This item is only one of the many popular role playing aids published by Goodman Games. The Dungeon Crawl Classics line features a wide variety of all-new, stand-alone modules suited for any campaign. Look for them at your local game store!
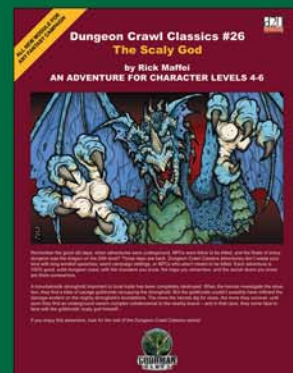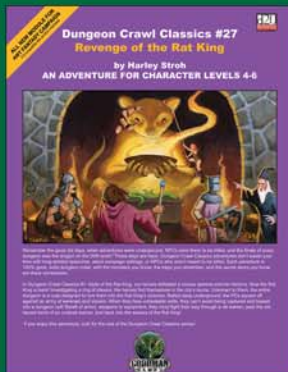
#23: The Sunken Ziggurat
Levels 5-7
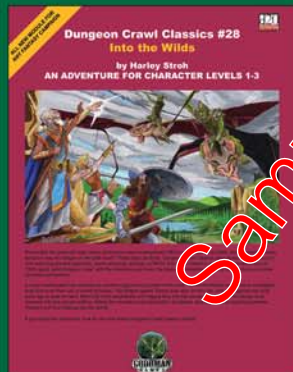
#24: Legend of the Ripper
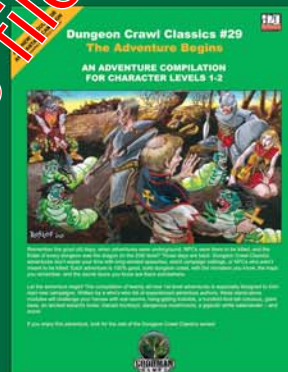Levels 1-3

#25: Dread Crypt of Srihoz
Levels 9-11

#26: The Scaly God
Levels 4-6

#27: Revenge of the Rat King
Levels 4-6

#28: Into the Wilds
Levels 1-3

#29: The Adventure Begins
Levels 1-2

#30: Vault of the Dragon Kings
Level 10

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Map #1
Beyond the Well

Key

☐ = 5 ft.

Symbol	Meaning
⊙	Stalagamite
---	Trip wire
⋯	Portcullis
🌀	Nest
⊠	Concealed pit
⊡	Fire pit
⊢	Arrow slit
⌇	Pegs
▯	Chest
T	Trapdoor

Well shaft

To map #2

Map #2
The Rat Warrens

N

☐ = 5 ft.

Exit →

7

8

1000 ft.

6

5

1500 ft.

2500 ft.

2

2

Sample file

4

2

1500 ft.

3

2

2000 ft.

2

2

2

1

2
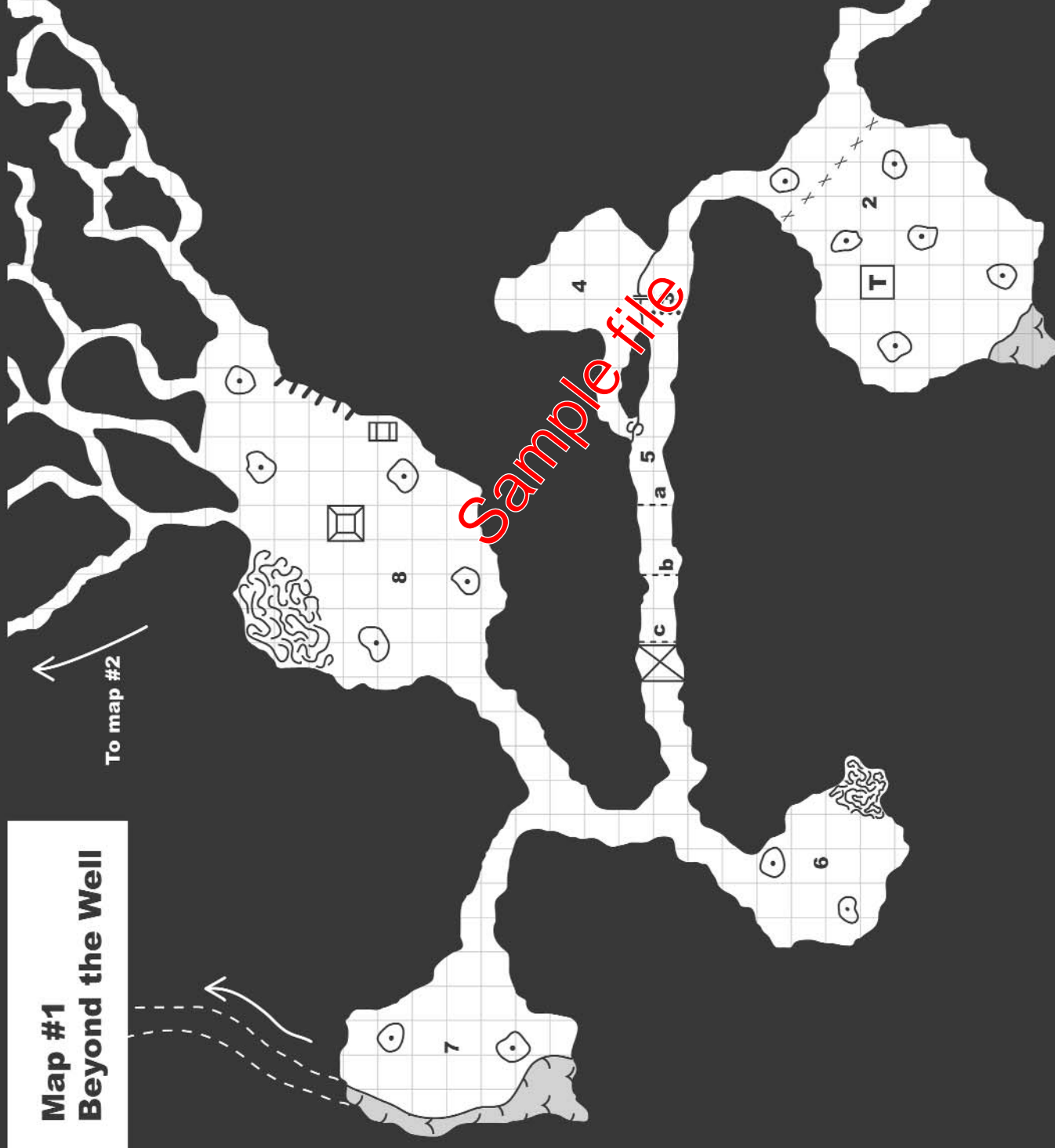
From map #1

Dungeon Crawl Classics #11
The Dragonfiend Pact

by Chris Doyle
AN ADVENTURE FOR 2nd LEVEL CHARACTERS

Credits

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Table of Contents

If you like this adventure, be sure to look for the rest of the Dungeon Crawl Classics series at your local game store.

Log on to www.goodman-games.com for a free web enhancement describing the town of Welwyn, plus other freebies, news, special offers, and more!

Introduction

Remember the golden days of role playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

The Dragonfiend Pact is designed for 4-6 2nd-level PCs. While the PCs can be of any class, a good mixture including at least one cleric, fighter, and wizard is recommended. A magic or silver weapon would be useful, but is not necessary. See the "Scaling Information" section for ways to tailor this adventure to your group's size, level, and unique style of play.

Adventure Summary

The PCs are in the wilderness town of Welwyn (or a similar town in your campaign). The town has been beset by a recent rash of robberies. The PCs are brought in to investigate, and in doing so they explore the natural cave system located at the bottom of the town's well, which the locals believe was used by the perpetrator of the robberies. The PCs discover a werebadger is responsible for the pilfering, but the unfortunate lycanthrope is but a pawn in a darker conspiracy. Using custom-designed leather harnesses, the stolen goods are smuggled out of town on normal rats through their warrens. The warrens meander for miles until exiting outside the town in a secret cave. Using several *potions of improved reduce person*, the PCs traverse these warrens to discover who is behind the operation and why.

Game Master's Section

Encounter Table

To aid the game master, we have included a quick reference table so you can see all of the encounters at a glance. **Loc** – the location number keyed to the map for the encounter, listed as level and room number. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in *italics* are classed NPCs. **EL** – the encounter level.

Loc	Pg	Type	Encounter	EL
1-1	5	C	Water snake	1
1-2	5	C	Monstrous spider	1
1-3	6	T	Portcullis trap	1
1-4	6	C/P	4 dwarven zombies	3
1-5	7	T	Poison arrow trap Greataxe trap Pit trap	3
1-6	7	C	Dire badger	2
1-8	8	C	*Tarn Tetherknot*, werebadger Rgr2/Rog1	5
2-1	10	C	2 normal badgers	1
2-2	10	C	9-16 normal rats	1-2
2-3	10	C	Small cave trout	1
2-4	12	C	2 giant worker ants	3
2-5	12	C/P	Choker Rog1	3
2-6	12	C	*Blackspine*, fiendish pseudodragon Sor1	3
2-7	13	C/P	5 human skeletons	2
2-8	14	C/T	*Malchor*, human Clr5 *Goren Bloodshaft*, goblin Ftr2/Rog2 Poison needle trap	6

Scaling Information

This adventure is designed for 4-6 characters of 2nd level, but can be modified for parties of different sizes or levels. Consider adapting the adventure as follows:

Weaker Parties (1st level and/or 3 or fewer PCs): Remove two character levels from Malchor and Goren (the latter becomes Ftr1/Rog1). Remove one ranger level from Tarn. Reduce Blackspine to 2 HD and remove the rogue level from the choker.

Stronger Parties (3rd level and/or more than 6 PCs): Add another character level to each NPC. Convert the Medium monstrous spider to Large and add another dire badger. Convert the normal rats to dire rats, add another cave trout to the river crossing, and double the number of giant ants encountered.

Getting the Players Involved

The following hooks can be used to get the players involved in the adventure:

- While the PCs are traveling, they spend the night in Welwyn. They are approached by Lady Arabella and hired to investigate the well located in the center of town. She informs the PCs of the robberies and claims the town guards have deduced that the perpetrator utilizes the well. She offers each PC 100 gp to determine the identity of the perpetrator. Alternately, since the PCs are 2nd-level, their patron could be an NPC that they met in their first adventure.

- The PCs are already in Welwyn and get into trouble with the local law. Perhaps they are involved in a bar fight, or damage public property in some way. In exchange for Lady Arabella "looking the other way," the PCs are asked to pick up the investigation of the robberies. They are led to the well and "convinced" to explore it in return for dropping the charges.

- The PCs stop over for the night in Welwyn and awaken to find some of their possessions stolen! Of course they investigate...

Treasure

Treasure listed in the adventure labeled with an asterisk (*) represents items stolen from Welwyn. As such, these items should be returned to the town at the end of the adventure, unless, of course, unscrupulous PCs try to hide these items. If the PCs are honest, award them bonus experience points (as described on page 15). Additionally, Welwyn gives 20% of these stolen goods back to the PCs as a reward. This represents items not claimed by the townsfolk.

The rat lairs (area 2-2) contain an assorted mixture of coins: 3d8 cp, 2d6 sp, and 1d6 gp. There is also a 10% chance of finding a small piece of jewelry (a ring or earring) or gem worth 3d4x10 gp.

Speaking with Animals

It's possible a druid or ranger (or a spell caster with access to *speak with animals*) will speak with some of the animals in this adventure. Below are a few notes on how to handle this situation, including starting attitudes of the animals. If a small amount of appropriate food is offered during the exchange, grant a +2 circumstance bonus to the check.

Dire Badger (Hostile): The dire badger is loyal to Tarn, and is trained not to trust others. Only by swaying this beast to friendly will it give any useful information: it will reveal Tarn's nature, and the general layout of areas 1-7 and 1-8.

Normal Rats (Indifferent): If a friendly result is obtained, the rats gladly inform the PCs of the courier duties they perform for Tarn. They can provide sketchy details on the warrens, but have trouble communicating distances, directions, and dimensions. They deliver the goods to a smelly short humanoid (Goren), who rewards them with tasty cheese.

Normal Badgers (Unfriendly): The badger family is loyal to Tarn and knows he is a lycanthrope. The adults are concerned for their juveniles, and have been trained not to attack any rats. They lack knowledge of the warrens, save the passages to area 1-8.

Cave Trout (Unfriendly): The trout is just hungry. It lacks any knowledge of the warrens (save its river), or Tarn. It has noticed an increase in rat river crossings, and considers them plump juicy morsels.

Background Story

Tarn's History

The wilderness town of Welwyn is located near a deep temperate forest. This wild tangle of vegetation is well stocked with numerous animals with valuable hides, such as fox, badger, bear, and wolves. Of course, the dark woods boast dangerous creatures and roving bands of goblinoids as well. Despite these dangers, a select few hardy humans eke out an existence in several permanent camps situated on the fringes of the forest. In these camps, trappers and tanners cull hides from the forest, eventually trading or selling them to merchants in Welwyn to turn a tidy profit.

One of these trappers was a simple man named Tarn Tetherknot. About a year and a half ago, Tarn was checking his snares when he discovered a particularly large badger still alive in one of his traps. Confused that the snare didn't function properly, he moved in to skewer the beast with his spear. The point bit deeply into the badger's flank, but after removing the spear, Tarn witnessed the lethal wound close before his eyes. The badger flew into an insane rage and

attacked Tarn with a flurry of claws before breaking its bonds and fleeing

Staggered by his wounds, Tarn returned to his camp for attention. However, his injuries were deeper than merely superficial flesh wounds. For days he suffered from a fever and debilitating hallucinations before slipping into unconsciousness. He awoke days later, covered in dried blood, but none of it was his own. He left his tent feeling full of vigor and to his horror discovered that the entire camp was sacked. All nine of the other trappers were slain, their broken bodies strewn about the camp. All the bodies were killed by deep claw wounds. As he fled into the forest, his shattered mind came to grips with his new lycanthrope form.

Before Tarn slipped completely into evil, he summoned the resolve to attempt to get help. The closest settlement was the walled town of Welwyn. When he arrived at the gate looking feral and disheveled, he begged to be let in. He foolishly explained his malady and begged to be tended by the town's cleric. The mayor was summoned to address the situation, but the town guard refused to let the self-proclaimed