

Toys of the Mad Man

Develop By Irving Galvez

This adventure is taken from the GAZ1 The Grand Duchy of Karameikos by Aaron Allston from plot basic adventures ideas page 62. I just take credits in trying to develop the idea. The Gaz1 says:

“Baron Ludwig Von Hendriks is bored, and to alleviate his boredom decides on a game. He has his minions kidnap men and women from all Karameikos (using drugs and magic to do so, of course), then place them in some horrid situation from which they must escape – for instance. He stocks a dungeon with monsters, and places his victims at the very bottom of the dungeon. If the characters get out alive, they’ll be free – so he says.”

“The player – characters (and some NPC’s, a few to be eaten by monsters and a few to be-friend the pc) must fight and think their way out if they’re to survive. The net result is a mixed group of adventurers from all over Karameikos – men and woman who’ve fought alongside one another and who have a common hatred of the Black Eagle Barony.”

So what I did was to adapt the idea to my current campaign. My campaign is set at Karameikos at 1000 AC. The main theme of my campaign is call **BLACK EAGLE DOWN**. So in several adventures my PC’s have been taking down operations of Black Eagle and Iron Ring Society. By this adventure the Baron take some revenge and capture the PC’s. Then put them in a mace dungeon above Fort Doom with other slaves. With little weapons and tools they must battle to find a way out in the mace dungeon full of traps and monsters.

As background the first adventure they play was The Eye of Traldar so I’m putting this dungeon down the original dungeon that came in this adventure..

This adventure is for 4-6 PC’s from 1-3 level and it start when they are capture unconscious. They wake up in room number 1 without any equipment. To the north it has a door, to south and east archways with cell doors. There are in total, with the PC’s, 15 people. Half of them normal traladaran men or women, the PC’s and the rest are npc.

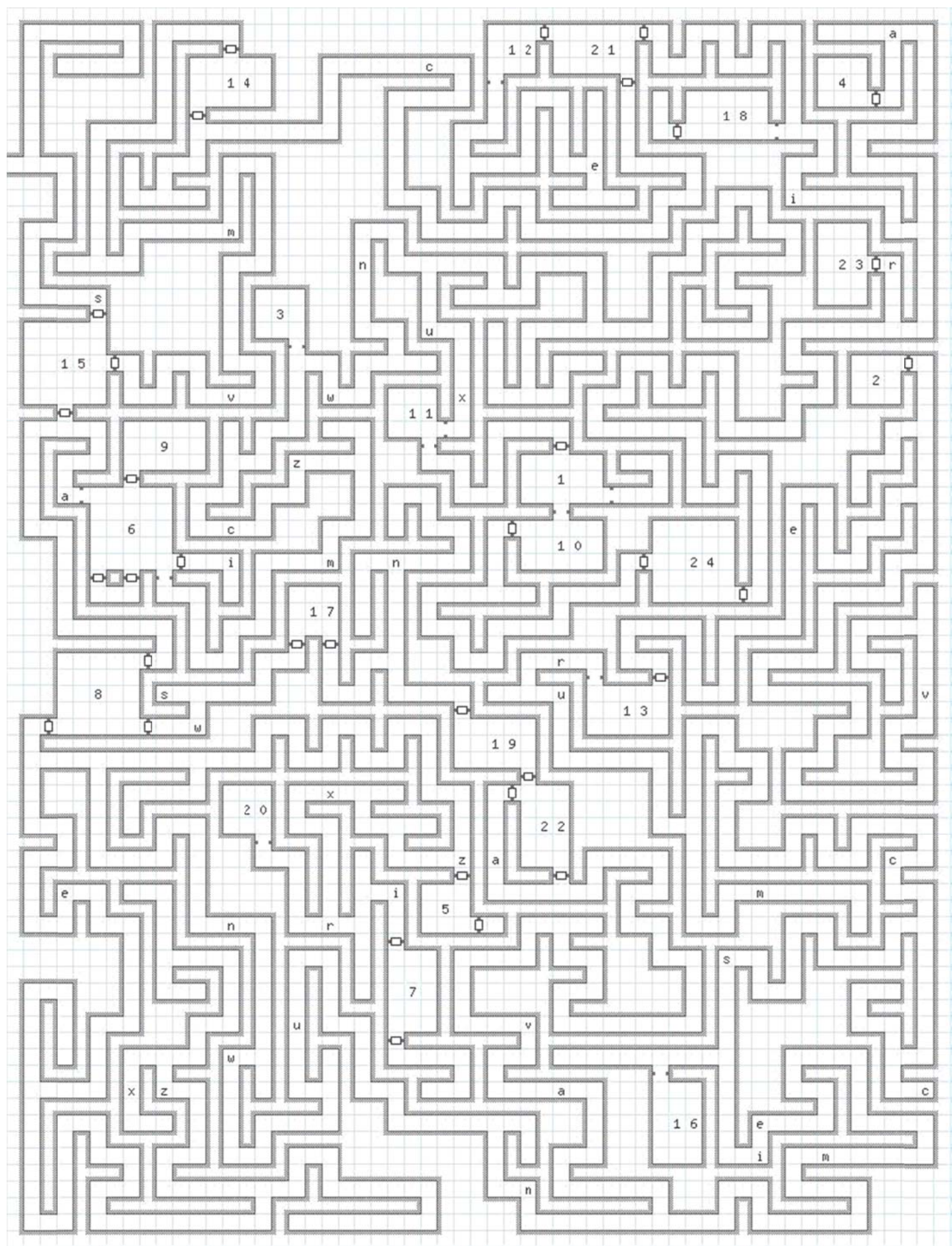
The NPC are:

- Dimitrov Klovish (T lvl 2 NE)
- Miroslava Vlechev (F lvl 1 LN)
- Nicolae Borevich (C lv 2 LG)
- Claus Flamelov (MU lvl 1 CG)

A voice is heard in the room. The voice says "Welcome to my dungeon. I'm Baron Ludwig Von Hendriks. The last lord you're going to worship. Most of you will never leave this place. You will die here!!!! Don't question why you're here most of you mess with me. In the middle of the room there are items conceal in a trap door. You just have 10 seconds to take one item if you take more you will immediately die." The trap door open and they PC's must roll 1d20 to see what item you can pick up. Maybe you can make a normal man take 2 objects just for the PC's to see he get kill with a magic missile from a hidden location.

- | | |
|---------------------------------|----------------------------------|
| 1.- Dagger | 2.- Torch |
| 3.- Scroll with a Joke | 4.- Rope |
| 5.- Cap | 6.- Flask of Oil |
| 7.- Bag with Sling and 10 rocks | 8.- Potion of Healing |
| 9.- Sword | 10.- Flask of Beer |
| 11.- Scroll Magic Missile | 12.- Bag with Leather Robe(-1AC) |
| 13.- Utility Knife (1-3 dmg) | 14.- Whip |
| 15.- Shield (-1AC) | 16.- Bag with bread |
| 17.- Tinder box | 18.- Mace |
| 19.- Club | 20.- Water Skin |

Whenever everyone take a thing the trap door close. Again the voice speaks. "In 10 seconds all 3 room ways will open chose your path and die good." Here the important thing is that you divide everyone in 3 groups so that each take a path. Roll a d6 and divide it by 2 and that's the people that will follow the PC's. You can put one NPC with them. Everybody else goes different way. From there on most of the other prisoners will die. And the ones that go with the PC's might survive. NOTE when the PC's encounter a prisoner dead body they can get an extra object from the 20 item list. All traps can be detected and deactivate with a thief on a successful roll.



Corridors

a	Pit Trap mechanical; location trigger; manual reset; save vs dexterity ; 40 ft. deep (2d6 dmg, fall);
c	Several alcoves are cut into the walls here
e	A narrow shaft falls into the corridor from above
i	Someone has scrawled "This paladin is dead" here
m	Scything Blade Trap mechanical; location trigger; automatic reset; DMG (1d8);
n	A chute descends from the corridor into a natural dead end cavern below
r	Fire Trap spell; spell trigger; no reset; spell effect (Fire Trap DMG1d4+3 fire, save vs spells half damage)
s	The walls here have been engraved with geometric patterns
u	Numerous pillars line the corridor
v	A group of demonic faces have been carved into the walls
w	A 5-foot wide chasm cuts across the corridor
x	A chute descends from the corridor into a natural cavern below dead end
z	Stone Blocks from Ceiling mechanical; location trigger DMG (2d6, stone blocks);

Wandering Monsters

1	4 x Orcs AC 8 HP 3,6,5,8 DMG 1-2, lost and desperate
2	1 x Bugbear AC 6 HP 24 DMG 1-3, scavenging for food and treasure
3	1 x Giant Spider AC 5 Hp 16 DMG , tracking the party
4	6 x Goblins AC6 Hp 6,3,4,7,2,8 dmg 1-2, lost and desperate
5	1 x Centipede AC 5 HP18 DMG 1-6 sav parali , actively patrolling his territory
6	5 x Black Eagle Guards (F1), tracking the party If kill they got key room 15

ROOM INFORMATION

ROOM 1

You start here already describe.

ROOM 2

This is a small room. There are several paintings of the Baron hunting, in one painting he is ripping the heart of a deer and you notice the heart is a gem. If any player touch the gem a gas trap is trigger. Everyone must save vs spell or sleep from 1 to 4 rounds. The gem can't be pull out of the wall.

ROOM 3

This room is full of remaining's of furniture. There is a dead body here. There are 6 goblins without any weapon (AC 6 HP 3,4,5,3,7,6 dmg hands 1. They will attach with their hands. The only thing they got is a bag with 12 royals (gp). If they hit they will only do 1 point of damage.

ROOM 4

This door is lock they need only to break it with 10 hp of dmg. The intention is they can't close the door. The smell of this room is horrible there are 4 hungry wolves (AC9 Hp 4, 6, 3, 8 dmg 1d4). They haven't eaten in a week so they will be extremely aggressive.

ROOM 5

A single 4 level human fighter equip with chain mail, shield and normal sword Str13 Dex13 AC3 HP 22 DMG 1-8+1. He will attack any one on sight. This is a crazy person his mind only reason with dead. There is another prisoner dead body here. The other door is concealed. You will need to do 50 hp of damage to break it. There's a chest with a short bow with 3 arrows and a potion of healing there.

ROOM 6

This room smells decomposed meat and has a lot of garbage.. There are 5 bodies and one prisoner dead body in the floor. As soon the PC come in they start to move they are zombies. AC 8 hp 5,9,11,7, 14 DMG 1-8 claw. You'll find 25 coronas (sp).

ROOM 7

This room is divided, in the middle of it a 30 foot pit with spikes. On the other side opposite, where the PC's enter, there is a long table use like barricade. There are 5 goblins (AC 6 HP 4,6,5,3,7 dmg rock 1-2 hands 1) behind it they got stones, tomatoes and apples that they are going to start throwing at the PC's . The only way to get to the goblins is to make a jump at the pit (dex check), If fail they fall to the pit taking 1-6 hp of damage. The PC's can also use the rocks goblins throw to attack back. When they kill the goblins they find some food and 8 royals (gp) and 20 koppecs (cp).

ROOM 8

This room has 3 beads and a small chest in it there are 3 Bugbear (AC 5 hp 23,18,30 DMG hand 1). This bugbears are cowards whenever 1 or 2 die they will run away. The chest has 14 royals (gp) and 35 coronas (sp).

ROOM 9

This room has remains of blood in it. There is a blade trap. The trap will do 1-8 of dmg. Dexterity check will half damage.

ROOM 10

There are many obstacles in the room. Big rocks and wood hanging from ceiling or coming out from wall. Whenever they enter this room a darkness spell trap is activated. They have to roll 1d6. If they roll 1-2 they get out of the room without damage. If not they get hit by wood or fall down by obstacles they receive 1-2 damage each time they fail the dice roll until they can get out room.

ROOM 11

The room has a pool of water 10 feet deep and there's a small isle with 3 orcs in the center. They have daggers (AC6 HP 5,7,6 dmg 1-4). Their orders are not to let pass any one or they will die. They got advantage over PC's because they have to swim to get to them. Except if PC's got a sling or a bow in that case the orc will need to go for them and they will be in disadvantage. One has a bag with 3 royals and 20 coronas.

ROOM 12

The room has a painting with Black Eagle looking mad and an inscription that says "Dead is only the beginning". This room has 6 skeletons without any weapon they will attack (Ac 8 HP 4,6,8,3, 4,5 Dmg 1-2).

ROOM 13

In the middle of this room there is a Statue of Black Eagle baron pointing south. This is only done to misdirect the PC's.

ROOM 14

Here you will find 6 goblins equipped with leather armor, shields and swords AC5 HP 6,8,5,3,4,6 DMG 1-8). There are 3 bodies of prisoner in the floor. They will only attack if the PC's tries to pass thru the room. They will try to make them go back and find other way out. They know if the PC's pass they will be close to the exit and the Baron want them to suffer more so instruction are not to kill but if the PC's still want to pass they will fight. They have 25 Royals and 129 Kopecks..

ROOM 15

Maze barracks. Here is where the Black Eagle Guards lock the maze and sleeps. If they haven't found the Black Eagle Guards in random encounter they will be here waiting for them they have the key to open the door to escape. If they were already kill this room will be empty. There are 5 beds with 5 chests. Each chest has cloths and 1-8 royals. There is a map of the maze. (AC 5 HP 6,5,7,8,4 DMG 1-8)

ROOM 16

This room is fill with garbage. There are a lots of rats but not aggressive. If they search they find a mace.

ROOM 17

This room is filled with webs. There are 2 giant spiders that will attack the PC's (AC6 Hp 13, 16 DMG 1-4 but save vs paralysis or be paralyzed from 1-4 rounds). Here they find 2 dead bodies of other prisoners and 3 goblin dead bodies. In a goblin you find 10 royals.

ROOM 18

This room has no floor. It only has some separate pillars that the PC's can use to jump from one to another. Dexterity check needed. If the PC's fall down there is a fall of 30 feet but they don't get damage because it has water. They will need the rope in the next door to be pulled out, there is no way to climb back, unless there is a thief in the party. The door at the end of the room has 3 iron rations and a rope. They have to check again dexterity to go back. If all fall down let one day pass by so they feel helpless and then make someone throw a rope so they can continue suffering in the maze. It can be one prisoner helping them and joining the group.

ROOM 19

This room is flooded. The water almost covers a normal human. Hiding in the waters there are 3 unarmed lizard men that will try to drown the PC's (AC 5 Hp 13,10,15). They don't have anything of value.

ROOM 20

This is a torture room there is a chained kobold. If they unchain him he will help them fight to escape.

ROOM 21

There is a chest in the middle of the room. And on the wall is a painting of Black Eagle smiling and an inscription that says "Here is the beginning of death." If they open the chest, a gas will be delivered, they have to save vs paralysis or become paralyzed 1-4 rounds. In the chest are 2 potions of healing.

ROOM 22

This room is full of dead tree leaves and hiding below them is a giant centipede that attacks PC's (AC5 hp 26 DMG 1-6 Save vs paralysis or be paralyzed from 1-4 rounds). There is a body of a dead prisoner here.

ROOM 23

This room has ropes hanging from the ceiling. They see that all the floor is a big black bottomless pit. But the real pit is the one in front of the door that is 10 feet square. The rest is a painting in the floor. In one corner of the room is the only visible place they can stand and it has a 20 arrows quiver and 20 rocks for sling. To get to it they have to hang by the ropes or figure out they the only pit is the one in front of the door. There are 5 hanging ropes they have to do a dexterity check for each rope. If they fall in the real pit they will get 2d6 of damage. In the bottom of the pit there is a dead body with a cure light wounds scroll.

ROOM 24

When the PC's enter the room the doors are concealed and can't be broken or opened unless they solve the puzzle. In each wall there is a question with a small platform to put one object. In the middle of the room there are 4 small statues of the Black Eagle Baron. They have to match the statue with the question. If they put a wrong statue in the question from the walls darts are thrown to the PC's doing from 1-4 points of damage. When they put the statues in the correct order the doors open again.

First Statue is the Baron smiling.

Second statue the Baron mad.

Third statue the Baron with a sword.

Fourth statue Baron with a crown.

Questions and answers.

1.- When I capture my enemies I?

A.- Statue of Baron Smiling

2.- When my enemies beg for life I?

A.- Statue of Baron with sword

3.- When an enemy attacks me, I?

A.- Statue of Baron mad.

4.- When an enemy asks me who I am, I?

A.- Statue Baron with a crown.

Finishing the adventure

After room 15 they find the way out of the maze. They realize they get out to the sewer system of the Black Eagle Barony. (Optional) if the PC's still have good HPs you can run a Black Eagle guards encounter in the sewers with the same information of the guards in the maze.

In my campaign my players had played Eye of Traldar so they already knew the sewer system and find the way out to the spy house from the adventure Eye of Traldar. But you can finish as you want taking them safe to Luin.

Conclusion

If the players escape their hatred for Black Eagle will grow. But they also know that the baron already is after them. So from here you can play many Iron ring or Black eagle adventures.

When I play this adventure, my players they tend to get a little desperate because the maze dungeon but that's the point that they feel lost. Sometimes as DM we center all adventures at the players and then they feel all powerful. I find with this adventure that they struggle and sometimes felt their character were going to die. So as players they started to value the game and some of them just stop playing the typical go kill win money game. Hope you enjoy it.

Extra credits

Map done with [DONJON](#) random dungeon generator.

Final Notes:

You can leave your comment at irvinggalvez@gmail.com