Dungeon Crawl Classics
Saga of the Rat King

Credits

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GOODMAN GAMES

Dungeon Crawl Classics
Idylls of the Rat King

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AN ADVENTURE FOR CHARACTER LEVELS 1-3
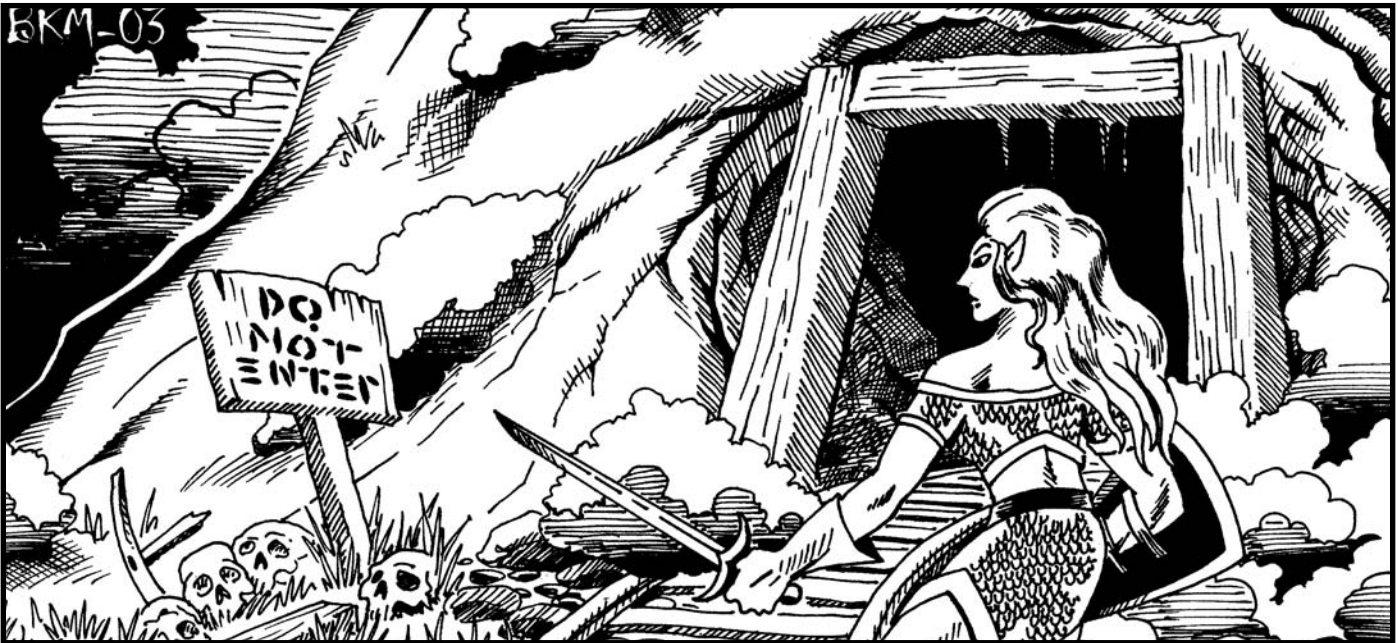
Introduction

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.

Idylls of the Rat King is designed for four to six player characters of 1st- through 3rd-level. While the characters can be of any basic character class, a thief and a good-aligned cleric are recommended for the party's ultimate survival. At least one strong fighter with a silvered weapon would also be helpful, but is not necessary. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play.

Adventure Summary

The characters have arrived in the small mining town of Silverton two days after a group of human wererats and humanoid bandits attacked a caravan carrying silver to the city of Archbridge, to the north. The bandits have taken up residence in an abandoned silver mine northeast of town, and have been conducting daring raids against the silver caravans for several months, crippling Silverton's silver trade. These bandits are under the leadership of a powerful human wererat bard named Lawrence Gannu. Lawrence is exacting revenge on the town of Silverton for killing his grandfather and cursing his then-infant father and grandmother before exiling them to the southern city of Soulgrave many years ago. With help from the desperate townsfolk, the characters have found their way to the entrance of the abandoned Gannu family silver mine.

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **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.

Loc	Pg	Type	Encounter
1-1	6	C	4 goblins
1-2	6	C	3 giant rats
1-3	6	C	7 goblins
1-5	6	C	4 goblins
1-6	7	T	Poison needle trap
1-10	8	C	8 giant rats
1-11	8	C	2 giant rats
1-12	8	T	Portcullis trap
1-13	8	C	3 giant rats
1-15	8	T	5 arrow traps
1-18	10	C	Rez-zomar, wererat 2 human bodyguards
2-1	11	C	7 goblins
2-2	11	C	8 half orcs
2-3	11	C	4 goblin Ftr5/Th6/Brd3
2-4	11	C	3 half orcs 6 human slaves
2-5	12	C	3 human wererats
2-6	12	C	3 goblins Human wererat
2-7	13	T	Spear trap
2-9	13	C	2 half orcs 7 human slaves
2-10	13	C	6 half orcs 10 human slaves
2-12	13	C	*The Torturer*, human Ftr2 4 human bandits
2-14	14	C	The Jailer, human Ftr2
2-15	14	C	8 skeletons
2-16	14	C	*Narrimunth* & *Nimlurun*, human Cl3
2-17	15	C	3 half-orc bandits
2-18	15	C	2 human wererats 3 giant rats
2-20	16	C	4 zombies

Loc	Pg	Type	Encounter
2-21	16	C	*G'zogah*, human MU2
2-22	17	T	Pit trap
3-1	18	C	6 zombies
3-3	18	C	6 zombies
3-4	19	C	*Narzy Hilspek*, Cl5/MU6 6 zombies
4-1	20	C	2 human wererats
4-2	20	C	*Serrenna Valuois*, vampire MU5
4-4	21	C	1 human wererat
4-5	21	C	1 human wererat
4-6	22	C	1 human wererat
4-7	22	C	*Hogah*, human MU5
4-8	22	C	2 human wererats
4-9	22	C	4 giant rats
4-10	23	C	*Lawrence Gannu*, human wererat bard (Ftr5/Th6/Brd3) 4 giant rats
4-12	23	T	Arrow trap Spear trap Hail of needles trap Scything blade trap

Scaling Information

Idylls of the Rat King is designed for 4-6 characters of 1st-3rd level, but it can be modified for parties of different sizes or levels. Consider adapting the adventure as follows:

Weaker Parties (3 or fewer characters): Reduce the number of goblins or bandits in (or perhaps remove them entirely from) Areas 1-3, 2-1, 2-2, 2-6, 2-10, and 2-12.

Stronger Parties (4th level and/or more than 6 characters): Add an additional 2 goblins to each bandit encounter and each wererat encounter.

Getting the Players Involved

The following hooks can be used to get the players involved with the plot:

- While washing the road-dust from their throats at the Silver Cup Inn in Silverton, the characters overhear a young man telling the tale of an abandoned silver mine northeast of town that he believes is the base location for the bandits who have been attacking silver caravans traveling north. If the characters inquire about these events, he will offer them 200 gold pieces if they can eliminate the threat.

- While the PCs are visiting Renna the Midwife in Silverton for healing herbs, a wounded young nobleman stumbles in her door. He says that he was guarding a caravan carrying silver to Archbridge when it was ambushed by bandits. He was the lone survivor of the attack and was left for dead. He witnessed the