For four to six characters of first to second level

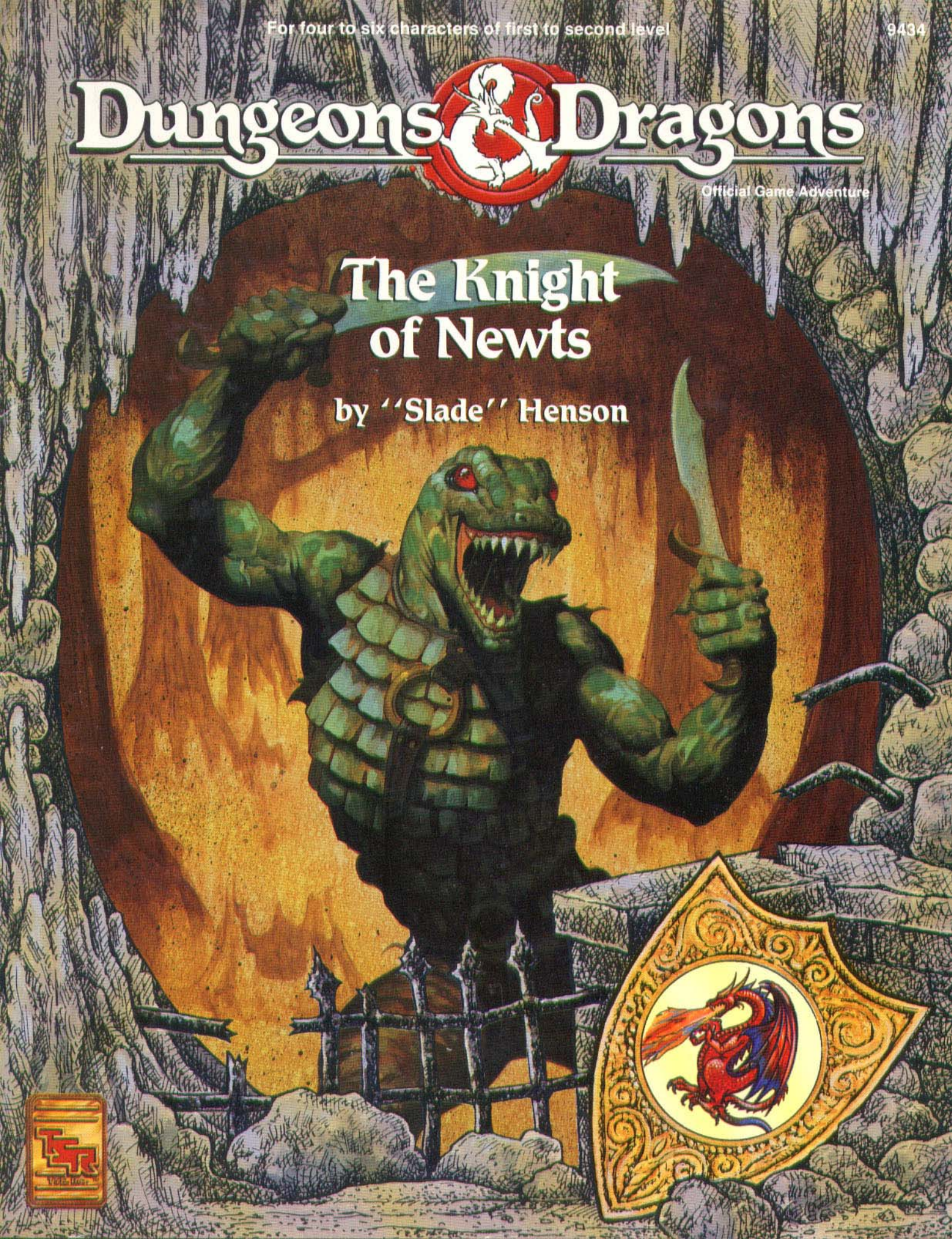
9434

Dungeons & Dragons

Official Game Adventure

The Knight of Newts

by "Slade" Henson



Location #11: Battlements

As you approach the stairs, the water level drops. By the time your feet hit the first stair, the floor is no longer under the swamp water. You hear muffled sounds of battle, faint shouting in a language you do not understand, and the animal cries of a creature unknown to you, coming from the top of this structure as you approach.

Location #6: Captains' Residence

The door to this room is closed, but unlocked. When it is opened, you hear a whisper, a soft scrambling noise, and then a loud voice.

Location #12: Stockade

Access to this flooded room is barred by a thick, iron banded door. A large, padlock, covered in a greenish-brown slime, fastens the door to an iron frame set firmly into the stone wall by three-inch bolts. Your torch light illuminates only a small portion of this room, revealing more iron doors and wall within.

Location #14: Dressing Room

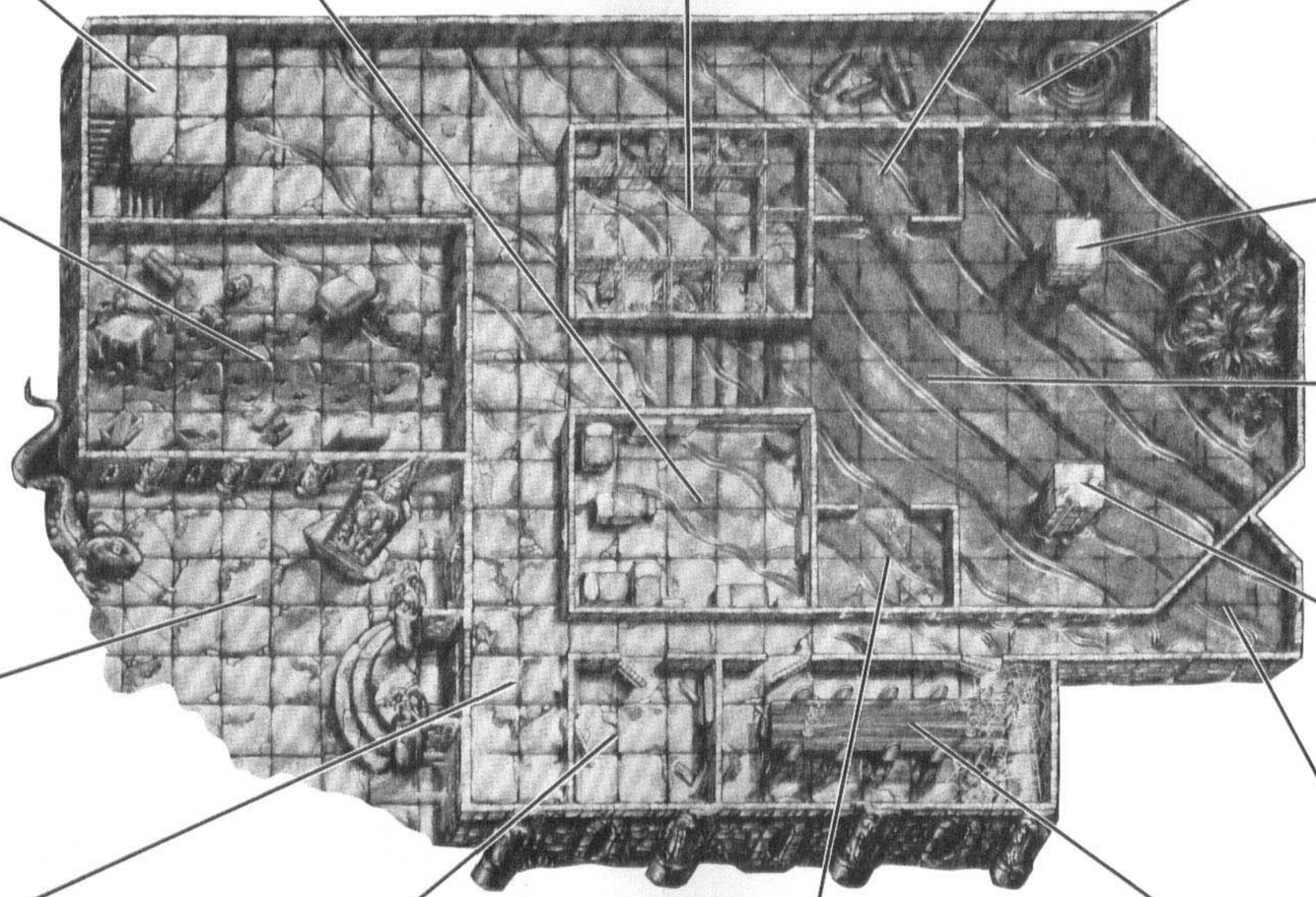
This room contains a large, rusted metal bed. A coating of algae clings to the metal remains. The mattress and anything else organic has long disintegrated.

Location #13: Sleeping Quarters

This is a long passageway that lies under progressively deeper water. As you move forward, and the water deepens to 3½ feet, the greenish stone of the top half of the right hand wall gives way to open windows that reveal a large assembly chamber beyond. Half-way down the corridor, you hear a horrible sound, a sound like the bleating of a very large frog.

Location #4: The Commandant's Chamber

The door opens into a huge room with a large, barred window set in the opposite wall. In the south east corner a bed, having shifted from under its canopy near the window, now lies partially in water. Several dressers, cabinets, and clothes chests lie scattered about the floor in complete disarray—most of their drawers still closed, even after so many years. Large footprints cover the floor, making a triangular path from the bed, to the door, to the window on the far side of the room. The bed and furniture are patterned in the same muddy footprints. Somewhere near the window, perhaps from behind the canopy and cabinets, you think you hear a faint stirring.



Location #15: Observation Pedestal

Rusted metal ladders cling to the pedestal, their rungs corroded dowels. The top of these structures yields a good view of everything in the Assembly Room. The position is somewhat precarious, since the railing is missing. The pedestal is 1½ to 2 feet above the water line.

Location #8: The Main Assembly

As you move down the large corridor, wallowing in water a foot deep, you stumble onto stairs leading down. The water is 1½ feet deeper for each step down than the step before. Within a few short steps, you are swimming.

Location #1: The Courtyard

This area is lined on two sides by moss and vine-covered stone walls. A doorway, leading south, sits in the middle of one of the walls. The floor, once perfectly-laid and patterned stone, is now slick under the sludge and muck of the Black Swamps. Your footsteps make sopping noises as your feet plod and lift from the muck.

Location #10: Observation Pedestal

Metal ladders cling to the pedestal, their rungs no more than rusted and corroded dowels. As you reach the top, your fingers are bitten, and a series of squeaks and squeals makes your heart jump a few beats. Living on top of this structure is a family of rats, resting from the perils of the water. They jump away when you arrive. The top of the pedestal gives you a good view of everything in the Assembly Room. The position is somewhat precarious, however, since the railing is missing. This pedestal is 12 to 12½ feet above the water line.

Location #2: Foyer

This large hallway leads from west to east. Moldy lanterns and torches hang, confined to rusty holders along the walls, spaced several paces apart. Mud and slime cover the passageway that slants away to the shadowy east, dipping into the murky water of the swamp. A hallway leading south stands near the courtyard door; another large corridor, also leading south, can be seen deep in the waters to the east.

Location #3: Weapons Store

The door into this dank room has long fallen from its corroded, brass hinges. Inside, over 30 cabinets and shelves line the walls. The contents of these shelves are long gone. This appears to have been a weapons store, since the floor is littered with broken arrows, crossbow bolts, and a few mistreated and useless swords.

Locations #9: Dressing Room

This room contains a large, rusted metal bed that has a great quantity of algae clinging to it. The mattress and anything else organic was eaten by time and nature long ago. A collection of objects that look like strings of pearls cling to the corroded bed frame, waving in the currents of the water.

Location #5: Dining Hall

This is a long, clammy, smelly room with two entrances along the eastern wall. A large table sits in the middle of the room, circled with high-back chairs. Brackish, foul smelling water pools in the southeast corner of the room, drowning one of the large table's legs.

Location #7: Private Hall

You are standing at the 1-foot water mark. At the end of the long, torch-lined corridor, the hallway forks slightly to the right and abruptly ends. The water deepens by a foot, each step you take.

Dungeons & Dragons®

Official Game Adventure

Knight of Newts

by Slade Henson



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Introduction

The Knight of Newts is one of a series of 16-page adventures for the DUNGEONS & DRAGONS® game. It is designed be played with two to four players, with or without a Dungeon Master.

Playing Without A DUNGEON MASTER™

If *The Knight of Newts* is played without a DM™, the players will need one player (*the caller*) to read the boxed text on the inside cover whenever a player enters a room or a hallway. *The caller should ignore all text that begins with the phrase* **DM Information**. This material is used only when a Dungeon Master is present to oversee the game.

The players should begin the adventure at the castle's courtyard (Location #1 on page 5), with the caller reading the text for that location. Ignore *Getting Started* on page 4.

As soon as the boxed text has been read, each player should decide what his character is going to do in the location—fighting any encountered monsters is assumed. Once those decisions are made, the caller can flip through the book to find the complete details for that room. If the action taken is shown on the room listing, there will be complete details on what happens next and how to resolve the situation. If the action is not listed, it is assumed to have had no important result. Only one action can be attempted per room per player, when role-playing without a DM.

When a monster is encountered, players roll attacks for their characters in the usual way. When it is the monsters' turn to fight, the players roll the attacks for monsters against other players. Players should not roll attacks for monsters that are fighting their own characters. This helps to keep the players honest.

Playing With a DUNGEON MASTER

If you have a Dungeon Master, it should be the DM who reads the boxed text on the inside cover. The DM is also responsible for playing the NPCs and monsters that the characters encounter.

What's Needed to Play?

This adventure is intended for use with the DUNGEONS & DRAGONS boxed game. It can be used with many other TSR products, such as the *D&D® Rules Cyclopedia,* or even the ADVANCED DUNGEONS & DRAGONS® 2nd Edition Game with only a little effort on the part of a Dungeon Master. Although it is part of a series of adventure modules, it is a complete and self-contained adventure story.

This adventure is set in the southern edge of the valley of Thunder Rift. Full information about this amazing place can be found in the DUNGEONS & DRAGONS® game accessory titled *Thunder Rift.* It is not necessary to have that accessory to play this adventure; it merely gives background information and campaign details that the DM, or the players, may find useful. This module can also be used in any campaign setting with ease. The only things needed to enjoy this adventure are the **DUNGEONS & DRAGONS®** game itself, some paper and pencils, dice, and a few good friends.

Adventure Setting

For years, adventurers seeking the ultimate challenge have sought their fortunes in the Ruins of Kraal, deep in the Black Swamp. It is believed by many that great riches lie rotting in this keep, protected by vile men who are said to look like reptiles. Since no one has ever returned from any expedition to this brooding place to say otherwise, no one really knows. The player characters can now can try their hand at cracking the legendary ruins of Kraal.

Monster Statistics

Throughout this adventure, players will be called upon to have their heroes battle various enemies. Whenever these encounters occur, information about the enemy will be presented in the following format:

> **Monster Name**(quantity encountered): AC (Armor Class); HD (Hit Dice); hp (Hit Points); MV (Movement Rate); #AT (Number of Attacks); THAC0 (See below); Dmg (Damage inflicted per attack); Save as (type of character the monster's saving throws are made as); ML (Morale); AL (Alignment); XP (Experience Points earned for defeating the monster); Treasure (Any valuables carried by the monster).

One of these notations, *THAC0,* may be unfamiliar to new players or Dungeon Masters. THAC0 is simply an acronym for "To Hit Armor Class 0." To determine the roll that must be made on 1d20 for a monster to hit an enemy in combat; simply subtract the target's Armor Class from this number. Thus, if a monster with a THAC0 of 15 is attacking a heroine who has an Armor Class of 7, the Dungeon Master must roll an 8 (15-7 = 8) or better for the monster to hit her.

Background

Nearly an elven lifetime ago, the Horned Hills were overrun with ogres, orcs, goblins, and their vassals the kobolds. These corrupt beasts, not content to remain in their own lands, raided human, elven, and dwarven communities throughout Thunder Rift. For years, ogres led their troops into battle, stealing whatever goods they were too lazy to produce for themselves. In response to their constant attacks the humans and dwarves proposed a plan to build a large castle in the Lower Great Grasslands, near the Horned Hills.

For years the ogres and their cohorts frustrated any building attempts by constant attacks which destroyed all such endeavors. The humans and dwarves had almost given up, when an elf suggested that they use the ogres' own fear of water against them. The Black Swamps, just north of the Lower Great Grasslands, held great promise for a keep—if a method could be found to hold back the water. Two months and three ogre attacks passed and then a smith named Kraal conceived a plan. A portion of the Black Swamps was to be raised above the water table, and the castle would be built upon the rise. The project was completed in two years. Unfortunately, over 300 of the folk of Thunder Rift died in the process, either in the attacks of the ogres, or in the claws and talons of the natural and hungry creatures of the swamp. One of the folk who died during the construction of the castle was the smith, Kraal. After its completion, the fortress was christened Kraal Castle.

To garrison the keep in a state of constant readiness, 1,000 fighting men and 100 spell casters were recruited to man to fortress. Whenever a threat of assault developed, these valiant warriors would ride out, on the dangerous journey through the Black Swamps, to greet the raiding savages with whetted steel and mystical compositions.

Originally considered to be an unattractive assignment, Castle Kraal soon became the one most sought. Great war heroes and leaders emerged from its aging walls by the scores. The civilians sought the Kraal heros to marry, and to become teachers, leaders, mayors, and guards. Their exploits became the rhymed tales in children's songs.

After nearly a century of service to the people of Thunder Rift, a rumor of degeneracy began to reach the ears of the folk there, and the honor of Castle Kraal dipped severely. It was whispered that the success of an ogre raid against a small populace in the Lower Great Grasslands was due to a bribe given to the commandant of Kraal. No amount of talking, even with the use of magical divinations, could convince the people otherwise. The commandant was discharged and expelled to the south. Thereafter, every commandant of Castle Kraal promised to clean up the evil deeds of the previous administration. And a once proud leadership position became a circus act.

During this period the effectiveness of Castle Kraal was severely impaired. Raiding parties from the Horned Hills grew more bold with each foray, and the morale of the castle's warriors and spell casters plummeted. They were increasingly inept at combating the marauding bands. Soon morale became so low that a period of service at Castle Kraal was viewed as a punishment. And often, it was.

After seven years of bad conditions, dreadful morale, and an extraordinarily high desertion rate, a bright, talented, and young, commandant took command. Things did not change overnight, but feelings of quiet hope, subtle relief, and real expectation came over the Castle. The commandant ordered a salary increase for all personal and gave each a substantial bonus for every year they had served before her installment.

She expanded the training available to warriors and spell casters and initiated free instruction for careers and occupations outside the militia. This enabled the garrison's defenders to prepare themselves for civilian work. All her planning and initiatives began to bear fruit. Morale increased sharply, requests for transfers from Castle Kraal decreased, and outside requests for transfers to the stronghold were on the rise.

It is unknown if the commandant's plans would have been successful in raising castle Kraal to a station of respect and admiration again—the castle and all its inhabitants were destroyed shortly after her inauguration. Castle Krall sank into the Black Swamps, taking everyone with it. No one came to report its destruction and a month later a scout was sent to investigate the silence.

Rumors abound concerning the castle's demise. Some believe that the Ogres hired powerful spell casters from outside Thunder Rift, others that the inhabitants of the swamp somehow caused its fall. Regardless of the reason, the Ruins of Kraal, rotting in the Black Swamps, are universally shunned by the inhabitants of Thunder Rift—for their fear is stronger than their curiosity.

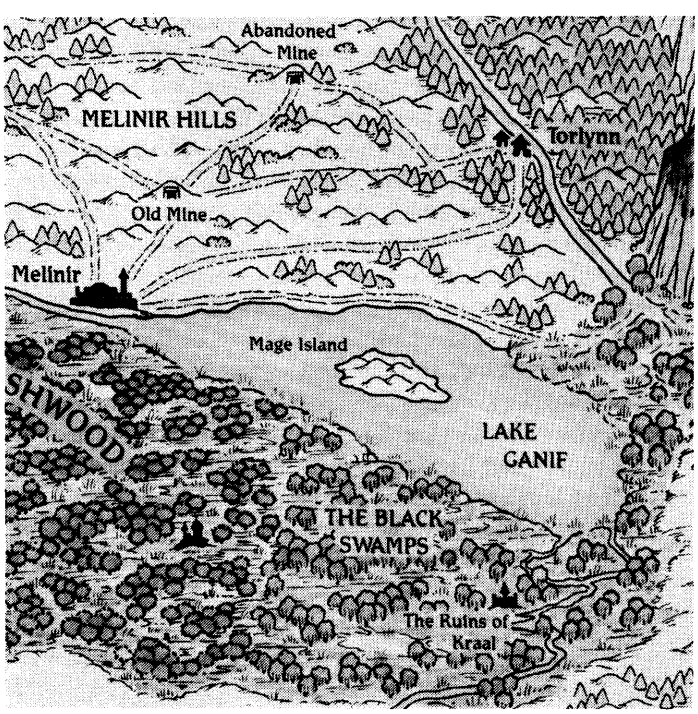
DM™ Reference Map

In addition to the large poster map, on which players can position and move their figures, a detailed map of the Kraal Ruins is shown on the inside cover of this booklet. This map, *for the DUNGEON MASTER™ only*, shows the positions of monsters, traps, and other important features. The DM should be sure to keep this map secret from the players during the game.

If the DUNGEON MASTER™ is using the D&D® boxed set and the *Thunder Rift* accessory, begin *The Knight of Newts* adventure in the town of Melinir. It is suggested that the player characters begin at the Sarcastic Goat Inn. This is a very fine, three-story log building that comfortably houses up to 50 people. They could be recovering after completing their last adventure or they may simply be visiting the area. The inn is managed by a dwarven male named Bediah Bulon.

Bediah Bulon (Dwarf 3): AC 7; hp 27; MV 120′(40′); #AT 1; THAC0 18; Dmg 1d6 + 3; ML 9; AL Neutral; XP 80; Treasure *war hammer + 3*.

Bediah Bulon is a dwarf with unkempt hair and beard. He named the inn after a comment a friend made about him. While he is caustic with his friends and employees, he makes sure his customers are as comfortable as they can be. Bediah keeps a strong box hidden under his bar (holding 500 gp) as well as his *war hammer + 3* that he uses to deal with unpleasant customers.



When the players are ready to begin, read the following text aloud:

> It's a sparkling morning. The sun's reflections off Lake Ganif, glimmer on every building in the town. The curtains of your open window flutter in the chilly breeze and the odors of fresh water fish and breakfast fires fill you room.
>
> Down in the lobby, people of many races sit eating breakfast in silence—all but one. Bespectacled and greying, he puzzles over a number of charts, scrolls, tomes, and a primer on sanskrit. An occasional idea causes his head to nod, and he scratches his hair and mumbles patiently. As you walk into the room, he looks over his spectacles and smiles at you. Standing, he grabs chairs and places them around his table, waving for you to join him.
>
> "I'm Pickman and I heard you were here, yes I did. Here, sit at my table and let me talk to you. I have some things to say to you; yes I do. You've all heard of the Ruins of Kraal, Castle Kraal, but no one knows what caused its destruction. It's destroyed, you know. I've been hired by the mayor to find out why, but I don't know why and neither do these volumes and memoirs. I would like for you to find out for me, yes, I would."

Pickman (Wizard 2): AC 9; hp 6; MV 120′(40′); #AT 1; THAC0 20; Dmg 1d6 (staff); ML 8; AL Lawful; XP 10; Treasure Books, tomes, and other non-magical publications.

The characters are free to take a few minutes to discuss Pickman's request among themselves. If they prefer privacy, they're welcome to adjourn to one of their rooms. Pickman will wait as long as necessary for their reply.

If the players agree to help Pickman find the answers he needs, he mumbles something about a sunken treasure. Proceed to the next chapter of this adventure.

If the players ask how much Pickman will pay, he offers them 10gp each, but can increase the wage to 50gp if requested. He cannot afford more than that, however.

If the players turn down Pickman's request, or refuse the wage he offers, he becomes melancholy and asks the characters to reconsider because he can pay for their services. If his plea is enough to make the characters reconsider their position, the adventure can continue. If

they continue to reject the offer, the adventure is at an end. If you have one, the DM™ should remind the players that their characters have a reputation to uphold and a duty to people like Pickman.

Once the adventurers agree to help Pickman in his quest, he gives them a map (identical to the one on page 4). He points to their starting point, the city of Melinir, the passes over the Ganif River, through the Marshwood, and into the Black Swamps. His finger stops at the Ruins of Kraal. Pickman announces that this is where their journey will take them.

The Journey to Kraal

If you have the *Thunder Rift* accessory, the DM™ may role-play the three day outdoor journey to the Ruins of Kraal. There are reasons to do this; it makes the adventure more cohesive and allows players to see a constant progression in their characters' lives. If they go straight from the city to the ruins, the flow of the adventure may be lost. Then too, the DUNGEON MASTER™ may feel that the characters are too powerful for the adventure. If this is the case, an occasional encounter with wandering monsters should weaken the characters enough to make the adventure more dangerous and more fun.

On page 16 of this module, the section entitled *Wandering Monsters* has a random table for the DM's use. When the you decide that a wandering monster is discovered, roll a d20 die and check the table to come up with a random monster. The statistics for these monsters are given at the top of page 16. Note that Newts should not be encountered on the journey to the Ruins of Kraal.

The Dungeon Master can use any method to determine the occurrence of wandering monsters. Some use a die roll, looking for a specific result (i.e., a 10 on a d10 die roll, or a 1 on a d6 die roll). Others arbitrarily decide when a monster will arrive. The monster may be selected as the one best suited for the specific encounter.

Once the characters enter the domain of the devastated keep, they may wander the Ruins of Kraal and visit any room they wish. Allow the players to place their figures anywhere in the courtyard (Location #1), as this is the starting point. The DM should watch the players pilot their characters on the map. As they pass over important areas don't be afraid to stop their movement until the encounter is dealt with.

Location #1: The Courtyard

This area is lined on two sides by moss and vine-covered stone walls. A doorway, leading south, is in the center of one wall. The floor, once bright, patterned stone, now lies under the sludge and muck of the Black Swamps. Your footsteps make sopping noises as your feet sink and lift in the mud. What do you want to do?

- **If the characters inspect the walls:** Along the south wall, a silver flag holder clings to the wall. It is worth 10 gp. It takes three rounds to pull it off of the wall.
- **If the characters inspect the mud:** A banner lies buried in the filth. The banner has since long deteriorated, but its mast and the mast head still exist. The mast head is worth 15 gp, but it has an intrinsic value of over 100 gp. An inscription on the side states: *In memory of Kraal. Your labor inspires—for all time.*

DM Information: *Location 1* is free of large creatures. Several birds roost in holes in the rocks. They flutter and squawk their disdain at the characters' presence. In the watery mud leeches swim, looking for warm flesh for their lamprey mouths. While walking in the mud, each PC has a 75% chance of having 2d4 leeches on their feet and calves (this is rolled once for each character). These tiny, grey, repugnant leeches are from 1 to 3 inches long and cause no real damage to the characters. They just allow the DM to set the stage for the rest of the adventure. Characters wearing armor can be attacked by them, but they will not learn of it until they remove their armor. (For every AC bonus the armor gives a PC, it takes one round to remove or replace the armor.) Those not wearing armor know they are invested by simply looking at their legs. The bloodsuckers may be removed by pulling the leeches off the skin. This will leave a small, round, bleeding wound.

Location #2: Foyer

This large hallway leads from the west to east. Moldy lanterns and torches hang from rusty holders along the walls. The passageway, covered with mud and slime, slants to the shadowy east, dipping into the murky water of the swamp. A hallway near the court yard door leads south and another large corridor, also leading south, may be seen in the deep water to the east. The passageway is very dark, and you light a torch. To the east, just in your torch light, you see the body of a skeleton slumped near the water line. What do you do?

• **If the characters attack the skeleton:** The bones of the dead human and his scant belongings spread through the water and the mud. You killed a dead skeleton.

• **If the characters inspect the skeleton:** A metal belt still wraps the skeleton's hips and spine. On metal pinnings hangs a metal, bastard sword scabbard. The sword is missing. A small, undamaged cloth bag depends from the left side of the belt, dangling in the turbid swamp water. It is a *bag of holding*.

• **If the characters light the torches on the wall:** The lit torches yield more light, making the keep less gloomy.

DM Information: The hallway is coated in a fine layer of sludge that makes every step unsure and precarious. If a PC makes a sudden move like running, lunging for an attack, or any other quick motion; a Dexterity ability check must be made to stay upright. An ability check (in this case Dexterity) is made by rolling a d20 and comparing it to the ability score. If the die roll is greater than the ability score, the check failed. If the die roll is less than or equal to the ability score, the character succeeded. A PC who fails takes no damage, but splashes about in the sludge, feet flailing in the air. If the PC was wearing metal armor, a loud clank of metal meeting stone can be heard, as well as a bedlam of echoes bouncing off the far walls. A faint splash is heard in the distance.

Location #3: Weapon Store

The door here has long fallen from its brass hinges. the canopy and the cabinets, you think you hear a faint stirring. What do you do?

• **If the characters inspect the bed:** Under a pillow on the bed the PCs will find a platinum piece with three deep scratches on its face. Next to it, a crushed and holed human skull stares blankly.

• **If the characters inspect the chests:** They are empty.

• **If the characters inspect the dressers:** The three dressers are filled with feminine undergarments, shirts, blouses, skirts, and stockings. (The last commandant was a woman.) In the first dresser, combs, brushes, and perfumes fill one of the drawers. The perfumes are still good, but the bottles are difficult to open. In the second dresser, a number of books, placed edgewise, makes the drawer unusually heavy. The titles are worn due to humidity, but when inspected the titles can be read. Some of the titles include, *Castle Kraal—the First Commandants*, *Castle Kraal—the MillenniumCommandants*, *A Military History of the Rift*, *Orc Strategy*, and *Ogre Tribal Markings and Tactics*. The third dresser is filled with clothes, there is nothing unusual in it.



• **If the characters inspect the faint stirring:** Three newts, armed with short swords, attack them, hoping to drive the characters out of this sacred room. The short swords cause 1d6 point of damage.

Newt (3): AC 6; HD 1 + 2; hp 10; MV 60'(20'); #AT 3 or 1; THAC0 16; Dmg 1d2/1d2/1d4 + 1 or by weapon (1d4); Save as F3; ML 10; AL N; XP 13.

If the PCs kill the newts, they can pick up the three short swords the newts were carrying. The newts have nothing else of value on their persons, save for the little dark, reflective trinkets imbedded in their foreheads.

• **If the characters inspect the footprints:** The tracks look like they were made by a very large, bipedal frog.

• **If the characters inspect the cabinets:** The four cabinets are filled with both military uniforms and civilian clothing, made to fit a woman of about 5' in height, with a slender build. The five clothes chests contain boots, books, personal journals, military personnel records, pens and inks, and dozens of purchasing and requisition forms.

DM Information: The door to this room has a double lock, but signs of recent entry can be detected in the sludge. A thief character may attempt to unlock the door by rolling an *open locks* skill roll twice. (More than one thief may attempt to pick the locks.) If both rolls succeed, the door can be opened. If any of the rolls fail, the characters cannot gain access this way.

The characters can try to force the door open by body-slamming. To do this, the character must roll a *open door* roll with a −2 penalty. Only one character at a time may attempt to hit the door.

The PCs may attempt to batter the door with their weapons. In this case, each character automatically hits every time. Bludgeon weapons cause ½ damage, while edged weapons cause normal damage. The door itself can withstand 100 hit points of damage before it breaks.

If the PCs did not close the door behind them before combat, they are attacked by two additional newts later on. These two sneak up behind the PCs and gain initiative unless the players state that at least one character is watching the door while the rest are looting the room. This attack should occur when the characters are looking through the cabinets and chests. If the PCs were not watching the door, the DM should place the two figures behind the two PCs closest to the door. If the characters *were* watching the door, the DM should put the two newt figures at the door. (Use the above statistics for these newts as well, using two figures instead of three.)

Location #5: Dining Hall

This is a long, clammy, smelly room with two entrances along the east wall. A large table sits in the center of the room, ringed with high-backed chairs. Slimy and stagnant water pools in the southeastern corner, covering one of the table's legs. As you walk through this room, the torch flame sparks and sputters in the thick cobwebs over your head. The southern half of the room is covered by an elaborate spider web. Caught in the web are seven bird carcasses, some almost two feet in length, wrapped in webbing and apparently eaten from the inside out. What do you do?

• **If the characters touch the entombed birds:** The birds weigh far less than they should for their size. Large water spiders, as many as four, respond to the touch by leaping from their protective home. If the characters have already engaged the spiders from *If the characters touch or step on the web*, nothing happens.

Spider, Giant Water (1d4): AC 5; HD 3 + 3; hp 19; MV 90'(30'); #AT 1; THAC0 16; Dmg 1d4 + poison; Save as F5; ML 12; AL N; XP 75.

The water spider's venom is highly toxic. A failed saving throw vs. poison causes death. The spiders will attack different characters if there are enough to go around. If there are more spiders than characters, the spiders should disburse as evenly as possible.

• **If the characters put flame to the spider web:** The web sputters and crackles, but it does not catch fire.

• **If the characters investigate the table:** They see an elaborate, solid silver table setting. It is worth 1,200 gp.

• **If the characters touch or step on the web:** Large water spiders respond to the touch by leaping from their home. Please refer to *If the characters touch the entombed birds* section above for the statistics on the spiders. If the characters have already engaged the spiders, from *If the characters touch the entombed birds*, nothing happens.

Location #6: Captains' Residence

The door to this room is closed, but unlocked. When it is opened you hear a whisper, a slight scratching noise, and then a loud voice that speaks in a language that you do not understand. What do you do?

• **If the characters break down the door to fight:** The characters see 1d4 lizard men and a lizard man shaman.

Lizard Man (1d4): AC 5; HD 2+1; hp 12; MV 60'(20'); #AT 1; THAC0 17; Dmg 1d6+1; Save as F2; ML 12; AL N; XP 25.

Lizard Man Shaman (1*): AC 5; HD 2+1; hp 12; MV 60'(20'); #AT 1; THAC0 17; Dmg 1d4+1 or spells; Save as C3; ML 12; AL N; XP 30.

• **If a character casts a *know language spell:*** The character listens to a creature speaking in the language of the lizard men. The voice says *"Shush, the newt is coming, put your weapon aside,"* a scrambling sound, *"Sir, please enter."*

• **If the characters enter the room:** If the PCs open the all the way, they will see 1d4 lizard men and one lizard man shaman who do not attack. The lizard man shaman casts a *know languages* spell on himself and talks to them. The lizard man says that she and her companions were captured by the Newts and taken here. The Newts hoped to discover the location of the lizard men's home in the northern reaches of the Black Swamp by bribing them and giving them positions of power in the newt militia hierarchy. She also states that she would like to ally with the characters until an escape can be made.

• **If the characters attacked the lizard men and defeated them, or befriended them, read the following:**

> This room consists of five beds, five chests, and five mahogany dressers, most were moved out of the ever-encroaching water. Much of the dressers' wood has been forcibly removed, exposing the sides of drawers. The beds are well cared for, with new sheets and spreads. The chests contain weapons, mostly daggers and short swords, some short bows and almost three dozen arrows.

Location #7: Private Hall

> You are standing at the 1-foot water mark. At the end of the long, torch-lined corridor, the hallway forks slightly to the right and abruptly ends. The water deepens by a foot, each step you take. What do you do?

• **If the characters light a torch on the wall:**

> You see a group of vague figures lurking in the deeper water ahead of you. Resembling large, pale grey tongues, they have neither eyes nor mouths. If any of your companions chose to walk the hallway, grey bodies swim about their legs.

• **If the characters walk to the end of the hallway to investigate:**

> As you pass the 1½-foot water mark, along the hallway toward Location 7, you are attacked by 1d4 giant leeches.

Each leech attacks only once. If the leech misses its target as the PCs pass through their domain, they do not attack again. However, when the characters leave Location 7 and head back through the 1½ foot water mark again, the leeches that missed the first time can attack again. Any leech who successfully attacks, attaches its sucker mouth to the unfortunate character's skin, causing 1d6 points of damage every round, starting the next round after the successful attack. The giant leech must be killed to be removed. If there is more than one leech and more than one character, randomly determine which PC each leech is attempting to attack. This allows the chance of being attacked by more than one leech.

Leech, Giant (1d4): AC 7; HD 6; hp 36; MV 90'(30'); #AT 1; THAC0 14; Dmg 1d6; Save as F3; ML 10; AL N; XP 275.

The depth of the water level in this area reaches 3½ feet at the back wall. There is no furniture. Several types of plants live in the water, crawling up the stone walls. The air is musky, but fresh. The east wall is shorter and provides a view into a larger chamber.

Location #8: The Main Assembly

> As you walk down the large corridor, wallowing in 1-foot deep water, your feet stumble onto stairs leading down. Each step is 1½ feet deeper, causing the water to rise significantly. Within a few short steps, you are swimming. Near the center of the room, there are two tall pedestals, one peeking two feet out of the water, the other peeks up 3½ feet. You also notice a large clump of foliage near the back wall. What do you do? If you swim, specify to where. If you decide to dive into the water and investigate what sits on the floor, specify where.

• **If the characters decide not to swim:** The PCs may choose not to swim. If so, they must stay on the stairs until the other characters are finished with their actions.

• **If the characters decide to swim toward the floating foliage:**

As you swim through this room, you notice one thing in particular—it is very large. As you approach the south wall, the foliage seems to come to life. The "foliage" is a large crocodile, almost 20 feet in length.

These creatures float just under the surface of the water. At rest, when not hunting, they could be mistaken for logs. In this case, however, the characters can see that this "log" is traveling toward them at a fast clip.

Crocodile, Large (1): AC 3; HD 6; hp 36; MV 90'(30'); #AT 1; THAC0 14; Dmg 2d8; Save as F3; ML 7; AL N; XP 275.

- **If the characters swim to the eastern pedestal:**

As you swim toward the pedestal, you hear a number of ominous splashes ahead of you. The splashing you hear is unmistakable and echoes in the chamber around you.

A group of crocodiles just plunged into the water, sensing the motions of the characters in the water.

Crocodile, Normal (ld8): AC 5; HD 2; hp 12; MV 90'(30'); #AT 1; THAC0 18; Dmg 1d8; Save as F1; ML 7; AL N; XP 20.

When the characters defeat or ward off the crocodiles, they are free to investigate the pedestal. Please refer to Location 15 on page 12. The caller should read the description only after all PCs have performed their actions for Location 8.

- **If the characters swim to the western pedestal:** Please refer to Location 10 below. The caller should read this location description only after all other actions have been completed for location 8.
- **If the characters dive to inspect the floor of the flooded room (excluding Locations 9 and 14):** The first character to dive finds the treasure under the header "D". The second character to dive finds the treasure under "E". The third character to dive finds the treasure under "F". Treasure headers are found on page 12.
- **If the characters dive to investigate Location 9:** Refer to the description of Location 9.
- **If the characters dive to investigate Location 14:** Refer to the description of Location 14 on page 11.

DM Information: Have the characters who decide to swim check their belongings. Please refer to the Swimming and Diving rules on page 13.

If the characters hold their breath and dive to check the areas out, allow them a number of rounds swimming equal to their Constitution divided by 2 (rounded down). It takes one round to swim down to the floor of the chamber, and one round to swim back up. For each round of breath-holding that remains, the character explores a single 10-foot square (or 10' × 10' × 15' triangular) area. Locations 9 and 14 must be entered from their doorways. Location 10 has structures that are 15 feet above the floor.

As the characters dive underwater looking for items of interest, please refer to *Hazards and Sureties* for the locations of important objects in this room.

Location #9: Dressing Room

This room contains a large, four poster, metal bed. It is coated with a heavy layers of rust and algae, creating an illusion that the bed is larger than it really is. The mattress and organic matter has rotted away, dissolved by the caustic swamp water. A series of delicate objects, like strings of pearls cling to the eroding frame, waving in the water currents. What do you do?

- **If the characters investigate the string of pearls:**

As you approach the string of pearls, you are attacked by a small school of large fish. The fish attack by impaling four poison spines into the target, causing 1d4 points of damage per spine. The victim must also roll a saving throw vs. poison. Failure results in death.

Fish, Giant Rockfish (2d4): AC 0; HD 5 + 5; hp 40; MV 180'(60'); #AT 4; THAC0 14; Dmg 1d4/ea + poison; Save as F3; ML 8; AL N; XP 400.

- **If the characters investigate the bed:** The room is empty, except for a chest under the bed. When opened under water, air escapes in a series of deafening bubbles. The chest contains three sliver epees (thin short swords), wrapped in red velvet. The swords are in perfect condition. The weapons are worth 25 gp each.

DM Information: If the rock fish are successful in driving the characters away from the egg strands (the strings of pearls), they stop attacking. Their instincts demand that they protect their eggs from predators.

Location #10: Observation Pedestal

Metal ladders, their rungs rusted and corroded, lean against the pedestal. The dark ceiling is far above your head. What do you do?

• **If the characters decide to climb the pedestal:**

> As you reach the top, your fingers are bitten and a series of squeaks and squeals makes your heart jump. Living on top of the pedestal is a family of rats, secure from the perils of life in the water. They run off when you arrive.

Aside from the minor nips from frightened rats, there is nothing of interest in this area. From atop the observation pedestal, characters can see in all directions. This perch is precarious, however, since the railing is missing. The pedestal is 12 to 12½ feet above the water line.

DM Information: If a torch is used, the characters can see everything within 30 feet—3 inches on the poster map. If a *continuous light* spell is being used, the characters can see everything in the room, including seeing past the windows on the walls separating the Main Assembly Room (Location 8) from Locations 13 and 7. Please note that the characters *cannot* see Locations 9 and 14 from the vantage point of the pedestal, since they are completely submerged.

Location #11: Battlements

> As you approach the stairs, the water level drops. By the time your feet hit the first stair, the floor is no longer immersed in swamp water. Faint sounds of battle, distant shouts in a language you do not understand, and the muffled animal noises of an unknown creature are heard from the top of the battlements. What do you do?

• **If the characters investigate the noises:** They will learn that the sounds are the sounds of a battle between a squad of five newts and six hungry carrion crawlers. Two newts lie still on the ground, while two of the crawlers feast upon the fallen bodies. If the PCs want to join the fray, they must decide on which side to fight. At this time, four crawlers and three newts are available for combat.

Do not read beyond this bold text until the players decide on one of two actions! They must either fight the newts, fight the carrion crawlers, or leave.

• **If the characters leave the battle scene:** Ignore the rest of the encounter, and proceed with the adventure.

• **If the characters fight with the Carrion Crawlers:** The carrion crawlers will help the PCs until the newts are dead. The crawlers will then feast on the dead, leaving the PCs. If the characters attack the feasting crawlers, they will crawl down the sides of the battlements to escape.

Newt (1d3): AC 6; HD 1+2; hp 20; MV 60′(20′); #AT 3 or 1; THAC0 16; Dmg 1d2/1d2/1d4+1 or by weapon (1d4); Save as F3; ML 10; AL N; XP 13.

• **If the characters fight the Carrion Crawlers:** The newts will assist them until the crawlers are dead; once the crawlers are lifeless the newts attack the characters.

Carrion Crawler (4): AC 7; HD 3+1; hp 16; MV 120′(40′); #AT 8 or 1; THAC0 16; Dmg 1 or paralysis; Save as F2; ML 9; AL N; XP 75.

DM Information: Each newt has a dagger and a small vial containing a dark fluid in a belt pouch. The blades of their daggers are painted with mystical and astrological designs. The vials are not labelled, but stopped by cork and sealed in bees' wax. The vials are filled with a *cure wounds* potion that heals 1d4 points of damage. If the PCs think the fluid is a poison and place it on a blade, the fluid will heal 1d4 points as the blade causes damage.

Location #12: Stockade

> Access to this flooded room is barred by a thick, iron strapped door. A large padlock, covered with a greenish slime, fastens the door to an iron frame. The frame is set firmly into the stone wall by 3 inch bolts. Your torch only illuminates a small portion of this room, revealing more iron doors and wall within. What do you do?

• **If the characters burn or freeze the green slime off:** the green slime dies and it is safe to pick the lock.

• **If the characters pick the lock:** If the characters choose to pick the lock, the slime on the padlock must first be removed. If any character touches the lock without removing the slime, it will stick to the skin and turn it green. The green cannot be scraped off, but it may be burned off or treated by a *cure disease* spell. The green slime cannot be attacked by anything except attacks based on fire or cold. A PC infected by the green slime will turn into green slime in 1d4 rounds after infection. Any fire or cold attacks aimed at an infected character cause ½ damage to the PC and ½ damage to the green slime.

Green Slime (1): AC 9; HD 2; hp 14; MV 3′(1′); #AT 1; THAC0 18; Dmg Turns victim to slime; Save as F1; ML 12; AL N; XP 30.

• **If the characters attempt to break the lock:**

> After some effort, the lock breaks. The door swings slowly open with a grinding squeal as the iron hinges strain against centuries of rust and corrosion.

• **When the characters get into the room, read the following text:**

> Once you have invaded the locked chamber, you notice that the water depth increases as you approach the southeast corner of the room. The room is filled with small prison cells. All the cells are locked, and most of them are occupied. The long dead occupants pose in the final positions they held in life. Some lie on rusted and decomposing cots; others still sit in chairs, propped against a table or privy, one leans against the wall.
>
> The skeletons have lost their flesh and clothing; the creophalgous cockroaches that devoured the carcasses clean, departed an eon ago. What do you do?

• **If the characters pick or break the locks to inspect the cells:** They see nothing of value in any cell; the prisoners were stripped of all goods, except for the clothes on their backs.



Location #13: Sleeping Quarters

> This is a long passageway under progressively deeper water. Once the water is 3½ feet deep, the top half of the right wall gives way to large, open windows looking into a large assembly chamber. Half-way down the corridor, you hear a horrid noise, similar to the bleat of a frog. What do you do?

• **If the characters inspect the noise:** The characters encounter 1d4 toads sitting upon large logs afloat in the swamp water. The toads attack by shooting their tongues out to 15 feet and dragging dwarf-sized prey into their mouths to be eaten. Small prey is swallowed whole when the DM's attack roll is 20. When swallowed, the victim receives 1d6 points of damage each round until death or rescue. While in the body, the character receives a −2 penalty to hit and causes only ½ damage to the cramped and confined space of the creature's stomach. If the characters cause the giant toads to lose morale, they will jump and swim away, going deeper into the corridor toward Location 13.

Toad, Giant (1d4): AC 7; HD 2 + 2; hp 14; MV 90′ (30′); #AT 1; THAC0 17; Dmg 1d4 + 1; Save as F1; ML 6; AL N; XP 25.

When the characters have either killed or defeated the toads, they must decide where to go. They may either turn around or continue traveling forward. Read no further until the decision is made.

• **If the characters turn around:** Ignore the rest of the encounter for Location #13. Proceed with the adventure.

• **If the characters keep moving forward:** Once the characters reach the 4½-foot water mark, they feel the water around them swirl and begin to cool, chilling their legs and stomach. A water elemental, appearing as a great wave of water 4 feet high and 16 feet in diameter, attacks the characters. It inflicts 1d8 points of drowning damage for each round it attacks, and buffets the characters in choking waves of water. It continues to attack until the characters retreat to the 2-foot water mark.

Elemental, Water (1): AC 2; HD 8; hp 40; MV 60′(20′); #AT 1; THAC0 12; Dmg 1d8; Save as F8; ML 10; AL N; XP 650.

If the PCs kill or drive away the water elemental, they may inspect this section of the hallway. If they look in the southeast corner, they will find a device similar to a crystal ball, called an Para-Elemental Summons Device. Next to it, the characters find the carcasses of any giant

toads that attempted to escape during their battle with the PCs (if any tried).

Location #14: Dressing Room

This room contains a large metal bed with a great mass of algae and rust clinging to it. The mattress and any organic material has rotted away. What do you do?

• **If the characters look under the bed:** If characters swim down, look under the bed, and pull the billowing algae and aquatic plant life out of the way, they will find a chest. This chest is sealed with rust and resin, making it impossible to open under the water.

When opened, the characters find an etched, spherical stone on a base of tarnished brass; a small scroll, once sealed with a wax coin, now lays partially open. The scroll reads, *"Place this orb somewhere in the castle where it cannot be found. It will do the rest. — N'Worbmit, Tribal Shaman"*

DM Information: A single character cannot lift the chest out of the water without help (unless the character slowly drags it to, and up, the stairs leading into Location 8). It takes 30 hit points of damage to open the chest.

Location #15: Observation Pedestal

Metal ladders with corroded rungs cling to the sides of the pedestals. The tops of these structures give a good view of everything in the Assembly Room. The position is precarious, since the railing is missing. The pedestal is 1½/ to 2 feet above the water line. What do you do?

• **If the characters decide to climb the pedestal:** From the top of the pedestal, a character can see all around. The position is dangerous though, since the railing is missing.

DM Information: If a torch is used, the character can see everything within a 30 foot radius (3 inches on the poster map). If a *continuous light* spell is being used, the characters can see everything in the room; including past the windows on the walls separating the Main Assembly (Location 8) from Locations 13 and 7. Please note that the characters cannot see the locations 9 and 14 (the Dressing Rooms) from the vantage points of the pedestals, since they are completely under water.

Epilogue

If the characters were able to find the chest and orb in Location 14, they find out that the orb and a tribal leader named N'Worbmit, along with an unnamed traitor within Castle Kraal's ranks caused the destruction of the keep. It is peculiar, however, that the current inhabitants of the Ruins of Kraal were not encountered more frequently. These intelligent creatures, realizing the PCs were coming to investigate the ruins, moved their young and noncombatant newts from their domicile to a safer location, until the characters leave their home.

The fighting newts, on the other hand, plan to return and destroy the trespassers. If the characters spend the evening at the Ruins, they encounter a flog of newts (a total of 2d4) who are intent upon killing or driving the characters out. The leader of the newts, who possesses twice the hit points and twice the Hit Dice of the others, is assisting in this attempted eradication. If the characters leave the ruins, the newts, less their leader, track the characters and attack when they camp for the night. If the newts are not killed during the first attack, but are merely driven off instead—they will return the following night.

Hazards and Sureties

If you are playing without a DM™, please ignore this list.

The following lettered locations can be found on the Dungeon Master's map. Whenever a character passes over a lettered location, the DM gives the bad news (or the good news) to the player.

A: A character stepping into this location is struck by a spear from the eastern wall (damage 1d6). If the character is able to roll a successful Dexterity check the spear misses and strikes the person in a square behind him—up to eight squares from the east wall. The spear is not poisoned, and the trap works only once.

B: This location marks the placement of a simple foot trap. When characters step on this location, they will fall straight down until their heads are a foot below the water line. The character cannot get free and will drown without the help of another character, drowning in a number of rounds equal to ½ the PC's constitution. If rescued, the character is subjected to 1d2 points of damage from the vise that held the PC's foot in place. This trap works every time a PC steps into the square—unless the player says the character is being careful not to fall into a trap.

C: Deep within the webs of the spider in Location 5, a magical sword awaits to be recovered. It is a *sword +1, +2 vs. goblins*. See the New Rules and Magic section below for more information on this new magical item.

D: This marks the location of a magical device desired by all wizards in their early development. It is a *wand of magic detection* and has 1d10 charges left on it.

E: This marks the location of a very valuable piece of equipment for fighters. It is a functional suit of *Chain mail armor +1*. It is still being worn by the water-logged skeleton of a human, its former owner. (Unless checked, the armor appears to be a normal suit of armor without magical benefit).

F: A *ring of water walking*, still on the finger of a newt's severed left hand, can be found at this location. (Unless checked, this ring appears to be a normal silver ring worth about 25 gp.)

New Rules and Magic

Swimming and Diving Rules

In the D&D® game, all characters can swim. While swimming on the surface a character does not have an outdoor Movement Rate. This makes the swimming Movement Rate equal to the normal indoor Movement Rate. A character swimming underwater moves at ½ the swimming Movement Rate.

When a character is underwater, he can hold his breath for a number of rounds equal to his Constitution—if he does not exert himself. If he exerts himself (by fighting, swimming, panicking, etc.), he can hold his breath for a number of rounds equal to ½ his Constitution score, rounded up.

When characters swim, check their belongings. If they are carrying books, scrolls, or other items that can be damaged by water, the DM™ should state that they have just ruined these items. Weapons made of wood or twine, like bows and crossbows for instance, have a 25% chance of being ruined. Swords and other metal weapons cannot be damaged from limited exposure to the elements, providing that the weapons are wiped and oiled within 6 rounds after leaving that environment. Weapons that are not cared for begin to rust after 6 rounds and become useless after 90.





Characters wearing armor are unable to swim in the water and they sink in the mire, their feet stuck firmly in the muck on the bottom. The characters must remove their armor in order to swim. If the armor-wearing characters decide to tread water, they can do so for a number of rounds equal to ½ their Constitution. Thereafter, the character sinks and drowns unless aided by another character. A PC cannot tread water and remove armor at the same time.

New Magical Items

Sword +1, +2 vs. Goblins

The bonuses of this magical *sword* apply to both hit and damage rolls. The sword will cause 1d8 + 1 points of damage to all targets, unless the opponent is a goblin, in which case the sword causes 1d8 + 2 points of damage.

The Orb

This orb was created by an unknown wizard in an unknown land for goblins. When it was placed in Castle Kraal, it caused the castle to fall into the Black Swamp, killing most of the castle's inhabitants in the process. The rest were killed by the encroaching newts. When the orb fell to a depth of 12 feet below the water table, it expended all of its magic, and is now inert. The orb cannot be used to bring the castle out of the swamp.

New Monster

The Newt

Armor Class:	6	Number Appearing:	1d6
Hit Dice:	1 + 2	Saves As:	F3
Movement:	60'(20')	Morale:	10
Attacks:	3 or 1	Treasure Type:	B
Damage:	1d2/1d2/1d4 + 1 or weapon	Alignment:	Neutral
		XP Value:	13

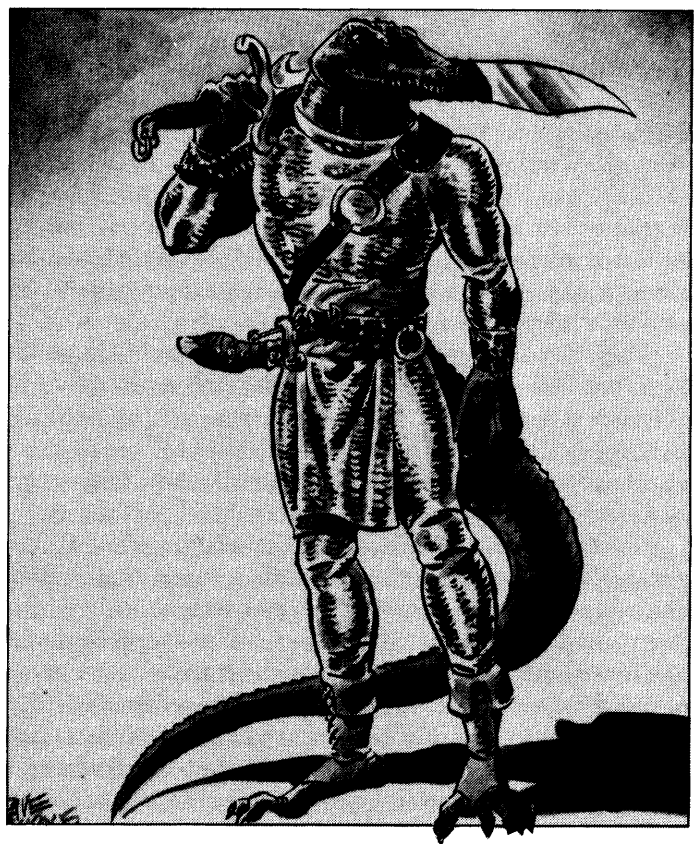
The newts are a race of bipedal, frog-like amphibians that inhabit swamps, meres, and other dank places. They are covered with smooth, mottled, olive green hide that gives them a natural AC of 6. They can vary from smaller than the average human to about 7 feet. Their faces resemble those of enormous frogs, with wide mouths and large, bulbous eyes; their feet and hands are webbed. They wear no clothing, but use armor, weapons, and shields if available. Newts have their own language and intelligent newts can speak a limited form of common.

Newts always attack in groups, trying to use their numbers to surround their enemies. Whenever they can, newts attack with their hop, which can be up to 30 feet forward or 15 feet upward. When attacking with a hop, add a +1 bonus to their attack rolls. The hop attack causes double damage when used with an impaling weapon. This skill, combined with their outstanding camouflage abilities, frequently puts the newts in an ideal position for an ambush (−2 penalty to opponent's surprise rolls). Newts cannot use their hop attack underwater.

Newts tend to disrupt ecosystems rather than fill a niche. They do not have the intelligence to harvest their food supplies sensibly and will fish and hunt in an area until its resources are exhausted, and then move on to a new territory. They hate men, elves, dwarves, and other humanoids and will attack them on sight. Fortunately, newts prefer to dwell in isolated regions far from humanoid settlements. A few newts, however, have surpassed the race's general tendencies and have successfully integrated themselves with humans. These rare New Newts are cast out of the tribal society as "human lovers." These newts are hunted, slaughtered, and fed to the crocodiles for their demented behavior.

Newts generally do not adventure to collect treasure. When found outside the extended family foundation, newts are either hunting or looking for a place for a family group to live; extended families are divided whenever the population outgrows its current location.

These folk find armor to be painful and extremely hot.



Thus, newts cannot wear plate, chain, or any other metal armor. Newts can, however, use leather armor and there are no restrictions on the use of shields.

Newts may use any weapon, but prefer the harpoon. In combat, a newt can strike 3 times per 2 rounds if using a harpoon. The first attack is made with a +1 bonus to the attack roll, while the second, in any round, is a normal attack. If not using a harpoon, newts use a trident; they never use bludgeon weapons.

Newts take half damage from bludgeon weapons including the blackjack, club, mace, staff, throwing hammer, torch, and warhammer. They can bite an enemy that is not wearing armor for 1d4 points, but not while striking with weapons. Newts have bad eyesight, seeing distant objects with little clarity. This inhibits their ability to use weapons with ranges greater than 100 feet.

Newt Weapons of Choice

Weapon	Cost	Enc.	Size	Damage
Halberd	7 gp	150	L	1d10
Harpoon	7 gp	35	L	2d4
Trident	5 gp	25	M	1d6

Location #1 The Courtyard: *The courtyard once opened to the north, giving a view of the stables a couple hundred feet away. Many a formal dinner, attended by dignitaries from Melinir, Torlynn, and Kleine, was served here, under the stars and cool breezes. Ceremonies, allowing gallant warriors to lower their humble heads for the awards of knighthood, were many during the early years of Castle Kraal. Those were the court yard's proudest moments.*

Location #2 Foyer: *The foyer is a hall that runs from east to west. Twice as wide as most hallways in the castle, this corridor saw more traffic than any other. The commandant's private chambers and audience chamber is off this hallway. Every passageway throughout the castle connects to this long corridor.*

Location #3 Weapon Store: *This room was used by the Castle militia to store weapons that were not in use. Personal weapons were carried or stored in the warriors' rooms at all times. The weapons accumulated here were used primarily to replace lost, broken, or stolen weapons. No one was given easy access to this room. First, permission from the warrior's sergeant had to be received. The sergeant then went to the commandant who generally authorized the acquisition, but not before placing the request on the warriors record.*

Location #4 The Commandant's Chamber: *This room was the Commandant's private chamber. Here the commandant was able to retire and escape from the stresses of command. The thick door to the room was reinforced by metal rods and double locks to protect the commandant and the officers' council during times of siege and internal dissention.*

Location #5 Dining Hall: *This room was used to feed hungry soldiers, spell casters, and warriors, during Castle Kraal's gallant period. The men would file in, grab a plate, silverware, be served a fine portion of gruel rations, and sit a spell to eat. Each group of 20 persons had 15 minutes to eat before the next wave would come in. A door on the south wall allowed the chef to cook on an open flame outside, while serving the troops inside.*

Location #6 Captains' Residence: *This room was the residence of the Captains-at-Arms, otherwise known simply as Captains. The door was kept locked, allowing only the five captains who shared this room and the Commandant to enter the room.*

Location #7 Private Hall: *This area is the end of a long, narrow corridor. Private meetings were held in this carpeted area. The carpeting absorbed the sounds of voices, but has long since decayed. This area allowed people to watch down the corridor while they talked, making sure no one could eavesdrop.*

Location #8 The Main Assembly: *This location originally had a multitude of uses, depending upon the administration and the commandant. During the times of poor and often-chaotic leadership, the room was used as an arena for combatants. The combatants may have been members of the castle's militia who had a disagreement that escalated into combat, or captured enemies who fought to the death for the amusement of the ranks. During neutral leadership, this room often saw an increase in exotic and unusual dining and entertainment for the commandant and his "special" guests. entertainment ranging from expensive and imported foods, to the plays, comedies, and melodramas performed by costly thespians and playwrights. Neutral administrations often allowed this room to serve their own personal needs instead of those of the warriors. Lawful administrations, however, allowed soldiers and warriors to hone their weapon skills in this chamber. Assemblies of Honor and court proceedings would be held here as well.*

Locations #9 Dressing Room: *The dressing room was used for a variety of purposes, depending upon the quality of leadership. During the combative uses of the Assembly Room, this room allowed clerics to dress warriors' wounds during rest periods and squires to equip their warriors for arena battles. In more lawful times, these rooms were used to house visiting dignitaries and honorable prisoners.*

Location #10 Observation Pedestal: *The observation pedestals were designed and installed during the leadership of Commandant Jor Felafinth III. He created the Arena of Death in an attempt to artificially raise the men's morale, since he was incapable of leading them properly. The two people who killed the most opponents during the week were given these high, honorary seats. Later, in more deadly and involved arena battles, the observation pedestals were used by the combatants as a way to gain a higher ground.*

Location #11 Battlements: *The battlements allow a good, broad view of a large portion of the Black Swamp. It was originally used as a defensive stand to watch the surrounding area for the encroachment of enemies. A set of stairs to the west and north of the battlements allowed the castle inhabitants to easily climb to the highest points of the castle walls.*

Location #12 Stockade: *The stockade was the location that held prisoners of war, criminals, warriors, and spell casters who went AWOL (Absent With Out Leave), thieves, assassins, etc. Depending upon the administration, and the individual crime, this location could be the last place the convict would ever see.*

Location #13 Sleeping Quarters: *This passageway once led to the lower levels of the castle. The castle, however, has dropped several dozen feet, casting the lower levels into a thick silt that cannot be removed. These lower levels are forever lost to the characters.*

Location #14 Dressing Room: *The dressing room was used for a number of purposes, depending upon the quality of leadership. During the combative uses of the Assembly Room, this room was used to dress wounds and equip warriors for arena battles. In more lawful times, these rooms were used to house visiting dignitaries and honorable prisoners. During the more honorable and lawful commandant's ruling, these were used to quarter visiting dignitaries.*

The dressing rooms were also used when trials and hearings were held. These often were painful times for the lawful commandant, since treason and unlawful killings were punishable by death. Those found guilty of war crimes were also sentenced to die as well. Often the commandant served as judge, but the guilt or innocence of defendants was left up to a jury of their peers.

Location #15 Observation Pedestal: *The Observation pedestals allowed the two people who killed the most enemies to sit in a location that granted the best view of the battles. In later arena battles, these were places where combatants could go in order to gain a higher ground.*

Monster Table

Character/Monster	AC	HD or Level	hp	MV	#AT	THAC0	Dmg	Save As	ML	AL	XP
Carrion Crawler	7	3 + 1	16	120'(40')	8 or 1	16	1 or paralysis	F2	9	N	75
Centipede, Giant	9	2	4	60'(20')	1	20	poison	F0	7	N	6
Crocodile, Normal	5	2	12	90'(30')	1	18	1d8	F1	7	N	20
Crocodile, Large	3	6	36	90'(30')	1	14	2d8	F3	7	N	275
Elemental, Water	2	8	40	60'(20')	1	12	1d8	F8	10	N	650
Fish, Giant Rockfish	0	5 + 5	40	180'(60')	4	14	1d4/ea + poison	F3	8	N	400
Green Slime	9	2	14	3'(1')	1	18	Turns victim to slime	F1	12	N	30
Leech, Giant	7	6	36	90'(30')	1	14	1d6	F3	10	N	275
Lizard Man	5	2 + 1	12	60'(20')	1	17	1d6 + 1	F2	12	N	25
Lizard Man Shaman	5	2 + 1	12	60'(20')	1	17	1d4 + 1	C3	12	N	30
Newt	6	1 + 2	8	60'(20')	3 or 1	19	1d2/1d2/1d4 + 1 or weapon	F3	10	N	13
Snake, Black Mamba	6	5	36	90'(30')	2	15	1d8 + poison/ea	F4	12	N	75
Spider, Giant Water	5	3 + 3	19	90'(30')	1	16	1d4 + poison	F5	12p	N	75
Toad, Giant	7	2 + 2	14	90'(30')	1	17	1d4 + 1	F1	6	N	25

Wandering Monsters

From time to time, the DM™ may wish to introduce a wandering monster into the game. There is no strict rule in this adventure about when such an event should occur. A good rule of thumb, however, is to use them when the game is slowing down or if the players' party is too strong for the adventure. Wandering monster encounters can also force the players to move on if they seem to be spending too much time in an area that is not important to the adventure as a whole. Use the following table for generating random wandering monster encounters while playing *The Knight of Newts*.

Roll 1d20	Monster Name	No. Appearing
01-02	Carrion Crawler	1d4
03	Centipede, Giant	2d4
04-05	Crocodile, Normal	1d8
06	Crocodile, Large	1d4
07	Elemental, Water	1
08	Fish, Giant Rockfish	2d4
09	Green Slime	1
10-11	Leech, Giant	1d4
12	Lizard Man	1d4
13	Lizard Man Shaman	1*
14-16	Newt	1d3
17	Snake, Black Mamba	1d3
18	Spider, Giant Water	1d4
19-20	Toad, Giant	1d4

*Lizard man shamans are accompanied by 1d4 + 2 Lizard men.

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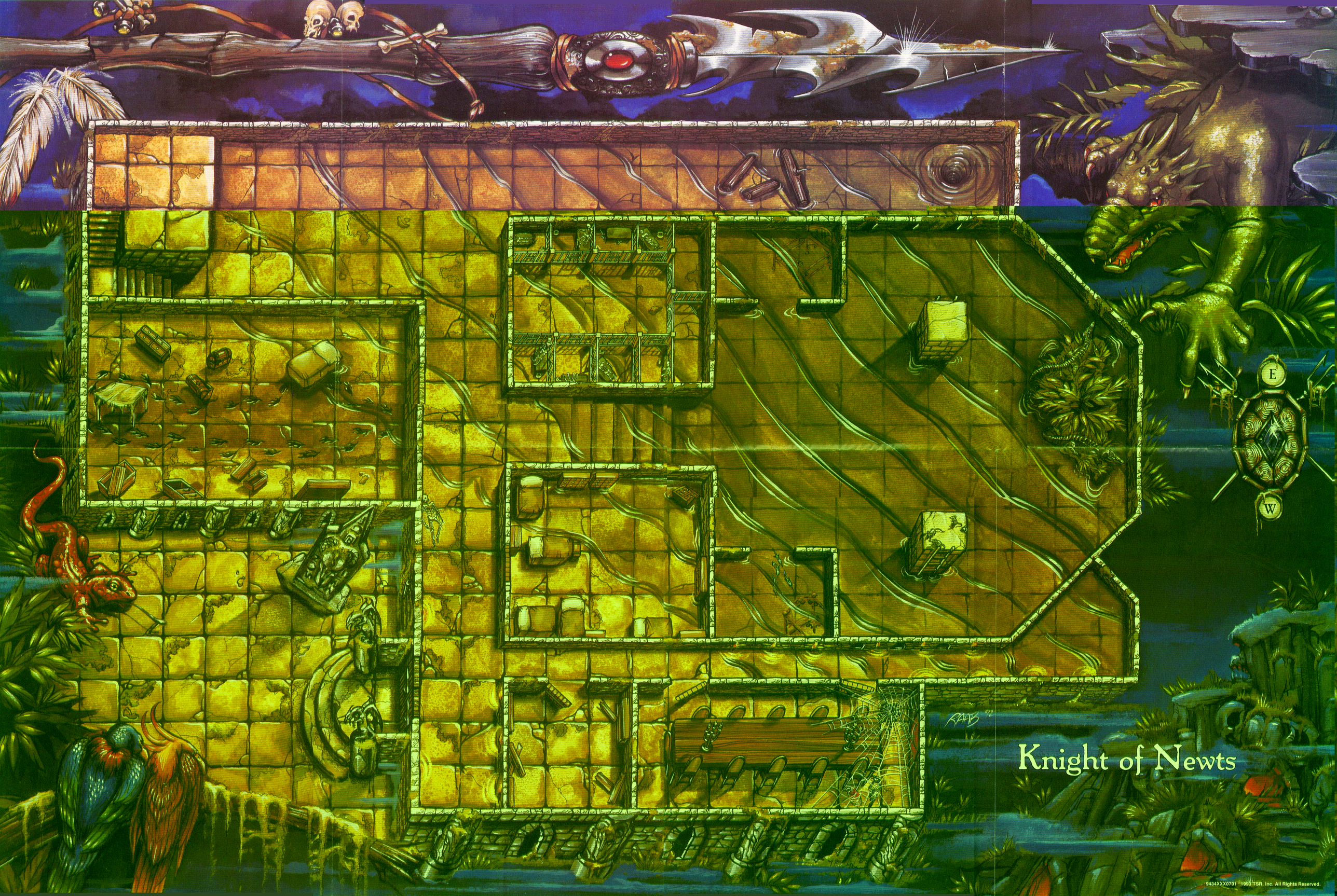

Knight of Newts

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by ''Slade'' Henson

SCANNED BY: JACK D. KNIGHT

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