

CLASSIC FANTASY ADVENTURE

THE NIGHT DOWN UNDER

For 6 to 8 characters levels 1st to 4th



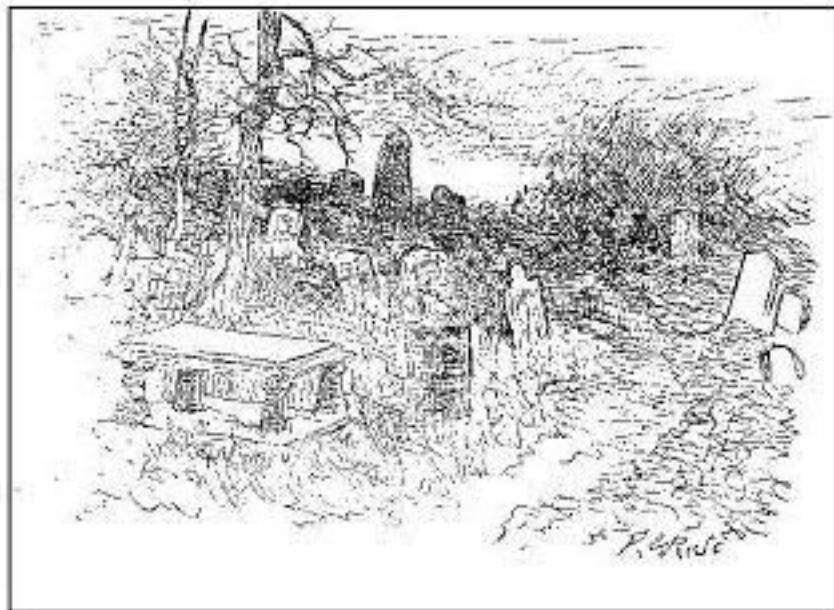
by RC Pinnell

Dell's Nob is a small inland community a week's walking distance from the great coastal city. Made up of farmers and artisans that work the land and craft the tools and products they need from the materials in the surrounding countryside. They are a peaceful folk that observe the holidays as prescribed by their leaders, and seldom disturb the peace. But beyond the great wood, an abandoned cemetery stands as a haunting reminder of a time when they had not always been so.

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THE NIGHT DOWN UNDER

For beginning characters levels 1 - 4



by RC PINNELL

This adventure contains maps and information designed to allow characters of beginning levels (1-4) to adventure herein and expect a reasonable chance of survival. Though it is designed for Classic systems, it can easily be modified to accommodate any rules system used by the referee.

THE NIGHT DOWN UNDER

INTRODUCTION

With apologies to our friends in the southern hemisphere, this adventure does not take place between the equator and the south pole. Instead, the title refers to the Underworld, that place beneath our feet and the surface world on which most of us reside. And specifically, to a labyrinth of catacombs beneath a seldom visited cemetery.

Though labeled a *Classic Fantasy Adventure*, the mechanics used that apply within are easily interchanged with nearly all fantasy role playing, sword & sorcery type game rules. The characters, their equipment, magical items, magic spells, and monsters are, in some cases, iconic and generally recognizable as having counterparts in the majority of rule systems. Those that are not can quickly be found in other sources, and studied in a brief amount of time.

This adventure is designed for six to eight characters, of levels ranging from 1st to 4th in experience; all should begin at 1st level if possible. It is recommended that one cleric and elf be included in the group; and if they are NPC, these should be 2nd level. It is the author's opinion that a group including those mentioned, along with two fighters, a dwarf or hobbit, a magic-user and a thief, will find the encounters within to be challenging while the rewards worthwhile. Larger groups could explore the graveyard and catacombs below, but if you allow such then increase monster numbers, and be prepared for players to need replacements as characters will fall prey to the creatures they confront.

Warning: this is designed for characters of low experience levels. Novice players and dungeon masters should find hours of fun and learning negotiating the challenges within, but too many mistakes by the inexperienced will likely result in fatalities. Also, the author assumes that those undertaking the adventure will have (or have access to) all the rule books and materials necessary to provide the referee and players with all the information they will need.

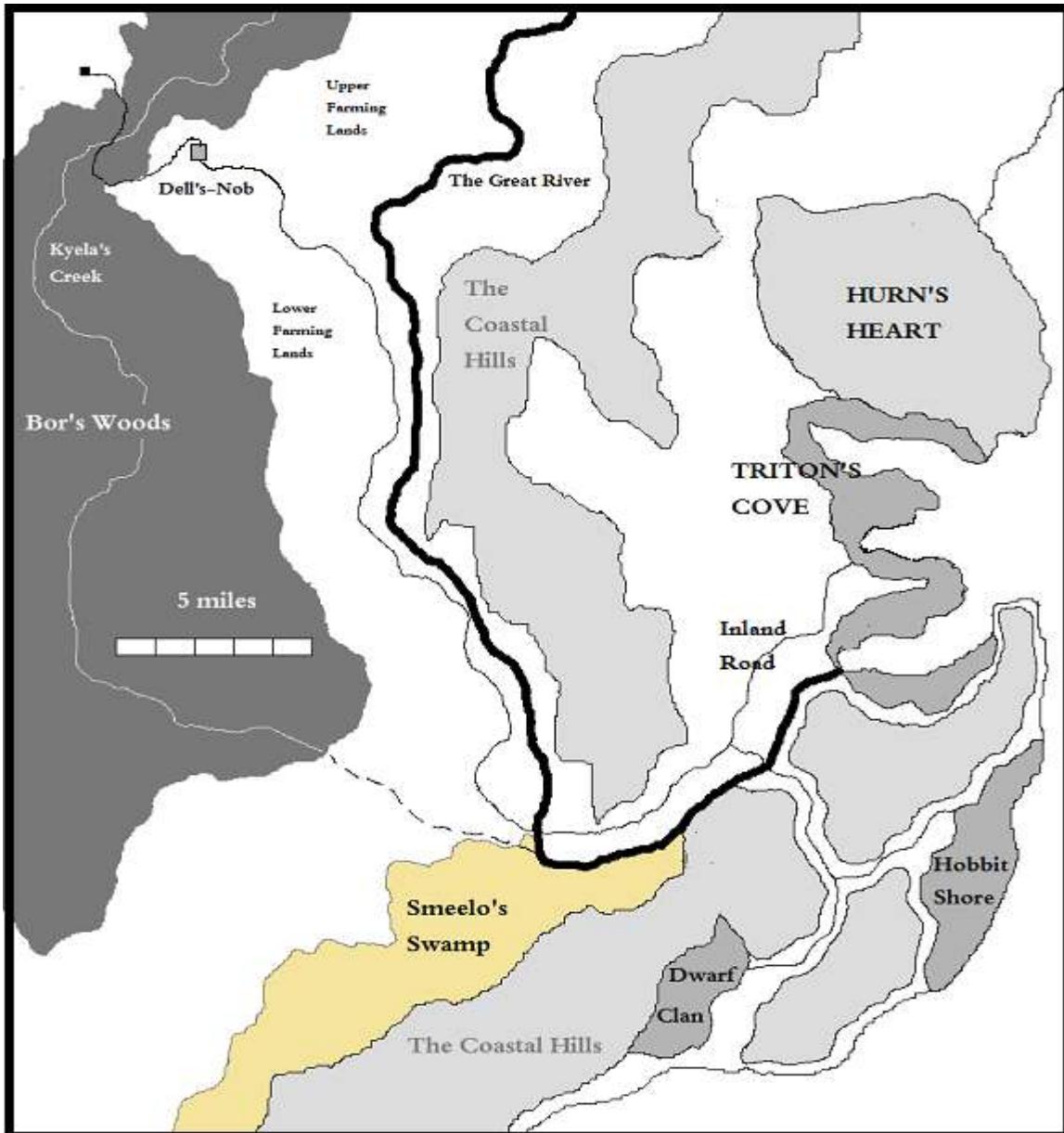
BACKGROUND

Dell's-Nob is an average sized village a week's walk from the large port city of *Triton's Cove*. Made up of mostly farmers and woodsmen, the village boasts a population of 374. Sixty married couples reside in the village, with families averaging 2 children each (total of 180 young/teens). The remaining 74 members of the village are mostly single, or widows and widowers; many of these operate the modest shops found therein. While the village supports itself, excess of farm and wood products is sold to the nearby towns and cities along the coast. Though it is protected by the armies of the larger cities to the east, being days away by horse, the village maintains a vigilant militia armed with flails, maces, sickles and spears; all single men over the age of 14 and no older than 50 are expected to take up arms to defend the village (about 100 total).

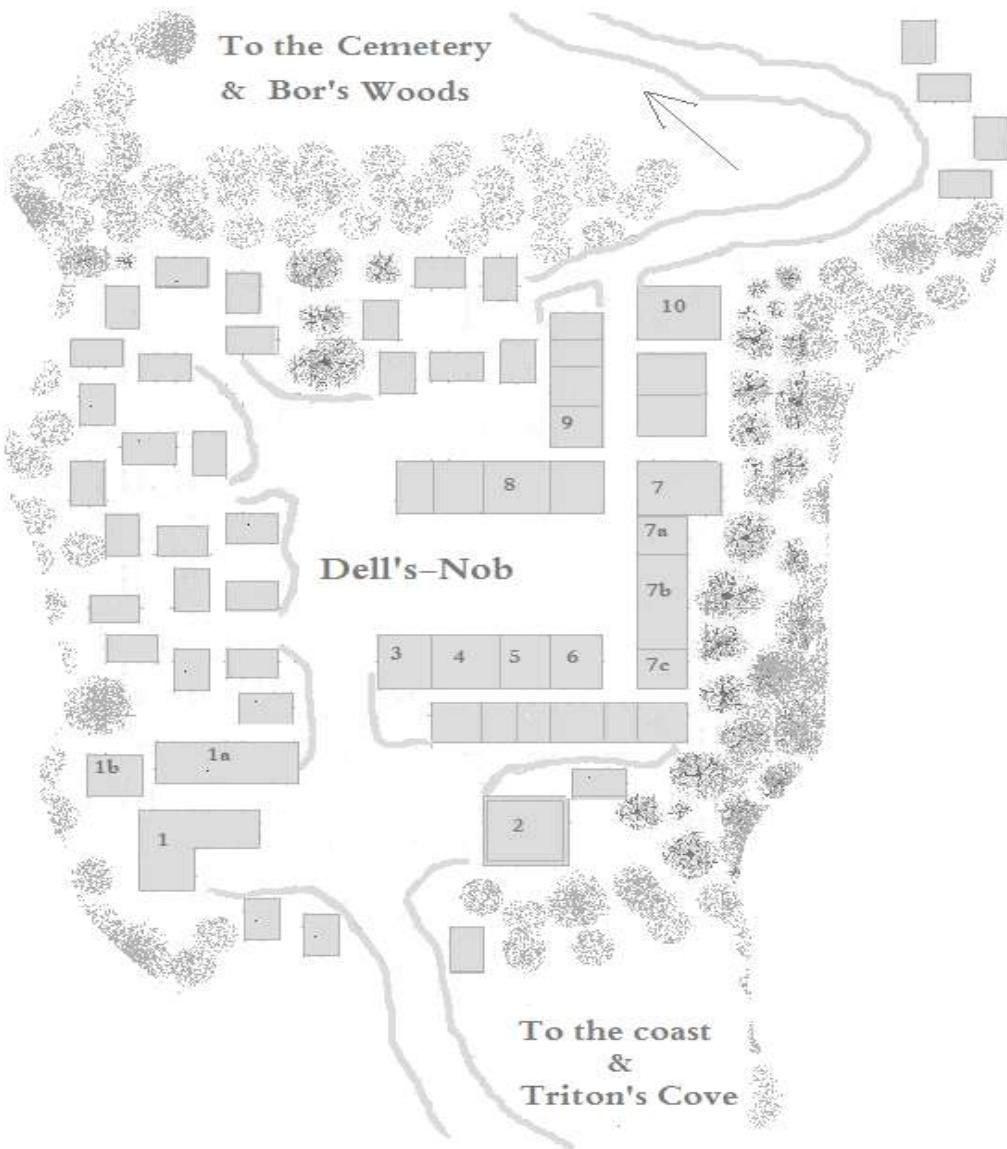
The residents are law abiding folk, but not zealously. A single religion is practiced, dedicated to the goddess of farming and nature: DEMETER. The spiritual leader of the village is a level 3 cleric who officiates over all the ceremonies required by the people (christening, marriage, death, etc.), as well as those necessary to ensure the favor of Demeter. This wasn't always the case. Long ago, the villagers' ancestors worshipped the goddess, TYPON, No one alive today knows anything of this deity, or how she was worshipped. All that remains of the memory of Her is the never used, and seldom visited, cemetery an hour's walk from the village. Today's residents do not speak candidly of the place, as it is said to harbor evil remnants of that time.

GETTING STARTED

A large regional map (below) is provided for you (the dungeon master) to see the "lay of the land." You can have the player-characters begin the adventure in the large port city of Triton's Cove, or, they can arrive there from other points of origin. You do not need to conduct wilderness/traveling encounters while the characters journey to Dell's-Nob, unless you wish to. If you do, then consult whatever materials you have and determine the type and strength of such encounters, and the rewards should the characters overcome them. For the purpose of this product, it is assumed the characters are associates to some degree (long lived friends or newly acquainted ones) and have ended up here, at Dell's-Nob, for some reason.



THE VILLAGE OF DELL'S NOB



The village population is not described in great detail. That information is purposely omitted to allow you the freedom necessary--and desire--to create your own NPC residents; giving each and all of them the personality and background you prefer in coloring your world to your taste. The **Background** information (p.1) will help you in this endeavor. A sample list is provided in the KEY that follows, and can be expanded or ignored as you deem it. And though ability levels are suggested for certain NPC residents, you can lower or raise these if there is a need to; keeping in mind that the adventurers should be lower in level than the retired NPC encountered. The purpose of the village, in this context, is to provide a base to which the characters can return to between expeditions to the graveyard/dungeon. In this regard, it can also be a place of healing, repairing or replacing equipment, and gathering available information.

1. DELL'S INN & TAVERN

The persona of Dell O' Day, one of the founders of the village--and where its name is derived--is hidden in the mist of time, forgotten by all current residents. Some say she was an adventurer, a rogue-thief, opportunist and thrill seeker. No one knows how she and her companions came to this locale, or why they decided to make it their home, only that they brought a great wealth with them, that attracted the local farmers that ended up in their employ as laborers; the current residents are descendants of those early employees.

The Inn and Tavern are well stocked and able to supply characters with bed, breakfast and drink for a modest sum of 1 SP per night. Cost of other meals varies depending on content and availability; dinner and supper never exceed 10 CP. Drinks range from mead and beer brewed from local hops and ingredients, to wine made from local vineyards; costs vary from shot(3 oz) to flagon(8 oz) to mug (13 oz). Rooms for the night range from the very plain to the very elaborate, with the former supplying only a cot and the latter a host of amenities.

The current owner/proprietor is a very endowed woman around 30 years old named **Tanya**. She and her friend (**Ruby**) have managed the business for the past 9 years; folks say that Tanya is a great-great-great niece of Dell, and lived with her family in Triton's Cove before she inherited the establishment. Along with the Inn and Tavern, they also run a stables (1a) where horses can be rented by the day.

Tanya and Ruby are Low Order Witches. They practice only white magic, but neither desired to advance to the level of the High Order--doing so required too much time away from their personal activities. It is because of their unusual desires that eventually caused them to leave Triton's Cove. Tanya has 20 hp, Ruby, 18.

2. TEMPLE OF DEMETER

A large square building with a high arched ceiling, the ground floor contains only a chapel with an altar; the quarters of the current priest being in the smaller building to the northeast. Services are held monthly, and on the day of each equinox a special mass is performed. The cleric currently serving the villagers' needs is but a low level priest named **Brother Michael** (C3, 11 hp). He is barely in his 20s, and has been assigned to serve the villagers by his superiors in Triton's Cove; having only resided here a year, he knows little--if any--of the legends and lore regarding the locale. He is always looking for converts, and should characters seek his assistance and aid, he will take the opportunity to sway them to his philosophy.

The lack of a nearby cemetery should promote questions in the minds of the characters. Where are the locals buried? But, if Brother Michael is questioned about it, he will politely inform those asking that the spirit of those loyal to DEMETER is everlasting. And when the body becomes aged and unable to function properly, it is returned to the earth in its most basic state--after being cremated--where it feeds the ground that new vessels may appear. He will not elaborate on that aspect. He will, casually if prodded, comment about the old and seldom visited cemetery beyond the woods--that place where *The Other's* victims suffer for eternity.

7. COURTHOUSE, CONSTABLE'S QTRS(a), CELLBLOCK(b), INTERROGATION CELL(c)

A council of elders meets here to adjudicate infractions of custom and law, settle disputes and determine any awards or punishments if warranted. A Jail beneath the building holds violators if the latter is the case. A 4th level Fighting Man (17 hp) resides on the 2nd story who acts as the jailor, and law enforcer. Constable **Lyman Cord** is 35 years old, 6'5" tall and weighs 230 pounds. His size alone encourages courtesy and observation of the laws. He wears chain mail armor and shield when needed, and carries a broad sword and footman's mace. He is paid a monthly salary of 15 GP.

The constable is actually a shy fellow around females, and some suspect he has a boyish infatuation with the proprietor of the Inn. He has a hawk-like stare when sizing up visitors, and despite his huge bulk he is very quick on his feet (DEX16).

3. LEATHER WORKER/SHOEMAKER **Krab Loomis**, Human (3 hp)
4. ROPE MAKER **Otis Twineman**, Human (2 hp)
5. CANDLE MAKER **Smoot Waxman**, Human (1 hp)
6. FLETCHER/BOWYER **Lenida Lickleberry**, Elf (4 hp)
7. (See listing previous page)
8. MINER **Rubin Rockbottom**, Dwarf (6 hp)
9. SMITH **Saul Slagman**, Human (4 hp)
10. TRADER/TINKER **Gabon Groppo**, Human (2 hp)

The NPC listed, but not described, are left for you to flesh-out. You can substitute any or all of them for trades and professions of your preference.

THE ELDER COUNCIL

This body of authority is comprised of the nine most senior members of the community. Their exact ages, names and personalities are left for you to develop. This group answers to the nobility of Triton's Cove, but is empowered to legislate and function independently as long as it abides by the will of the supreme ruler of the land--the King. They--each of them--more than anyone else in the village, retain distant memories of talk about the "old faith" by their grandparents. And it is from these venerable folk that the bulk of the myths and legends concerning the graveyard originate.

LEGENDS & MYTHS

The following is a short (sample) list of legends, gossip and lore that you can divulge to the characters through their social interaction with the local residents. Keep in mind that anything about an NPC will not be revealed by those specifically mentioned.

1. The goddess TYPON was a cruel deity. Ruled by her emotions, she often acted out of jealousy and rage, and her worshippers suffered the *fall-out* of Her tantrums and antics. PT
2. As far as anyone knows, no one...alive today...has visited the graveyard, ever. PT
3. Tanya and Ruby have been seen entering the woods and not returning for days at a time. Some suspect they are exploring the graveyard, but no one has produced evidence to support the suspicion.
4. Strange shapes and shadows have been seen moving along the edge of the forest lately.
5. The mangled and mauled corpse of a sheep was found in the northern fields a fortnight past, and many think it is simply the case of a predator on the prowl; others believe it is connected with some recent sightings (just mentioned above.)
6. A troll was seen crossing the southern farmlands then disappearing into the woods. F

You may alter, expand, delete, and/or add to the information mentioned above. Note that a PT indicates the rumor/gossip to be Partially True, while an F indicates it is actually false.

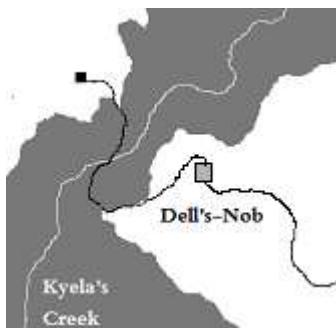
HOOKS AND PLOTS

It is essential that the players/characters explore the cemetery, since that is where all the action will occur. But the Legends/Myths table might not be enough to *inspire* them toward that goal. To assist you with motivating them along, the following devices are provided. You may, of course, create your own incentives for the group to embrace.

1. One of the characters has a distant relative from Dell's Nob that is supposedly buried in the cemetery. And the character has been sent by the family to retrieve the remains and return them to their homeland. (You might need to elaborate upon this.)
2. One of the characters has an old faded map-parchment that depicts a portion of the cemetery, with many notations in the form of puzzling clues that allude to some sort of buried treasure somewhere on the grounds. (You may need to design this, and add such information for the player-character.)
3. The/a magic user has been told by a mentor that valuable spell components are located in the cemetery. If found and gathered, these can be distilled and incorporated into a new spell for the character to learn. (You must determine which spell this is, and what the component is/and does.)
4. The/a cleric in the party has been sent to the location as part of a test by his/her superiors. (You should elaborate upon what all this means.)

JOURNEY THROUGH THE WOODS

Once the characters feel compelled(or desire)to investigate the cemetery, they can easily follow the road north out of town. This quickly turns west, then swings southwest before turning north and entering the woods themselves.



While traveling through the woods the characters will likely encounter animals and beasts normally associated with such terrain: badgers, bunnies, deer, hawks, porcupine, owls, etc. If you wish to include predator types (such as bear and wolf)you may do so. These should be random encounters, determined by the amount of time the characters have spent in the forest, and the time of day when such might occur.

One Set Encounter is provided for you. This can occur at any time the characters are within the forest, but only during the early morning, during that brief transition time between dawning and day. A wild, feral forest being will appear in the shape of a young, elf-like girl. About four feet tall, she is thin and pale, with chestnut hair that hangs straight and long down her back; the front being bangs that nearly cover her eyes. She is **JANA**, a forest spirit, and has clerical-like healing abilities(as a C7)that she will willingly use upon all good beings and creatures that request such. She can be summoned by calling her name 3 times, but once encountered, she will not appear again to the same person. Use her as you deem appropriate; all abilities, stats and information are left for you to design.

It is JANA'S presence that keeps the creatures of the cemetery from entering the woods. While a few manage to escape the boundaries of the burial grounds and reach the edge of the forest, they go no further, as doing so inflicts continual damage upon them until they completely disintegrate. She knows of this, having seen it from time to time, and will warn the characters of the undead residing in the unhallowed grounds. If she is questioned by the characters, she will reveal(in no particular order)the following, mixed in with her responses. (You will have to ad lib most of her speech.)

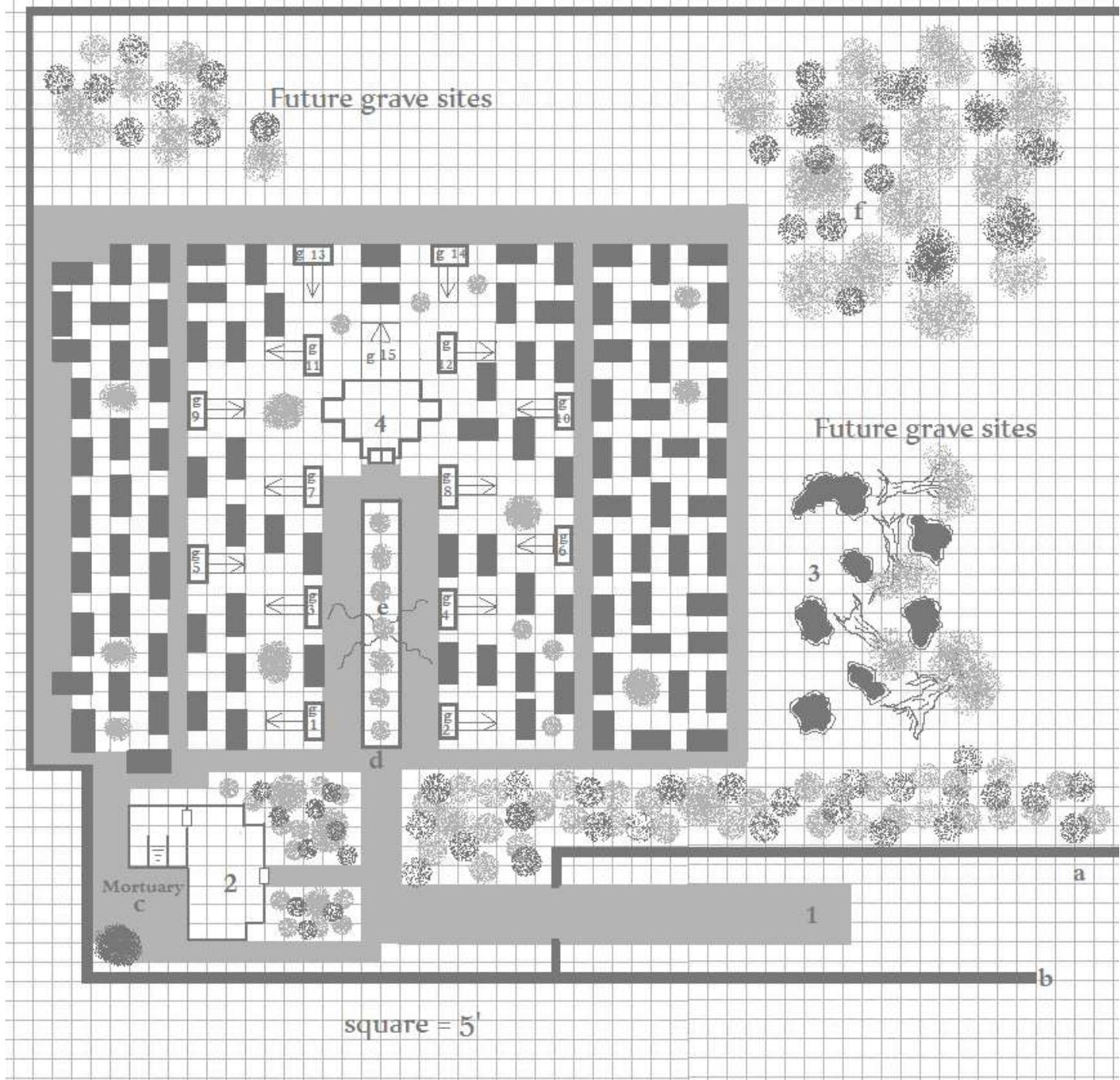
1. Creatures of bone and/or rotted flesh roam the cemetery at night.
2. Strange birds with two heads often fly in the skies above the graveyard.
3. When the moon is full she has heard screams of agony and seen flashing lights come from the direction of the cemetery.
4. Ruby and Tanya often appear in the forest, gathering roots and plants. They never go near the cemetery.
5. Once she saw a giant shape approach the forest's edge, but it turned back and went away before she could identify it. It was taller than two men, as if one atop the other's shoulders, and had long limbs.
6. A thick mist hangs over the cemetery during the day and remains there until night.

THE CEMETERY

If characters approach during the day they will see a huge cloud of mist hovering above the ground. Within this is the cemetery, and they will have to enter the moist fog in order to determine its location. There will be no fog during the night.

Stone walls surround the cemetery. These are 2 foot thick and 4 to 8 foot high. About sixty per cent of the walls remain intact, though cracked and with sections of the top worn away. Piles of stone rubble can be found in the gaps where the remaining forty per cent once stood, overgrown with tall weeds and shrub. You must determine the locations of these gaps in the walls, and how thick the growth in each is. Gravel paths wind their way through the cemetery(See map to follow). The widths vary, but the composition is the same. Small stone pebbles have been pressure-ground over the years of use creating a fine sand between the larger pieces; walking upon them causes a distinct crunching sound. The natural grounds are mushy, moist and overgrown with weeds and shrubs; no less than 6 inches thick and as high as 2 foot. In some locations the earth is so soft that one will sink into it several inches, while at others it is solid and supportive. You will have to decide where such conditions exist if you wish to incorporate this feature.

Wall continues 300' then turns south



The dark rectangular shapes indicate graves that are intact, and have remained--more or less--unmolested over the years. The open rectangles (g1-g14) indicate ones that have been entered from above and below, and are basically open holes in the ground; most of

the surrounding grass and plants has overgrown the gapes and thus the ground appears to be solid when, in fact, it is not, and walking across one will cause a character to fall into a pit to a depth of 8 to 10 feet. The arrows indicate underground tunnels leading away from these, into the level below. Numbers 1-4 represent Set Encounter locations; letters **a** - **f** indicate other features described shortly.

RANDOM ENCOUNTERS

As the characters move about the cemetery it is possible they will see or be seen by, creatures roaming about. Not all will be hostile toward them, though most will. When such occurs, you must adjudicate the actions of such creatures and their response to the characters. Use the following tables to determine if random creature encounters occur during the day or night, and what such will include.

DAY (CHECK EVERY 6 TURNS, 1 IN D6 INDICATES ENCOUNTER)

D12	Monster Appearing	# of	Technical data
1-2	Skeleton/s	1-4	AC7 M60' HD1 ATK1 D1-6 SA F1 MOR12 Chaotic
3-4	Giant Shrew	1-4	AC4 M180' HD1 ATK2 D1-6/1-6 SA F1 MOR10 Neutral
5-6	Crab Spider	1-2	AC7 M120' HD2 ATK1 D1-8+position SA F1 MOR7 Neutral
7-8	Giant Rats	1-12	AC7 M120' HD1/2 ATK1 D1-3+disease SA F1 MOR8 Neutral
9-0	Killer Bees	1-4	AC7 M150' HD1/2 ATK1 D1-3+sting SA F1 MOR9 Neutral
11	Giant(Oil)Beetle	1-4	AC4 M120' HD2 ATK1+ D1-6+hot oil SA F1 MOR8 Neutral
12	Driver Ants	1-2	AC3 M180' HD4 ATK1 D2-12 SA F2 MOR7 Neutral

NIGHT (CHECK EVERY 3 TURNS, 1 IN D6 INDICATES ENCOUNTER)

D12	Monster Appearing	# of	Technical data
1-2	Skeleton/s	1-8	AC7 M60' HD1 ATK1 D1-6 SA F1 MOR12 Chaotic
3-4	Zombies	1-12	AC8 M120' HD2 ATK1 D1-8 SA F1 MOR12 Chaotic
5-6	Ghouls	1-4	AC6 M90' HD2 ATK3 D3x1-3+paralysation SA F2 MOR9 Chaotic
7-8	Gargoyle	1-2	AC5 M90'/150' HD4 ATK4 D2x1-3/1-6/1-4 SA F8 MOR11 Chaotic
9-0	Giant Ferrets	1-4	AC5 M150' HD1+1 ATK1 D1-8 SA F1 MOR8 Neutral
11	Medusa	1	AC8 M90' HD4 ATK1+gaze D1-6+poison SA F4 MOR8 Chaotic
12	Werewolf	1	AC5 M180' HD4 ATK1 D2-8 SA F4 MOR8 Chaotic

Several of the creatures listed possess abilities and cause effects that you will have to research in the appropriate manuals (lycanthropy from a Werewolf, **Turn to Stone** from the Medusa's Gaze, for example). These, and all the hit points of the creatures listed, should be established well before play begins.

FEATURES OF INTEREST

(a) Sitting against the wall at this location is the corpse of a hobbit. Its clothes and gear has been torn to shreds, and its flesh has been feasted upon to the point that little meat remains. What there is--exposed--has been sun baked and dried; its hair is brittle, what strands remain attached to the skull. Its face, and gender for that matter, is unrecognizable. All its interior organs, as well as its eyes, have been wrenched out. It appears as if there is nothing of value to be seen, but a careful search (a successful roll of 1 on a d6) indicates that a small round metal object has been pushed into its nasal cavity. If retrieved, the search will yield a **Ring of Climbing**.

(b) The wall here stops about 125 feet east of the main entrance. If closely inspected it is possible on a roll of 1 on a d6 to locate a secret compartment in the end of it, about 6 feet off the ground. Within this is a small bag made of cloth, tied shut by a leather strand. Inside the bag is a small black crystal in the shape of a grasshopper. This magic item is a **Scarab of Protection**, and has 9 charges.

(c) A strange looking tree grows behind the main building (2) here. It does not appear gnarly and/or dead, like the majority of trees in and around the cemetery. Similar to a weeping willow in appearance, all Lawful beings/creatures that come within 20 feet of it will begin to feel refreshed, rejuvenated, even healed of minor scrapes. For any Lawful that remains within 20' of it for 3 turns or more, the tree will restore 1-3 hp (but only once per day per character), and it will remove disease and/or poison from a victim suffering from such. This latter benefit being only once per week per victim. If it is harmed or threatened in any way, 1-3 Treant will appear within 2 turns and proceed to attack the offenders.

(d) A rectangular brick planter runs north from this location. About 10 feet wide and 65 feet in length, it is filled with dark, thick soil that draws upon the evil nutrients from below in order to feed the **Vampire Bush** plant(**e**) that is located in the center of the arena. The plant has 4 barbed tendrils that can shoot out to a length of 10' causing 1-3 points of damage initially--if all 4 barbs strike a single target the victim will also lose 1 point of Constitution; it can attack up to 4 targets per round (assign each potential target a number on an appropriate die and then roll that die to determine which target the plant will attack per tendril.) It attacks as a 3HD creature and must be burned with fire to totally destroy it; hacking it with blade weapons for 18 hp of damage will render its body useless for 1-3 months, when it must grow anew again (blunt weapons do only 1 hp of damage per strike). For attack purpose it is AC9, cannot move, thus has a MOR of 12, Saves as a F1, and is Chaotic. The 3 plants north and south of it are illusions that it creates (once/week) in order to Confuse potential victims into attacking them instead. Characters must make a Save vs. Spell, or they will believe all 6 other bushes are real, and will randomly attack them (roll a d6 per round) before they can attack the actual creature. Illusion plants will remain until a *Dispel Magic* is cast against the creature. The illusions act similar to the *Mirror Image* effect, but they cause no actual damage.

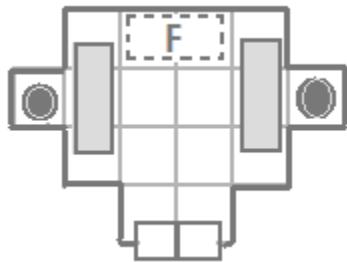


(f) This copse of ash and hickory trees is the largest collection still alive and standing in the cemetery grounds; a smaller one to the west being the next in size, while those to the south (3) were felled long ago and have become hardened with time and weathering. During the day a large **Owl Bear** AC5 M120 HD5 ATK3 D3x1-8 SA F3 MOR9 Neutral, likes to rest within. If both paws hit the same target it will cause an additional 2d8 hp damage from *hugging!* At night a flock of **Stirges** (3-36) AC7 M180'/flying HD1 ATK1 D1-3 SA F2 MOR9 Neutral, likes to nest among the canopy. Hidden in a large cavity of the largest tree 10 feet up its trunk, is an old bird nest. Finding it will require at least 3 turns of searching, and a roll of 1 on a d6 per turn thereafter to spot the location. Once done and investigated, characters will find the remains of a nest--feathers, twigs, etc., a large gem worth 100 GP, 10 CP, and a **Ring of Cold Resistance!** This functions like that of one vs. Fire except in reverse; also protects against Frost Salamander radiation, and acts as a ring of *warmth*--will keep the wearer from suffering frostbite and hypothermia up to temperatures as cold as -15 degrees Celsius!

SET ENCOUNTERS

1. ENTRY, GRAVEL PATH. During the day 2 **DRACO-LIZARDS**, AC5 M120'/210'/flying HD4+2 ATK1 D1-10 SA F3 MOR7 Neutral will fly down from the trees directly north of this position and attack. They have no treasure. At night there is a 1-4 in d6 chance that 5 **ZOMBIES** will be congregated here, AC8 M120' HD2 ATK1 D1-8 SA F1 MOR12 Chaotic. They have no treasure.
2. THE MORTUARY. This building is filled with broken debris and excrement from animals that use it for shelter; the entry doors hang loose on broken hinges and swing easily in and out. The main chamber is congested with litter piles of things unrecognizable. During the day, from 3-30 **GIANT RATS** AC7 M120' HD1/2 ATK1 D1-3+disease SA F1 MOR8 Neutral will be scurrying and hiding from 1-2 **GIANT WEASELS** AC7 M150' HD4+4 ATK1+special D2-8 and suck blood for 2-8 per round until they are killed SA F3 MOR8 Neutral. The weasels will turn on and attack any intruders as they see this as a threat to their hunt. The rats will try to avoid contact if possible, but will bite anyone blocking their escape route should they attempt to flee. Scattered throughout the refuse is the following--300 CP, 175 SP. A door in the northwest corner of the main chamber leads to a second room with stairs leading to the level below. At night there will be 1-6 **GHOULS** AC6 M90' HD2 ATK3 D3x1-3+ paralysis SA F2 MOR9 Chaotic within the main chamber.
3. TOPPLED TREES/EXPANSION SITE. As described earlier, four toppled trees are laying on the ground at this location. Cut down ages ago to make way for future graves, the giant trees were never removed as the cemetery was abandoned. Too hard to cut or even saw, they lay now as nearly fossilized reminders of that time long ago. Burrows of moles, rats and squirrels exist beneath the intact trunks; harmless to men if left alone. Seven gaping pits are evident, some as deep as 3 feet, indicating where the great trees once held firm to the ground; mostly filled in and overgrown now, but the largest/northern one is hiding a creature ready to spring forth and attack anything that comes close. **GIANT BEETLE**, **TIGER** AC3 M150' HD3+1 ATK1 D2-12 SA F1 MOR9 Neutral. Hidden in the earth beneath it is its treasure: 100 CP, 100 SP, 4 gems worth 320 GP, and a *Mace +1*!

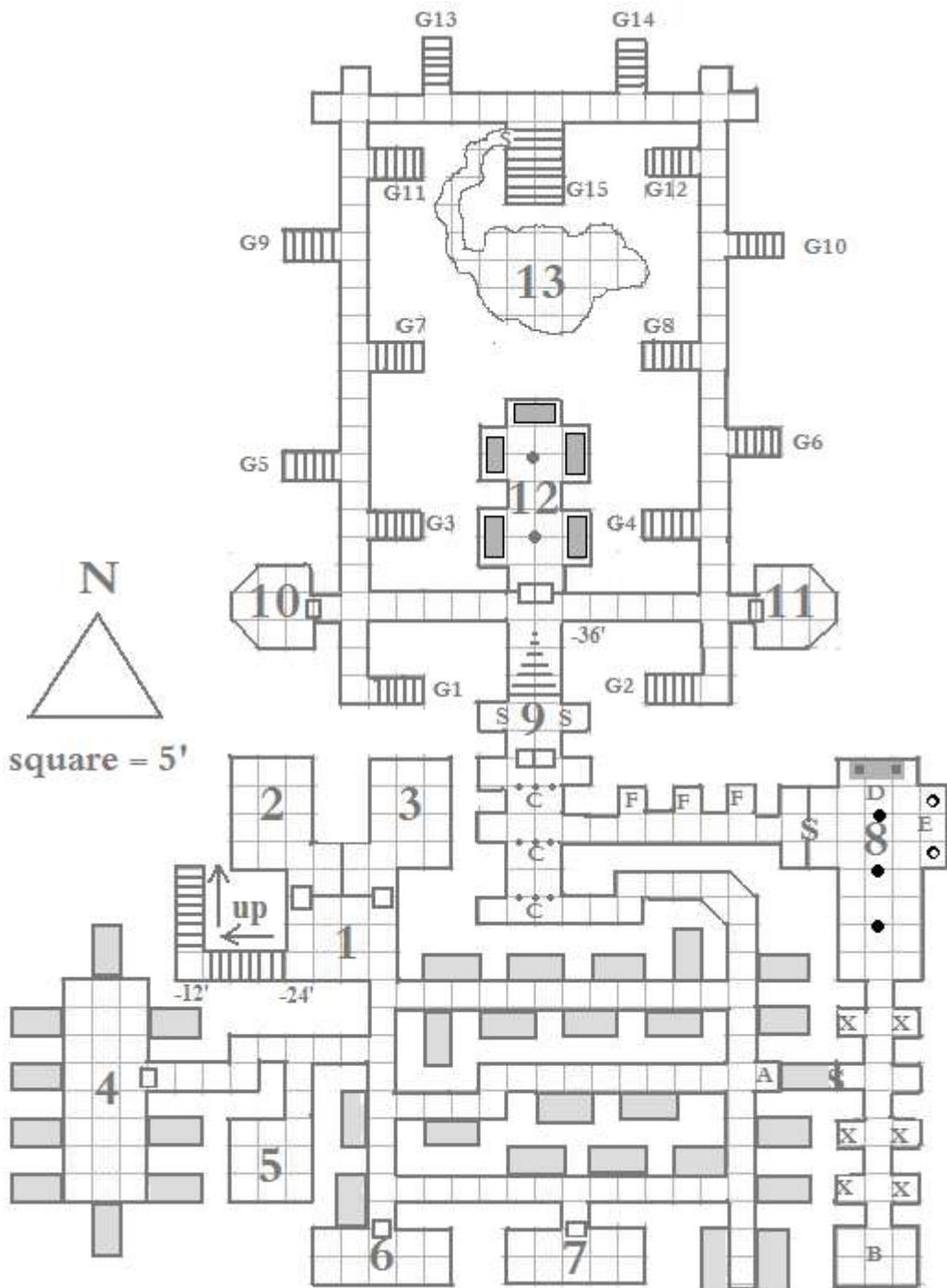
4. PRIVATE CRYPT. A single building stands in the center of the cemetery. It is made of stone and has no windows; only a set of locked doors in the south wall allow access. (Opening these will require a thief to make a Pick/Open Locks check.) Roughly 15 by 20 square feet, it was the private burial crypt of the O' Day family. Inside, two caskets stand on support trusses at the east and west side of the chamber; behind each is a statue--covered in a thick crust of green-blue patina. The figure to the west is that of the original Dell O' Day; to the east stands a figure that is strikingly similar in appearance to Tanya's love, *Ruby!* Opening either will result in a shock, for in the west coffin is a **WIGHT** AC5 M90' HD3 ATK1 D Energy drain SA F3 MOR12 Chaotic; while in the east coffin it appears empty, save for a brilliant diamond gem on a silver necklace. It is worth 1500 GP as is on the black market, but if returned to the O' Day family, it will earn a finder's fee of 5000 GP to those returning it. A secret trap door in the floor leads to a set of stairs that descend to the level below; finding these requires the normal actions of searching. (Note: the cemetery map designation g15 indicates the position of the stairs that lead down from the crypt)



THE DUNGEON LEVEL

The cellars of the Mortuary (areas 1, 2, 3) are the original chambers dug many decades ago to provide the mortician with work rooms. All rooms and spaces beyond these have been added in a continuous expansion of the residents within. The light gray rectangles (see map to follow) that share a room or tunnel wall are the resting places of the elite folk of Dell's Nob; minor nobles, business owners, bureaucrats, etc. But even sealed within air tight stone sarcophagi, the remains have long become little more than skeletal; bone dust in most cases. The smaller, dark rectangles in area 12, are actual coffins of the current master of the dungeon (to be described shortly). There are quite a few features on this level that are as follows. (Note: There are 3 depths to this dungeon, -12', -24' and -36 feet below the surface. Each is designated on the map where such is the case.)

- A. The wall in this alcove has spy holes, and any creature in the crypt beyond can see and hear anyone lurking within it. A secret door east of the crypt allows access to it.
- B. There is a rope noose dangling from a beam supporting the ceiling above. The rope is long rotted away, and will crumble to dust if handled roughly.
- C. A series of 3 portcullis gates in this wide tunnel block access to the north. There is a lock in a nearby wall to each that must be picked in order for the gates to be raised. They are very rusty, and will make a loud grinding sound when lifted; this requires an Open Doors roll to accomplish.



D. ALTAR OF TYPON. Constructed long ago to honor the goddess, it now stands waiting for new worshippers to take up the belief. Two stone figurines of nude females stand at each end of the device, erotically posed, very well endowed and with visages of evil. Any good and Lawful character will be nauseated at the sight of the altar and figurines; those that touch it will take 1-3 hp of damage--chaotic types will feel a minor sense of joy.

E. IRON TUBS. Two metal containers 4 feet in diameter and 2 feet deep stand at the locations shown. Once used to hold the remains of sacrificial victims (blood, entrails, etc.) they appear now to be empty; though covered with hardened blood that is easily mistaken as rust.

F. ALCOVES. Hanging suspended by chains and shackles in each is a non-monster skeleton.

G. 1-14. LADDERS UP. These devices lead into the corresponding graves above. The depth of each alcove is -36 feet below the surface, and each ladder needs to be repaired from time to time by the denizens of the dungeon; thus some are not as sound as others, and there is a 1 in d6 chance that when climbing or descending one, it will snap and break at the halfway point (for damage sustained by such a fall use a d6+4). **G15** is actually a flight of steep steps that rise 36 feet in the short linear distance of 30 feet--an incline of 12 feet per 10 linear; forming roughly a 52 degree slope! The steps are covered with slimy moss due to moisture dripping through the cracks of the trapdoor above, and characters must make an ability check for each 6 feet they travel up or down them. (Have each roll 3 d6, with any result equal to or less than their dexterity being successful; failure results in the character slipping and falling, taking the appropriate damage required. Note: thieves can use their *Climb Walls* ability check if preferred.)

X. ALCOVES. Similar to those mentioned, except standing motionless within each is clearly not a skeleton--but a **ZOMBIE!** AC8 M120' HD2 ATK1 D2-8 SA F1 MOR12 Chaotic. However, each is wearing an **Amulet of Protection vs. Good!** (Turned as Ghouls by a Lawful cleric)

RANDOM ENCOUNTERS

When characters are exploring the dungeon, use the following table to determine if they have an encounter with a creature-monster. Make a check every 3 Turns, with a roll of 1 on a d6 indicating such is the case.

2D6	Monster Appearing	# of	Technical data
2-4	Skeletons	1-8	AC7 M60' HD1 ATK1 D1-6 SA F1 MOR12 Chaotic
5-7	Giant Rats	3-18	AC7 M120' HD1/2 ATK1 D1-3+disease SA F1 MOR8 Neutral
8-9	Crab Spider	1-2	AC7 M120' HD2 ATK1 D1-8+posion SA F1 MOR7 Neutral
10	Giant Weasel	1-2	AC7 M150' HD4+4 ATK1+ D2-8+suck blood SA F3 MOR8 Neutral
11	Fire Beetles	1-6	AC4 M120' HD1+2 ATK1 D2-8 SA F1 MOR7 Neutral
12	Zombies	1-6	AC4 M120' HD2 ATK1+ D1-6+hot oil SA F1 MOR8 Neutral

SET ENCOUNTERS

Each chamber-area that follows (1-13) is briefly described to assist you in presenting to your players an image of the purpose of each; in some cases this is very sketchy, as there is little evidence as to what their original function was. You will notice that the presence of a monster/creature/treasure is missing from these entries and, instead, a space for you to write-down the monster/treasure you selected from the Creature/Treasure List (to follow); or assign that of your own choosing from the available manuals. This stocking technique might seem familiar, as it was used in early TSR adventures. You are free to ignore this and assign whatever monsters you wish, keeping in mind the levels of the characters, of course.

DUNGEON AREAS MATRIX (1-13)

1. CORPSE SERVICE CHAMBER. It was in here that the mortician prepared the deceased. At one time a table stood against the north wall, and shelves along the east and west. Atop the table he would place the deceased, and drain all body fluids into containers that he would put on the shelves, along with internal organs he might remove.

Monster: _____ Treasure: _____

2. CORPSE HOLDING CHAMBER. The deceased were stored here while awaiting disposal. Wooden racks were built like bunk beds attached to the walls of this chamber.

Monster: _____ Treasure: _____

3. CORPSE HOLDING CHAMBERS. Parts were kept here. More space was eventually needed to hold all the internal pieces of the deceased, as black market demand for such things drove the mortician to deal with criminals in his quest to gain wealth.

Monster: _____ Treasure: _____

4. MAUSOLEUM. This chamber houses the remains of 8 elite citizens of Dell's Nob. Each individual crypt is better sealed, and the coffins are of finer make than such used for the common folk that occupy the graves in the ground above. Nearly mummified now, their clothing, though once of great value and cost, tears easily to the touch and is useless. (Who each is and their background is left for you to determine if desired.)

Monster: _____ Treasure: _____

5. MORTICIAN'S QUARTERS. Where he stayed when working on the deceased. Though he had a house in the village, when he was at work, he would stay here. A simple bunk, table, chair and dresser for his clothes once occupied the chamber. Now, what little remains is just debris.

Monster: _____ Treasure: _____

6. STORAGE. It is littered with debris that is of no use.

Monster: _____ Treasure: _____

7. STORAGE. Same as above.

Monster: _____ Treasure: _____

8. TEMPLE OF TYPON. The mortician was a worshipper of the goddess. Which might explain much. When the citizens of Dell's Nob realized the depth of Her wicked demands, they attempted to abandon her. All were cursed with an agonizing death, save those few that refused to join the cult from the beginning. You can create more background to this as you desire.

Monster: _____ Treasure: _____

9. ALCOVES. These secret compartments can only be located by actively searching for hidden doors. They might harbor traps as well as creatures or treasure.

Monster: _____ Treasure: _____

10. ROOM. Its original purpose is indiscernible. Currently, it is likely that it is simply filled with dozens of undead pawns of the Master.

Monster: _____ Treasure: _____

11. ROOM. See above.

Monster: _____ Treasure: _____

12. CHAMBER OF THE MASTER. Is where the current ruler of this underworld resides. It has five coffins, thus indicating what might be encountered here. Each coffin is lined with red velvet atop a cushion of soft earth. It is likely that any treasure is divided between these, and buried in the soil; small trinkets, gems, etc. Should the Master be here when the chamber is entered, She will become aware of intruders on an initial roll of 1-3 on a d6; for each turn thereafter the chance increases by one (1-4 on the second Turn, 1-5 on the third, etc.) but if her coffin is molested she will automatically rise and attack.

Monster: _____ Treasure: _____

13. CAVE. This chamber is not actually part of the dungeon. It was intended originally to be an expansion of the private crypt above (See #4 on cemetery-surface map) but was never finished. Its only entry is a secret 3 foot square door in the wall of the stairs near the bottom. It has gone undiscovered by the current residents of the dungeon, and its contents are intact, though in very poor condition. The cave is filled with sundry items one might associate with a family of wealth-- crystal goblets, fine silver cutlery, crafted wooden boxes, dishes, bolts of silk, clothes, etc. Among the collection is a sculpted silver hand looking glass. This *mirror* is in addition to any other treasure that might be indicated, and is worth 1,000 GP in a large city.

Monster: _____ Treasure: _____

NOTE: You may elaborate on any room just described, adding to it or changing its function as you wish. Sounds, smells, temperature, anything that affects the characters' senses can and should be used to help heighten their sense of fear. Keep in mind also to convey walls, floors and ceilings in your presentation to the players, with description appropriate for a dungeon of this sort.

STOCKING THE DUNGEON

Now that you have an idea of the dungeon and its layout, you may begin stocking it with monsters, traps and treasure as you see fit. The tables that follow are suggested, and you need not incorporate them at all, or, you may use only the parts you desire. You do not need to stock a room/chamber at all if you prefer; one can be empty, or include a monster, or treasure, or both. You do not need to use all the monster-encounters that appear on the table. Remember to *stock with the combined levels* of the group in mind, and do not allow them more treasure-experience than will advance them but one level each at the conclusion of each exploration of the cemetery/dungeon/adventure. If you are using any of the Advanced Rules systems you must make adjustments to the encounters in order that they not be easily defeated by such systems and/or characters created from/under such.

MONSTER STOCKING TABLE

1. (1) **Carrión Crawler.** AC7 M120' (40') HD3+1 (12 hp) ATK 8 tentacles D Paralysis SA F2 MOR 9 Neutral
2. (2-8) **Giant Centipedes.** AC9 M60' (20') HD1/2 (1-4 hp) ATK1 D Poison SA Normal Man MOR 7 Neutral
3. (1-6) **Ghoul.** AC6 M90' (30') HD2 (HP: 14, 12, 10, 3x8) ATK3 D 1-3 for all plus paralysis SA F2 Chaotic
4. (1) **Gray Ooze.** AC8 M10' (3') HD3 (10 hp) ATK1 D2-16 SA F2 MOR 12 Neutral
5. (1-2) **Were rat.** AC7(9) M120' (40') HD3 (HP: 14, 11) ATK1 D 1-4 bite or 1-6 weapon plus Lycanthropy SA F3 MOR 8 Chaotic
6. (1) **Medusa.** AC8 M90' (30') HD4 (19 hp) ATK 1 bite + poison + Gaze D 1-6, + poison, + Turn to Stone SA F4 MOR 8 Chaotic
7. (1-4) **Shadows.** AC7 M90' (30') HD2+2 (HP: 15, 12, 10, 9) ATK 1 D 1-4 + strength drain SA F2 MOR 12 Chaotic
8. (3-30/4-24) **Skeletons/Zombies.** AC7/8 M60' (20')/120' (40') HD 1 & 2 ATK 1 D1-6 & 1-8 SA F1 MOR 12 Chaotic
9. (1-3) **Black Widow Spider.** AC6 M60' (20')/120' (40') HD3 (HP: 20, 14, 9) ATK 1 bite D 2-12 + poison SA F2 Neutral
10. (1) **Vampire.** AC2 M120' (40')/180' (60') HD7 (32 hp) ATK 1 + Gaze D 1-10 + Energy Drain SA F7 MOR 11 Chaotic. She is the Master of the dungeon but should only be placed if you feel the characters are capable of defeating her (i.e., have their full hp compliment, spells memorized, have found items that will strike her, etc.)

If you are using a Classic rules system that includes Dexterity as an Initiative modifier then you will have to roll 3d6 for each creature or creature group to determine such. It is suggested you do this well ahead of game time.

You do not need to roll a d10 to determine what to use; the numerical listing is just for easy reference. In addition, it is strongly advised that you be aware of all creatures' capabilities (attacks, special defenses, whatever) before you begin playing this adventure. You can roll to see what random number of the types stated might appear, but be warned that dice often result in Total Party Kills (TPK), and it is suggested that you should personally select the number to appear based against the strength of the party at the time.

You are free to substitute other creatures for those listed. Keep in mind the limits of the characters when doing so.

Now proceed to the Treasure and Traps tables and finish stocking the dungeon.

TREASURE TABLE

1. Scroll, Protection vs. Undead
2. +1 Sword/ or a +1 mace
3. 1,500 CP + 122 SP
4. 2,600 SP + 320 GP
5. 6 +1 Arrows/ or a +1 bow
6. 7 Gems worth 650 GP total
7. 4 Potions of Healing/or a Staff of Healing
8. +1 shield & +1 leather armor/or +1 chain mail
9. Scroll of 3 spells (Magic Missile, Knock, Fire Ball)

TRAPS TABLE

1. Poison gas is released in 10'x10'area (Save or Die!)
2. Fog cloud appears like above (harmless but obscures vision)
3. Pit, 1d6 falling damage per 10' drop
4. Flying Darts, 1-6 shoot out from wall causing 1-4 hp damage ea.
5. Animated weapon appears for 1-4 Rounds, attacks as F3 for 1-6
6. Ceiling collapses, 10'x10' area (Save vs. Turn to Stone)causing 1-10 damage or 1-5 if Save succeeds

As with the table before, feel free to substitute treasure listed with that which you wish the characters to receive under the circumstances involved. You may add more to this list, and expand upon the Traps list as well. Note: characters actively searching for traps might find them, but defusing the devices will require a Thief.

AFTERWORD

It is not possible to take into account every action the players' characters will take when adventuring. Nor is it my intention (as the author) to provide to you every possible consideration that might apply to each situation that might arise. You are the controller of this event, now. Make the adventure your own, using your skill and experience to breathe life into it. The success or failure of the game ultimately rests in your hands. Do the work necessary to make it exciting, rewarding and fun for you and your players.