

THE FORBIDDEN FORTRESS

The Forbidden Fortress

FORWARD

The Forbidden Fortress is a loose conversion (shameless rip-off?) of the old Haunted Keep found in the Basic Dungeons & Dragons rulebook (edited by Tom Moldvay), for use with the Dungeon Squad! RPG. Dungeon Squad! is a free, rules-lite RPG (weighing in at 5 pages) and can be found at http://www.1km1kt.net/rpg/Dungeon_Squad.php

INTRODUCTION

"In the distant past, the Forbidden Fortress was the castle of the Sumedor family. It was abandoned many years ago when the family mysteriously disappeared. It is now rumored to be haunted. Strange lights and sounds are often seen and heard in the ruins by passing townspeople.

"Recently, a tribe of goblins has been raiding the countryside. On their last raid they captured a dozen prisoners. The prisoners are all relatives of the player characters, who have banded together to rescue their loved ones. The party has tracked the goblins to the fortress (sometimes called the Haunted Keep), right up to the only door to the east tower. The western tower, you soon discover, has collapsed upon itself, leaving the eastern tower as the party's only means of entry."

"Most of the Forbidden Fortress is in ruins. Only two towers remain, connected by a gatehouse, and only the first floor of the eastern tower is still intact. The Fortress was built with rough granite blocks, now pitted with age. The door into the east tower is wooden and one hinge is rusted through."

"Now, standing before the entryway to the eastern tower, you steel your resolve as you prepare to enter the dreaded Haunted Keep...erm...Forbidden Fortress!"

Note: *Shaded text is to be read aloud by the GM to the players (or paraphrased)*

. The adventurers have banded together to rescue the 12 prisoners of the goblin's last raid. Exactly where these prisoners are within the fortress is left up to the GM. The GM may wish to have the prisoners found individually or in groups, in one room or scattered through out the fortress, alive or dead. This is left up to the GM to

decide. The GM might even decide to have some or all of the prisoners spirited away to the secret lower levels of the fortress.

WITHIN THE FORBIDDEN FORTRESS

EAST TOWER



Room #1 (15'X10'): Judging by the rotting bedroom furniture, this room must have once served as a bedroom. Two molding bed and an empty chest are the room's only furnishings.

Room #2 (10'X15'): This room has two doors, one at the northern wall of the room, the other at the lower eastern part of the room. The room itself is bisected by an ancient tapestry depicting a long faded hunting scene. To the north of the tapestry rests a locked chest containing 40gp. A successful Explorer/TN 4 roll is required to pick the lock upon the chest.

Clinging to the tapestry, away from the players (regardless of which door they entered by), a giant spider lies in wait, ready to ambush the party.

Giant Spider

Attack with a D8, 4 or better to hit.
Bite D4, poison D4/turn for 4 turns, 12 HP

"As you proceed with your inspection of the room, you are suddenly surprised by the appearance of a grotesquely large, bulbous arachnid emerging from the other side of the tapestry. With an inhuman screech and a snap of its pestiferous fangs, the giant spider lunges at your party."

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Room #3 (15'X30'): The door leading into this room from the corridor is locked. The party will have to either pick the lock (Explorer/TN 4), or use brute strength to break through the door (Warrior/TN 6). The door from room #2 isn't locked.

"You've entered a large room devoid of any furnishing. You quickly note that leering human faces are carved all along the walls of the room, seeming to stare at you from every side"

One of the carved stone faces upon the northern wall conceals a hidden safe cemented into the wall. A successful Explorer/TN 4 roll by anyone *actively* inspecting the faces will reveal the safe hidden behind the face.

The safe itself is trapped. A successful Explorer/TN 4 roll will allow the trap to be discovered, while an Explorer/TN 6 roll is needed to disarm the trap. Failing either roll will activate the trap, which will result in a billowing blast of sleeping gas affecting all within a 10' diameter of the safe. Those caught within the gas' area of effect will fall into a magically induced slumber lasting D12 rounds.

The safe holds 30 gp, and a bottle of clear liquid (potion of Healing: Heals D12 HP one time). A successful Wizard/TN 2 will identify the potion.

Room #4 (15'X25'): This room is occupied by 4 goblins guarding a trap door leading to the dungeons below the fortress. Loud sounds or noises on the part of the adventurers will alert the goblins within.

4 Goblin Guards

Attack with a D6, 2 or better to hit.
Sword D6, 8 HP

"The room is occupied by 4 short, green-skinned humanoids standing around an iron trap door set on the floor in the center of the room. At the sight of your band, the creatures quickly draw their swords and, with furious cries, rush your party."

Searching the goblins will yield 8 gp, and a necklace worth 20 gp.

Opening the iron trap door will reveal a ladder which descends deep below the fortress into the underground dungeon beneath. The dungeon below the fortress is not described here, and GMs are encouraged to create their own. Hints of what might lie below are discussed at the end of this adventure.

Room #5 (15'X25'): This room is occupied by 12 goblins. Although most of the goblins in this room are asleep, any excessive noise by the players from the corridor will alert the goblins and bring them out in force.

12 Goblins

Attack with a D6, 2 or better to hit.
Daggers D4, 8 HP

"Judging by the altar near the northern wall, this room must have served as a chapel. Upon the altar lies a stone idol depicting a muscular man with a rat-like head."

"Two filthy beds rest upon both eastern and western walls."

Neither the room, nor the goblins yield any treasures.

Room #6 (10'X10'): This room is empty of monster, treasures, and traps. All that can be found within this room is splintered wood, probably from ancient furniture now used for firewood.

Room #7 (10'X10'): This room is identical to Room #6, except for the dreaded Viridian Sludge (sometimes called Green Slime), hanging from the ceiling. An Explorer/TN 6 roll can be made to spot the Viridian Sludge (TN 4, if actively searching the room), otherwise the viscous beast will drop down upon one of the party members.

Viridian Sludge

Attack with a D6, Adventurers automatically hit.
Turn to Sludge, 12 HP

A Viridian Sludge resembles oozing green slime. This creature may only be harmed by fire or cold, and can dissolve wood and metal in 6 rounds.

Once in contact with flesh, it will stick and turn the flesh into green slime. The only way to extract the Viridian Sludge is to burn it off (Fire D4). If not burned off after 6 rounds, the victim will turn into green slime in D4 rounds.

Room #8 (15'X15'): This room was once a guard barracks. A collapsed floor and leaking ceiling has resulted in a large pool of water taking up most of the room. The pool is shallow, reaching 3' at its deepest.

"A large pool of stagnant water occupies most of this room. Bunks can be seen floating in the water, and at the center of the pool, a rusted iron statue of a beautiful warrior maiden lies, submerged within the shallow waters of the pool."

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This room is empty of monster, treasures, and traps.

Room #9 (5'X10'): This secret room is used by 4 goblins to spy on anyone approaching the corridor. A successful Explorer/TN 6 will reveal the secret door at the western end of the corridor.

4 Goblin Guards

Attack with a D6, 2 or better to hit.
Sword D6, Bow D8, 8 HP

The goblins have no treasure.

BEYOND THE FORBIDDEN FORTRESS

The original Haunted Keep (D&D Basic set, edited by Tom Moldvay) gave an outline for further adventures within the Keep. The following is inspired by the additional adventure seed found in the original Haunted Keep.

FURTHER INFO

Unbeknownst to the players, the Sumedor family has become a family of Ware-Rats and still live in the tunnels beneath their ancestral Keep.

They have joined with the goblin raiders, using them to gauge the strength of the surrounding countryside. Should the raids show the country folk to be weak, the Sumedor family plans to raise a goblin army to attack the surrounding areas.

Creative GMs can create a whole dungeon complex beneath the Fortress, housing the Ware-Rats of the Sumedor family, as well as a host of other critters detailed below.

Unless the GM wishes to create his/her own entry into the catacombs and dungeons below the Fortress, the ladder found under the trap door in Room #4 would be the most logical way point into the lower levels of the Fortress.

SAMPLE CREATURES FOUND BENEATH THE FORTRESS

Below are a few sample creatures which may be used to populate the dungeon below the Forbidden Fortress.

Bat (swarm)

Attack with a D4, Adventurers automatically hit.
Bite 2 points, 2 HP

A swarm of bats that attack in large numbers.

Bat (giant)

Attack with a D6, 2 or better to hit.
Bite D4, 4 HP

Large bat (roughly 3'-4'). Unlike their smaller kin which attack in swarms, giant bats are usually solitary creatures.

Centipede (giant)

Attack with a D8, 4 or better to hit.
Bite D4 or Paralysis 3/day, 12 HP

3'-5' in length, these multi-legged critters are much feared for their paralyzing venom.

(Paralysis): *With a successful attack, a giant centipede may choose to poison its victim (3 times per day) instead of inflicting damage. When bitten, the victim may attempt a Warrior/TN 4 roll. A success negates the effects of the poison. A failure on the roll results in the victim being paralyzed for d6 turns.*

Fungi Folk

Attack with a D4, 2 or better to hit.
Fist D4, 4 HP

These strange critters resemble humanoid mushrooms. Standing 2 feet in height, these inoffensive looking creatures' odd reproductive methods make them challenging foes.

(Reproductive Spores): *Once per combat, Fungi-Folk may forgo an attack in order to secrete a blast of reproductive spores. Doing so creates another d6 Fungi-Folk within 1 round.*

Gelatinous Cube

Attack with a D6, 2 or better to hit.
Goo D4 + Paralysis, 15 HP

A big cube of translucent gelatinous goo.

(Translucent): *At the beginning of any encounter with a Gelatinous Cube an Explorer/TN 4 roll must be made to successfully spot the translucent cube.*

(Paralysis): *In addition to inflicting damage, a Gelatinous Cube's touch also paralyzes its victims (d12 rounds) unless a successful Warrior/TN 4 roll is made. A HEALING spell also negates this paralysis.*

Rat (swarm)

Attack with a D4, Adventurers automatically hit.
Bite 1 point, 1HP

A swarm of rats that attack in large numbers.

Rat (giant)

Attack with a D6, 2 or better to hit.
Bite D4 + Infection, 4 HP

Larger kin to the common rat, giant rats are filthy, infectious vermin.

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(Infection): Unless a successful Warrior/TN 4 roll is made, the victim of a giant rat's bite will suffer D4 points of damage per day from the infectious bite. The only way to stop this daily loss of Hit Points is to either call upon the medical aid of a healer or herbalist or to receive magical healing from a HEALING spell or potion.

Rust Creature

Attack with a D6, 4 or better to hit.
Unarmed attack D4 or Rust, natural armor D4
12 HP

An armadillo like creature with a liking for metallic treats. With a touch of its feeler-like antennae, it may instantly reduce any metallic (non magical) objects to rust.

(Rust): A touch of a Rust Creatures antenna will instantly turn a metal object (including weapon and armor) to rust. Magic items may roll their die over a TN of 4 to avoid being tuned to rust.

Ware Rat (major)

Attack with a D8, 4 or better to hit.
Tooth & Claw D4 + Lycanthropic Infection, or
Sword D6, 10 HP

A humanoid rat standing 4' in height. Major Ware-Rats are bulkier and more intelligent than their minor kin. 1 major Ware-Rate can be found for every 6 minor Ware-Rats in a band.

(Lycanthropic Infection): If a Major Ware-Rat bites for max damage (4), the victim of the bite must successfully roll a Warrior/TN 4 or be transformed into a Ware-Rat within d6 days (and thus out of play). A successful Wizard/TN 4 is required to diagnose the infection, and any magical healing administered before the onset time will negate the lycanthropy.

Ware Rat (minor)

Attack with a D6, 2 or better to hit.
Tooth & Claw D4, 8 HP

A humanoid rat standing 3' in height. Although slight of build and weak, when encountered as a band, minor Ware-Rats may prove troublesome foes.

Ware Rat (shaman)

Attack with a D6, 4 or better to hit.
Fist D4 or Spells, 6 HP

A humanoid rat standing 4' in height, Ware-Rat shamans are the most intelligent of the ware-rats. Through the worship of the ancient Rat-God, shamans possess magical skills and abilities. Ware-Rat shamans are adequate spell casters and proficient poison makers.

(Spells): DAZZLE D8, MAGIC SHIELD D4.

Wight

Attack with a D8, 4 or better to hit.
Life Energy Drain, 12 HP

A wight is a living spirit found within the body of a dead human. Wights may only be harmed by silvered or magical weapons or spells.

(Life Energy Drain): A wight's touch reduces one of its victim's abilities (Wizard, Warrior, or Explorer. GM's choice) by one dice. For example, a character with a Warrior D8 touched by a wight has his Warrior reduced to D6. The reduction is permanent but the drained ability may be increased normally following the Advancement rules found on p. 2 of the Dungeon Squad! Rules.

Worm (giant)

Attack with a D10, 2 or better to hit.
Bite D8, 20 HP

Giant worms are just that; big, monstrous worms which burrow their way through the realms below.

SAMPLE MAGIC ITEMS FOUND BENEATH THE FORTRESS

Below are a few sample magic items which may be found in the dungeon below the Forbidden Fortress.

Armor of Arrow Repulsion: D8 armor. Missile weapons can't hit.

Bane Weapon: +1 to Warrior. X2 damage vs. a specific race or type of creature (dragons, goblins, dwarves).

Bracers of Defense: Acts as a D6 MAGIC SHIELD spell on self.

Dwarven Skeleton Key: +1 Explorer when picking locks.

Elvin Boots: +1 Explorer when sneaking.

Elvin Cloak: +1 Explorer when hiding.

Girdle of Giant Strength: +1 Warrior when performing feats of strength.

Gloves of Spider Climb: +1 Explorer when climbing.

Horn (or other instrument) of Confusion: D6 DAZZLE spell.

Mage's Staff: +1 Wizard when spell casting.

Magic Shield: Reduces damage by D6.

Potion of Healing: Heals D12 Hit Points.

Potion of Invisibility: Renders drinker invisible. Cannot be hit in combat and may automatically hit a foe. Once he attacks, the invisibility wares off.

Scroll of...: Emulates one spell at D6. One time use.

Sword (or other weapon) +1: Adds +1 to Warrior.

THE FORBIDDEN FORTRESS

DUNGEON SQUAD

CHARACTER RECORD SHEET

Player's Name




Game Master

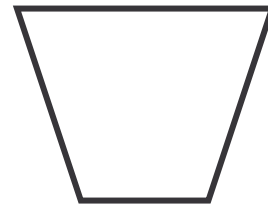
Character's Name



Character Sketch or Symbol

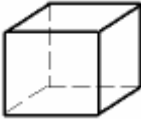

ABILITIES: (Wizard, Warrior, Explorer)

 D4	
 D8	
 D12	



Hit
Points

STUFF: (Equipment, Weapons, Armor, Spells)

 D6	
 D10	

EQUIPMENT: _____

GOLD: _____

