

DUNGEON FANTASY™

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DUNGEON

AGAINST THE RAT-MEN™



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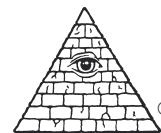
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INTRODUCTION

One thing, as they say, leads to another, and it's as true for hack-and-slash heroes as for anyone else. A dungeon can start simply but get more complicated, with new challenges and new treasures on ever-deeper levels. And a single adventure can turn, bit by bit, into a longer *campaign*.

Against the Rat-Men picks up where *I Smell a Rat* leaves off. The heroes may have finished off Merle, but must now return to the inn to discover what consequences their actions have had, and then delve further and deeper to eliminate an even greater threat. This adventure makes frequent reference to *I Smell a Rat*, as significant parts of it involve a return to the locations visited there. Be sure to have that booklet close at hand while running *Against the Rat-Men*.

This adventure, while still not terribly complex, potentially involves a little detective work, some negotiation, and a certain amount of travel back and forth between locations. It may thus extend over a couple of short sessions and represent the work of a day or two, though especially skilled adventurers might wrap it up in little more time than *I Smell a Rat*. It assumes protagonists a bit more powerful than in the previous adventure, though not overwhelmingly so. They'll have augmented their skills and equipment from when they were beginning characters, and may even have a powerful magical item or three. It'll be a challenge for a group which has successfully completed *I Smell a Rat*, but not impossible. And as with its predecessor, there are suggestions for further extending the action, and alternative hooks for drawing adventurers into it if the GM has already gone in a different direction after or instead of running *I Smell a Rat*. See *I Smell No Rats* (p. 4) to drop delvers directly into this adventure without going through the previous part.

Finally, while it should be obvious, it never hurts to spell things out for munchkins:

This book is for the GM. Players are to keep their hands off until after their characters have explored the dungeon and moved on!

As ever, if the GM sees obvious signs that somebody has read ahead, feel free to change things: crank up DR and damage, turn constructs into undead and demons into dire creatures, swap out one set of monsters for another, move traps around, and so on. There are any number of problems which can befall the suspiciously well-prepared!

The High-Level View

This adventure involves a return to the scene of *I Smell A Rat* to deal with some unexpected consequences. Before his death, Merle set in motion a process that has magically extended his underground hideout. That extension contains a sort of factory which turns the sewer's giant rats into rat-like humanoids who, among other things, hate the adventurers who killed the person they regard as their maker. To stop an endless stream of rat-men from trying to kill them, the delvers must find the Gem of Yanna, a magical item now in the skeletal hands of the lich-marquessa, nearby ruler of the dead. The gem allows the heroes to take down an otherwise impenetrable barrier between them and the factory, giving them a chance to destroy the threat once and for all.

ABOUT THE AUTHOR

Matt Riggsby has been playing RPGs since the only game in town came in three poorly typeset tan booklets in a white box, using cheap dice that slowly converted themselves from icosahedrons to spheres. Having been educated in the lore of lost civilizations, he still kills things and takes their stuff while working a day job for loremasters of healing. The marching order for the rest of his party includes a sorceress, a ninth-level rogue, and a pack of dogs.



CHAPTER ONE

BACK DOWN IN THE HOLE

This adventure takes place shortly after the events in *I Smell a Rat*, and for the most part in the same location. It assumes that the heroes have successfully beaten Merle and at least some of them have lived to tell the tale (though there are other ways to get into it; see *I Smell No Rats*, below). Rather than the delvers searching for an adventure, the adventure comes after them – aggressively!

It all kicks off a week after Merle's death. Wherever they are, the adventurers are attacked in the middle of the night by a group of **rat-men** (below), equal in size to the party. If the heroes have been staying at the inn, the rat-men attack them in their rooms, but they'll come after the delvers wherever they are. This initial attack has little going for it save for surprise, and even that may be lost if the heroes are alert or the rat-men fail at **Stealth**. When they attack, their battle cry is "Merle!" *There and Back Again* (*Exploits*, pp. 17-18) and fatigue due to *Travel* (*Exploits*, p. 64) may apply, but only if the heroes have already left town.

The delvers may, of course, decide not to investigate why they were attacked. If so, they face a similar attack two

nights later. After that, they're attacked by a slightly larger batch of rat-men (the number of delvers plus one), and so on, adding one more rat-man to each wave every other attack. Eventually, the rat-men turn from an ongoing nuisance to a real threat.

Rat-Men

Rat-men are the product of a magical experiment Merle was running that kicked off just before he was defeated by the heroes of *I Smell a Rat*. He created a mystical process to convert the endless supply of sewer rats into a stream of monstrous humanoids, who have a vague intention of infesting the whole world and more focused ambitions concerning revenge on the people who killed their creator.

A rat-man is a giant rat made roughly humanoid. It is short, hairy save for a naked tail, and has a long, rat-like head with formidable teeth. Rat-men rarely wear armor, or indeed much of anything beyond belts and packs for their meager gear.

I SMELL NO RATS

This adventure follows the events of *I Smell a Rat*, but the heroes may not have tackled that scenario. Or they did, but either failed to stop Merle or died trying. How, then, can an unrelated batch of adventurers be drawn into the action?

One way is to assume that someone *else* defeated Merle, but died in the process or simply moved on faster than the rat-men could catch up. Either way, Lee still has a problem; there are humanoid rat-creatures crawling up from the basement of her inn, and she asks the heroes to take care of it. Lee offers \$15 per rat-man head to a maximum of \$750 (with negotiation, she'll go as high as \$18 each to a maximum of \$900), plus a week's room and board for everyone involved. Adventurers who haven't been through *I Smell a Rat* are told what Lee knew leading up to the prior adventure and a precis of what *should* have happened next: a bunch of heroes went down in the basement,

killed a bunch of rats and other monsters, found out that Merle had been possessed by an Elder Thing, and killed him too.

If the heroes *have* run through *I Smell a Rat*, but defeated Merle at the cost of tremendous property damage (burning down the inn, collapsing the tunnels), things are being put back in order. Lee is, if necessary, trying to rebuild, and the rat-men have re-excavated any collapsed underground chambers. If the delvers have alienated Lee by casting intrusive spells on her, robbing her, or burning down her inn (or if the adventurers have inadvertently killed her, too), she's been killed by the first wave of rat-men and her cousin Mira, whom Lee wasn't able to completely fill in, is in charge now. By the time the heroes are ready to go underground, everything is in place for them to head back down in the hole.

ST: 11	HP: 11	Speed: 6.50
DX: 13	Will: 10	Move: 6
IQ: 7	Per: 10	
HT: 13	FP: 13	SM: 0
Dodge: 9	Parry: 10	DR: 1

Bite (15): 1d-1 cutting. Reach C.

Kick (13): 1d crushing. Reach C, 1.

Punch (15): 1d-1 crushing. Reach C.

Weapon (15): Hatchet (1d+1 cutting) *or* sickle (1d+1 cutting, or 1d+1 impaling but may get stuck). Reach 1.

Traits: Appearance (Ugly); Bad Temper (12); Fanaticism; High Pain Threshold; Night Vision 5; Resistant to Disease 5; Resistant to Poison 5; Spider Climb (Move 4).

Skills: Axe/Mace-15; Brawling-15; Stealth-12.

Class: Mundane (though created through a magical process, unmodified rat-men are not themselves notably magical).

Notes: Rat-man weapons are too cheap and shoddy to have resale value. While their tactics are no more complex than yelling "Get them!" and attacking in large hordes, rat-men do take advantage of their climbing abilities if an occasion arises. If there are more rat-men than can comfortably fit around an enemy (for example, in the narrow sewers), some climb up nearby walls and attack from above. Anyone wounded by rat-men's claws or teeth must make a **HT** roll to avoid infection.

WHAT THE RAT-MEN KNOW

Not much. The rat-men are technically sapient, which is to say they can use tools and language, but they're deeply stupid. Moreover, they were essentially born within the past few days, mystically warped and transformed from giant rats, so they don't have much background knowledge or experience. With a successful **Interrogation** attempt, delvers questioning captive rat-men learn that they hate the delvers because they killed Merle. The rat-men can further say that they were sent to kill the delvers by "the master." It might even become clear that there are multiple entities they call "the master." The distinction between individual masters seems to escape them to the point where they can't adequately describe physical differences ("The master looks like . . . the master looks like the master! No, not the master; *the master!* The master smells like the master!"), which can be terribly frustrating for interrogator and interrogatee. On a critical success on an Interrogation roll, a rat-man mentions that, in addition to killing the adventurers, they are to "follow the gem," though they don't know why beyond "the master says so!"

As with giant rats, sewer rot (-1 on all attribute and skill rolls until stopped with **Cure Disease**) is the most common affliction. Rat-men won't negotiate; however, they're emotional and not very smart, so if captured, it's possible to provoke them into saying more than they should.



Some places, you get away clean with the loot. Others, you come out, but there's something to drag you back in.

– Hap Badapple, Thief

THE HOME FRONT

If the heroes are finishing up their stay at the inn after finishing off Merle, it's clear where the rat-men came from. If they're already away from the inn, it shouldn't be *too* hard to make the connection between giant rat-like creatures, the inn, and the name "Merle." Lee has been keeping the door to the basement barricaded until it can be more securely sealed off from the sewers and more giant rats, but the rat-men can make short work of just about any barrier that gets in their way. They've tunneled through a temporary wall in the basement and gnawed through the door at the top of the stairs to make their way into the inn proper.

Devoted delvers should see that their mission is clear. They must go back down into the basement, find where the

rat-men are coming from, and stop them. More thoughtful delvers might try to get something extra out of it. Not only are waves of stinking rat-men bad for the adventurers, they're also terrible for business at the roadhouse. Lee won't *volunteer* to kick in anything, but if the delvers ask, she's willing to provide an extra week of room and board, and can be talked into paying the same rates for rat-man heads as she would for giant rats. That's less than she might pay if the adventurers had just come in off the street (see *I Smell No Rats*, p. 4), but she's justified in feeling that they've got as much stake in just killing the rat-men as she does.

CHAPTER TWO

THE GREATER DUNGEON

In this adventure, the heroes must return to the secret subterranean chambers where Merle once performed his magical experiments.

After a side trip to recover a magical gem, they must enter a newly formed part of Merle's old hideout and defeat a developing invasion of Things From Beyond Time And Space.

UNDER THE INN

The map (p. 20) will be familiar, but the details are different. For one thing, any doors broken down, holes dug in walls, and other structural damage done during *I Smell a Rat* remain, except as specifically noted. The major exception here is collapsed tunnels; if delvers managed to completely destroy an underground room or passage, the rat-men have excavated it again.

One thing which the delvers probably didn't break, but someone else did, is the cellar door. Rat-men have chewed through it, leaving wood shavings and nothing worth barring. Once the heroes head in, Lee firmly intends to block the doorway with a stack of heavy crates. She'll be on hand to move them out of the way if the heroes return, but it'll take several minutes. There's no quick exit.

delay any attack until all of the delvers are down on the cellar floor. They're scattered and may not reach the heroes all at once, making them relatively easy prey, but if nothing else, it'll be clear to anyone heading down into the basement that they're on to something.

Once the fight is over, if the adventurers take a quiet moment, they'll hear an indistinct noise coming from the south.

Crystal Rat-Men

The process which changes giant rats into rat-men imbues some with strange abilities. Crystal rat-men have long crystalline claws which cut through armor easily, and their skin is studded with lumps of translucent stone which provide a modicum of protection. They can even hurl needle-like crystal spines (which shatter into uselessness after impact) at enemies with a flick of the hand.

ST: 11	HP: 11	Speed: 6.50
DX: 13	Will: 10	Move: 6
IQ: 7	Per: 10	
HT: 13	FP: 13	SM: 0
Dodge: 9	Parry: 10 (unarmed)	DR: 2

Bite (15): 1d-1(2) cutting. Reach C.
Kick (13): 1d(2) cutting. Reach C, 1.
Punch (15): 1d-1(2) cutting. Reach C.
Thrown Spine (15): 1d-2(2) impaling. Ranged, with Acc 0, 1/2D 5, Max 11.

Traits: Appearance (Ugly); Berserk (12); Fanaticism; High Pain Threshold; Night Vision 5; Resistant to Disease 5; Resistant to Poison 5; Spider Climb (Move 4).
Skills: Brawling-15; Innate Attack (Projectile)-15; Stealth-12.
Class: Mundane.



Four-leg rat. Two-leg rat. Rat is rat is rat. Stab again and again!

— Miao Miao, Swashbuckler

1. CELLAR

This is a 60' x 50' room with a 12' ceiling; see *I Smell a Rat*, pp. 6-7, for more structural details. If the adventurers managed to destroy the stairs last time around, they've been replaced by a sturdy ladder. Otherwise, they can take the stairs down.

The cellar of the inn has been cleared out. There's a certain amount of clutter and debris, but it's free of all but a few vestiges of giant spider webs. It is not, however, free of other vermin. The room is occupied by twice as many rat-men as adventurers, two of whom are **crystal rat-men** (below). They're only just smart enough to lurk in the shadows and

Notes: Unlike regular rat-men, crystal rat-men attack bare-handed but are capable of innate ranged attacks. However, crystal rat-men are liable to be overtaken by rage when they fight, so their battles tend to end spectacularly, one way or another.

2. TWISTING TUNNEL

The twisting dirt tunnel remains a narrow (3' wide by 6' tall), curving, poorly constructed, and frankly dangerous tunnel. Anyone walking through it must make a single **DX** roll; **Perfect Balance** gives +4. Failure means stumbling onto something hard or sharp. Roll on the *Hit Location Table* (**Exploits**, pp. 99-100); that body part takes **1d-3 crushing** damage. See **I Smell a Rat**, pp. 7-8, for further structural details.

Anyone who has been through here before can also see that it's been more frequently traveled of late. The walls are in slightly worse condition, there are multiple sets of rat-man tracks on the floor, and it seems muddier with water tracked in from the sewer beyond.

About halfway down the tunnel, there's a three-yard patch of flesh-eating **slime** (**Monsters**, pp. 48-49) lurking on the ceiling, ready to drop down on passers-by. It takes a **Vision** roll at -2 (for the overhead threat) plus darkness penalties to spot it.

3. SEWERS

The sewers are 6' by 6', stone-lined, and filled calf-deep with sewage; see **I Smell a Rat**, pp. 8-9, for less immediate structural details. The sewers are every bit as unpleasant as the delvers remember. They've still got bad footing (-2 to hit, -1 to defend, +1 movement point/hex), which effects the delvers but not the monsters native to that environment. There also remains a chance of instantly contracting sewer rot: anyone walking through the water must roll against **HT** or suffer -1 to all attributes and skill rolls until healed by **Cure Disease**. Check once per hour that the adventurer spends any time in the sewage.

Merle's concealed door (marked (a) on the map) is slightly ajar. Whatever is active down here isn't concerned with hiding what it's doing. At the edge of visibility towards the east, there's a diamond-like symbol (below) drawn crudely on the wall with charcoal. The sound which was soft in the cellar is louder here, audible even over a bit of noise. A distant grinding or buzzing is coming from the direction of the rune-limned gallery (#5).

The population of the sewers has changed somewhat since the adventurers were last here, and things are much busier. Check for wandering monsters (**Exploits**, p. 85) every half-hour; on a **12 or less**, roll on the *Sewer Encounters Table* (below).

Sewer Encounters Table

Roll 2d.

2-3 – Crushroom Patch (**Monsters**, p. 19). A particularly thick vein of filth in the sewers has given rise to a batch

of crushrooms, fresh and ready to start destroying. There are about a third as many crushrooms as adventurers (round up).

4 – Leaping Leeches (**Monsters**, p. 40). A school of leaping leeches is swimming up the sewer. Roll 1d to see how many attack *each delver*. Heroes with unarmored legs or feet are hit automatically if wading in sewage! Otherwise, the leeches must leap for unarmored areas.

5 – Net Trap. A net trap (p. 8) lurks above the dirty water. If it is set off, another threat shows up to take advantage. Roll a die. On a 1-4, a rat man patrol (below) appears from a nearby side tunnel within 1d+4 seconds to deal with the trapped prey. On a 5-6, a bugbear (below) is already hiding nearby and will attack someone who isn't caught in the net.

6-7 – Rat-Man Patrol (pp. 4-5). A group of at least twice as many rat-men as adventurers, on their way somewhere but more than willing to kill someone instead. If it's a particularly tough bunch of delvers, replace some of the regular rat-men with crystal rat-men (pp. 6-7) or even a brain rat-man (p. 11) or two.

8 – Foul Bats (**Monsters**, p. 28). A squadron of about 1.5x as many bats as there are delvers swoops down the tunnel, striking at the adventurers as they go by.

9 – Electric Jelly (**Monsters**, p. 24). A flying monstrosity which has somehow become lost in the tunnels – or was attracted to them! If the delvers manage to pull the electric jelly down into the sewer water, its electrical aura damages *everyone* touching the water within six yards (unless, of course, they kill it before it touches the water).



10 – Bugbear (*Monsters*, p. 17). A well-hidden bugbear lurks in a concealed niche in the sewer wall, waiting for victims to come by. It will attack a lone advance scout or a straggler, but not try to take on the whole group. If no immediate opportunity presents itself, the bugbear stealthily follows the party and tries to grab someone (say, a wizard or cleric standing back and casting spells) while the delvers are occupied with another battle. If the heroes win or tie a Quick Contest of their best **Hearing** or **Vision** against the bugbears' **Stealth**, they notice the monster before it can make a surprise attack. If the adventurers defeat the bugbear, they'll find it carrying **\$(1d-1 \times 1d \times 5)**, minimum \$0, in coins taken from previous victims.

11 – Cave Gnats. The delvers enter a section of sewer which is thick with clouds of tiny bloodsucking insects. Cave gnats count as a swarm attack (*Monsters*, p. 8). They have Move 5 and are dispersed after losing 14 HP. Their sting is exceptionally painful. They do only 1 HP of injury per turn, but the shock penalty (*Exploits*, p. 60) is *cumulative* and lasts for 10 turns. For example, someone who takes damage three turns in a row from cave gnats is at -1 to IQ and DX the first turn, -2 the second, and -3 the third, and that penalty lasts until the delver has avoided their bites for 10 seconds. (As usual, the shock penalty caps at -4, modified by **High Pain Threshold** or **Low Pain Threshold**.) There are twice as many swarms as there are delvers. The gnats ignore anything under the surface of the water, so particularly desperate delvers can escape them by submerging.

12 – Water Elementals (*Monsters*, p. 26). A group of half as many water elementals as there are delvers (round up) is sweeping down the tunnels. An adventurer with **Spirit Empathy** can use **Diplomacy** or **Fast Talk** to convince them to allow passage without a fight; otherwise the elementals, annoyed at the pollution of the water, battle it out with anyone they meet. The elementals contain a lot of sewer water, so anyone successfully attacked by one of them faces the same risk of contracting sewer rot that contact with the water would pose.

Net Trap

Monsters have used slime and lichen to conceal a heavy rope net, three yards in diameter, on the roof of the sewer tunnel. It is triggered by threads disguised as hanging vines and spider webs. If someone walks (or even levitates) through the middle of it, a submerged spring mechanism yanks the net down on anyone walking under it, pulling the victim(s) down to crouching height and restraining them (or so the monsters hope!) until the sewer denizens can arrive to examine the contents.

Detect: Vision at -5 or *Per*-based **Traps** at -1. Remember to apply darkness penalties!

Disarm: *DX*-based **Traps**. Failure triggers, but only the delver disarming it is likely to be in range.

Avoid: **DX** or **Escape** to slip past the triggers.

Save: **Dodge** at -4 for the delver who triggers it; **Dodge** for up to two adjacent heroes.

Effects: Up to three targets are entangled by a large net; see *Nets* (*Exploits*, p. 45).

Shots: 1.

Rearm: Yes.

Steal: The net can be stolen; a half-hour's work and a successful roll against **Armory (Melee Weapons)** at +2 will turn it into three large nets (*Adventurers* p. 104).

4. SMUGGLERS' DEN

This 12' by 20' room was behind secret doors and blade traps, but the former are ajar and the latter disabled. See *I Smell a Rat*, pp. 9-10, for details on its original contents; the strongbox is gone if the delvers got it the first time through, or smashed and its contents taken if they didn't. The bodies of several smugglers (as many as there are adventurers) are scattered around the room along with a few rat-man corpses; everyone involved appears to have died in the past day or two. Five seconds after the first delver enters the room, the dead smugglers animate as **zombies** (*Monsters*, p. 62).

DOORS

In *I Smell A Rat*, the rooms in Merle's hideout have substantial and very different doors. If they were undamaged in a previous run through the dungeon, or if this is the delvers' first trip there, they have the stats indicated in the table. In addition, they're coated with an anti-magic

paint containing meteoric iron, giving -10 to cast spells through them. If, however, those doors were damaged or destroyed on a previous run, they've been replaced by makeshift doors made from planks (**DR 2, HP 10**), which are held closed by a latch but are unlocked.

Room	Door DR	Door HP	Hinge DR	Hinge HP	Lockpicking Penalty
First Cell	15	39	9	18	+0
Second Cell	25	46	9	18	+0
Third Cell	30	49	12	23	+0
Library	2	29	6	12	-2
Lab	2	29	6	12	-4

5. RUNE-LIMNED GALLERY

The 3' by 8' vaulted stone passage, lined with glowing, proximity-triggered Evil Runes, slopes down into Merle's old hide-out; see *I Smell a Rat*, p. 10, for more details. But mystically, the Evil Runes are different. Every 1d+3 seconds (reroll for each change!), the runes shudder, crackle, and change color; sharp-eyed delvers may notice (on an unmodified **Vision** roll) that the runes themselves change. Some force has altered their magic so that the nature of the runes shifts, and the color of their glow with it: red, then blue, then green. As they change, their effect changes as well.

Detect: Automatic (very obvious!), though **Thaumatology** is needed to learn details.

Disarm: No.

Avoid: Dig another passage with magic or sell your soul . . . not very practical.

Save: See Effects.

Effects: *Red:* resist Dehydrate-15 with **HT** or burn up for **3d-3 injury**. *Blue:* avoid lightning with **Dodge** or take **2d-2 burning** damage; metal armor provides only DR 1. *Green:* resist Drunkenness-15 with **Will** or suffer -3 to IQ and DX for 1 minute.

Shots: Infinite (rearm every 1d+3 seconds).

Rearm, Steal: No.

6-7. RITUAL CHAMBER AND HIDDEN TOMB

The ritual chamber, a 30' by 30' room with a 15' ceiling and a 10' by 7.5' extension on the west side and a bloodstained altar near the south wall, is in considerable disrepair (see *I Smell a Rat*, pp. 10-11, for the original state of the room). The floor is dirty from mud tracked in from the sewer. The partition to the hidden tomb is gone and the tomb itself empty; some zombie parts still remain, and their smell hasn't improved. The evil altar, if not destroyed on a previous trip, is cursed – *again*, if it was previously cleansed. The room has **high sanctity** for worshipers of The Devil, **low sanctity** (-5 to clerical spells) for clerics of Good. It is still lit by magical lanterns if they haven't been looted yet, or by torches if they have. The grinding/buzzing noise the adventurers have been hearing has become quite pronounced, along with faint, distant screams – all coming from the east. The delvers must speak up a bit to converse, and **Hearing** rolls are at -4; this makes it easier for the heroes to sneak up on monsters, but also vice versa.

The room is occupied by as many **rat-men** (pp. 4-5) as there are adventurers (including one **crystal rat-man**, pp. 6-7), and an **eye of death** (*Monsters*, pp. 26-27) hovers above the altar. While eyes of death usually try to kill anything they see, this one ignores the rat-men, only attacking the heroes.

Unfortunately for the delvers, there's no new loot here, though they may be able to make a few coins off of butchering the eye. However, one of the rat-men has a slip of paper

with the nested diamond symbol last seen in the sewer (p. 7) tucked into his weapon belt. The hidden tomb is littered with the bodies of the zombies killed last time around, which conceal two toxic **slimes** (*Monsters*, pp. 48-49). Delvers searching the remains find the slimes automatically, but must roll vs. **DX** to avoid accidental contact (roll 1d for the affected body part: 1-3 is a hand, 4-6 is a foot).

8. MAIN HALLWAY

See *I Smell a Rat*, p. 12, for structural details. Unless the adventurers ended up collapsing it somehow, the hallway is in much worse condition than they left it. The floor is liberally covered in dust, dirt, and rock, and the walls and ceiling seem battered, particularly on the long stretch towards the testing room (#14). The roaring, buzzing, crackling sound has become somewhat louder; **Hearing** rolls in the hallway and adjacent rooms are at -5.



9. FIRST CELL

The room is lightly furnished with a few trestle tables, and there are a number of bodies and body parts lying around. Some are identifiable as rat-men (or their constituent pieces), while others are not. Some bodies are stretched out on the tables with their torsos cut open and the skin peeled back.

That's about all the heroes get to see before several bodies leap up to attack. While they're physically quite varied, made from a mix of parts from rat-men and some sort of humanoid with a smooth, gray hide, they're essentially **corpse golems** (*Monsters*, pp. 18-19), though with the tough skin of their source material, they have **DR 2**, and are equipped with crystal rat-man claws (**Brawling-15, 1d+1(2) cutting**) instead of sickles. There are as many of them as there are adventurers.

If the heroes dig around through the litter of body parts later, they find an impressive set of surgical instruments (\$300, 15 lbs.; see *Adventurers*, p. 111).

10. SECOND CELL

This room is similar to the first cell: improvised tables, body parts, and stitched-together bodies belonging to a number of different races. And these bodies, twice as many as there are delvers, animate themselves as soon as they're disturbed as well. However, these monsters are the subject of a different kind of magic. These creatures are essentially **horde zombies** (*Monsters*, pp. 36-37).

There is, alas, nothing of value to be found here. There are a few very crude knives and cleavers and a bit of sewing equipment, but nothing with a meaningful resale value.

11. THIRD CELL

The first two cells are where the rat-men are filing the successful results of some experimental work they've done. Here, they keep the more interesting failures. There are a third as many **phase rat-men** (below) as there are adventurers, a third as many **electric rat-men** (below), and half as many regular rat-men as there are adventurers (round all values up), on hand to keep an eye on the failures.

Phase Rat-Men

These rat-men are out of synch with the rest of reality. They have a blurry appearance and stuttering movement; they seem to blink in and out of existence for fractions of a second as they move. It's also uncomfortable for them, so they're the source of some of the screaming the delvers are hearing.

ST: 11 **HP:** 11 **Speed:** 6.50
DX: 13 **Will:** 10 **Move:** 6
IQ: 7 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0
Dodge: 16 **Parry:** 10 (unarmed) **DR:** 0

Bite (15): 1d-1(5) cutting. Reach C.

Kick (13): 1d(5) crushing. Reach C, 1.

Punch (15): 1d-1(5) crushing. Reach C.

Traits: Absent-Mindedness; Appearance (Monstrous); Berserk (12); Fanaticism; Impulsiveness (12); Night Vision 5; Resistant to Disease 5; Resistant to Poison 5; Spider Climb (Move 4).

Skills: Blink-18; Brawling-15; Stealth-12.

Class: Demon.

Notes: Phase rat-men have a hard time keeping it together in battle. They don't have their brethren's resistance to pain, nor do they usually wear armor. Instead, they shudder in and out of existence. Their claws can pass through armor relatively easily by taking fraction-of-an-inch shortcuts

through other dimensions (providing the armor divisor), and they sometimes simply don't exist when attacks against them might otherwise connect (giving them an incredible Dodge). They even have a limited ability to control their passage through space, effectively giving them the Blink spell, which they may use once per turn. This is related to their other significant weakness: though not truly demonic, they're vulnerable to the Banish spell. It doesn't return them to a home dimension so much as it hurls them into an interdimensional void . . . permanently. From the caster's point of view, though, it makes little difference; the rat-man ceases to be there.

Electric Rat-Men

Another magical experiment created rat-men who are wreathed in lightning. It's not intense, but it makes them difficult to fight in close quarters.

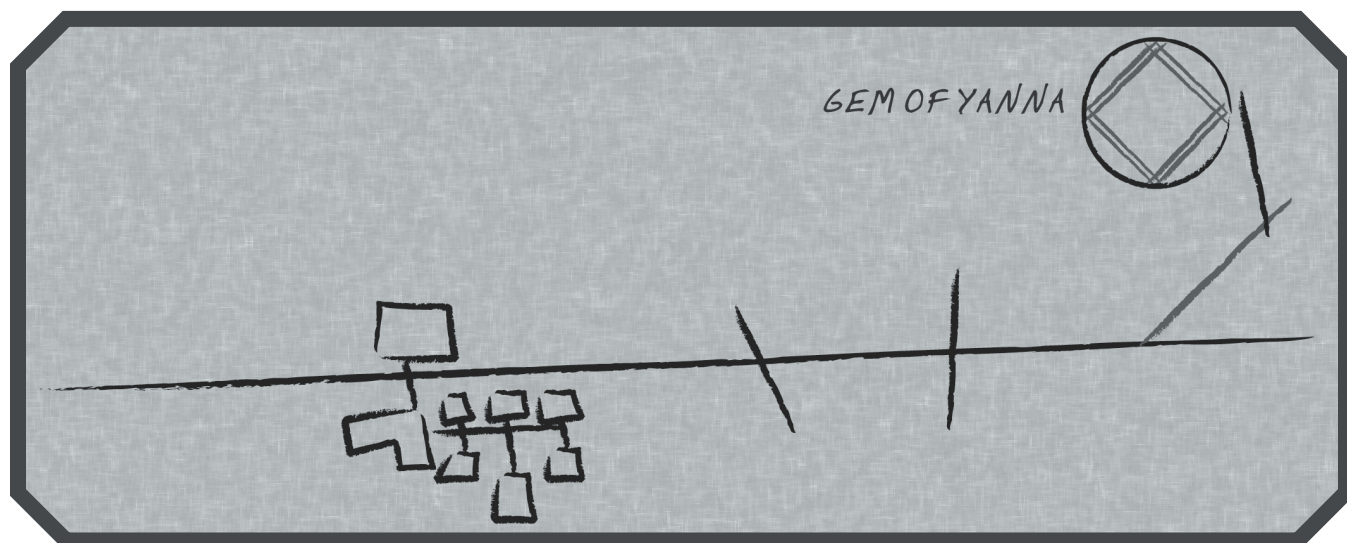
ST: 11 **HP:** 11 **Speed:** 6.50
DX: 13 **Will:** 10 **Move:** 6
IQ: 7 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0
Dodge: 9 **Parry:** 10 **DR:** 0

Bite (15): 1d-1 cutting + electrical aura. Reach C.

Electrical Aura: 1d-2(5) burning + roll vs. HT at -1 per 2 points of penetrating damage or be physically stunned (roll vs. HT at the same penalty every turn to recover). Metal armor gives only DR 1. This harms anyone who is touched by the rat-man or who *touches* it, either in close combat or with an all-metal weapon. Their weapons are made of metal, so being hit by one or even parrying with a metal weapon counts! And if a rat-man retains its grip on a sickle which has become stuck, the target's DR doesn't protect *at all*.

Kick (13): 1d crushing + electrical aura. Reach C, 1.

Punch (15): 1d-1 crushing + electrical aura. Reach C.



WHAT THE BRAIN RAT-MEN KNOW

Despite being recently created themselves, the brain rat-men know a lot more than regular rat-men. Like their less-intelligent brethren, they feel a fanatical loyalty to Merle. They also feel fanatical loyalty to a current master, whom they can be convinced to describe in vague terms as transcendent, beyond anything the adventurers can comprehend, and bringing doom to all. Other rat-men call anyone who gives them orders (often brain rat-men) “master,” but for the brains, there’s only one real master. The master is “behind the red wall,” from where he can only send more rat-men. More precise descriptions of their

master’s appearance or capabilities are not forthcoming. They know that they were once just rats, but were called to be the master’s army in taking over the world.

The brain rat-men also know about a “Gem of Yanna,” held in a crypt not far away. They’ve marked the way for their less intelligent brethren with a series of diamond shapes, but they’ve yet to fight their way through resistance on that end to retrieve it. They know it is important to their master, but not why. Given questions they cannot answer, brain rat-men are likely to either make things up or simply shout sophisticated abuse at their interrogator.

Weapon (15): Hatchet (1d+1 cutting + electrical aura) or sickle (1d+1 cutting + electrical aura, or 1d+1 impaling + electrical aura but may get stuck). Reach 1.

Traits: Appearance (Ugly); Berserk (12); Fanaticism; High Pain Threshold; Night Vision 5; Resistant to Disease 5; Resistant to Poison 5; Spider Climb (Move 4).

Skills: Axe/Mace-15; Brawling-15; Stealth-12.

Class: Mundane.

Notes: Electric rat-men, like their phase cousins, aren’t particularly stable. They lose control easily, but while they do keep it together, they prefer to attack metal-armored targets.

12. LIBRARY

This room once was furnished with shelves and a table (see *I Smell a Rat*, pp. 13-14), but its contents have been removed. The room is occupied by as many **brain rat-men** (below) as there are adventurers, and half as many **crystal rat-men** (pp. 6-7), rounded up. The brains are huddled around something in the middle of the room; the crystals are hanging around the edges, waiting for something to do. What they’ll do, if the delvers make themselves known, is attack.

What the brain rat-men were poring over were a variety of sketches and other documents. These include:

- Recognizable sketches of the adventurers themselves. If a group of “replacement” heroes is carrying out this quest (see *I Smell No Rats*, p. 4), there are sketches of a number of adventurer types they’ve never seen before.

- Elaborate drawings of curves and angles connecting emphasized points; a **Navigation** or **Occultism** roll suggests that they’re some kind of astrological charts, though the stars in question are unrecognizable.

- Sketches of giant rats, rat-men, and what appear to be intermediate stages in development from one to the other.

- A map (p. 10). It’s clearly a sketch rather than to scale, but part of it is just as clearly the rooms in which the adventurers now find themselves. At the east end, there’s a drawing of the diamond-shaped symbol the delvers saw back in the sewer,

and possibly in the ritual chamber, labeled “Gem of Yanna.” This map points the way to the ghoulish catacombs (pp. 13-17).

The blank paper, pens, and small pots of ink lying around the room are equivalent to three scribe’s kits (\$50, 2 lbs. each; *Adventurers*, p. 112), if the delvers are interested in picking up some slightly foul-smelling stationery. More notably, there are two bloodstained pens carved from dark gray bone, which **Perception + Magery** (or **Detect Magic**) can reveal as enchanted. Experimentation is unlikely to unlock their secret, but **Analyze Magic** will: the pens can write in parallel. If one pen is used to write something, the other perfectly duplicates the first pen’s movement, making a perfect copy if it is within six feet of its mate. However, this only works when writing in blood, not ink. They’re worth about \$3,000 in town.

Brain Rat-Men

Another kind of “mutant” rat-man, the brains have high-domed skulls and possess dangerous mystical powers. Brain rat-men are, as such things go, the leaders in the field. Or, at least, they’re capable of giving orders to other rat-men.

ST: 11	HP: 11	Speed: 6.50
DX: 13	Will: 13	Move: 6
IQ: 14	Per: 14	
HT: 13	FP: 13	SM: 0
Dodge: 9	Parry: 10 (unarmed)	DR: 2

Bite (15): 1d-1 cutting. Reach C.

Kick (13): 1d crushing. Reach C, 1.

Punch (15): 1d-1 crushing. Reach C.

Traits: Appearance (Ugly); Bad Temper (12); Fanaticism; High Pain Threshold; Magery 3; Night Vision 5; Resistant to Disease 5; Resistant to Poison 5; Spider Climb (Move 4).

Skills: Brawling-15; Innate Attack (Projectile)-15; Stealth-12.

- Three of the following wizardly spells, along with all prerequisites at skill 15: Command-15; Darkness-15; Death Vision-15; Glue-15; Grease-15; Haste-15; Ice Sphere-15; Retch-15; Shield-15.

Class: Mundane.

Notes: Where possible, brain rat-men stand in the back and cast spells at enemies, using other rat-men as shields. The brain rat-men know more about what's going on, but they're also much, much smarter than their brethren and will lie shamelessly and elaborately, biding their time until they can attempt an escape, or failing that, revenge.

13. LAB

The lab, emptied of its old furnishings (*I Smell a Rat*, pp. 14-15), is being used by the rat-men as a storage space for magical substances. It can act as safe storage because the room has been drained of its mystical energy and turned into a no-mana zone (*Spells*, p. 8); wizardly spells won't work past the threshold, though clerical and druidic spells suffer no additional penalty.

The room now contains a number of battered-looking chests, barrels, and burlap-wrapped bundles in piles around the room. Some are stored in the remnants of the cabinets and shelves Merle used long ago, but those were badly damaged before the events of *I Smell a Rat*, and they're in no better shape now. Sitting among the ragged bits of furniture are several **rat-giants** (below), half as many as there are delvers, rounded up. They're bored and ready to kill anyone who shows their face.

Should the heroes survive the battle, there are a number of valuable items to find: a rack full of alchemical ingredients (\$1,000 to the right people, 20 lbs.), more surgical instruments (\$300, 15 lbs.), and a gem of healing (*Adventurers*, p. 118; \$400, neg.). There are also six filled bottles, none of which resemble one another. Three are an exceptionally unstable version of alchemist's fire (*Adventurers*, p. 115; each \$20 if it makes it back to town without blowing up, 1 lb.); outside of a no-mana zone, they will *automatically* ignite if they are subjected to significant shocks, such as the bearer falling or being the target of a slam attack! The other three are minor healing potions (*Adventurers*, p. 116; \$120, 0.5 lb. each).

Rat-Giants

Rat-giants, a sort of poor man's peshkali, are one of the more difficult kinds of rat-men so far produced, so there are only a handful of them. Rather than turning a giant rat into a rat-man, rat-giants are made from several giant rats. The result is a hulking creature with four arms and a bifurcated tail. It has only one head and two legs, though anyone looking closely can see how two heads and two pairs of legs were smashed together to make each one.

ST: 19	HP: 19	Speed: 6.50
DX: 13	Will: 10	Move: 6
IQ: 7	Per: 10	
HT: 13	FP: 13	SM: +1
Dodge: 10	Parry/Block: 11	DR: 3

Bite (15): 2d cutting. Reach C.

Kick (13): 2d+1 crushing. Reach C, 1.

Mace (15): 3d+4 crushing. Reach 1.

Pick (15): 3d+2 impaling. Reach 1. May get stuck; see *Picks (Exploits, p. 39)*.

Punch (15): 2d crushing. Reach C, 1.

Shield Bash (15): 2d-1 crushing. Reach 1.

Traits: Appearance (Ugly); Berserk (12); Combat Reflexes; Extra Arms 2; Extra Attack 1; Fanaticism; High Pain Threshold; Night Vision 5; Resistant to Disease 5; Resistant to Poison 5.

Skills: Axe/Mace-15; Brawling-15; Shield-15.

Class: Mundane.

Notes: Rat-giants have a few more items than most of their brethren. Each is equipped with a mace, a pick, and a small shield (DB 1), leaving one hand free. As with items used by other rat-men, they're too cheap and battered to have resale value. They can attack twice per turn, usually with the mace and pick.

14. TESTING AREA

If not already destroyed on a previous visit, the doors to the testing area have been blown off their hinges. The shattered remains are scattered down the hallway along with a layer of dirt and rock. The grinding, buzzing noise, with added electrical crackling, is quite loud here, and adventurers must speak loudly to be heard; **Hearing** rolls are at -7.

The testing area has changed ominously since first discovered. Not only are the walls more battered than before, the floor is littered with new debris, just like the hallway leading up to the room. A **Religious Ritual** or **Thaumatology** roll reveals that the **Pentagram** on the floor (*I Smell a Rat*, p. 15) has been heavily damaged and the spell broken.

It doesn't take a particularly clever observer to suspect that the destruction may have something to do with a new feature at the south end of the room. A rough five-yard-wide opening has appeared since the delvers' last visit. There's no door, but it is filled with a glowing red mist which lights the room (-3 darkness penalty at worst). The mist is an otherworldly energy field, impenetrable and dangerous to touch.

Detect: Automatic; it's hard to miss the ominous red glow.

Disarm, Avoid: No. Even digging out the wall to the sides of the passage reveals more red mist.

Save: No.

Effects: 1d-1 **burning** damage per second of contact, bypassing all DR!

Shots: Infinite.

Rearm, Steal: No.

The chamber beyond is only faintly visible through the swirling mist. Delvers get the sense of a large chamber and many shadowy, twisted figures. (See *Rat-Men's Nest*, pp. 18-19, for more details on the area beyond the mist.)



And while the barrier is impenetrable from the delvers' side, it's easy to pass through from the other side. The chamber has an apparently inexhaustible supply of rat-men, who come through to attack anyone in the testing room as long as they're there. At least twice as many **rat-men** (pp. 4-5) as adventurers appear, including at least one **crystal rat-man** (pp. 6-7) and one **brain rat-man** (p. 11). They're followed by another two rat-men every second for 1d seconds. If the delvers defeat the attack, another wave starts in 5-10 minutes.

15. BLASTED PASSAGE

See *I Smell a Rat*, p. 16, for structural details of this 1,000' long tunnel. The hole in the wall behind the evil altar appears unchanged. The rock still glows for a -3 darkness penalty, and as the delvers travel on, they leave the loud noises of Merle's hideout behind. Delvers with **Tracking** may notice that the tunnel has seen a bit of foot traffic recently, but none of the footprints seem to come from the direction of the ritual chamber, nor do rat-men appear to have come this way.

For every 200' the delvers venture back down the tunnel, roll 3d; on **12 or less**, roll on the *Deep Encounters Table* (below). Any battle that results occurs in a three-hex-wide, 20-hex long segment of rough-walled tunnel with 10' of clearance overhead. It's always safe to rest afterward.

Deep Encounters Table

Roll 1d.

- 1 – **Bronze Spiders** (*Monsters*, p. 17). Half as many bronze spiders as there are adventurers are chewing new tunnels off of the blasted passage. If the delvers are trying to move quietly, a successful **Stealth** roll means that they come across the spiders digging. If they fail, the spiders have heard them coming and are lurking in wait; the heroes must win or tie a Quick Contest of their highest **Per** vs. the spiders' **Stealth**-15 to avoid being surprised.
- 2 – **Earth Elementals** (*Monsters*, p. 25). Two per every three delvers emerge; round up. As in *I Smell a Rat*, p. 16,

these are “free range” elementals rather than summoned and controlled ones. They're grumpier than last time, but adventurers with **Spirit Empathy** can use **Diplomacy** at -2 or **Fast-Talk** at -2 as an Influence roll (*Exploits*, p. 10) to explain that the group isn't responsible for disturbances and is hunting down the offender. A druid is *especially* likely to be believed; add **Power Investiture (Druidic)** to skill. If this fails or nobody tries, combat is inevitable.

- 3 – **School of Doomchildren** (*Monsters*, p. 21). Twice as many doomchildren as adventurers are marching down the tunnel, looking for trouble.
- 4 – **Fungus** (*Monsters*, pp. 28-29). A fast-growing fungus has sprung up in the tunnel. In addition to rolling for long-range and short-range defenses, roll 1d for size: 1-4 is SM 0, 5-6 is SM +3. If the fungus is a wailer, use this table to see what it attracts, but treat other results of “fungus” as two **slugbeasts** (*Monsters*, p. 50).
- 5 – **Skull Trio**. Three semi-corporeal undead streak down the tunnel in an aura of shifting light: a **flaming skull**, a **freeze-skull**, and a **venom skull** (*Monsters*, p. 27).
- 6 – **Trolls** (*Monsters*, pp. 57-58). Half as many trolls as there are adventurers (round up) are investigating increasing activity in the tunnels. Unfortunately, they're not in their lair, so there's no treasure with them. However, trying to follow their tracks back to their now-unguarded loot might be an interesting side-task. Unlike most of the monsters in the vicinity, trolls are open to bribery, so a fight can be avoided.

16. END OF THE LINE

See *I Smell a Rat*, pp. 16-17, for structural details. The round chamber at the end of the long, long tunnel is unchanged, and the eerie glow is still in effect, but the denizens of Merle's old hideout haven't bothered coming down this far. They're occupied with other matters. However, they've disturbed the underworld, so things are more active. If the adventurers make it down to the chamber where Merle met his demise, roll *twice* on the *Deep Encounters Table* (above) to see what's waiting for them there.

GHOUL CATACOMBS

The rat-men's map (p. 10) and their diamond-shaped blazes lead the way down the sewer to an ancient set of catacombs. These catacombs are as thickly inhabited by ghouls as the other end is by rat-men. These groups have been clashing as the rat-men throw assault after assault against the crypt of the lich-marquessa, who rules the catacombs, to recover the Gem of Yanna.

If the adventurers follow the map and diamond symbol they saw near Merle's hideout, the sewer leads east for about two miles with several intersections along the way. The nested diamond has been scrawled on the walls just after each one. If the delvers head off into the side passages, they'll

encounter wandering monsters (see *Sewers*, pp. 7-8) but little else of interest.

But following the diamonds and bypassing the branches eventually brings the delvers to an intersection about two miles away from Merle's hideout where a diamond is drawn down one of the branches rather than in the main tunnel. That passage slopes upward, leaving the shin-deep sewer muck behind. Check for encounters every half-hour (**12 or less** on 3d) and use the *Sewer Encounters Table* (pp. 7-8), but beyond this point, if leaping leeches comes up as a wandering monster result, substitute twice as many **swamp ghouls** (p. 14) as delvers.

After 50 yards, the passage passes through what is clearly a recently breached wall, turns sharply, and changes character. Engraved stone slabs appear on the wall, seven or eight yards apart (a total of around 50); an **Occultism** or **Theology** roll, both at +4, suggests that the images are involved with death and the afterworld. The slabs are grave markers with burial niches behind them. Delves also see many freshly gnawed bones on the floor of the tunnel. Some skulls are readily identified by their huge, rodent-like teeth, but the remainder are not so easily figured out.

About 100 yards past the entrance to the catacombs, the adventurers come across a round stone slab a little over four feet across with the nested diamond symbol carved on it. It's clearly been here for quite some time. If the adventurers go farther into the catacombs, they won't find any more diamond markings, and at any rate, the tunnel has caved in and is blocked another 20 yards down; this is, indeed, the place. The slab isn't locked or otherwise secured. It doesn't have to be; it weighs about a ton (see *Lifting and Shifting*, **Exploits**, p. 22). If the delvers attempt to break it open, it has **DR 156**, **HP 94** (see *Walls*, **Exploits**, p. 82). Whether they lift the slab out of the way or just smash it, it reveals a stone spiral staircase leading down 20' to the midden crypt (p. 15).

Swamp Ghoul

Though they hang around graveyards and catacombs, swamp ghouls are not undead. They're hairless humanoids with very sharp claws and a taste for lightly decayed flesh. They can also soften up targets by spitting corrosive saliva at them.

ST: 13	HP: 13	Speed: 6.25
DX: 12	Will: 10	Move: 6
IQ: 9	Per: 10	
HT: 13	FP: 13	SM: 0
Dodge: 9	Parry: 10 (unarmed)	DR: 2

Acid Spit (15): 1d corrosion + follow-up 1d-3 corrosion every second for 5 seconds. Treat as a jet spell (**Spells**, p. 12) with reach C-3. Usable only once per day.

Bite (15): 1d cutting. Reach C.

Kick (13): 1d+1 crushing. Reach C, 1.

Punch (15): 1d cutting. Reach C.

Traits: Appearance (Ugly); Cast-Iron Stomach; Fanaticism; High Pain Threshold; Immunity to Disease; Night Vision 8; Resistant to Poison 6.

Skills: Brawling-15; Innate Attack (Breath)-15; Stealth-15.

Class: Mundane.

Notes: Swamp ghouls are a bit smarter than the rat-men, and they're more experienced hunters. They use ambush tactics where possible. A frequent technique is to divide into two groups; one group attacks the intended target, and while they're engaged, the second group attacks from behind. Swamp ghouls are mostly motivated by hunger for dead flesh. These particular swamp ghouls are also motivated by fanatical devotion to the lich-marquessa.

Either way, they're unwilling to negotiate. Adventurers who have recently been through the cells in Merle's old hideout may roll against **Vision** to recognize the ghouls as the source of some of the limbs from which various flesh golems and zombies were constructed.

Grave Goods Table

Many of the bodies, some sort of warriors to judge by the remnants of their gear, were laid to rest here with some kind of funerary goods. A scholar might remark on how they reflect shifting burial customs and changes in belief about the afterlife, but most delvers just want to know how much they're worth. Many items are worthless, rusted or decayed through the centuries, but some valuables remain. Roll 2d:

- 2-3** – A necklace with glass beads. It's shiny, but a **Merchant** roll reveals that it's worthless.
- 4-5** – Two copper coins (\$2).
- 6-7** – Two silver coins (\$40).
- 8** – Two tumbaga coins (\$120). See *Precious Metals* (**Exploits**, p. 73) for details.
- 9** – A pair of silver earrings or a single silver ring worth \$150.
- 10** – A necklace with several tiny gems, worth \$220.
- 11** – A regular shortsword, tarnished but functional (\$400, 2 lbs.).
- 12** – A nicely engraved copper jar. The jar itself is worth \$40, but it may have valuable contents. Roll 1d upon opening it: On 1-3, it contains only dust and unidentifiable lumps. On 4-5 it contains mummified dire lizard spleens worth \$450 to an alchemist. On a 6, it erupts into a random **spore cloud** (*Monsters*, pp. 52-53).

INTO THE CATACOMBS

The ghoulish catacombs have four staggered levels which are of the same construction; the map on p. 21 may be used for all of them. Each level is a large square chamber, about 45' on each side with 12' ceilings, divided into a series of corridors by "walls" which almost but do not quite form concentric squares. The walls are actually sets of narrow stone shelves about a foot deep and five to six feet long, in sets 10' to 11' high. The shelves are the final resting place of long-forgotten dead people. The bodies of those resting here were stripped of flesh, and the bones wrapped in shrouds and placed in the niches. The stone shelves are still in place, and so are many of the bodies. The stonework is quite utilitarian, with very few carvings or ornaments of any kind, and the stone itself is a plain, unpolished gray.

Midden Crypt

The first, uppermost level of the catacombs is where the ghouls spend most of their time. Consequently, it's full of bone fragments, bits of rotting flesh, and a thick layer of unpleasant muck. The smell is overwhelming; roll against **HT** every minute to avoid nausea (**Exploits**, p. 65) until the next roll a minute later, and all **Smell** rolls automatically fail.

The spiral staircase from the entrance leads to (f), and another, going farther down, may be found at (d). There are muck pits (below) in *every hex* from (c) to (g), from (d) to (h), and in a one-hex radius of all the other letters on the map. There's also a **slime** (*Monsters*, pp. 48-49) in the bottom of pits at (c) and (h); the slimes are completely covered by mud and impossible to see.

In addition to the pits, the level is occupied by **swamp ghouls** (p. 14), twice as many as there are delvers lurking in the darkness, both delighted at the chance to kill something and let it age for a few days to become delicious carrion, and furious at the invasion of their master's domain. The narrow passages around the edges of the midden crypt are their preferred grounds for ambush. If the swamp ghouls are defeated and the delvers stick around for a while, more swamp ghouls will make their way into this level. They'll mass and attack again when there are twice as many as there are delvers, which takes about 15 minutes.

There are a few items of value here, but not many. Adventurers may search among the remnants of bodies on the shelves along the corridors of the crypt. A **Search** roll at -4 takes five minutes and, if successful, gives a roll on the *Grave Goods Table* (p. 14). The ghouls have swept a lot of stuff onto the floor so they can sleep in the niches, so a **Search** roll at -1 digging through the muck likewise allows a roll on the *Grave Goods Table*. However, failure means getting poked with dirty shards of bone; roll vs. **HT** or contract corpse rot. Corpse rot is like swamp rot, with -1 to all attributes and skills until cured, but also makes dark veins stand out and gives the skin an otherworldly gray, ashen appearance imposing -2 to reaction rolls. It may be healed with the **Cure Disease** spell or a successful roll against **Esoteric Medicine** on each of three consecutive days. Up to nine total Search rolls may be made; after that, there's nothing left to be found.

Muck Pit

The floor is covered in soft filth and debris, which hides holes several inches deep where paving stones have shifted out of the way over time. An unwary visitor can easily trip and wrench an ankle. They can be found by poking at the mud with a spear, pole, or similar object and, once found, be filled in with bones or other relatively solid debris sticking out of the muck.

Detect: *Per*-based **Traps** at +2 (or **Per** at -3) to find pit with any poking device. If a slime is present, success by 4+ (or a successful use of **Danger Sense**) reveals it without antagonizing it; failure rouses it to attack!

Disarm: *DX*-based **Traps** at +3 (or **DX** at -2) to adequately fill in with solid debris. This takes 1d+3 seconds. If a slime is present, failure awakens it.

Avoid: **DX** to skirt around it or **Jumping** at -4 (it's slippery!) to leap over it; failure means the effects below. Only possible out of combat; in a fight, make a "Save" roll instead.

Save: **DX** at -3 while moving through hex.

Effects: Trip and fall; 1 HP of injury to the affected foot. If a slime is present, it also attacks.

Shots: Infinite (plus possible slime).

Rearm: Yes. **Steal:** No.

Looting the Very Dead Bodies

Should the heroes attempt any casual grave robbery, removing a slab to get to the niche beyond requires a simple **ST** roll; **Forced Entry** adds its usual bonus. Many of the bodies in this complex were interred with items such as inexpensive jewelry and coins to pay various guardians of the afterlife. A successful **Search** roll gives the results of a roll on the *Grave Goods Table* (p. 14). Naturally, there are risks. The region is prone to unpleasant growths of various kinds, so a failure on the Search roll turns up an **erupting slime** (*Monsters*, p. 26); on a *critical* failure, the corpse was protected by a spell and disturbing it releases a **flaming skull** (*Monsters*, p. 27). Breaking into and searching a niche takes about 10 minutes.

Outer Crypt

The spiral staircase from the midden crypt ends at (a) on the map. There's a similar staircase going down to the next level at (e) covered by a locked grating. The lock is fairly sophisticated (-3 to **Lockpicking**), but the bars of the grating are only average thickness (*Exploits*, p. 83): **DR 9, HP 18**.

The outer crypt is dry and dusty, littered with shattered old fragments of bone. There are also a few fresher remains here and there. Some may notice (*Per*-based **Naturalist** at -2) that there are a number of large, rat-like teeth among the debris. Either dead rats or rat-men have been brought here, or they've been killed here and the remains mostly disposed of.

The more pressing issue, though, is that one of the skulls of the dead (in a niche at (f) on the map) has developed into a **horrid skull** (*Monsters*, p. 37). Its area of effect is large enough to cover the entire level. This skull is not a powerful one, inflicting 1 point of toxic damage (ignoring **DR**) every 10 seconds.

Many of the other sets of remains have become imbued with magic over the years. They don't want to be disturbed, and will rise up to defend themselves. If any bundles of bones are disturbed within one hex of (a), (c), (e), (f), or (j) on the map, several **skeletons** (*Monsters*, pp. 47-48) wielding short-swords and small shields leap from their niches surrounding the delvers and attack (only once per lettered area; disturbing two adjacent bone piles doesn't awaken twice as many skeletons). In most of the locations, the number is 1.5× as many skeletons as heroes, rounded up, but it's twice as many skeletons as adventurers around (f).

Inner Crypt

The spiral staircase from the outer crypt leads down to (c). The air in the inner crypt feels particularly dry, perhaps a side effect of the fine dust on the floor, kicked up as the delvers move around.

Foul bats (*Monsters*, p. 28) find their way into this level through small cracks in the walls. Roll 3d every minute the adventurers are here; on a **12 or less**, a squadron of foul bats, equal in number to the adventurers, swings through led by a demonic leader bat (described in the notes on foul bats). On a **6 or less**, they are accompanied by a **toxifier** (*Monsters*, pp. 56-57) instead of a leader bat. They're hostile, but won't fight to the death. They sweep around the level, going up and down every corridor, attacking anyone they see, but if half of them or more take injury over HP/2, they'll scatter and flee (including the leader bat or toxifier), likely replaced by a new batch soon enough.

There is also a **fungus** (*Monsters*, pp. 28-29) at each of (a), (d), (e), and (g). Each one is a sort of degenerate fungus, with only a short range defense (roll randomly for each). Each fungus is surrounded by a random **mold** (*Monsters*, pp. 42-43); that is, each hex adjacent to the fungus has mold in it. Each fungus has nestled into it a small pile of valuables, likely what's left after previous visitors to the inner crypt died and rotted away. Organic materials are long gone, but there's in **\$(3d × 5)** in silver and copper coin to pick up. Each fungus also has a large metal key among the coins.

There is a heavy cut stone slab (**DR 30, HP 49**; see *Walls, Exploits*, p. 82) covering a spiral staircase leading down at (b) on the map, with the shape of the nested diamond engraved into it. It has four keyholes in it, each at a corner of the diamond. There's no penalty to the **Lockpicking** roll to pick any one of them, but unlocking one makes any which are already unlocked snap back into locked position again. Likewise, the **Lockmaster** spell can be used, but it only opens one lock per casting, snapping others closed again. The only way to unlock the slab is to unlock all four locks at the same time. This may involve any combination of Lockpicking attempts, spells, and use of keys, but they must be done simultaneously. The keys can be found on this level, nestled in the dangerous fungi (see above).

The Lich-Marquessa's Throne

The staircase leads down to (e), on the lowest level of the catacombs. This is the home of the lich-marquessa, an enchanter who used long-lost spells to turn herself into an undead monster. There are several **swamp ghouls** (p. 14) lurking around (at least as many as there are adventurers, up to twice as many for a very powerful party), but they keep themselves out of sight, clustered around (d) and (g), only coming if they're called. A similar number of **skeletons** (*Monsters*, pp. 47-48) wait to be called, lying in their niches around (a), (h), (c), and (j).

Unlike the levels above, this one is relatively tidy. Some of the shelves retain their original occupants (with shrouds tightly wrapped and bones neatly stacked), but others contain stacks of parchment and papyrus, slightly unusual rocks, jars containing unidentifiable dried plants, and other odd substances.



Turning lichs which must be destroyed is pointless.

– Sister Miriam
Suntemple, Cleric

A **Thaumatology** or **Alchemy** roll indicates that at least some of these are substances of mystical significance, but no obvious practical use.

Unless the heroes have somehow managed to make it this far without fighting anyone, disturbing anything, or being seen or heard at all, the lich-marquessa knows they're coming. The level is completely filled with **Mystic Mist** (*Spells*, p. 64). She's also cast **Mage-Stealth** (*Spells*, pp. 66-67), so she can move quietly while still being heard if she chooses to speak.

And choose to speak she does. The lich-marquessa will fight if attacked, but she'd like to talk for a while. She is, frankly, bored out of her fleshless, metal-coated skulls. She's immortal and nearly indestructible, but she's also cursed to remain in her tomb and has only the company of the rather dull ghouls she attracts. Consequently, she's happy for any action. She'll start speaking from a distance, moving every now and again to keep visitors from getting a fix on her position, but coming closer eventually, either to fight or for more conversation.

Of course, she's also a little unhinged, particularly regarding issues of life and death. Her tone is a bit formal but friendly; she wishes to be called "your grace," or simply "ma'am" (if asked, she apologizes for not providing a name, but it's been some centuries since she used it and now she doesn't remember where she put it). Her topics of conversation are disturbing. She is, first of all, quite impressed with how much work the adventurers have put into coming to a place where they're going to get killed. She inquires with polite interest about the state of their entrails and teeth. She observes that death is a far more natural and logical state than life, and that mortality will eventually afflict the cosmos itself, rendering all thought and action ultimately futile, and isn't that *marvelous*?

Delvers may attempt to question her about the Gem of Yanna. On a "Neutral" reaction or better (or a successful **Diplomacy** or **Fast Talk** roll), she'll happily admit that she has it on her, for lack of a better word, person. Indeed, it's dangling from a chain inside her rib cage, hanging about where a human heart would be. It's a cloudy green crystal the size of a human thumb, constant swirling within. It is, she can tell them, not truly a gem, but an otherworldly manifold of complex energies which *looks* like a gem. Its most notable property is its ability to disrupt barriers and energy fields drawing on certain cosmic energies. She's aware that rat-men are trying to take the gem from her, but she's unconcerned; her ghouls are keeping them from bothering her, and if they do make it as far as the bottom of the crypt, they don't stand a chance anyway. She doesn't really know why they want it – not exactly, anyway. It's a useful tool for anyone dealing with multiple dimensions. If the adventurers mention the red barrier in the testing room, the lich-marquessa speculates that it's either a barrier keeping mortals out from the Elder Things' source of power or a barrier keeping even more formidable Elder Things in. Either way, the gem is probably key to disrupting the barrier.

If the heroes express an interest in having the gem, the lich-marquessa is unwilling to sell. They have nothing she wants. But she offers the heroes a proposition: she'll gamble for it. She suggests a purely luck-based game with even odds (for example, drawing the high card from a deck, rock-paper-scissors, etc.) against one of the delvers. If the hero wins, he gets the gem. The lich-marquessa is disinclined to allow anyone to cast truth-telling spells on her, but she *will* pay up if she loses. If the delver loses the game, though, the lich-marquessa gets to take a hand. The victim gains the One Hand disadvantage; see *Crippling (Exploits, p. 61)*. This assumes the adventurer stands still for it, but the lich-marquessa can do it quickly and cleanly with a sword. The loser may try again, but the stakes rise to an arm and then a head before the lich-marquessa will let anyone else try.

Of course, the heroes don't have to talk to the lich-marquessa or go through with the bet. They can just fight her for the gem. They may not be able to truly kill the lich-marquessa, but they can disable her long enough to get the gem. However, given the lich-marquessa's high stats, ample array of spells, and Extra Attack, they're in for a serious fight. She will call her minions and then fight defensively until they show up to assist, after which she'll use them as a distraction to do some serious killing.

Sneaky delvers can try to snatch something off the shelves as they go through this level, but it's difficult to tell what's valuable. A successful Quick Contest of **Filch** against the lich-marquessa's Vision will yield some small item (weighing 1 lb.) which, on return to town, will be revealed to have a value of **\$(1d-1 × 1d × 50)**, minimum \$0. Multiple attempts can be made, but if the lich-marquessa notices someone stealing from her, it's straight to the fighting. The Gem of Yanna is on a thin silver chain worth \$50. If the delvers fight the lich-marquessa and manage to defeat her, they can pick up a pair of fine-quality broadswords (\$2,400, 3 lbs. each) and the equivalent of a dozen manual-sized books with difficult contents (salable as curiosities for \$20 each, but see *Heavy Reading, p. 16*, and *The Difficult Library, p. 24*; either way, 6 lbs. each). They can also grab up to 50 lbs. of possibly valuable but unidentified items off the shelves without having to use Filch.

The Lich-Marquessa

The lich-marquessa is, like most of her kind, a megalomaniac undead wizard preserved by magic, but she has some unique features. As the result of a curse, she cannot leave or be removed from her tomb. She has spent the past thousand years going a bit more insane than usual and making upgrades. She's stronger and faster than most of her brethren. She's also added several features (she has two skulls, four arms, and three legs, and sharp-eyed delvers may notice the odd extra rib or vertebra) and encased her bones in metal, which negates many of the disadvantages of being an old skeleton. However, since she can't go anywhere and only has ghouls to talk to, she's bored and can be induced to talk instead of going straight to the part where she chops people up.

ST: 14
DX: 14
IQ: 16
HT: 14

HP: 14
Will: 18
Per: 16
FP: N/A

Speed: 7.00
Move: 7
SM: 0

Dodge: 11

Parry: 13

DR: 6

Broadsword (18): 2d+2 cutting or 1d+3 impaling. Reach 1.

Punch (15): 1d+1 crushing. Reach C.

Kick (14): 1d+3 crushing. Reach C, 1.

Traits: 360° Vision; Ambidexterity; Cannot Float; Combat Reflexes; Compartmentalized Mind 1; Dark Vision; Dependency (Loses 1 HP per minute in no-mana areas); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Energy Reserve 40 (Magical); Extra Arms 2; Extra Attack 1; Extra Heads 1; Extra Legs (Three Legs); High Pain Threshold; Immunity to Disease; Immunity to Poison; Magery 6; No Blood; No Brain; No Eyes; No Sense of Smell/Taste; No Vitals; Skinny; Unfazeable; Unhealing (Heals only when Unkillable is triggered); Unkillable (Total; Achilles Heel, Can be truly killed in no-mana areas); Unliving.

Skills: Broadsword-18; Innate Attack (all)-18; Karate-15; Stealth-14. • Favorite spells include Blink-25; Burning Touch-22; Concussion-25; Counterspell-23; Earth Vision-22; Explosive Lightning-24; Flame Jet-24; Haste-22; Ice Dagger-25; Mage-Stealth-22; Mystic Mist-24; Mass Daze-24; Missile Shield-22; Sharpen-22; Terror-22; Ward-21. For spells not on this list which the lich-marquessa might want to Counterspell or Ward, roll 3d. On a 12 or less, she knows it at skill 20.

Class: Undead.

Notes: The lich-marquessa is armed with a pair of fine broadswords, and she can attack twice *and* concentrate on casting a spell at the same time. Remember that all spells known at 20-24 get -2 to energy cost and halve their casting time, while those at 25+ are at -3 energy and quarter their casting time. The lich-marquessa is particularly fond of using Blink as a defense if faced with more than one foe at a time.

Hook: Heavy Reading

The books on the lich-marquessa's shelves don't make a lot of sense (see *The Difficult Library, p. 24*). They're written variously in Ancient, Demontongue, and Elder Tongue, with a smattering of nonhuman languages. However, even if the delvers can read the texts, they'll discover that they're written in coded expressions and esoteric allegories. They require someone capable of not just reading the tomes, but making sense of them. Are they spellbooks which need a special key to unlock them? Repositories of esoteric wisdom which might be worth a lot to the right sages? A ruse by demons and Elder Things to lure wary mortals on dangerous quests bringing them to their own demise? The lich-marquessa's library is surely valuable, either for sale or for the secrets its pages contain, but deciphering the texts is fraught with peril.

RAT-MEN'S NEST

The newly opened area in Merle's old hideout is the culmination of something he'd been working on before his timely death; see map, p. 21. It's a facility for twisting existing life forms into new and terrible shapes. Merle had designs on using it to build an unholy army and take over the world, or at least such parts of it as he could get to. He'd set greater forces in motion than would be stopped by his death, so now an entity deep underground is creating an endless stream of monsters.

ENTRANCE

The glowing red mist (p. 12) is an absolute barrier to anyone or anything trying to go through it the wrong way. However, if the Gem of Yanna comes within five yards of it, the red mist instantly flickers out, allowing anyone and anything to pass through safely. The gem destroys itself in the process, though. At first, it becomes uncomfortably warm to touch. Within three seconds, it becomes hot enough to do damage: **1 point** burning after three seconds, **2 points** after four, **1d-2** (minimum 1) after five, and **1d-1** (minimum 1) after six. After that, it shatters (harmlessly; there's no explosion) and cools.



Nature is all around us. Sometimes, it is . . . icky.

– Aelin Rock-Talker, Druid

NESTING CORRIDOR

The chamber beyond the entrance is a long, narrow room, about 60' long and 15' wide, but flanked on either side by a number of recesses, with a door to the southwest. Unlike the stone construction of Merle's hideout, the walls, floor, and ceiling are made of an iridescent substance like an insect carapace. Patches of it are sticky; others, leathery and slightly damp as though it were sweating. It is faintly warm to the touch, and throbs noticeably. There are also luminescent patches scattered around the room, providing illumination equivalent to torchlight (no darkness penalty). The noise the delvers have been hearing is now extremely loud; -8 to **Hearing** rolls.

The niches along the edges of the room open periodically like an eye or mouth, expelling freshly formed rat-men as they do. When adventurers enter the room, roll twice on the *Emerging Rat-Men Table* (below) to see what's already there. Every minute thereafter, roll 3d. On a **15 or less**, roll once on the table to see what emerges. On a **12 or less**, roll twice. On a **9 or less**, roll three times.

There is a large brass disk on the wall to the southwest. It is spiky, splotted with green and turquoise corrosion,

and engraved with intertwined reliefs suggestive of squid and other marine life. There's also a recognizable keyhole in the center. The door has **DR 75, HP 66**; its lock has **DR 12, HP 23** and gives -3 to **Lockpicking**. If opened, the door rolls sideways to reveal the great chamber beyond.

Emerging Rat-Men Table

Roll 2d. Each result is minimum 1.

2-7 – 1d **rat-men** (pp. 4-5).

8 – 1d-1 **crystal rat-men** (pp. 6-7).

9 – 1d-2 **brain rat-men** (p. 11).

10 – 1d-2 **phase rat-men** (p. 10).

11-12 – 1d-2 **electric rat-men** (pp. 10-11).

GREAT CHAMBER AND HORRIBLE PIT

This chamber beyond the nesting corridor's portal is full of revolting life. It's irregularly shaped but about 55' by 20' at its widest. The walls, floor, and ceiling have the same composition as the nesting corridor. The walls are also covered in pores which open and close with separate rhythms like slow breathing. The room is exceptionally loud, even deafening; any **Hearing** rolls automatically fail, and anyone leaving the room continues to suffer from a Hearing penalty of -3 (if no greater penalties are in place) for another minute after leaving. **Resist Sound** (*Spells*, p. 67) prevents this.

A pack of 2d+6 **giant rats** (*Monsters*, pp. 30-31) mill around the room, with more crawling in through holes in the walls. However, the delvers' attention is mostly likely drawn first and foremost to a pit in the middle of the floor from which the deafening roar and 40 **eldritch tentacles** (p. 19) are emerging. The tentacles are as thick as a human leg, long enough to reach anywhere in the room, and tipped with thorn-like bristles. Worse yet for the delvers, the rats are being herded by three **hellhounds** (*Monsters*, pp. 35-36, two yards north, east, and south of the pit) under the direction of a **mindwarper** (*Monsters*, pp. 41-42, two yards west of the pit). While mindwarpers are at least theoretically willing to negotiate, this one isn't. It has a job to do and anyone who could stand in the way of that (a category which emphatically includes adventurers who stroll in with the Gem of Yanna) has to die. Normally, the tentacles would be grabbing giant rats and shoving them into the pores on the wall, which lead to the nesting recesses in the next room where they're turned into rat-men. Now, however, they're turned against the intruding adventurers.

If there's a saving grace for the heroes, it's that not everything can attack them at once. For example, the eldritch tentacles get in one another's way easily and aren't well coordinated, so only 10 of them can attack on any given turn.

The others flail uselessly or attempt to grapple giant rats. More important, the forest of tentacles blocks vision through the center of the room. Clever adventurers may realize that this blocks the mindwarper's psychokinetic lash, and will maneuver accordingly. The mindwarper realizes this as well, and will use the hellhounds to contain the heroes or force them in his direction. Adventurers may be tempted to use smoke nage-
tepos and vision-blocking magic, but since it's impossible to hear anything, they can't rely on sound as a backup sense. The giant rats are simply panicking. If one comes within a yard of any delver, roll a die: on a 1-3, it attacks; on a 4-6, it runs away. It's entirely possible that giant rats will run around the eldritch tentacle pit and end up repeating the process when they run into delvers again. Delvers may also make threatening moves to further scare them. A successful roll against **Intimidation** makes all adjacent giant rats flee.

The monsters in charge here are relatively well-appointed. The hellhounds wear tumbaga chains around their necks (each \$2,000, 0.66 lb.). The mindwarper is wearing a tight-fitting robe which fits no other humanoid, but it's kept closed with six coral buttons (each \$100, neg.). He's also carrying a pouch which happens to be a bottomless purse (*Adventurers*, p. 118). It's waterproof and contains two siege stones (*Adventurers*, p. 118), about a gallon of water, and four **leaping leeches** (*Monsters*, p. 40), which attack whoever opens the pouch. The mindwarper has been keeping them around to snack on.

Ceiling Caves In, Everybody Dies

The eldritch tentacles are what's holding all of this together. They're maintaining a portal to another dimension, letting through various monsters and a great deal of mystical energy which is powering the nesting chamber and leading to the spontaneous generation of other monsters. The transfer of energies is what's making the deafening roar. It's also keeping the new chambers, which are structurally unsound, from falling in on themselves. If the adventurers manage to knock out 10 tentacles, they *all* retreat, destabilizing not just the portal behind it, but the rooms now occupied by the surviving adventurers.

When that happens, the nesting corridor and the great chamber start falling apart. They immediately start shaking as per a mild **Earthquake** spell (*Spells*, p. 27); *everyone*, including monsters, must roll against **DX** each second to avoid falling down. This continues for eight seconds, at which point the ceiling starts to give way; in addition to the **DX** roll to avoid falling, everyone (again including monsters) must now *also* roll **Dodge** or **Block** every turn to fend off falling rocks that do **1d-1 crushing** damage to the head. This continues for another eight seconds, after which damage increases to **1d**. After another eight seconds of that, the ceiling caves in entirely! Anyone remaining takes **5d+5 crushing** damage and is trapped in the rubble, as per a severe **Earthquake** spell.

Eldritch Tentacles

The Horrible Pit in the center of the room is full of these tentacles. They are a sort of living machine, connected to an

unknowable entity in another dimension. Their job is to poke giant rats with their sleep-venom barbs, pick them up, and stuff them into ducts which draw them into the nesting chambers where they're transformed.

ST: 14	HP: 7	Speed: 6.50
DX: 12	Will: N/A	Move: 0
IQ: 5	Per: 10	
HT: 14	FP: N/A	SM: +2

Dodge: 9	Parry: 10 (unarmed)	DR: 4
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Punch (14): 1d impaling + follow-up 2 FP if this penetrates DR (HT to resist). Reach C-5.

Traits: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Immunity to Disease; Immunity to Mind Control; Immunity to Poison; Indomitable; No Brain; No Eyes; No Fine Manipulators; No Neck; No Vitals; Sessile; Unfazeable; Vibration Sense (Air).

Skills: **Brawling**-14.

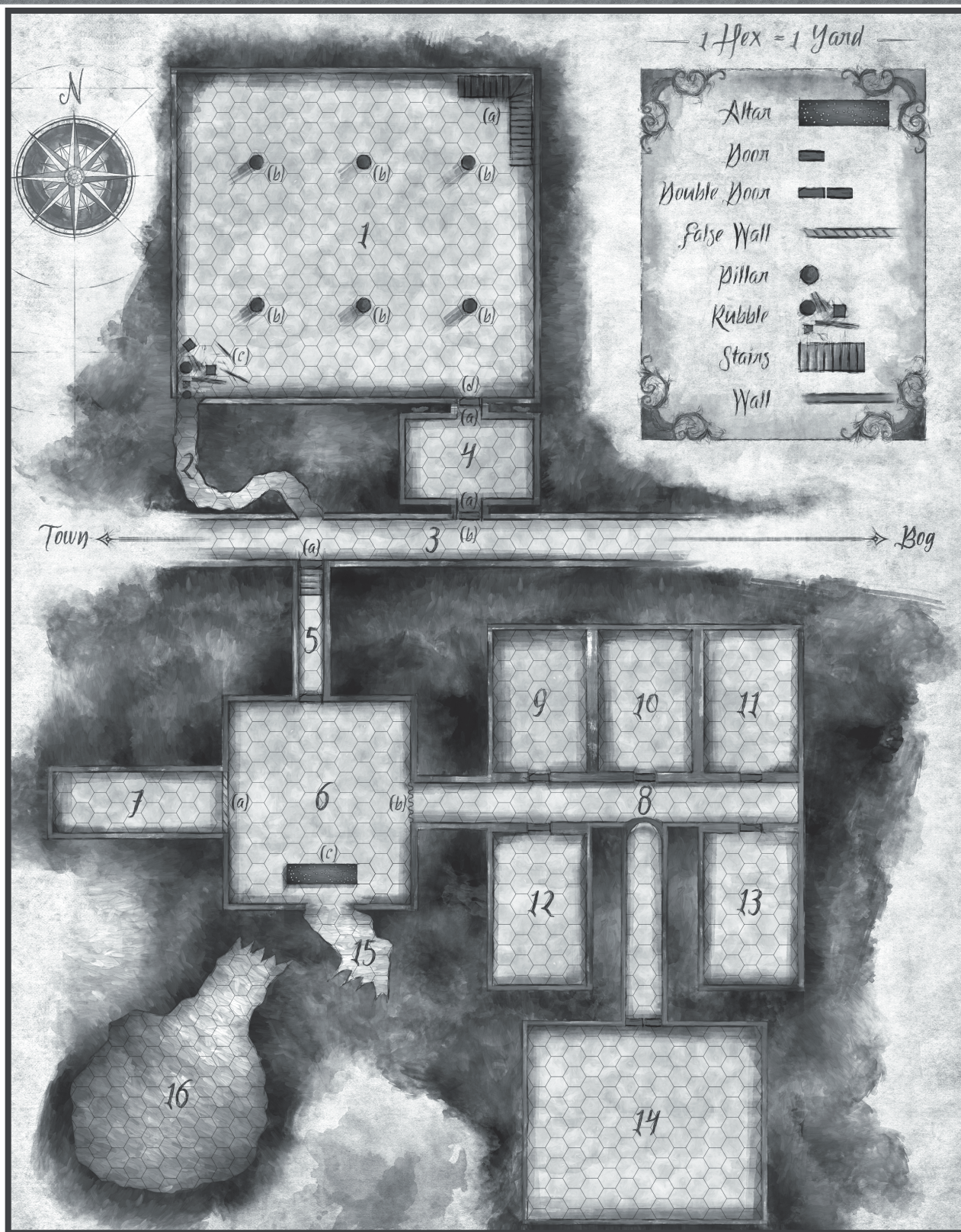
Class: Elder Thing.

Notes: Eldritch Tentacles can sense what's around them and do more or less as commanded by their masters as long as it's something simple like "Pick that up!" or "Kill them!" Left to their own devices, though, they'll flail uselessly. Unable to negotiate. (When playing this battle out on the map, the GM may want to use lengths of string to represent the tentacles.)

THROUGH THE LOOKING GLASS

A retreat out of a crumbling chamber, through the nesting corridor, and back into Merle's hideout may be too far a run for the delvers, particularly if they're falling down a lot and still have to deal with the hellhounds and the mindwarper. And the pit through which the tentacles withdrew is right there . . .

The pit, if anyone cares to look down into it, has a crackling, sparkling rim and faces an undulating but solid surface, like the hide of a slowly breathing crocodile scaled up to an entire landscape. Anyone attempting to leap through it must roll against **DX** to avoid the energetic aura around the edge or take **1d burning** damage. It's an eight-yard drop, but the "ground" counts as a soft surface, halving damage (see *Falling, Exploits*, pp. 67-68). The portal closes when the ceiling of the great chamber caves in, imploding with uncanny colors but not doing any particular harm. Adventurers who take this route find themselves in the middle of an alien plain on what appears to be a living world Beyond Time And Space, but at least they're probably still alive, and there's no telling what adventures they might have getting back.



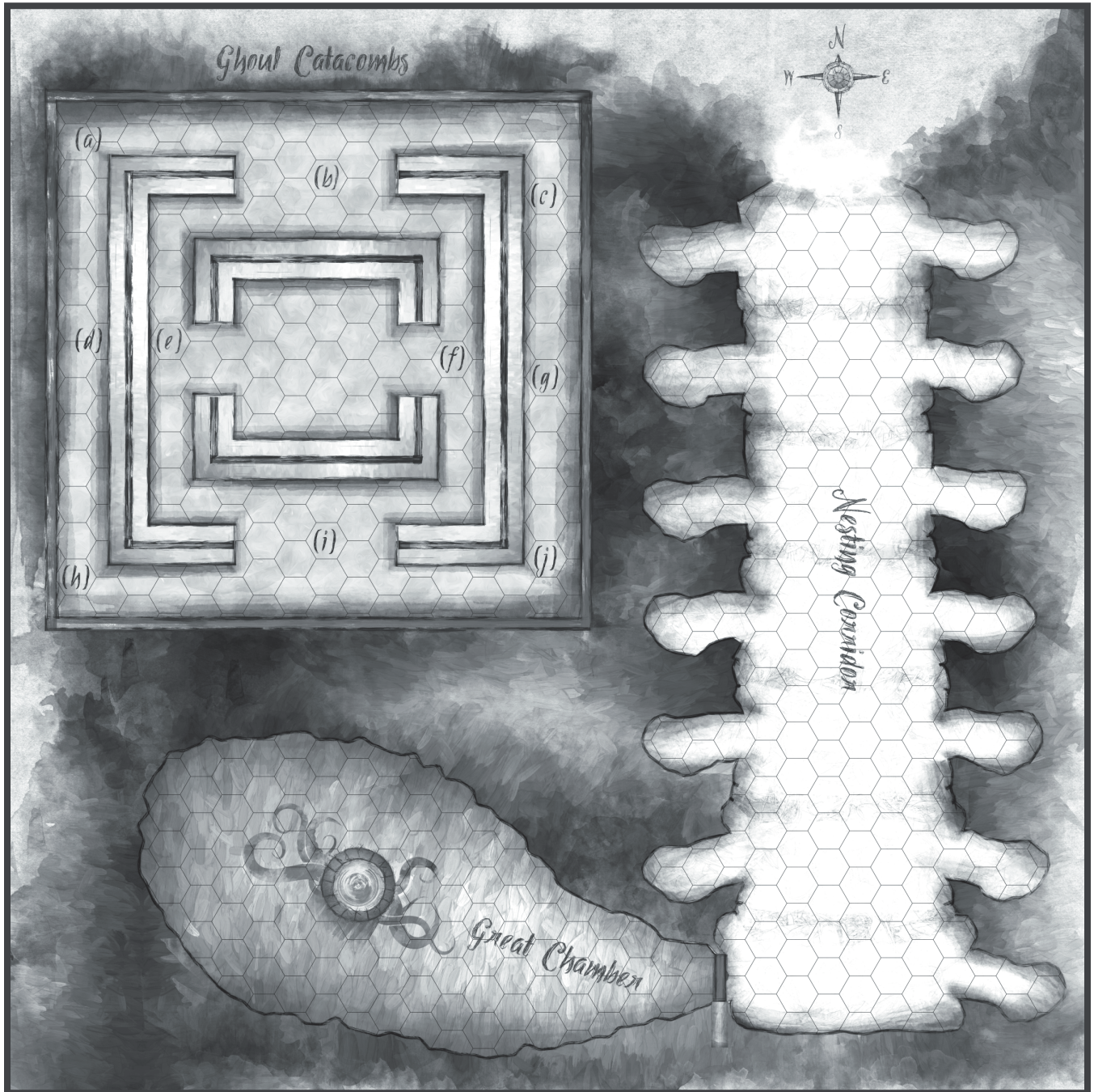
Adventure Map 1

Full-sized battle maps are available in the *Dungeon Fantasy Roleplaying Game*.



When the hordes of Hell are screaming around you and the earth shakes, these are the best of times.

– Grükuk Kzaash, Knight



Adventure Map 2

The ghoule catacombs (pp. 13-17) are connected to the sewers via a spiral staircase. The nesting chambers (pp. 18-19) are a newly opened region connected to Merle's old testing area (#14 on the map on p. 20).

CHAPTER THREE

REWARDS

Completing this adventure can be quite profitable.

LOOT

There are a number of shinies in this adventure. Any value marked with an asterisk (*) is a *maximum* selling price, but the delvers will get less in most cases; see *Getting a Good Price (Exploits, pp. 15-16)*. Any special skills needed for evaluation are noted as well.

Sewers

see pp. 7-8

Most of the monsters encountered in the sewers don't have lootable gear or even cash with them, but bugbears carry \$(1d-1 × 1d × 5) each and have valuable internal organs (*Monsters, p. 17*), and it's possible to get paut potions from a dead electric jelly (*Monsters, p. 24*).

Looting in the Catacombs

Defeating monsters (flaming skulls, spore clouds, etc.) which come up as a consequence of looting the lesser crypts and catacomb shelves in and around the ghoulish catacombs provides no bonus character points. The threats are minor, looting there is a side venture which doesn't get the delvers any closer to completing the adventure, and the treasure gained is its own reward.

Ritual Chamber

see p. 9

The lens in the eye of death can potentially be sold for \$1d×100*.

First Cell

see p. 9

There's a set of surgical instruments (\$300*, 15 lbs.) here, which, in addition to its monetary value, might be used to patch up injured delvers or dismember monsters for valuable parts.

Library

see p. 11

Three scribe's kits (each \$50*, 2 lbs.) and a pair of magic pens (\$3,000*, neg.).

Lab

see p. 12

Alchemical ingredients (\$1,000*, 20 lbs.), more surgical instruments (\$300*, 15 lbs.), a gem of healing (\$400*, neg.), three unstable alchemist's fires (each \$20*, 1 lb.), and three minor healing potions (each \$120*, 0.5 lb.).

Blasted Passage and End of the Line

see p. 13

Bronze spiders yield 300 lbs. of scrap worth \$(1d × 30).

Ghoul Catacombs

see pp. 13-14

There are potentially 50 rolls on the *Grave Goods Table* here, resulting in a highly variable quantity of treasure.

Midden Crypt

see p. 15

There are potentially nine rolls on the *Grave Goods Table*.

Inner Crypt

see pp. 15-16

The four fungi each conceal \$(3d × 5) in coinage.

The Lich-Marquessa's Throne

see pp. 16-17

The Gem of Yanna is worth \$10,000* if not used to pass through the mists, but selling it all but ensures that the adventurers will be plagued by ever-increasing hordes of rat-men (and eventually other monsters) until the day they die. There's also the silver chain the gem hangs from (\$50). Sneaky characters may pick up odds and ends worth \$(1d × 1d-1 × 50)* and weighing 1 lb. a pop. If the delvers manage to defeat the lich-marquessa, there are two fine broadswords (each \$2,400*, 3 lbs.; valuable as loot, but also a nice upgrade for fighters), a dozen manual-sized books (each \$20*, 6 lbs., but possibly more valuable to specialized buyers), and up to 50 pounds of those odds and ends.

Great Chamber

see pp. 18-19

Three tumbaga chains (each \$2,000*, 0.66 lb.), six coral buttons (each \$100*, neg.), a bottomless purse (\$12,010*, 0.2 lb.), and two siege stones (each \$550*, neg.).

GETTING PAID

If delvers are returning to the dungeon after the events of *I Smell a Rat*, they're probably not getting paid. At best, they're getting \$8 per rat-man head to a maximum of \$400. If the delvers are being called in because some other group of adventurers succeeded in the previous adventure, there's a higher rate: \$15 a head for killing rat-men to a maximum of \$750. This may be negotiated up to \$18 a head to a maximum of \$900. In either event, there's also a week's room and board for everyone involved.



BONUS CHARACTER POINTS

There's a bit more to slog through here than in *I Smell a Rat*, so a total reward of up to 25 or even 30 character points for flawless playing and exacting exploration over the course of the adventure is plausible. Here are some suggested rewards broken down by area of the dungeon. The GM might give out all points at adventure's end or separate awards for each session's activities. Either way, the minimum is 0 points.

Adventure

These awards aren't associated with specific dungeon areas.

Not investigating initial rat-men attacks: -1 point for ignoring the first attack, -2 if they brush off two or more before investigating. That's not very adventurous!

*Clearing dungeon of all **non-wandering** monsters (monsters killed by the ceiling collapse at the end count!), not including the lich-marquessa:* +1 point.

Party members killed: -1 point/death, even if resurrected.
Needed GM cheat or divine intervention: -1 point per incident.
Capturing and interrogating any brain rat-men: +1 point.

Cellar

see pp. 6-7

Defeating the assembled rat-men: +1 point.
Trashing pillars and collapsing inn: -2 points for being reckless and evil (on top of penalty for any PC deaths).

Twisting Tunnel

see p. 7

Killing the slime: +1 point.

Sewers

see pp. 7-8

Everybody cleverly avoids contact with sewage and HT rolls for sewer rot: +1 point, awarded once regardless of time spent. This counts *only* if they didn't come up with a way to do it while running through *I Smell a Rat*.

Wandering monster encounters: +1 point per non-jelly monster type defeated (bugbears, cave gnats, crushrooms, foul bats, leaping leeches, rat-men, swamp ghouls, water elementals), to a maximum of +8 points. Successfully negotiating with water elementals counts! Another +2 for defeating an electric jelly and +1 point for disarming a net trap.

Caving in sewers: -1 point for being needlessly destructive.

Smugglers' Den

see p. 8

Defeating the zombies: +1 point.

Rune-Limned Gallery

see p. 9

Figuring out a clever way around the Evil Runes without triggering them: +1 point. This *only* counts if the delvers didn't come up with a way to do it while running through *I Smell a Rat*.

Ritual Chamber

see p. 9

Defeating rat-men and eye of madness: +1 point.

Hidden Tomb

see p. 9

Avoiding the slimes: +1 point.

First Cell

see p. 9

Defeating corpse golems: +1 point.

Second Cell

see p. 9

Defeating zombies: +1 point.

Third Cell

see pp. 10-11

Defeating the assembled monsters: +1 point.

Library

see p. 11

Defeating the assembled monsters: +1 point.

THE DIFFICULT LIBRARY

The lich-marquessa's books are weird and not particularly useful, but they *can* be interesting. Here are some ideas for specific volumes if the GM wants to emphasize them as treasures:

Disagreeable Codex: The codex is made of worn parchment written in an uneven hand, with a dusty leather cover (actually cured human skin). This book is undead, animated using variants of zombie-creating spells. It flips pages randomly, snaps closed from time to time, and even tries to rock itself off shelves and flop away at Move 1. The text is a useful reference, providing a +1 bonus to Hidden Lore (Elder Things), but it requires a half-hour of wrestling with the book (and 1 FP lost to exertion) to get the bonus.

Incunabulum of Herpetologick Physick: The incunabulum is a thick volume bound in polished alder-wood covers. The text is in deep purple ink, slightly smeared but entirely legible; a few illustrations are hand-drawn and much clearer. For some healers, it is an indispensable reference. Anyone consulting it while working on a suitable patient gains +2 to any mundane medical skill. This includes Diagnosis, Esoteric Medicine, First Aid, Pharmacy when used for treating disease, and Surgery. Unfortunately, it provides those bonuses only when treating reptiles. Healers expecting to treat dragons, lizard men, and the like will be very interested.

Kitaab Nanoriensis (Corrupted): This is a long scroll written on brittle, reed-based paper, wrapped around a pair of bamboo rods, prominently labeled as the Kitaab Nanoriensis. The manuscript is written in a poor hand and contains many obvious errors. The Kitaab is a well-known enigma in scholarly circles. Educated characters may even have heard of it (roll against **Research** or **IQ** at -4 for any literate character). It's a legendary but lost book of esoteric wisdom, frequently cited by other magical works. This isn't really the Kitaab, of course, but poorly copied excerpts. However, a week studying in a library in town and a successful **Research** roll can indicate that it contains passages resembling those referenced by existing works. Whoever wrote this work *may* have had access to at least a partial copy of the *real* Kitaab. The delvers can sell it to an interested party, or they can try to figure out who copied the scroll they've got and potentially track down something far more valuable on their own.

Lab

see p. 12

Defeating the rat-giants: +1 point.

Testing Area

see p. 12

Taking damage from the red mist: -1 point.

Opening the portal and getting into the chamber: +2 points.

Blasted Passage and End of the Line

see p. 13

Wandering monster encounters: +1 point per monster type defeated (bronze spiders, doomchildren, earth elementals, fungus, skulls, slugbeasts, trolls), to a maximum of +7 points. Successful negotiation with earth elementals and trolls counts!

Midden Crypt

see p. 15

Defeating the assembled monsters: +1 point.

Getting corpse rot: -1 point; the delvers really should know better than to play in the mud by now.

Outer Crypt

see p. 15

Finding and destroying the horrid skull: +1 point.

Getting through the level without awakening any skeletons or awakening and defeating all the skeletons: +1 point.

Inner Crypt

see pp. 15-16

Successfully retrieving all four keys: +1 point.

Defeating at least one swarm of bats that includes a toxifier: +1 point.

Lich-Marquessa's Throne

see pp. 16-17

Getting the Gem of Yanna: +2 points; whether by beating the lich-marquessa in battle or winning a risky bet, these are well-earned points.

Selling the Gem of Yanna: -2 points; it's worth a nice, heavy purse of cash, but selling the gem as soon as the adventurers get it rather than taking it back to Merle's hideout is a very, very bad idea.

Nesting Corridor

see p. 18

Defeating at least three times as many rat-men as there are adventurers: +1 point.

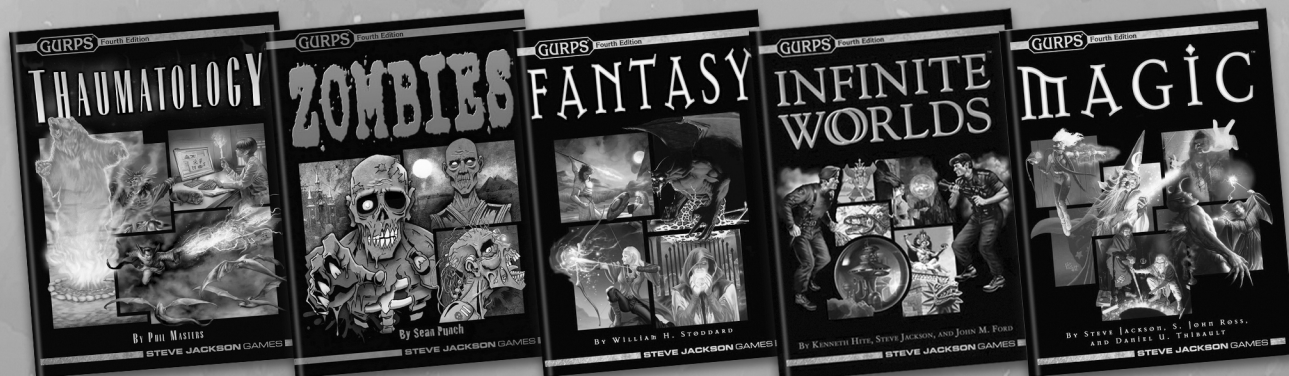
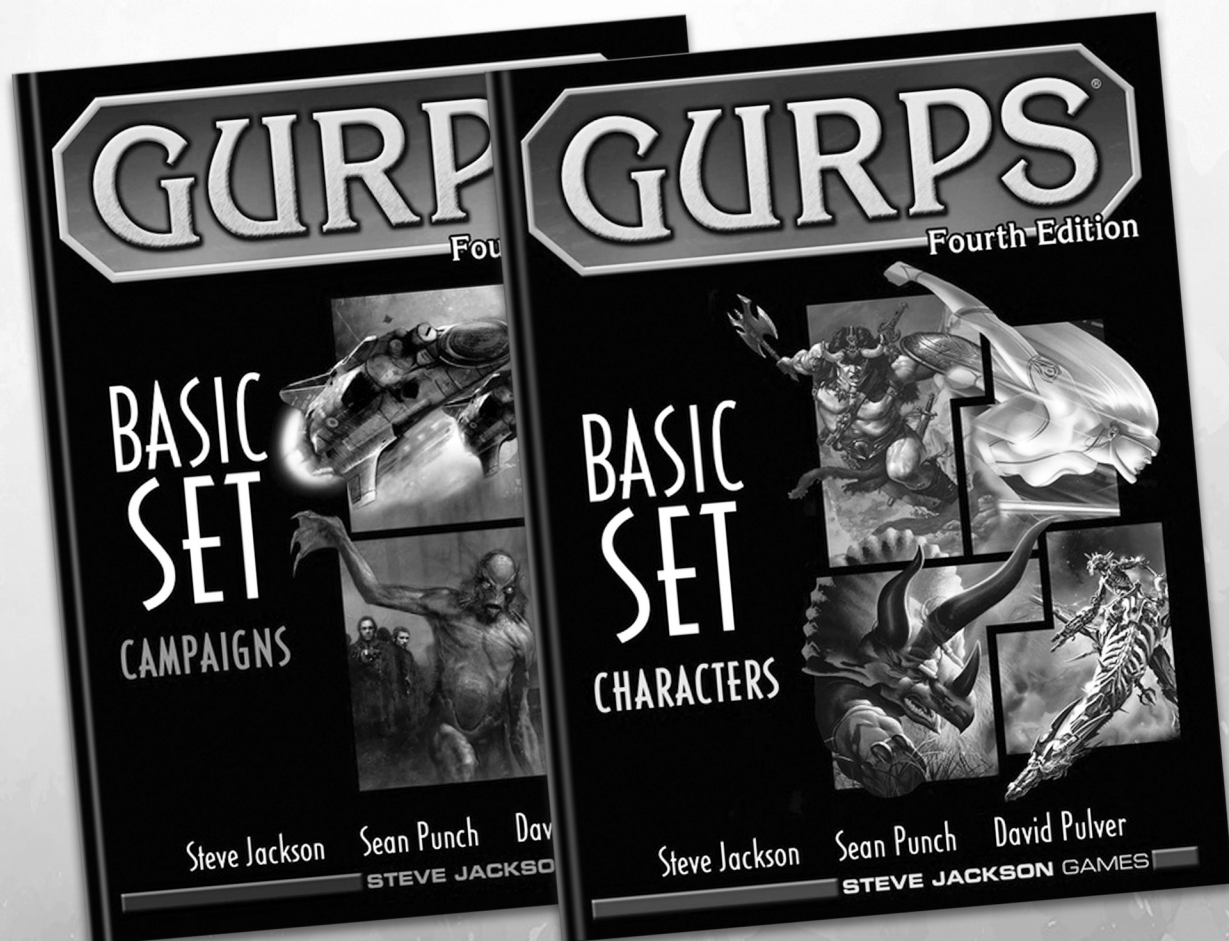
Great Chamber

see pp. 18-19

Defeating the mindwarper: +2 points.

Driving off the eldritch tentacles: +1 point.

Any adventure you can imagine . . .



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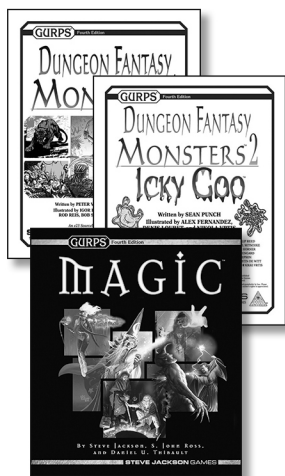
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