

THE TOWERS OF THE WERETOADS



A Swampy, Flooded and Egg filled OSR
Mini-Dungeon by Michael Raston.

Welcome!

The Towers of the Weretoads are located in the shallows of a great lake. The water around them changes in depth depending on the tide. For the sake of simplicity assume; At lowtide (6pm to 6am) the water will come up to a man's ankle, At high tide (6am to 6pm) the water will come up to a man's thigh. Factor this in as the party trudges towards the towers. The ground floor of the Towers' are slightly raised so as to not be affected by the changing water levels of the lake. Slimy stone stairs ascend from the lake's floor to the two main entrances.

Adventurers needing a reason outside of the love of ruin exploration to journey to the Towers may be tempted by; rumors of the Weretoads scooping great masses of treasure from the lake's bottom and storing it in the Towers, Rewards offered by locals whom suffer on-going attacks by the Weretoads, Or rumors that remnants and artifacts of a lake-based cult/ancient religion, worship of "The Sunken One" are to be found there.

Weretoads have two forms (See directly below for description and Page 6 for Stats):

The Weretoads that inhabit the towers will be more awake, alert and active during lowtide which is essentially nighttime. This is when their curse causes them to appear as full Toadmen. During the dark hours, they will be much more cognizant and aggressive, taking the fight to any would-be intruders. Weretoads appear as near-naked slimy, warty, idiotic men during the daylight hours. They are very drowsy at this time. As men, they can be communicated with although they still do not appreciate intruders. Allow a reaction roll for Weretoads in this form and role play them as very dull and belligerent beings that just barely speak Common. In all forms they are extremely protective and loving of any of their spawn (misshapen Weretoad young, tadpoles of various mutation and eggs).

The map has various references to "Misshapen Weretoads". These are unfortunate creatures for whom the Weretoad mutation has not properly taken form. They will appear as a tortured mix of a human child and a toad. Describe them as pitiful and malformed as possible.

All Weretoads beneath the water level (in the flooded basement) will be in Weretoad form. The flooded basement is essentially a soup of zygotes, with the Weretoads constantly expulsing eggs and sperm with abandon. The Weretoads above ground will spend much of their time scooping up pots of Weretoad tadpoles and embryos. They will attend to them and eventually tip them into the lake when they have grown enough to survive its waters.

All doors marked on the map are crude stone doors on rusting iron hinges. Roll a d6 for each door encountered: 1 - 4) Door opens freely. 5) Hinges are rusted shut, plant growth fills the cracks, the Weretoads will avoid using said door (they can easily climb to get into otherwise inaccessible rooms), adventurers may have ways to re-open the doors. 6) Door is locked with an ancient, rusting lock. A Weretoad in the group closest to the door will hold the key. Weretoads can operate doors, Toadbears can not. Weretoads use this fact to shepard and store Toadbears into particular rooms.

TABLE OF CONTENTS:

Tower and Treetop Level:
Page 3

Ground Floor: Page 4

Flooded Basement: Page 5

Bestiary: Page 6



Tower & Treetop Level

Alarm raised on a 4 in 6 chance at night or 2 in 6 chance during the day. Were toads will actively pursue the party and alert other were toads once alarm is raised. Alarm is hooting and moaning by patrolling weretoads. Chance lessened by a stealthy party.

Rotting wooden hut, open windows with view of Lake. Weapon storage. d20 crude wooden spears and bows + d100 arrows . Weapons are of poor quality (d6 damage but break on a To Hit Roll of 1)

Stone Stairs Down

Top level of stone tower, crumbling masonry, many arrow slits overlooking lake. Fire pit in center of room. 3 stone pots filled with writhing misshapen beige tad poles (weretoads are extremely protective and careful of the spawn pots - may avoid attacking a target holding a pot).

Wooden Bridges

Creaky ladder down, housed in a dead, black soggy tree.

d20 weretoads guarding the gang planks and the slimy black huts built into the branches of the black tree growing from the courtyard. They will be patrolling the wooden bridges in two groups - scanning the surrounding lake.

Wooden hut, wet with slime and filth. Hanging on a nail is a bracelet of the Sunken One (Beads of Stone Eyes) worth 1000gp to swamp monks/archeologists.

Slimy wooden hut.

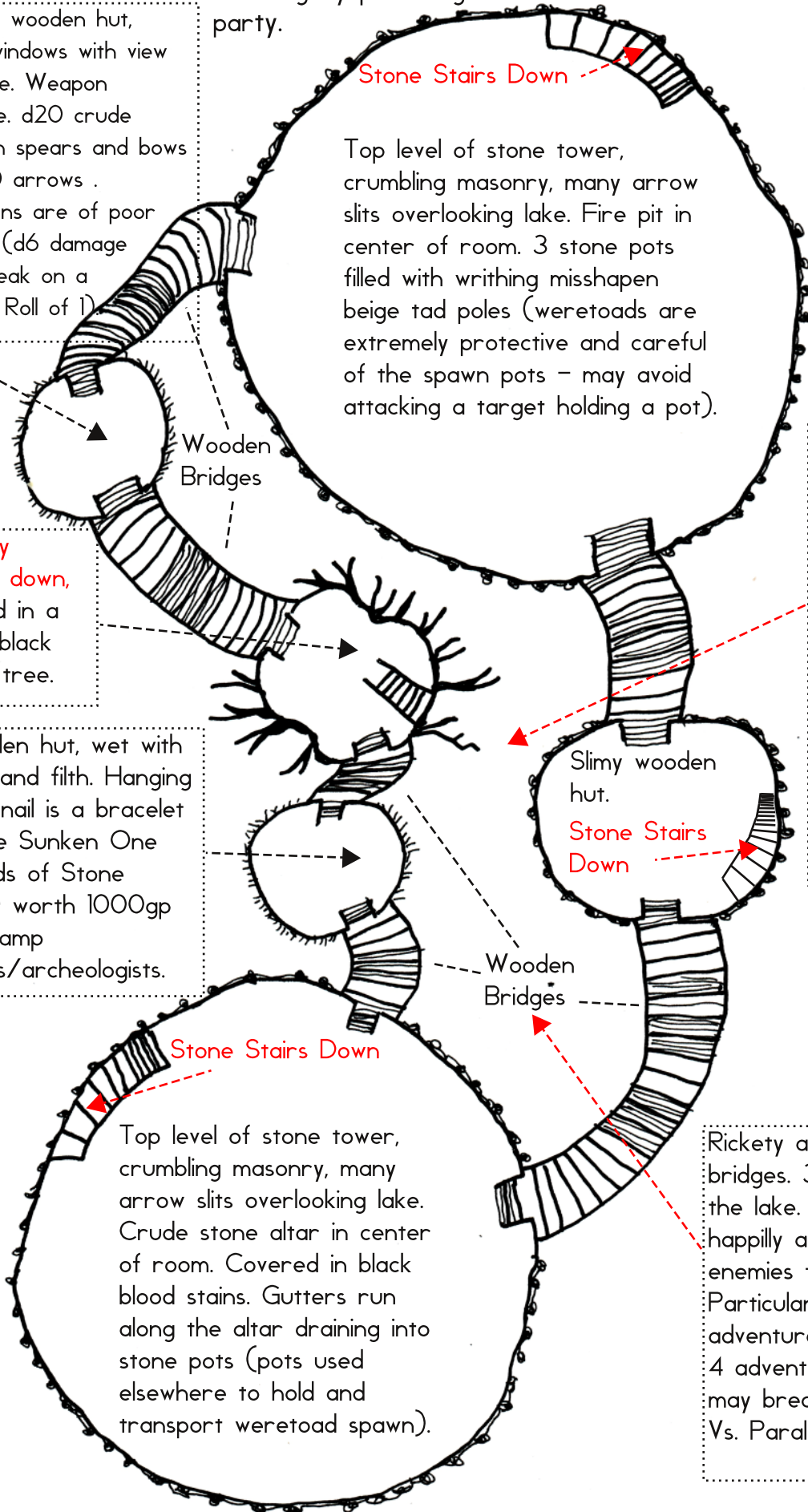
Stone Stairs Down

Wooden Bridges

Stone Stairs Down

Top level of stone tower, crumbling masonry, many arrow slits overlooking lake. Crude stone altar in center of room. Covered in black blood stains. Gutters run along the altar draining into stone pots (pots used elsewhere to hold and transport weretoad spawn).

Rickety and rotting wood bridges. 30 foot drop to the lake. Weretoads will happily attempt pushing enemies from the bridges. Particularly heavy set adventurers or more than 4 adventurers at a time may break a bridge (Save Vs. Paralyze).



Ground Floor

There are two sets of stairs ascending from the lake floor to two stone arch entry ways, no doors, the smell of refuse and rot wafts out.

Trap: Rotting burlap cloth vaguely disguised as a stone floor pulled taught over a pit of wood spears. d8 damage. Crude iron hand holds cover the ceiling.

Trap: 1 way trap door to flooded lower level, Save. Vs Paralyze.

Stone Stairs Down, Flooded.

Stone Stairs Up. Trap: Rotting burlap cloth vaguely disguised as a stone floor pulled taught over a pit of wood spears. d8 damage. Crude iron hand holds cover the ceiling.

d10 Weretoads, sleeping in ancient ornate troughs of filthy black water. A single misshapen weretoad runt keeps watch in the center of the room, it is easily distracted/confused.

Rotting Banner of the Sunken One (Grey, eyes, swirls) worth 1000Gp hangs on the wall

Outside, muddy, courtyard. puddles fill with countless toad eggs

East Entry

d10 Weretoads, wallowing in puddles in the broken floor.

d10 misshapen malformed weretoad young, will croak!

Creaky ladder to first floor. Housed in dead tree.

Wet slimy Stone corridor, filled with black stone pots writhing with tadpoles and misshapen human embryo/tadpole hybrids.

d6 Toad-bears, eating corpse mushrooms growing on piles of long dead adventurers. 10% chance of a magic item not already pillaged.

pityingly and drag themselves through mud to bite for d4, AC 10, 1hp.

Slippery stairs up, Save Vs. Paralyze to avoid d6 damage NOISY tumble.

Stone Stairs Up. d20 Weretoads, transporting spawn pots.

Stone statue of the sunken one (750GP) Grey eye covered octopus

West Entry

Trap: Rotting burlap cloth vaguely disguised as a stone floor pulled taught over a pit of wood spears. d8 damage. Crude iron hand holds cover the ceiling.

Stone pots, d6 are filled with a clear effervescent liquid which acts as a potion of water breathing, another d6 stone pots are filled with croaking-crying misshapen Weretoads.

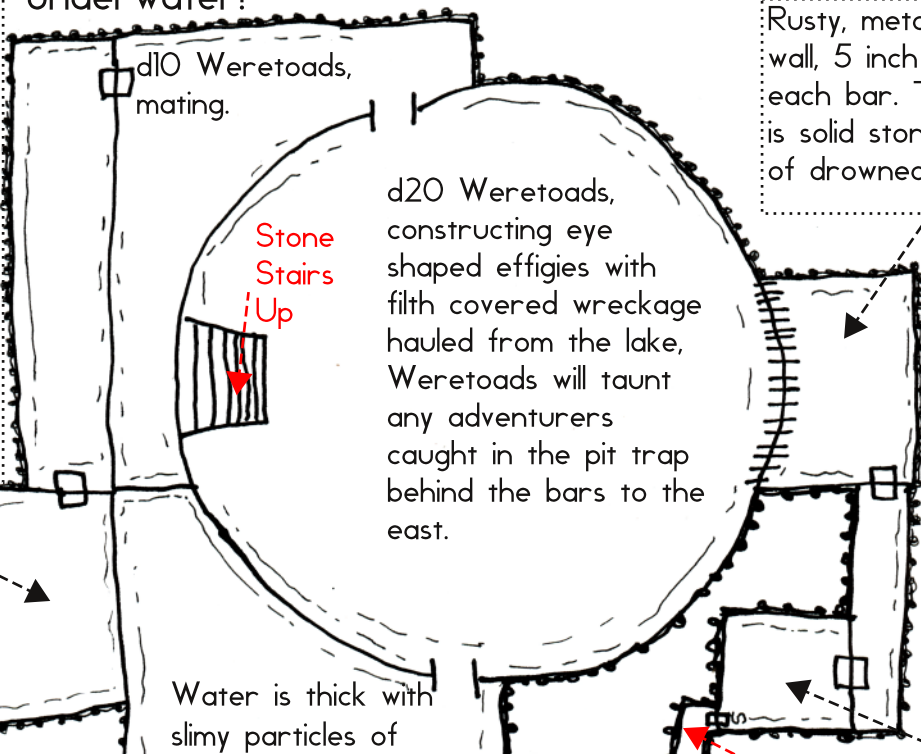
Stone Stairs Down, Flooded.

Arrow slit windows looking out over lake, d6 Starving Toad bears.

Flooded Basement

The basement of the towers is completely flooded. Remember, most adventurers cannot breathe underwater!

Water is black and thick with squirming tadpoles and eggs of a myriad of shapes and size. Many are mixtures of human embryos and tadpoles. Any one swimming through the mass with open wounds has 20% chance of contracting the Weretoad curse (CHA and INT drop by 6, gain abilities outlined in bestiary).



Rusty, metal bars for West wall, 5 inch gap between each bar. Trap door above is solid stone. d6 Corpses of drowned adventurers

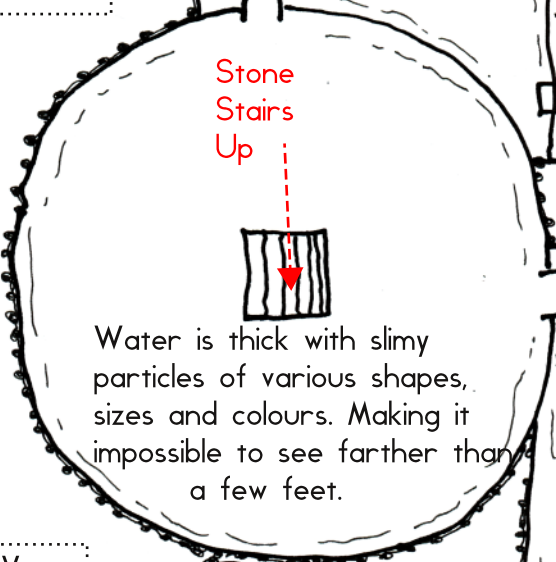
d6 waterlogged, rotten corpses of perished adventurers. Equipment mostly ruined. 1 extremely emaciated corpse holds a potion of water breathing.

d20 Weretoads, constructing eye shaped effigies with filth covered wreckage hauled from the lake, Weretoads will taunt any adventurers caught in the pit trap behind the bars to the east.

Water is thick with slimy particles of various shapes, sizes and colours. d20 weretoads swimming furiously, expulsing eggs and sperm, distractedly mating with wild abandon

Secret Door and Passageway, an out of place brick needs to be pushed to open the door on both sides.

Wreckage arranged in circular, eye formations. In the center is a stone ball, covered in eyes, worth 450 to swamp monks/archeologists.



Water is thick with slimy particles of various shapes, sizes and colours. Making it impossible to see farther than a few feet.

Water is black and thick with squirming tadpoles and eggs of a myriad of shapes and size. Many are mixtures of human embryos and tadpoles. Any one swimming through the mass with open wounds has 20% chance of contracting the Weretoad curse (CHA and INT drop by 6, gain abilities outlined in bestiary).

Horde XIX (pg 106 LL) in a watertight stone chest engraved with countless eyes.

Horde XIV (pg 106 LL) in a watertight stone chest engraved with countless eyes.

BESTIARY:

Bear Toad: A misleadingly named toad that's actually closer in size to a large breed of dog. Their croak is particular deep and sonorous, sending unsettling to those nearby. They enjoy leaping high in to the air and flattening other creatures with their bulk. Once a creature is killed Bear Toads will bounce victim's body into a fleshy goop to encourage the growth of their preferred dish, corpse mushrooms.

Alignment: Chaotic.

Movement: 120' in water, 140' on land.

HD: 2. **Armor Class:** 14 (6).

Attacks and Damage: Jump Attack, does d8+2 damage but Bear Toads will always be the last to attack.

Special: Bear Toads may supercharge their croak to emanate an unsettling, dizzying force. Victims must Save Vs. Breath Weapons or suffer -2 AC and -2 To Hit for d6 rounds.

Morale: 6.

XP: 200.

Were-Toad / Warty Man: After the movements of the Lake's dawn tide these beings will appear as naked, wart covered men with bulging eyes and lolling tongues. They carry crude wooden spears and bows. They are vaguely intelligent and encountering them may prompt a reaction roll (at a penalty of 6). After the movements of the lake's dusk tide these beings will appear as gangly, up right walking toads. Their semblance of human intelligence fades away in this form.

Alignment: Chaotic.

Movement: 120' regardless of terrain.

HD: 1. **Armor Class:** 13 (7).

Attacks and Damage: As a man: d6 from either spear or bow. As a were-toad: d6 from spear or a bow, with the ability to jump attack for d6+2 with a bonus of +2 To Hit.

Special: As a man: Ability to hide or scale sheer surfaces/climb, 4 in 6 chance. As a were-toad: Ability to hide, 4 in 6 chance. Ability to scale sheer surfaces/climb with impunity.

Morale: 6.

XP: 150

