have now been removed. Two terrified villagers being held prisoner huddle in one corner, their hands and feet in chains. Underneath the rug in the middle of the room is a trapdoor to the second level(DC 10).*

Room 5 (15' x 15') Encounter EL 6

- **South Door:** *Wooden Simple, Unlocked*
- **Monsters**
 - *Goblin 10 x 1HD, AC 15, Morningstar + 2 (1d6)
HP (3,7,2,7,8,8,6,9,9,7)*
 - *Goblin mage HP 13(HD2), AC11, Magic Missile(1d4+1)*
 - *Goblin Champion HP 11 (HD2), AC 16, Longsword +2 (1d8+1)*
- **Description:** *Once this room was a chapel but now the altar is covered with dust. On the altar is a grime covered statuette depicting a muscular man with a rat's head. Most of the 12 goblins are either sleeping on the crude bunks along the wall or playing dice games in a corner while 2 watch the door.*

Room 6 (10' x 10')

- **East Door:** *Wooden Simple, Unlocked*
- **Description:** *It is difficult to determine what this room was used for. It is empty except for a few slivers of wood. Most likely whatever furniture that was in here was chopped up for firewood.*

Room 7 (10' x 10') Encounter EL 1

- **North Door:** Wooden Simple, Unlocked
- **Monster:**
 - **Green Slime:** HP 4 (HD 1), AC 0, Attack: Special # If contacts armor or weapon will dissolve it in 6 rounds. If contact with flesh does 1d4 damage every round. Can be removed by flame or cure disease. Flame does ½ damage to slime, half damage to person.
- **Description:** This room is similar to room 6. However there is a green slime on the ceiling that will drop down on the unwary party (DC10)

Room 8 (15' x 15')

- **West Door:** Wooden Simple, Stuck DC13 to Free, AC 10, 10 HP
- **North Door:** Wooden Simple, Stuck DC13 to Free, AC 10, 10 HP
- **Description:** This room was once a guard barracks. The floor has collapsed and the ceiling leaks. The result is a 3' deep pool filled with scummy water. A partially waterlogged bunk floats in the water. A rusted iron statue of a beautiful warrior maiden lies at the bottom of the pool. The water is safe to walk through and the statue is harmless and worthless.

Room 9 (5' x 15') Encounter EL 3

- **East Door:** Secret (See House Rules for detection)
- **Monsters**
 - **Goblins:** 3x1HD, AC 15, Morningstar + 2 (1d6)
HP (7,8,6)
 - **Goblin Champion:** HP 11 (HD2), AC 16, Longsword +2 (1d8+1)
- **Description:** This cubbyhole has a secret door and was used to spy on those walking down the corridor.

The Catacombs (Level 2)

Entry/Foyer (15' x 30')

- **Description:** The trapdoor ladder leads down to an open Foyer of what appears to be of an older design than the Keep above. The ground here is made of smooth granite as are the walls. Against the south wall is what appears to be some sort of altar stone and the smell of old incense and death lingers in the air. The hall leading off to the west is smaller than usual and can only be passed through going single file.

Room 1 (10' x 10')

- **West Door:** *Wooden, Simple, Stuck*
- **Description:** *This small room appears to be an old storage room of some sort. Its pretty much empty now except for the remnants of things stored here in the past.*

Room 2 (15' x 15') Encounter EL 4

- **North Door:** *Stone, Stuck*
- **Monster:**
 - **Vampire Spawn:** *HD: 4d12+3 (23hp), AC 15, Melee Slam +5 (1d6+4 + Energy Drain)*
 - **Energy Drain:** *1 Negative Level (DC14 Fort) Vampire gains 5 temp hp*
 - **Fast Healing:** *Heals 2hp every round*
 - **Attack:** *When the characters are in the room the vampire will come out of the middle coffin and immediately attack the closest target.*
- **Description:** *This looks to be (another)burial chamber. There are 3 old wooden coffins against the west wall on a slightly raised dais. Other than the 3 coffins there is nothing else in the room.*

Room 3 (25' x 25') Encounter EL 5

- **East Door:** *Stone, Stuck*
- **West Door:** *Concealed, False Wall*
- **South Door:** *Stone, Stuck*
- **Monster:**
 - **Wraith:** *HD:5d12 (34hp), AC 15,Melee Incorporeal Touch +5 (1d6+4 + 1d6 Strength drain)*
 - **Strength Drain:** *1d6 Strength Drain (DC14 Fort)*
 - **Attack:** *The wraith will come from the opposite corner that the adventurers enter from, because its incorporeal it will gain +3 to initiative.*
- **Treasure:** *inside the various coffins*
 - *50gp*
 - *Lapis Lazuli gemstone (8gp)*
 - *White Pearl gemstone (110 gp)*
 - *Carved Bone Statuette (90 gp)*
 - *2 arcane scrolls (Halt Undead-lvl 2, Ghoul Touch-lvl3)*
- **Description:** *This large burial chamber contains 6 coffins, 3 against the north wall and 3 against the south wall to the west of the south door. As you look inside you something moving, as if caught out of the corner of your eye.*

Room 4 (10' x 15') Encounter/Trap EL 4

- **South Door:** Concealed (False Wall), free
- **Trap:** Spiked Pit Trap 20', Find/Disable DC20, dmg 2d6 + 1d4 spikes @ 1d4+2 each (Save DC20 Reflex)
- **Monsters:**
 - **Ghoul:** HD: 2d12, AC 14, Melee Bite +2 (1d6+1 + paralysis) and Claws +0 (1d3+paralysis)
 - **Paralysis:** 1d4 Rounds paralysis (DC12 Fort)
 - **Attack:** The ghoul will be sitting on the burial slab and will attack when a character enters the room. Standard initiative applies.
- **Treasure:**
 - 60gp
 - Golden dragon comb with red garnet eye (500 gp)
 - Masterwork Rapier (320 gp)
- **Description:** This burial chamber seems to hold the remains of somebody of a very high status. The remains are interred in ceremonial armor on a large marble slab. The ages have rendered the armor useless although there are other items on the slab of value. It also looks like the chamber has been recently defiled, a pool of dried blood sits in the northwest corner and the words 'KARAN' is scrawled on the wall in blood.

Room 5 (15' x 25') Trap EL 1

- **West Door:** Stone, free, trapped
- **East Door:** Stone, free
- **Trap:** Pit Trap 20', Find/Disable DC16, dmg 2d6 fall (Save DC20 Reflex)
- **Description:** This room seems to have been recently tampered with. The six stone coffins along the north and south wall look like they have been opened and there are pieces of bone scattered along the floor. Along the north and south wall there are some mildewed tapestries, their fabric faded from age.

Room 6 (25' x 15')

- **South Door:** Stone, Locked
- **Hidden Treasure:** Search DC 22, Alcove in North Wall
 - 100gp
- **Description:** This room houses 4 simple burial slabs against the east wall. The skeletal remains of the deceased lie quietly upon stone slabs.

Room 7 (15' x 25')

- **East Door:** Wooden, Strong, Stuck
- **Description:** This looks to be another storeroom. There is nothing of interest in here except for an old table in the middle of the room and some storage racks against the north wall.

Room 8 (25' x 25')

- **South Door:** Concealed (Hidden behind tapestry), Stone, Locked
- **Hidden Treasure:** Search DC 22, Hidden in middle sarcophagus
 - 30gp
 - Wand of Magic Missile (5th lvl) 9 charges
- **Description:** This room contains 9 open sarcophagus, some containing the body of the deceased within in it, however 4 of the sarcophagi are empty.

Room 9 (25' x 15') Encounter EL 9

- **South Door:** Stone, Stuck
- **Monsters:**
 - **Karan Necros:** HP 31 (HD 5) AC 16, Melee +4 Scythe(2d8+1) Range + 6 Crossbow
 - **Desecrate:** -3 to turn, Undead get +1 Attack, Damage, Save and +1 HP/HD
 - **Dread Zombie(3):** HP: 13, 26, 24 (HD3), AC 13, Melee +5 Slam (1d6+4) *includes desecration
 - **Attack:** Karayan doesn't engage the party in this fight. He calls the 3 dread zombies from their tombs, and then will exit through the passageway going east. If he is pursued he will drop Darkness in the 9a area before exiting up the ladder.
- **Description:** A wave of evil washes over you as you enter this room. Across the room to the north you see a dark figure and for a moment you think you are looking upon Death itself. Wearing a cloak and carrying a scythe, he points menacingly at you before saying 'arise my pets and feast!'. The silence is broken by the breaking of stone and wood as zombies charged with negative energy emerge from the coffins. They seem almost larger than they were in real life as they lurch towards you. The cloaked figure laughs and slips out the hallway heading east.

Room 9a (Special)

- **Description:** This small alcove seems to have been a secret or private entrance into the catacombs. In the middle of the room is a ladder going up through a chimney. If you're standing by it you can feel a faint fresh breeze blowing. Climbing the ladder will reveal a secret exit just behind the Keep. It is well hidden. There is no sign of the cloaked figure.

Room 10 (25' x 15')

- **East Door:** *Wooden, Good, Stuck*
- **Description:** *The 5 long dead warriors laid to rest on the slabs slumber peacefully in death, their skeletal hands wrapped around the hilt of long rusted swords.*

Room 11 (15' x 25') Encounter EL 4

- **East Door:** *Concealed behind tapestry, Iron, Locked*
- **Monsters:**
 - **Dread Skeleton(2):** *HP: 16,12 (HD2), AC 15, Melee +3 Scimitar (1d6+2) DR 5/Bludgeoning*
 - **Attack:** *Both skeletons are to the sides of the desecrated altar, almost as if they were standing guard. As the party enters the room they will engage them.*
- **Description:** *This small hidden chapel as been recently defiled, there is blood running from the altar and bloody symbols have been scrawled on the floor, one symbol sends shivers down your spine, the symbol for Nerull, the God of the dead.*

Room 12 (25' x 20') Encounter EL 4

- **West Door:** *Stone, Strong, Locked*
- **Monsters:**
 - **Goblin Elite(8):** *HP:6,10,10,10,9,10,8,9 (HD1+4), AC 15, Melee + 3 Morningstar (1d6), Ranged +4 Shortbow (1d6)*
 - **Attack:** *The goblins have thrown up a pretty good barricade at the door, it will take a DC 20 to climb, or 25hp of damage to break through. While this is going on the goblins on the other side will be firing arrows. While behind the barrier both sides will have -3 to hit with ranged weapons. Because of the noise made picking the lock, the goblins will get first initiative.*
- **Treasure:**
 - 80 gp
- **Description:** *As the door swings open you hear the unmistakable sound of goblins, however a large barricade made from tables, chairs and other various objects blocks further progress into the room. One of the goblins shouts 'Kill the Dead Waker, Kill the Dead Waker!' as they let loose a volley of arrows in your direction. You've found what's left of Girck's party.*

Room 13 (25' x 25')

- **East Door:** *Stone, Strong, Open*
- **Description:** *A sense of peace fills you as you enter this room. The 5 ornate coffins against the west wall seem to be untouched by the ravages of time although it doesn't seem like anyone has been in this room for a very long time. Unlike the other rooms, there are two large pillars supporting the roof here.*

Room 14 (10' x 10') Encounter EL 6

- **West Door:** *Wooden, Good, Free*
- **Monsters**
 - **Dread Zombie(2):** *HP: 15, 24 (HD3), AC 13, Melee +4 Slam (1d6+3)*
 - **Attack:** *The zombies are feasting when the characters enter the room so +4 initiative*
 - **Description:** *When you enter the room, you see two large zombies feasting on what can only be the remains of a dead goblin. The two Zombies are too busy eating to notice your entrance.*

Room 15 (15' x 10')

- **South Door:** *Stone, Strong, Locked*
- **Description:** *This small altar has been untouched by the recent events in the catacombs. There is a layer of dust on it suggesting it hasn't been used in ages.*

Appendix

Note # 1

VAL...

I HAVE BEEN LOSING TROOPS LEFT AND RIGHT SINCE WE GOT HERE. I BELIEVE THE TROUBLE IS COMING FROM THE CATACOMBS. I HAVE SENT SOME BOYZ BELOW TO FIND OUT WHAT THE HELL IS DOWN THERE BUT ITS BEEN A FEW DAYS AND THEY AIN'T RETURNED. I'M NOT STEPPING FOOT INTO THOSE CATACOMBS UNTIL WE GET SOME REINFORCEMENTS. BE GLAD I'M EVEN GUARDING THE TRAP DOOR. I THINK ZULFERT MIGHT HAVE BITTEN OFF MORE THAN HE CAN CHEW WITH THIS ONE...

GIRCK

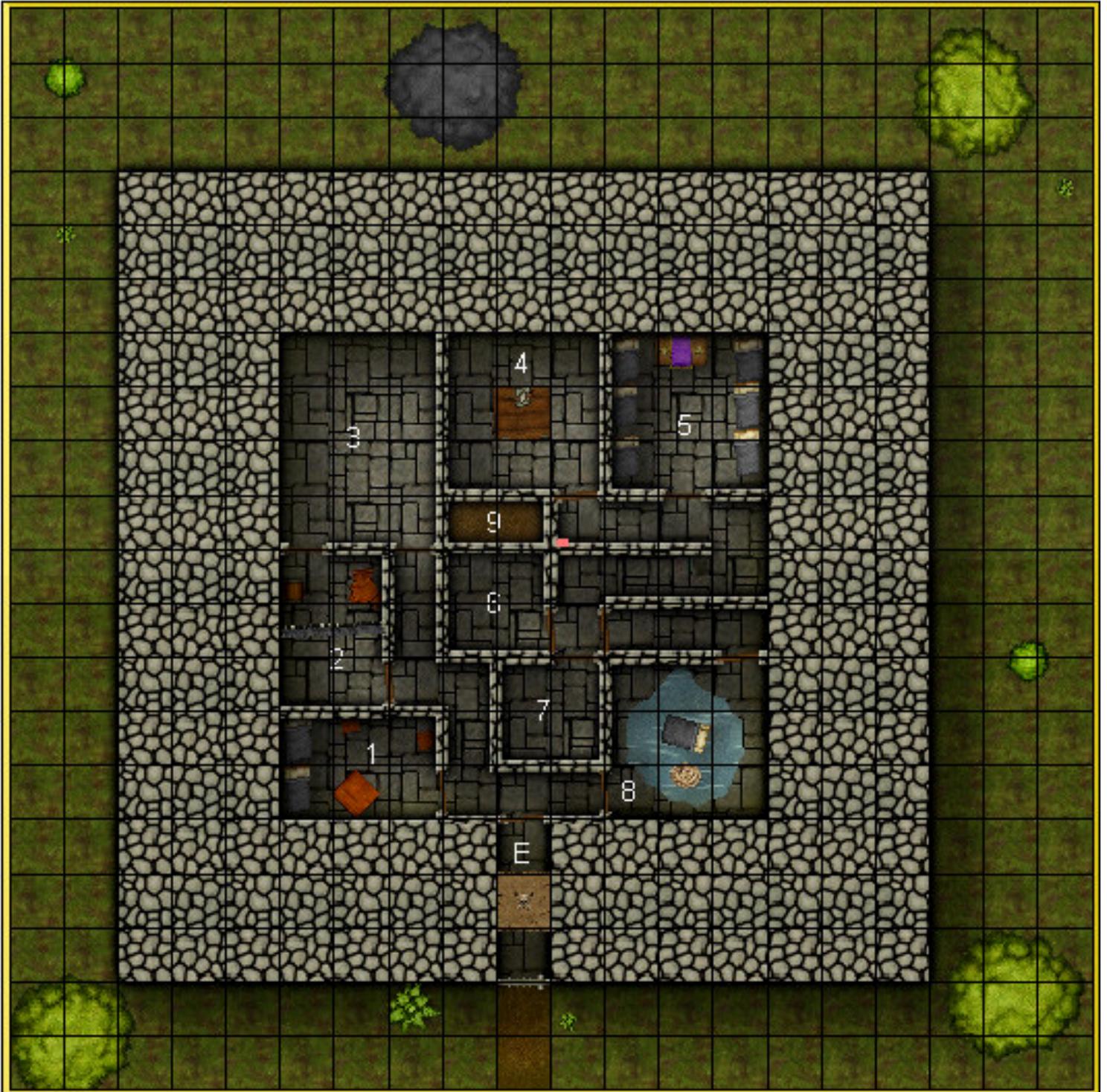
Note #2

GIRCK,

make for the old abandoned keep in the foothills east of Dale and use it as a base to continue your recruiting. I have heard tales recently of some unrest in that area so be advised you may not be the only one making that place a home. But I have faith that your skills as a warrior are no match for anyone else and you will secure the place in no time. Also do not forget the other reason we are here. I must have the artifact we discussed. I did not tell Valanunthe of this objective because she cannot be trusted, her greed for all things magic will be her downfall one day. So keep your eyes and ears open at all times for any word of it. Please send word to me through courier once you have secured the keep.

zulfert

The Keep



The Catacombs

