

# Castle Caldwell Dungeon

## Notes

**Secret Doors:** All secret doors on this level are identical, being swinging wall sections with the same sort of "pushbutton" latch. The button appears to be a broken corner of a wall stone at about waist height; when pushed, a "click" will be heard, and the door is unlatched for 1d6 rounds. To actually open the door, someone has to push on it. All the secret doors are on spring-loaded hinges that slowly close them when released.

**Rat Lords:** This dungeon is the lair of a tribe of Rat Lords, created by means of the magic fountain in #17, below. For convenience, a keyed table of statistics for each is below the room descriptions.

This particular tribe has stolen pixie bows from a tribe of pixies in a nearby forest. They have only the war arrows left, which do only 1d4 damage in the paws of a rat lord; however they do have enough working bows to outfit 16 females who form the "Rat First Archers" and "Rat Second Archers" below.

The "Rat Infantry" is armed with shortswords, which they must use in both paws due to their small size.

**Spider Lords:** The mortal enemies of the Rat Lords are the Spider Lords. Unlike normal large spiders, these monsters are linked telepathically and will operate like a hive. The Rat Lords hold them at bay by means of fire, but if the player characters defeat the Rat Lords and then leave (as they did in my game) the Spider Lords will move into the rest of the dungeon. They travel about by means of web "tunnels" strung along the ceilings. They are smart enough to wet their webs if they are able to establish ready access to the fountain room.

**Running the Adventure:** There is no wandering monsters table here. From the first moment that the player characters descend the stairs, the Rat King will know of their presence. He will immediately begin to recall his forces and begin "hit and run" attacks against the PCs. If they approach the rooms where the Rat Lords live, the PCs will be subjected to attack from both directions, with the Rat First Archers and Infantry on one side and the Second Archers and Infantry coming up from behind after a few rounds.

If they leave after defeating the Rat Lords and return later, the Spider Lords will have extended their domain through a much larger area of the dungeon (unless they were eradicated in the first assault also).

Play both scenarios for the paranoia value. While moving down the corridors the PCs should see rat eyes briefly, or hear rat conversation echoing. In the spider scenario, fill the corridor ceilings with spider tunnels and allow the PCs to occasionally see movement in the tunnels in the distance.

## Room Descriptions

1. **Stairs:** The double doors to this room stand ajar. The player characters will see glowing red eyes for just a moment in the doorway when it is first seen; they will quickly disappear. This was actually a juvenile rat lord who will notify the clan right away.
2. **Storeroom:**
3. **Storeroom:** There are 6 fire beetles in this room. The normal door to this room is open, and the fire beetles will run out into the corridor to attack any noisy characters. The room is empty except for a few bits of rubbish and a lot of dirt (and droppings).
4. **Midden:** This room has a 10' deep, 10'x10' pit with a 2' layer of rotting refuse at the bottom. In the middle of the pile of filth is a bastard sword, standing upright with the blade inserted into the pile. This sword is not magical, and due to rusting of the hidden part of the blade it is basically worthless. The rats left it here to tempt the greedy into climbing down into the pit. The pile of dung, rotting food scraps, etc. is inhabited by a colony of giant centipedes. 1d4 of them will appear from the pile each round that a character is in the pit, attacking immediately, until all 13 have appeared.  
  
Any character attempting to walk in the garbage must roll a Dex check to avoid falling. This check must also be made when the character first descends into the pit.
5. **Armory:** This room was the armory of the castle. Most of the shelves and racks from this room have been dismantled and used as firewood or nest materials by the rats; however some of the wall-mounted racks on the west wall still stand. In these racks there are several old weapons, in poor condition (-2 to damage):

3	longsword
1	greatsword
2	battle axe
4	footman's mace
1	footman's flail
6. **Cook's Quarters:** Three robber flies are nesting in this room, in holes in the E wall near the secret door.
7. **Spider Lair:** There are 14 large spiders here. The hatched area on the map shows the extent of their webs. The rat lords keep them "herded" into this area using torches.  
  
Scattered about on the floor in the webbed area are skeletons (several rats, one human, and many unidentified). Near the human skeleton is a pile of tarnished coins: 9 cp, 8 sp, 11 gp, and 11 pp.  
  
The spiders have not yet detected the secret door, and in fact it is covered in webs.
8. **Empty Room:**
9. **Empty Room:**
10. **Rat Lair:** This is the "nursery" of the rat kingdom. Two females will be here, with 19 non-combatant juvenile rats. The females will fight to the death to defend their babies.

11. **Rat Lair:** The rat king and any remaining rats will be here. He will be ready to "confront" the party... right behind all the other rats, backed up into the NW corner near the secret door. He will flee at the first sign he is losing.

There is a large pile of rags and rubbish in the SW corner: this is the rat king's nest. Under the rubbish is 3534 silver coins in 39 assorted pouches (about 91 coins per pouch), as well as a pouch containing 2 gems (a small Hematite of 5 SP value and an apple-green Chrysoprase of 25 GP value).

12. **Servant's Quarters:**

13. **Pantry:**

14. **Kitchen:**

15. **Empty Room:**

16. **Empty Room:**

17. **Fountain:** This room contains the fountain used for water in the castle. It is a spring, contaminated by a mithril deposit, and therefore magical. Each drink taken from the pool requires a roll on this table:

Roll 1d12	Result
1	Subtract 1 point of Strength
2	Subtract 1 point of Dexterity
3	Subtract 1 point of Constitution
4	Subtract 1 point of Intelligence
5	Subtract 1 point of Wisdom
6	Subtract 1 point of Charisma
7	Add 1 point of Strength
8	Add 1 point of Dexterity
9	Add 1 point of Constitution
10	Add 1 point of Intelligence
11	Add 1 point of Wisdom
12	Add 1 point of Charisma

Eventually the water becomes toxic; after no more than three drinks, **or** after one beneficial effect, all further drinks by that character cause him or her 1 point of damage *instead of rolling on the table above*.

18. **Empty Room:**

19. **Secret Passage:** The party will encounter a rat foraging party (two infantry and two archers) coming out of the small tunnel. It is just 2' tall by 1' high, so that normal characters will not be able to follow it. It runs about 90' to an exit on the south side of the hill.

## Monster Statistics

Loc.	Type/Name	No. App.	Hit Dice	Hit Points	THAC0	Armor Class	No. Attacks	Damage	Notes
=== Rat Lords ===									
11.	Rat King	1	2+2	16	18	5	1	1d6+2 (magic short sword)	wearing ½ set bracers of defence AC 5 (as a girdle)
*	Commander, Rat First Army	1	1+2	9	18	7	1	1d6+1 (magic short sword) or 1d3 (dart)	has 5 darts for throwing
*	Rat First Infantry	8	1	8, 8, 7, 6, 6, 6, 5, 5	20	7	1	1d6 (short sword)	
*	Rat First Archers	8	1	5, 5, 4, 4, 4, 4, 3, 3	20	7	2	1d4/1d4 (pixie arrow)	
*	Commander, Rat Second Army	1	1+2	9	18	7	1	1d4+1 (magic dagger) or 1d4 (thrown dagger)	has 3 daggers for throwing
*	Rat Second Infantry	8	1	8, 8, 7, 6, 6, 6, 5, 5	20	7	1	1d6 (short sword)	
*	Rat Second Archers	8	1	5, 5, 4, 4, 4, 4, 3, 3	20	7	2	1d4/1d4 (pixie arrow)	
19.	Rat Foraging Party, Infantry	2	1	7, 6	20	7	1	1d6 (short sword)	
19.	Rat Foraging Party, Archer	2	1	5, 4	20	7	2	1d4/1d4 (pixie arrow)	
10.	Rat Mothers	2	1	5, 5	20	7	1	1d4 (dagger)	

Loc.	Type/Name	No. App.	Hit Dice	Hit Points	THAC0	Armor Class	No. Attacks	Damage	Notes
<b>=== Other Monsters ===</b>									
3.	Fire Beetles	6	1+2	6, 3, 4, 5, 8, 7	19	4	1	2-8	
4.	Giant Centipedes	13	¼	2, 2, 2, 2, 2, 2, 2, 2, 2	20	9	1	Para. Poison (save at +4)	
6.	Robber Flies	3	2	11, 7, 4	19	6	1	1-6	
7.	Spider Lords	14	1+1	2, 5, 7, 8, 5, 6, 7, 3, 6, 9, 3, 8, 5, 9	19	9	1	1 + Poison (onset 15 min, 15/0, +2 to Save)	

