

# DUNGEON DWELLERS ADVENTURES

DD4

## THE RING OF TRUTH

for 4-6 characters of levels 3 – 4

By Joseph C. Wolf



A missing family heirloom. Mysterious raids on Lake Straun.  
What's the connection, and will you live to tell about it?

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07042 Goblin Pillagers sculpted by Bobby Jackson and painted by Anne Foerster

This adventure was written for the Dungeon Dwellers Roleplaying Game. However, the content inside is easily adaptable to any RPG of your choice. For more information on the Open Gaming License, please visit [www.opengamingfoundation.org](http://www.opengamingfoundation.org).





# THE RING OF TRUTH

This adventure is designed for 4-6 DDRPG characters levels 2-4, about 15 total levels. Ring of Truth is set around Ottersmark in the Hillsedge Province of Vestonia. Gamemasters should have no trouble relocating the goings-ons in this adventure to the tabletop RPG and setting of their choice. Gamemasters are encouraged to modify this adventure to suit your group's collective taste. Depending upon the PCs' power level, you may have to tweak the encounters, adjusting the HD or numbers of enemies or altering a difficulty of the various challenges.

**Be sure to download the DDRPG Player's Primer!**

## THE STORY THUS FAR

The Bloodbite tribe of goblins has made off with several barges on Lake Straun near the town of Ottersmark. Since then, the goblins have cunningly camouflaged the stolen watercraft with clumps of reeds, cattails, nets of woven vines, and rotten stumps to resemble muddy islands. The cunning little blighters are using the gambit to ambush other unsuspecting watercraft. Under cover of night, they stealthily approach and board vessels before quickly overpowering the crew and passengers before fleeing back to the safety of Rotstump Bog with whatever loot they can carry.

After several successful raids, the goblins have grown bolder and started taking captives. In the latest attack, a young nobleman, Stredon Cardagg, was intercepted while en route to meet his betrothed in the upriver city of Barrowgate. A message was left behind following the attack, crudely scrawled into a wooden plank. The message demanded a ransom in arms, armor, and other goods for the return of young Stredon. To demonstrate the seriousness of their demands, the goblins bit off Master Stredon's thumb and nailed it to the plank. The Cardagg family has offered a generous reward of 500 gp for the youth's safe return.

## WHAT'S REALLY GOING ON

Superficially this looks as though a band of humanoid miscreants is brazenly launching raids to fill their treasuries while engaging in the usual mayhem typical of the brutish races. The truth is the goblins are in cahoots with Hemab Turrs (see below), a greedy malcontent fisherman from Ottersmark. Turrs was among the first captives taken by the goblins. Turrs is a coward at heart, and an opportunistic one at that. When faced with the very real possibility of the stewpot, Turrs begged the goblins to spare his life in exchange for helping them. The current plan the goblins now use is quite simple: Turrs flags down other vessels on the lake, claiming his own boat was taking on water. At the first opportunity, Turrs then signals his goblin cohorts lurking nearby. The goblins' camouflaged craft approach on the sly, attacking those

aboard and seizing the valuables. When the goblins attack, Turrs is among those spared and allowed to go free.

After many successful raids, Turrs is now a full and willing participant. The Bloodbite tribe pays Turrs a small cut of the proceeds in exchange for his cooperation. True to form, Turrs is unsatisfied with the split and the leaders of the goblins, Grashgeng and Fthellig, are growing weary of the greedy human's incessant bellyaching and wheedling.

As an additional wrinkle to this sordid business, young Stredon's family is more interested in the return of a wedding ring than the youth himself. The Cardagg family has been declining for more than 20 years. Flagging investments coupled with shifty business practices has drained the family coffers dry. The Cardaggs are desperate to marry Stredon off to the Huldorrows, a wealthy Barrowgate family, hoping doing so will ease their financial woes.

## THE GOBLINS

The Bloodbite goblins lair in a ruined Vestonian watchtower on the edge of Rotstump Bog. After four decades of neglect the tower is threatening to collapse, but a few rubble-filled rooms are still accessible. Balconies on the third floor are used to monitor Lake Straun for likely targets; Turrs gave Fthellig a spyglass for this very purpose. Turrs uses a simple but effective system of colored lanterns to communicate with the goblins and mark potential targets.

The Bloodbite goblins were recently driven out of the foothills west of the Skyreach Peaks. The goblins Grashgeng and Fthellig led an ill-fated revolt against their chief Edligg the Bileblooded. They, along with a score of their surviving cohorts, fled the tribal warrens with little more than their lives and the rags on their backs. Eventually the goblins crossed paths with the Ottersmark Knights (see below) and were chased into the Rotstump; the mounted soldiers, for the most part, opted to abandon pursuit.

After days of dodging the many perils of the treacherous wetlands, the goblins stumbled upon the crumbling watchtower. They easily gained entrance and found their way into the dungeons beneath. It wasn't long after the goblins stole the first of the barges, began their raids, and crossed paths with Turrs. Turrs recognized Stredon Cardagg's signet ring and suggested ransoming the hapless whelp in the first place. The goblin cheftain Grashgeng now wears the Cardagg ring on a chain hanging from his neck.

Captives are kept alive so long as they are useful. Those taken by the goblins are put to work digging out the dungeons, performing menial chores, repairing the barges, and rebuilding the tower's defenses. The useless and uncooperative wind up hanging from hooks in the larder.





## The Knights of Ottersmark

The Knights of Ottersmark are a band of free-wheeling ne'er-do-wells operating out of the taverns and roadside swill-houses in and around Ottersmark. They are knights in name only; by any estimation they are knaves known for their outrageous and puckish behavior. Some members claim to have aristocratic pedigrees, but most are drawn from common folk. For that reason, the Knights are the champions of the common man, provided the commoners in question aren't business owners. The Knights leave long strings of unpaid bar bills in their wake wherever they venture. A fair number of clothiers, armorers, and even bakers have adopted cash-only practices as a result of being stiffed by the Knights in the past.

Their motto is "Carouse like devils and fight like demons". Members live life to the fullest and after a successful venture facing certain death, the surviving Knights retire to the local watering hole for a few days of spirited revelry.

Anybody can petition for a billet among the Knights, one need only follow the sound of breaking glass, stomping feet, and off-key singing to the nearest tavern. Once presented, the petitioner is put through a series of grueling challenges testing their courage and loyalty. Skill at arms and magic are valued, but the real test of an aspirant's mettle is whether they can survive three days of raucous rabble rousing.

Knights are expected to represent themselves well. The ideal candidate should be a shameless self-promoter. Members needn't be sterling of characters, as the Knights' roster is filled with scoundrels, scallywags, and rogues but coarse dispositions are unwelcome, and the evil aligned are shown the door.

Attrition while on adventures is understandably very high. A life of perilous adventure is not for the lily-livered. Knights are expected to draw up a will before a recruit is allowed to undertake their first venture.

From the perspective of the common man, the Knights are fearless. Members are given to outrageous boasting and bravado bordering on the suicidal. When their honor and courage are called into question, voices raised in song quiet and music fades almost as fast as the wide smiles. Members of the Knights do not suffer slights and entire neighborhoods have been razed to the foundations when their honor has been impugned.

The Knights are sell-swords and mercenaries but well-meaning ones. They do the occasional good deed but rarely for free. For all their charm and good intentions, they do have bills to pay.

The leader of the knights is Field Marshal Karabi "The Boar" Bryggs (CN m h Fighter 8, Str 18), a bear of a man with hair and moustache of fiery orange and dressed in bright outrageously tailored baroque garments. The Field Marshal is a notorious womanizer, a braggart, and a charismatic scoundrel. He swaggers about, dressed in a shiny silver breastplate and massive zweihander swung over one shoulder. His voice can be heard from blocks away and he's said to be strong enough to bend horseshoes with his bare hands.

The Knights' keep the wolf at bay (barely) only due to the efforts of their long-suffering purser, manager, publicist, and scrivener Pavalard "Parv" Grundergirdle (CG m g Bard 5). This poor fellow is overworked and underappreciated as evidenced by the drooping mustache, worry-lines, and puffy saddlebags under his eyes.

Recently a band of adventurers in Kreeg created a stir claiming to be members of the Knights. Their honor besmirched, the real Knights marched across the lake and squared off with the pretenders, brutally trouncing them for the whole town to see. The Field Marshal led his Knights back across the way to Sogton in time to attend a three-day festival. The Knights are currently wanted in Breonne for disturbing the peace.





## GETTING STARTED

The PCs have already met with the Cardaggs and struck a deal. In exchange for their help the PCs will be paid a reward of 500 gp. The family estate has seen better days and the finery worn by the family members is dated and faded. The Cardagg manse is mostly sealed off and empty, the furnishings have been sold to pay debts. The Cardaggs are clearly struggling and desperate.

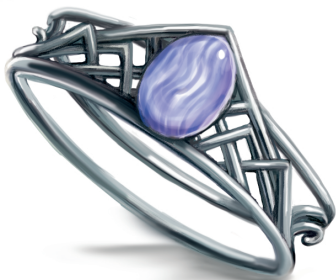
The Cardaggs are concerned the PCs will take the full sum and flee, so they're only willing to pay 100 gp up front. PCs making a Charisma check (DC 14) manage to convince the Cardagg's aging steward Fedi Hargswel to advance an additional 100 gp and provide a ***potion of cure wounds*** (1d6+2 hp). The balance will be paid upon the return of the ring. This is how the bargain is stated; Stredon is only mentioned in passing. The advance ensures the PCs don't abscond with the ring (see Cardagg Heirloom sidebar below.) The Cardaggs know the ring is magical but are unaware of its exact properties. They will not offer this information, but perceptive PCs may notice the family looks uneasy when the value of the ring is brought up.

After agreeing to the terms, the PCs are put in touch with a local guide - Hemab Turrs, who arranges for a meeting down by the Ottersmark docks.

Hemab Turrs is a dyed in the wool misanthrope who spends his every waking moment griping, grouching, and scheming. He's also a coward. He's in his mid-thirties although he looks a decade older. He has a long, narrow face and a mouthful of yellow gapped teeth. His overbite gives him a ferret-like appearance. His hair is long, unruly, and prematurely gray. He dresses in shabby dark clothes and smells of fish.

### THE CARDAGG HEIRLOOM

This thick platinum band is of gray elven make appearing as though it were woven of fine lace. Despite the fragile appearance, the ring is more durable than steel. A single pale blue lace agate is set in the ring's face. The wedding ring belonged to Fanoor Leedun, Stredon's maternal high elven grandmother and functions as a ***+1 ring of protection***. Subtle enchantments have been worked into the ring: the agate turns cobalt blue when within 3 paces of someone with evil intent, and evil beings find wearing the ring uncomfortable (-1 to Dexterity tasks) as the ring pinches evildoers' fingers.



## Hemab Turrs

Male Human Rogue 3

**Defense:** 13 (+1 Dex, +2 Armor)

**Hit Dice (hp):** 3d6+6 (19HP)

**Speed:** 12 paces

Str	Dex	Con	Int	Wis	Cha
11(+0)	13(+1)	14(+2)	12(+1)	11(+0)	9(+0)

**Attacks/Damage:** Long Knife 1d4+1 plus +2d6 sneak attack

Proficient with the goblin tongue; wears leather armor, carries a light mace, and an ***expert long knife*** in a concealed back sheath, thunderstone (for emergencies), poison antidote; a leather purse tucked into his vest contains: 29 cp, 36 sp, 16 ep, 9 gp, small silver hair comb with mother of pearl worth 200 gp, 3 freshwater pearls worth 45 gp, 60 gp, and 100 gp. Another 100 gp of assorted adventuring gear is on Turrs' leaky barge - *The Loreda*: tarps and fishing nets, tackle boxes and lures, fishing poles, boat hooks and frog-gigs, lanterns and oil, woodworking tools, axes and hatchets, saws, buckets of resin, cooking pots, a small charcoal brazier, blankets, several changes of clothes, animal traps, single-person tent, and a battered squeezebox (Turrs is learning).

His family has fished Lake Straun for nearly a century and although the fishing is good Turrs believes he deserves much, much more. He's cantankerous and moody, shiftless, and he laments his mediocre situation. Until recently, he lacked the ambition to improve his lot in life. To Turrs, the goblins are a path to easy riches and an opportunity to even the score with the Ottersmark folk who he believes have mistreated him his whole life. Turrs has no loyalty to the Bloodbites, he'll betray them as readily as he would betray the PCs so long as he stands to benefit.

Like his single-masted barge, Turrs isn't much to look at but he's intimately familiar with Lake Straun and, more importantly, he knows what the PCs are up against. He was among the survivors of the latest attack. A little digging will turn up Turrs survived the last two attacks (see below). If pressed, he goes into gruesome detail describing how the lead goblin gnawed off young Stredon's thumb as a warning. Turrs does his level best to conceal his satisfaction at witnessing young Cardagg's maiming.





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### A FLY IN THE OINTMENT

Turrs knows allying with the goblins in the long run will almost assuredly get him killed. The goblins have taken the tower and have ready access to targets for their raids, it's only a matter of time before they turn against him. Turrs plans to betray the goblins first.

Turrs is uncertain of his next move but he's eager to take advantage of any opportunity. He is greedy and devious but he always takes the easy path. Turrs hopes the PCs' ambush is successful and the goblins are slaughtered to the last. Ideally, then the PCs will track the goblins back to the watchtower lair and massacre the rest of the tribe.

If the PCs are overpowered by the goblins, Turrs flees with his ill-gotten gains and seeks other opportunities downriver. Turrs hopes he'll be rewarded, and any evidence of his collusion will die with the humanoids but Turrs' greed has gotten the better of him; Stredon witnessed Turrs collusion first-hand and he understands goblin.

Turrs would prefer to remain safely on his barge far away from the danger, but he has to silence Stredon Cardagg; the PC may have other ideas and a few idle threats will convince the grumbling Turrs to come along. At the first opportunity, he'll silence the young Cardagg with a fish knife.

What Turrs and the PCs don't count on is the Cardaggs reneging on the deal. The PCs are supposed to take possession of a barge loaded with goods satisfying

the goblins' demands. The barge is heavily tarped and poled by two unscrupulous looking bargies - Wolum (m h Commoner 2, hp 6, pronounced limp and rope-scarred neck) and Grusd (m d Commoner 2, hp 7, shifty eyes and burned beard), who, having satisfied the terms of their employment, attempt to depart abruptly. The bargies wisely refuse attempts to convince them to join the excursion, Charisma check (DC 16); they know better than to get involved in the doings of adventurers and aristocrats. A bribe of at least 10 gp each gains a +2 bonus to the Charisma check.

When investigated, the quality of the goods provided by the Cardaggs is found to be severely lacking. Weapons are dull, pitted, and rusted. Shields are split and worm-eaten, armor is near useless, and the foodstuffs are on the verge of spoiling. The Cardaggs are in no financial position to pay the ransom demand and true to form, they didn't bother informing the PCs.

Time is short, and the PCs are supposed to leave the barge of goods moored off a rocky island 400 yards from the shore of Rotstump Bog. They are to return the following day; Stredon should be waiting on the island. Naturally, the goblins have no intention of holding up their end of the bargain. They plan to drag out further negotiations in exchange for additional payoffs and, milking the Cardaggs for all they're worth. In the meantime, Stredon and the other prisoners are forced to toil.

## OTTERSMARK & LAKE STRAUN

Ottersmark is a large bustling trade town located at the convergence of Lake Straun and the Stead River in Vestonia's Hillsedge Province. Some call it the Jewel of the Hillsedge. It's the steppingstone to Barrowgate, the easternmost city of the Duchess Ramshorn's domain.

Ottersmark is a lake-town, half of the city is built over the lake; the riverside dockyards are among the largest in Western Adon.

Lake Straun is typical of lakes in the region, deep and mud-bottomed, the waters are warm throughout most of the year; the lake remains largely navigable even in the dead of winter. The rocky shoreline is bordered by tall reeds, sedges, and cattails providing refuge for the local wildlife. A few miles upstream the river turns to rapids with short, rocky falls. There are plans to construct canals parallel with the river allowing all but the largest vessels to safely negotiate the River Stead but local overland drover companies are stonewalling the effort.

Ottersmark is ruled by seven great families; however only three families have any real power. By no coincidence two of the families also hold Barrowgate in the palms of their hands. Members of these old aristocratic Anhurian families squabble and scheme although these days it's rare for their quarrels to spill out into the streets. Duels are common but the Duchess has outlawed deadly exchanges without her express permission. The common folk frequently find themselves caught in the middle of these internecine squabbles; locals know better than to involve themselves in courtly intrigues.

The folk of Ottersmark are typical of Vestonians; they value hard work but enjoy their leisure time. They are profit-minded, always weighing risks versus rewards. They are cagey by nature and slow to trust but once their friendship is given, they are generous and kindly. They are proud of their roots, and family is valued above most things.

The Stead River valley is rich in resources: timber from nearby forests, fish from the rivers and lake, even pelts from the nearby Waspnettle Swamp and the Rotstump Bog. All manners of goods pass through Ottersmark. The streets are tidy and well-kept, townsfolk take pride in the appearance of their homes. Taxes are high but these monies go to maintaining the dockyards, the roads, levies, and the common good. They're a generous people who look after their own; Ottersmarkers are independent to a fault.





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### THE TRAP IS SET...

After taking possession of the barge the PCs are expected to row out to the far side of Lake Straun, within sight of Rotstump Bog, and leave the barge moored to a rocky island. The PCs, having met Turrs and still feeling the sting of the Cardaggs' miserliness, likely begin hashing out a plan involving ambush.

The most likely course of action is to lie in wait and ambush the goblins. Alternatively, the PCs could allow the goblins to take possession of the barge surreptitiously following the thieving humanoid to return to their lair. The goblins are greedy and arrogant, so any plan the PCs hatch is likely to succeed provided they take a few precautions.

The goblins are watching from the watchtower so wise PCs will row out at night and lie in wait under the tarp. The small island lies a few hundred yards from the bog. It's bordered by tall grasses and sedges. There are a few shallows here and there, so the PCs will have no difficulty concealing Turrs' craft.

The rocky island is 40 feet wide, 25 feet long, and rises to a height of just over 5 feet. During the Spring thaw and Autumn rain-showers, the island is under a foot of water. The island is covered in muddy clumps of swamp grass, cattails, and sedges; enterprising PCs can easily construct blinds.

While the PCs prepare, Turrs starts drinking and grumbling. He's nervous and irritable. The PCs have an opportunity to get the fisherman talking and, if they're clever, catch him in a lie. After an hour or two, the grog gets the better of Turrs and he reveals a few details and by doing so incriminates himself. When confronted, he pleads the victim. If it looks like the PCs are going to harm Turrs, he jumps overboard and paddles to safety. He's a strong swimmer, if allowed to go he'll make it to a murky shore and recover, planning to follow the PCs on the sly so he can get to Stredon Cardagg.

When confronted, Turrs turns defensive but he's no fool. He's grossly outnumbered and he knows it; attacking the PCs would be suicide. He'll bide his time, pretending to be remorseful and helpful. When pressed he'll share details on the tower, the goblins, and even the dungeons although he omits some details. He doesn't offer any information unless his hide is at stake.

One of those details Turrs fails to share is that the goblins have dispatched a small group back to the clanhold in the Skyreach peaks requesting reinforcements. Fthellig and Grashgeng have secured a fortress, and shows of force are mighty attractive to goblinkind. Turrs is unaware the goblin chief Edlign the Bileblooded has dispatched Kekkbrook the Bonecracker along with a few dozen goblins to investigate. Kekkbrook hasn't forgotten the failed coup; it was less than a month ago, and she has been ordered to assume control of the clan and kill both Grashgeng and Fthellig for their treachery (see *Further Adventures*).

A few hours after sundown, the goblin barge, disguised as a mucky reed-covered island, silently poles out of the bog and heads right for the rocky island. There are nine goblins aboard the barge.

### BLOODBITE GOBLINS (9): HP 4 each

The goblins are loot hungry and overconfident, ambush attempts are (DC 13) but GMs are free to apply modifiers taking in consideration the PCs' preparations. The goblins fight ferociously but after 3 rounds or when reduced below half their number, they retreat back to their barge and attempt to flee back to Rotstump Bog.

A goblin named Dreeg can be taken prisoner and interrogated. Dreeg speaks pidgin Vestonian with a slight stutter. If Turrs is present and he has somehow not been implicated, the spiteful goblin attempts to save his own hide by revealing Turrs' collusion. Turrs attempts to silence Dreeg to preserve his secret or at least conceal the depths of his culpability.

At this point the PCs have no reason to trust Turrs or the goblin, both will readily betray them. Although they claim otherwise Turrs and Dreeg most certainly work against the party if they're allowed to scheme.

## ROTSTUMP BOG

A festering foggy wetland bordering Lake Straun so named for the many rotted tree-stumps rising above the water's surface. Geothermal vents pipe warm water and reeking vapors into the bog, causing it to be foggy all times of the year. The tea-colored water is murky and footing treacherous at the best of times. Many unpleasant things lurk in the bog and the wise steer clear of this area.

Following the goblins' trail through the duckweed is not difficult but it's time consuming. Roll Wisdom check (DC 12) once per hour to follow the trail. Failure indicates an hour of lost time and +1 to the DC as the trail goes cold. It takes 3 successful tests to reach the tower, plenty of time for a dangerous encounter or two.

Roll 1d20 every hour in the bog. A Random Encounter or Hazard occurs on a 14+, by day 17+. If an encounter is indicated, roll 1d20 and see below.

d20 Roll	Random Encounter or Hazard
1	Merrow*
2-3	1d3 Lacedons*
4-6	3d4 Stirges
7-10	2d6 Zombies
11-14	Quagmire
15-17	1d4 Monstrous Diving Spiders
18-19	Giant Snapping Turtle*
20	Swamp Gas (see below)

\*Indicates a unique encounter, if rolled again, treat as Zombies, reroll, or the Gamemaster chooses an encounter.





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### RANDOM ENCOUNTERS

#### MERROW (1): HP 31

As the characters are following the trail through the Rotustump, an uprooted tree suddenly falls across the PC's path. Seconds later, K'delbrug the she-marrow steps from the shadows and fog attempting to skewer the closest character. She's a wily foe, using the terrain to her advantage.

K'delbrug is armed with a large-sized gig (2d8+5 damage) and dressed in hide and scale hauberk. She carries her loot in a large soggy reptile skin sack that contains: bone trinkets and hides, a wood, ivory, and bone holy symbol to the ogre god Brugnung (worth 10 gp to a collector), 121 gp, 38 sp, three pieces of mammoth ivory (10 gp each), 1 mammoth molar (20 gp), and an *expert* dwarf steel dagger she uses as a toothpick.

#### LACEDONS (1-3): HP 11 each

The head lacedon wears a thin gold nose ring with a garnet stone (50 gp) and carries a moldy leather purse with 18 sp.

#### STIRGES (3-12): HP 3 each

The stirges have no treasure.

#### ZOMBIES (2-12): HP 13 each

The first time encountered, one of the zombies wears studded leather armor, another wears an electrum chain necklace (10 gp) with two small round hematite stones (10 gp each) and an oblong freshwater pearl (25 gp). Subsequent zombie encounters have no treasure.

#### QUAGMIRE (HAZARD)

The PCs' barge runs afoul of a quagmire and needs to be pulled free, roll a Strength check (DC 15) to free the craft. Up to three PCs may pitch in, each granting +1 to the roll. A failure by 5+ indicates a random PC becomes stuck themselves, a roll of 1 on the Strength indicates the stuck PC begins to sink. PCs sink in 2-3 rounds and begin drowning unless pulled to safety. This wastes 1 hour and may provoke additional Encounters/Hazards.

#### MONSTROUS DIVING SPIDERS (1-4): HP 11 each

The spiders have no treasure.

#### GIANT SNAPPING TURTLE (1): HP 48

The pugnacious chelonian has no treasure.

#### SWAMP GAS (HAZARD)

The PCs' stumble into a pocket of swamp gas (7 pace radius). Roll 1d20 to determine the game effects.

1d20

#### Roll Swamp Gas Effects

1-5 *Explosive!* Open flame sets off the gas, causing 2d6 damage, Dexterity save (DC 13) for half. If no open flame, treat as 11-15 Poison below.

- 6-10 *Nausea.* Similar to *stinking cloud* spell; Constitution save (DC 12) or -1 to all attacks, saves, initiative, damage rolls, and Ability checks for 1d4 hours.
- 11-15 *Poison.* Constitution save (DC 12), if successful, no effect. If failed, -1 to all ability checks and Initiative rolls for 1 day.
- 16-20 *Hallucinogen.* Wisdom save (DC 13) or as *confusion* spell except duration is 1d6 turns (10-60 min) with each d10 roll to determine behavior every 10 minutes.

### HARD KNIGHT'S REST

En route to the goblin watchtower, the PCs come upon a light warhorse standing hocks deep in the muck; the weary bay-colored beast is frightened and would normally flee but it's firmly rooted in place. The horse's once magnificent mane and tail are a tangle of burrs and clumps of mud. The warhorse is unsaddled but is bridled, and the lead has been gnawed through. Clearly the animal has been through an ordeal. A successful Charisma check (DC 12) allows a PC to approach safely; otherwise the horse defends itself lashing out with hooves (-2 to attack and -1 to damage rolls due to mire and fatigue).

The horse's name is Odan, its name clearly engraved upon a steel medallion on the harness. Odan is unusually bright and loyal. Provided the PCs don't mistreat him, once freed of the muck the warhorse will lead the PCs to its master.

The PCs follow the warhorse to a muddy island lightly covered in cypress trees. This otherwise serene locale was the scene of a frenzied battle last evening. A pair of ogre corpses lie face down in the mud, surrounded by pools of congealed blood. A burned-out campfire is nearby. One of the ogres is nearly decapitated, while the other is covered with a dozen or so thrusts and slashes from a blade. Drag marks lead from the muddy and bloody battleground to a large tree stump nearby. Inside the cleft stump is an armored man - Sir Bravalgan Baltrovic, famed Ottersmark Knight. He's still wearing his bloody tabard and battered plate mail. The knight is deathly pale; it appears he's been dead for several hours. If the characters attempt to pull the dead knight free of the stump, it becomes apparent how the valiant knight died as a thirst of stirges streams out of the stump and buzzes noisily above the camp.

#### STIRGES (9): HP 3 each

The stirges are well-fed and only fight for two rounds before flying off into the gloomy fog of the swamp.

Sir Baltrovic took it upon himself to pursue the Bloodbite Goblins into the swamp after his fellow knights returned to Ottersmark; he spent the last week fruitlessly tracking the goblins. Two nights ago, he became hopelessly lost but the irrepressible knight pressed onwards, eventually making camp on the cypress island. The campfire was spotted by the pair of passing ogres. When the half-witted brutes brazenly lumbered into





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camp, they were confronted by the fearless Sir Baltrovic who engaged the giants in witty repartee. When the ogres tired of the knight's banter, battle was joined with one ogre losing his footing and nearly decapitating his companion. Sir Baltrovic finished off the other ogre but not before being badly injured. After dispatching the remaining ogre, he managed to crawl into the stump then lost consciousness. A thirst of stirges attracted to the smell of blood, descended upon the unconscious knight just before sunrise quickly draining him dry. The stirges then took cover inside the stump. Hours after his master perished, Odan managed to chew his way through the lead and headed back into the swamp seeking anyone who could help his master.

Sir Baltrovic was like many of the Ottersmark knights - impetuous, idealistic, and brave to a fault. His intentions were noble even though he was prone to recklessness and knavishness. His family will pay 500 gp to have his remains and personal effects returned.

In addition to his plate mail, Sir Baltrovic's longsword Wavedancer leans point down against the stump. The expert +1 weapon is well balanced and has seahorses on the crossguard and a seashell on the pommel. A matching shortsword, Waveskimmer, and dagger, Reedcutter, hang from his weapons belt along with a polished driftwood and coral holy symbol (50 gp) consecrated to Gustan, God of the Oceans. Tucked into a small belt pouch is a small cork-stoppered glass phial of an odorless, tasteless, orange syrup - a potion of fly. The potion has a side-effect - the imbiber occasionally hiccups orange bubbles throughout the duration.

Odan's chainmail barding lies across a fallen tree trunk nearby along with his saddle, and saddlebags. A pewter family crest is on the saddlebags - Baltrovic, an old Vestonian family name. A worn all-weather bedroll lies on the ground a few yards away from the campfire. The saddlebags contain two days' trail rations, three bottles of average quality wine (5 gp each), and a wineskin half-full of good quality brandy; Sir Baltrovic consumed half the skin contents before the ogres ambled into camp.

The ogre's two-handed sword is of average quality although it could use some oil and a good sharpening. The ogres' loot is in a patchwork leather satchel on the arm of the larger of the two ogres. The ogre will have to be rolled over to access the satchel. The satchel contains 240 gp, a violet-blue sapphire worth 50 gp, 3 silver place settings (plate, saucer, knife, fork, spoon, etc.) together worth 250 gp.

If Turrs is with the party, he offers to lead the warhorse along with Sir Baltrovic's body and worldly possessions back to Ottersmark but Odan refuses. The horse instinctively distrusts the fisherman and attempts to bite him. Turrs would love to strip the knight's body of all valuables before dumping it into a muddy hole. The horse will remain with his master, awaiting the return of the PCs from the watchtower.

## THE WATCHTOWER

The tower was constructed in 937 NA by Lord Alabner Ramhorn, Duchess Ramhorn's paternal uncle. The watchtower was constructed to protect Hillsedge's southern border not only from the dangers of the Rotstump Bog but also from incursions from the neighboring nation of Breonne.

The tower took three years to construct and was plagued by calamities including a collapse mere months before completion. Lord Ramhorn took a great risk investing much of his personal fortune to complete the watchtower. In the end the tower was inhabited by a garrison for seven years before being abandoned after Lord Ramhorn died suddenly but peacefully in his sleep in 944 NA.

The garrison withdrew but owing to severe weather, was unable to remove many of the furnishings, sundries, and armory from the grounds. The stockpiled arms and armor were removed to a secure armory in the dungeon. Bricks and mortar were laid over the entrance to conceal it. The plan was to have a regiment dispatched to retrieve the stockpile, but a bureaucratic oversight prevented it. Since then, the tower has remained empty, slowly sinking into the bog. Decades passed and the armory remained undisturbed until the goblins discovered it.

## LAYOUT

The crumbling watchtower squats on an island of muddy rock in the middle of a mucky lagoon bordered by twisted sinister looking cedars. The area is foggy night and day.

A dilapidated stable stands just north of the tower on the edge of the lagoon. As the years have passed, the island has eroded greatly; now the stable appears as if it could collapse into the lagoon.

A narrow, raised path of rotten timbers and rock winds across the lagoon to the tower's front door. The crumbling tower stands 60 feet high but four decades of neglect is showing. Even as the PCs approach, chunks of rock crack off and fall to the soggy ground.

Nearby trees have been logged to construct scaffolds and shore up the crumbling fortification. Fallen masonry has also been dug up and repurposed. If the PCs arrive at night, 3-5 goblins are overseeing seven captives (Commoners 1, 2 hp) forced to repair the tower. These unfortunates are fishermen, bargies, and merchants; none are stonecutters or carpenters. The goblins relentlessly drive the slaves from sundown to sunup; several captives have already died from exhaustion and accidents. The remaining captives serve as slaves down in the dungeons. When not toiling, the slaves are clapped in chains and quartered inside a cell but aren't closely watched. Mistreatment, starvation, and fever have rendered the captives weak and listless.

The dungeons are accessible by way of the tower stairwell or the cleverly concealed entrance approximately 60 feet from the front door at the base of the hill denoted





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by 'A' on the map. The cave entrance is obscured by a living net of dangling vines and roots. The entrance is seven feet wide and six feet above the waterline; just wide enough to accommodate a barge piled with loot. The water depth in the tunnel averages three to five feet for most of the year.

The tower is occupied by goblin sentries night and day. There were once arrow slits on the second and third floors but as walls have sagged and ceilings collapsed, these are inaccessible to anything larger than a sparrow.

The scaffolds on the first and second floors are constructed from whatever the goblins have managed to scavenge and harvest from the swamp. Hemp and hide lashes are barely holding the rickety frame together.

The enterprising goblins have cleared some of the rooms and shored up walls and ceilings, but the work is shoddy and structure is far from stable.

### GENERAL FEATURES

The watchtower stands, or rather leans, just over 20 feet above the lagoon. The island was deforested during construction but after four decades the bog has reclaimed much of the island; there are still many rotten stumps scattered about. The area is moderately forested (see *Getting In* below).

The tower interiors are in shambles. Debris from the collapsed inner walls, decaying furnishings, and fallen ceilings has amalgamated into heaps of disintegrating barriers as tall as a man.

The exterior walls are shaped rock blocks twelve or so inches thick set into a quality mortar. The whole structure leans slightly north by northeast stressing the foundation and causing deep cracks to run up the walls. Exterior balconies are local wood braced with thick beams and stone corbels. Had the tower been occupied longer, the grounds would have been expanded and outward appearance improved.

Aside from the small, campfires the watchtower is unlit.

### GETTING IN

The PCs have several options open to them, but a direct assault will likely get them captured or killed. If the PCs opt to charge the front door shouting battle cries and lobbing spells, Turrs skulks away from the battlefield leaving the PCs to their fate.

The goblins are not master tacticians, they're unprepared for a siege but they are quick responders. They may be capricious and overconfident, but they are behind the walls; the PCs had best think their plans through.

Stealth and preparation are best applied in this situation, at least at first. Scouting and observation will serve them better than brazen acts of bravado.

The goblins hunt the surrounding lands in bands of 3-5 each night. They subsist on anything wandering into their snares or within range of their arrows: rodents, marsh birds, slugs and vermin larvae, fish, and the like.

The hunters set out around midnight returning 1d6 hours later. Wise PCs take advantage of the goblins' routine by ambushing the hunters. After two bands fail to return, the goblins catch on and postpone hunting expeditions.

The island under the tower has irregular topography and is covered in patches of dense vegetation; approaching undetected requires Dexterity checks (DC 13); doing so during the day grants +3 bonus to the PCs' checks due to goblin negligence and day-blindness. Goblins on the 2nd and 3rd floors spotting movement are likely to fire an arrow or two before raising an alarm.

Alternatively, the PCs may attempt to sneak in via the concealed water entrance on the northwestern side of the island; the entrance is denoted by 'A' on the map. Spotting the cave mouth behind the dense roots and vines requires an Intelligence check (DC 16) unless the PCs observe the goblin barges coming or going.

The PCs could attempt masquerading as goblins returning with the ransom. This is a bold and interesting gambit requiring precise execution and nerves of steel. At least one of the PCs should know the goblin tongue.

The options are limitless. Players should be encouraged to formulate their own plan for gaining entry to the tower and the dungeons. More than likely, they'll have to make multiple sorties to thin the goblins' ranks before finally moving in for one last decisive push.

If Turrs' treachery has been uncovered, he may be convinced to divulge useful details such as the secret water-side entrance or the presence of traps on the various ground floor entrances (he knows of them but not the specifics). Depending upon how the PCs treated Turrs he may or may not mention the sentries keeping watch over the dungeon docks at Area 13.

As always, Turrs is out for himself, and he is still looking to eliminate young Lord Cardagg while at the same time profiting from the goblins' and PCs' deaths. Ideally, he'll be able to watch all of them die so he can abscond with as many valuables as he can carry, including Sir Baltrovic's possessions. He most definitely has considered the advantages of returning to Ottersmark as the sole surviving hero.

### LAGOON

This soggy depression is surrounded by low, muddy, densely forested hillocks. The surrounding trees are stunted swamp cedars with ferns and brambly scrub growing in whatever pools of light filter down through the canopy. Moss spreads out in great clumps on most surfaces and patches of ghostly toadstools grow at the base of the ash, beech, oak, and walnut.

The water is 8-10 feet deep and 1-2 feet deep close to shore; the bottom is greasy clay and rank detritus a foot deep. The water smells of rot and is red tinged from tannins leaching from the cypress-covered hills; underwater visibility is less than three feet. Black, rotted





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tree stumps break the water's surface resembling rotten teeth. The surface of the hollow is bright green with lily pads and duckweed. The area teems with insect and reptile life.

The recent activity has attracted a pack of giant killer frogs. The fearless amphibians have picked off a few of the less observant goblins. As the PCs scout the area, there's a 20% (roll of 1-4 on a d20) chance per hour of encountering the voracious amphibians.

### GIANT KILLER FROGS (3): HP 9 each

The frogs have no treasure.

## STABLE

The stable is not connected to the watchtower and was constructed along an eroding edge of the lagoon. The garrison commander overseeing the tower's construction didn't want to be disturbed by horses kicking their stalls all night.

The stable is shabby and won't survive another two seasons. The fieldstone foundation has eroded leaving the structure precariously perched over the lagoon. The exterior walls are threatening to collapse, the frame posts are weak from rot and termite damage, and the thatch roof is all but gone.

The interior stalls are wobbly and filled with moldy matter. Birds nest in the roof including one very old cantankerous barn owl. The windows lack glass and are only eight inches wide and a foot tall.

The left barn door is blocked by a sagging door frame requiring a Strength check (DC 13) to force. The right door leans open uselessly from the bottom hinge. The southern door is barred, requiring a Strength check (DC 12) to force or Dexterity check (DC 15) to pick.

### S1. TROUGHS

Grain troughs line the western and northern walls. The floor planks along the northern wall are weak but will support a grown man's weight. The back wall and small window have been invaded by vines. The contents of the troughs have turned to dirt. Growing in the shade along the bin walls are 1d4 slimy fungus clumps. These are poisonous when ingested (Constitution check (DC 17) or 4d4 poison damage along with severe stomach cramping and fever -2 to all ability checks, attack, and damage rolls for the next 1d6 hours; a successful save only half damage is taken with no cramping or fever).

### S2. LIVERY

Three sets of bridles hang from hooks in the walls. Various brushes, hand tools, and similar stable items for looking after horses and mucking stalls are on shelves along the walls. The wheelbarrow is conspicuously absent (the goblins took it).

### S3. STALL

A hazard, weak floorboards send the explorers crashing through the floor and into the murky water below, Dexterity save (DC 13) to avoid, 1d2 damage on a failed save otherwise no fall and no damage.

### S4. STALL

The floorboards look weak but are solid. An Intelligence check (DC 12) uncovers a small wooden box in a shallow depression under a loose floor plank in the southeastern corner. Inside are several small crude toys of leather, wood, and bone resting atop a worn oily leather purse containing grubby coins: 8 cp, 3 sp, and 1 ep. These were the orphaned stableboy Wurst's prized possessions and earnings; he died from a fever in transit back to Ottersmark when the fort was abandoned. Wurst was buried in a relatively dry hillock covered in beech and elm; his restless spirit haunts the area until the goods are interred with him.

### S5. STALL

Like Area 3, the floorboards are weak, Dexterity save (DC 14) to avoid 1d2 hp damage and crashing through the floor into the lagoon. A successful save avoids the fall and all damage.

## THE TOWER - GROUND FLOOR

### T1. ENTRY

The rotten termite-eaten front doors are secured and trapped. PCs forcing their way in Strength check (DC 15) trigger the trap - a weighted spike covered log swings from the ceiling. The trap can be detected Intelligence check (DC 13) but it's tricky to disarm Dexterity check (DC 16). The pendulum trap strikes with +5 to hit causing 2d6 damage to anyone in the doorway. When the trap is triggered, a string of pots and pans rattles and clangs alerting every goblin in the tower; the sound won't reach the dungeon but a goblin screaming for aid at the stairs will summon the goblins in Dungeon Area 1.

The goblins are interested in captives, but troublemakers are executed on the spot.

### T2. TRAPPED BREACH

The gap in the wall is trapped with a tripwire, Intelligence check (DC 13) to spot and Dexterity check (DC 13) to disarm. When triggered, several hundred pounds of rock falls inflicting 3d4 damage (Dexterity save (DC 13) for half) and alerting the goblins in area T3.

### T3. CAMPSITE

A small campfire built atop an old, rusted kite shield rests on the floor. Three filthy sleeping pallets with flea-infested bedding are positioned around the campfire. There is nothing of value, but a pair of dice carved from knucklebones and 1d10 cp. During the day 1d2+1 of the goblins are here either sleeping or rolling the





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knucklebones leaving one archer to patrol the ground floor.

**GOBLIN SENTRIES (2-3): HP 4 each**

**GOBLIN ARCHER (1): HP 4**

### T4. CONCEALED PIT

The floor of the western gap has been excavated. A concealed three-foot-deep pit runs the length of the passage, Intelligence check (DC 14) to detect. The trap cannot be disarmed. The pit is lined with sharpened wooden stakes under a thin layer of wood, woven vines, and dirt. Those failing a Dexterity save (DC 14) fall in taking 1d4 hits of 1d4 damage, save indicates no damage. The goblin archer patrolling the ground floor from area T3 will investigate any disturbance.

### T5. FAULTY TRAP

The passage is trapped but the engineering is faulty. The spiked pendulum trap is improperly balanced and lacks the necessary force to cause serious harm, Intelligence check (DC 11) to detect and Dexterity check (DC 11) to disarm. If sprung the trap deals 1d4 damage, Dexterity save (DC 10) for half. The sentries and archer from area T3 are lazy and the trap has failed many times before, so they might investigate (50% chance).

In addition to the goblins on the ground floor, three goblin archers are nearby: one at the top of the steps on the Second Floor, and two more are stationed at the bottom of the stairs in the Dungeon in Area 1.

The goblins are not particularly bright, but at the first sign of danger they will shriek loudly to alert their kin. While the sentries occupy the trespassers, the goblin archers from the upper floors descend, using their shortbows to snipe PCs from the steps. The goblins are used to bullying fishermen and merchants with surprise on their side; they fight fiercely for two rounds but withdraw to the dungeon when faced with skilled opponents.

## THE TOWER - SECOND FLOOR

The northern and southern walls have shattered and fallen inwards collapsing part of the floors and sending rubble falling into the ground floor. The interior walls are packed with debris and old furnishings.

Planks are placed across gaps in the floor as crude walkways. These easily support goblin weight, but a grown man may fall through. These areas are considered difficult terrain. Those falling through the walkways must make a Dexterity check (DC 12) to avoid, or take 1d6 fall damage.

Scaffolding connected by rickety ladders runs around several of the exterior walls.

During the night, goblin archers and sentries walk the scaffolding, keeping an eye on the horizon. During the day a single goblin sentry and archer begrudgingly patrol while their companions sleep; they are irritable from the light stinging their eyes.

Four filthy sleeping pallets identical to those in area T3 are on the floor around the cooking fire. A shank of scorched rancid meat is spitted over the campfire, and a charred human skull and a few gnawed bones lie among the ashes.

**GOBLIN SENTRIES (2-3): HP 4 each**

**GOBLIN ARCHER (1): HP 4**

## THE TOWER - THIRD FLOOR

The third floor is in no better shape than the previous two. The ceiling has caved in creating great heaps of rubble.

As soon as the goblins become aware of the goings on elsewhere in the tower, they unleash a giant weasel sending the sinuous beast down the steps to deal with interlopers. The weasel is always hungry and has developed a taste for humanoid flesh.

The balconies have been shored up but are far from sturdy. Sailcloth, tarpaulins, hide, and other textiles have been stitched into crude curtains hanging within each of the balcony doorways. Three brass oil lanterns with colored lenses hang from pegs set in eastern wall of the northward facing balcony; the colors are red, yellow, and blue. The colored lamps are used to communicate with Hemab Turrs when he's on Lake Straun. Most of the Bloodbites lack the brainpower to decipher the coded signals, so the Chieftain and Subchief are summoned for this task.

**GOBLIN SENTRIES (2): HP 4 each**

**GOBLIN ARCHER (2): HP 4**

**DEEZEL, GIANT WEASEL: HP 16;**

## THE TOWER - DUNGEON

The dungeon is accessed in one of two ways: the staircase from the watchtower or the concealed entrance on the northwestern side of the island, denoted by 'A' on the map.

### GENERAL FEATURES

The dungeon is a natural limestone cavern with deeply pitted walls and irregular grime-covered floors. Ceilings are 8-10 feet high supported by amorphous stone columns, rock curtains, and unusual stalagmite and stalactite formations. The soft, porous rock absorbs and muffles sound. Some areas have been deliberately expanded first by the Vestonian garrison and later by the goblins; piles of rock are everywhere.

The air is warm and humid year-round. Moisture collects against the walls before flowing into shallow pools. The cavern air is unpleasant, smelling of decay, dung, and musky unwashed bodies.

Aside from the small campfires, the dungeon chambers and tunnels are unlit.

### D1. ENTRY

At night a pair of goblin archers take turns pitching rocks at a makeshift target drawn in charcoal and chalk against the western wall. While waiting for their turn, a goblin





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usually sits on the bottom step. Two buckets of rounded river stones rest on the ground near the eastern wall.

### GOBLIN ARCHER (2): HP 4

The frigid pool along the southern wall is spring fed and linked to the Darkreaches by way of a submerged three-foot-wide tunnel. Transparent minnows and cave shrimp swim blindly around the silty pool. From time to time giant crayfish ascend the tunnel setting off the goblins; the flesh of the giant crustaceans is reserved for the Chieftain.

### D2. SLAVE PEN

A pair of rickety tables are against the northern wall along with a few empty casks, barrels, and crates. During the night the room is unguarded but during the day a trio of ill-tempered goblin jailors gather around the table to arm wrestle, compare scars, and gamble on which captive is the next to expire; one goblin is 50% likely to be napping.

### GOBLIN SENTRIES (2): HP 4 each

### GOBLIN ARCHER (1): HP 4

The cell bars are fashioned from scavenged wooden posts set into the floor and ceiling. The cell door is made from rusty iron bars recovered from the watchtower above. During the day there are up to 11 captives, sleeping, praying, or lamenting their miserable situation. The captives are occasionally fed scraps to keep them weak and pliant.

At night there is a 50% chance that 1d3+1 captives are present; otherwise they're toiling in Area 13 digging the tunnel to Area 2, or shoveling waste into Area 12.

The murky pool at the back of the chamber is the captives' only source of water. The pool is spring-fed and frigid. The pool is roughly a foot deep near the shore but deepens to four feet towards the back where the ceiling is only two feet above the water.

### CAPTIVES (7): Move 6 paces; Defense 9 (-1 Dex); Melee Attack -1: Improvised Cudgel 1d4-1; HD 1d4, HP 2; Fatigued (-2 Str and -2 Dex), half movement rate.

These sad wretches are dressed in soiled rags and covered with bruises and wounds. They are:

- Amson Voors, a clever bargie with nimble fingers in his late 30s. He managed to retain his fishing knife (+1 to hit).
- Mrs. Chadyl, a bony, shrill-voiced ex-governess and recent emigre from Barrowgate. She's cagey and won't discuss why she was summarily discharged or how she plans to support herself in Ottersmark.
- Kend, a short-bearded, adolescent hill dwarf woodworker; he says very little to avoid drawing attention to his pronounced stutter. He's handy with a hammer (+1 to hit).
- Grayarb Fimm, an elderly frog-gigger missing a few fingers on his left hand. A little slow off the mark but, handy with a short spear (+1 to hit).

- Bohrman Keets, a husky (Str 12, Con 14) but sullen middle-aged fisherman who lost everything when the goblins took his barge. He's likely to explode into a blind rage on the first goblin crossing his path. Proficient with club and crossbow.
- Teves Leker, this saggy trinket merchant choked down a few gems and pieces of jewelry (200 gp total). His guts are rebelling ferociously, so he spends most of his time doubled over in agony.
- Puntildon "Punt" Turngazer, a restless she-halfing fur trapper with a rudimentary grasp of the goblin tongue; she's desperate to escape after overhearing the goblins' plans to eat her. She has a sling (+2 to hit).
- Marika, a slim teenager with a pronounced overbite. When not casting her nets, she's taking care of her four siblings and ailing father. She's a gifted singer and concertina player.
- Stredon Cardagg, a spindly half-elven youth. The gormless firstborn heir to the infamous declining Cardagg family in Ottersmark; Stredon is very much the product of an oppressive upbringing. His kinsmen are scheming materialistic malcontent petty nobles. He stands to inherit little more than a crumbling manse, a mountain of debt, and a tarnished reputation. He's in his late twenties, well past marrying age. He's long of limb and moves with an uncertain awkwardness; his mother often remarks Stredon is all knees and elbows. His left thumb is missing as it was bitten off by the goblins when he was first captured. His heirloom ring is now in the possession of the goblin chieftain Grashgeng in area D10 below.

Stredon will be overjoyed at a potential rescue, as will the rest of the captives, but leading a bunch of malnourished desperate people into deadly encounters with goblins is a recipe for disaster. The PCs will have to act prudently to prevent casualties.

### D3. CLUTTERED GALLERY

Empty boxes, crates, and barrels are scattered about and piled against the walls. Damp sawdust and wood shavings lie in piles about the floor. The Chieftain takes the most valuable loot for himself and allows the goblins to squabble over what's left. So long as they don't kill each other he doesn't intervene.

During the day a very bored goblin sentry is tasked with patrolling Areas 3-6. However the sentry takes frequent naps, so there is a 50% chance he's dozing tucked between the crates and barrels marked 'B' on the map. If not, they make a slow circuit between the rooms.

### GOBLIN SENTRY: HP 4

### D4. COMMON SLEEPING AREA

During the day 3d4 goblins (half sentries and half archers) doze on the sleeping mats around the three fires in the adjacent chamber. At night 3d4 goblins are in this





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chamber squabbling over loot, gambling, and making repairs to arms and armor.

**GOBLIN SENTRIES: HP 4 each**

**GOBLIN ARCHERS: HP 4**

### D5. SPOIL HEAP

A steep slope packed with debris, detritus, and goods even the goblins find useless. The goblins are thorough but easily distracted and notoriously lazy - there is a 5% chance of finding some overlooked valuable worth 1d4x1d10 gp amongst the garbage.

A determined search taking at least 10 minutes and an Intelligence check (DC 18) turns up a large chest with a smashed bottom. The lid is intact and has a hidden cavity containing 201 ep, 98 gp, 10 pp, and a small satin purse containing 7 small tourmalines worth 40 gp each.

All the rummaging through trash attracts the hungry dire rats living among the trash.

**DIRE RATS (2d3): HP 5 each**

The floor of the tunnel to Area 6 is trapped with two concealed spiked pit traps, Intelligence check (DC 14) to detect. The traps cannot be disarmed. Those failing a Dexterity save (DC 14) fall in taking 1d4 hits of 1d4 damage, save indicates no damage. Any goblins nearby will likely hear and investigate.

### D6. RITUAL ANTECHAMBER

When Dringleth, the tribal shaman, wishes to perform ceremonies and make pronouncements, he does so in this vaulted chamber. The ceiling is 15 feet high and bristling with four-foot-long stalactites. The floor is uneven and slopes towards a murky pool along the southern wall. A thin layer of flammable oil floats on the surface of the pool. The pool is four feet deep; eight skeletons of past sacrificial offerings rest uneasily on the bottom of the pool: two dwarf, one elf, one goblin, and four human. The nearby walls are painted with ochre and black scratchy goblin hieroglyphs.

When the room is entered, there's a 10% chance a harmless amorphous, oil-dripping apparition rises from the water, clawing at the ceiling silently shrieking, before dissolving back into the murk.

### D7. SHAMAN'S CHAMBER

A filthy hide curtain hangs between two stone pillars concealing the lair, lab, and private study of the tribe's resident shaman - Dringleth the Spookbinder. A cauldron of glowing green sludge and bones hangs above a slow burning fire of cloying aromatic herbs and wood. Several cluttered tables are pushed against the back wall. Various herbs, animal hides, and bones rest atop scraps of cloth and parchment covered in charcoal scribbles. Frenzied sinister-looking goblin scrawl covers the walls.

The smaller of the tables is stacked with dirty glassware apparatus: alembics, graduated cylinders, beakers vials, and hastily scribbled notes in goblin hand. A few poorly

sealed containers of reagents round out the second-rate alchemist lab, worth 300 gp in total. A thick, elongated tome rests on the stool, a quality primer on alchemy worth 150 gp. The title is blotted out on the worn canvas cover and the title page is ripped out, many pages are stained, incomplete, and out of order. The printed text inside the book is painfully small; a three-inch magnifying glass worth 100 gp is tucked inside. Dringleth is determined to learn alchemy but thus far has only managed to concoct two vials of nasty poison (identical to the poison coating his dagger, which can be consumed but is intensely bitter).

The tribal shaman is here night and day studying his arcane texts and conducting experiments to further his knowledge. He only sleeps a few hours a day, but at the first sign of danger he casts *expeditious retreat* and flees to the common area. If prevented from doing so, he relies upon his spells while raising a cry.

**DRINGLETH THE SPOOKBINDER: HP 9**

Dringleth previously used a spell scroll of *find familiar* to acquire a dire rat servant.

**PUSSWELL, DIRE RAT FAMILIAR: HP 5**

A successful (Intelligence check (DC 14)) search of the northwestern wall uncovers a removable brick above the shaman's sleep pallet. Inside the cavity is a battered tin coffer containing the wizard's private treasury: 311 cp, 129 sp, 81 ep, 89 gp, 1 pp, a gold chain necklace with mother of pearl and electrum pendant (175 gp) and 3 otter hides (20 gp each).

Prior to the coup against Chief Edligg the Bileblooded, Dringleth was a lowly apprentice to the shriveled and doddering goblin mage Splurk the Flint-Tongued. The ex-apprentice has meager resources, but he has lofty ambitions: to eventually rule the tribe from behind Grashgeng's throne. Fthellig is onto the shaman and keeps him at arm's length.

The pool along the back wall connects to the pool in the adjacent chamber and is nearly identical to it save for one detail: a single goblin skeleton lies on the bottom. The skeleton is all that remains of Thulk, Dringleth's accident-prone apprentice. The shaman strangled the clumsy lout after he set fire to the alchemy table and nearly destroyed all the glassware and reagents.

### D8. SUB-CHIEF'S CHAMBER

This room has a sense of order to it, and is Sparsely furnished with a few empty crates and barrels scattered about.

During the day Fthellig sleeps but stations a single sentry at the top of the steps leading to Area 7. At night she coordinates the rebuilding of the watchtower, performs inspections of any newly arrived loot, and acts as her ill-tempered brother, Grashgeng's, enforcer.

An Intelligence check (DC 14) uncovers a cavity beneath the sleeping pallet containing a locked and trapped strongbox. Picking the lock requires a Dexterity





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check (DC 15). Forcing the box open requires a Strength check (DC 14). Finding the trap requires an Intelligence check (DC 16), while disarming it requires a Dexterity check (DC 15). Failing to pick the lock without first disarming the trap sets off a thick plume of acrid crimson smoke which detonates causing 3d8 hp damage to all within 1 pace (Dexterity save (DC 15) for half damage). A tarnished brass key hanging from the sub-chief's weapon girdle unlocks and disarms the strongbox trap.

Fthellig's stores her share of the loot in the strongbox while she sleeps but she always keeps her weapons within reach. Along with her personal loot: a red enameled wooden scroll case with an elaborate coat of arms and the initials RMH worth 40 gp. The scroll case contains a *scroll of protection from reptiles* and a detailed map of the Lake Straun area. The map is signed with the same initials - RMH and has an X on one of the smaller islands in Lake Straun. See **Further Adventures** for details.

Fthellig is no fool. At the first sign of danger she snatches up her weapons and flees to Area 9. There she takes cover and snipes trespassers relying upon the goblins to flank opponents leaving them vulnerable to ranged sneak attacks.

### FTHELLIG THE SLY, GOBLIN SUB-CHIEF: HP 16

#### D9. COMMON SLEEPING AREA

The area is identical to Area 4 although there is no sentry patrolling the adjacent chambers.

### GOBLIN SENTRIES: HP 4 each

### GOBLIN ARCHERS: HP 4 each

#### D10. CHIEFTAIN'S THRONE ROOM & TREASURY

A high-backed chair dominates the center of this cathedral-like chamber. The ceiling is 15 feet high and bristles like a hedgehog. The floor is damp and gently slopes towards the southwest entrance; small puddles of mucky water blot the stone floor.

Cheif Grashgeng is constantly tended by a pair of hand-picked bodyguards. While he sleeps, they guard the entrances to the chamber.

### GOBLIN BODYGUARDS (2): HP 9 each

Thick, grimy hide curtains hang from the ceiling along the eastern walls. The curtains bear the symbol of the Bloodbite clan: a large bloody tusk gruesomely impaling a human skull.

Behind the northernmost curtain is the lair of Skeezel, a tamed giant weasel. The floor is covered in gnawed bones, mostly beast, some human, a few goblin; a nest of furs, reeds, and straw is against the far wall. During the day the weasel sleeps here, when the Chieftain holds court the weasel either watches behind the curtain or stands beside the throne.

### SKEEZEL, GIANT WEASEL: HP 16

The giant weasel has no treasure of its own but it does guard a barrel containing Grashgeng's personal loot: 285

cp, 110 sp, 89 ep, 210 gp, 31 pp, 400 gp in jewelry, 200 gp in fancy gems, and 200 gp in semi-precious gems.

The southernmost curtain obscures the Chieftain's sleeping alcove containing a fur covered sleeping pallet and a small iron brazier. A barrel in the corner contains several pounds of charcoal briquettes. A heavy lead-bound chest beside the pallet is locked and trapped; detecting the trap requires an Intelligence check (DC 14). Disarming the trap requires a Dexterity check (DC 16) otherwise a poisoned needle is discharged with a +6 to hit causing 1d2 hp plus 2d8 hp poison damage, Constitution save (DC 18) for half. If the save is failed, the target is slowed (as the *slow* spell) for 1d10 minutes. The lock requires a Dexterity check (DC 15) to open, otherwise the chest can be forced open with a Strength check (DC 17). The iron key is on the keyring around Grashgeng's neck. A stud above the keyhole must be depressed when the key is inserted otherwise the trap discharges. The chest contains 60 pounds of lead ingots worth 4 gp.

The southern alcove is the Bloodbite treasury, separated from the main room by strong iron bars set into the floor and ceiling (Strength check (DC 24) to bend or force open). The lock on the door is not trapped but requires either the key from around the Chieftain's neck or must be picked (Dexterity check (DC 17)).

Inside the treasury is a small fortune in goods taken from the various raids. Anything perishable such as food and drink is usually immediately consumed by the goblins, but barrels and crates contain 900 gp in horseshoes, bolts of cloth, nails, tools, steel ingots, coal, and other saleable goods taken over the past weeks. There's another 400 gp in weapons, armor, and shields from the previous garrison.

During the day, Grashgeng sleeps warily on his pallet with his weapons and shield nearby. During the night, he joins his sister, keeping a watchful eye on Lake Straun or supervising the reconstruction of the watchtower. Grashgeng is not interested in sorting and sifting through plunder; he leaves that chore to Fthellig.

### GRASHGENG, GOBLIN CHIEFTAIN: HP 22

#### D11. WATCHBEAST

A hungry bonesnapper is chained to an iron hook in the middle of the floor preventing it from leaving the small chamber; the dotted lines on the map indicate the limit of the beast's reach. The reptile is trained to pounce on anything unfamiliar but it is capricious; wise goblins toss a scrap of meat to distract the beast long enough to pass.

The floor is littered with gnawed bones, mostly animal but quite a few human and dwarf bones are present along with a gnome pelvis.

### BONESNAPPER: HP 30

A grisly gnawed human arm lies among the bones. A gold ring with onyx stone 75 gp is on the finger and matching bracelet 250 gp is on the wrist. The goblins haven't been able to get the limb away from the temperamental beast.





## THE RING OF TRUTH

### D12. PLUNDER

Crates and barrels of all sizes are piled against the walls; the floor is ankle deep in sawdust and wood shaving packing material.

During the day the room is vacant but at night there is a 50% 1d3+1 captives from Area 2 are present, sorting plunder, digging the tunnel to Area 2, or disposing of waste into Area 12. If captives are toiling in the room they are supervised by 2-3 goblins (1 sentry and 1 archer, or 2 sentries and 1 archer).

**GOBLIN SENTRIES: HP 4 each**

**GOBLIN ARCHERS: HP 4 each**

### D13. SPOIL HEAP

The steep-sloped corridor from Area 12 is cluttered with rubbish and waste making descent difficult and dangerous, Dexterity check (DC 14) otherwise fall prone and slide into the room taking 1d6 damage in the process. The room is packed three feet deep with useless debris. A swarm of well-fed centipedes scuttles out when disturbed.

**SMALL MONSTROUS CENTIPEDES (4): HP 5 each**

### D14. DOCK

Rickety docks made from scavenged wood and coarse logs stick out into the murky, oily water. The water is 4-6 feet deep.

The shoreline is gravel and clay and slopes slightly upwards to Area 12. During the spring the water extends halfway up the passage. A groove has been worn into the floor from the wheelbarrows and foot traffic transporting goods from the barges. The path is also used to transport chipped rock debris which, along with garbage, is dumped into the pool.

There are always 3-4 goblin sentries here as predators occasionally enter the cave looking for an easy meal. During the day half the goblins are either fishing or sleeping (50% chance of either) leaving the other two to pace the docks.

**GOBLIN SENTRIES: HP 4 each**

**GOBLIN ARCHERS: HP 4 each**

## WRAPPING UP

Depending upon how the PCs proceed a lot can go awry in this adventure. The goblins, while relatively weak and disorganized, are numerous and motivated to defend their lair. Assuming the PCs manage to keep Stredon alive and return him along with the ring to his kinsmen, the miserly connivers find any excuse to avoid paying the remainder of the fee. Young Stredon may have risen to the occasion and acquired a taste for adventure and may, along with other surviving captives, offer to join the PCs as henchmen. At the very least the survivors will owe the PCs a debt of gratitude. A good reputation will serve them well among the common folk as well as the guilds of Ottersmark.

## FURTHER ADVENTURES

Once the PCs defeat the Bloodbite goblins, the adventure doesn't need to end.

- Days after retaking the tower, several score heavily armed and armored goblins march on the tower, led by Kekkbroom the Bonecracker (f Goblin Fighter 4, Str 16, Con 13, Cha 13, +1 battleaxe). Reinforcements have arrived and lay siege to the tower. If allowed to occupy the tower, the goblins will prove a greater threat than the Bloodbites ever would. Kekkbroom is ruthless and ambitious and before long the tower will grow into a fortress threatening all living on and around Lake Straun.
- The map found in Fthellig's treasury in D8 leads to Redwake Isle, a small, isolated island in Lake Straun. The rocky island is about an acre on a side and densely forested with swamp oak and stinging nettles. Few folk visit the island and yet the beaches are littered with shattered wreckage. In the center of the island is a rocky rise with a cave. Deep inside lies a modest fortune belonging to a mysterious smuggler who gave her cohorts the slip after their last and most lucrative caper. What became of the smuggler, or her treacherous cronies, is a mystery. The island sits in deep water, nearly 10 fathoms. The underside of the island has extensive caves which are home to a very territorial river serpent; locals know better than to come within 200 yards of the island as many fishermen and bargies have disappeared over the years.

## APPENDIX 1: NEW MAGIC

### RING OF MAGIC DETECTION

This thick, oddly shaped ring of beaten copper allows the wearer to *detect magic* as the spell up to three times per day. When activated by turning the ring, the ring pinches the wearer's finger when it comes within 10 paces of magic. The wearer, if a spellcaster, is entitled to an Intelligence check DC 15 + level of spell to identify the type of magic on the object, person, or place. The GM may adjust the DC to account for the rarity or uniqueness of the magic.





## DUNGEON DWELLERS ADVENTURES

### APPENDIX 2: MONSTERS

#### BONESNAPPER

*Medium Magical Beast (Reptile)*

**Attacks/Damage:** +7 bite/1d8+2, plus grab and +6 tail/1d8+2

**Defense:** 15 (+2 Dex, +3 Natural)

**Hit Dice (hp):** 4d10+8 (30 hp)

**Movement:** 10 paces

**Size/Reach:** Medium/2 paces

Str	Dex	Con	Int	Wis	Cha
14 (+2)	14 (+2)	15 (+2)	2 (-4)	12 (+1)	10 (+0)

**Proficiency Bonus:** +4

**Proficient Saves:** Strength & Constitution

**No. Encountered:** 1 (1d3+1)

**Environment:** Warm forest

A descendent of an ancient line of long-extinct reptiles, the bonesnapper is a semi-bipedal predator 5 ft. tall and weighing up to 500 lbs. The bonesnapper's corpulent silhouette is misleading as they are surprisingly quick and agile, going from lazy and lethargic to a lashing and roaring terror. The jaws of the bonesnapper are disproportionately large, and their tails can be swung with bone shattering force against opponents standing behind them.

**Darkvision:** Bonesnappers are active during the day and the night and possess both darkvision 20 paces and low-light vision.

**Grab:** The bonesnapper received its name for its ability to shatter bones while thrashing grabbed opponents about. On a successful bite attack an opponent is grabbed automatically taking bite damage every round until they pass a Strength check (DC 16).

#### GIANT TURTLE (SNAPPING)

*Large Beast*

**Attacks/Damage:** +10 bite/2d6+5 and +10 2 claws/1d6+5

**Defense:** 16 (-2 Dex, +9 natural, -1 Size) see below

**Hit Dice (hp):** 5d12+15 (48 hp)

**Movement:** 6 paces, 6 paces swimming

**Size/Reach:** Large/3 paces

Str	Dex	Con	Int	Wis	Cha
21 (+5)	7 (-2)	16 (+3)	5 (-3)	7 (-2)	4 (-3)

**Proficiency Bonus:** +5

**Proficient Saves:** Strength & Constitution

**No. Encountered:** 1

**Environment:** Any temperate freshwater wetland

These ill-tempered behemoths are the undisputed monarchs of their swampy domains. The giant snapping turtle eats anything crossing its path but prefers meat (living or carrion). Their necks are nearly as long giving them tremendous reach. A well-fed snapper can weigh over 3000 lbs and be over 10 feet in length.

**Aquatic:** As aquatic creatures, giant turtles suffer no reduction in movement in mud or mucky conditions, and can hold their breaths for more than an hour.

**Darkvision:** Giant snapping turtles possess both lowlight vision and darkvision 20 paces.

**Grab:** Giant snapping turtle claws can easily tear aside wood and leather but it's their tremendous bite that inspires terror. On a successful bite, a medium or smaller foe must make a Strength save (DC 20). Failure indicates the prey is held and takes bite damage each round until the save is successful.

**Extra Armor:** Giant snapping turtles' armored shells are covered in algae, moss, and a thick layer of mud. When the turtle is reduced below half of it's hit points, it withdraws into its shell gaining +4 Natural Armor.

#### LACEDON (GHOUL)

*Medium Undead (Corporeal)*

**Attacks/Damage:** 2 +4 claws/1d4+2 plus paralysis and +4 bite/1d6+2 plus paralysis

**Defense:** 14 (+2 Dex, +2 natural)

**Hit Dice (hp):** 2d8+4 (13 hp)

**Movement:** 9 paces, 9 paces swimming, 6 paces climbing, 2 paces burrowing

**Size/Reach:** Medium/1 pace

Str	Dex	Con	Int	Wis	Cha
13 (+1)	15 (+2)	14 (+2)	9 (-1)	11 (+0)	7 (-2)

**Proficiency Bonus:** +2

**Proficient Saves:** Strength & Constitution

**No. Encountered:** 1d6 (2d8)

**Environment:** Any aquatic

Aquatic relations of the loathsome subhuman scavengers of graveyards. Their clawed hands are webbed allowing them to swim as fast as they lope about.

**Undead:** Typical undead immunities to paralyzation, poison, polymorph, charm, sleep, and hold spells not specifically targeting undead. Immune to poison and disease. Lacedons receive +2 to their Wisdom saves to resist turning.

**Paralysis:** Any successful attack requires a Strength save (DC 14) to avoid paralysis. The paralysis lasts 2d4x10 minutes. The paralysis can be removed with any cure spell but don't restore hit points. Elves are immune to ghoul paralysis. A human slain by a lacedon rises as one in 24 hours unless a *bles* spell is cast on the corpse.





## THE RING OF TRUTH

### GIANT KILLER FROG

*Medium Beast*

**Attacks/Damage:** +5 2 claws/1d4+2 and +4 Bite/1d4+2

**Defense:** 15 (+2 Dex, +3 Natural)

**Hit Dice (hp):** 2d6+2 (9 hp)

**Movement:** 12 paces, swim 12 paces, climb 6 paces

**Size/Reach:** Medium/1 pace

Str	Dex	Con	Int	Wis	Cha
12 (+1)	14 (+2)	12 (+1)	5 (+1)	8 (-1)	6 (-2)

**Proficiency Bonus:** +2

**Proficient Saves:** Dexterity & Constitution

**No. Encountered:** 1d4 (1d8)

**Environment:** Wetlands and Rainforest

Ferocious and fearless pack carnivores lurking in shallow wallows or clinging foliage. They are ambush predators capable of subtly changing their skin color to blend in with their environment.

Most are the size of large dogs, but some can get as large as an ox. They are highly successful hunters with wide mouths filled with many rows of saw-edged teeth and flippered feet tipped with two-inch talons.

**Aquatic:** a giant frog may hold its breath for minutes instead of rounds, and it suffers no reduction to its movement in water or in muck.

**Powerful Leaper:** may jump 6 paces horizontally or 3 paces vertically

**Sharp eyed:** a giant frog possesses low-light vision and darkvision 20 paces.

### GIANT WEASEL

*Large Beast*

**Attacks/Damage:** +6 bite/1d8+3 plus blood drain

**Defense:** 14 (+3 Dex, +1 Natural)

**Hit Dice (hp):** 3d8+3 (16 hp)

**Movement:** 15 paces

**Size/Reach:** Large/2 paces

Str	Dex	Con	Int	Wis	Cha
11 (+0)	16 (+3)	12 (+1)	4 (-3)	12 (+1)	5 (-3)

**Proficiency Bonus:** +3

**Proficient Saves:** Dexterity & Constitution

**No. Encountered:** 1d4 (1d8)

**Environment:** Subterranean or forest

The giant cousin to the common weasel, these creatures reach lengths of up to 11 feet from nose to tail and weigh up to 160 lbs. They are ferocious predators only sleeping an hour at a time. When not sleeping, they're hunting to feed their enormous appetites.

**Blood Drain:** following a successful bite attack, the victim is allowed a Strength save (DC 13) otherwise the weasel locks its jaws to drain the prey's blood and the target is grappled. On each round thereafter the target may attempt an additional Strength save otherwise it takes 2d4 damage each round from blood loss until the weasel relents its bite or is killed. While attached the weasel's Defense is lowered to 12.

**Darkvision:** 30 paces and Low-Light Vision

**Keen Senses:** Weasels are expert trackers and gain +4 on rolls to detect and follow prey.

**Stealthy:** Northern dwelling giant weasels have white pelts granting +4 to stealth rolls amongst snow. Such pelts are worth 500-1000 gp.

### MERROW

*Large Humanoid*

**Attacks/Damage:** +9 fist/1d6+5 or +9 by weapon/1d12+5 (usually great axe, great mace, or great sword wielded in one hand)

**Defense:** 14 (+2 Natural, +3 Armor, -1 Size)

**Hit Dice (hp):** 4d10+8 (26 hp)

**Movement:** 9 paces

**Size/Reach:** Large/2 paces

Str	Dex	Con	Int	Wis	Cha
20 (+5)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

**Proficiency Bonus:** +4

**Proficient Saves:** Strength & Constitution

**No. Encountered:** 1d6 (2d6)

**Environment:** Any aquatic

Aquatic relations to the terrestrial ogre, these creatures can be found in both salt and freshwater environments occupying the same niche as their land-bound cousins. They possess gills along the sides of their necks and have frills around their ears as well as down the backs of their limbs. Most have a mix of amphibian slimy skin and fish scales over a thick layer of blubber; some merrow exceed 900 lbs. in weight especially in the winter or in freezing climes.

**Darkvision:** Ogres living on the surface have low light vision and darkvision 20 paces but those dwelling in the Darkreaches develop darkvision 30 paces.

**Great Weapons:** Their great size allows them to wield great weapons in one hand or, if they somehow acquire one, wield giant weapons in two-hands dealing 1d12+5 damage on a successful hit.

Like their landlubber cousins, merrow carry large sacks containing 1d6x100 gp in valuable plunder.





## DUNGEON DWELLERS ADVENTURES

### MONSTROUS SPIDER (DIVING)

*Medium Vermin (Arachnid)*

**Attacks/Damage:** +4 bite/1d4+2 plus venom

**Defense:** 14 (+2 Dex, +2 Natural)

**Hit Dice (hp):** 2d8+2 (11 hp)

**Movement:** 9 paces, 6 paces climb, 3 paces swim

**Size/Reach:** Medium/1 pace

Str	Dex	Con	Int	Wis	Cha
11 (+0)	15 (+2)	12 (+1)	4 (-3)	10 (+0)	5 (-3)

**Proficiency Bonus:** +2

**Proficient Saves:** Dexterity & Constitution

**No. Encountered:** 1 (1d4)

**Environment:** Aquatic

Some spiders have adapted to life underwater. These lurk among the shallows constructing webs trapping air. The beasts swim poorly but can hold their breath for many minutes as they clamber about.

**Poisonous Bite:** Those bitten must pass a Constitution save (DC 13) or take 2d4 poison damage, save for half. If the save is not successful, paralysis for 1d4 hours

**Keen senses:** Like all spiders they possess low light vision, darkvision 10 paces, and tremorsense 20 paces.

**Spell Immunity:** Spiders are immune to sleep spells and effects as well as mind-affecting magics not specifically targeting vermin.

### STIRGE

*Tiny Aberration*

**Attacks/Damage:** +6 proboscis/1d2+3 plus blood loss.

**Defense:** 14 (+3 Dex, +1 size)

**Hit Dice (hp):** 1d6 (3 hp)

**Movement:** 3 paces, 18 paces flying

**Size/Reach:** Tiny/1 pace

Str	Dex	Con	Int	Wis	Cha
5 (-3)	16 (+3)	11 (+0)	4 (-3)	12 (+1)	4 (-3)

**Proficiency Bonus:** +1

**Proficient Saves:** Dexterity & Constitution

**No. Encountered:** 1d10 or 3d12 (lair)

**Environment:** Any non-arid non-arctic

An obnoxious and all-too-common dungeon hazard. They resemble bats but upon closer inspection, these have four clawed wings, 2-4 pairs of rudimentary clawed limbs, and a long barbed proboscis instead of a mouth. They have compound eyes like insects and are accompanied by a high-pitched buzzing from their wings.

A swarm of stirges is called a thirst.

**Fast Feeders:** Stirges are quick and agile, gaining +2 on their attack roll (included above).

**Blood Drain:** After a successful bite, the proboscis painfully penetrates and the stirge begins pumping blood from the prey. They are difficult to dislodge (Strength check (DC 12) required to remove). Each round the creature takes 1d4 blood loss until the stirge gluts having drained 10 hp and releases and flies away.

**Darkvision:** Stirges possess Darkvision 30 paces.

### ZOMBIE

*Medium Undead (Corporeal)*

**Attacks/Damage:** +3 slam/1d8+1

**Defense:** 12 (-1 Dex +3 natural)

**Hit Dice (hp):** 2d8+4 (13 hp)

**Movement:** 6 paces

**Size/Reach:** Medium/1 pace

Str	Dex	Con	Int	Wis	Cha
12 (+1)	8 (-1)	15 (+2)	8 (-1)	10 (+1)	1 (-5)

**Proficiency Bonus:** +2

**Proficient Saves:** Strength & Constitution

**No. Encountered:** 2d4 (4d6)

**Environment:** Any

Shambling, mindless rotten flesh automatons created through necromancy. Some areas rife with dark energy, where many have died such as battlefields or plague pits, may spawn zombies as well.

Zombies have little reasoning ability and must be given simple instructions or must have some sort of overseer, such as a more powerful undead, to guide them.

Most zombies are too clumsy to wield weapons but some may wear superior armor and carry weapons they had in life.

**Shambling:** clumsy, ignore heft always rolling 1d4 for initiative.

**Immunities:** Like all undead, zombies are immune to **charm**, **sleep**, and **hold** spells as well as **paralyzation** and **polymorph** effects. Zombies take half damage from piercing damage.

### BLOODBITE GOBLIN SENTRY

*Small Humanoid*

**Attacks/Damage:** +2 Melee Attack, Shortsword, Hand Axe, or Short Spear/1d6+1

**Defense:** 17 (+1 Dex, +4 Armor, +1 Shield, +1 Size)

**Hit Dice (hp):** 1d6 (4 hp)

**Movement:** 9 paces

**Size/Reach:** Small/1 pace

Str	Dex	Con	Int	Wis	Cha
8 (-1)	13 (+1)	11 (+0)	12 (+1)	9 (-1)	10 (+0)

**Proficiency Bonus:** +1

**Proficient Saves:** Dexterity & Intelligence

**No. Encountered:** 2d4 or 6d10 (lair)

**Environment:** Any

**Darkvision:** 20 paces;

**Light Sensitive:** -2 to attack rolls and other physical challenges in bright light.

All wear heavy ill-fitting mail harnesses and helms and bucklers (-2 to most mobility actions such as swimming, and most Dex checks), and are armed with handaxes and short spears. Each has 1d6 cp and 1d2 sp each.





## THE RING OF TRUTH

### BLOODBITE GOBLIN ARCHER

*Small Humanoid*

**Attacks/Damage:** +2 Ranged Attack, Short Bow/1d6+1 or +2 Melee Attack, Short Sword/1d6+1

**Defense:** 17 (+1 Dex, +2 Armor, +1 Size))

**Hit Dice (hp):** 1d6 (4 hp)

**Movement:** 9 paces

**Size/Reach:** Small/1 pace

Str	Dex	Con	Int	Wis	Cha
8 (-1)	13 (+1)	11 (+0)	12 (+1)	9 (-1)	10 (+0)

**Proficiency Bonus:** +1

**Proficient Saves:** Dexterity & Intelligence

**No. Encountered:** 2d4 or 6d10 (lair)

**Environment:** Any

**Darkvision:** 20 paces;

**Light Sensitive:** -2 to attack rolls and other physical challenges in bright light.

All wear rigid leather harnesses and pot helms (-1 to most mobility actions such as swimming, and most Dex checks), and are armed with short bow, 11 arrows in a quiver, and short sword. Each has 1d6 cp and 1d2 sp each.

### DIRE RAT

*Small Beast*

**Attacks/Damage:** +3 bite/1d4+2 plus disease

**Defense:** 13 (+2 Dex, +1 Natural)

**Hit Dice (hp):** 1d4+2 (4 hp)

**Movement:** 12 paces, 6 paces swimming, 3 paces climbing

**Size/Reach:** Small/1 pace

Str	Dex	Con	Int	Wis	Cha
8 (-1)	14 (+2)	15 (+2)	6 (-2)	13 (+1)	8 (-1)

**Proficiency Bonus:** +1

**Proficient Saves:** Dexterity & Constitution

**No. Encountered:** 3d6 or 3d10 (lair)

**Environment:** Any

Dire rats are larger, fiercer, and braver versions of their common cousins reaching lengths of 2-3 feet and weighing as much as a human toddler. Dire rats can be found in any environment but thrive on battlefields, sewers, dungeons, and alleyways. Once introduced to an ecosystem, dire rats quickly adapt to their new surroundings and breed rapidly. Given time dire rats can chew through masonry and steel.

**Diseased:** Dire rats are immune to most diseases but are still capable of transmitting pathogens. Any dire rat is 50% likely to be a carrier of 1d3 diseases, the most common being a fever with boils around the bite site 1d3 days after the bite. The disease inflicts 1d4 Strength and 1d4 Constitution loss unless a (DC 13) Constitution save is made (save for half). The roll is made every day until successful or until the host dies.

**Keen Senses:** Dire rats possess Darkvision 30 paces and have very sharp senses of smell and hearing, gaining +4 on rolls related to those senses. They are also known for their stealth and swimming abilities, gaining +2 on related rolls.

## GOBLIN CHARACTERS

### DRINGLETH THE SPOOKBINDER

*Small Humanoid*

**Attacks/Damage:** +4 Melee Attack, Dagger 1d4+2 plus venom or +5 Melee Attack, Staff 1d6+2 plus acid splash

**Defense:** Defense 13 (+2 Dex, +1 Armor, +1 Size)

**Hit Dice (hp):** HD 2d4+2 (9 hp)

**Movement:** 9 paces

**Size/Reach:** Small/1 pace

Str	Dex	Con	Int	Wis	Cha
12 (+1)	8 (-1)	15 (+2)	8 (-1)	10 (+1)	1 (-5)

**Proficiency Bonus:** +2

**Proficient Saves:** Strength & Constitution

**Spells (4):**

0-Level: blade ward, friends, ray of frost;

1st-Level: expeditious retreat, shield, thunderwave;

**Possessions:** Dressed in tatty and patched magicians robes, armed with a +1 venom-coated cold iron dagger (deals +2d6 poison damage, Constitution save (DC 15) for half damage); staff with one-use **rune of acid splash** (bonus action +1 to hit and damage and +1d6 acid damage to target; adjacent foes take 1d6 acid damage, Dexterity save (DC 14) for half); **scroll of ray of sickness**, **ring of magic detection** (see **Appendix 1: New Magic**); Dringleth previously used a spell scroll of find familiar to acquire his dire rat servant Pusswell (see area D7).

**Darkvision:** 60 ft.

**Light Sensitive:** -2 to daylight ranged and melee attacks.

### THREKK & GRONENG, GOBLIN BODYGUARDS (2)

*Small Humanoid*

**Attacks/Damage:** +4 Melee Attack, short sword, hand axe, or short spear/1d6+2

**Defense:** 19 (+2 Dex, +5 Armor +1 Shield, +1 Size)

**Hit Dice (hp):** 2d6+2 (9 hp)

**Movement:** 9 paces

**Size/Reach:** Small/1 pace

Str	Dex	Con	Int	Wis	Cha
12 (+1)	8 (-1)	15 (+2)	8 (-1)	10 (+1)	1 (-5)

**Proficiency Bonus:** +2

**Proficient Saves:** Strength & Constitution

**Possessions:** both wear heavy ill-fitting mail harnesses, helms, and bucklers (-2 to most mobility actions such as swimming, and most Dex checks); both are armed with short swords, handaxes, and short spears; each has 3d6x2 cp, 3d4 sp, 1d6 gp.

**Loyal:** +2 to resist attempts to bribe, intimidate, or **charm** them to betray the Chieftain

**Darkvision:** 60 ft.

**Light Sensitive:** -2 to daylight ranged and melee attacks.





## DUNGEON DWELLERS ADVENTURES

### FTHELLIG THE SLY ONE, GOBLIN SUB-CHIEF

*Small Humanoid*

**Attacks/Damage:** +6 Melee Attack, short sword/1d6+2, or +6 Melee Attack, Short Spear/1d6+3, or +6 Ranged Attack/Shortbow/1d6+3, or +6 Ranged Attack, Short Spear/1d6+3

**Defense:** 16 (+2 Dex, +3 Armor, +1 Size)

**Hit Dice (hp):** 3d6+3 (16 hp)

**Movement:** 9 paces

**Size/Reach:** Small/1 pace

Str	Dex	Con	Int	Wis	Cha
12 (+1)	8 (-1)	15 (+2)	8 (-1)	10 (+1)	1 (-5)

**Proficiency Bonus:** +2

**Proficient Saves:** Strength & Constitution

**Possessions:** wears a studded leather hauberk, leather skullcap and armed with expert shortsword, masterwork short spear, and +1 *shortbow*, quiver with 11 arrows, damaged brass spyglass (x2 magnification but cracked lens) worth 500 gp, leather purse with 31 cp, 19 sp, 12 ep, 5 gp, and a polished tiger eye disk pendant worth 50 gp.

**Sneak Attack:** deals +2d6 to vulnerable foes;

**Darkvision:** 60 ft.

**Light Sensitive:** -2 to daylight ranged and melee attacks.

### GRASHGENG THE SPITEFUL ONE

*Small Humanoid*

**Attacks/Damage:** +7 Melee Attack, Flail/1d8+3

**Defense:** 21 (+1 Dex, +6 Armor, +3 shield, +1 Size)

**Hit Dice (hp):** 3d10+3 (22 hp)

**Movement:** 9 paces

**Size/Reach:** Small/1 pace

Str	Dex	Con	Int	Wis	Cha
12 (+1)	8 (-1)	15 (+2)	8 (-1)	10 (+1)	1 (-5)

**Proficiency Bonus:** +2

**Proficient Saves:** Strength & Constitution

**Possessions:** +1 *flail*, +1 *steel rimmed shield*, scale hauberk (the armor is ill-fitting (-2 to most mobility actions such as swimming, and most Dex checks); he wears a heavy golden torc worth 150 gp, and 3 silver rings worth 20 gp each, 2 electrum rings worth 30 gp each, and 3 gold rings worth 50 gp each; an iron ring of keys hangs around his neck on top of his armor, one key opens the chest and the other key opens the gate into the treasury. Grashgeng also possesses the *Cardagg Hierloom* ring on a separate chain around his neck. He attempted to wear the ring, but no matter which finger he put it on it pinched him terribly.

**Darkvision:** 60 ft.

**Light Sensitive:** -2 to daylight ranged and melee attacks.

## APPENDIX 3: MINIATURES

Most of the encounters in this adventure can be played using Reaper Miniatures models from our metal and plastic product lines. We recommend the following:

### Bloodbite Goblins:

[07042 Goblin Pillagers](#)

[07043 Goblin Raiders](#)

[07044 Goblin Warriors](#)

[07045 Goblin Skirmishers](#)

[07046 Goblin Elites](#)

### Dire Rats:

[07036 Dire Rats](#)

### Zombies

[07055 Zombies](#)

### Monstrous Spiders

[07051 Giant Spiders](#)

### Lacedons

[77720 Ghouls and Ghast](#)

### Merrow

[77515 Merrow](#)

### Giant Frogs

[44024 Giant Frogs](#)

### Giant Weasels

[03897 Giant Weasel](#)

### Bonesnapper

[44068 Hornslasher](#)

### Giant Snapping Turtle

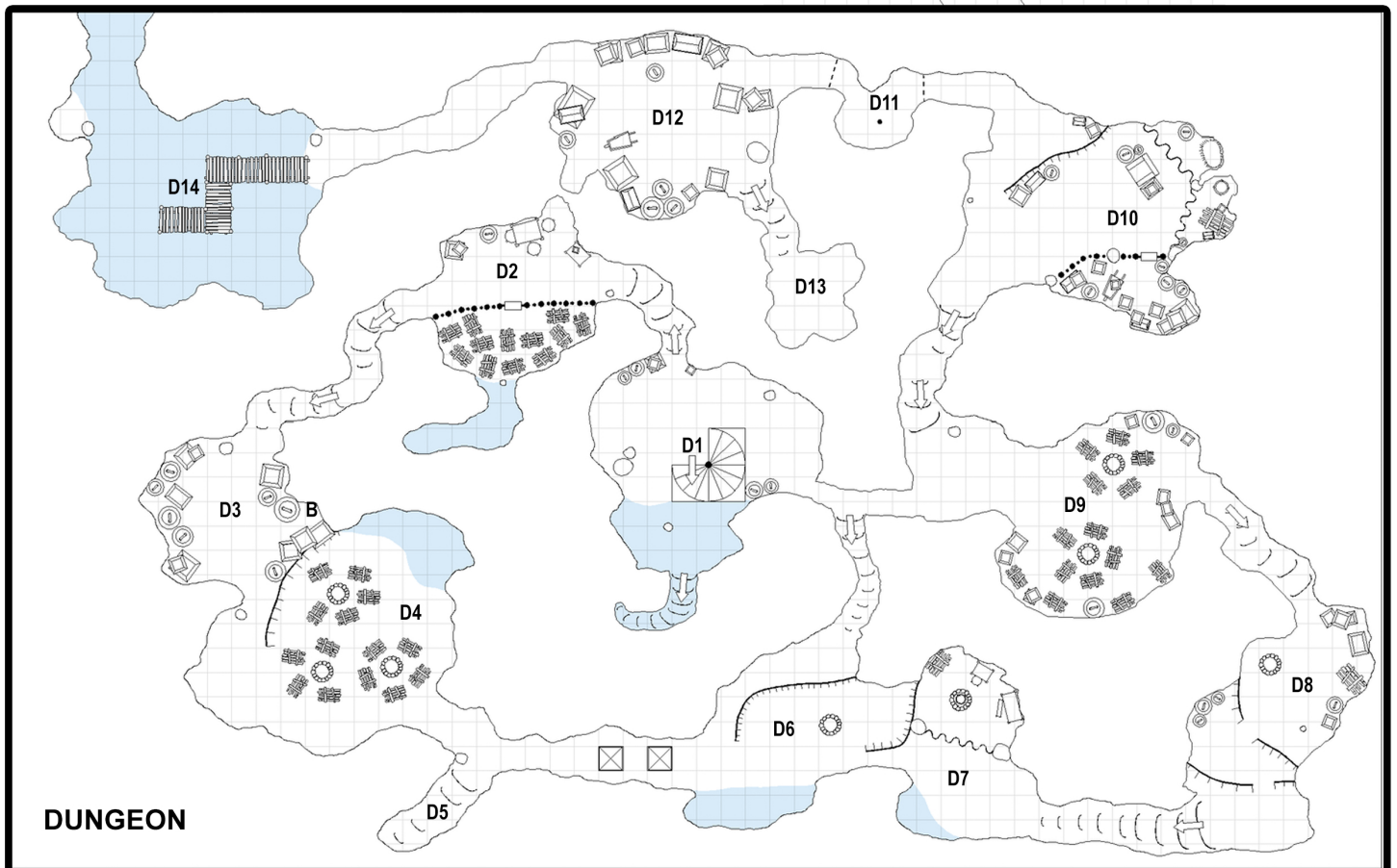
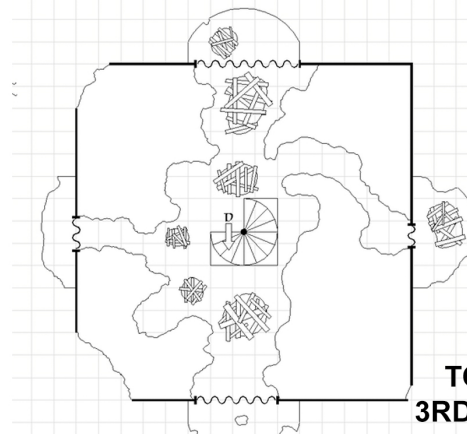
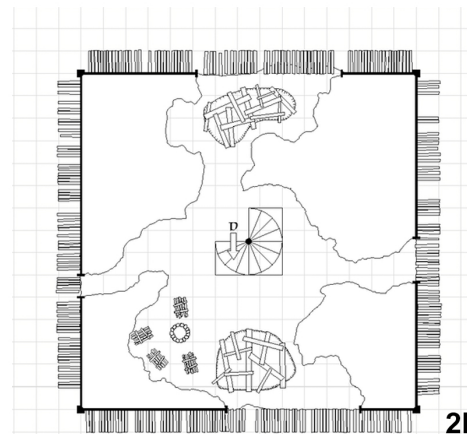
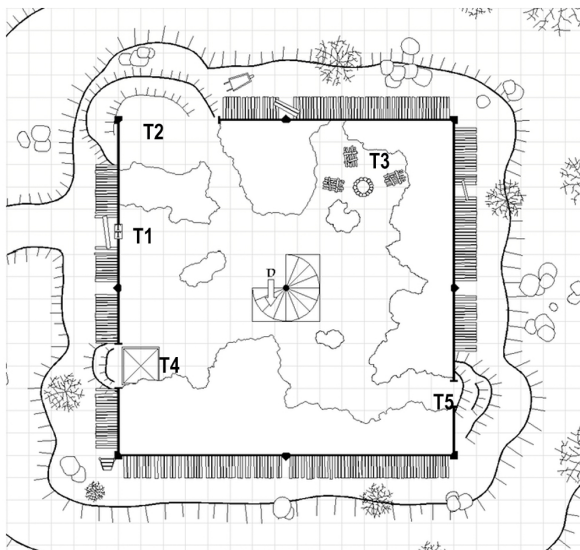
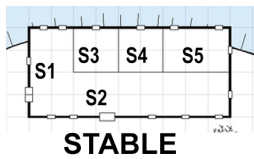
[77334 Dragon Tortoise](#)

All of these miniatures are available at your Favorite Local Gaming Store. In the event that you don't have a nearby store, you may order these online at

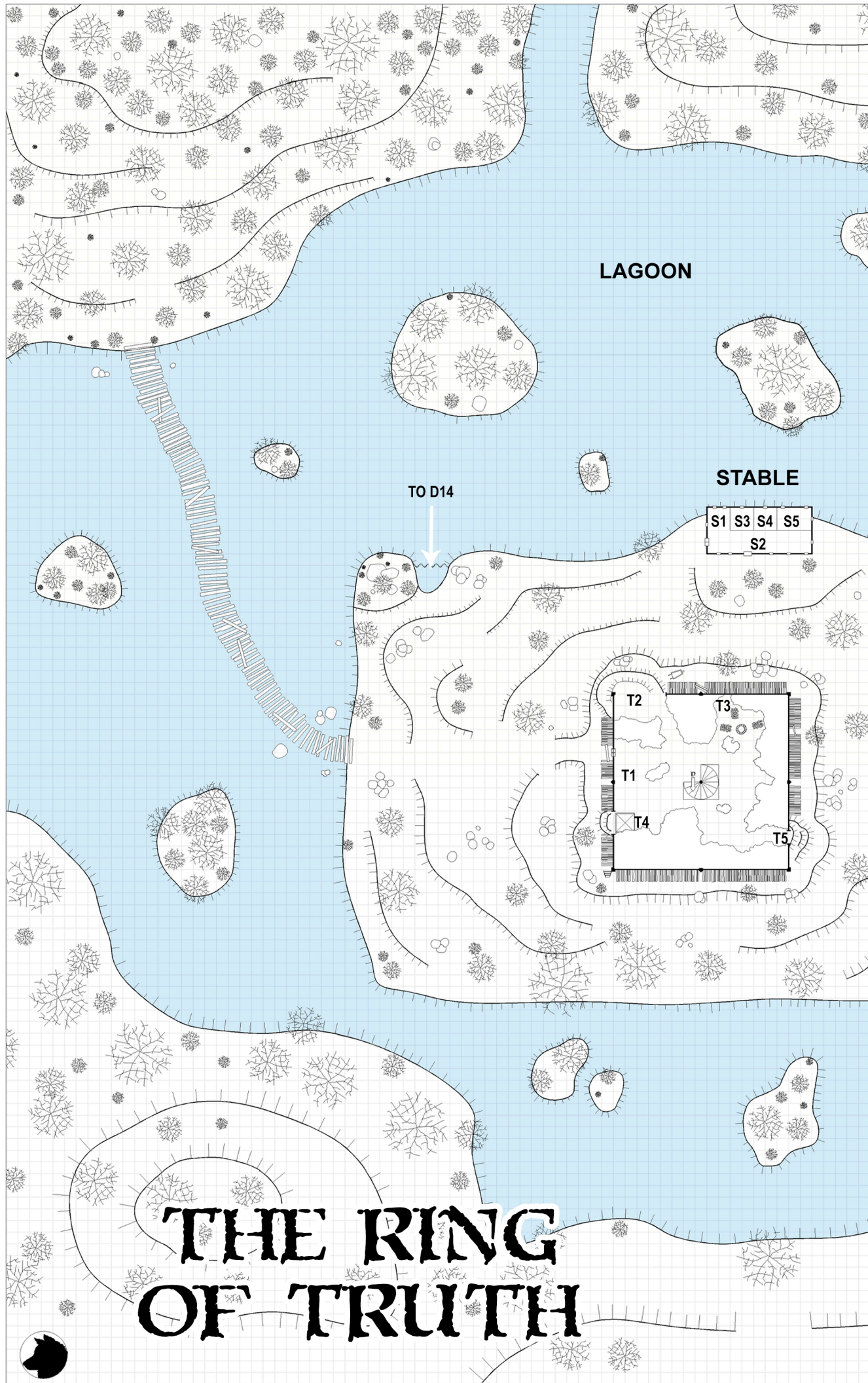
[www.reapermini.com](http://www.reapermini.com)











LAGOON

STABLE

S1 S3 S4 S5  
S2

TO D14

T2

T3

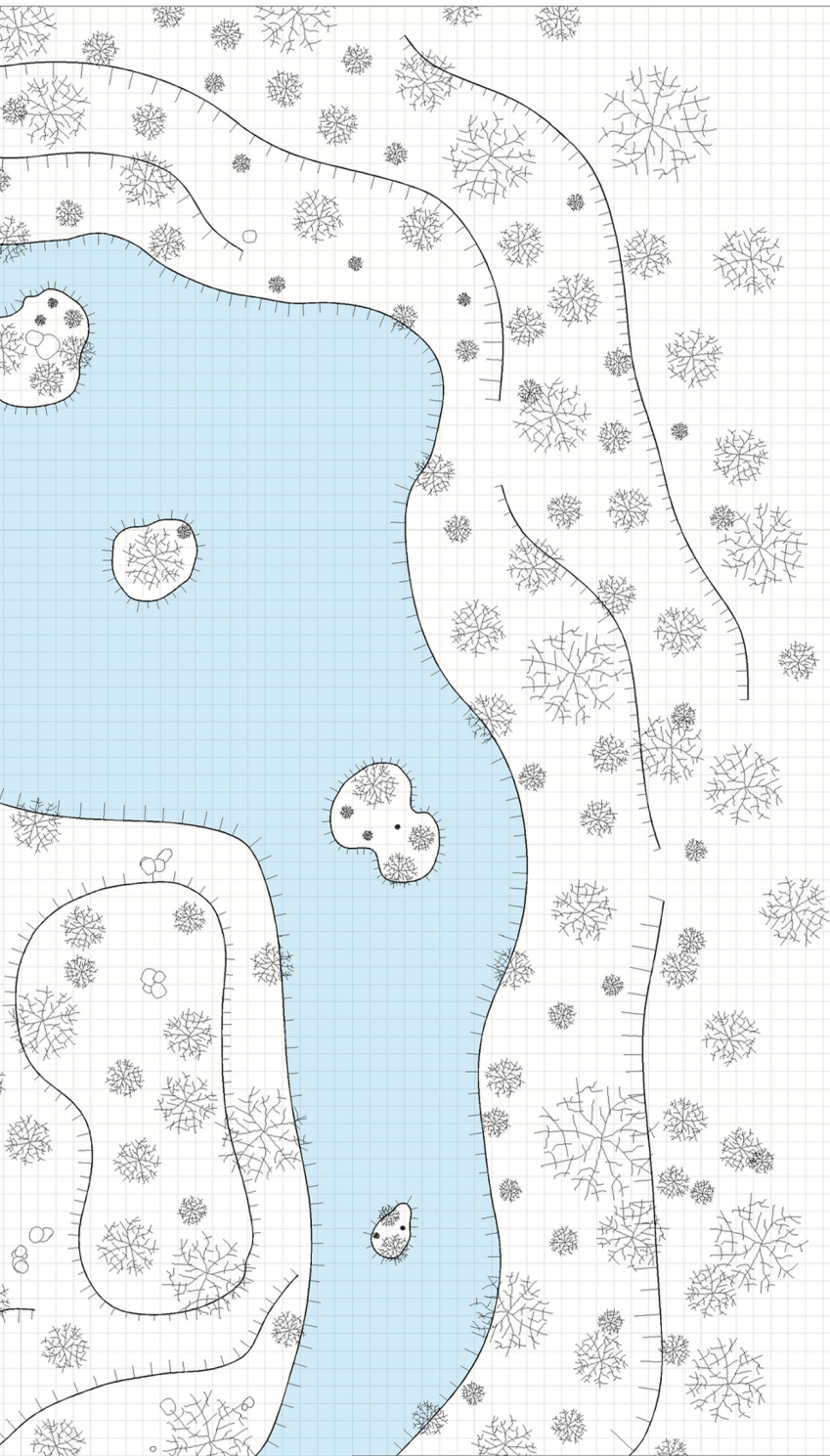
T1

T4

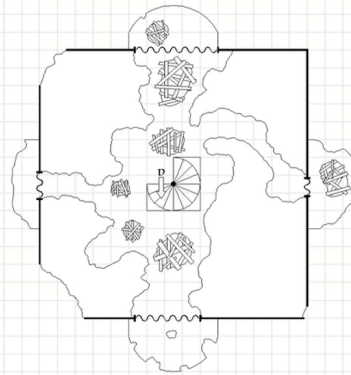
T5

THE RING  
OF TRUTH

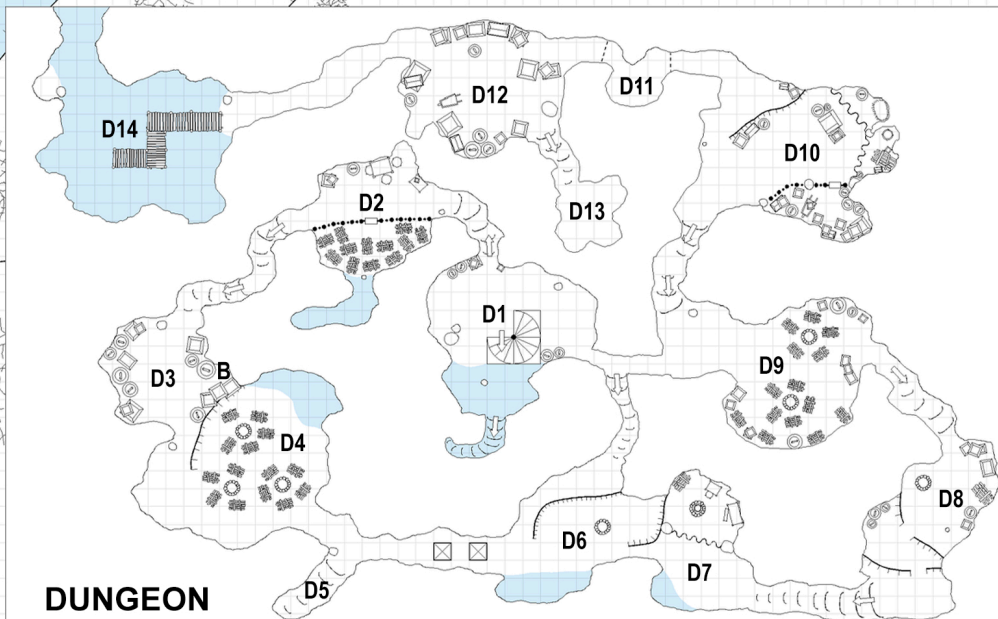




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