

# Castle van Webb

## Background

The castle is near the frontier town of Farway (or whatever town your PCs are starting in), about an hour or two's walk from town; likely built and abandoned centuries before the town was founded, at a perhaps at a time the land was claimed by a different nation. It has sat empty and of little interest for sometime. Unbeknownst to most it has long been the home of a timid band of kobolds, unwilling to risk drawing the wrath of the larger races, though recently things have changed with the arrival of some goblins (who are a bit bolder and more aggressive). Farway may be substituted with any town, village, or hamlet on the threshold of civilization or some other location on the borderlands of the wild; it may also be the PCs home town (or whatever town they reside in) – and may likely be both.

Recently farmers have had trouble with livestock disappearing, and recently a traveling merchant disappeared on their way to town. If the PCs investigate by asking local farmers they will find most have never seen what happens to the livestock, as they disappear in the night. A few witness can be found, but they give conflicting reports, some claiming to have seen ugly little men or goblins take animals while others claim to have seen a huge bat or creature with bat like wings (the young white dragon) take carry off animals. The one thing they agree on is that what they saw came from (or returned to) the direction of the old abandoned happy. Whatever is happening, the farmers and towns people would be grateful if the problem were solved; if that is not enough, they could always hear a rumor/legend about gold and jewels that no one has been able to find in the castle.

Once they have to location of the castle the PCs may, of course, do as they like with it. They are free to play factions against each other, form an alliance with one faction against the other, go full murder-hobo on all the monsters, or simply try to extract whatever loot they can and to hell with heroics or the problems of farmers and traders. (Note, though, that siding with the goblins is basically the villains path, though I won't say they can't play as villains.) Multiple trips to the dungeon (with a few days to heal between) is fine and will probably be a good idea or required to progress.

This is intended as an introductory adventure for 2-4 inexperienced players starting with first level characters. As a result, the upper levels are fairly easy, though there are still opportunities for foolish or unlucky PCs to die – and charging into the main kobold lair with swords drawn and a cry of “Leroy Jenkins” will be an almost certain TPK.

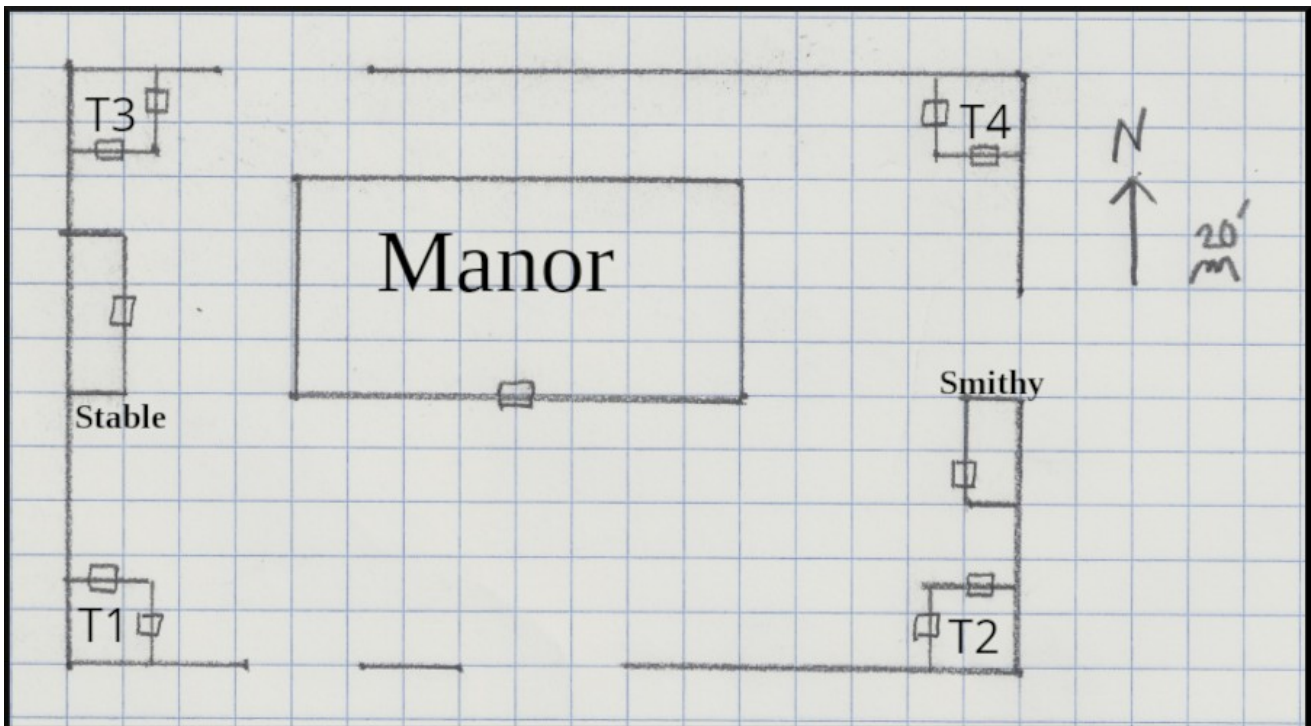
*[Note: Names are given for some monsters and NPCs, but these can be changed to fit other settings; I left my original names in since not everyone wants to have to name everything. Other names can be adlibbed as needed; it can be quite amusing to translate barked kobold names as short super-ordinary names like “Joe,” “Jill,” “Sally,” and “Bob,” if your play style is not overly serious.]*

**About Stat Blocks:** Stats are provided so as to be compatible with a variety of OSR games as well as the classic game. Armor class is listed as descending AC with ascending AC in parentheses, while Thaco is followed by the attack bonus for AAC in parentheses. Core stats are based on the classic game, though attack bonuses are based on Basic Fantasy RPG; for Old School Essentials just read a bonus of +0 as +1. Similarly, XP is listed with classic values followed by BFRPG values in parentheses. Some retroclones that fall further from the original rules than OSE or are based on different rules sets (e.g., OSRIC) may require some more tweaking (unless you'd prefer to just roll with it).

## Outdoors: The Castle Grounds

The castle is in hilly country, on top of a small hill and near to other hills, the area is lightly wooded, though the castle grounds are open and covered in grass and weeds, as is a small area in front (to the south) of them. Most of the outer wall stands, though the gate is missing and there are several openings where the wall is collapsed. In each corner is the shell of a tower, while a manor house is in the middle towards the back. An empty, cobblestone walled stable and a small ruined smithy and on the side walls. The wooden floors on the towers have collapsed, leaving them as little more than the square tubes pointing into the sky, the sky being visible from the inside.

Search will find nothing of value, but carefully looking around the sides of the manor house will reveal that there is a crack in the western wall leading into the old library (room 6) as well as that the upper story has collapsed leaving walls of uneven height with several gaps at the likely level of the second story – a thief may climb to any room on the second story except 12, 17, or 18 (though, of course, they will only know where along the wall they climb from, not where they end up). One small tower in the south-east corner seems to be intact, rising about 30' up with a wall and battlement on top, though nothing more of the top (room 20) can be discerned from the ground.



## Level 1: Castle Ground Floor

The castle proper (upper two levels) is generally dry and dusty, but with signs of moisture. It is fundamentally just a partially collapsed building. The lower floor is dark, however most of the upper floor is open to the sky with only a few rooms having fully intact wall as ceiling. The castle may be entered through the front door, a crack in the wall leading into room 6, or by climbing the wall onto the second story in where the walls have mostly collapsed. These areas do not have wandering monsters.

### 1. The Great Hall:

This 50'x80' room is dusty with small amounts of rubble and some bits of planks strewn about. A row of columns is found ten feet from the east and west wall and spaced 10' apart, seven on the east side and five on the west side. A rough hole in the ceiling about 10' across is near the south-east corner and allows from above – sun by day, but only moon by night (leaving the room practically pitch black after sun down).

A net full of stones will drop immediately behind the front (main) door when opened, doing 1d4 damage to PCs who rush in, but not to more cautious characters.

Centered on the back (northern) wall is a dilapidated wooden throne. This fell apart and was rebuilt as a trap. If sat on the sitter will fall onto short spikes for 1d6 damage as the seat collapses. If examined it will be wobbly; applying firm pressure or striking the seat will collapse the throne, revealing the trap without damage to the character.

There are five intact wooden doors leading to neighboring rooms

**2. Guard Room:** This room contains five kobolds armed with short swords. There are also four cots along each along the north and south walls, which are mostly broken. Under the cot in the north-west corner is a silver and topaz bracelet worth 100 gp.

5 Kobolds: AC 7(13), HD ½, ML 6, HP 2, Attack 1d6-1, Thac0 19 (+0), MV 90'(30'), Save NM, AL chaotic, XP 5 (10); each has 10 sp, 20 cp, and a short sword.

**3. An old armory.** There is nothing here except a few old blades and spear heads, rusted to the point of falling apart and both useless and worthless.

**4. Guard Room:** This room contains eight collapsed cots, much like room 2. There is nothing of value here.

**5. This room resembles room 3.** It is home to three giant centipedes, along with a dozen or more harmless normal centipedes. An ornate silver dagger with a gold and onyx handle, worth 75 gp, is in the south-west corner, partially covered by debris but readily apparent to anyone who searches the room.

3 Giant Centipedes: AC 9 (11), HD ½, ML 7, HP 3, Attack debilitating poison, Thac0 19 (+0), MV 60'(20'), Save NM, AL neutral, XP 6 (13).

**6. Library:** This room is full of broken and toppled bookshelves. The books were looted (or fell apart) long ago. Some tattered scraps of paper and parchment remain. A careful search of the room (requiring at least two turns) will reveal a buried in some of the worthless scrap; this is a scroll of continual light (whether or not the PCs are able to identify it is another matter).

## 7. Dining room:

This room contains a large oaken table covered by a tattered and molding cloth. It is set with a dozen silver plates (worth 5 gp each) along with rusted knives and rusted iron silverware and empty glass goblets. The plates contain the bones of chickens and steaks. A dozen chairs are around the table, one in front of each plate. The room is lit by continual light cast on a pair of candles on each end of the table, which are held by gold candlesticks worth 50 gp each. On a small table in the north-east corner is a harp that plays soft music.

Characters entering the room must make a saving throw versus spells to see it as it is; this should be made by the GM without informing the players. (If all PCs fail their save, the one with the highest roll is not effected.) Those who fail the saving throw will see the room as new and beautifully decorated, with a fresh banquet set, and must make a second saving throw versus spell. Those who fail the second saving throw will compulsively sit at the table and begin eating an imaginary meal, in which they will naw the bones, occasionally taking a drink from the empty goblet or bite of imaginary cakes. This condition can be ended in several ways. Providing the character with real food will allow them to break out of the spell after eating one full days rations. Alternately, if the harp is moved, damaged, or destroyed the spell will be broken causing all to see the room as it is (and removing any desire to eat the food).

The harp is worth 25 gp if intact. It has no inherent magical properties; it was only the focus of a forgotten spell intended to help residents and guests enjoy their meal (which happened to linger), not an actual magic item.

## 8. Kitchen:

This room was a kitchen, thus adjacent to the dining room. A large fireplace with a hearth is centered on the northern wall. A sturdy prep table is against the west wall, while the remains of two smaller tables are in the middle of the room. A large earthenware cooking pot sits in the fireplace; whatever food was in the pot has decayed into green slime. A whole in the north-west corner of the ceiling allows climbing to room 17 up by a thief (or any character with the climb walls special ability), as well as access by levitation.

Green Slime: AC n/a, HD 2, ML 7, HP 6, Attack special (turn victim to slime in 1d4+6 rounds), Thac0 18 (+2) if dripping from above on victim, MV 3'(1'), Save F1, AL neutral, XP 30 (125).

Heating the to cooking temperature will kill the slime, but there is nothing else in the pot (that is, there is no treasure under the slime).

## 9. Storage Room:

This room is full of empty shelves along the walls and small, broken wine cask. There are four kobolds here; their reaction may be influenced by the encounter in room 2 if that room was previously explored, either for better or for worse. If any kobolds from room 2 fled combat they will be here and the kobolds will automatically be hostile. The kobolds are aware and afraid of the mountain lion on in 10 up above, and if spoken to may even note the relative of one of theirs was eaten by the big, scary cat.

4 Kobolds: AC 7 (13), HD ½, ML 6, HP 3, Attack 1d6-1, Thac0 19(+0), MV 90'(30'), Save NM, AL chaotic, XP 5 (10); each has 10 sp, 20 cp, and a short sword.

## Level 1½: Castle Upper Floor

**10.** The outer walls and much the ceiling is missing. There is sill ceiling over the south-east half of the room, and the inner walls are intact, complete with the door to the hall near room 11. The stair leads down to room 9 on the ground floor (level 1). The bones of deer, rabbits, and a kobold are in the room. The kobold skeleton has 5 sp and 20 cp. This room is the lair of a mountain lion.

Mountain Lion: AC 6 (14), HD 3+2, ML 8, HP 13, Attack 1d4/1d4/1d6, Thac0 16 (+4), Save F2, AL neutral, XP 50 (125).

**11.** The outer wall and ceiling have collapsed, leaving rubble.

**12.** Apparently empty except for rubble from the collapsed ceiling. Underneath the rubble is a skeleton in rusted armor wearing a silver helmet ornamented with gold suggesting a small, simple tiara (worth 100 gp).

**13.** Outer wall and ceiling collapsed. There are the remains of 3 small beds and dresser (splintered and boards on the ground which are identifiable on inspection). There is nothing of value here.

**14.** The mostly intact room contains two twin beds, a dresser, and a vanity. Laying on the beds are the desiccated corpse of two young girls, one in a pink dress and the other in a yellow dress. These are both zombies, and will rise and attack with chair legs (treat as maces) if the room is entered. The zombie in pink is wearing a platinum pendant set with a small, low quality opal, worth 100 gp; the zombie in yellow is wearing a small gold bracelet set with polished lapis lazuli, worth 50 gp.

2 Zombies: AC 8 (12), HD 2, ML 12, HP 8, Attack 1d6, Thac0 18 (+2), MV 90'(30'), Save F1, AL chaotic, XP 20 (75).

**15.** This room has a large bed, a table, a desk, and a chest of drawers; all are in very poor and run-down condition and none contain anything interesting, having been looted long ago.

**16.** In the south of this room is a robust table, once used for playing cards and dice. At the north there is a sideways wagon wheel marked with carved and painted numbers at the end of each spoke (this was a roulette wheel, and has no real significance, but if players see it as a trick and try to solve the puzzle let them). In the north-west corner is a small, sturdy bed. On a pedestal in middle of the room is a pair of small jade dice worth 25 gp. If they are rolled a monster will appear in the arena in area 19. the payer should roll 2d6 and number compared to the standard level 1 wandering monster table to see what appears. The monster will attack any character in the arena, or the dice roller if no one is in the arena. This will happen each time the dice are rolled in the castle (but not if taken further away). These monsters are actually illusions which will disappear if killed; anyone "killed" by them will pass out for one hour. Placing an unconscious character on the sturdy bed will wake them.

**17.** This room contains a locked chest with a poison needle trap. Anyone picking the lock without disarming the trap must save vs. poison or take 2d6 damage (damage can be healed and killed characters can be revived by administering neutralize poison within 10 rounds). In the chest are 100 gp, 2000 sp, 1000 cp, a small jade figuring worth 200 gp, a flask containing perfume worth 50 gp, and a potion of invisibility. Smashing the chest by any means will avoid the trap but destroy the perfume and potion bottles spilling and loosing both items.

**18.** An empty room with a spiral stair going up to room 20.

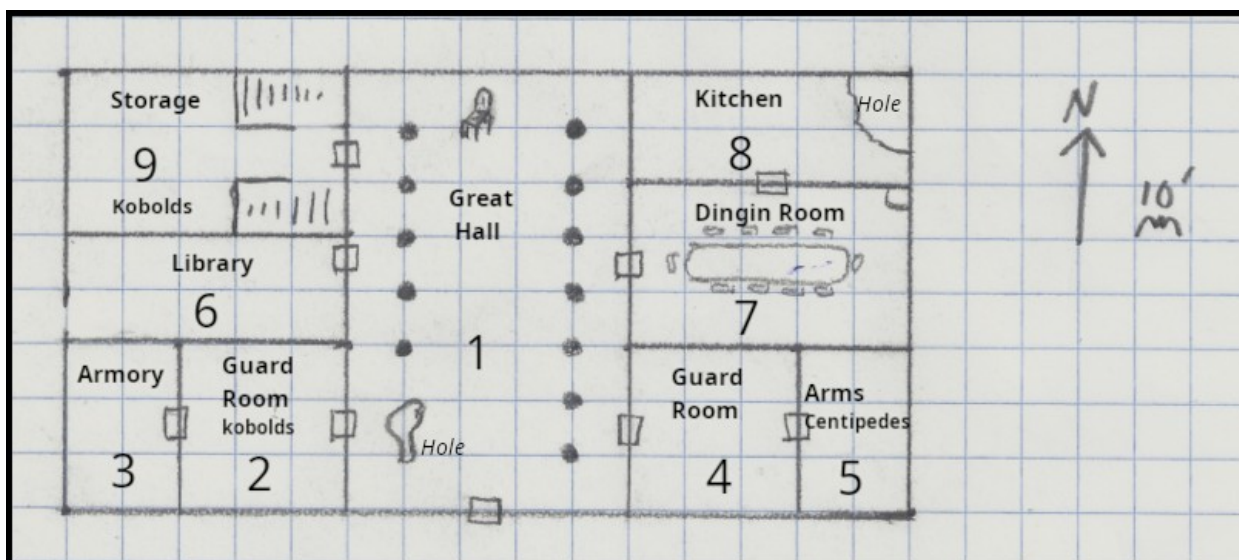
**19.** An arena for fighting, raised a foot off the ground is here (see room 16). There is nothing else of interest here.

20. This is the top of the tower and is the nest of a young white dragon. The dragon does not speak or use magic, and has a 50% chance of being asleep. If the PCs are careful and specify they are moving slowly or quietly up the stair they should be allowed to see a white tail, giving a chance to turn back, before coming face-to-face with the dragon. If they walk up casually the stairs (and the dragon is awake) use standard surprise rules for both sides.

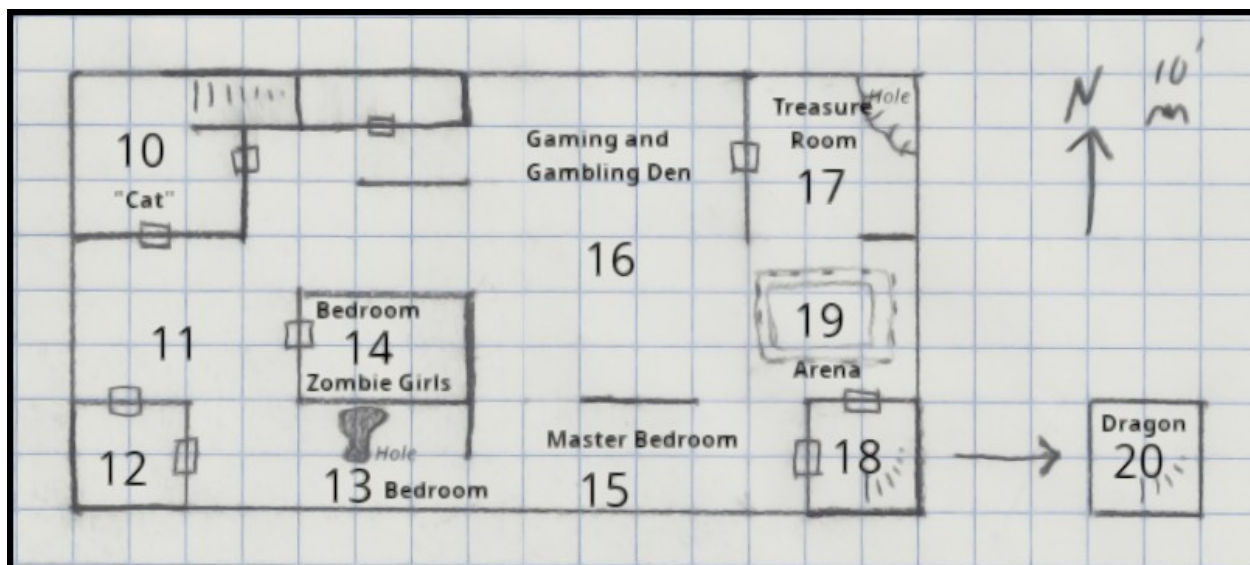
The dragon is guarding pile of treasure, laying on it in typical dragon fashion. This includes: 5000 cp, 2500 sp, 275 gp, two amethyst worth 100 gp each, one garnet worth 100 gp, three jasper worth 50 gp each, 10 turquoise worth 10 gp each, two potions of healing, one scroll of web, a normal sword +1, and a ring of protection +1. (If no PCs use normal swords, feel free to substitute some other weapon such as a hand-axe or short bow with the same bonus.)

White Dragon: AC 3 (17), HD 3, ML 8, HP 14, Attack 1d4/1d4/2d6 or breath, Thac0 17 (+3), MV 90'(30') ground or 240'(80') flying, Save F4, AL neutral, XP 175 (280).

### Castle van Webb: Manor, Ground Floor



### Castle van Webb: Manor, Upper Floor



## Level 2: Beneath the Castle (cellars and tunnels)

Unlike the upper levels tunnels beneath the castle have normal wander monsters, showing up in with the standard chance.

### Wandering Monsters (1d8):

1. **3 Kobolds:** AC 7 (13), HD ½, ML 6, HP 2, Attack 1d6-1, Thac0 19(+0), MV 90'(30'), XP 5; each has 10 sp, 20 cp, and a short sword.
2. **3 Kobolds:** AC 7 (13), HD ½, ML 6, HP 3, Attack 1d6-1, Thac0 19(+0), MV 90'(30'), Save NM, AL chaotic, XP 5 (10); each has 10 sp, 20 cp, and a short sword.
3. **4 Kobolds:** AC 7 (13), HD ½, ML 6, HP 3, Attack 1d6-1, Thac0 19(+0), MV 90'(30'), Save NM, AL chaotic, XP 5 (10); each has 10 sp, 20 cp, and a short sword.
4. **5 Kobolds:** AC 7 (13), HD ½, ML 6, HP 2, Attack 1d6-1, Thac0 19(+0), MV 90'(30'), Save NM, AL chaotic, XP 5 (10); each has 10 sp, 20 cp, and a short sword.
5. **2 Goblins:** AC 6 (14), HD 1-1, ML 7, HP 5, Attack 1d6, Thac0 19(+1), MV 90'(30'), Save NM, AL chaotic, XP 5 (10); each has 15 sp, 10 cp, and a short sword.
6. **3 Goblins:** AC 6 (14), HD 1-1, ML 7, HP 4, Attack 1d6, Thac0 19(+1), MV 90'(30'), Save NM, AL chaotic, XP 5 (10); each has 15 sp, 10 cp, and a short sword.
7. **1d4+1 Giant Rats:** AC 7 (13), HD ½, ML 8, HP 2, Attack 1d3 + disease, Thac0 19(+0), MV 120'(40'), Save NM, AL neutral, XP 6.
8. **1d4+1 Giant Rats:** AC 7 (13), HD ½, ML 8, HP 3, Attack 1d3 + disease, Thac0 19(+0), MV 120'(40'), Save NM, AL neutral, XP 6.

Unless specified otherwise this level is damp, with cobblestone floors and walls of large cut stone bricks. Lichens and bits of algae are on most surfaces, but not enough to make the floor slick or dangerous – this is purely dressing to flavor the dungeon.

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1. This room is empty with nothing interesting to be found.

2. This room contains a dozen small sleeping cots with crude cushions and pillows of folded cloth. There are five kobolds here, two sleeping, two laying awake on cots, and one sitting against the south wall. Any interaction will waken the sleeping kobolds after one round unless very quiet. If a fight begins, there is a 1 in 6 chance each round of attracting the kobolds from rooms 3 and 4.

5 Kobolds: AC 7(13), HD ½, ML 6, HP 3, Attack 1d6-1, Thac0 19(+0), Save NM, AL chaotic, XP 5 (10); each has 10 sp and 15 cp and a short sword.

3. This room contains three small wooden tables surrounded by small chairs. There are six kobolds here. Four are seated at one table playing dice, while two are playing cards at another table. They have a 3 in 6 chance of being surprised due to being preoccupied with their on going games. If a fight breaks out there is a 1 in 6 chance per round that the kobolds from room 2 will investigate (and attack anyone fighting against their fellow kobolds). If morale breaks the kobolds here will retreat to room 2 (awakening and kobolds their) and then to room 2 to alert the king.

6 Kobolds: AC 7(13), HD ½, ML 6, HP 3, Attack 1d6-1, Thac0 19(+0), Save NM, AL chaotic, XP 5 (10).

There are 75 sp spread across the tables.

4. This room is the main room of the kobold lair. It contains two low, long tables used for eating. In the north-west corner are three small couches. In the south-east corner is a larger chair used as a throne by the kobold chieftain. On the south wall is a painted scene of kobolds battling gnomes, in which the chieftain is depicted in a heroic pose with his foot on a fallen, crowned gnome. There is a pile of empty bottles along the east wall. On the tables are *five bottles of normal wine (1 gp each)*, and *two of fine wine (25 gp each)*. Other treasure is found in a chest against the south wall. This room also contains seven normal kobolds, two kobold warriors, and the kobold chieftain “king Wilhelm.”

7 Kobolds: AC 7(13), ML 8[6 without leader], HP 3, Attack 1d6-1, Thac0 19(+0), Save NM, AL chaotic, XP 5 (10); each carried 20 sp and a short sword.

2 Kobold warriors: AC 7(13), HD 1+1, ML 8, HP 6, Attack 1d6-1, Thac0 18(+2), Save F1, AL chaotic, XP 15 (45); each carries 10 gp, 30 sp, a spear, and a short sword.

Kobold Chieftain: AC 7(13), HD 2, ML 8, HP 9, Attack 1d8-1, Thac0 18(+2), Save F2, AL chaotic, XP 20 (75); He carries a normal sword.

*(If any kobolds have fled from other rooms in the lair, i.e., rooms 2 through 7, they will also be here unless killed elsewhere or otherwise prevented from returning.)*

In the chest against the south wall: 2500 cp, 800 sp, 50 gp, 1 mace, 1 normal sword, 2 sets of human-sized chain mail (the gear belongs to the captured NPC in room 7).

A lever and pulley near the door in the northern wall (to room 18) allow the pit trap at (b) to be raised, lowered, or locked.

A fight here will begin attacking kobolds from neighboring rooms in after three or four rounds (GM's discretion as to how long the time and how many at a time).

5. Near the center of this room is a fire pit with two rabbits and two chickens roasting on a spit (if any goblins or kobolds have been killed on a previous visit to the dungeon they may be on the spit, as could be any PCs killed in or near the kobold lair, if your players are into dark humor). Along the east wall is a small table with some knives and cooking utensils (worth a few copper pieces, or perhaps silver at best, but no more than 10 sp). There are two kobold cooks and Margret the kobold wise-woman (a shaman) here. The shaman functions as a level 3 cleric and can cast *purify food and drink* and *cure/cause light wounds*.

2 Kobolds AC 7(13), HD ½, ML 6, hp 2, Attack 1d6-1, Thac0 19 (+0), Save NM, AL chaotic, XP 5 (10); they carry short swords.

Kobold Shaman: AC 7(13), HD ½, hp 4, Attack 1d4-1, Thac0 19(+0), Save C3, AL chaotic, XP 6 (13); she has a small staff (treat as a club) and an antidote potion (potion of neutralize poison).

If attacked they will call for help from room 4 the second round; help will arrive one round late (two after being attacked), how much should be decided during the encounter but may be the whole lair. This assumes the kobolds in room 4 are still alive.

If the PCs are allied with the kobolds against the goblins, and the goblins have been killed, the shaman can make a potion of antidote and a potion of healing for the PCs using some of the ingredients from room 21 (which the PCs will have to retrieve for her) as a reward.

6. This room contains a couple of small chairs. Opening the door in the south wall will cock a blade trap which will be released if the floor stone (a pressure plate) is stepped; anyone over 4' tall triggering the trap will be hit for 1d8 damage. There is nothing else of interest here.



7. Along the east wall are four statures of human warriors. Tied up in the north-east corner are two wounded humans, Brother Claude (a first level cleric) and Joanni the Bold (a first level fighter). If freed they will help the party, and may (at the GM's discretion) become available for hire as retainers if returned safely to town. They know about the trap on the door to the south (they were injured by it before being jumped by kobolds) and about the cave exit in the north of this level (Joanni found it while exploring the country side and the two enter through it). They have no armor or weapons, having had them taken by the kobolds (who most likely plan on serving the two adventurers as the main course of a feast).

Brother Claude: AC 9 (10), HD 1, ML 8, HP 2  
*[5 if healed]*, Attack fist *[unless supplied a weapon]*, Thac0 19(+1), MV 120'(40'), Save C1, AL lawful, XP 10 (20).

Str 9, Int 7(-1), Wis 14(+1),  
Dex 12, Con 11, Chr 9.

He is still wearing his holy symbol, but has nothing else but clothing.

Joanni the Bold: AC 8 (11), HD 1, ML 8, HP 4  
*[9 if fully healed]*, Attack fist *[unless supplied a weapon]*, Thac0 19 (+1) *[or 18(+2) counting her strength for melee]*, MV 120'(40'), Save F1, AL neutral, XP 10 (20).

Str 14(+1), Int 8(-1), Wis 13(+1),  
Dex 13 (+1), Con 15(+1), Chr 8 (-1).  
She has no gear, just basic clothing.

*Stats for both may, of course, change if armed.  
If healed and hired as retainers morale will change to reflect the charisma of their employer.*

Opening the door in the south will trigger a pair of spears to come out of the walls, one on each side; save versus dragon's breath or 1d6 damage to anyone over 3½' tall standing in front of the door on this side. The door is stuck and must be forced; the force of pushing the door open powers the spears, but it is impossible to open slowly and carefully (insuring the spears will emerge with the speed and force to injure anyone forcing the door).

8. This room contains a mass of webs and a giant crab spider.

Giant Crab Spider: AC 4 (16), HD 2, ML 7,  
HP 12, Attack 1d8 + poison, Thac0 18(+2),  
Save F1, AL neutral, XP 25 (100).

Scattered on the floor beneath the webs are: 18 gp, 51 sp, 2 agates worth 100 gp each, and a platinum belt buckle worth 100 gp.

9. This room is empty.

10. There is a broken love seat tossed near the south-west corner. There are also two giant locusts here:

2 Giant Locust: AC 4 (16), HD 2, ML 5,  
HP 11, Attack 1d4 or stinking spit,  
Thac0 18(+2), MV 60'(20'), Save F1,  
AL neutral, XP 30 (125).

Hidden in the back of the love seat is a small bottle containing a potion of gaseous form.

11. This room is empty. The north-east entrance (a) has a pit has 15' deep pit with a human or humanoid skeleton in the bottom; this is a pit trap sprung by a previous adventurer.

12. The room seems empty. Careful examination reveals that the center of the room contains an unusually large, flat flag stone in the floor. This stone can be lifted to reveal a shallow compartment containing a pair of stone coffers. Each coffer contains 800 sp and a poison needle.

The exit in the center of the western wall (a) has a pit has 15' deep pit with a human or humanoid skeleton in the bottom; this is a pit trap sprung by a previous adventurer.

13. This room contains an octagonal pool of crystal clear water with a fountain in the center. Drinking from the pool will heal 1d4+4 points of damage up to once per day per drinker.

The tunnel to the north widens into a cave which winds a few hundred feet to an exit hidden behind some bushes at the bottom of a hill a few hundred feet from the castle. The PCs should not allowed to find this from the outside before hand (at least without spending days exhaustively searching the nearby country side). However, once they have used this exit they will

remember where it was and may use it as an entrance on future visits to the dungeon. This tunnel is used by the goblins to enter and leave for hunting and raiding; it was used by the kobolds before the goblins arrived.

**14.** This otherwise empty room will contain four goblins when first entered. These are scouts exploring and harassing any kobolds they meet, though unlike wandering monsters they occupy rooms for periods of time. If not killed (or removed from the dungeon by some other means) they will move to a different room for subsequent visits to the dungeon; each time the PCs visit the dungeon after first encountering these goblins roll 1d8+8 to determine which room they will be in and not “goblins from room 14” at that room. Where ever they are found on a given visit to the dungeon they will remain in that room until the PCs have left and returned. There is a good chance the kobolds know where these goblins are, and may use killing them as a test for an alliance.

4 Goblins: AC 6 (14), HD 1-1, ML 7, HP 4, Attack 1d6, Thac0 19(+0), MV 90'(30'), Save NM, AL chaotic, XP 5 (10); they have short swords.

**15.** This room contains the scattered bones of various animals (such as deer, sheep, and rabbits), revealing that it may have once been the den of some predator. Beyond that there will be nothing else here on the PCs first visit to the dungeon, and it will remain otherwise empty so long as no goblins have been killed or injured.

If the PCs kill any goblins there will be a young ogre here on their next visit. The ogre is young (barely 8' tall) and inexperienced, only wielding a small branch (treat as a club) as a weapon rather than the larger maul-like logs often used by more mature ogres. The goblins have paid the ogre to set up camp here and act as a guard. He will ask characters trying enter for the password (“good pool”) – clever and fast talking PCs may be able to get the ogre to give up the password if they talk to him and can manipulate him in the right way.

Ogre: AC 5 (15), HD 4+1, ML 10, Attack 1d4+2, HP 11, Thac0 15(+5), MV 90'(30'), Save F4, AL chaotic, XP 125 (240).

Once the ogre has moved in there will be a sack containing 150 gp in the room among the bones. Once the ogre has been killed he will not be replaced (unless the dungeon is restocked for a new adventure at some future time).

**16.** This room has quarried marble floors, walls, and ceiling. Tattered tapestries hang on the walls. On a marble pedestal against the center of the eastern wall is a statue of a noble lord (baron van Webb, at one of them in the line that once lived in the castle). The statue is carved from a translucent white stone, and wears platinum and garnet medallion pendant worth 250 gp. At its feet is a **brass key for the gate to area 22**. The statue is a living crystal statue, and will attack anyone who tried to remove the pendant, or who tried to move or attack the statue. Otherwise it will do nothing, appearing to simply be a normal statue.

Living Crystal Statue: AC 4 (16), HD 3, ML 11, HP 12, Attack 1d6 x 2, Thac0 17 (+3), MV 90'(30'), Save F3, AL lawful, XP 35 (145).

**17.** This room is full of bones, rags, and garbage. (This is the basically the kobolds' dumpster.) Four giant rats live here.

Giant Rats: AC 7 (13), HD ½, ML 8, HP 2, Attack 1d3 + disease, Thac0 19(+0), MV 120'(40'), Save NM, AL neutral, XP 6 (13).

In the garbage are an agate worth 10 gp, a turquoise worth 10 gp, and an onyx worth 60 gp, which may be found by carefully search through the garbage. Searching the garbage will take two turns.

**18.** This room is empty except for an empty chest in the center. There is a rope attached which leads up to a log hung from the ceiling by ropes. Opening the chest or cutting the rope will cause the log to swing down and hit anyone in front of the chest for 1d8+1 damage unless they make a saving throw versus dragon's breath.

The short tunnel to the south (**b**) contains a 10'x10' pit trap 10' deep. The kobold lair in room 4 is clearly visible to anyone looking through the passage, but entering it will cause

the floor to swing open beneath them, dropping them into the pit for 1d6 damage and trapping them unless they are helped out or (if a thief) climbing out at – 20% penalty (due to the doors). The kobolds in room 4 will immediately be alerted; they can raise the floor back up (and even lock it in place using a level by the door) from their side.

**19.** There is an bronze gate in the west wall, through which can be seen a 20' wide passage, lined with marble and with a tattered red and blue carpet done the middle. The gate is locked but can be opened with the key from room 16 or picked with +20% chance.

**20.** This room has wall sconces with torches every 20' along the east and west walls. The center contains a camp fire. Ten sleeping bags are spread around the room. There will be five goblins here at any time (unless they have been killed). This is the camp for the goblins who have been looting and would like to displace the kobolds to set up a permanent lair.

5 Goblins: AC 6 (14), HD 1-1, ML 7, Attack 1d6, Thac0 19 (+0), MV 90'(30'), Save NM, AL chaotic, XP 5 (10).

Each has 10 sp, 8 ep, 5 gp, a short sword, and goblin-sized scale armor.

Turning the sconce in the north-west corner of the room will open a secret compartment containing a chest, which is immediately beneath the sconce. The chest contains 200 ep and has a false bottom that may be smashed, pried loose, or found and removed as if a trap. Under the false bottom is a bag of holding.

#### **Bottle Contents (Room 21)**

1. Blue powder, does nothing
2. Brown powder, causes gagging
3. Green liquid, save vs. poison or vomit
4. Colorless liquid, save vs. poison or die in 1d4+1 turns
5. Purple liquid, save vs. poison or become confused\*
6. White power – salt

#### **21. Alchemy Lab:**

The south wall is lined with tables on which are various jars, flasks, and beakers, and empty. There are three cauldrons along the west wall: One with disgusting water, one which is empty, and one with a substance that burns for 1 point of damage per round until washed off. There are cobwebs in all corners and on the ceiling.

Under the table is *a small chest containing bottles of powers, liquids, and amazingly preserved herbs*. The PCs cannot identify them, though an alchemist will pay 20 gp for them (they are worth more), and the kobolds will accept them as a token of friendship (the kobold shaman can brew a few simple potions, notably antidote and healing). Otherwise they are worthless. If a character eats/drinks/tastes the contents various things may happen.

7. Orange flowers – feel drunk
8. Green herb – save vs. poison or die
9. Brown herb, does nothing
10. Red power, save vs. poison or vomit
11. Greenish power, burns mouth
12. Yellow Power, does 1d4 damage

\* Confusion lasts for 2d4+1 turns; confused characters get a -2 penalty on all rolls (+2 where higher is better).

# Castle van Webb: Cellars & Tunnels



## Level 2: The Crypts

If the gates at room 22 is left open wandering monsters are the same as those from the following area (cellars and tunnels) except the an 8 will bring the ghouls from room 28. If the gate is closed only and 8 (the ghouls) brings an monster (ignore lower rolls).

This area is all encased in cut (and at one point, polished) marble – the walls, floor, and ceiling are all covered in large marble slabs imported from another land (this is not the natural stone of the area). In general, the area has the architecture and decoration typical of a mausoleum. There is an empty and uneasy silence throughout, fitting a place where only the dead are found.

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**22.** This is a 20' wide, 100' long hall with marble walls, floor, and ceiling. A the tattered remains of a 10' wide red and blue carpet, ruined by the decay of centuries, runs down the middle.

The gate at the west, connecting the crypts to the cellars and tunnels of the last area, can be picked with a +20% chance of success or can be opened with the key from room 16.

**23.** Hear the hall widens to 40' north to south for a run of 30' east to west. There are six marble sarcophagi here, three each on the north and south wall (one in each 10' square). Each contains an animated skeleton, which will rise and attacked if its sarcophagus is opened.

Skeletons: AC 7(13), HD 1, ML 12, HP 4, Attack 1d8, Thac0 19(+1), MV 60'(20'), Save F1, AL chaotic, XP 10 (25). Each wears a simple silver ring set with a small amethyst worth 25 gp and has a normal sword.

The first time a PC opens a sarcophagus the skeleton with that sarcophagus will rise to attack. If a second sarcophagus is opened all five remaining skeletons will rise to attack, opening their own sarcophagi as needed.

**24.** This is the main hub connection the crypt, catacombs, and other areas. The high (40' up in the center) vaulted ceiling is supported by six sturdy yet elegant marble columns. It is the abode of a ghostly child named Frederick, son of Alphonzo I of the van Webb family (whose statue was found in room 16, and who now resides in room 27). He cannot be killed or harmed in any way, nor can he do any actual damage to the PCs (though if treated badly he produce an aura of fear forcing all living being

to flee unless they make a saving throw versus spells). He can provide information related to his death (he was killed by his father who had become a wight) and the general layout of the castle. He doesn't know anything that a child wouldn't be aware of or that has happened since his death nearly six centuries ago – or the the GM doesn't want to reveal or does know of want to improvise. He also has no idea how much time has passed, existing in a sorrowful eternal now. ***If the wight in room 27 is killed he will be laid to rest***, coming to say his final fair well and thank the party before fading away. Laying him to rest will earn the party 100 XP.

Frederick van Webb (Lesser Haunt): Stats generally not applicable; AL neutral, XP 100 if laid to rest.

### 25. Chapel:

This is a chapel of the Church of Divine Law (or the dominant lawful religion of your campaign world). There are three rows of pews and an altar at the far end from the door (north). In the center of the altar is a large lawful holy symbol. On the right hand side of the altar is a leather bound parchment book, ***a hymnal*** worth 20 gp. On the left side is partially burned down candle; the is a ***candle of protection*** with four hours/uses left. (While lit it will light a 40' radius, and undead must make a saving throw vs. spell to enter the lit area, and keep making saving throws each round; it has 4 of its original 24 hours left, but each use, no mater how short, uses up an hour.) A cubby hole in the back of the altar holds ***three vials of holy water***. In front of the altar is a low (about 2' tall) stone platform for holding coffins and displaying the body during a funeral.

A stair on each side of the south end leads to a balcony with an extra pew on each side.

**26. Catacombs:** The walls are lined with cut-ins containing skeletons (dead, not animated). There is nothing else of interest here.

**27. Crypt of Alphonzo I van Webb:**

The door to this room is locked but can be opened with the key from room 16, the same key that opened the gate between rooms 19 and 22. On a raised dais is a marble throne. To the north is an open sarcophagus, while to the south is a sealed granite chest coffer containing burial goods. Sitting in the throne is Alphonzo I, a wight.

Wight: AC 5 (15), HD 3, ML 12, HP 14, Attack energy drain of one level, Thaco 17 (+3), Save F3, AL chaotic, XP 50 (125).

In the coffer are: 700 gp, 800 sp, an ornate mace +1 (resembling scepter at first glance).

This is a real test of the players – Alphonzo is very dangerous and should be fought tactically. The lesser haunt (Frederic) in room 24 should be used to slip hints to the danger if PC are willing to talk to him.

**28. Catacombs:** This area is much like area is much like room 25, with cutouts of the wall holding skeletons (which if examined have clearly been gnawed on). The big difference is that two ghouls live here, now starving as all the available corpse meat has been eaten long ago.

Starving Ghouls: AC 6 (14), HD 2, ML 12, HP 7, Attack 1d3+paralysis x 3, Thaco 18(+2), MV 90'(30'), Save F2, AL chaotic, XP 25 (100).

(If they have been killed as wandering monsters they will not be here.)

**29. Seance Room:**

This room contains a carved marble chair with a small stone altar in front of it. Coming out of the altar is a gold-plated bronze receptacle resembling a goblet with a hole in the bottom leading through the stem and into the altar; it is attached and cannot be moved by any non-destructive means. If a either full wineskin/bottle of wine or one full vial of holy water is emptied into the goblet a spell will activate: If a recently deceased body is in the chair this will similarly to a *Speak with the Dead* spell, allowing the everyone in the room to converse with the spirit of the deceased individual for up to eight rounds. Otherwise a random spirit will be contacted; a misty, indistinct figure will appear in the chair and answer 1d3 questions. The chance of accurate info is as follows:

About Crypts: 90%

About Dungeon: 75%

About Local Area: 50%

Other: 25%

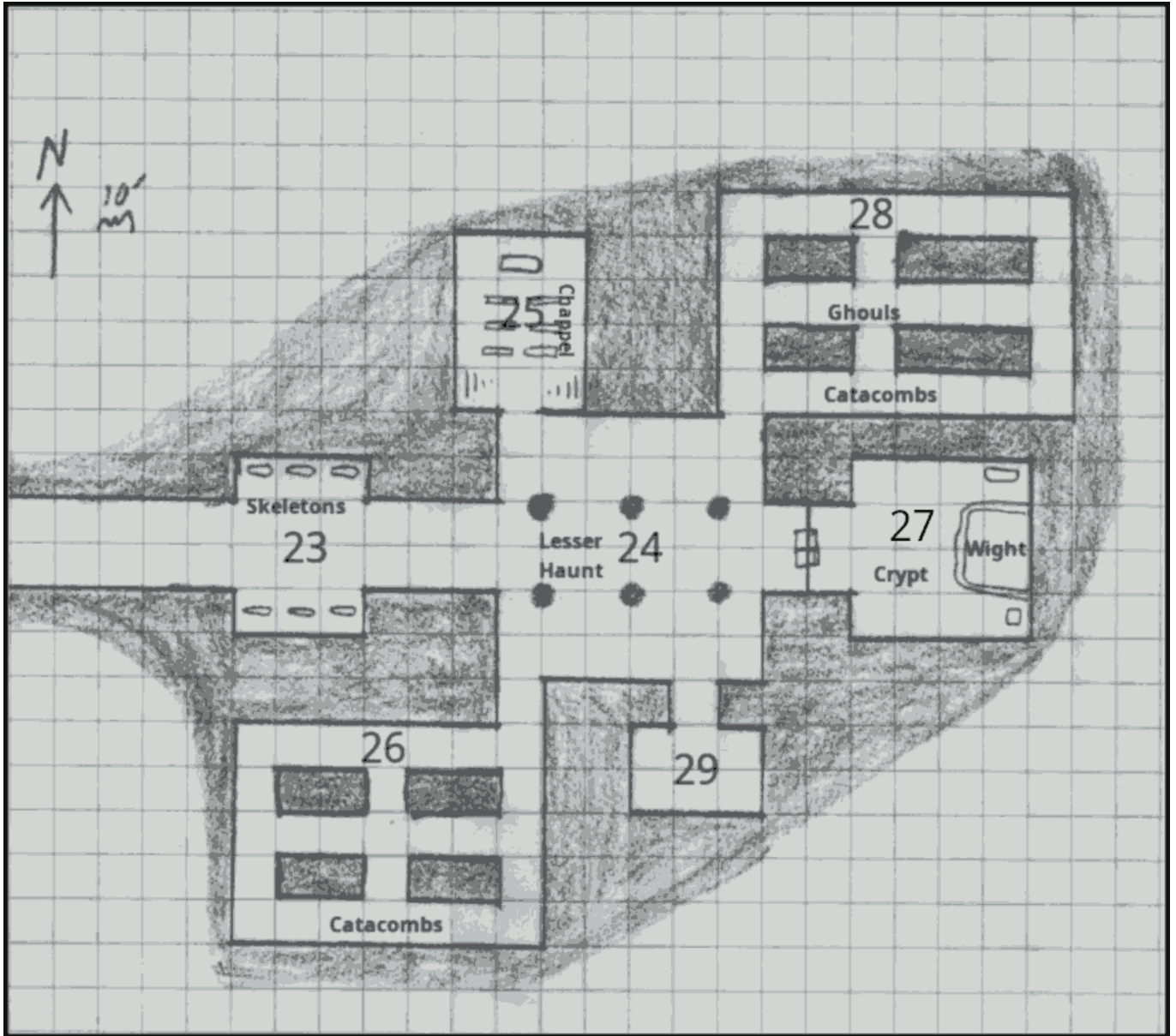
*If accurate information is not gained roll again using the same chances to determine if the answer is incorrect or just "I don't know."*

A plaque on the front of the altar reads:

*"The dead to thirst,  
Just as you,  
And may tell us,  
What they knew."*

This should (will) never reveal campaign/adventure breaking info (such as "spoilers" or solutions to mysteries or core challenges), from beyond this dungeon, but can give any useful info about the dungeon and its inhabitants.

# Castle van Webb: Catacombs



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