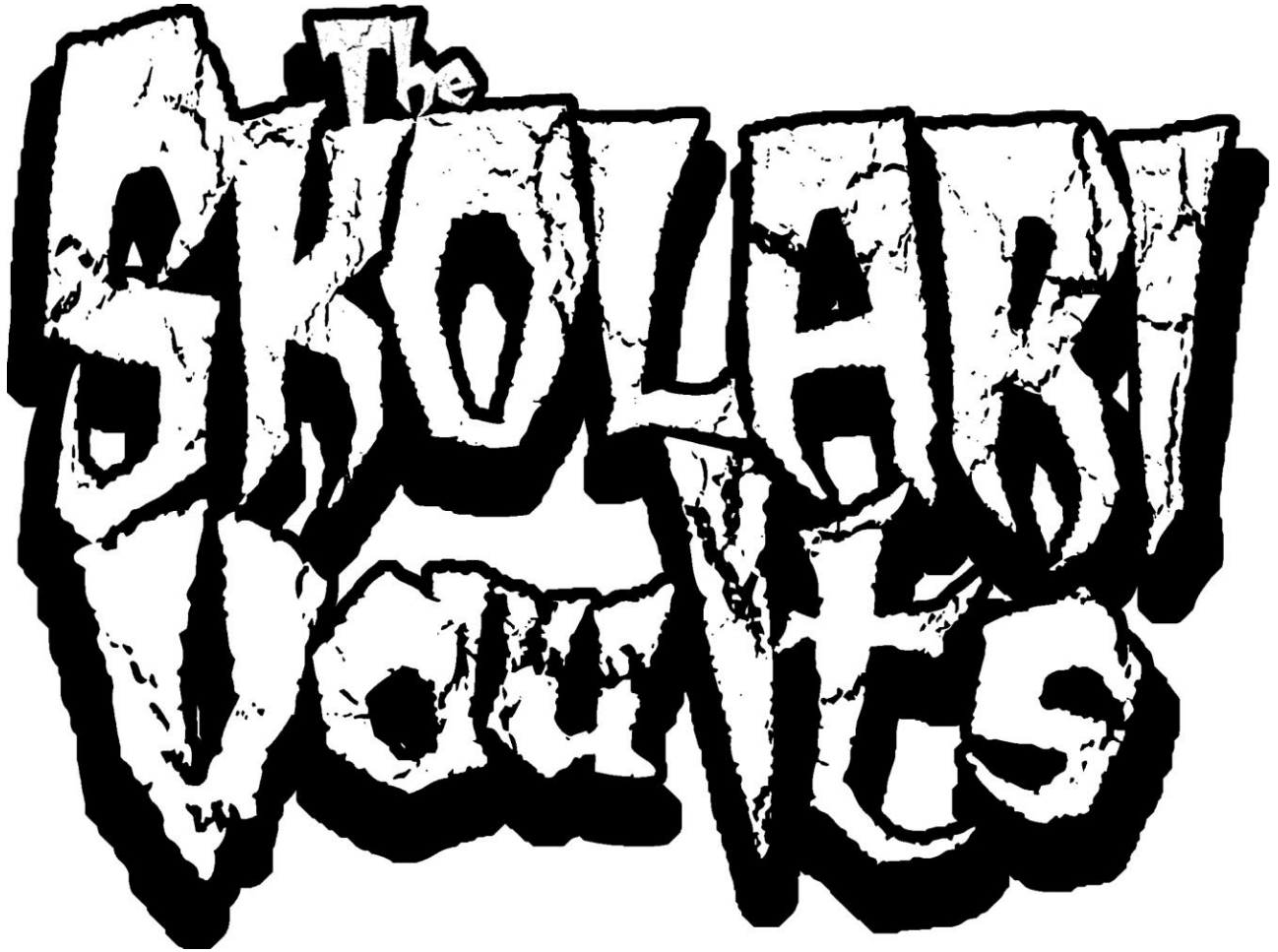


The SKOLLAB



by Mike Hill



Levels 1 & 2

A Game Master Adventure for use with Tunnels and Trolls™

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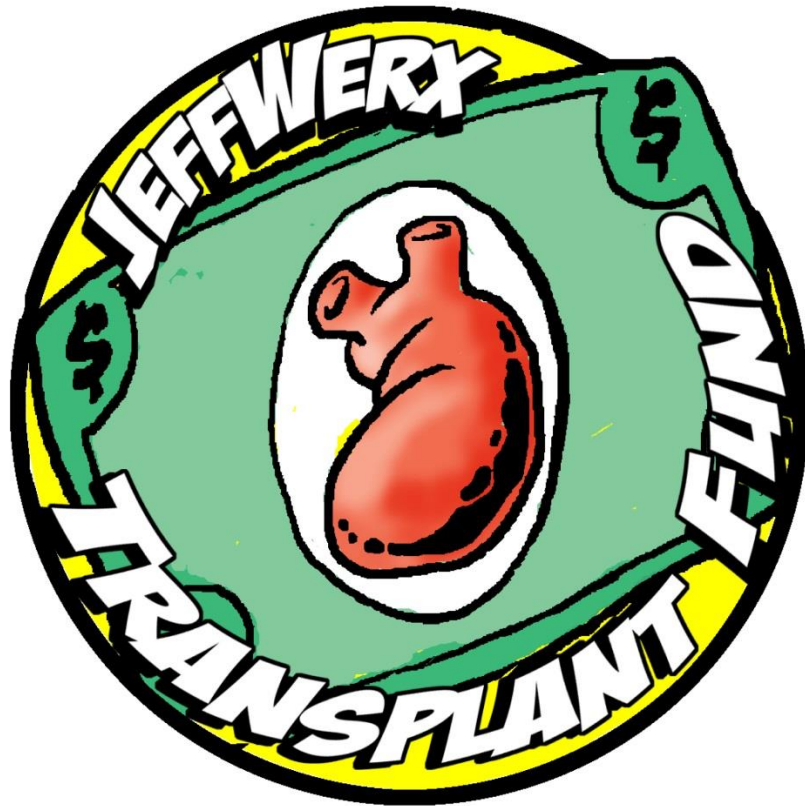
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Foreword

Thank you for purchasing *The Skolari Vaults*; I hope that you enjoy running this Tunnels and Trolls™ adventure for your friends or even taking part yourself. *The Skolari Vaults* was designed and written by Mike Hill. This adventure was originally published in the pages of *The Hobbit Hole* magazine produced by a company that is no longer authorized to distribute Tunnels and Trolls™ material. I felt that Mike's adventures were too good to no longer be legitimately available, so I offered to help him get them back into print. It also gave us the opportunity to help out a good friend to the Tunnels and Trolls™ community, Jeff Freels. Jeff is a talented artist with an unmistakable style that captures the essence of Tunnels and Trolls™. Jeff has illustrated a number of T&T publications for various authors and publishers and has even provided art for those offering their material free of charge. Jeff has also created his own role playing game system, BEAN! The D2 RPG, a highly praised game system which includes a number of solo adventures, GM adventures, and supplements. But Jeff is now in need of some serious help. Both he and his wife Raquel need kidney transplants. Jeff has set up a transplant fund to help raise money for these costly procedures. All of the money Jeff makes for his artwork and writing goes toward this fund. But he needs more. All of the proceeds earned from the sale of *The Skolari Vaults* will be donated to the JeffWerx Transplant Fund. If you want to learn more about Jeff, see the biography at the end of this book and visit his website, www.jeffwerx.com.

Dan Hembree
July 2013



The Skolari Vaults

Background

In ages long past, the mages of the Skolari Order left the staid conservative confines of the Wizard's Guild and sought to further their ambitions beyond the watchful eye of the Guild Servitors. Over time their power grew and they established a mighty fortress on the shores of the Gray Lake, the Skolari Vaults. The Guild, fearing for their own dominion and claiming that the Skolari had become corrupt and dangerous, mounted a rare, overt offensive against the Vaults. A terrible battle raged, which boiled the lake dry and withered the forests for leagues around.

At the battle's climax, the Guild mages combined their energies to uproot the mighty castle. They bore it aloft and cast it back to earth, head first! Rather than being shattered to a ruinous pile of rubble, the Vaults were completely buried upside down; the earth clogged foundations jutting into the sky where once the castle's tallest tower could be seen. Surprised but not deterred, the Guild mages summoned tons of earth to entomb any survivors. The Skolari, it seemed, were beaten.

Years passed and the site of the original castle became a grass-covered knoll spotted with heather and willows. Yet the magic that preserved the Vaults ensured that some of the inhabitants survived. Others came too, drawn to the power of the fallen wizards. Now little of the past is remembered, but those that call the region home consider the odd-shaped hill on the shore of the Gray Lake a cursed place of great peril to be avoided at all costs. Of course, that means it's a magnet for delvers!

Adventures in the Vaults

Following the battle, the forests eventually returned to their former glory and the lake regained much of its water – although it is still known as Shallow Lake or Barren Lake since the fish seem hard to catch hereabouts. Not two leagues from the lake sits the small settlement of Millet's Crossing. The village has grown around the long-abandoned ruins of a makeshift military outpost that was a rallying point for the Guild mages, many years ago. There are few in the village that know of the origin of their settlement or of the war between the Guild and the Skolari.

The Game Master can introduce the players to the Vaults in a number of ways, but here are two suggestions:

1. The characters have emerged victorious from the *Dungeon of the Rat* and are lauded as heroes of Millet's Crossing. After the celebrations have died down, Mel tells the characters that a band of adventurers, 'Moritan's Marauders,' passed through the town recently. They asked about the region and an old hill near Gray Lake. One of the adventurers let slip an old tale of an ancient castle of wizards that was buried beneath the earth by a vengeful guild. Mel suggests that the characters follow the lead of the Marauders and seek fortune and glory! The hill is only 3-4 leagues from the village. If the characters are brave enough, they will find remnants of the Marauders on Levels 2 and 3 of the Skolari Vaults.
2. The adventurers are approached by a merchant (Onslow Grubbhand III) who begs them to find his errant daughter – Kaylene. He offers a reward of 100 gp for any news of her whereabouts. All he can tell them is that she was last seen walking by the shores of Gray Lake. Find her they will; her dead body is in Room 1 of the dungeon.

Notes on the Skolari Vaults

- The Skolari Vaults was designed using the 7.5 edition Tunnels & Trolls™ rules but may be easily adapted for any other edition.
- Level 1 of the dungeon is designed for four to six first to third level characters with between 20 and 40 personal adds in total. GMs wishing to present the adventure to larger or more powerful groups must amend the strength of the various encounters accordingly.
- Since the location of the dungeon is an inverted castle, the delvers will actually be walking around on the dungeon's 'ceiling'. They may encounter odd things such as torch sconces facing 'down' and doors that they must step or climb through. Stairs will also be odd to navigate, growing, as they do from the 'ceiling'.
- This Escher-like environment can be a strain on the weak-minded delver. If called upon to flee from a powerful enemy and run through bizarre corridors, characters may be overwhelmed by the seemingly alien surroundings. To avoid a potentially fatal stumble, a character must attempt a L1SR on INT or DEX (whichever is **lower**).
- The entire complex has had a hard time coming to terms with the fact that it is now upside down. As a result, gravity and physics occasionally step out for a long lunch. Small items such as coins, knives, discarded boots, bandages, rings, spilled water (and blood), etc. will actually fall up and land on the ceiling if dropped. For example, an orc fleeing with a hand-full of gold coins is quite rightly shot dead by a keen-eyed delver. The orc's body hits the floor as you'd expect, but the coins fall up and come to rest rather noisily on the ceiling.
- Monsters with Attribute scores rather than a Monster Rating also have a listing for Personal Adds based on those Attributes. Additional adds from Warrior level bonuses and weapons are included in the entry entitled 'Total attack'.
- Generous GMs may choose to award 10% extra Adventure Points for creatures with special damage abilities.
- If a monster's description does not indicate that it carries treasure, there is none to be had.
- Saving Rolls are identified in the text as follows: L2SR-DEX (indicating a Level 2 Saving Roll based on Dexterity). Saving Roll levels assume that suitable equipment is available such as lock picks for opening doors or axes for chopping them down. In the absence of such tools, increase the Saving Roll level by one.
- Whenever a Saving Roll is called for, *always* use an appropriate Talent instead if one is available.



Level 1: The Dungeon

Entering the Vaults

Atop the bleak hill at the lip of Gray Lake is a dusty sink hole. It's about 6' wide at the top, but narrows to 3' as it approaches Room 1 of the dungeon. The hole descends for 20' before the climber notices that the walls have become worked stone instead of raw earth. Another 20' drops them into the torture chamber.

Making the descent without rope is very difficult (L3SR on DEX or LK taking the difference in hits if missed). Using rope and pitons will allow a character to make the journey without fear of falling. Characters that successfully explore at least half of Level 1 and make it to the surface again should be awarded 100 Adventure Points for 'daring'.

Unless otherwise mentioned, the walls, floors, and ceilings are of pressed earth set with flagstones and rock several inches thick.

Cast of Characters

- The Spawn of Grillich, in numbers large enough to cause a problem or two
- Skillet's mob of uncouth goblins
- Quig, King of the Spiders (or so he claims)
- Kurg Mandlebrand, doorman, chess fan, and ogre
- Naybol the orc guard who can't get no (job) satisfaction
- Serverus Kane, a fully paid up member of the unquiet dead
- The Janitor
- Grimbelly, the Disposer
- Eidolon the Blind, part time oracle, full time demon

Room 1: The Torture Chamber & Sacrifice Room

The 'chimney' (A) leads to the castle's deepest dungeon. Of course, this is now the uppermost level of the complex! The chimney is actually an oubliette (normally a deep pit for dropping prisoners into), which was cracked open during the events that saw the Vaults inverted.

The room is long and uninviting. A thin beam of moonlight or daylight might filter in from above, but the reaches of the room are lost to shadow unless the characters have torches, lanterns, or suitable spells. The ceiling has two other oubliettes besides the one through which the characters entered. All three have iron grills hanging open from rusted hinges.

Floor and ceiling are only 8' apart on this level so a tall character could reach up and climb into the oubliette, if they had nothing else to do.

From the walls are hung chains and manacles all bolted firmly in place. In the northeast corner (B), a pale young woman lies in chains. She is dead and has circular bruises on her thighs and arms; her skin is unnaturally pale – the blood has been drained from her. The Spawn of Grillich lurking in the oubliettes have sucked the life out of this poor soul and her body will later be animated to assist in darker matters below.



If the characters choose to rescue the body (perhaps to bury her or return her to her kin), it will either take a L3SR-DEX or a L4SR-LK to pick the locks or a L5SR-STR to bend or break the chains. If they successfully return the body to the surface, award each character 50 APs.

The Spawn lurking in the oubliettes won't emerge during the PC's first visit (unless someone goes poking around in their homes). They are currently satiated from the young girl, but should the characters return after an hour or more, they will be peckish again! There will be either 4 Spawn or one for each PC (and each allied NPC), whichever is greater.

Spawn of Grillich

MR: 24

Combat: 3D+12

AP Award: 30 each

Special Damage: 1/ Kremm loss

Special Abilities: When activated, any characters attacking the Spawn lose 2 points of Kremm as if they had cast a spell (it recovers normally). Characters reduced to zero (0) Kremm by the Spawn fall unconscious and will likely be devoured if the Spawn have their way! Delves subdued by the Spawn will awaken naturally after 1D6 hours. Every 10 minutes a hungry Spawn will leech 1D3 points of CON from an unconscious character.

*[**Background:** Legend has it that The Grillich was a mountain-sized kraken, once known to lair in the Grey Lake. The fiend met its fate at the hand of Oberon Mandible, gentleman thief of Tarvé. The Grillich committed the ultimate faux par when it inadvertently devoured the ship carrying Oberon away from a clutch of angry husbands intent on exacting terminally painful revenge on the rogue for his countless transgressions. Oberon did what any hero would and hacked his way to the creature's brain, crushing it to a pulp with his left hand (The Grillich was truly massive but sadly, no Einstein). Alas, the beast's many tentacles didn't have the good grace to die quietly; instead they slithered off in search of easier prey.]*

Exits

- Both 'normal' doors out of this room are heavy rusted iron gates. The east door is locked, but due to its age and state of decay can be easily picked (L1SR-DEX) or forced (L2SR-STR). The west door stands slightly open.
- The secret door here is extremely well hidden. To locate the opening mechanism, a searcher needs to be standing at the right map location square and make a L3SR-LK or L4SR-INT.

Room 2: Corridor

This short passageway is unlit and ends in an arched wooden door. The door is locked and barred from the other side. It will require a L2SR-DEX to pick the lock or a L4SR-STR to lever the door open. Note that a failed STR Saving Roll results in damage (strains and pulled muscles) equal to half the amount by which the roll was missed (armor does not help).

Alternatively, the delvers may try to smash through the door with weapons. Attacking the door is easy, but only Personal Adds derived from STR apply and weapons do half (rolled total) their normal damage. The door has an effective CON of 50+3D6 and only 2 characters can attack it at once.

Each turn the PCs spend getting through the door is another round the goblin guards on the other side have to get ready! At the first sign of activity from the corridor, the goblins in Room 3 will start shouting in their own tongue. If that gets no response, their leader will switch to piggin Common:

“Hey! You be wise-in-the-head and run plenty far away. We are many and also fierce-strong in the arms and head!”

Canny players might be able to talk the goblins into opening the door or revealing what they know about the Vaults and perhaps the dead girl in Room 1.

Exits

- An open wooden door in the east wall.
- A locked wooden door set in an archway at the west end of the passage.

Room 3: Guards and Goblins

The goblin's quarters are cold, dank, and dimly lit by several oily candles – just how they like it. There are pelts on the floor for beds and a few low tables and chopped tree-stumps for stools. There's a keg of ale below the secret door on the north wall (the goblins have to stand on the keg to open the door) and two goose carcasses in various states of destruction (they're just barely cooked too).

Depending on how long the PCs take to get through the door, the goblin guards within will take certain actions to defend themselves. Check the following schedule to see what they're up to!

Turns Action

- | | |
|---|---|
| 0 | 4 goblins are playing cards, the rest are sleeping |
| 1 | The goblins overturn a table and start readying their bows. |
| 2 | Skillet opens the secret door and calls two of his guards to follow him to the sacrifice room (Room 1). |
| 3 | Skillet and his goblins emerge into Room 1 |
| 4 | Skillet is now in Room 2 (the corridor) and right behind the PCs with bows at the ready! |



If it takes the PCs four or more turns to open the door, they will be in trouble. But Skillet won't give the order to open fire immediately; he'll be very impressed with his own cunning and want to gloat a while. It's during this "*I'm going to kill you Mr. Bond*" stage that the PCs have a chance to trick or attack Skillet.

It's more likely however, that the PC will enter whilst some of the goblins are moving through the secret passage and will have an easier time of the battle.

Beneath the keg is a loose stone where Skillet keeps his 'hoard' (he thinks the other goblins don't know about it). Anyone climbing on to the keg can make a L1SR-LK to spot the wobbly stone. Under the stone is a hollow in which a small ivory box sits. The box (which is 2" deep and 10" long and wide) is more valuable than its contents (it's worth 1D6 x 10 gold pieces). Inside the box is a collection of ancient, heavily dented, and corroded coins (3 gold, 6 silver, and 4 copper), a peacock-feather quill, a large diamond-shaped scale from some sort of reptilian creature about 4" on each side, and a handkerchief embroidered with the letter 'K' (Skillet took it from the latest victim, and this is the evidence the players need to identify her as Kaylene). Note that he won't say where he found the large scale.

The Goblins

Skillet Thighbyter ("That's Commander Thighbyter to you!"): The paranoid and cowardly 'leader' of the goblin guards.

Level 1 Warrior

STR: 12 CON: 9 DEX: 16 SPD: 14 INT: 11 WIZ: 12 LK: 15 CHR: 8 Combat Adds: +9 AP: 32

(Total attack: 3D+12 melee, 3D+10 missile; Total defense: 10)

Talents: Command goblins (13)

Weapons: Gladius 3D+2, Light Self Bow 3D+0 (range: 70 yards, 12 arrows)

Armor: Tarnished cuirass (5 x 2)

Treasure: Purse of 4 sp

Quirme Thighbyter: The muscle of the group and Skillet's brother. Quirme stores most of his many muscles between his ears, for safekeeping.

Level 2 Warrior

STR: 21 CON: 11 DEX: 13 SPD: 7 INT: 6 WIZ: 14 LK: 9 CHR: 5 Combat Adds: +8 AP: 38

(Total attack: 4D+10 melee and missile; Total defense: 2)

Talents: Intimidate goblins (24), Games of chance (14)

Weapons: Scimitar 4D+0, Crossbow 4D+0 (range: 100 yards, 3 bolts)

Armor: Worn leather vest (1 x 2)

Treasure: Leather-thong necklace with carved ivory skull (worth 15+2D6 gp), 6 gp in his left boot.

Gnurle of Mudcorner: By far the ugliest, fattest, gruffest, and rudest of the guards with the deepest growl. Of course she is considered a prize beauty in goblin society.

Level 1 Warrior

STR: 14 CON: 6 DEX: 9 SPD: 10 INT: 11 WIZ: 10 LK: 13 CHR: 2 Combat Adds: +3 AP: 31

(Total attack: 3D+5 melee, Total defense: 0)

Talents: Seduce goblins (16 – based on STR)

Weapons: Short saber 3D+1

Armor: None (she's too good looking to cover up)!

Treasure: A leather sack on a chain around her neck (clutched between deep cleavage) containing 10 gp and a small ruby worth 90 + 2D6 gp.

Matthew Smith: This unusual goblin took a human name and affects a civilized accent. He is despised by his kin and, if in a tight spot with the PCs, will claim he is actually a human under a terrible curse that transformed him into a goblin.

Level 1 Citizen

STR: 8 CON: 9 DEX: 16 SPD: 10 INT: 11 WIZ: 10 LK: 13 CHR: 10 Combat Adds: +2 AP: 28

(Total attack: 3D+3 melee and missile, Total defense: 0)

Talents: Human Lore (15)

Weapons: 2 x Common spears 3D+1 (range: 15)

Armor: None

Spells: Vorpall Blade (WIZ: 5 Range: 10 feet) – None of Matthew’s goblin kin know that he has learned magic... yet. He will cast the spell on Quirme’s scimitar if possible.

Treasure: A hidden note reading: “Plees don’t kil me, coz I reelly a you-man in dizgize”.

Skullslapper, Krufts, and Vyst Twistblade: A trio of psychotic murdering gobos recruited by Skillet to boost the numbers. All have identical statistics, equipment, and questionable morality.

Level 1 Warrior

STR: 12 CON: 7 DEX: 17 SPD: 12 INT: 9 WIZ: 11 LK: 11 CHR: 5 Combat Adds: +5 AP: 28

(Total attack: 3D+7 melee, 3D+6 missile; Total defense: 6)

Talents: Climbing (21)

Weapons: Common spear 3D+1 (range: 15), light self bow 3D+0 (range: 70 yards, 9 arrows)

Armor: Buckler (3 x 2)

Treasure: This week’s pay (4 gp wrapped in a leather cloth)

If the combat becomes a something of a logistics nightmare, use the following Cheat Sheet to keep track of goblin dice and wounds.

Goblin Battle Score Sheet

Name	Dice + Adds	Arrows	Armor	WIZ	CON Points
Skillet	3D + 12/10	12	5 x 2 (10)	12	9
Quirme	4D + 10	3	1 x 2 (2)	14	11
Gnurle	3D + 5	None	None	10	6
Matthew	3D + 3	None	None	10	9
Skullslapper	3D + 7/6	9	3 x 2 (6)	11	7
Krufts	3D + 7/6	9	3 x 2 (6)	11	7
Vyst	3D + 7/6	9	3 x 2 (6)	11	7

If all of the goblins are able to fight at once their total dice and adds amount to 22D6 + 52 (and 30 armor points) making them one of the toughest encounters in the entire dungeon and certainly the toughest on Level 1! For this reason the GM (and players) should be wary of a toe-to-toe battle. Split Skillet’s mob up or pair them against suitable characters; allow the characters to use Talents and Saving Rolls to take advantage of the confined spaces – leap atop tables, throw chairs – the usual stuff! This could even be an opportunity for parley or subterfuge or a mixture of both. If the players are victorious, this is a great chance for them to get some decent gear!

[Game Master’s Note: To even the odds a little, the GM may wish to assume that Skullslapper, Krufts and Vyst are away from the dungeon scouting for food and or even doing a spot of fishing at the lakeside. If so the group’s dice and adds total will drop to a much more reasonable 13D+31 (with 12 armor points).]

What the Goblins Know

1. “We gets people-kin from outside and chain ‘em up in the sucking room. Then the slugs come down and sucks ‘em dry. Then the bodies get taken down below where they come back to life and go to work.”
2. “Don’t know what work they do. Not goblin work though.”
3. “Down below is the Skull Men (this is what the goblins call the Skolari). They used to live here when it all faced the right way up.”
4. “Yes, the Skull Men upset other magic men ages past. The magic men came and turned this castle upside down. Me thinks it looks better this way.”
5. “We get to keeps what we find. Very good finds too. You should join us! Although there is a small entry fee and you must call me boss.”
6. “If you wants to go further down you’ve gots to go through the iron door. I knows the code for a fee.”
7. “I wouldn’t go through the south door unless... Unless you wants lots of treasure, it’s just lying around for anyone to pick up, yerse, go south!” If pressed for the truth: “Down bellow is dead things, they’ve come up though, come up through the south door.”

Note for the curious: *The deck of cards, which the goblins were playing with, is quite serviceable and the delvers might like to take them to while away the quiet times during WIZ recovery!*

If necessary this room could be used as a suitable ‘base camp’ for the delvers.

Exits

- The door in the west wall is arched, made of stout oak and unlocked.
- The wooden door in the east archway is initially locked.
- The secret door is typically open. If closed, it can be found with a L3SR-INT or LK if the wall above the keg is searched.

Room 4: Secret Passage

Both entrances to this tunnel are only 4’ high which puts both 4’ off of the ground. The entrance in Room 3 is almost always open and therefore not really ‘secret’. The door in Room 1 is much more difficult to spot (see Room 1) and requires a L3SR-LK or L4SR-INT to locate. The passage itself is 6’ high and 10’ wide. Inside can be found a number of ancient spear and arrow heads; the shafts have long since rotted away. Providing suitable lighting is available, a character making a L1SR-LK will locate the key to the manacles in Room 1 (it’s actually lying on the ‘ceiling’ but characters may not yet be used to looking ‘up’ to find dropped items).

Exits

- Both doors in the south wall are only ‘secret’ from the other side. They clearly visible (and unlocked) in the passage.

Room 5: Corridor

This corridor is empty, but the lack of dust indicates that the passage is well travelled.

Exits

- The cell doors to the west are sturdy oblong slabs of wood each with a small metal grill near the floor (originally they would have been at 'head' height, allowing gaolers to keep an eye on their prisoners).
- The door to the north almost fills the wall. It is of ancient heavy oak bound with iron and brass; in the center is a large skull-head knocker (upside down of course). The door is locked (L2SR-DEX to pick). The goblins aren't allowed further into the complex without supervision. There is a guard on the other side (Room 13), but he won't make a move (or a sound) unless he hears an elaborate series of knocks and taps that only Skillet knows.
- The door to the south is heavy and warped but not locked; instead it has bits of wood and metal wedged around its frame to keep it closed (L2SR-STR to open from this side, L5 from the other side). The goblins don't much like what's through the door.

Room 6: Storage Cell

The door is unlocked. Within, the characters will find a dingy cell similar to the others except the goblins keep their supplies here.

- A wheel of cheese wrapped in wax (stolen of course)
- A tall wicker basket containing a dozen (almost fresh) loaves of bread
- 2 large earth-ware jugs of spring water
- A small wicker box containing 6 spare bow strings
- A quiver stuffed with 3D6+6 arrows (for light or medium self bows only)
- 12 thick candles wrapped in an oilskin; each will provide light for one hour
- 2 boxes of flint and tinder
- A small telescopic spyglass (worth over 100 gp) allowing 4x magnification
- A clay pot containing 60 gp (pay for the goblins)

Exits

- A single unlocked wooden door in the east wall.

Room 7: Cell

The door is unlocked. A bare and dusty cell used for holding prisoners whilst the main torturer chamber was 'busy'. Again this could be a safe resting place for harried delvers.

Exits

- A single unlocked wooden door in the east wall.

Room 8: Cell

The door is unlocked, but jammed shut (L1SR-STR to open). Inside lies a skeleton wrapped in rags and chained to a loop in the cell wall. At his feet is a plain tin goblet. This poor fellow was a prisoner during the Guild attack and was subsequently forgotten – later dying of thirst. Some magical residue of his fate

lingered in the room (often referred to in magical circles as the ‘Irony Effect’). If held in both hands (the holder must not be wearing gloves or any other kind of skin covering), the goblet will slowly fill to the brim with fresh spring water. The water is non-magical, but the supply is endless.

Exits

- A single unlocked wooden door in the east wall.

Room 9: The Back Door

The upheaval of the final conflict with the Guild mages caused many breaches in the castle walls. This one leads to the outside world and is used by Skillet and his lackeys to move to and from the Vaults, capturing fresh sacrifices and collecting food and other supplies.

Exits

- A single unlocked wooden door in the east wall.
- A 6’ tall and 4’ wide breach in the east wall leading to Room 10.

Room 10: The Cave

The floor here is uneven and strewn around with small rocks and medium-sized boulders. Any combat here would require a L2SR-DEX to avoid stumbling. If the Saving Roll is failed, reduce the character’s combat total by the amount the roll was failed by for the ***first turn*** of fighting.

Exits

- An opening in the east wall leading to Room 9.
- A narrow passage to the north leading to Room 11.
- A passage to the west leading to the hillside and the open air (and Location 12).

Room 11: Spider Den (Quig, King of the Spiders)

As the PCs approach the cavern, thick webs on the wall become obvious. In the main cavern beyond sits Quig, King of the Spiders!

Quig is about the size of a large dog with a fat hairy black legs and a faintly luminous abdomen. His head is almost human-like, having 2 large eyes and a broad toothy mouth.

Quig recently learned from a travelling mage that it is common practice for female spiders to eat the male after mating. As a result, Quig is hiding here and when he first hears the PC approach he will assume his queen has tracked him down!

“No, no, I’m too young and handsome to die! Leave me be. Anyway, I’m celibate.”

As soon as he realizes that the new arrivals are not his deadly betrothed, he will start to salivate and strands of black poisonous slime will seep from his mouth. He will be keen to play up his role of ‘King of the Spiders’, a self-appointed title, and even keener to nibble on one or two of the juicier delvers.

Quig, King of the Spiders

MR: 94

Combat: 10D+47

AP Award: 110

Special Damage: 1 / poison

Any spite damage inflicted by Quig (and only spite damage) may cause poisoning as follows:

- Bitten characters must make a L1SR-CON or become 'poisoned'.
- Poisoned characters lose 1 CON and 1 DEX per turn until they collapse (zero DEX) or pass out (zero CON). Characters with normal CON scores of 8 or less will quickly die if reduced to zero CON, others will tend to drift in and out of consciousness until healed.
- Poisoned characters may make a L2SR-CON to shake off the poison each turn after the first, *before* losing attribute points.



Notes: Quig moves on the floor, ceiling and walls with equal ease. If Quig is reduced to a MR of 30 or less, he will attempt to flee. If the characters wish to stop him, at least one of them must make a L2SR-SPD. Quig is fast! If he successfully makes his escape, Quig scuttles along the cavern ceiling and out into the open through Location 12. Delves may be able to get off a parting shot with missile weapons, but due to his speed and the poor lighting a L5SR-DEX is required to score a hit. Once outside, Quig will rest up recovering 5 MR per full turn (10 minutes). He will return when fully healed, but won't pursue the characters; instead he'll lurk in his cave – his 'comfort zone'.

If Quig is defeated, a suitably talented character (Apothecary or Alchemist, for example) could extract 10 doses of 'Quig Poison' for later use if required. If anyone thinks to do this, award their character with 40 Adventure Points.

Once Quig is gone, the PCs can search his lair. Several bodies in various states of decay are littered around the chamber; most are wrapped in brittle webbing. Three of the skeletal remains have items of interest to the curious delver:

1. Of the oldest and shortest of the bodies, all that remains is a withered husk. Around its neck is a thick gold chain with a double-headed pick axe pendant (one of the marks of Gristlegrim, god of dwarfs). For its gold content, it would be worth 2D6+6 gp; to any dwarf this would be worth at least 5 times that sum.
2. This is a more recent kill with some flesh still clinging to the bones and a full head of grey hair. The body is clad in a chain mail hauberk (4 hits, requires 4 STR and weighs 240 wu), which would be suitable for a human-sized character.
3. A tall skeleton hanging from the wall. At its feet is a small leather case containing 2 ceramic jars. These are healing potions (tasteless, chalky-white liquids) which heal 10 points of lost CON if fully consumed or 4 points each if spread over 2 doses.

Exits

- A single passageway winding to the south into Room 10.

Location 12: The Hillside

The tunnel leads to the broad hillside facing Gray Lake. Kurg Mandlebrand, a huge ogre, is stationed here for two reasons: firstly he ensures the safe passage of Skillet and his kin; secondly he decides who enters and exits other than Skillet's mob. The PCs should quickly realize that they should not take on Kurg at this stage; but if they are that foolish, here he is!



Kurg Mandlebrand is well over 8' of rippling muscle. His massive jaw and beetling brow may fool some into thinking that he's not too bright, but he is a cunning warrior and keen chess player.

Level 6 Warrior

STR: 66 CON: 44 DEX: 13 SPD: 16 INT: 13

WIZ: 15 LK: 22 CHR: 29 Combat Adds: +69 AP: 123

(Total attack: 6D+79 melee, 5D+75 missile; Total defense: 24)

Talents: Intimidation (69), Strategy Games (19), Climbing (68), Armor repair (17), Wrestling (70)

Weapons: Double-bladed broad axe 6D+4, Crossbow 5D+0 (range: 100 yards, 16 bolts)

Armour: Mail (12 x 2)

Treasure: Purse of 60 gp; chess set with ivory pieces (worth 12 gp for the entire set); Kurg's massive axe has a large emerald set into the pommel worth 2D6 x 100 gp. Even without the gem, the axe is of such fine craftsmanship that it does one extra add in combat and is worth 3 times the normal cost of a normal axe.

Kurg is quite uncompromising when it comes to fulfilling his duties. He rarely enters into any lengthy conversations; he knows who should be going in and who should be coming out. Anyone not fitting the bill is axe fodder.

Exits

- This is the outside world! The characters can return to Level 1 of the Skolari Vaults by slipping back into the cave which leads to Room 10.

Room 13: The Stair

A single bored orc sits at a carved stone table in the center of the room. He's been on duty for 14 hours and keeps nodding off. To compound his dereliction of duty, he's tapped one of three kegs of ale resting against the southeast wall and has almost drained it.

He knows the 'code knock' and won't respond to anything else; except that repeated knocking will cause him to yell: "Shurruup! Oive got un 'ead ache!"

Naybol the Orc

MR: 45 (when sober, Naybol's MR is 55)

Combat: 5D+23

AP Award: 45 (55 when sober)

Special Damage: None

Notes: Naybol wears remnants of mail and leather armor, which absorbs 4 hits. For 'effect' only, Naybol fights with 2 rusted short swords. His iron helmet has a crude orcish face painted on the back – Naybol believes this will confuse his enemies. Who knows?



Exits

- The door to the east is closed but not locked.
- The door to the south almost fills the wall. It is of ancient, heavy oak bound with iron and brass. In the center of the door is a large, skull-head knocker.
- The only other feature in the room is a stone spiral staircase growing from the ceiling and leading to Level 2. Characters should really explore Level 1 fully to get as many APs as possible before venturing below to the Mausoleum.

Room 14: Empty?

Well, not entirely. A quick glance reveals a dusty but otherwise empty chamber, but a few slabs have been displaced in the floor and there are some smaller pieces that have fallen 'up' to the ceiling. Moving the stones (not too difficult for anyone with STR 9+) reveals a small stone capsule large enough to hold a human-sized object.

The level below was the castle's mausoleum and the 'capsule' is a stone sarcophagus; the inherent magic of the Vaults has animated some of those laid to rest and one of them has crawled up through the breach to Level 1.

The undead wanderer is Serverus Kane, a warrior honored by the Skolari for his service to the Order. Only a fragment of his former self remains in the husk that now shambles around these tunnels and years of unquiet death have left him with a terrible hunger.

Serverus can be encountered in any of the rooms numbered 15 to 18 as dictated by the GM.

Detecting Serverus: When Serverus is in an adjacent room, the characters will be able to hear a faint moaning sound; as they get closer to the door or wall they hear a distant battle - sword on shield, muffled explosions, the 'whoosh' of arrow fire, and so on.

Serverus Kane

MR: 70

Combat: 8D+0

AP Award: 200

Special Damage: Serverus only causes Spite damage so his personal adds are not relevant.

Serverus fades in and out of the realm of the living; he flickers between a ghostly image with unfelt winds pulling at his death shroud and a skeletal figure clad in tarnished plate armor.

Serverus can only be harmed whilst in his corporeal state, so delvers will need to make L2SR-SPD to hit him (which makes Serverus very dangerous indeed – this is why Skillet's mob didn't like him much)!

His own attack takes the form of tendrils of cold mist which spread from his body, reaching in all directions for 30 feet.

Anyone and **everyone** in range will suffer the total amount of Spite damage generated by his combat roll. If, for example, Serverus rolls 3 sixes on his eight dice, every character within 30 feet (3 squares on the map) will take 3 points of Spite damage. Ouch.

However, Serverus will vanish after 3 combat turns only to appear in a different room (again it will be rooms 15 to 18 and almost certainly be in the direction the delvers want to head in). He regains his full MR at midnight even if completely destroyed.

[Game Master's Note: When re-locating Serverus, try to select the room two places away from the delver's current location – if the characters are moving away from his new location, have him advance as they move on; but he can never leave the area covered by rooms 15 to 18)]

Exits

- A warped wooden door in the north wall. If the delvers did not come through this door from Room 5, a L5SR-STR will be required to push the door open.
- An unlocked black oak door in the east wall.

Room 15: The Chequered Corridor

This is a long, dusty passageway distinguished by the use of black and white tiles on the floor and ceiling. The tiles are each roughly 12" square. If walking normally, each human-sized character would need to step on at least 20 tiles to traverse the passageway.

Seasoned adventurers might assume they need to step on only the white or only the black tiles. This is, in fact, the 'Passage of the Mighty'. Characters must be careful to step on the colored tiles to which they are aligned, if they do not, they will take damage. Characters with a CHR score of 15+ must only step on white tiles whereas those with CHR scores of 14 or less must only tread on the black tiles. If a character should step on the 'wrong' tile, they suffer 1D6 of electrical damage, which arcs from floor and ceiling. Armor will not offer protection to the character; on the contrary, should the target be wearing a full suit of any metal armor the damage is increased to 2D6.



If the character pays no heed to which tile he or she first steps on, roll 1 die; 1 to 3 indicates a white tile, 4 to 6 and the tile is black.

[Game Master's Note: Make sure you don't give the players any clue as to what might be triggering the bolts of electricity. Don't, for example ask the player what his character's CHR score is – if you don't know just take the character sheet from the player, look at it sagely and return it with a shy nod.]

A character with a CHR of 30+ will attract bolts of energy from both white and black tiles; but, rather than causing damage, each step heals one point of lost CON. If the character is fully healed, WIZ is replaced at the same rate. A character with CHR 30+ may return to this passage as many times as he likes with equal effect, but keep an eye out for Serverus!

Exits

- A plain black wooden door in the west wall.
- A locked wooden door in the north wall.
- An unlocked wooden door in the east wall.

Room 16: The Head Gaoler's Chamber

The wooden door to this room is locked (that doesn't keep Serverus out of course) requiring a L1SR-DEX to open.

Against the north wall stands an overturned long trestle table and three large, leather backed chairs. Scattered about and beneath is a chaotic collection of tin plates, cups, a ring of keys (for the manacles in Room 1), quills, and a few sheafs of blank parchment. There are also several candles on the floor which fell from their sconces during the upheaval.

Amidst the flotsam a delver may locate a number of useful items depending on the number of successful L1SR-LK made as follows:

1. A small doe skin purse containing 30 ancient silver coins (a collector might pay that much in gold; they are several hundred-years old).
2. A pot of ink, which surprisingly is still usable (the pot is magic and will never run out of ink provided it is only used to wet a nib; upending the pot will empty it for good).
3. A torn piece of parchment with a hastily written word (in what appears to be common tongue): "MULDERCUTCH".
4. A fine looking broadsword in a red velvet-covered sheath (3D+4, requires STR: 15+ and DEX 10+); it is well-crafted but otherwise normal.
5. A small stoneware corked bottle containing a thick syrupy liquid that restores lost Kremm (the drinker is immediately returned to full WIZ points).
6. A black leather hood, which completely covers the face (except for eyeholes of course).

Exits

- An unlocked wooden door in the south wall.
- An unlocked wooden door in the west wall.

Room 17: The Head Gaoler's Boudoir

With Serverus out of the way (until midnight, that is), this is another fine 'sanctuary' room for the delvers to rest and recover spent WIZ. The chamber is dominated by a heavy four-poster bed; it's lying on the floor, upside down of course, and there are small tables, a few chairs and a fine rug scattered

here and there (not to mention broken crockery and a few pieces of silver cutlery worth perhaps 6 gp for the lot).

The main item of interest here is a leather box-case, which holds 3 intact black vials. This was the gaoler's stash of poison for bringing peace to a torture subject (it seems the gaoler had a heart). There is enough poison here for six applications to bladed-weapons.

The poison is an herbal extract that causes hits but not pain. Enemies struck with a tainted blade will take triple the normal Spite damage generated (this does not apply to undead such as Serverus) but will feel no additional pain; perhaps a slight numbness. The poison will wear off tainted blades after three combat turns.

Exits

- An unlocked wooden door in the east wall.



Room 18: The Trapped Storeroom

This was once a provisions room containing barrels, kegs, crates, and boxes of supplies. They were all smashed to pieces in the upheaval, but a few items may be salvaged from the debris (see below). Of particular interest is a pit trap in the 'ceiling'. The pit is 10' deep and has 4, 5-inch spikes waiting at the bottom (or top if you want to look at it like that). The trap was sprung centuries ago and now lies open.

The PCs might think they have nothing to fear from this already activated trap, after all, it's on the ceiling not the floor; they're hardly likely to step in it! However, the magic of the Vaults works in mysterious ways. Anyone entering the room must make a L2SR-LK. If the roll is failed, the character has inadvertently walked under the trap and will fall 'up' landing rather forcefully on the spikes (and take 2D6+1 hits ignoring armor). A second L2SR-LK or DEX may be permitted to allow the victim(s) to catch the lip of the pit before hitting the bottom.

Getting a 'spiked' character out of the pit might represent a challenge for the characters (assuming the unfortunate victim of the pit trap still lives). Climbing 'out' requires a L3SR-STR but other delvers might be able to throw him a line.

Found Items: As with Room 16, each successful L1SR-LK reveals one of the following items in the order presented.

1. An unbroken stoneware bottle containing a handy healing potion! It restores all lost CON.
2. A functioning set of lock picks.
3. A steel helm (takes 1 hit)
4. A scroll case. The scroll within is an inventory list of the storeroom (Mostly mundane food, water, arrows etc. but it does mention a padlocked strong box containing 6-months wages in gold. Sadly the strongbox won't be found here).
5. A blue scarab pendant on a silver chain (It has little value here, but would get you into the Temple of the Blue Beetle in Gull with no questions asked)!

Exits

- An unlocked wooden door in the east wall.
- An unlocked wooden door in the west wall.

Room 19: The Collapsed Passage

This is a bare, dusty passage with numerous deep cracks running across the walls. Chunks of masonry lie on the floor and smaller pieces lie on the ceiling. It should be clear to a dwarf or character with mining talents that the northernmost section of the passageway continued on, but has collapsed. No amount of excavation will clear the rubble (unless the GM wants to continue this level), as there is no void beyond.

The GM may wish to instill some fear in the delvers and remind them of the odd physics of the place by announcing some distant rumbling, the passageway shaking, and fragments of stone and streams of dust falling upwards.

Exits

- A heavy and rusted iron gate leading to Room 1 is locked, but due to its age and state of decay can be easily picked (L1SR-DEX) or forced (L2SR-STR).
- An unlocked wooden door in the west wall.

Room 20: The Other Collapsed Passage

This passage is similar to Room 19 and is riddled with deep scars. Additionally, the north wall is damp and there are a few trickles of water running up the wall and pooling on the ceiling. The eastern end of the corridor is filled with rubble; it clearly continued on eastward but is now impassable. Again, GMs may wish to add their own sections by removing the rubble or allowing the delvers to do so.

Exits

- The wooden door to the west leading to Room 13 is usually closed, but not locked.
- The wooden door to Room 21 is securely locked (L3SR-DEX to open).
- The door to Room 22 is rather odd. It is made of stone and skilfully carved with the relief of a wide-open eye at knee height (if the building was oriented correctly, the 'eye' would be at chest height). The door has no lock, but has become jammed in its frame (L3SR-STR to force open).
- A tarnished bronze door in the north wall leads to Room 23. The door is locked (L2SR-DEX to jimmy the locking mechanism).

Room 21: Body Storage

This cold and dank room contains three near-naked dead bodies. Two are young male humans; the third is a beautiful female elf that seems to be of a similar age to the girl in Room 1, but could have been much older of course. The bodies are all covered in the same circular bruise marks which were evident on the girl in the torture chamber; they have been drained of blood. The room is otherwise bare. These bodies are waiting to be taken to the Laboratory on Level 3. The girl from Room 1 will soon be moved to this room, and all four will be taken below by the Skolari's undead servants.

Naybol (Room 13) does not like this type of duty and hates undead critters. He would much prefer a stand up fight with a bunch of greedy delvers, which is why he's been hitting the keg so heavily. The PCs may wish to return the bodies to the surface. If they do, award each character 50APs for each body recovered.

Exits

- A single wooden door in the north wall.

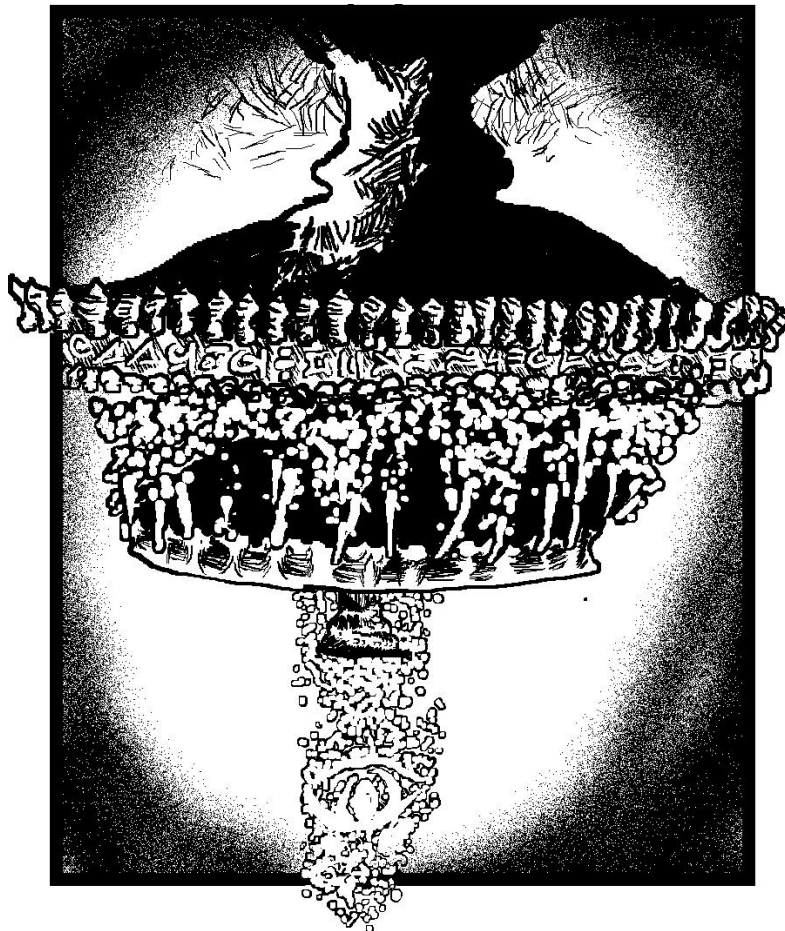
Room 22: The Blind Oracle, Eidolon

This is clearly a room of great magic. A beautiful stone fountain dominates the ceiling, sending a jet of sparkling water towards the floor, which slowly falls back to the ceiling. A pale light emanates from the water, enough to fully illuminate the room. The ceiling is decorated with glistening enamelled blue tiles and a mosaic of a lightly clouded sky covers the floor.

If the fountain is approached, the water jet forms into the shape of a translucent eye and a soft male voice fills the room.

“Ah, still upside down I see. I thought you would have fixed that by now.”

This is Eidolon, the Skolari oracle. The Skolari are not at all pleased with Eidolon since he failed to foresee the Guild attack, or that such powerful magic would be employed to invert the castle.



For his part, Eidolon is a demon and not fond of being bound into a water feature.

When he realizes that the PCs are not Skolari mages, he will become quite friendly if not entirely helpful.

“I can tell you everything you might want to know about this place and a few things you don’t want to know. But knowledge is power as they say, so I might as well tell it all. Of course I can’t reveal a single skerrick of information until you say my true name aloud. I can reveal that on this plane I am known as Eidolon but that is not my *true* name.”

The demon’s true name is “Muldercutch Neidersnatcher”. The delvers can learn his first name from the note in Room 16, providing they were able to find it, but they will need to go deeper into the complex to learn his last name.

If they do mention his first name (and it’s by no means necessary to do so) award each of them 50 APs and allow Eidolon to answer one question about the complex or its inhabitants. Remember he’s a demon so his answer should be truthful but as unhelpful as possible.

If the PCs say his last name aloud, bad things will happen. The fountain will crumble to pieces and spread across the ceiling. The room will begin to fill with water from the ceiling down and the demonic form of Eidolon will appear. He is a demon cast from an old fashioned mould with huge bat

wings, horns, fangs, cloven hooves; the works. He has an impressive MR, but will only stay on this plane for one combat turn before teleporting himself home with a maniacal laugh!

Eidolon (aka: Muldercutch Neidersnatcher)

MR: 150

Combat: 16D+75

AP Award: 150

Special Damage: None

Exits

- A single stone door in the north wall.

Room 23: The Janitor's Quarters

A long, dusty corridor leads to two iron doors in the east wall. The ceiling is scored with a pair of deep grooves that run the length of the corridor – they run into both Rooms 24 and 25. If any of the delvers are curious, they appear to be made by design rather than ruts worn by the ages. The grooves are an inch wide and about two inches deep.

Exits

- A bronze door in the south wall.
- Two identical bronze doors in the east wall. One leads to Room 24, the other to Room 25. Both are locked and require a L2SR-DEX to open.

Room 24: The Janitor

The grooves in the ceiling run to the center of this room where a dusty bronze statue of a man hangs from its feet. The statue is intricately worked and looks very realistic. It is of 'classical' design – the man is clad in a toga and sandals.

The room is lined with shelves and the floor is littered with what must have been the contents of those shelves: pots, tins, broken lanterns, old candles and jars of tallow, coils of wick, nails, hooks, woodworking tools, a masonry set, and various other items to assist in repairs and maintenance of the dungeon. With the possible exception of the nails, the equipment and supplies are too damaged and too old to be of use.

Behind the statue, set in a stone block and firmly affixed to the ceiling sit two brass levers. The levers can be moved in an east-to-west direction with little effort. The levers are currently both in the 'east' position.

The statue is a magical servant of the Skolari that initially runs on 'train tracks' in the ceiling. Once it has built up enough magical energy, however, it can leave the tracks (which will cause it to drop to the floor) and walk normally. To activate the Janitor, both levers must be set to the 'west' position then one must be returned to the 'east' position. If both are subsequently returned to the 'east' position, the Janitor is deactivated and will attempt to return to its initial post (in Room 24).



Once activated, the statue shudders to life and slowly trundles along its tracks, turning its head this way and that, making tutting sounds and pointing to the many cracks, piles of dust, pools of blood, etc. After one combat turn it will stretch, yawn and step off the rails – immediately falling to the floor.

The Janitor soon realizes that the castle has been turned upside down and will politely ask the PCs how he can rectify the situation.

“Excuse me masters, I note with some alarm and no small degree of consternation that we have somehow been turned upside down. Can I be of assistance in returning the castle to its optimum orientation? Is there an enormous lever I need to pull?”

If questioned, the automaton introduces itself as ‘The Janitor’.

About the Janitor

1. He can converse in any language in which he is addressed and always responds in that language but cannot select a language himself.
2. He cannot initiate any conversation that doesn’t relate to the maintenance of the Skolari Vaults.
3. If instructed to do so, he can lift and carry any item or object with an effective STR of 200.
4. He will not use his STR to destroy any permanent fixtures of the Vaults, such as doors, locks or walls.
5. He will fight in the defense of the delvers, who he assumes to be Skolari and his ‘masters,’ but he’s a cleaner not a warrior, so his combat Monster Rating is only 22 (3D+11).
6. Although magical and made of bronze, he is hollow and relatively light-weight (150lbs). Once his MR is reduced to zero, he will be effectively destroyed.
7. He knows the layout of this level intimately but has not concept of use or function of any of the rooms. He describes the rooms in terms of their volume with larger volume rooms and passages requiring more of his attention.
8. The Janitor has no concept of time but can understand instructions such as ‘wait here’ or ‘come when I call for you.’ An instruction such as ‘wait here for 10 minutes then tug on the rope’ will result in the Janitor standing still for a moment then tugging on the rope repeatedly. The ‘10 minutes’ part of the instruction is ignored completely.
9. The Janitor has a pleasant demeanor at all times – he has no concept of pain, damage, or his own destruction.
10. The Janitor cannot leave the original castle – so he will be unable to enter any of the areas of Level 2 and below that have been constructed since the castle’s inversion. If the characters return to the surface, the Janitor returns to his post in Room 24.

If the PCs rightly identify the Janitor as a useful addition to the party award them each 20 APs.

Exits

- A single bronze door in the west wall.

Room 25: The Waste Disposal Room

Although locked (requiring a L2SR-DEX to open), the door to this room will *automatically* open if approached by the Janitor (see Room 24).

The thin grooves in the ceiling continue from the passage outside and run into the centre of the room. The room itself is completely empty with the exception of an ornate bronze ‘gargoyle’ sitting on the ceiling where the grooves terminate. The bronze statue has an enormous open mouth and stands about 6’ high and 4’ wide. It looks quite scary, even for a gargoyle.

As soon as the characters (or even just the Janitor) enter the room, the gargoyle creaks to life and effortlessly drops to the floor, landing gently on its feet. It points to its open maw and shouts:

“I’m starving, chuck something in here before I do it myself!”

This is Grimbelly the Disposer, a bound demon charged with gobbling up all the waste matter of the castle. Of course, no one has entered Grimbelly’s room for many, many years. He is hungry and not particularly happy.

Before attacking the characters he will give them the opportunity to off-load some rubbish into his mouth.

“Give me your rubbish, don’t care what it is but I need lots. I’ve not been fed for years!”



The characters have **5 combat turns** to feed him with 700 weight units of anything at all! So if the characters have a spare suit of plate armor lying around – problem solved! Each character can place one item into the maw per combat turn (Grimbelly is pretty snappy).

Grimbelly will give the delvers clues as to how full he is. If the first character tosses a pike (100 weight units) into the mouth, he’ll say “Keep it up, another 6 like that and I’ll be right.” When he’s consumed 350 units of trash: “Excellent, half-way there, keep it coming!”

If the demon eats his fill within the 5 combat turns, he returns to his original position and sits motionless until he’s hungry again (he’ll be peckish in another 2D6 hours). If not, he attacks!

Grimbelly is something of a unique demon as his Monster Rating is based on his enemies. Total the STR and CON of all members of the delver’s party (exclude the Janitor’s MR if he is present) – this number equals Grimbelly’s MR. In addition, he has armor points equal to 20% (or one-fifth) of the party’s total non-magical protection rating (including the armor bonus of any Warriors in the party).

Grimbelly the Disposer – Demon Gargoyle

MR: Equal to the party’s total STR + CON

Combat: Based on MR

AP Award: Based on MR + 100 points

Armor: 20% of the party’s total armour protection (not including magic items and spells)

Special: Grimbelly’s claws and fangs have a corrosive quality. Each point of Spite damage delivered by Grimbelly also reduces the party’s armor and/or weapon adds by one point.

An Example of Grimbelly’s Corrosive Power

As the result of the first combat round, the delvers are forced to suffer 4 points of Spite damage. The armored dwarf agrees to take all 4 points. He not only loses 4 points of CON, he must also reduce his

armor or weapons by 4 points as well. Since the dwarf has leather armor and a broadsword, he chooses to reduce his sword from 3D+4 to 3D+0 since he prefers to keep all the armor protection that he can. Note that when taking corrosive damage to armor, use the armor's base level and not the 'doubled' value enjoyed by Warriors.

If the characters flee before Grimbelly attacks they will get a head start on him since he will not pursue them until the initial 5 combat turns have elapsed. Thereafter, he will doggedly follow the characters, generally attacking at the most inopportune time – such as when they're engaged in combat with other foes!

The only time Grimbelly is able to feed himself is when he's in combat. This is a situation he'd rather avoid and would be much happier to have the Janitor dropping trash into his mouth on a regular basis. He recognizes and will not attack the Janitor (unless the Janitor is ordered to fight with the delvers).

Exits

- A single unlocked bronze door in the west wall.

Continuing the Adventure

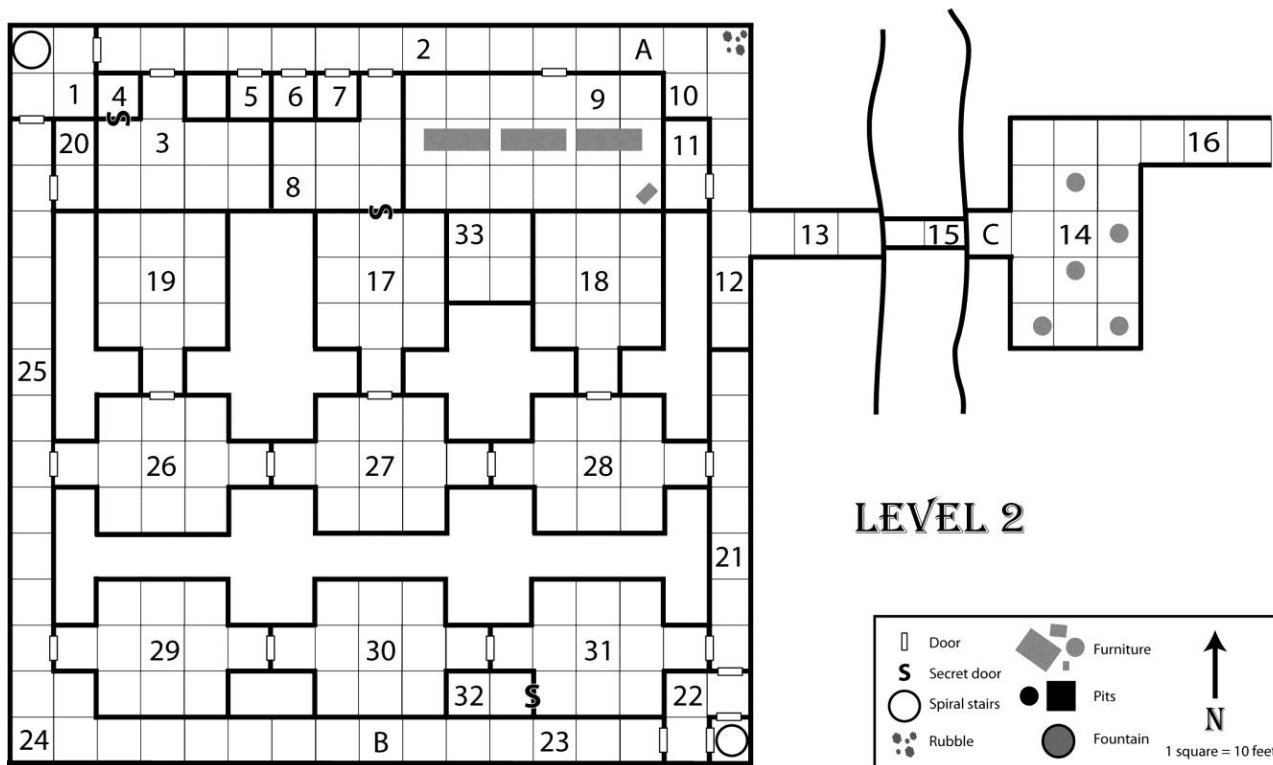
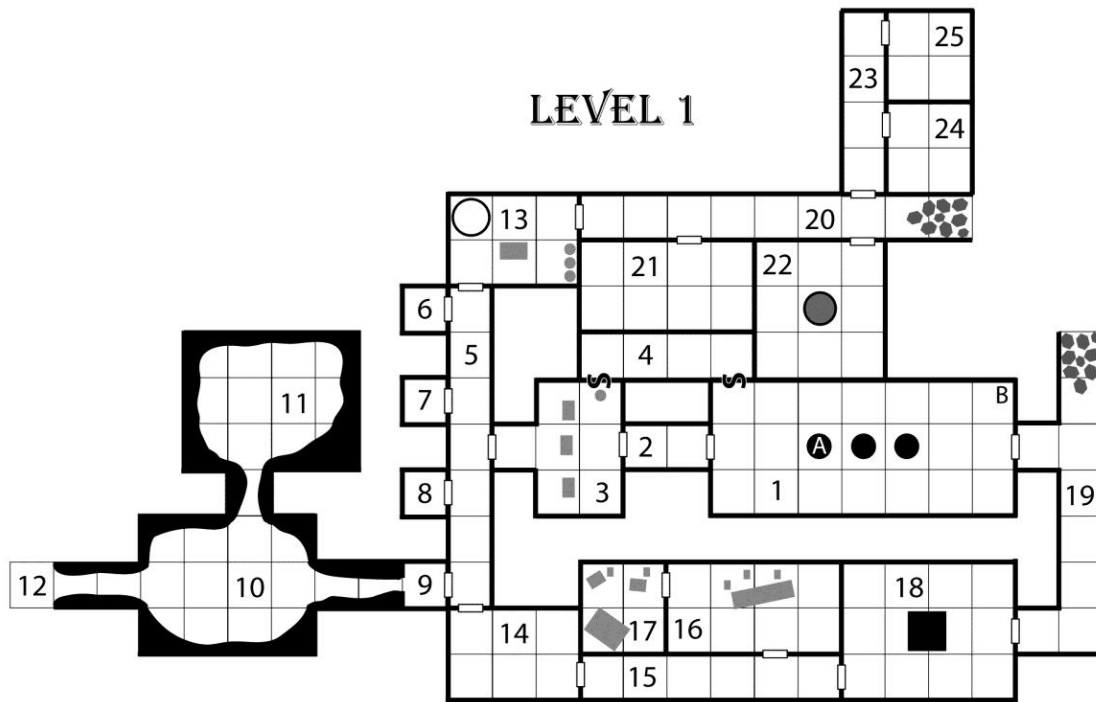
To progress to the deeper levels, the delvers must investigate the spiral stair in Room 13. Alternatively, the characters may return to the surface to rest and recuperate before journeying on.

If they were seeking the whereabouts of Kaylene, they can deliver the sad news of her demise to her grieving father (and collect the reward).

The PCs may also wish to return to Millet's Crossing to replenish their supplies and enjoy a soft, warm and safe bed in the 'Trolls' Trove.



THE SKOLARI VAULTS



Level 2: The Mausoleum

Entering the Mausoleum

The characters descend the spiral stair in Room 13 of Level 1 above and find themselves facing the unquiet dead of the Skolari Mausoleum. The single goal of this level is to find the entrance to Level 3 and continue exploring the inverted castle.

A band of orcs in the employ of the Skolari patrols certain areas of the mausoleum. Their mission is to ensure that no one disturbs their masters' necromantic work on the level below. The areas avoided by the orcs are the domain of the undead that were rudely awakened from their slumber centuries ago when the Wizard's Guild unleashed their great magical attack upon the castle to upend it and sink it beneath the earth.

Level 2 is slightly different from the dank dungeon above. The ceiling, once the floor, is covered with grey and black marble tiles. Thick, black velvet drapes lie in piles at the base of most walls (they were once somber wall hangings) and the walls of the perimeter corridor and crypts are decorated with a row of inlaid human skulls (now all upside down), at about waist height. If anyone cares to examine the drapes, some still have remnants of silver thread woven to depict grim images of cloaked undead standing vigil at a bleak tomb.

[Game Master's Note: The players may assume that the empty sockets of the skulls might shoot out poison darts or that the design of the velvet drapes has some significance, but for the most part this is not the case. The Skolari interred their dead here and they were traditionalists when it came to mortuary decor.]

Unless noted otherwise, the floor and ceilings are 12' apart while the doors are 7 ½' tall, arched, and made of thick, black-stained oak, bound with bronze strips. This means that the door handle is almost 8' off the ground (from the delver's point of view). This could be tricky for those hobb Rogues! In most cases, the door 'handle' is a sturdy bronze ring roughly in the middle of the door. Turning the handle lifts a long iron latch *inside the body* of the door.

Ever since the battle with the Guild mages, the dead here have been restless. But recently, since the Skolari set to work creating bloodless zombies, they have become more aggressive. The Skolari are well aware of the increased undead activity and their original intention was to press some of their fallen kin into service. However, the undead on Level 2 are difficult to control and rapidly lose their potency when removed from the Mausoleum – they tend to drift from ghostly to corporeal form at irregular intervals (see the description of Serverus from Level 1 for an example).

Characters that successfully explore 50% or more of Level 2 and return to the surface or find sanctuary below, should receive 200 'daring' Adventure Points.

Cast of Characters

- Smudgebrow the Orc: The only thing he likes less than the undead is *living* delvers!
- Gorovan san Guldûr, undead 'collector': "It's not easy being dead, that's why I need your legs."
- Omrond san Vormand, undead and loving it!
- Loritana the elf maid and member of Moritan's Marauders: "Open the chest and give me all the treasure, you know it makes sense. Don't worry about the traps; you'll be fine."
- Halfgone the Troll: "Now you see me, now I punch you upside the head."
- Vulkar Hookclaw: Half orc, half ogre, all nasty.
- Spittooth the Shaman: "Pull out his claws, peel off the skin, open his scalp, oh where to begin, so much time and so little blood."

- The Bone Horror: Take six decaying corpses pull them apart then stick them back together in the shape of a six-headed skeletal scorpion. Lovely.
- The Tunnel Jelly: It creeps, it crawls, etc. etc.
- The Black-Ghost Knight: “None shall pass!”
- Lucas, yet another undead critter: “Oh, what a feeling, dancing on the ceiling!”
- Magratatta, Queen of the Spiders.

Room 1: The Stair Well

The spiral stair from Room 13 above terminates here at the ceiling (remember, the whole place is upside down). The characters will need to drop 12' to the floor. Allow each a L1SR on DEX, STR or SPD (whichever is higher) to make the jump successfully. If the roll is failed, the character takes the difference in hits or 1D6 hits if they rolled 3 and that was the *only* number they could fail on. Either way, armor does not absorb any damage.

The room is in darkness - all is quiet. If the PCs bring light to the room they will see a grisly sight; the crumpled body of a stout orc lies in a heap near the east door. His skull is smashed in and his left arm has been torn off at the shoulder. This is why Naybol's shift at his guard post was running so far into over-time (see Room 13, Level 1 for details on Naybol). The wounds are fresh and blood has pooled on the ceiling; it continues to drip, upwards.

There are other signs of battle too, a broken broadsword and dented helm. The dead orc has nothing of value except for a sturdy trident lying just a few feet from the east door.

[Game Master's Note: The orc didn't use the trident to fight with (he was more of a sharp-blade type of orc); instead he used it for reaching the door handles!]



Exits

- An unlocked wooden door in the east wall.
- The wooden door to south *is* locked (L2SR-DEX to open) and the orc and his kin liked it that way.

Room 2: East to West Corridor

This is a 130' long passageway dimly lit by 20-or-so tallow candles running the length of the north wall. The candles are placed so that there is a pool of deep shadow between the light radii of each one. Additionally, they are just sitting on the floor so don't provide the best illumination. The candles are replaced sporadically so are all at different stages of burning out. Each candle is secured with a dab of wax to ensure that they don't fall 'up'. These orcs are no dummies!

An orc guard stands at point 'A', just before the archway to Room 10, but the lighting is such that he cannot see the party and they cannot see him - yet. The orc, Smudgebrow, looks like he's just seen a ghost – and he has; a semi-corporeal floater came drifting from Room 1 and disappeared into Room 8. Worse still, it was carrying an orcish arm that looked mightily familiar to young Smudgebrow.

Smudgebrow the Orc

Like most of his kin, Smudgebrow is pale-skinned and broad-shouldered without a hair on his head. He does, however, have a dark birthmark on his forehead, hence the name. Smudge is a bit of an old-school dungeon guard; he only knows a few words of the Common tongue and doesn't like the way they fit in his mouth ("no speak you-man"). Conversely, he really enjoys the way people that speak it *do* fit in his mouth (after they've been properly diced).

Level 3 Warrior

STR: 36 CON: 24 DEX: 13 SPD: 16 INT: 8
WIZ: 17 LK: 15 CHR: 9 Combat Adds: +32
AP: 68

(Total attack: 4D+38, Total defense: 22)

Talents: Drinking (28), Spotting Sneaky Delvers (12), Unarmed Combat (42)

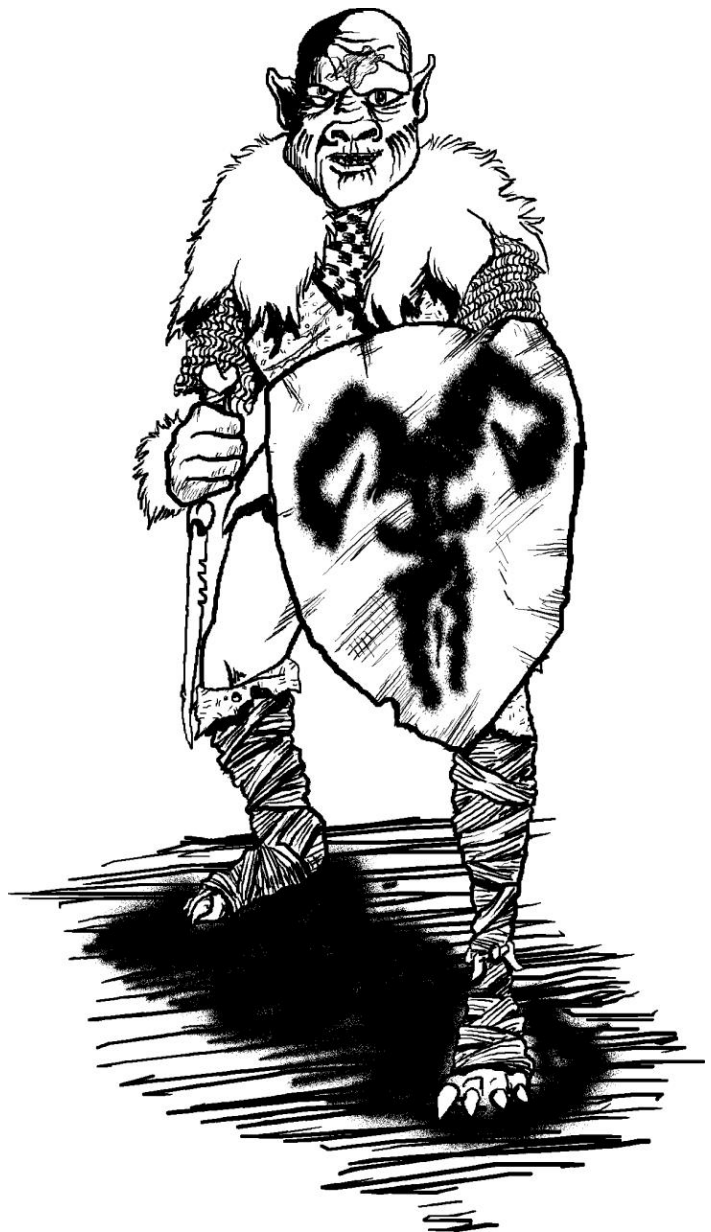
Weapons: Trident (4D+3), Dirk (2D+1)

Armour: Worn cuirboilli armor* (6 x 2), heater shield (5 x 2) daubed with a crude ram's head design

**A well-maintained suite of cuirboilli would have a rating of 7 but 2 orcs died in this armor before Smudgebrow inherited it!*

Treasure: Purse of 30 sp and an ivory ram's head pendant on a chain around his neck. A large iron key which opens the door to Room 11 also hangs from the chain.

Unless given a compelling reason not to, Smudgebrow will make a run for the bridge to the east as soon as he spots more than a single delver. This will be bad news for the delvers, as his orc kin will have plenty of time to get ready for a 'rumble in the dungeon'. Smudge is also keen to let his clan know that the undead have escaped from their confines and that it might be time to ask the Skolari for a pay raise!



Exits

- At the eastern end of the corridor is an archway, which the PCs can step over without incident.
- An unlocked wooden door in the west wall leading to Room 1.
- An unlocked wooden door in the south wall leading to Room 3.
- A locked wooden door in the south wall leading to Room 5 (L2SR-DEX to open).
- An unlocked wooden door in the south wall leads to Room 6, but it is trapped – see the room description.
- A locked solid iron door (L4SR-DEX to open) in the south wall with a small grill at knee height leads to Room 7.
- A locked wooden door (L1SR-DEX to open) in the south wall which leads to Room 9.

Room 3: The Curator's Chamber

The door to this unlit room is similar to others on this level; it is not locked although few have cause to enter.

In ages past, the Master of the Mausoleum took his rest here. To give the room some grandeur befitting a Curator, the chamber was given a vaulted ceiling so the current 'floor' actually slopes down at a 45-degree angle. From the characters viewpoint, the room is similar to the inside of a large boat. The apex of the ceiling, now the floor of the room, is 12' from the base of the door and filled with cobwebbed debris including broken desks, upholstered chairs, a once fine-looking bed now split in two, shelves, a bookcase, a cluster of old tomes and various bits of stationary all in varying states of decay.

There are goodies to be found in the debris as well. If the characters intend to search through the rubble, ask them how many turns they will devote to this activity. For each turn that passes, roll 1D6. On a roll of 1, something has discovered the party. Roll 1D6 again. On a roll of 1-3, Gorovan san Guldûr (see Room 8) has wandered into the chamber. On a roll of 4-6, they are found by a patrol of orcs from Room 14 consisting of three orc warriors led by a Blood Fist.

Items in the rubble: Each turn allow all searchers one L1SR-LK to find one of the following items.

1. A printed book in an odd language. The book is a series of once popular poetry translated into the Skolari's own obtuse language. The delvers may never have seen a *typeset* book before...
2. A shiny blue-steel snuff box. The snuff has dried to a single, small lump but the box is made of mythril and could fetch up to 200 gp (of course the delvers may not know what they've found).
3. A leather folder containing a dozen gold-nibbed pens (essentially a length of black wood with a nib on the end for dipping in your ink pot). A scholar might pay 20 gp for the set.
4. A small clay pot with a cork lid containing a thick white cream-paste. There are two applications left in the pot. The curator would use the cream to improve the appearance of a dead colleague before sealing the body away. The magic that lingers in the vaults has worked a minor miracle on the cream; if applied to a living face it will add 2 points of CHR permanently!
5. A slender dirk in a felt scabbard. The blade emits a dim blue glow suitable to read by, but is no substitute for a lantern.
6. The key to the strongbox in the secret room.

To anyone giving the room more than a cursory glance, the secret door on the north wall will be obvious; during the Guild War, the marble tiles concealing the wooden door fell off. The door itself is 6' by 4' and, given its position, will represent a problem for most delvers to access.

Accessing the secret door: The players need to work together to solve this movement puzzle.

- First they will need to get down into the room. This is easy enough with rope but requires a L2SR-DEX otherwise; take the difference in hits on a failed roll; armor provides no protection.
- Move across the debris. This requires a L1SR-DEX not to stumble; take the difference in hits on a failed roll; armor protects at half its normal value.
- Scale 14-feet of slippery marble. Climbing unaided is a L6SR-DEX, but incurs no penalty for failing. Every good idea they come up with should reduce the SR level by 1 or they could come up with something completely 'left field' that is worth a totally different Saving Roll. Maybe a leprechaun teleports in front of the door or a fairy flies up with a thread attached to a length of rope?
- If the door can be reached, the opening mechanism must be found requiring a L2SR-INT or L3SR-LK. Otherwise the door could be smashed open. The door can take 30 hits before breaking, but a delver will need to have sure footing to even attempt this method.
- If the Saving Roll is failed or the door attacked in any way, a trap will be triggered. A trap door opens in the ceiling (previously the floor) and anyone directly below it will be sucked up into a 10' deep pit as gravity does a back flip. A L3SR-DEX is allowed to avoid falling up into the pit; if the roll is failed, take the difference in hits and possibly more when the victim climbs out and then falls again to the floor below!
- Award 50 Adventure Points for getting through the secret door.

Exits

- A once secret door, in the north wall.
- A single unlocked wooden door, also in the north wall.

Room 4: A Secret Chamber

Once the characters have managed to get through the secret door in Room 3, they find a reasonably large chamber of bare but finished stone (almost 10' square). A number of items will, no doubt, peak the delver's interest.

- A large, locked, iron strongbox which requires the key from the debris below or a L5SR-DEX to pick the lock. If anyone has a mind to break it open, it has a CON of 350. It takes a combined STR of 55+ to remove the box from the secret room. The strongbox contains:
 - 2 doses of healing potions in clear vials (each restores 10 CON points)
 - A heavy purse containing 150 gp
 - A steel-headed mace (5D+1, STR 17+, DEX 3+) with a skull-shaped mace-head and an ivory haft wrapped in black velvet. The mace's combat dice are doubled against undead enemies (double the number rolled not the dice rolled). It looks as though the sockets of the skull once held gems, but they have been removed. This unique weapon is Zurrahban dûr Zurrahban which, roughly translated from the dwarven, means: Death of Death.
 - A tightly rolled snakeskin belt with a large silver snakehead buckle. Some players might think this is some kind of cursed item, but in fact it's just a cool belt (unless the GM wants to make it something else)!
- A tailor's dummy on which rests a full suit of soft black leather armor. Its seams are worked with the same silver thread that appears on the velvet drapes and is a masterpiece of beauty and functionality. It still only takes 5 hits, but does have a unique quality useful in the Vaults. The armor has become imbued with some of the castle's magic – the wearer will not be affected by any trap doors in the complex; gravity will behave itself!

- A rolled-up canvas resting against the east wall. Unfurled, the canvas is 6' wide and 3' high. It depicts a forbidding fortress dominating a dark lake, cast against an ominous cloud-filled sky. The original Skolari Vaults! The painting is signed by the original artist, Leonard Da Vancy – popular some 500 years ago.

Exits

- Only the secret door in the south through which the characters entered.

Room 5: Storage

The door is locked (L2SR-DEX to open). The room beyond is lined with sturdy shelves and the floor is littered with broken ceramic jars, jugs, and other assorted containers. Generous GMs can hide a healing potion amidst the debris (if so it restores 10 CON points). This room might also serve as a secure hiding spot for harried delvers.

Exits

- The single wooden door in the north wall.

Room 6: The *Trapped* Storeroom

From the outside the door and room seem identical to Room 5 except that the door is not locked. If a non-Skolari should enter this chamber, however, the door will quickly swing shut (L2SR-SPD to leap out). There will be a bright flash of light, a great ringing of distant bells (which will alert the orcs from Room 14), and anyone left in this chamber will be teleported to Room 7. Any possessions, including clothing, will be left behind in this room. At least four orcs should come to investigate if the trap is sprung. Equipment can be recovered from outside the room with a staff or trident without setting the trap off again.

Exits

- The single wooden door in the north wall.

Room 7: The Security Cell

The door to this room is solid iron with a small grill (no more than 6" high). A metal bed is secured to the ceiling but the room is otherwise bare. The door will require either a L4SR-DEX to open with lock picks or three *consecutive* L3SR-STR to dislodge the door from its stone frame. If any of the STR Saving Rolls are failed, the character(s) must start again from scratch and take the difference in hits – armor will not protect the wearer from this damage.

Exits

- The single iron door in the north wall.

Room 8: The Mason's Chamber

The many sarcophagi arranged throughout this level were put together and decorated here. This spacious room is littered with collapsed shelving, cracked and broken slabs of grey stone, marble tiles, and row upon row of stone working tools (some of which could be used as weapons and would have most dwarfs salivating; anyone who ends up in Room 33 might wish they had some of these).

*[**Background Note:** The master craftsman charged with personalizing the Skolari's sarcophagi didn't fancy having his extremely heavy works of art carried through winding tunnels, so he constructed a secret door leading directly into one of the tombs. Not even his Skolari masters knew of this door and the undead have only recently discovered it themselves! The door is currently open.]*

Gorovan san Guldûr, the first of the undead to 'awaken' in the mausoleum is also the most adventurous of his kind. He found the secret door and killed the orc guarding Room 1. He stands proud in this room admiring his 'new' limb. Gorovan has removed his withered old arm and attached the orc's severed limb. Magically (of course), it works perfectly!

Gorovan is a skeletal figure, seemingly held together by paper-thin sheets of skin stretched tightly over ancient bones. All that remains of his clothing is a ragged grey robe and a wide, black leather belt. He has long wisps of white hair that dance in an unfelt breeze. His sockets hold only glowing points of red light and he speaks in a hissing voice.

"Look at my new arm. Does it suit me?"

"Oh, I do like the color of your eyes. Do you think they would suit me?"

Gorovan san Guldûr

MR: 104

Combat: 11D+52

AP Award: 150

Special Damage: 1/armor damage

Special Abilities: Gorovan's remaining skeletal arm has monstrous talons – it's with these that he literally flays the armor from his foes. Each point of spite damage not only deals 'spite,' it also destroys one point of armor or shield protection. The delvers can allocate armor to be damaged with the same freedom in which they allocate normal hits.

Gorovan is now a fully corporeal undead being so he can open doors and hit people! He cannot pass through walls, teleport, or engage in any other ghost-type activities. Having seen orcs fully clothed in flesh, Gorovan is keen to change his look. As he was once human he would prefer human male body parts, but will settle for anything fleshy. If at any time Gorovan should roll 6 sixes in a combat turn, he rips off a limb from a random delver and quickly swaps it with one of his own. If he rolls 8 sixes, one of the characters literally loses their head! Roll one die to determine which limb has been appropriated by the thieving ghost!



- | | |
|--------------|--------------|
| 1. Right arm | 4. Right leg |
| 2. Left arm | 5. Left leg |
| 3. Left arm | 6. Left leg |

Delvers who lose a limb reduce their STR and DEX by 25% (round down). Ouch! Even if Gorovan is defeated, a lost limb cannot be re-attached without powerful magical aid. A decapitated character is obviously dead and a brief ceremony should be held to mark the passing followed by a frantic division of that character's share of the treasure.

Treasure: Gorovan wears a broad, black leather belt. Attached to the rear of the belt are 3 brass capped cylinders each containing a magic spell scroll (in life Gorovan was a Wizard, but death has robbed him of his spell-casting abilities). The 3 spells are:

- A 2nd level Take That You Fiend (reader's INT x 2 in hits)
- Upsidaisy (duration 20 minutes)
- Hidey Hole (duration 5 combat turns)

The user need only be able to read Common tongue to activate the spell on the scroll. No WIZ is lost in the activation, but the scroll is destroyed after use. It is not possible for a Wizard or Rogue to learn the spells simply by reading the scrolls.

Once defeated, Gorovan's body collapses in a heap, but his skull, complete with glowing sockets, remains hovering at head height. For the rest of the time the delvers remain on Level 2, the floating skull will follow them around, sometimes at a distance and out of sight, sometimes right in the thick of things. He'll throw in comments such as, "That looks like a jolly fine torso, if no one else is going to have it..." or, "I've got dibs on the scalp, look at those golden locks!" and so on. Any attempts to hit the floating skull automatically fail (he's quick), but magic (such as a TTYF) will damage him. His skull will be destroyed after it takes 100 hits. After that, the glowing eyes will follow the PCs around and they'll still hear him carrying on about body parts!

A truly evil GM can have Gorovan appear in later adventures too. He'll be happy to see his old 'friends' since he knows dead bodies are their stock in trade! If encountered at a later date beyond the confines of the Vaults, he may have acquired new bits and pieces...

Exits

- An unlocked wooden door in the north wall.
- An open 'secret' door in the south wall.

Room 9: The Preparation Chamber

The door to this room is locked (L1SR-DEX to open). This room has seen some recent use by the Skolari. They set up a small lab here to experiment with the risen dead, but abandoned the plan when the undead proved too 'headstrong'.

In the southeast corner of the room stands an 8' tall iron sarcophagus. It has the rough shape of a human (a little like an Iron Maiden torture device) and is engraved with an image of a noble male in repose.

Three huge marble tables are laid out end to end and piled high with glass jars, vials, pestle & mortar (large and small), tin dishes full of odd colored powders, dozens of corked stoneware bottles, and numerous measuring implements.



Characters with any sort of alchemy or medical talents will recognise some, but not all of the ingredients.

The Work Benches: A suitably talented character could make 6 healing potions with the equipment and ingredients here (restores CON equal to the maker's INT), but the work would take one hour per potion and require a L2SR on the appropriate Talent. A failed roll indicates that the ingredients were spoiled. Characters lacking the appropriate skills will not be able to do anything with the equipment or ingredients here. Of course, there is a chance that the characters could be discovered by the orcs or worse in the time it takes to make a potion.

The 'Mummy' Case: The sarcophagus is not locked but it is heavy (STR 6+ to open). Inside lies a tall skeletal figure wrapped in a black shroud. As soon as the lid is opened he will step out and declare:

"How many times must I tell you, your pills and potions will not work? Oh! You're not my kin are you? In that case, I feel an urge to rend your flesh from your very bones. Does that work for you? I'm sure it would be a pleasure for you to be shredded to discrete pieces by one so beautiful as I?"



Omron san Vormand

MR: 160

Combat: 17D+80

AP Award: 160

Special Damage: None

Special Abilities: None

Omron was never happy in life, but is having a blast as a member of the walking dead. No morals, ethics, or soul; just fun, fun, fun. He recently attacked and decimated a group of delvers (Moritan's Mauraders, see below) and was just taking a contemplative 'power' nap to build up his unholy energy. He is definitely a monster from the "this glass is half full" school of terror; he relishes the increased strength and total lack of pain afforded by his new existence.

As you can see, Omron is pretty tough for neophyte heroes to take on, but he does have an Achilles Heel. Omron believes himself to be an extremely handsome individual, so there are two ways to play to his ego. Firstly, show him his reflection after first engaging in a little banter about his total LACK of conventional beauty. Secondly pander to his inflated ego and maneuver him into a position where he can be ambushed. Omron will be hard pressed to kill anyone who is showering him with flattery!

Exits

- A single wooden door in the north wall.

Room 10: Rubble

A broad archway leads in from the west and out to the south passageway. Two piles of debris (large pieces on the floor, small bits on the ceiling) are the only feature of this area. Initially the rubble appears to be random bits of stone flotsam and chunks of plaster. Closer inspection, however, will reveal that this was once a large statue. The head of the statue is the only distinguishable piece and depicts a stern-faced male with a long goatee and a large turban; sitting atop the turban is a jawless humanoid skull. This is a representation of a Skolari.

Exits

- An archway in the west wall leads to a long east-west passage.
- An archway in the south wall leads to a shorter north-south passage.

Room 11: Orcish Holding Pen

The door to this room is locked (L2SR-DEX to pick the lock from the outside, L5 from within) – Smudebrow holds the key.

The orcs from Room 14 recently had a run-in with a small, but vicious group of delvers, Moritan's Marauders. The Marauders entered through the Secret Path (Room 16) and tried to sneak through the orc camp; they almost succeeded but a scuffle broke out that led to the capture of one of their number – Loritana.

The room is bare except for a tin plate holding a single candle (which burned down to a puddle of tallow several hours ago) and Loritana of Gull, a badly beaten elven maiden. She's huddled opposite the door, her hands and feet in shackles. The orcs are so excited at capturing an elf that they have to have a long, hard think about all the terrible plans they have for her!

Loritana of Gull, female elf

Level 3 Wizard

STR: 13 CON: 2/11* DEX: 12 SPD: 14 INT: 28
WIZ: 32 LK: 19 CHR: 30 Combat Adds: +10 AP: 52

(Total attack: 1D+10, Total defense: 0)

Talents: Alchemy (34), Woods Lore (32), Ancient Legends (35)

Spells: Level 1 – all

Level 2 – Cateyes (6), Dura-Spell Battery (var.), Glue You (8)

Level 3 – Dis-Spell (11)

Weapons: None

Armor: None. Loritana is clad only in a flowing silk gown, which is rather revealing

Treasure: None.

Notes: Loritana's current CON is only 2 thanks to a severe beating at orcish hands. Loritana's armor, weapons, and equipment are stored in Room 14.



Obviously Loritana would be a valuable ally to any band of adventurers, but like the rest of Moritan's Marauders, she takes a rather dim view of ethics, morals, and team spirit. She will be very glad to be rescued, insist on being fully healed, then reunited with her equipment (and only then worry about the fate of the Marauders). She will gladly put others in harm's way to save herself, take advantage of her stunning good looks, and always be ready to take a full share of any treasure.

If questioned about Eidolon (from Level 1), a successful L5SR on her Ancient Legends talent will reveal his last name (Neidersnatcher). She will also know of his true form and what happens if anyone says his name. Of course she won't reveal this information, but will want payment for supplying the missing name! Spurlock also knows Muldercutch's last name but doesn't yet realize it (Spurlock, the hobb thief is currently wandering about on Level 3).

What Loritana Knows

“We learned of this place through my studies at the Imperial Library.”

“We fought our way in through the orc encampment, but they were ready for us. I allowed myself to be captured so that the others could escape deeper into the complex.” (A complete lie, of course)!

“The Marauders? Well, I am the true leader although I allow that hideous dwarf Moritan to act as figurehead. She has little insight, but she is an adequate workhorse. The others? They are Spulock, a hobb thief, I tolerate his pathetic humor only because his fingers are nimble, Varrick, a human from the southern plains, Vorduk, a rogue with designs on my magic, and Azel Stoneclaw – he’s a gargoyle, but we don’t ask too much of him.”

“Why did we come here? Treasure of course, not to mention the magical knowledge.”

“This is the home of the Skolari, an ancient order of mages so powerful that the Wizards Guild had to shut them down. The sum of their wealth and knowledge is held in these vaults!”

“You must understand that the Marauders have first claim to any magic or gold recovered. We were here first and we are the more powerful group.”

“Yes, you can come with me. First we must reclaim my belongings!”

Exits

- Just the door by which the characters entered – in the east wall.

Room 12: The Short Passage

A series of thick candles on the floor supply the kind of dim and eerie light favoured by the orcs. A breach in the wall leads to Room 13, although there is no evidence of excavation – it must have been created a long time ago. The corridor comes to an abrupt end to the south. It is clear that the wall is a recent addition. It is made of heavy stones (some covered with moss) and thick mortar.

Exits

- An archway to the north.
- A locked door in the west wall (I2SR-DEX to open) leading to Room 11.
- An opening in the east wall leading to Room 13.

Room 13: The Orc Road

The Skolari have recently hired a band of orc outlaws to do their dirty work. The main orc camp is in Room 14, but they use this passageway to move to and from the dungeon. They are not comfortable with undead critters, but the pay is good so they always retreat to this area which is beyond the walls of the original castle.

Delvers will not notice it, but the magical gravity of the Vaults holds no sway here and beyond. Anyone falling off the bridge will fall down!

Exits

- The passage runs east to west terminating in the west-end bridge.

Room 14: The Orc Outlaw Band

Beyond the bridge, the passage opens out into a vast chamber carved by the Skolari to supplement their floor space. The room is divided into several pools of light provided by large glass and bronze oil lamps. Various groups of orcs are gathered near the light, relaxing, talking, sleeping, and eating. Each of the groups uses animal hides for beds and cut logs for stools.

This is the home of a band of orcs calling themselves the Blood Rams. Their shields all bear the image of a severed ram's head. Originally the band numbered 30 able-bodied warriors, but has lost troops to occasional encounters with the undead and most recently a pitched battle with Moritan's Marauders. There are now only 14 Blood Rams to do the Skolari's bidding. The leader of the orcs is Vulkar Hookclaw, a massive half-ogre. His right hand orc is Smudgebrow (who the PCs may have already met and killed, or he could have returned to the camp to warn of the delver's approach). Spittooth is the clan shaman and there are 11 other orcs of varying ability.

Vulkar Hookclaw, half orc, half ogre, all nasty: Vulkar is the undisputed leader of the Blood Rams. He is a brutal, but cunning leader – charged with the protection of the Vaults. He is keenly interested in elves and will hope to capture any in the character's party.

Level 5 Warrior

STR: 51 CON: 30 DEX: 10 SPD: 13 INT: 12 WIZ: 16 LK: 14 CHR: 15 Combat Adds: +42 AP: 93
(Total attack: 4D+51, Total defense: 30)

Talents: Leadership (21), Intimidation (52), Ivory carving (12), Wrestling (54), Hunting (15)

Weapons: Orcish scimitar 4D+4, Boar spear 4D+2, Crossbow 5D+0 (Range: 100, 12 bolts)

Armour: Chain mail (12 x 2), buckler (3 x 2)

Treasure: Ram's head pendant, Buckskin Boots (magical boots made from the hide of an enchanted buck; add 2 to the wearer's SPD when worn), assorted gold and silver jewellery worth 120 gp.

Smudgebrow: See description for Room 2 for further details.

Level 3 Warrior

STR: 36 CON: 24 DEX: 13 SPD: 16 INT: 8 WIZ: 17 LK: 15 CHR: 9 Combat Adds: +32 AP: 68
(Total attack: 4D+38, Total defense: 22)

Talents: Drinking (28), Spotting Sneaky Delves (12), Unarmed Combat (42)

Weapons: Trident 4D+3, Dirk 2D+1

Armour: Worn cuirboilli armor (6 x 2), heater shield (5 x 2) daubed with a crude ram's head design

Treasure: Purse of 30 sp and an ivory ram's head pendant on a chain around his neck. A large iron key, which opens the door to Room 11, also hangs from the chain.

Spittooth the Shaman: A tall and thin, white-haired orc covered from head to toe in gory and arcane tattoos. He talks in a high-pitched, rasping voice and mumbles continually about the ways prisoners can be tortured and killed ("Pull out his claws, peel off the skin, open his scalp, oh where to begin, so much time and so little blood"). He's quite mad, of course!

Level 2 Rogue/Shaman

STR: 13 CON: 17 DEX: 22 SPD: 13 INT: 14 WIZ: 18 LK: 10 CHR: 13 Combat Adds: +12 AP: 44
(Total attack: 3D+17, Total defense: 7)

Talents: Roguery (26), Spirit Lore (20)

Spells: Call Flame (7), Detect Magic (1), Sparkle (1), Hidey Hole (10), Spirit Mastery (8)

Weapons: Terbutje 3D+5, Misericorde 2D+1 (Range: 10) 13 WIZ stored

Armour: Cuirboilli armor (7)

Treasure: Spittooth's misericorde was lifted from the body of a mage he killed early in his murderous career. It acts as a Kremm battery, which can store up to the owner's CHR in points. Once the stored points have been used, the knife begins to replenish its stores by leaching points from the owner at the rate of 1 WIZ per 20 minutes, until the limit is reached.

Of the 11 remaining Warriors, 4 are elite 'Blood Fists' whilst 7 are 'normal' orcs.

Blood Fists (4)

MR: 45

Combat: 5D+23

Special: Scraps of armour provide 4 hits worth of protection each turn.

Orc Warriors (7)

MR: 30

Combat: 4D+15

Special: None

Orcish Tactics: Assuming the delvers rather foolishly mount a frontal attack (rather than drawing out the orcs a few at a time or trying some other cunning scheme), Spittooth will take 4 orc warriors into the shadows and prepare his Hidey Hole spell. If the fight starts to go badly for the orcs, he will cast the spell and move in for the kill. If things go really badly, Vulkar and Spittooth will cross the bridge into the Vaults and set fire to it (using Call Flame). They will then exit via the 'Back Door' on Level 1 and return via the Secret Path. The round trip will take about 5 hours, so they are unlikely to catch the PCs in an ambush; but once they return they will be keen to track down and kill the characters. If the alarm is sounded (thanks to a delver setting off the trap in Room 6), Vulkar will send one Blood Fist and 3 orc warriors to investigate (the PCs could acquire ram's head pendants this way).

Treasure

The orcs pile all their loot against the east wall next to the Secret Path. Here can be found Loritana's equipment:

- A wizards staff
- A delicate chain jerkin (7 hits)
- A Spell Fire ring (a gold ring set with a ruby which reduces the cost of casting TTYF by one point)
- A backpack (containing a lantern, oil flask, 2 days provisions, a 20' coil of rope, 3 iron pitons, a few sheafs of blank paper, and some charcoal sticks)
- A doeskin purse holding 50 gold coins
- A pair of green leather boots

The orcs' own hoard is more basic:

- A few lengths of painted and badly carved wooden totems (Spittooth's pride and joy)
- A large sack of coins (3D6 x 20 gold, 2D6 x 50 silver, and 2D6 x 20 copper)
- Several tridents, spears, and orcish scimitars
- A full suit of chain mail armor
- 4 stoneware bottles containing healing potions (each restores 12 CON)
- 3 lanterns
- 12 pots of oil
- Half a pig carcass (they do their cooking in the forest)
- A keg of reasonable ale
- Assorted knives and wooden plates

Exits

- An opening in the west wall leads to a rope bridge (Room 15).
- A rough tunnel in the north-east wall leads to the outside world.

Room 15: Trollbridge

A sturdy rope bridge stretches across a deep, dark chasm. A warm breeze rises from below causing the bridge to sway slightly. Anyone falling or jumping from the bridge will be splattered to a paste at the bottom of this very long fall.

As soon as anyone, or *anything*, steps on the bridge which does not possess one of the orc's amulets (an ivory ram's head piece – see the description of Smudgebrow in Room 2) will cause Halfgone the Troll to appear at point 'C'. Halfgone is about 9' tall and 5' wide. He is a traditionalist and looks like he was carved out of a chunk of granite by a drunken artisan. He has a huge beak-like nose, deep set black eyes, and moss for hair. His compromise with the civilized world is a badly cured sheepskin loincloth.

Halfgone made a pact with the orc shaman many years ago and is now magically linked to their tribal symbol. He can detect the presence or absence of such an icon on anyone approaching the bridge. Whilst keeping completely still (something that Halfgone is really good at), he becomes invisible. Halfgone is not sure why he has the ability or how he came by it but it did, at least, provide him with a name!



Halfgone The Troll

MR: 110

Combat: 12D+55

AP Award: 110

Special Damage: None

Special Abilities: Halfgone's thick hide absorbs the first 6 hits per combat turn. When not in combat, he recovers 5 MR points per 10 minutes rest.

Halfgone is very, very slow, so delvers (with smart players) can use DEX and SPD Saving Rolls to good effect when coming up with combat tactics. It won't be possible to knock Halfgone off the bridge, but if someone were to set the rope bridge swinging... The troll moves slow and thinks slow, but he won't take orders from anyone but Spittooth, the orc shaman. Nor will he reveal any information about the orcs or the Vaults.

Exits

- The delvers may head back across the bridge to the west (Room 13).
- Or enter the orc's camp to the east (Room 14).

Room 16: The Secret Path

The orcs refer to this unlit passage as the Secret Path—a long, roughly hewn tunnel that comes up under an old lightning split tree in the forest several hundred yards away.

Exits

- If the delvers follow the tunnel to the east they will eventually emerge in the burned out trunk of a large oak tree.

Room 17: The Grey Crypt

The room is unlit and completely tiled in a deep grey slate. The skull motif from the perimeter corridor continues, but the skulls have been painted with black enamel. The door in the south wall is oak, bound with black iron.

On the ‘ceiling’ are six stone sarcophagi. Three of them are against the east wall and the other three are against the west wall. One of the lids is lying on the floor, broken in two and the slate lined coffin is empty (this was the home of Gorovan until he got itchy feet, or at least itchy for a new pair of feet).

Once one or more delvers enter this room, an incessant tapping begins from the sarcophagi closest the north wall. As a character draws near he will hear a muffled voice.

“Hello, anyone there? I know you’re there. Let me out. I’ve been laying her for simply an age; I need to stretch my old bones.”

The voice belongs to Crotchet san Firdan, a dithering old spirit clinging to its skeletal frame. Crotchet will try everything to get the PCs to let him out; chances are they won’t trust him (yet) and they’ll leave him be. If they do release him (which requires a L2SR-STR to break the mortar seal on the stone lid) they will find him quite harmless and pliant. He’s glad to be out of his box and will be keen to find out what he’s missed in the last few centuries. Crotchet cannot fight for or against the PCs so no MR is required. He will wander around for a while and perhaps follow the delvers if they’re doing ‘interesting’ things. When the delvers enter Room 27 they might find a use for ol’ Crotchet.

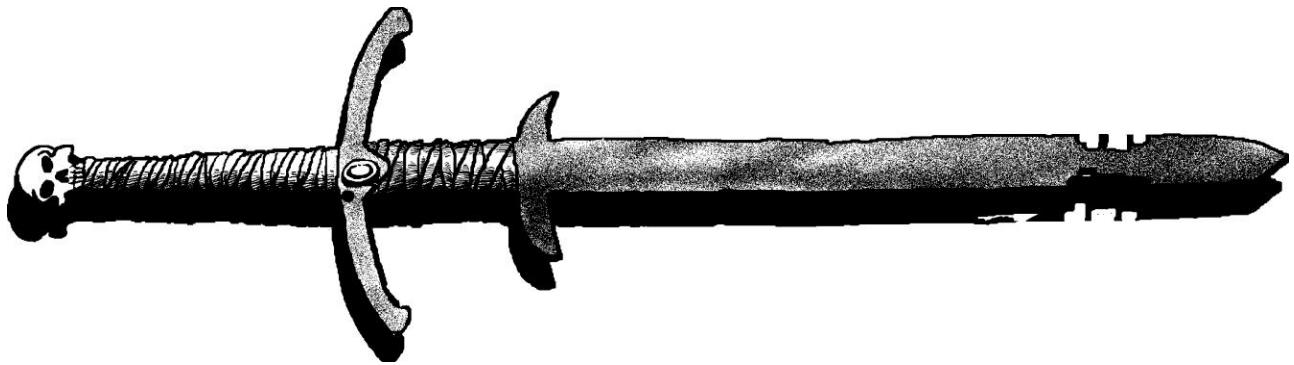
Exits

- The door in the south wall is unlocked it is made of black-stained oak, bound with iron straps.
- The secret door in the north wall is currently open. If closed it would require a L2SR-LK or INT to locate by anyone who didn’t know of its existence.

Room 18: The Red Crypt

The door to this room is not locked. This is an imposing room similar to Room 17 with six sarcophagi sitting on the ceiling. The marble tiling throughout this room has a deep blood red color; the skulls set into the wall have been painted red. The sarcophagi are of a dark rose-colored stone and one of them (near the north wall) is engraved with the image of an armor-clad warrior replete with huge sword.

All of the sarcophagi contain the mouldering remains of long past Skolari, but the ‘warrior sarcophagus’ also contains a fine magic sword! Opening the lid requires a L3SR-STR or L2SR-STR if more than 3 characters assist. Once open, the body and sword drop to the floor.



Treasure: The Ruby Blade

A great sword (six feet long) requiring STR: 21+ and DEX: 18+ to wield (reduce combat total by the difference if the user is lacking in the appropriate attribute levels). This 6D weapon has a dark red wooden handle wrapped with red silk; a thumb-sized ruby is set between the crossbars of the hilt and the blade has a strange red tinge.

The magic of the sword is two-fold; first, if the user has the necessary attributes to use the weapon, the personal adds derived from STR are doubled; second, the Ruby Blade is one of two conditions required to open the door that leads to Level 3 (see Rooms 22 and 27). Note that if the person using the sword does not already have the required attributes, no special benefits are conferred.

Exits

- The only exit is an unlocked wooded door in the south wall.

Room 19: The White Crypt of the Bone Horror!

The door to this room is unlocked and similar to Rooms 17 and 18, but decorated in bright, sterile white marble. All six of the white marble crypts have been opened – their lids lie shattered across the floor. The musty skeletons, which were once secured in their sarcophagi, are now piled in a single heap against the north wall. It's a huge pile of bones and rags that seems somehow more than six ancient corpses.

As the characters approach the heap of bones it begins to twist and writhe, and slowly a distinct unearthly shape forms. It rises to a broad 8' tall creature comprised of six skeletal bodies. Rib cages form the central column of the body, which terminates in a clutch of arms and hands – a little like a giant undead scorpion. It has six legs and six snapping skull-heads quivering on the end of long and yellowed spines.

The Bone Horror

MR: 144

Combat: 15D+72

STR: 51

AP Award: 250

Special Damage: 1/2 (two points of spite damage per '6' rolled)

Special Abilities: Tracking talent (15)

Notes: As the creature is wounded, parts its body will be shorn away or knocked off; in effect, the creature gets 'smaller'. When (or if) it is reduced to a MR of 72, the bits and pieces that have been 'knocked off' will begin to reform (out of sight) and 2 turns later it will return – a second creature with an MR of 72, effectively restoring its Monster Rating to its original level!

Once awakened the Bone Horror will track the delvers until either it, or they are dismembered! It will use its phenomenal Strength to smash through doors and sometimes walls to get to its quarry. Despite its many legs, the beast only moves at half the speed of the delvers.

[Designer's Notes: *In the original play test, the cunning delvers lured the hideous Bone Horror to the bridge (Room 15) and engineered its collapse before the beast could 'split' into two.*]

Exits

- A single unlocked wooden door in the south wall.

Room 20: Store Room

The door is slightly ajar and there are a few splashes of fresh blood on the tiles approaching the room. Within, the PCs will find a dusty cobwebbed storeroom filled with useless debris from centuries past.

The blood belonged to Mollie Moritan, a grim-faced and full-bearded female dwarf. She was, of course, the true leader of Moritan's Marauders. After a deadly encounter with one of the undead Skolari, Mollie managed to crawl to relative safety here. Alas she died from her wounds. If the PCs seek to give Mollie a hero's burial (she is a fellow delver after all) give each of them 150 APs. If (more likely) they loot the corpse, give them no award!

Mollie Moritan's Possessions

- A full suit of mail armor (dwarf size); it is enchanted to weigh half (180 w.u.) as much as a normal suit.
- Mollie's helm is a thing of beauty, fashioned of steel and worked with gold filigree and tiny emeralds. The face plate is crafted in the image of a beautiful human maiden and is hinged to form a moveable 'visor;' the maidens 'eyes' are thin slivers of amber that allow the wearer to see foes under the effect of a Hidey Hole spell.
- A heavy satchel holding 130 gp.
- A steel bottle containing a Booster potion that doubles the drinker's STR for 25 turns and then halves the STR score for a further 25 turns (it's worth over 7,000 gp)
- 2 doses of Trust Your Feelings Tea (see page 19 of the Tunnels & Trolls Monsters & Magic Book); the bottle is labelled as such. The tea is best enjoyed in hot water.
- Fool's Gloves: A pair of fine leather gloves which shrink or expand to fit any wearer. The wearer's DEX increases by 2 points when but INT drops by 2 points!

Exits

- Only the door in the west wall by which the characters entered.

Room 21: Another Short Passage

The north wall of this short passage has recently been bricked up by unskilled orcish hands (see the description of Room 12 for further details). This passageway is inhabited by an odd entity from the dawn of dungeon adventures: the Tunnel Jelly.

This specimen is a near-transparent blob of ectoplasm formed by concentrated ghostly activity. It is easily identified by its shimmering blob-like surface and various bits of debris floating in its jelly interior. Each combat turn the Jelly advances toward the party and shoots out a single ectoplasmic tentacle at one random delver. The targeted character must make a L2SR-SPD to avoid being hit. If hit, the character is immediately sucked inside the jelly and begins to suffocate, taking one hit per combat

turn until dead (-10 CON). If the characters are unable to destroy the Jelly, they will be forced to retreat in the direction from which they entered the corridor.

Tunnel Jelly

MR: 200

Combat: 0+0

AP Award: 200

Special Damage: None

Notes: This creature is effectively a form of undead entity. It cannot be harmed by edged weapons (including arrows and spears) although bludgeoning weapons (and sling stones) inflict half damage (halve the number rolled on the dice before adding personal and weapon adds). Magical attacks score full damage against the jelly.

*[**Game Master's Note:** The Jelly rolls no dice in combat, but don't let the characters know that! Roll 10-12 dice each turn, suck air in over clenched teeth, shake your head and grimace... you know the deal! After the first combat turn, let the players know that their edged attacks had no effect but blunt weapons caused the thing to shrink away. The Jelly does not leave this corridor, but if the characters exit before the thing is 'dead' it regenerates at 5 MR points per 10 minutes.]*

Exits

- The door to the south is of heavy steel but unlocked. It is perfectly balanced via a single central column so pushing on the left hand side of the door causes it to slowly swing in that direction allowing a person to pass through.
- Both doors to the east are common for this level. The door to Room 28 is unlocked whilst the door to Room 31 is locked (L2SR-DEX or L3SR-LK to open).

Room 22: The Corner Room

The door to the west and north are made of heavy steel, but unlocked. They are perfectly balanced via a single central column so pushing on the left hand side of the door causes it to slowly swing in that direction allowing a person to pass through. There are two other doors in the southeast corner of the room which seem similar to the 'swivel' doors leading from the room. However, they hold fast and will not budge no matter what the PCs do. These doors may only be opened by the mechanism in Room 27. They are completely impervious to all harm in a fashion not dissimilar to a Wizard's Deluxe Staff. Once opened, however, they reveal a spiral stone staircase leading down to Level 3.

Exits

- The steel doors concealing the spiral staircase leading downwards are held tight and will not open without certain conditions being met (see Room 27).
- The steel doors in the north and west walls open easily.

Room 23: A Long Dark Passage

A chill wind seems to blow from this passage towards Rooms 22 and 23. The corridor is unlit and any naked flames will be extinguished (lanterns will survive, however) as soon as the delvers have moved 20' from Rooms 23 or 24 toward point 'B'. When the characters are 10' away from point 'B', a terrible ghost materializes. The ghost is 10' tall and his mist-like garments billow in the chill wind to fill the width of the corridor. Beneath his translucent shroud can be seen a tracery of ancient armor. "None shall pass," he announces in a voice sounding a little less pleasant than a six-inch nail on a blackboard.

The Ghost Knight

MR: 300

Combat: 31D+150

AP Award: 300

Notes: The Ghost Knight will not move or engage the delvers (yet). Despite appearing insubstantial, he is solid enough to stop the delvers continuing down the passage. Only magic weapons and spells can harm the ghost. If he suffers 50 points of magical damage, he will return the compliment and attack, but will not move from point 'B'. Other phrases he might utter during the encounter include:

"It's only a flesh wound."

"I've had worse."

"Do your worst!"

"In life I was more of a 'Black' Knight."

"Come on, I'll have your knee caps."

And so on.

At this point the players might find themselves engaged in extended monologues from their favorite Monty Python movie. If so, award their delvers with 50 APs! A little bit of 'Monty' never hurt anyone!



*[**Game Master's Note:** Since the ghost does not move, delvers will half a brain will stand back and lob spells until it is banished (or go the long way around)!]*

Exits

- An iron 'swivel' door to the east.
- An open archway leading to the west.

Room 24: The South West Corner

The entrances to this room are two tall, open archways so the characters are able to pass through easily. A few spots of fresh (still sticky but not 'wet') blood can be seen in the north archway. Closer examination reveals a small bloody hand print at waist height on one of the arches cornice stones. Just beyond the north archway, almost in Room 25, lays a sheaf of 24 arrows suitable for a heavy longbow.

Exits

- An archway leads to the north.
- An archway leads to the east.

Room 25: Lucas' Way

A trail of sticky blood spots runs the length of this dark corridor and leads from Room 24 to Room 20. Characters entering the corridor from either the north or south are allowed a L3SR-INT to spot Lucas, one of the Skolari's retainers, who was buried with his masters many years ago. He is entirely in the grip

of the castle's weird magic and is currently standing on the ceiling (what used to pass for the floor before the 'inversion'). In all ways Lucas acts as if the Vaults had never been inverted. If he goes undetected, Lucas will attack the characters as they pass beneath him. Single out one character to suffer a barrage of 3 dice of hits (armor protects normally, but Warriors do not get their 'doubling' effect as the attack is by surprise).

Lucas

MR: 60

Combat: 7D+30

AP Award: 85

Special: At the beginning of each combat turn, all characters must attempt a L1SR-DEX. Anyone failing the Saving Roll may not apply their combat total for that particular turn (Lucas is out of reach).

Lucas is a skeleton held together by sinewy strands of his old livery and pure hate. He loathed his Skolari masters and was buried alive with them. He is quite mad and unable to communicate in any meaningful way, although venting his anger in combat gives him a nice warm glow.



Exits

- An open archway leads to Room 24 at the south end of the passageway.
- The door in the east wall leading to Room 29 is locked (L3SR-DEX to open).
- The door in the east wall leading to Room 26 is unlocked.
- The door in the east wall leading to Room 20 is slightly ajar.
- The door in the north wall is initially locked (L2SR-DEX to open) and leads to Room 1.

Room 26: The Crypt of Ice

The doors to this room are unlocked. As soon as either door is opened, a wall of frigid air sweeps out into the corridor. One terrible winter, long years before even the Guild War, a party of four mages died from exposure in the woods near the castle. The bodies were interred here and forever carry some of that deadly winter with them.

A drift of snow covers the ceiling (it's too light to fall to the floor) and thick icicles reach up from the floor like stalagmites. The six sarcophagi are planted firmly on the ceiling and are wreathed in thick veils of ice. The ice can be melted with application of heat, but will return within the space of a few hours. If the pale grey stone sarcophagi are then opened (requiring a L3SR-STR), six well-preserved bodies will be revealed and will fall to the ground. Four are middle-aged men, a fifth is a matronly woman, and the sixth is a young and beautiful elven female (though Loritana will think that she's quite ugly). All are dressed in expensive funeral gowns.

The youngest woman clutches a delicate white staff in her cold dead hands. It is only a Staff Ordinaire but looks cool (pun intended). The older, matronly woman was laid to rest with an ancient leather book. Much of the hand-scrawled text is of a dead and indecipherable language, but some pages have been translated into Common. These pages represent 3 spell scrolls that could be removed and used:

1. Call Water
2. Freeze Please
3. Protective Pentagram

A Wizard may learn the spell by reading the scroll whereas Rogues may only cast the spell; both actions destroy the scroll.

Of the men, only one has an item of interest. It is a bronze bracer that fits snugly on a lower arm. There is a delicate engraving of a man's face hidden in a storm cloud; the man's cheeks are puffed out and his lips are pursed as if blowing. This is the Bracer of the Pugilist! The wearer doubles his or her combat adds when fighting unarmed and reduces the Saving Roll level of any feat of Strength by one.

Exits

- An unlocked wooden door in the north wall.
- A locked (L2SR-DEX to open) and trapped (see Room 27) wooden door in the east wall.
- An unlocked wooden door in the west wall.

Room 27: The Key Chamber

The door in the north wall is not locked. The doors to the east and west are locked (L2SR-DEX to open). If the attempt to pick the lock of either door from outside the room fails, a trap is triggered firing a dart from a small gap between the floor tiles (originally the dart would have come from above of course). The dart is coated with magical sleeping venom. A delver may make a L3SR-LK to avoid the dart. If struck, the delver must then make a L4SR-CON to avoid becoming poisoned. The struck delver may add points of armor protection, but not from shields and not doubled for being a Warrior, to his or her CON before making the roll. If the Saving Roll is failed, the delver takes the difference in hits and falls into a magical slumber for 2 minutes. The delver will appear dead and no amount of mundane assistance will revive him. After 2 minutes the afflicted character will awake feeling groggy with a bad headache (halve combat adds for 5 turns). If the Saving Roll is successful, the character takes one point of damage but suffers no other effects.

From each corner of the room extends a 12" high stone beam forming a cross on the floor and ceiling which the delvers must step over to progress within. In the center of the room where the beams meet is a slate grey stone pillar, 12" in diameter. At the midpoint of the pillar is a narrow slot wide enough to insert a sword blade. Above and below the slot can be seen faint engravings. It will take a L1SR-INT to make out the letters of the inscription (they're upside down after all) which are as follows:

"The unblooded red blade and untainted Skolari hand may both pass beyond."

At the very top and bottom of the pillar can be seen the glint of steel cogs and gears, however, they are not sufficiently exposed to be manipulated by the delvers in any way. Experimenting with the pillar reveals that it turns easily and that a sword may be inserted into the slot and used as a lever to turn the pillar even more easily!

The pillar is the key to the doors in Room 22 that lead to the spiral stair and Level 3. If a Skolari (living or dead, such as Crotchet) turns the pillar, the doors will swing open instantly (the characters will hear a grating noise from the direction of Room 22). Alternatively, the Ruby Blade may be inserted into the slot and the pillar turned by anyone to open the doors. But, after using the blade it may not be removed; it becomes magically fused with the pillar. So it's much more effective to make friends with Crotchet!

Exits

- A wooden door in the east wall (initially locked–L2SR-DEX to open).
- A wooden door in the west wall (initially locked– L2SR-DEX to open).
- An unlocked wooden door in the north wall.

Room 28: The Lair of Magratatta

The doors to the north and east are unlocked and the layout of the room is almost identical to the other crypts on this level, except here the sarcophagi are all opened and filled with fresh webbing. The door to the west is locked (L2SR-DEX to open).

Lurking on the ceiling is a gigantic spider-thing, similar to Quig (see the description of Room 11, Level 1 for details of Quig), but at least twice the size. Like Quig, she has thick hairy legs and a huge bulbous abdomen that glows slightly. Her broad fat head is human-like. Indeed, it looks almost feminine. Magratatta is starving; the only living thing she's encountered to eat (aside from the odd adventurous rat) was an entire tribe of orcs – which she duly avoided. When the delvers enter she will be keen to drop from the ceiling and start feasting. However, she is also keen to locate her errant husband, so before she begins her vicious attack she will ask (in a high-pitched chittering screech):

“Before I kill you all, quite horribly, I have one question for you... Have you seen my husband?”

If the characters have met Quig they may choose whether or not to reveal that information. If they say Quig is dead, Maggie will be moved to tears and lose her appetite; she'll want to sit down and talk about all the good times they would have shared. If the PCs say *they* killed Quig, her Monster Rating increases to 200 and she attacks like the fighting machine she is!

Magratatta, Queen of the Spider

MR: 180

Combat: 19D+90

AP Award: 200

Special Damage: 1/1 poison damage

Notes: Any spite damage inflicted by Magratatta (and only spite damage) may cause poisoning as follows:

- Bitten characters must make a L2SR-CON or become 'poisoned'.
- Poisoned characters lose 1 CON and 1 DEX per turn until they collapse (zero DEX) or pass out (zero CON). Characters with normal CON scores of 8 or less will quickly die if reduced to zero CON, others will tend to drift in and out of consciousness until healed.
- Poisoned characters may make a L2SR-CON to shake off the poison each turn after the initial poisoning, *before* losing attribute points.

Like Quig, Magratatta moves on the floor, ceiling, and walls with equal ease. If Magratatta is reduced to a MR of 90 or less, she will attempt to flee. If the characters wish to stop her, at least one of them must make a L1SR-SPD. She's not as nimble as Quig but she's still pretty fast! If Magratatta is defeated, a suitably talented character (Apothecary or Alchemist) could extract 12 does of spider poison for later use if required.

Exits

- An unlocked wooden door to the north.
- An unlocked wooden door to the east.
- A locked (L2SR-DEX to open) and trapped (see Room 27) wooden door to the west.

Room 29: The Void

Both doors to this room are locked (L3SR-DEX to open). At first glance this room appears similar to some of the other crypts on this level. As usual, there are six sarcophagi on the ceiling, however, one of the lids is missing (the others are intact and in place) and there is no sign of dust in the room. Looking up into the open sarcophagus all that can be seen is darkness. After standing under the coffin for a few moments, a delver will notice his or her hair standing on end and dandruff slowly drifting up into the darkness.

The ‘pull’ of the Void is not sufficient to suck characters into the darkness (although a Leprechaun or Fairy might need to make a L1SR-SPD to scoot out of the way), but small things like loose threads, hair, scrolls, etc. will vanish into the black. During the Guild War a stray spell accidentally opened a rift in the fabric of reality. No one knows what lies beyond, but chances are it’s bad. Any delver who ventures into the black is lost forever; they have ceased to exist on this plane of existence and may even have been crushed to nothing in the depths of space.

This room may serve as nothing more than a curiosity *or*, the delvers may find an artifact on Level 3 so terrible, that it must be cast into the Void to ensure its destruction.

[Game Master’s Note: *At your discretion, allow a character lost to the Void to rejoin the party at some later stage in the adventure. The other delvers might find the character in a cupboard or treasure chest. For ease – I suggest that the character has no memory of his or her experiences in the Void. This leads the door open to the return of repressed memories of alien landscapes, horrible demons, and undreamt of treasures!]*

Exits

- A wooden door in the west wall – initially locked.
- A wooden door in the east wall – initially locked.

Room 30: Hall of the Mad Duke

Both doors leading to this room are locked (L2SR-DEX or L3SR-LK to open). If the PCs get a chance to look around they would see the room is designed along similar lines to the other crypts. However, standing in the middle of the room is a turban-wearing, Skolari undead warrior. His eye sockets are ablaze with a magical red glow that speaks of evil. In each hand he carries a wickedly curved scimitar.

The Mad Duke

MR: 90

Combat: 10D+45

Notes: The Duke is clad in polished black cuirboilli which stops 14 hits (because he was a Warrior).

There is no dealing with the Mad Duke; he’s dead and bonkers, not generally a combination conducive to contemplative discourse. He will attack and fight to the undeath in this room, but explore no further (because he’s a nutter).



Exits

- A wooden door in the west wall – initially locked .
- A wooden door in the east wall – initially locked.

Room 31: The Chamber of the Ages

Both doors leading to this room are locked (L2SR-DEX or L3SR-LK to open). Every single tile in the room is cracked and worn almost to the bare stone beneath. The ceiling is thick with fine, gray sand – the stonework of the sarcophagi has crumble away to dust.

Like some of the other chambers in the Vaults, this room has absorbed some of the magic of the terrible Guild War. Time advances at an accelerated rate here. Within seconds, the characters will notice their hair and fingernails growing ever-so slightly longer. Each turn they remain in the room they will grow visibly older. After a full 5 turns (10 minutes) in the room they will have aged a year.

This is not likely to be a problem as the delvers can move around the dungeon freely and have no need to stay here, but they may maneuver nasty monsters to this room, lock them in, and wait an hour or two for them to crumble to dust. If the delvers do prove to be this cunning, award them double the normal Adventure Points for defeating the foe.

Exits

- A wooden door in the west wall – initially locked.
- A wooden door in the east wall – initially locked.
- A secret door is hidden in the lower west wall. Make a L2SR-LK or L3SR-INT to locate the opening mechanism. Each Saving Roll attempted in this room takes one turn or 2 minutes.

Room 32: The Secret Chamber

This narrow room is spared the ravages of time that afflict the Chamber of the Ages. Time passes normally within the confines of this area.

At the far west end of the room, there sits a pair of brushed silver plates, approximately 24” in diameter, mounted on a low marble dais – one on the floor and one on the ceiling. Anything placed upon either plate immediately vanishes.

The delvers will most likely attempt to interact with the plate on the floor since it is closest to them, but both work in an identical fashion. Items placed on the plate(s) or characters that step on one are immediately teleported to Room 33. The experience is not unpleasant but leaves the character disoriented and giddy upon arrival (call for a L1SR-SPD to avoid falling over). Sadly this is a teleport trap which may spell the end of one or more characters, unless they’re fond of stone masonry.

Exits

- A once secret stone door in the east wall.
- Stepping on the silver plate will transport the character to Room 33.

Room 33: The Terminus Trap

The Skolari built this chamber as a trap for anyone who might be foolish enough to try and loot the tombs of their fallen comrades. The only way to enter this room is via the magical teleport plate in Room 32. The room is in total darkness, anyone who stepped on the teleporter without a light source is in a spot of bother! If the character(s) do have a light source, they see a drab stone room littered with the remains of 5 unlucky ‘tomb raiders’. The bodies are in varying states of decay, but the freshest must surely be a year or more old. The walls have been attacked at various points with blunt and sharp instruments over the years, but no real damage has been done – just a few loose stones here and there.

[Game Master’s Note: Don’t immediately draw the location of the room onto the player’s map and don’t allow characters in this room to communicate with any of their colleagues elsewhere in the dungeon.]

Getting Out of the Room

The Skolari didn’t plan on anyone getting out of this room and so far no one has done so.

1. Teleporting is dangerous since the captive in this room has no real idea where they are. The original description of the Wink Wing spell (from 5th edition T&T) states that the caster (or Leprechaun) could teleport themselves and their belongings up to 50’ in any direction. A character standing anywhere in Room 33 that chose to teleport 20-feet to the south would end up embedded in solid rock and completely dead! A Wizard or Leprechaun could also find themselves materializing in a chair or stone table with equally disastrous results.

2. Excavation is the obvious plan and the one chosen by the five other delvers who ended their lives here. With *appropriate tools* it would take a character with a STR of 10, 36 hours to knock a 3’ deep hole through to Room 9, 17, or 18. Without the correct tools (and it’s only likely that the characters will have the right tools if they chose to acquire them from Room 8) such as picks, chisels and hammers, the time required is 180 hours. Assuming a suitably motivated character can work to full efficiency for 12 hours per day, it would take him 15 days to tunnel through providing his axe didn’t break! A character with a STR of 20 would take half the time, as would two STR 10 delvers. Digging in complete darkness is twice as difficult and takes twice as long.

- The character must make a L2SR-LK once each 1D6 hours of digging. If the roll is failed, the current makeshift tool breaks and is useless for further work. If the character is using the right tools, only a L1SR-LK needs to be made once per 2D6 hours of work.
- Each 2D6 hours of work, the digger’s STR drops by 1D3 points due to fatigue.
- The character must have water every six hours or STR drops by a further 1D3 points. A character that goes without water for 12 hours also loses 1D3 points of CON. Most humanoids will not survive 36 hours without water.
- The digger must also have food every 10 hours or STR drops by an additional point. Most humanoids can survive without food for several days, but their strength will soon fail them.
- After two-thirds of the required time has elapsed, the digger will have knocked a small hole through to the next room (unless he’s tunnelling south of course) and may be able to get assistance from his fellow delvers.

3. Other: The character may be able to come up with some fantastic idea for escaping – if so, great, award 100 Adventure Points! She may be in telepathic contact with her fellow delvers who then send her digging tools via the teleporter or she may be able to employ some fantastic magical item that the GM will have to adjudicate.

[Game Master's Note: If the Skolari wanted to punish thieves, then why not just teleport them straight into solid rock? Quite simply, such a death would be instantaneous and the victim would have no idea of his fate. This way, the thief dies of thirst over several long days, fully aware that he is paying the ultimate price for his nefarious activities! This is exactly why the room is always magically full of nice, fresh, breathable air!]

Treasure

The five luckless delvers that died here before the PC or PCs arrived brought with them a few valuables and various bits of equipment as follows:

1. 12 burned out and useless torches, 6 empty clay pots (they once held lamp oil), and 3 empty oil lanterns.
2. 2 complete suits of mail and 2 complete suits of soft leather armor.
3. A heater shield in good condition.
4. 2 broken maces, 2 broken broadswords, a broken dirk, and 2 broken broad axes.
5. A backpack containing a 20-foot length of silk rope and a few yards of bandages.
6. A silver ring of Night Vision which allows the wearer to see perfectly in total darkness. The ring draws one point of WIZ from the wearer per combat turn (2 minutes) to power the ability.
7. 3 money purses holding a total of 167 gp.
8. Archer's Bracers: A pair of magical leather bracers which add +5 to any archery Saving Rolls attempted. Additionally they add +4 to the wearers DEX.
9. A jewelled bracelet worth 2D6 x 100 gp.
10. A set of quality lock picks that add +1 to the user's Saving Rolls to open locked doors.

Exits

- None. That's the idea!

Continuing the adventure of the Skolari Vaults

On the level below, the adventurers will come face-to-face with the ancient and powerful Skolari mages. Their only weakness is the bitter factional in-fighting which, for the present, restrains them from unleashing an army of bloodless zombies to exact a bitter revenge on the Wizard's Guild.



Raquel and Jeff Freels and the JeffWerx Transplant Fund

Jeff is a storyteller who works thru prose and pictures. As an illustrator and cartoonist his drawings need to create a mood and tell a story right out of the gate. His quirky style works particularly well for this.

When Jeff was five years old, he was diagnosed with Juvenile Diabetes. The prognosis was that he would not live past his 21st birthday, and if he managed to live that long, he would have gone blind and had his legs amputated, because that's just what happens to diabetics. In high school Jeff met his friend Mark and started playing Dungeons & Dragons™ (his introduction into the world of Role Playing Games -the magic of storytelling and creativity in action!), and music, and all kinds of strange projects. Jeff went to college at a little place in the trees called The Evergreen State College. He studied English, and a little bit of art, and even earned college credit in vampirology. He got into the Teaching certification program with an essay on a teacher's interpretation of Mary Shelly's Frankenstein, and received his Masters Degree in Teaching in 1993. In order to pay the rent until he found a steady teaching job, he somehow found himself doing a lot of retail management in places like video arcades, comic book and gaming shops, a bookstore, and managed to teach drawing and cartooning on the side.

It wasn't until Jeff was 32 that his eyes started to fall apart. The next several years were filled with horrible surgeries and long painful recovery periods. After each surgery he lost a bit more of his vision, but kept working to relearn how to draw. Jeff draws by strapping on magnifying lenses and working about an inch away from the drawing surface. This is a very slow process, but he's still in the race, just him and the tortoise back there, but they're still chuggin' away.

The best thing in Jeff's life, and oh what a great thing she is, is Raquel. Somewhere along the line at that little place in the trees, Jeff met and fell madly in love with Raquel. They were married one Halloween and Jeff's been actively "in love" every day of his life since. Around 2003 a doctor prescribed a negligently high dose of medication that killed off Raquel's kidneys. She had to begin dialysis almost immediately. Raquel dialyses four times a week and Jeff is with her there every night. Dialysis is a gruelling process; it is not a cure, but it buys people time. They began living even more frugally to save money for a kidney transplant, and then diabetes took its toll on Jeff's kidneys. They are hoping to get a transplant for him before he needs to start dialysis so that he can recover quickly and continue to help Raquel, and get her a transplant as soon as possible.

The problem is that starving artists living pay check to pay check don't have a lot of financial power to make these things possible. Every cent Jeff earns from his writing and artwork goes into the JeffWerx Transplant Fund.



Long ago the mages of the Skolari Order left the Wizard's Guild and established a fortress on the shores of the Gray Lake - the Skolari Vaults. The Guild, fearing the growing dark power of the Skolari, laid siege to the Vaults. At the battle's climax, the Guild wizards uprooted the fortress, bore it aloft, and cast it into the ground upside down. The wizards buried the ruin beneath tons of rock and soil entombing any survivors.

The years passed and the site of the battle became a grass-covered hill. While little of the Skolari is remembered, the solitary hill on the shore of the Gray Lake is said to be a cursed place of great peril. This, of course, draws brave but foolhardy delvers. Yet the powerful magic that preserved the Vaults ensured that some of the Skolari survived. Others, drawn by the evil power of the fallen wizards, lie in wait for those that dare to enter...



The Skolari Vaults is a Game Master run adventure suited for a party of four to six first to third level characters. A good mix of character types is recommended with at least one wizard and one rogue in the group.

The Skolari Vaults is designed for use with Ken St. Andre's *Tunnels and Trolls*™ game system. You will need a copy of the *T&T* rules to play this game.

