

IDA0

Plague-Stricken Halls

by Austin Schaefer



The Plague-Stricken Halls were once a thriving goblin fortress with an ecclesiastical bent, until an unexpected visitor from the Underdark brought a mysterious plague.

The fortress was aligned with Law, and familiar to travellers as a refuge in otherwise hostile country. If the PCs need a reason to visit, they were sent to investigate why no merchants have come along that road for several weeks...



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Monsters & Traps

Axe Trap. *A rusted battleaxe swings down on a thick chain.*
Deals 1d8 damage on hit (save halves).

Durakrag. *This goblin carries Gurradr-Dur, and will give it freely if escorted to safety.* Fights as a Goblin, but with AI: N.

Ethereal Spider. *This evil, intelligent spider lurks in the shadows, eating only the sentient creatures who wander into its traps lined with Ethereal Spiderweb.* HD 2. Armor Class 7 [12]. Atks: Bite 1d6. Save 16. Special: *Ethereal Spiderweb: Invisible webs.* Anyone who walks into them suffers magical sleep for one hour if they fail their save. AI: C. CL 3. XP 60.

Explosive Zombie. *This scab-encrusted creature explodes when killed.* HD 1. Armor Class 9 [10]. Atk: Infectious Bite 1d2. Save 17. Special: *Infectious Bite* (see **Goblin Zombie**); *Explosive Death: Explodes into shards of bone if killed, dealing 1d6 damage to anyone within 5' (save halves).* AI: C. CL 1.

Francesco. *Cowardly, holier-than-thou goblin monk who talks constantly of Saint Sebastian's grace. Fled to Captain's Closet when the trouble began, and accidentally locked himself in.* Fights as a goblin, but with AI: L.

Goblin Zombie. *These plague-infested zombies are incredibly weak, but dangerous for their infectious bite.* 1 HP. Armor Class 9 [10]. Atk: Infectious Bite 1d2. Save 18. Special: *Infectious Bite: Anyone bit two or more times by a Goblin Zombie must save at +2, or take d12 damage. If they die, they rise the next day as a zombie.* AI: C. CL B. XP 20.

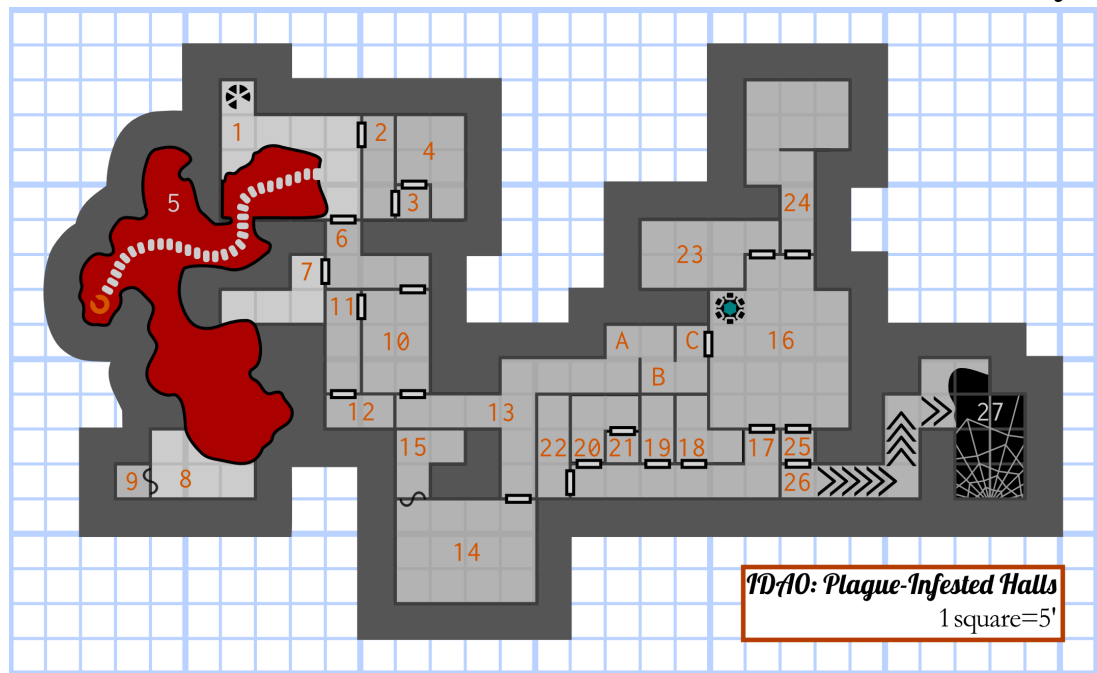
Gory Skeleton. *These ghastly skeletons are covered in chunks of flesh.* Fights as a Skeleton.

Horse Strangler. *This massive blue snake could easily swallow a horse.* HD 2. Armor Class 8 [11]. Atks: Bite 1d4, Constrict 1d4/round. Move 8. Save 16. AI: N. CL 2. XP 30.

Spark Elemental. *This living gout of flame is intensely curious, following and observing interesting creatures and setting small fires along the way.* HD 1. Armor Class 8 [11]. Atks: Tackle 1d4+flame. Save 17. AI: N. CL 1. XP 15.

Trapper's Noose. *Your foot is caught in a mess of ropes, yanking you into the air! Unless the victim saves, they are yanked off the floor and hang from the ceiling by their foot.* Simultaneously, a steel disk falls from the ceiling, making a tremendous noise.

Zombie Sorcerer. *This zombie spellcaster's magical abilities are enhanced in death, tho it casts spells only at random.* Fights as a **Goblin Zombie**, but casts randomly-targeted spell each round. Roll 1d4: 1, Light; 2, Magic Missile; 3, Shield; 4, Sleep. HD 2. CL 3. XP 60



Items

Chi Rho Key. Beautiful silver key with handle shaped into Chi Rho. Worth 100 gp, unlocks chest in 8.

Draught of Shivering Touch. Reduces the drinker to half HP for one hour. However, they also become ghostly, walking thru walls and damaged only by magical weapons.

Ectoplasm. An expert alchemist can distil with wheat kernels to create a **Draught of Shivering Touch**.

Ellim Leaf. Wrap one around a wound to double the natural healing rate for two days, to 2 HP/day.

Ethereal Spiderweb. As in **Ethereal Spider** description. Expires 72 hours after it is spun.

Ever-Burning Oil. 1d6 damage/round. If connection to **Font of Oil** is broken, burns away over in one week.

Font of Oil. Pours forth gallon of **Ever-Burning Oil**/day. Activate with 7-day ritual costing 1000 gp and a level-3 Magic-User. Also useful to summon Fire Elementals.

Gurradr-Dur. "From my grandfather", Goblin. +1 buckler with iron strapping over copper. Face engraved with Celtic cross, Lord's Prayer in Goblin around inner edge.

Misericorde. "An act of mercy", Old French. Silvery bastard sword engraved with crosses. Any living creature with 3 or less HP struck by this weapon dies instantly. Its grip is like an armored arm, the hand clutching a skull pommel with jade pieces for eyes.

Ring of the Forbidden Fruit. White-gold with large red ruby. Engraving: "die comederis ex eo morte morieris" ("If you eat from it, you will surely die", from Genesis 2:17). Anyone whose lips or tongue touch the ruby for the first time must make a saving throw or die immediately; in 1d4 days their skeleton tears itself from their body and rises as a **Gory Skeleton**.

Strand of Ever-Glowing Ivy. Silvery strand of magical ivy. Wrapping this ivy around one's head grants +1 to Intelligence, but can have strange effects at full moon...

Virulent Oak. Any alchemist can combine with moss-oak to create a poison dealing two damage/hour for d4 hours.

Wandering Monsters

Check once per turn; 1-in-6 chance per turn.

1. 1d3 **Goblin Zombies**
2. **Spark Elemental**
3. 1d4 Stirges
4. 1d4 **Goblin Zombies** and a **Zombie Sorcerer**
5. Giant Centipede (small, non-lethal)
6. Surviving goblin, crazed with hunger and trauma

Key

1. **Entryway.** Bright. Pool of **Ever-Burning Oil** intrudes from burnt-out door. Two headless hobgoblin corpses lie on floor: one wears high-quality ring mail (AC 6 [13]) and necklace bearing the **Chi Rho Key**.
2. **Jail Foyer.** Dark. Door to **3** heavily barred from the outside. Door bears crucifix, symbol of goblin god, sign reading “Demons!” in Goblin. Pounding noise heard from **3** on a 1–2 on 1d6 (1–3 for non-humans).
3. **Jail Anteroom.** Dark. Three **Gory Skeletons** pound ceaselessly on door to **2**. They relentlessly pursue the first living creature they see.
4. **Jail.** Dark. Three half-rotten bodies missing their skeletons: two elven, one human. Hands and feet chained to walls. Chain around each neck bears iron placard reading “TRAITOR” in Elvish and Latin. The human’s chain also bears the **Ring of the Forbidden Fruit**.
5. **Hall of Everburning Oil.** Bright. Pool of oil 1" deep burns eternally. Even walkway thru cavern deals half-damage due to intense heat. Oil flows from **Font of Oil** at west end of cavern.
6. **Empty Hallway.** Dark. Door to **7** is stuck.
7. **Breached Hallway.** Bright. **Everburning Oil** flows in from breached wall to **5**. Coming within 5' of oil summons **Spark Elemental**—not necessarily hostile.
8. **Captain’s Chambers.** Bright. **Everburning Oil** flows in from breached wall to **5**. Large bed, carved oak table, two chairs. Beneath bed is a locked iron chest (opens with **Chi Rho Key** from **1**): 133 gp and **Misericorde**. Walls paneled in wood; knocking on west wall reveals secret closet **9**.
9. **Captain’s Closet.** Dark. Contains **Francesco**, stack of 1d8 Gospel scrolls worth 60 gp each.
10. **Guard Room.** Dark. One **Goblin Zombie** and one Dwarf Zombie (treat as **Goblin Zombie**) wander among pieces of other goblins... Door to **11** is locked.
11. **Armory.** Dark. On shelves: **Sea Trident**, a portable ram, 40 crossbow bolts, 5 caltrops. Heavy stones, chairs, other furniture are piled up against the door to **12**. Halfings smell rotten stench at door crack.
12. **Zombie Closet.** Dark. Inside, **Explosive Zombie** wearing goblin nobleman’s finery. Carries a purse of 70 gp in small rubies and sapphires.
13. **Trapped Hallway.** Dark. Five **Goblin Zombies**. Trapped squares: **A** is a **Trapper’s Noose** that has already been sprung; **Goblin Zombie** hanging from ceiling silent until player stands under him, then tries to pull their head

off. **B** is also a **Trapper’s Noose**. **C** is an **Axe Trap**.

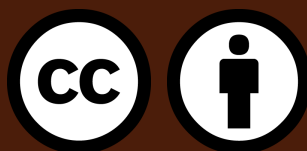
Entrance to **16** blocked by large table tipped up against doorframe; weight of chairs behind the table make the table quite hard to move. Mixed in among chairs are 1d6 more goblin corpses.

14. **War Room.** Dark. Furniture covered in bloodstains, plus two goblin corpses. After 1d4 turns, these **Goblin Zombies** rise and attack. Walls lined with shelves, including several scrolls and books. Among these are a beautifully illuminated Gospel According to St. John (worth 230 gp), and a magic Scroll (Table 73 in *Swords & Wizardry Core Rules*). In the center of the room is a heavy oak table, carved with depictions of war, and 2d8 chairs of varying quality and size. Careful investigation (if this is the first time the dungeon has been visited) hears a very faint whimpering coming from behind the northwest shelf. Moving it reveals a small opening to **15**.
15. **Secret Pit.** Dark. In 20' pit below is **Durakrag**, starving and raving. Floor littered with waterskins.
16. **Dining Hall.** Dark. Contains two upright tables, 2d8 chairs, and a well. Floating in well is a goblin’s body—it seems he attempted swim until rescue arrived. His body carries the key to **23**. Door to **17** is labeled “Quarantine” in Goblin and blocked. Door to **23** also locked.
17. **Hallway.** Dark. Inside, three goblins who seem to have died of thirst. None show any signs of zombification before their deaths.
18. **Quarters 1.** Dark. Two bunkbeds made of wood. Beneath a mattress is handaxe engraved with birds.
19. **Quarters 2.** Dark. Another bunkbed; under one pillow is a note in Goblin detailing complaint about “Ugly, foul-smelling guest from the undercity”.
20. **Wizard’s Quarters.** Dark. Contains a larger bed, another bunkbed, some wizarding robes embroidered with silver thread. Door to **21** is locked.
21. **Wizard’s Closet.** Shelves, Potion (Table 72, *S&W Core*)
22. **Barracks.** Dark. Four more sets of bunkbeds, packed close together. Also basic possessions, including 211 sp, a Lantern, and 8 flasks of oil.
23. **Kitchen.** Dark. 2d4 **Goblin Zombies**, and a **Zombie Sorcerer** with key to **21**. On shelves: rotten food, cookware. Plus a cabinet of alchemical ingredients: jars labeled (in Goblin and Latin): “1x Piranha Eyes”, “2x **Virulent Oak**”, “2x **Ectoplasm**”, and “5x **Ellim Leaf**”.
24. **Wine Cellar.** Dark. Contains 1d100+4 bottles of wine. Hiding in the dark (surprises 1–5 on 1d6) is a *very* hungry **Horse Strangler** with a silver tag reading “scruffy”. This snake will not attack goblins, however.
25. **Stench Lock.** Dark. Door has scrawled in Goblin: “Trash Only. Spiders!” Plus crude drawing of a spider.
26. **Garbage Chute.** Dark. Sloped and greasy: easy to descend, tricky to climb back up. The stench is awful.
27. **Garbage Pit.** Dark. Pit in the center is about 30 feet deep. An **Ethereal Spider** lurks in invisible web above the pit. Trash on edge of pit contains nothing of worth, except a shimmering, faintly-glowing green **Strand of Ever-Glowing Ivy**. A recessed staircase descending into the pit leads to the underdark and undercity.

Swords & Wizardry Appreciation Day

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