

Dungeons & Dragons

RATS CASTLE

AN ADVENTURE FOR 4-9 CHARACTERS OF 1st-5th LEVEL



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Valiant They Were

Introduction

The adventure is a two part adventure: the first involves the PCs joining the Watch and engaging in training exercises to familiarise the players with their Character sheets. The second part is a mini adventure involving the clearing of a small disused castle at the edge of the Estate.

Starting Characters

If the players do not have characters yet, it is necessary that they roll up new characters. Don't provide them with starting gold or equipment beyond 3d6gp. They will get what they need from the Watch.

Background

The population of Estat di Marilenev has recently been decimated in a military revolt. The Marilenev are all but extinct, save the Lady Magda Marilenev who alone was spared the Sword of Duke Stephan Karameikos. The uprising depleted the estate of Marilenev of men with the slightest combat training. In the months after the brutal conflict it was necessary to recruit young folk from the estate to be trained in the village watch.

Important NPCs

Noto: 4th level Lawful Dwarf; 17hp; S12, I10, W10, D13, C12, Ch10. Noto is a Watch Sargent under the authority of his kinsman, Felsord.

Felsord: 5th level Lawful Dwarf; 26hp; S17, I13, W13, D16, C10, Ch9. Commander of the Watch, Felsord took the post because the Marilenev revolt emptied the village watch of everyone. He has realised that they need to recruit a new watch to defend the village and ultimately the estate.

Pontifus: 5th level Neutral Cleric; S12, I7, W14, D7, C12, Ch12. In the aftermath of the Marilenev Rebellion, Pontifus invaded the castle and placed himself in charge of the day to day bureaucracy. He cant simply seize power because the Duke will behead him like the Marilenev Clan. So he is selling off assets of the estate and looting as much of it as he can. The Adventure component of this module involves clearing Rats Castle which Pontifus is selling off once he has the PCs clear the Ruins.

Welcome to the Watch!

The PCs are summonsed to the Watch. They have been volunteered along with several other individuals to the Watch.

NPCs Recruited to The Watch

Benelux: 1st level Neutral Cleric, 6hp; S11, I9, W14, D11, C12, Ch9.
Spelmazon: 1st level Neutral Cleric; 5hp; S8, I12, W15, D6, C16, Ch11.
Chump: 1st level Lawful Cleric; 1hp; S8, I6, W12, D15, C4, Ch10.
Nordak: 1st level Lawful Magic-user; 4hp; S11, I10, W11, D7, C14, Ch14.

Grobar: 1st level Lawful Fighter; 7hp; S14, I11, W13, D10, C10, Ch9.
Waka: 1st level Neutral Fighter; 7hp; S16, I18, W11, D9, C9, Ch9.

A Dwarf with a greying beard steps up onto a stone step and looks about at the diverse recruits as a second stands near him. "They are a worthless lot of teat pullers Commander Felsord." The younger dwarf says as he talks to the older dwarf on the stone block who replies: "They are at that Sargent Noto." The old Dwarf looks you over. "Welcome to the Watch!" Commander Felsord's voice is quite loud. "You will hafe noticed that the Estate of Marilinef has been depopulated of its able bodied men thanks to some stupidity about who is in charge of Traladara." "Duchy of Karameikos." Noto reminding the Commander of the current situation.

“The Grand Duchy of Karamaikos.” The Commander loudly informs the gathered recruits. “I suggest you get use to it – its here to stay.”

“Sargent Noto will have the task of turning you into Guardsmen of the Watch capable of defending this fillage and the estate from the raiders now preying on its outlying farms.”

Training Day

The PCs and other NPC recruits are gathered in the yard. Sargent Noto will require the Player Characters and NPCs undertake specific training:

- To learn how to use a Sling by practice hitting targets at maximum sling range by rolling to hit AC1 earning 1xp per natural 20 rolled on an attack roll;
- To fight in a non lethal tournament round robin with clubs (1d4) until reduced to unconsciousness (zero hp) where every character (PC and NPC) must fight every other character once. Each victory earning the PC 10xp.

Along with an undead Ghoul kept in a cage in the cellar for potential clerics to practice turning, and various opportunities for thieves to undertake skills testing in the outdoors as scouts.

All this to determine a military ranking in the Watch and have the PCs and NPCs earn experience in the basics of their character classes.

Sling Practice

“All right you dogs!” Sargent Noto is just as loud as the Commander.

“You will now take turns standing on that stone-” He indicates a block in the yard. “and you will fire stones at the target at the far end of the yard with a sling.”

“You will do so until you hit three bulls eyes.” He smiles. “Of Course every miss will cost you one copper piece of the income you will be paid at the end of the month.”

“Begin!” He throws a leather sling into the yard.

Each morning the PCs get to use a sling for target practice until they get three hits at AC1. Every miss, 1cp is deducted from the PCs monthly

income. It begins at 50cp increasing per rank.

Day 1: Sling Training/NPCs

<u>NPCs</u>	<u>Misses</u>	<u>Critical Hits</u>
Benelux:	-37	+1xp
Spelmazon:	-41	+1xp
Chump:	-27	+1xp
Nordak:	-36	+2xp
Grobar:	-70	+2xp
Waka:	-19	+2xp

Fight Club

“So you are feeling tired from all that Sling practice?” Sargent Noto spits on the ground. “This afternoon you are going to fight for who gets the bunk to sleep on.” A grumble rises from a few of the recruits.

Sargent Noto selects a PC slapping the PC in the gut with a club for 1hp damage. The Player Characters can now fight each other using their character sheets. Have them roll for initiative, and undertake rolling hit rolls against each others armour class until one or the other is reduced to zero hit points and are unconscious.

“Now!” Noto holds up a pair of wooden clubs.

“You two!” Sargent Noto hands clubs to Spelmazon and Chump.

“Fight!”

Spelmazon gains the initiative and drops Chump with a single, all too accurate blow from his club.

“Well done Spelmazon- a perfect hit!” After Sargent Noto examines Chump’s body he stands erect with an angry look on his face and spits at the ground. “He’s dead.”

Sargent Noto pulls the corpse over his shoulder like a sack of vegetables and walks toward the Chapel leaving you all to stand around in shock.

Ask the PCs what they wish to do. If they do not follow Sargent Noto read the following:

After several minutes Sargent Noto exits the chapel with the corpse of Chump on his shoulder and heads for the Graveyard.

“You lot, With me.”

Otherwise read the following:

Sargent Noto enters the Chapel and lays the body of Chump out in the Chapel'

"You!" the Dwarf demands the attention of a servant. "Fetch the Chaplain." The Servant flees in a hurry and it is after several minutes that the Chaplain, a tall fellow with black hair, arrives in a fluster.

"What is it Sargent Noto?" The Chaplain is loud and demanding.

"What's this about a body?"

"A Training Accident." Noto looks about at the recruits gathered.

"This one took a club to the head."

"Is there anything you can do for him?" The Chaplain examines the corpse of Chump, prays momentarily and then looks up.

"I have done what can be done for him." The Chaplain rubs his nose with the back of his hand. "You and your men can bury him in the Graveyard in the Village."

Alright." Noto hoists the corpse over his shoulder and heads for the graveyard nodding in the direction of the gathered recruits.

"You lot are with me."

All this should alert the players to the prospect that unless a powerful Cleric is available to raise them from the dead, Death is final.

A Chump's Funeral

Read the following:

On reaching the Grave yard, Sargent Noto drops the corpse into a pre-dug grave near a pile of dirt "Right." Sargent Noto looks at the shovels in the dirt pile. "You lot get this hole filled."

"When you are done," Noto looks at the grave. "Everyone get an ale at the Mess Hall."

Sargent Noto expects someone to grab a shovel and fill in the grave. Those who do the shovelling get two experience points each.

A drink in the Mess Hall

The Death of Chump has stuck with the recruits as they gather up an ale each.

Have the PCs roll a 1d20. If they get under their Wisdom scores they spot the following:

You notice Spelmazon is going through Chump's Sack when he pulls out a piece of paper and then sticks it in his belt pouch roughly folded along with a few gold coins.

The map reveals a secret door in a hallway that turns left- the word's 'Rats Castle' scrawled on it. Its a copy of a Map that Chump spotted on Commander Felsord's Desk.

Noto returns before you get all hot and bothered about the death of Chump.
 "Right!" Sargent Noto is as irritable as ever. "Everyone back outside and fetch a club each. Training continues."
 Sargent Noto walks outside out.

A Return to Fight Club

The Players are expected to pair off and fight it out with each other then NPCs in a tournament fight until there is only one remaining standing.

Training Roster (NPCs)

Nordak, Benelux, and Spelmazon are promoted to Corporal for their Cleric and Magic-user abilities.
 +10xp each.

Special Training*

Turn Undead	Ghoul
Benelux:	Turned
Spelmazon:	Turned

Spell Casting	Magic Missile
Nordak	Target hit

Day 1 Training Result

NPC	SLINGS CLUBS
Benelux:	Misses(37) Wins(3)
Spelmazon:	Misses(41) Wins(0)
Chump:	Misses(27) Wins(0*)
Nordak:	Misses(36) Wins(0)
Grobar:	Misses(70) Wins(1)
Waka:	Misses(19) Wins(0)

*Chump is killed in combat training.

NPC	Medals
Waka:	Copper Sling*
Benelux:	Copper Club*

*Unless PCs score better.

Day 2 Training Result

NPC	SLINGS CLUBS
Benelux:	Misses(28) Wins()
Spelmazon:	Misses(57) Wins()
Nordak:	Misses(37) Wins()
Grobar:	Misses(29) Wins()
Waka:	Misses(12) Wins()

<u>NPC</u>	<u>Medals</u>
Waka:	Copper Sling*
:	Copper Club*

*Unless PCs score better.

Day 3 Training Result

<u>NPC</u>	<u>SLINGS CLUBS</u>
Benelux:	Misses(28) Wins()
Spelmazon:	Misses(17) Wins()
Nordak:	Misses(18) Wins()
Grobar:	Misses(10) Wins()
Waka:	Misses(12) Wins()

<u>NPC</u>	<u>Medals</u>
Grobar	Copper Sling*
:	Copper Club*

*Unless PCs score better.

Day 4 Training Result

<u>NPC</u>	<u>SLINGS CLUBS</u>
Benelux:	Misses(06) Wins()
Spelmazon:	Misses(27) Wins()
Nordak:	Misses(59) Wins()
Grobar:	Misses(27) Wins()
Waka:	Misses(17) Wins()

<u>NPC</u>	<u>Medals</u>
Waka:	Copper Sling*
:	Copper Club*

*Waka is permanently promoted to Corporal for his third Copper sling unless a PC is able to score better.

Day 5 Training Result

<u>NPC</u>	<u>SLINGS CLUBS</u>
Benelux:	Misses(44) Wins()
Spelmazon:	Misses(78) Wins()
Nordak:	Misses(07) Wins()
Grobar:	Misses(45) Wins()
Waka:	Misses(40) Wins()

<u>NPC</u>	<u>Medals</u>
Nordak:	Copper Sling*
:	Copper Club*

*Unless PCs score better.

PCs Training Roster

Special

Turn Ghoul _____

Cast Magic _____

Day 1 Training Result

PC SLINGS | CLUBS

_____: Misses() | Wins()

Day 2 Training Result

PC SLINGS | CLUBS

_____: Misses() | Wins()

Day 3 Training Result

PC SLINGS | CLUBS

_____: Misses() | Wins()

Day 4 Training Result

PC SLINGS | CLUBS

_____: Misses() | Wins()

Day 5 Training Result

PC SLINGS | CLUBS

_____: Misses() | Wins()

A Job for the Watch

“The Estate has need of your services.” Commander of the Watch addresses you. “There have been Rat attacks on travellers and farms in the Western parts of the estate.”

“The centre of this Rat infestation is an old castle that was being used as a Storehouse for produce and servants sent to check on the stores there have failed to return while others have been attacked by large packs of Giant Rats.” The old Dwarf seems distracted by something.

“I am sending you to clear out this Castle of Rats.”

Rats Castle

This small castle is located near the western edge of the Marilenev Estate. It once belonged to a lord who was absorbed by the Marilenev family a century back and the small castle fell into use as a storehouse.

Unfortunately it has attracted rats which feed on the surplus food and the population grew to impressive numbers.

A Rat Epidemic

When within a mile of the Castle roll for a Wilderness encounter.

1d20 Wilderness Encounter

01	4-40 Giant Rats
02	2-20 Giant Rats
03	2-20 Giant Rats
04	5-50 Giant Rats
05	4-40 Giant Rats
06	4-24 Normal Rats
07	2-20 Normal Rats
08	5-50 Giant Rats
09	4-40 Giant Rats
10	6-36 Normal Rats
11	4-40 Normal Rats
12	2-20 Normal Rats
13	4-40 Normal Rats
14	2-20 Normal Rats
15	5-50 Giant Rats
16	4-40 Giant Rats
17-20	No Rats Encountered

*ignoring results 17+

Exploring the Ice-house

The old stone building five hundred feet east of the Castle is in need of roof repairs- the innards long exposed to the elements.

36-The Ice House

This room was used for the storage of ice and is oddly intact, the room lined with a copper sheeting nailed to a timber frame inside the Stone Vaulted room. There are also a number of very large rats.

The Copper is worth ten thousand gold pieces. There are **6 Giant Rats** here. Lifting the copper will get the PCs charged with looting and hung.

37- The Storage Shed

The roof has fallen in here- and there are rats scurrying about.

There are **6 Giant Rats** here. There is also a Trapdoor under the building rubble that leads down to a rough hewn cave where Slade is hold up.

37- The Storage Shed

This cave is home to several rats nesting amongst what looks like a collection of old weapons. A particularly black rat spots you and pauses long enough to speak: "So you are the ones slaughtering my friends. I'll do you a deal- leave us alone and I'll share with you a treasure."

If the Player Characters agree to Slade's terms he will provide them with a bottle of Longevity. Amongst the collection of spears, swords, daggers, and a shield are hidden several magic items:

- Philosopher Egg
- Philosopher Stone
- Oil of Preparation
- (2) Potions of Longevity

A spiral staircase cut into a natural chimney rises up from the cave toward the surface at the back of the cave. The rats can come and go through the Ice house above- even though the trapdoor is buried under building rubble.

Rife with Disease

Don't even bother checking for disease. The Player Characters are infected as soon as they breath the air of the tower and will require clerical healing magic to cure it once the adventure is done.

The Ruby Eye of Arik

This cursed gemstone is one of many of 'Arik's Eyes'. It's presence in the tower has summoned an evil mist that obscures its dark works – where it creates Normal and giant Rats once per turn depositing them in the upper battlements. The Gem can be destroyed by being shattered on a Dwarven Artefact (an Anvil in a Clan Forge of Power).

Slade

This Giant Rat is distinctly different from the rest. He was a young Magic-user from Alphatia and stumbling across the Ruby Eye of Arik in a treasure, was driven insane-compelled to steal a flying Boat and flee Alphatia until he reached this castle. He then descended into the Castle and the rat hordes were created by the Ruby Eye of Arik. The Magic-user was transformed into a Giant Rat in Payment for his

services and freed from insanity which only affects humans. Slade is quite intelligent (13) and can speak though he cant remember spells in his rat form. Slade is hold up beneath the Ice house (an old timber building five hundred feet east of the Castle).

Wandering Rats in the Castle

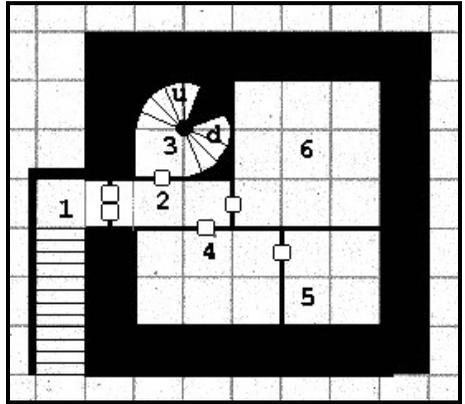
There are always Rats moving between locations, in search of food, water, safety. Roll once per turn to see what Rats show up while the PCs are spending too long in a room, or passing through a hallway.

1d20 Castle Encounter

01	4 Giant Rats
02	1 Giant Rat
03	5 Giant Rats
04	6 Giant Rats
05	12 Giant Rats
06	5 Giant Rats
07	4 Normal Rats
08	4 Giant Rats
09	8 Giant Rats
10	4 Normal Rats
11	4 Giant Rats
12	6 Giant Rats
13	6 Giant Rats
14	4 Giant Rats

- 15 6 Giant Rats
- 16 12 Giant Rats
- 17 4 Normal Rats
- 18 12 Giant Rats
- 19 5 Giant Rats
- 20 10 Giant Rats

Level 1



1- The Front Doors

At the top of the stairs are a pair of heavy, iron-bound doors.

They are barred from the inside preventing entry. A combined Strength of twenty will break the beam holding the doors. Once they open the doors the smell is quite particular. The PCs will require a Cure Disease just from the foul air alone.

2- The Entry Hall

The entry hall has a lot of nasty as rats can be heard and seen fleeing in all directions via holes in doors.

While in this area roll on the Wandering Rat table once a turn.

3- The Main Spiral Staircase

The stairs here spiral up to the left and down to the right and are the main thoroughfare for the movement of Rats between levels. It appears you will need to fight your way through their great many numbers.

While on the stairs area roll on the Wandering Rat table once around.

4- A Rat Nest

“The Room smells musty and a large pile of refuse lies in the south-west corner. Furtive movements around the refuse pile can be seen as you enter, but they stop immediately.”

18 Normal Rats have made their nest in the refuse pile. They won't attack the party unless their lair is disturbed.

They fear and avoid fire if possible. If they do attack they do so in three packs of six rats each. There are old

cooking pots in this room and a gem stone (50gp).

5- Closet

This room is occupied by Crates and Barrels. It has rats as well by the Sound of it.

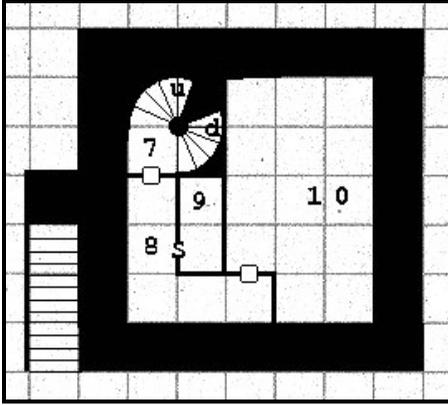
7 Giant Rats occupy the room. The crates and barrels contain building materials for the maintenance of the Castle.

6- A room with a Window?

This room has a huge window looking out onto the countryside.

6 Normal Rats occupy the room. The window is actually a steel mirror with a phantasmal force illusion cast on it. Examining the illusion, the PCs will realise that the scene is from a tree. Looking down. In the distance is the Castle they are now in. It's a Map of sorts. If they check the grove of trees east of the Castle there is a grave at the base of a tree.

Level 2



7- The Stairs lead up

The stairs lead up from here to a trap door. It looks like that's to the spire.

Roll once per round on the wandering rat chart while in this location.

8- The Hallway

This ten feet wide corridor hugs the outer wall from the stairs before turning left.

Roll once per turn for wandering rats while here. There is a secret door in the east wall that gives access to Area 9 (The Treasure vault). It can

be detected on a 1-2 in d6. If the y have the treasure map found in Chump's Belongings they recognise the bend in the hallway and the position of the Secret Door.

9- Treasure Vault

There is a Treasure chest filled with copper coins. By the smell and sound there are also Rats here as well though you can't see them.

There are **2 Giant Rats** hiding behind the chest and they attack as the PCs approach the chest.

The chest contains 14,892 Bronze Pieces (4bp=1cp), 9267cp, 1051sp, 528ep, 96gp, 11pp, 2 gems (50gp each), and an Earring of Clumsiness (with the feather fall power).

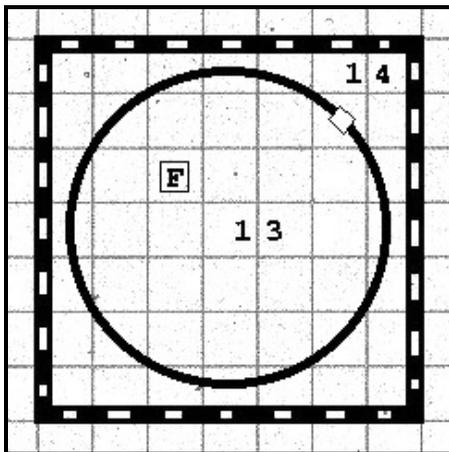
10- Wine Cellar

Five large barrels stand on end around the room and a large shelf occupied the north, east, and south walls

5 Giant Rats have made this room their lair. The Rats have hoarded three bright gems worth a total of 350gp (200gp, 100gp, 50gp) in a

pile of litter beneath the eastern shelves. The Barrels contain Water, Oil, Vinegar, Pitch, Wine. There is an intact 50' rope on the northern shelf.

Level 3



A Cursed Mist

Roll on the Wandering Rats Table every round while on this level. The mist produces random Rats every round which attack anyone on this level. It should be obvious at this point that the castle is under some curse. The mist will not dissipate until the Ruby of Arik is destroyed (See The Ruby of Arik).

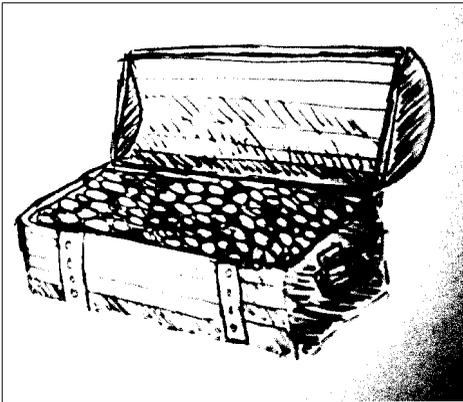
13- Beneath the Spire

You emerge from the trap door onto the roof of the tower. The great Spire of timber has been eaten away revealing the sky and you can see there is an odd mist about the tower.

The Mist is the result of a curse.
Read the following:

You can only watch on in horror as that mist coagulates it creates something resembling rats.

There is two thousand gold pieces worth of gold in the rat faeces on the floor here. It will detect as treasure if the PCs have such magic though it is impossible to separate out.



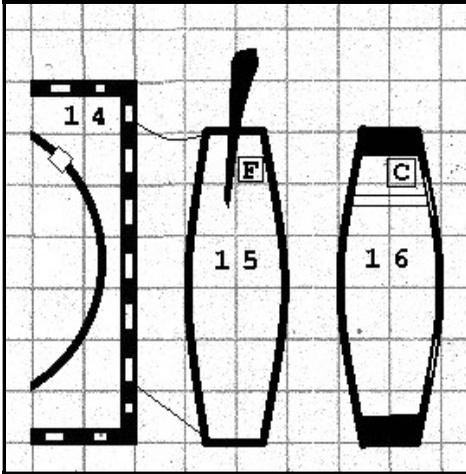
14- View from the Battlements

The Mist that envelops the tower battlements and obscures your view of the landscape, though you can see the great spire of the tower has been gnawed at by Rats.

On close examination the tower is revealed to have been coated in a Gold. There is 500gp in gold still on the spire for any thief prepared to climb the spire timbers and scrape it off- a task that will take several hours while wandering rats must be rolled for once a round.

Beyond the Battlements

The villain behind this flew to the Castle in an Alphatian Flying Lifeboat which is moored at the castle. Anyone actively searching will notice there are ropes ties to the stone battlements that simply reach out into the air away from the castle. They are connected to the Invisible flying vessel.



The Vessel was flown here by an apprentice under the influence of the Ruby Eye of Arik (See Slade in the Ice House).

15- Aboard the Mutineer

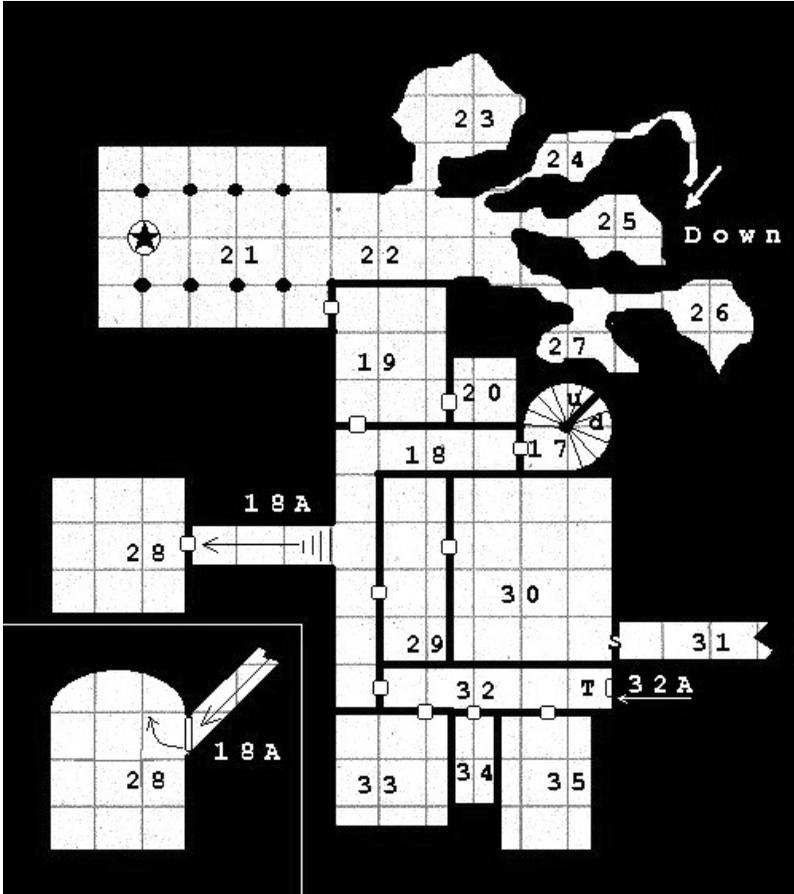
Only now as you board the invisible vessel do you see it fully. It is about thirty feet long and ten feet wide with a tiller and Three Giant Rats are perched on the tiller.

The Trapdoor near the tiller is easily found. The **3 Giant Rats** Attack.

16- What is in the Hold

Rats. The hold of the Flying boat is filled with Giant Rats.

If the PCs have the Eye of Arik the **150 Giant Rats** attack en mass-emerging from the lower deck via the trap door and the broken windows on the lower deck. Otherwise they attack five at a time.



Level 4

The Lower Levels

These are the deep storage cellars. The Madman behind all this had been driven insane by the Eye of Arik so he descended down into the

cellars shedding his magic treasures and spell-book as the rats followed him and he was transformed into the Sentient Rat known as Slade.

17- The Jammed Door

The door here is difficult to open. It just refuses to move.

It requires a combined strength of 25 to force it open enough to allow passage between the spiral staircase and the Hallway (Area 18).

Read the following:

Forcing the door open creates a loud scraping sound that likely alerts everything to your presence.

Its has been jammed shut on the Eye of Arik. If the PCs think to remove the door they find a large Ruby under the edge of the door in line with a scrap mark on the stone made when they opened the door.

18- A Hallway like any other

Rats scurry about the hallway. A door is in the right wall opposite where the hallway turns left.

18A – Stairs down to a Big Door

A Staircase descends here down thirty feet to a big heavy door engraved with what looks like faces. From what you can see the door looks impressive and well crafted.

It is however a Slide trap that drops the Player Characters over twenty foot drop into the pitfall (Area 28).

Give the Players a single chance to save themselves. Roll forward and leaping up, jam a weapon in the hinge of the up-swinging door on a successful dexterity check.

While in the hallway check for Wandering Rats once per turn.

19- The Residence

This appears to have been a private residence. There is a table in the middle of the room with two bottles and a book and a shelf against the wall has numerous old books.

There are doors in the west, east, and the south walls.

The Book on the table is a spell book belonging to a fourth level Magic-user. The bottles are potions of healing and levitation respectively. The table has a secret compartment where ten gold pieces are hidden. The compartment may be discovered by actively searching the table for hidden compartments and a successful Wisdom Check. The fifty books on the shelf are books on local history covering the last hundred years of the Traladaran region.

20- A Bedroom

This small room has an old bed and small table.

The Bedroom is occupied by two giant rats, the cot and table crumbling.

21- The Temple of the Minotaur

This great hall has two rows of insitu heavy stone columns holding up the ceiling. A Statue of a Bull headed man with a battleaxe stands centrally positioned.

The Statue is just a statue. The Battle Axe however is a Battle Axe +1, +2 vs. Rats. Behind the Statue is a rat nest with Gems (650gp) and Jewellery (3,100gp). Once they gain a better view of the room read the following:

In the east where the hall narrows there are rough hewn caves dug into the bedrock.

22- An Atrium?

There are four Caves here- though only three are man sized-the fourth is a rat hole.

Check for wandering rats once per turn while here.

23- Kegs of Ale

There are five kegs of ale here... and more Rats.

The five kegs of Ale are worth 100gp each. There are **6 Giant Rats** here.

24- Rat Cave

Through this narrow hole in the wall are more rats.

There are **6 Giant Rats** here which attack. There is 567sp here in the nest. The halfling-sized tunnel leads down to level 5.

25- Bones to gnaw on

Skeletal remains are scattered about here.

The Skeleton belongs to a Kobold. It is guarded by a **Normal Rat**. The Kobold was a charmed minion of the Magic-user who bought the rat plague.

26- A Rat Nest

There is a pile of wood fragments here providing a nest to rats.

There are **4 Giant Rats** here and they attack.

27- A Nest

There are twelve rats here. They are twice the size of any giant rat you have seen.

There are **12 Gargantuan Rats** (4HD, 8x 21hp, 4x 15hp) here.

28- A Dead Drop

This chamber is forty feet high, the only entrance twenty feet above the ground. Rats are everywhere.

The drop from the door is twenty feet- and anyone sliding.



There are the skeletal remains here of a human and **20 Giant Rats** hungry for any PC falling in. There is also a Short-sword+1 hidden beneath the skeletal remains of an adventurer who didn't know of the slide trap.

29- Gallery of Death

There are rats here between you and the door on the other side of the room.

There are **8 Normal Rats** here. They are hell bent on eating the PCs.

30- Barracks

This large room is occupied by even more rats.

There are **14 Giant Rats** here guarding the secret door in the east wall. The secret door can be discovered by inspecting the rat hole chewed through the bottom of the secret door. The Secret door is merely a concealed door due to rat damage so it can be discovered on a successful wisdom check by anyone searching for secret doors.

31- Escape Tunnel

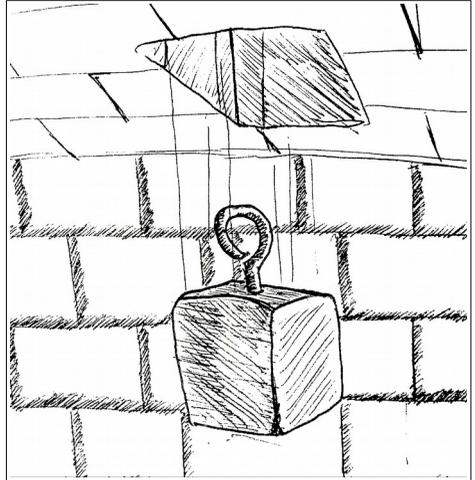
This tunnel is old, and roughly hewn from the natural stone.

The Tunnel travels east from Rats Castle some five hundred feet to a cave below an old stone building (See the Ice House). Rats use this tunnel to come and go so check for wandering monsters once every hundred feet.

32. The Short Corridor

The short corridor here is fifty feet long and ends at a door at the far end. There are three doors along the south wall.

Check once a turn for Wandering Rats while in this hallway. The door at the eastern end is actually a dead end- and the trigger to a trap.



Anyone opening the door triggers the trap which drops a stone block from the ceiling for 4d6 damage. A Dwarf may notice the Stonework is characteristic of a block drop with a wisdom check. A successful detect traps by a thief will also work.

33- The Cheese Room

This room has racks of Cheese Wheels. There are also a number of Rats here.

There are **10 Giant Rats** here looking for food.

Of the hundred wheels of cheese that were placed in this room, only ten remain and only because the rats find the odour and taste to be unpleasant. The hundred pound smoked and garlic flavoured Ewes-milk cheese wheels are long hardened but they are edible. They are worth 200gp each.

34- Mister Twinkles Residence

There is very little in this room other than a backpack.

The Giant Rat is Mister Twinkles who used to be a pet rat to the Alphantian Magic-user who has brought this rat plague on the Marilenev Estate. He is friendly and will be a friend for life for food if the PCs have any to offer.

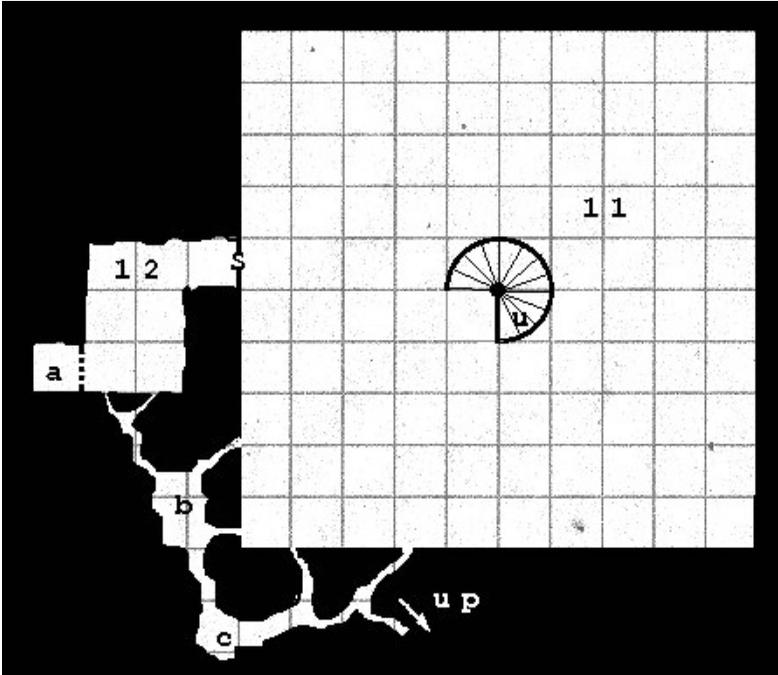
In the backpack are several other cursed magic items that the Magic-user stole:

- Ever Smoking Bottle
- Flask of curses
- Bag of Tricks
- Girdle of Sex change

35- Rat Nest

There are a lot of Giant Rats in this room and they attack.

There are **40 Giant Rats** here. They attack the PCs simply because they are coming in through the only door.



Level 5

11- The once great library

There is very little in this room other than a backpack. The stairs descend two hundred feet below the surface to a colossal cellar now teeming with rats of every size. The noise and smell is toxic and they pour endlessly toward the staircase.

While on these stairs roll once per round for rats encountered headed upwards.

The Rats attack in groups of five Giant Rats every round while the Normal Rats try to ignore the PCs and escape to the Surface.

There are **(100) Normal Rats** and **(50) Giant Rats** in this room. As the party descend the stairs into the room the Giant Rats attack until the Characters or Rats are dead. There are a few scrolls here and there bade

from beaten gold. Consistent searching for several hours will reward the players with 1-10 beaten gold foil scrolls (10gp in beaten gold each), Each is a treasure map to some obscure dungeon located somewhere in the Traladaran Territories that are now known as the Grand Duchy of Karameikos. There is a secret door in the western wall leading to Area 12 that can be detected on a 1-2 in d6 and rat tunnels in the south-west corner.

12- Beyond the secret Door

The Secret Door opens to reveal a rough hewn stone chamber beyond. Very unlike the stone polished smooth cellar beyond. There is a cell with heavy iron bars in the south west corner and rats scurrying about.

There are **(18) Normal Rats** here which attack the PCs.

12A- A Forgotten Prisoner

There is the remains of a human skeleton in this cell.

There **1 Giant Rat** is nesting here and it attacks to defend its home. The Skeleton was the remains of a servant who was inspecting the castle when he was attacked by rats. The servant descended into the cellars and took refuge in the cells.

12B- Rats in the Walls

There are holes in the wall that allow Rats to come and go from the room.

This Rat Nest is teeming with Rats. Anyone reaching into the holes is attacked by **8 Giant Rats** in the nest. There is a Platinum Earring (235gp), 12pp, 9gp, 13ep, 8sp, 40cp, 3 gems (40gp each).

12C- The Nest

Through holes there are even more giant rats.

There are **6 Giant Rats** here and 567sp in loose coins.

Conclusion of the Adventure

If the PCs deliver the Eye of Arik and Slade to the Lady Marilenev, the shock that there was an agency behind the curse rouses her from her despair. In that case read the following:

The still naked Lady Marilenev listens to the tale of Slade the Rat that he was behind the curse thanks to the evil Ruby Eye of Arik and then takes a breath. Lady Magda then snatches up the Eye of Arik and bludgeons Slade repeatedly.

“Die.” Thunk goes the Eye.

“You.” Thunk.

“Rat.” Thunk.

“Bastard.” Thunk and the Eye of Arik kills Slade with a final blow that somehow shatters the stone. Lady Marilenev looks at you all, her breathing heavy, her naked body covered in blood.

“Get. Out.” She seems very angry.

Any Player Character failing to leave elicits further screams of “Get out”.

Rewards for Militia Training

Surviving Training: +10xp

Promotion & Medals

- Copper Medal +5xp
- Corporal: +10xp
- Sargent: +100xp
- Lieutenant: +1000xp

Clerics: are provided with a Platinum Holy Symbol and Promoted +1 Rank for turning the Ghoul.

Magic-users: are provided a Spell-book with all first level spells. Promoted +1 Rank for casting a magic missile.

Pays

<u>Rank</u>	<u>Pay/week</u>
Private	5sp
Corporal	2gp, 5sp
Sargent	5gp
Lieutenant	10gp

Rewards for Rats Castle

Identifying the Curse: +250xp each.

Delivering the Eye: +150xp each.

Delivering Slade: +150xp each.

Delivering the flying Boat:
+250xp each.

Delivering Magic Items:
+50xp each.

Clearing Rats Castle: +250xp each.

The Patronage of Magda Marilenev



You are taken to a room in Castle Marilenev in which a woman sits naked in a heavy timber throne carved with warriors that tower above her left and right shoulders, with little more than a cloth draped across her for modesty hanging over her right arm and lap. Her hair and features youthful, yet unwashed and now streaked with grey that attracts you to her even more though in part pity.

The Player Characters are selected from the Watch of Marilenev Village to present themselves to the Castle. Lady Magda Marilenev.

Unfortunately the recent events of the Marilenev uprising have left her traumatised and broken.

She makes no attempt at eye contact as you are led before her at the instruction of the Servant who has delivered you to the room only to depart.

Lady Magda Marilenev will not even acknowledge their presence. Despite what they have been told, they have not been bought into the Castle to meet with the Lady Magda Marilenev, rather they are summonsed in her name by a Servant who is now in effective charge of the Estate. Ask them what they wish to do.

Spells: A detect magic will result in the throne detecting as magic.

The Siege Perilous

A magic throne which causes if the person sitting in the throne is attacked, two soldiers in Chainmail armour and armed with two handed swords to appear and fight to the death to defend Magda Marilenev. It functions much like a mirror of life trapping except the limit is two

victims. If the Balustrades are empty they will only trap someone looking at the throne while Lady Magda Marilenev is seated, and has spoken the activation words to trap the individuals within. While trapped within, the soldiers do not age.

Conclusion of the Adventure

If the PCs deliver the Eye of Arik and Slade to the Lady Marilenev, the shock that there was an agency behind the curse rouses her from her despair. In that case read the following:

A Man in a Grey tunic with flowers embroidered into the shoulders enters.

“Welcome!” he stands beside the throne and its silent occupant.

“I am Pontifus the Steward of the Estate.”

“The Estate much appreciates your aide in exterminating the Rat infestation.” He gropes the Lady’s Breast before sitting against the arm rest. “Apparently you have learned something of the source of this infestation.”

The PCs are expected to explain the situation.

The still naked Lady Marilenev listens to the tale of Slade the Rat that he was behind the curse thanks to the evil Ruby Eye of Arik and then takes a breath. Lady Magda then snatches up the Eye of Arik and bludgeons Slade repeatedly.

“Die.” Thunk goes the Eye.

“You.” Thunk.

“Rat.” Thunk.

“Bastard.” Thunk and the Eye of Arik kills Slade with a final blow that somehow shatters the stone. Lady Marilenev looks at you all, her breathing heavy, her naked body covered in blood.

“Get. Out.” She seems very angry.

Any Player Character failing to leave elicits further screams of “Get out”.

Once out of the Room you hear the voice of Pontifus:

“So the little bitch is back from the dead!” followed immediately by the screams and death of Steward Pontifus.

The Guardians in the Throne just butchered Pontifus.

“Guards!” her voice is very loud but she means you...

Once in the Room again the PCs find the eviscerated corpse of Pontifus at the Feet of Lady Magda Marilenev. Its obvious she has not moved from the Throne.

The Corpse of Pontifus, brutally cut down lies at the feet of Lady Marilenev still in her throne.
“One more task before you return to the watch house.” She seems Settled and calm. “Dispose of that lot.” The Bloody cursed Ruby clutched in her hand drops to the floor. She obviously means the Corpses and the Cursed Ruby.

Further Adventures

- Escort a Wagon of Produce to Specularum.
- Clear out the Ice House (if they have not done so).
- Eliminate the Goblins in Marilenev Wood in the East of the Estate.
- Journey to the Estate of Sulescu with a Wagon of Gold and bring back a shipment of Garlic.
- Investigate a Ruin (if the PCs have the maps from the library).
- Investigate the Newly discovered Dungeons Beneath Castle Marilenev.

-Fin.



Marilenev needs You!

Join the Watch. Good Pay on offer.

Training available at Castle Marilenev.

- Steward Pontifus

It is six months since the failed Marilenev Rebellion saw your fathers and brothers and husbands perish in battles for the Aristocracy depopulating the Estate of Marilenev.

Thousands of lives thrown at a wall of Horse and lance and Sword and fire all for nought.

Still the notice on the door of the Drunken Mule seems an opportunity for pay in a future free of the conflicts of the past...