

RUFFTHROATS

Kathskeller

Created by Lee Barber

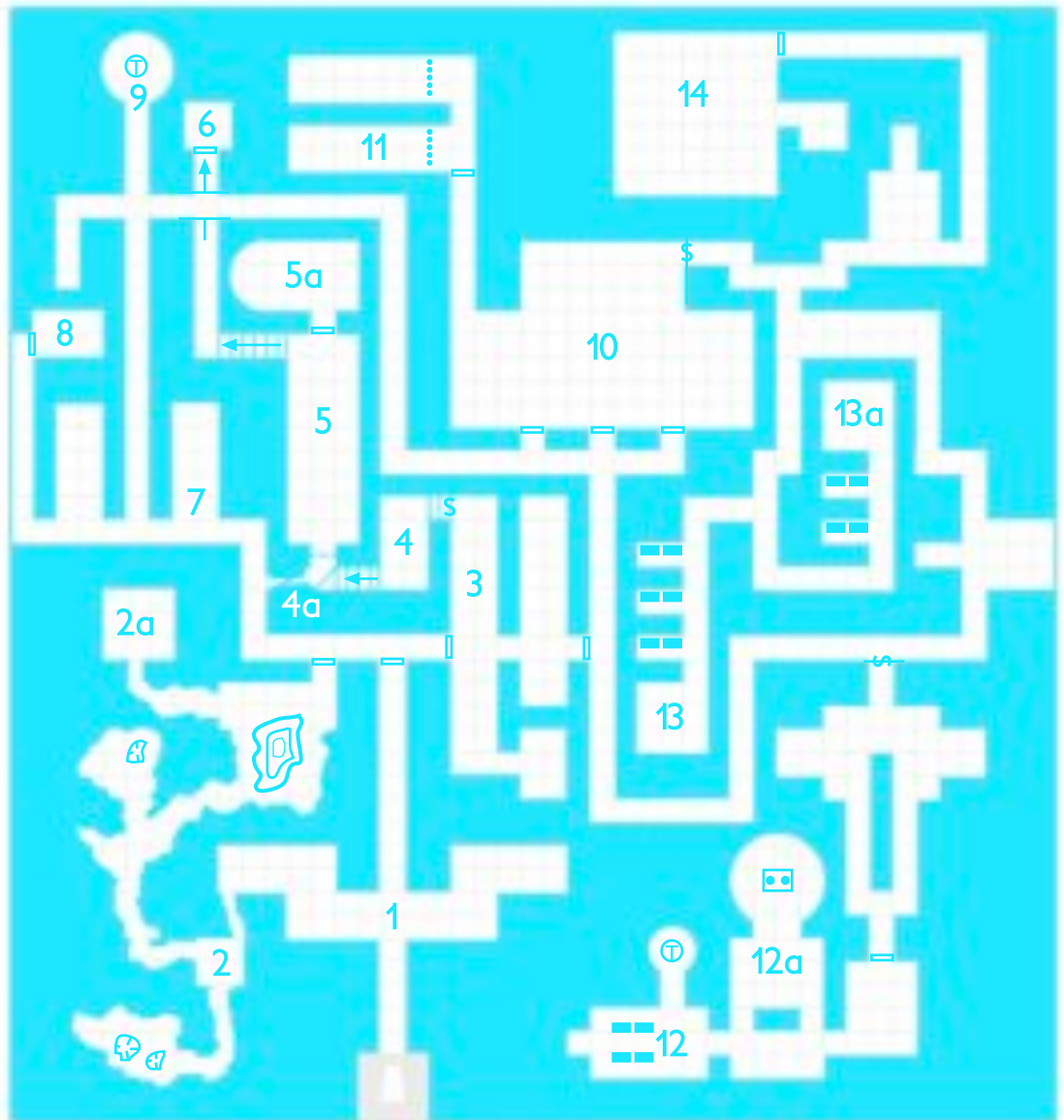
HISTORY: Ruffthroat Keep is no longer the hideout of infamous cultists, after being raided by frightening Thouls. However, even these new marauders don't realize what awaits in the catacombs below the aged tower...

WANDERING MONSTERS:

- 1) Thoul Scout
- 2) Grave Harpy Chick
- 3) Mrs. Lovestrong, wife of Halfling Thief
- 4) Slithering Tracker
- 5) Swarm of Roaches
- 6) Gas Spores
- 7) Hobgoblin Envoy
- 8) Insane Cannibal
- 9) Tancred the Lost Druid
- 10) Earth Elemental

RANDOM RUMORS:

- 1) A giant bird is killing farm animals around town.
- 2) A man escaped a Thoul attack by leaving them his cart of potatoes.
- 3) There is no reward for finding Tancred this time.
- 4) Foppish tunic sales have plummeted now that the Ruffthroats are dead.



1) Wormy Casks - A pair of raven winged Grave Harpies are breaking open old barrels looking for worms. Claw wounds inflict disease called Prickly Wryneck.

2) Grave Harpy Dens - Poisoned to ambush intruders are five Grave Harpies. If searched, the pool hides a silver holy symbol.

2a) Hatchling Nest - nine chicks are fighting over a severed horse head, still covered by a champron. The barding has an inset emerald.

3) Amber Scarab Patrol - Four large crystalline beetles, animated by magic, patrol these galleries. The secret door is warded by a Rune of Slowing. In the south chamber, a message reading "Beware the Bones" has been carved into the wall.

4) Deadite Claw Trap - Center of dark room has pressure plates, triggering any releases 24 chained claws which drop from ceiling niches. The undead arms are reeled up and the trap reset after 2 hours.

4a) Crushed Halfling Thief - slain from falling rocks, protruding from the waist into the stairwell. Holds a key and wears one platinum earring.

5) Rolling Ribcage Trap - Seven bovine ribcages roll about the floor, seemingly guided to collide with PCs. Anyone struck may be knocked down; prone victims are then pummeled by the ribcages till they die of dehydration, or the ribs are smashed to dust.

5a) Room of Noxious Odor - The smell permeates clothing after a few minutes, preventing any attempt to sleep or study spells.

6) Chest of Leaden Skulls - Beyond a locked door (opened by Halfling key) is a chest with a dozen skulls. From a skull on the bottom emanates an orange glow. Every round the skulls increase 25 lbs in weight, until they become immovable. If the glowing one is opened, a peach-sized orange gem will be found.

7) Thoul Brigands - a screeching female voice coming from here is a Grave Harpy being plucked by five hungry Thouls. The west alcove holds a giant cauldron and a cache of studded clubs.

8) Thoul Warlock - The brigand spellcaster is celebrating here, as he is the new leader. The former captain had met his doom in Area 14.

9) Teleporter of the Serpent Eye - Within a circle on the floor is a tiled image of a snake head in profile. The eye socket is a hole, into which the orange gem from 6 can be placed. This action teleports PCs to Area 12.

10) Gloomwing Moth Vault - Gliding overhead are the moths, which attack any warm-blooded creature. Corpses are dragged through the dislodged secret door by the monster in Area 14.

11) Cursed Prison Cells - The rusty iron grilles here can be smashed, allowing entry. There is a 50% chance that an ichor-dripping Spectre will float through the dividing wall, surprising the party. It will not attack PCs that make the Ruffthroat Secret Sign.

12) Ancient Barrow - Another teleporter is here, which activates if the orange gem is placed betwixt the snake jaws (sending to Area 6). The four coffins here contain a cache of electrum goblets and jeweled pins.

12a) Altar of the Feast - This cobwebbed altar depicts a great snake eating a struggling antelope. Touching the sculpture compels one to devour all available foodstuffs. When sated, the afflicted has any recent wound or disease healed.

13) Burial Chambers - Six charred Zombies stand vigilant in this room, armed with thin daggers in each hand and wearing reptilian bronze helmets. The lids to their coffins appear to open mechanically.

13a) Cannon Post - Four rotting Zombie females are in position here, hoisting a fire-belching mortar on their shoulders. The flames are magical, and create no smoke. Each corpse wears a gold circlet.

14) The Serpent God - Freed by the unsuspecting Thoul Captain, a large Boalisk is shedding its skin here. The discarded hide is covering the petrified humanoid (crouched near a floor lever) and a magic bow. If the snake fails its gaze, it will retreat to the secret door in Area 10. The treasure vault to the east contains 3 silver planks inscribed with random spells, a vase of jade chunks, giant owl talons, and Kyvl's Staff of Decaying Dust.