

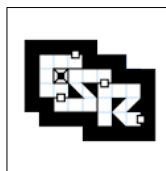


THE DUNGEON OF KURSH VELGONT

*Compatible with the Swords &
Wizardry rules*

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INTRODUCTION

Welcome to THE DUNGEON OF KURSH VELGONT!

You and your friends are about to embark on a dangerous yet rewarding adventure into the floating dungeons of Kursh Velgont, a powerful but long-dead wizard. The magical dungeons of the wizard have risen from the ground and toppled the abandoned castle that it used to be part of. Right now it is drifting through the air towards Chalisian, and the undead denizens of the dungeon are falling from the rapidly collapsing hunk of earth and corridors and terrorising decent folk!

How has the dungeon risen? What power keeps it aloft, and what damage will it do to the lands? The PCs have been commissioned to get into the floating prison and find out why this is happening, and to try and find a way to stop it before it reaches the town of Chalisian and the evil dead are deposited upon it!

This adventure is designed to suit any number of players of any type, as the numbers of opponents can be adjusted to take into account the number of players taking part.

If you intend to run this adventure as the Referee then you will have to make sure that you are familiar with the rules as well as read through this adventure so that you are prepared for what is coming.

If you intend to be a player in this adventure then please STOP READING NOW! Knowing what's about to come will not only ruin the fun for you but for the entire group!

FOR THE REFEREE

The Dungeon of Kursh Velgont has been designed as a short adventure for maybe two sessions, and it's up to you to create a game that the whole group is going to enjoy and, hopefully, be talking about for a long time to come. Make sure that you are up to speed with the rules, and have one or two reads of the adventure to familiarise yourself with the dangers and threats that are to come.

The best type of game is one that flows without many pauses or interruptions, and stopping to read what comes next after every encounter will slow the game and possibly bore the players. It's best to keep things moving, and knowing what is coming beforehand will reduce the time it takes to prepare.

THE ADVENTURE

THE DUNGEON OF KURSH VELGONT is an adventure in three acts:

Act 1 details getting to the flying dungeon and getting up and into what is basically a huge floating hunk of dirt with constantly falling trees, rocks, walls and undead creatures that were imprisoned in the dungeon, or the unlucky (and now undead) individuals who delved into the dungeon looking for riches.

Act 2 has the PCs making their way through the dungeon avoiding creatures, traps, collapsing floors and undead foes. There is treasure to be found if the PCs want to explore, but time is against them as the dungeon floats towards Chalisian.

Act 3 is the final confrontation between the PCs and the source of the evil that keeps the dungeon aloft.

The foes in this game are easily adjustable – the statistics of any enemies are designed for beginning characters but you can easily increase stats or numbers of enemies to suit the abilities and skills of experienced PCs, so take into account what your group is capable of and make any adjustments you feel are necessary.

ACT ONE

THE FLOATING DUNGEON OF KURSH VELGONT

In which the PCs are introduced to the sorceress Girior, and the threat of the Floating Dungeon of Kursh Velgont becomes apparent.

Part 1 – The Village of Hulf

Read the following aloud to the players:

The lands are rife with danger, but there are plenty of rewards for adventurers willing to take the risks and face the evils that threaten to plunge the lands and lives of decent folk into darkness. Most days pass by without incident and people go about their affairs peacefully, but some days are dangerous and can change lives forever.

Today is one of those dangerous days.

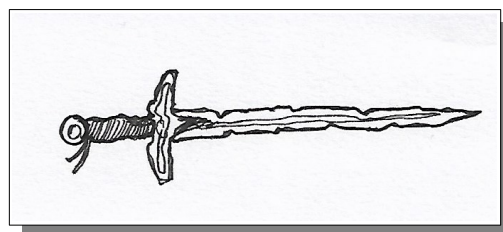
The village of Hulf has seen it's fair share of danger; sometimes monsters create problems for the small settlement. It is here, after a few days of travel, that you have decided to rest following your travels.

Hulf is a small village surrounded by farms, and the thick stone walls are high and incredibly well built (a gift from the King for his failure to control the evil creatures running amok) so there is a feeling of security as you enjoy the hospitality of the friendly denizens.

That is, until one morning when three riders come barrelling through the gates. Their horses wild-eyed and covered with foam and dirt, the riders themselves smeared with grime from their hard travels. The lead rider is a white-haired woman with a flowing cloak and intricate robes, and has the look of a spellcaster. The other two are soldiers in rusted chain mail, sporting spears topped with pennants that snap in the wind, emblazoned with the symbol of the town of Chalisian to the west. One of them is injured, his right arm in a blood-stained sling, his face pale and drawn. Villagers come out to greet them and to see what the fuss is about.

The white-haired woman stares around the confused people while the soldiers stare into the sky.

"I am Girior of Chalisian! Have you seen it?" the woman cries out. "Have you seen the dungeon?"



Girior is a spellcaster from Chalisian, and was dispatched to find out if the visions seen in the scrying orbs of their wizards are true; that the dungeon of Kursh Velgont has risen from under

the earth and is, at this very moment, floating towards Chalisian at an ever increasing rate of speed. If questioned, Girior will explain what is happening.

“Wizards in Chalisian have scryed a terrible thing; a huge floating hunk of dirt that contains the dungeon of Kursh Velgont! Kursh is a long-dead wizard, vanquished by heroes a hundred years ago before he was able to raise an undead army to take control of the land, and then possibly all the realms! His castle was burned down and is a place where nobody dares to venture, other than those daring enough to venture in looking for treasure or knowledge. The last we heard of the place, a band of Orcs had set up residence there, but with the number of monsters roaming the land it was of no great importance.

But our wizards, while scrying for threats to the peace and safety of Chalisian and the surrounding lands, saw the dungeon rising from the earth, casting off the ruins of Kursh’s castle and begin a journey through the air towards Chalisian! Ten soldiers and I were despatched to find out if the visions were true. We’re all that’s left.

We rode hard and spied the dungeon just east of here. What a terrible sight to behold! A huge chunk of the land drifting through the sky, with dirt and trees and all kinds of undead creatures falling from it. We managed to get some grappling hooks and ropes into it but we couldn’t get up. The creatures that dropped fought us and we barely got away, but we lost it in the fog and rode hard to get here and we think we’re ahead of it but we’re not sure.



We need to get into it and find a way to stop it before it delivers more evil across the lands, and our wizards have already seen the possible terror it will deliver upon Chalisan!

We are injured and exhausted; if anyone can help us you will be richly rewarded. We can hold off the undead on the ground that are following this floating death and help you get into the dungeon and find a way to stop it before it spreads it's evil onto Chalisan, and maybe even beyond!

Which of you will take up this challenge?'''

Of course, the villagers will not help as they are not mighty fighters or wily wizards. The only hope is the PCs, and they are offered 100 gold pieces each to help, as well as the opportunity to keep any treasure they find in the dungeon.

Part 2 – The Approach to the Flying Dungeon

Read this aloud to the players:

“A cry goes up from the wall. ‘Great Teeth!’ a watchman shouts. ‘There it is!’

People rush to the walls and the gates to see the floating dungeon emerging from the low fog hovering over the hills. Great clumps of dirt, rocks and the shadows of creatures fall from it and land heavily on the ground, and half a dozen ropes trail from a hole underneath it. Below it, walking in the shadow of this monstrous vision, are shambling figures. Although it doesn't appear to be on a course that will bring it over the village, it will pass dangerously close.

‘Let's go!’ cries Girior, ‘We will hold them off on the ground as best we can and you get up there!’”

Girior spurs her horse on and the soldiers, tired and injured as they are, follow her out of the gate. There is no time to bargain for a better deal – they either follow the sorceress or stay in the village!

If the PCs do not follow Girior (which would be a strange thing to happen, as why are they playing the game if not to have adventures?) then they will remain in the village and watch as the sorceress rides at the floating dungeon with her soldiers and, upon realising that the PCs haven't followed, try to get on to the ropes regardless. The injured soldier dies first under a rain of blows from undead - but lively - creatures, the second soldier dies helping Girior onto a rope and Girior is killed after casting a fireball and then trying to climb up to the dungeon, but barely climbs a foot or two before spears bring her down. The dungeon then drifts by and more undead drop from the holes underneath, and the creatures then turn their attention on the village.

This is where your skills as a Referee come in, as you'll have to run this little encounter by the seat of your pants. How many creatures attack? Do the villagers fight? How many villagers die in the assault? Once this attack is over, the PCs can still try to catch up to the flying dungeon, but if they still do not attempt to get up there then in a few days they will hear of the dungeon crashing into Chalisan, causing widespread destruction and a huge loss of life. The PCs had their chance to end this evil, and these are the results of their lack of spirit. No matter how

many foes they defeat, none of the players should receive any XP points for their lack of adventure!

If the PCs follow Girior out of the gates then it's a short run to the shadow of the flying dungeon. Undead creatures and skeletons shamble beneath the huge chunk of rock and dirt, and Girior and the soldiers ride at them.

“Get to the ropes!’ Girior cries. ‘Get to the ropes and we will hold them off!’”

With that, the soldiers ride into the scattered monsters as Girior casts a fireball into their midst. The fight is on!

Although Girior and her soldiers are taking on the bulk of the enemies, there are still Skeletons of varying species and reanimated undead foes that the PCs will have to fight through. Don't be too hard on them this early in the adventure; just one of two to fight each should be thrilling enough as a first encounter.

All foes are armed with either short swords or spears. Roll a D6 – on a roll of 1 to 5 they have a short sword (1D6-1), on a roll of 6 they have a spear (1D6).

SKELETON

Armour Class: 8 [11]

Hit Dice: 1 / 2

Attacks: As weapon

Move: 12

HDE/XP: <1/10

UNDEAD

Armour Class: 8 [11]

Hit Dice: 1

Attacks: As weapon

Special: Immune to sleep/charm

Move: 6

HDE/XP: 2/30

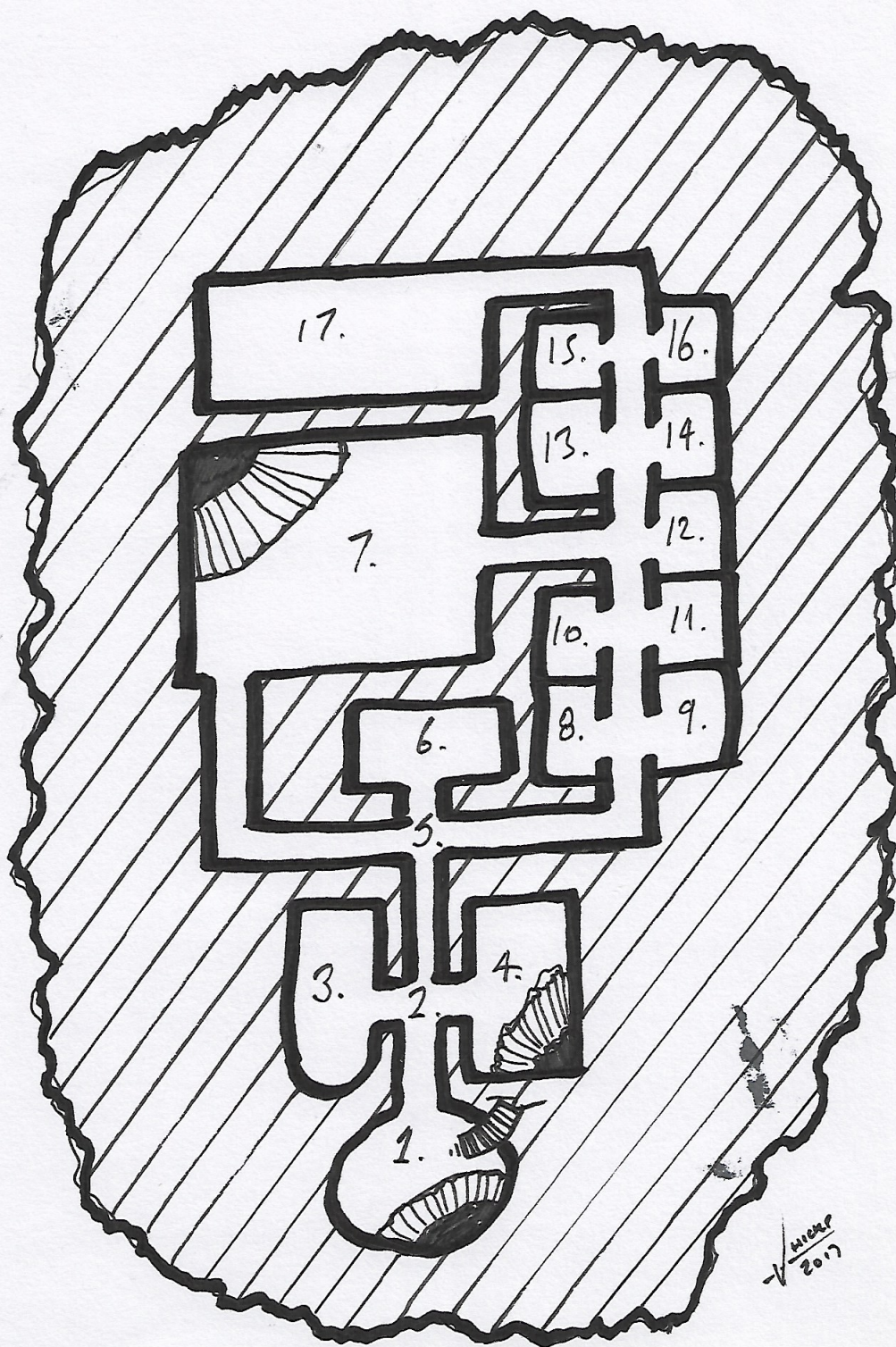
While fighting the creatures the PCs notice that there is a peculiar sickly green glow emanating from inside the heads of each of them, making their eyes, nostrils and mouth glow.

Once they get to the ropes they will see that these are attached to grapples by previous attempts to get on board. The lower parts of the ropes are slick with blood, but the PCs will have to climb to get onto the flying dungeon.

Each PC will have to make a DEX roll (roll a D20 and roll their DEX score or less) to climb the ropes. If they fail they do not fall, but undead with spears will try to attack them. The PC can fight back, but at -1 to their attack rolls as they are swinging from the rope. They can not fight back and climb out of harm's way if they make a successful DEX roll, but the creature will get one free attack as the PC concentrates on climbing.

Once they get up the ropes and out of the battle, they end up in a small room, with a corridor ahead of them and a staircase leading up to daylight.

They are in the flying dungeon of Kursh Velgont. Now things are going to get really interesting.



ACT 2

INSIDE THE DUNGEON

In this act, the PCs will be travelling through the dungeon, facing dangers and threats, all the while trying to find the source of the evil that drifts through the skies!

If you refer to the map, each location is numbered, starting with the original entrance to the dungeon at location 1; this is where the adventure begins. As the PCs make their way through the dungeon, refer to each of the numbered entries and read aloud the opening description.

FALLING FROM THE FLOATING DUNGEON

The dungeon is slowly collapsing as it travels through the air, so as an option you might want to keep the players on edge by asking them to roll their DEX at random times. At first, ask the player at the front of the group to roll a single D6. If it rolls 1-5, then ignore it and carry on; no doubt the players will ask what the roll was for, but don't tell them. Just shrug. Say *'Don't worry about it'* and get on with the adventure. This will get them curious and, as the game progresses, concerned.

If they do roll a 6, then the floor below them falls away, revealing a long fall to the ground far, far below that will surely end in certain death! Have them roll their DEX; if they succeed, then they feel the ground falling away and are able to leap out of the way in time. If they fail then they are falling through the hole if they fail their Save. Other PCs can grab them by making a DEX check at -2 to their score, and if

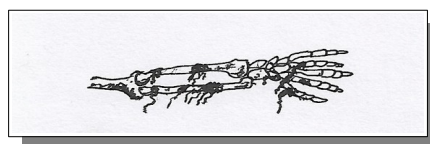
they succeed then they manage to grab them and pull them back up. If this still doesn't succeed... well, it's a long way down...

Any PC falling from the dungeon will fall to the ground, and depending on where the dungeon is – over grassland, trees, water or perhaps rocks - will depend on how much damage they take. Also give them a chance to use any spells, magic items or abilities that they may possess to help them out of what is going to be a painful trip down.

All falling PCs will automatically take 1D6 points of damage, modified by where they land. Roll a single die and consult the terrain/damage modifier result below – no matter the result after modifiers, the minimum roll is 1 point if damage.

- 1: Shallow river (-3 to damage)
- 2: Mud (-2 to damage)
- 3: Rocks (+2 to damage)
- 4: Trees (+1D3 to damage as they crash through the trees)
- 5: Grassland (no modifier)
- 6: Deep river (-4 to damage)

Should the PC survive the fall, they may want to get back up and into the dungeon. They will have to run after it, and if the PCs haven't cut the ropes that got them up there they should be able to clamber back up.



1 – The Entrance

Read the following aloud:

‘You climb through the hole on the underside of the floating dungeon to find yourself standing at the what appears to be the original entrance to the dungeon, a large chamber with a vaulted roof and thick, head sized bricks of dark brown and black holding back the soft earth, covered in mould and slime. To your right is a wide spiral staircase leading up to nowhere as the steps are blocked by collapsed rubble, and ahead of you is a doorless entrance to a wide corridor that leads off into the darkness. Around you the wind caused by the flying monstrosity whirls and moans, and ahead you can see very little other than the black, unwelcoming shadows of the prison.’

There is nothing of interest or value here, but it will give you a chance to create some atmosphere for the players. The air feels tainted by the smells of damp, decaying plants and dead flesh, like rotting fish or cabbage. The only real light is coming from the hole in the floor that they have just climbed through, and the tunnel leading off into the darkness is ominous and oppressive. Any characters with any abilities to help them see better in the dark can declare them now, but any without will have to light a torch or two. If you’re feeling particularly naughty and the players have no torches in their equipment lists the you can have the PCs stumble about in the dark, but if you’re in a much more forgiving mood then there are old torches in wall sconces that they can use.

2 – The Crossroads

Read this aloud:

‘The corridor goes on for a very short while before it comes to a crossroad; it continues into darkness, but to the left and right there are very short branches that end in heavy wooden doors that are hinged and trimmed with iron. Bloody hand prints cover the door to the right, while the door to the left appears to have been battered by heavy weapons; it’s splintered and cracked, but has obviously held.’

This is a simple choice for the PCs to make; the door on the left, the door on the right or straight on into the darkness?

3 – The Guardroom

Read this aloud:

‘The door has been battered and is heavily damaged, but it has held against the heavy assault. It seems solid and impenetrable, but the walls are warped slightly and the hinges have come away slightly. There’s no way you can be quiet about it as the lock is jammed – there’s a good chance you’ll be able to smash it down but it’ll make a lot of noise!’

They can kick the door down, but the crashing of the door will echo down the corridor, and answering moans will drift from the darkness. Don’t tell the players, but in six rounds a number of SKELETONS will come shuffling down the corridor to investigate! They are all armed with short swords. There is one SKELETON per player.

SKELETON

Armour Class: 8 [11]

Hit Dice: 1 / 2

Attacks: As weapon

Move: 12

HDE/XP: <1/10

In the meantime, the PCs can investigate the room.

Read this aloud:

‘The room is a guardroom for the keepers of the dungeon. To the left are three pairs of bunks, all rotted and collapsed, on the far wall are weapon racks, shield mounts on the wall and armour stands, all empty, and on the right are empty crates and barrels of supplies, as well as a cold and collapsed stove. There is nothing else of interest in the room.’

The PCs can investigate the room further, but there is nothing here. Once six rounds have passed, or once they decide to leave, the SKELETONS arrive and the battle is on!

Again, describe the undead as having a green glow emanating from deep within their skulls, making any holes glow with a sickly light.



4 – Supply Room

Read this aloud:

“The room is virtually empty, but the few smashed crates, barrels and shelf covered walls suggest that this was some kind of storeroom. However, the whole far-right of the room, about a third of the floor, has collapsed away to reveal the land slowly crawling by, and the wind howls through the opening, blowing back anything not tied down.”

The PCs are welcome to search in here, and all they will find are two very old potions of health in the rubble on the floor. They are old and the vials are cracked but still seem to be sealed. The players can use them if they dare.

When, or if, they do use one, they will only restore a single D6 Hit Points. If the die roll is a ‘1’, then roll the die again- the PC will *lose* the score in Hit Points due to the potions being spoiled and corrupted after being there for so long.

5 – Corridor Junction

Read this aloud:

“You come to a four-way junction. Ahead of you the short corridor ends in a huge thick door, bound in iron and looking as strong as it did when it was first built. The corridor to the left disappears into darkness with a foul, rotting stench coming from down there, and the corridor to the right is shrouded in blackness but there are faint sounds of shuffling, banging and moaning.”



Which way will you venture?"

This is a moment of decision. Do the PCs head to the door leading to room 6, turn right to the danger of the random cells, or left to room 7?

6 – Prisoner Storage

Read this aloud:

"This room appears to be another storeroom, but it seems to be where the belongings of prisoners who were once bought down here were placed. There are crates stuffed with clothes, shelves stacked with pots, packs and wooden boxes, and random broken and torn items scatter the floor."

This is indeed a room where prisoner's belongings were kept, and the PCs can have a good search around to see if there is anything worth taking. Almost everything is useless as it is rusted, rotted or broken, but there is some treasure hidden in the scrap: 3D10×5

GP and a magic dagger that does +1 damage.

7 – Torture Chamber

"This room is filled with tools of pain and death – it's a torture chamber and racks, cages, iron maidens, and tables covered in blades and straps are varied and stained with dark, menacing colours. In the middle of the room, a hunched figure slowly rises; seven feet tall, broad and pale, and as the figure turns the leering grin and empty eye sockets seem to rejoice in the fact that you have entered his domain – the UNDEAD TORTURER lifts a serrated cleaver and stomps towards you, the rotted leather apron hanging in tatters from his chest splays out like wings."

They'll have to fight the UNDEAD TORTURER, but it won't be easy. It is a dangerous foe!

UNDEAD TORTURER

Armour Class: 8 [11]

Hit Dice: 2

Attacks: Cleaver: 1D6+1

Special: Immune to sleep/charm

Move: 6

HDE/XP: 4/120

The creature wields a cleaver in one hand. It attacks one PC randomly, but will always attack the PC who is the greatest threat, basically whoever hit him with the highest attack roll or did the most damage. If any rolls are tied, then have the PCs roll a D20 each and the highest roll is the target.

If the PCs appear to making short work of the UNDEAD TORTURER, then have one or two SKELETONS wander in and join the fight.

SKELETON

Armour Class: 8 [11]

Hit Dice: 1 / 2

Attacks: As weapon

Move: 12

HDE/XP: <1/10

Once defeated, the PCs will notice that there is a large key hanging from the UNDEAD TORTURER's belt. They'll need this for room 17.

8, 9, 10, 11, 12, 13, 14, 15, 16 – Prisoner Cells

Each of these rooms is a cell where the prisoners were kept. Each room has a random encounter, items and treasure. There are no windows or keyholes in each of the doors (they are held secure by bars on the outside) so the PCs can't see inside, and each door is closed and will have to be forced open.

Every time the PCs enter a room, roll two dice and consult the table below:

2 – The room is... empty.

3 – The room contains a SKELETON WARRIOR, who attacks immediately

4 – The room contains random treasure; roll 3D6×10 GP.

5 – The room contains 1-3 UNDEAD. Roll a single die to determine the number of UNDEAD; a score of 1-2 is one UNDEAD, 3-4 is two UNDEAD, 5-6 is three UNDEAD.

6 – A random weapon lies on the floor. Roll a single die:
1: Warhammer
2: Greatsword
3: Staff

4: Magical Sword of Slaying (plus 1 to ATTACK rolls and damage)

5: Cursed Sword of Revenge (any hits also reduce the wielder's HP!)

6: A Dagger of True Paths (when hung from a string, always points North).

7 – A number of SKELETONS equalling the number of PCs in the party (including NPCs) attack!

8 – The room is... empty.

9 – The floor of the room falls away! Refer to FALLING FROM THE FLOATING DUNGEON on page 8.

10 - The room contains random treasure; roll 3D6×10 GP.

11 - A number of SKELETONS equalling the number of PCs in the party (including NPCs) attack!

12 - A number of SKELETONS equalling TWICE the number of PCs in the party (including NPCs) attack!



ACT 3

THE FINAL CONFRONTATION

17 – The Chamber of Kursh Velgont

NOTE: The PCs cannot enter this room unless they have the key from the UNDEAD TORTURER in room 7. The door is sealed with sorcerous spells and any forcing, magically or otherwise, will fail. Only the key will allow entrance.

Read this aloud:

“The room is large and relatively bare. Huge tapestries hang from the walls, covered in faded images that show great carnage and destruction; a red-robed wizard in a high hat dominates each of the hangings, crooked hands outstretched, face twisted into a wild, ecstatic grin. Undead creatures burst from the ground underneath his feet and fall



upon villages, towns and cities. They seem to be celebrations of victories, or at least victories dreamed of. In the centre of the room is a huge bone-wrought chair, the bones and skulls of hapless victims twisted and moulded into a throne so big that more than one person could be seated on it, and rotted furs, blankets and strips of what appear to be leather hang from the back and arms.

Seated on this throne is a large, red-robed figure in a high hat, hands gripping the arms as if in anger, the bleached white skull set into a permanent grin and the hollow eyes glaring with green light. With a creak and a huge puff of dust, the figure lurches forward and screeches: 'Nothing will thwart my revenge on Chalisian! Nothing and nobody!' The floor erupts with stone and dust, and SKELETONS rise to attack!"

This is Kursh Velgont, the necromancer responsible for all of this trouble! Now for the final fight!

Be aware – any PC or NPC that is killed during this encounter will rise from the dead after one round, and fight for Kursh Velgont with their scores reduced by one and their Hit Point score halved (rounding down). The very presence of the undead wizard is enough to raise the dead! The number of SKELETONS that Kursh Velgont has raised equal the number of PCs plus 2 extra, so first of all they must fight through his minions.

SKELETON

Armour Class: 8 [11]

Hit Dice: 1 / 2

Attacks: As weapon

Move: 12

HDE/XP: <1/10

Once they're done with the SKELETONS, the PCs can then face Kursh Velgont himself!

KURSH VELGONT

Armour Class: 2 [17]

Hit Dice: 4

Attacks: Fireball (2D6), Levitate, Dispel Magic

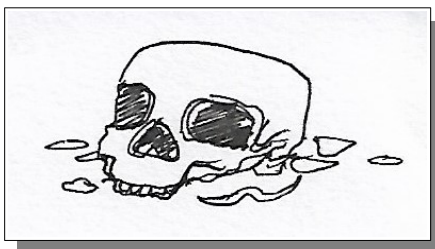
Move: 12

HDE/XP: 8/800

This ancient evil wizard's skills were focused on necromancy and the raising of the dead to serve his needs, so his other magical skills are low but he is still a dangerous foe. His combat spells are mainly Fireball, but if the fight is going against him, he will raise another creature to help – this takes a round and he can make no attacks.

Should the PCs defeat Kursh, his body will shrivel and collapse with a huge scream that echoes throughout the dungeon, and every and all undead creatures will fall and the green glow will fade.

The dungeon will then begin to fall slowly from the sky, crashing through trees and into the ground, tearing apart the walls and throwing the PCs to the floor.



Read this aloud:

“The dungeon crashes to the ground, the evil power of Kursh Velgont no longer keeping the floating abomination in the air, and the walls crumble and the roof collapses. As the walls crumble, light pours in and fresh air forces away the stench of decay and death that has hung around you all since you entered this cursed place. Stepping through the crack in the wall, you find yourself in open air and less than a hundred paces away are the walls of Chalisian – you defeated the necromancer just in time! Cheering people stand on the walls as you emerge victorious, and soldiers emerge from the gates of the town to investigate.

You will be hailed the PCs of Chalisian, and your actions will be celebrated for many days; but who was Kursh Velgont? Why did he hate Chalisian so much? How did he rise from the dead so long after his defeat? These are questions for another day. For now, simply enjoy your victory!”

Well done!

Rewards

If the PCs search the body of Kursh Velgont they will find jewels worth 200 gold pieces.

The town of Chalisian will be thankful, and they will repair and replace any items the PCs have lost for free, as well as give them free bed and board while they stay there, and feast and hold parties in their honour. They will also receive 100 gold pieces each for their bravery.

THE DUNGEON OF KURSH VELGONT

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**Written and Illustrated by
Jonathan Hicks**

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