

XS1-A

For Expert Levels 3-7

PH

EXPERT ADVENTURE MODULE

THE WARD OF MERESKALOT

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Art by
Maps by

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End Thoughts

All technical data is derived from sources both published and unpublished, collected over several decades and from several different role playing systems. Use of any terms or concepts is with the understanding that it is not possible to own certain uses of language and that they are, by nature, belonging to the public at large.

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FOREWORD

This adventure is the conclusion to that introduced in the **Expert Adventure Supplement XS1: Luln**. As such it is intended for higher level characters in the range of 3rd to 7th, inclusive. It is important that the party include at least one cleric (possibly more) and a halfling. It is designed for use with the 1981 Basic & Expert Rules edition; with minor modifications it can be run with the Holmes Blue book rules, and even Original or Advanced D&D.

ACKNOWLEDGEMENT

Each year the *passing* of writers and designers increases a list of folks that have contributed greatly to this game we play. Too many have gone in too short a time. We can never again ask them, directly, what they meant when they wrote *this* or *that* in a module or other product for our consumption. Thus, it is to them that this adventure is dedicated, and I only hope I haven't written something to embarrass them!

Along with them, however, it is prudent to remember that there are quite a few still with us; some even hang out at internet sites where we linger and lurk, and even chat with us, and answer our endless barrage of repetitive inquiries. And to them, also, I would like this adventure to embody my way of saying, "thanks," for all the great inspiration these folks have given me over the many, many years I have enjoyed this game.

BACKGROUND

THE 5 SHIRES Homeland to the halflings of the known world, this unofficial nation is roughly 240 miles from its northeast to southwest extremes, and varies from 24 to 120 miles from its shoreline along the south to its hilly and mountainous border to the north. It hosts a continuous beach-front view of approximately 380 miles and terrain ranging from flat open grasslands to hills and mountains. Fairly isolated by its hills and mountains to the north, and 2 great river systems to the east, its only neighbors are the Republic of Darokin and the Grand Duchy of Karameikos. Though the Kingdom of Irendi lies to the south, the miles of ocean separating them appears endless.

In the past the region has been governed by a council of 5 sheriffs, one responsible for the safety of the inhabitants within his area of concern. Four times a year, at each equinox and solstice, this group would meet "at a great feast" and discuss civil matters, deciding shire-wide policies by voting.

But for the last 10 years the normal parlance of rule has been broken, with each shire struggling to defend itself against outside threat. The region is unstable, and its citizens frightened and unsure, as its northern shire fell into chaos and despair when the last council of sheriffs to meet there were all murdered in one, fell swoop. Since then, underlings and lieutenants of the former sheriffs have had to battle for the positions of authority to keep the region from disappearing completely under the assault of foreigners.

Who massacred the former council, and why has not the culprit or culprits been caught? More importantly, why did they not move across the land taking control of the entire region? The answer lies in the ruins of the village of Wereskalot, where the last "feast" occurred. And where no one has ventured to find out, as rumors of strange and horrible creatures swarming the ruins keeps most inquisitive souls at bay.

So what happened? A vampire had discovered the quaint little village just after the sheriffs' feast ended and the 5 returned to their shires. Seeing the town's potential for providing a steady diet, the creature quickly explored the cellars of its buildings to find itself a nice secluded spot to which it could return before daylight and rest. It discovered, to its delight, caves and dungeons already excavated, and waiting. Not caring who or what had dug the tunnels and chambers, the vampire quickly claimed a large cavern as its own and erected coffins within it.

Careful not to arouse too much suspicion with too many disappearances, the vampire was selective about its victims, always choosing residents that would not be overly missed, or looked for.

When the council of sheriff's reconvened they found the village residents to be a scared folk, secretive, and indirectly suggesting the council should meet elsewhere. Determined to carry on their duties the Feast went on as planned. During the event, Carmilla Coldhill, wife of Colson the sheriff of South Shire, descended into the cellars in search of stored provisions and was ambushed by the vampire. Her body was found, and she was hastily laid to rest without the proper burial sacraments, as the sheriffs launched an all out search for the culprit. Not long after they cornered the villain and, with the breaking light of morning's dawn, were able to destroy the creature. Its ashes were buried in the dry riverbed.

Not long after, Carmilla arose from her grave and, confused and hungry for blood, attacked and killed her husband. Knowing the others would look for him, she beat them to it and went to each of their apartments where the element of surprise worked against them, and she killed each one, except Toffler, who barely managed to escape.

Following some natural instinct she did not understand she fled into the cellars and dungeons, where she found her assailant's coffins, intact.

Crawling into one she felt at peace, and safe...for the time being.

As the surviving sheriff, Toffler sent word to his deputy, and those of his fallen comrades back in their shires, to assume the mantle of authority and maintain the peace until a new council could be created. He did not report what was behind the massacre, being a long time friend of Colson and Carmilla, and not wanting her memory maligned. But he would not rest until he found Carmilla and destroyed her! Descending into the dungeons beneath the village, he took up the quest that, as of yet, he has not finished. His disappearance only added to the mystery of the massacre as inquiries into the whole matter were delayed while the shires concentrated on their own survival.

NOTES FOR THE DUNGEON MASTER

Ten years ago at the last Sheriff's Feast a massacre occurred. But only 4 of the 5 sheriffs actually died. One managed to escape, only to spend the next 10 years hunting down the culprit in the dark and dangerous levels beneath the village. Toffler Teklebautum, sheriff of Hill Shire, barely escaped with his life, though some might say, at this point, he isn't truly living anymore at all; so filled is he with madness.

As you follow the text you will find Toffler on the 2nd level, in cavern 31. After a year of exploring the caves and endless tunnels he finally cornered Carmilla here. But, lacking appropriate weapons and, feeling something of pity for her, he was not able to destroy her as intended. Even worse, as time passed her evil essence managed to attract servant-creatures and other monsters that, have now, taken up residence in the dungeons. Thus, he has been unable to simply leave her trapped where she is, for fear that these beasts might manage to set her free. Which has been their continuing effort year after year.

As time passed and more creatures were drawn to the village, it was inevitable that the residents would have to flee, or die defending their homes. Which is exactly what happened, and not long after the last defenders fell the village was overcome with malevolent beasts. In time buildings began to decay and crumble, leaving only large piles of heaping debris and refuse, with only a few able to retain their framework shape.

And as this happened above him, Toffler became cut-off from the outside world, trapped below with Carmilla and all the evil creatures she had attracted. He has had to survive by eating bugs, worms and even spiders, while preventing those that wish to serve her from setting her free. **HE** is the *Ward of Wereskalot*. For only by his perseverance, has Carmilla been kept bound within her cavern tomb.

And what has kept her *alive* all these years, if she has been cut-off from the blood of the living? She has survived through the sacrifice of her minions, rats and bats that were able to cross over and through the barrier that confines her. The lake that acts as her prison is filled with the bones of decomposed rats and bats that have given their lives to sustain her.

GETTING STARTED

When the party arrives in Wereskalot they will find it overrun with beasts and monsters. If they accepted the commission of Lady Mya in the XS1 Supplement then their task will be complete when they reach the village. It will be up to you to instigate a reason for them to explore and eradicate the ruins of the foul creatures. If they have come here via some other catalyst, then you should treat their presence as serendipity and allow them to plow through the location as they desire.

THE SURFACE RUINS

Upon approaching the village the party will likely to be able to recognize and identify individual

structures; collapsed and in decay as they are. Since most were made of multiple stories the mound like heaps create a connected surface of sorts as bacterial molds and growth of normal vegetation has spread across the roof tops from building to building. The heights of the mounds beneath vary from 15' to 30' with little to no space between them except for the distinct alleys and open spaces indicated on the village map.

The numbered structures have somehow managed to retain their frame-shape, though they are for the most part filled with debris and waste to heights of 8', making it difficult to move about within; clearing a path through this will require 1 turn for every 20'. The exterior doors to these might still be closed, and functioning if enough force is applied. Those of the others are now little more than holes overgrown with moss and vines.

Before the party enters the village they will sense a strong presence of creatures moving about, and watching them. And their nostrils will be assaulted by a wretched and foul scent. If they are riding horses the animals will be skittish and hard to handle while within the village. If not tethered or hobbled when not upon them, the animals will bolt and flee the village for 3 full turns of normal move rate.

WANDERING ENCOUNTERS

For each hour the party is in the village there is a chance for a *wandering encounter* with some type of creature. The table to follow is by no means comprehensive. You should alter it to suit your own style of play, and that of your players. During the day the chance is somewhat less, and the type/types involved might be different. Thus the following table indicates both daytime and nighttime encounters. To determine if an encounter has occurred roll a d6 with a result of 1 indicating such is the case during the daytime; a result of 1-2 indicating such during the nighttime.

Wandering Encounter Table

Day d8/Night d6 Creature information.....

- 1 Boar, 3-18 AC7 HD3 M(50') AT1 D2-8 SAf2 MO9
- 2 Cougar, 2-8 AC6 HD3+2 M(50') AT3 D2x1-3/1-6 SAf2 MO3
- 3 Ferret, 2-24 AC5 HD1+1 M(50') AT1 D1-8 SAf1 MO8
- 4 Ghoul, 4-24 AC6 HD2 M(30') AT3 D3x1-3 SAf2 MO9 C
- 5 Harpies, 4-16 AC7 HD3 M* AT3 D2x1-4/1-6 SAf3 MO7 C
- 6 Rats, 6-60 AC7 HD1/2 M* AT1+ D1-3+ SAf1 MO8 C
- 7 Weasel, 2-12 AC7 HD4+4 AT1+ D2-8+ SAf3 MO8
- 8 Wolf, 6-36 AC7 HD2+2 M(60') AT1 D1-6 SAf1 MO8

Move rate is for combat. Triple for normal rate.

* See BX manuals for special move rates.

** If no alignment is listed the animal is Neutral.

+ indicates special attack and/or special damage.

The maximum number listed is the total of the type that can appear in a 24 hour period. If the type is exhausted through the use of this table, then no others will appear until 1-3 days has elapsed.

In addition to possible wandering encounters the party will eventually confront things appearing in specific areas of the village. These are listed on the village map as follows.

Set Village Encounters

- A. Toads, giant 9 AC7 HD2+2 (18, 17, 16, 15, 14, 13, 12, 11, 10 hp) M90'(30') AT1 bite D2-8 SA F1 MO7 N
- B. Event
- C. Devil Swine 1 AC3(9) HD9 (60 hp) M180(60')/120'(40') in human form AT1 D2-12 or weapon SA F9 MO10 C
- D. Scorpion, giant 6 AC2 HD4 (32, 30, 28, 26, 24, 22 hp) M180'(60') AT3 D2x1-10/1-4+ poison SA F2 MO11 C
- E. Hippogriff 1 AC5 HD3+1 (20 hp) M180'(60')/360'(120') flying AT3 D2x1-6/1-10 SA F2 MO8 N
- F. Weasels, giant 6 AC7 HD4+4 (32, 30, 28, 26 hp) M150'(50') AT 1+special D2-8 SA F3 MO8 N
- G. Yellow Mold 1 AC* HD2 (16 hp) M 0' AT Spores D1-6 + special SA F2 MO(NA) N
- H. The tip of a ship's mast. (This is explained later in the Optional Adventure)

Though "set" encounters, none of the creatures will be carrying any treasure with the exception of the Devil Swine. It will have a *bag of holding* tied to a belt around its waste that contains 12 small gems, 80 CP, 49 SP and 12 GP. Special information regarding the creatures listed will be found in either the Basic or Expert rules books and should be consulted before the adventure begins.

Locations 1-7 are structures that have managed to retain much of their former frame-shape. While they have doors that function, minimally, the interiors are for the most part gutted and filled with debris and waste, their walls having been punctured and broken through leaving only the support studs remaining. Each of these might, at your inclination, contain rooms that are still intact, and perhaps harbor creatures not mentioned in this text. You will have to design all such buildings and encounters if that is your desire. In the context of this adventure, they serve mainly to provide access to the dungeons below, through their cellars and secret entrances as noted on the dungeon maps. To this purpose, you should allow the party to locate and enter cellar doors with little effort. The last building listed, #7, is currently being used by the Devil Swine as its abode. If seriously threatened, it will exit through an open window in the northeast corner and mount the hippogriff cobbled there to make a hasty getaway.

EVENT

This should include things such as cave-ins as the party explores the area, or falling debris from toppling walls that crash down upon the group. It can as easily include a shadowy figure flying overhead (perhaps bats!) that merely startles the party temporarily or a sound, or scent that takes them by surprise. You should be as creative as possible, but not overly threatening to the point of them being in actual physical danger; a cut, scrape or black eye should be enough to get the point of the "event" across.

It should be clear that the village is not limited to what has been described. You can overrule the "ruins" aspect to a degree, and have most of the buildings be found relatively intact, and filled with all kinds of benign or malevolent beasts. If such is the case all the details of such fall upon you to design and create.

KEY TO DUNGEON LEVEL 1

As seen on Dungeon Level 1 map there are 7 cellars through which the party can enter into the dungeon levels. This may or may not require them digging through the debris and refuse that fills the building through which they enter. As stated before, if you wish to create encounters within a noted building

not listed in the Key, it is up to you to do so. For the purpose of this plot it is enough to simply allow them to discover the door that accesses the cellar; you can, however, make it a chore and time consuming. Once into a particular cellar you should then consult the following key in order to run any set and/or *wandering* encounters that are found therein. Once an encounter has been met and dealt with you may, at a later time, place a new one in said cellar (it is recommended you draw such an encounter from the random table) or leave it empty for a period of your determination.

The cellars are dark, cluttered, cobweb filled places with rotting support structure for the buildings above. They are dangerous places with or without creatures occupying them. The air will be stale and dusty, vision poor, odors strong of rot and urine and feces, and uncomfortable, at best. The doors into and out of them will be stuck and require effort to use, and the secret ones as well.

RANDOM CELLAR ENCOUNTERS

When the party first enters a cellar check the Key to follow to determine what kind of creature might be initially present. If it is killed or chased away then that cellar will *be clear* for the remainder of that day. Thereafter you must determine if more *or other* creatures have discovered a way into the cellar and taken up residence. You can use the table of creatures below to determine the type, and by rolling a 1 on a d6, if occupation has occurred. When a cellar is cleared it might sit empty for 1 or more days. As soon as a new occupant is indicated, no further rolls should be made until the new residents are dealt with.

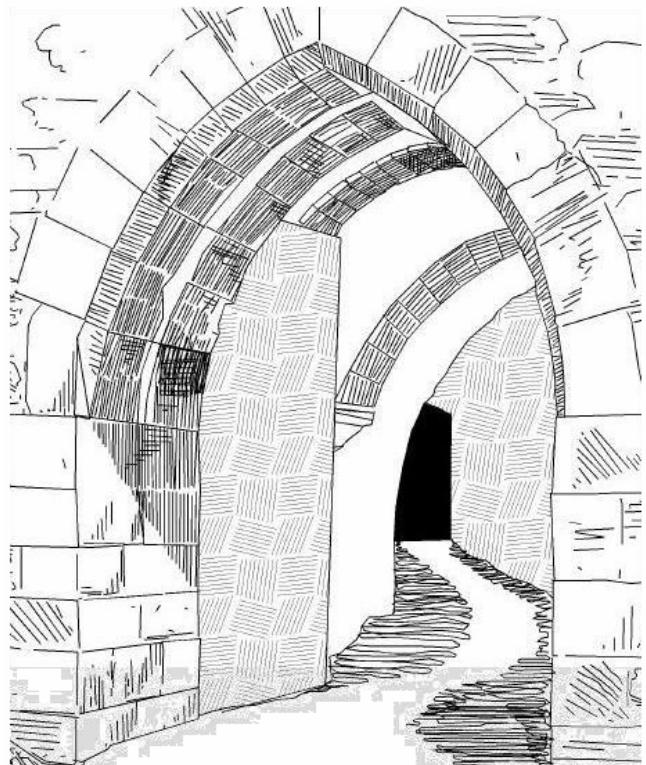
RANDOM CELLAR OCCUPANTS

1. Beetle, Fire(2-12) AC4 HD1+2 M 40' AT1 D2-8 SA f1 M7 N
2. Beetle, Oil(2-12) AC4 HD2 M 40' AT1+ D1-6+ SA f1 M8 N
3. Carrion crawler(1-3) AC7 HD3+1 M 40' AT8 D* SA f2 M9 N
4. Centipede, giant(1-8) AC9 HD1/2 M 20' AT1 D** SA f1 M7 N
5. Driver ant (4-24) AC3 HD4 M 60' AT1 D2-12 SA f2 M7+ N
6. Ghoul(2-16) AC6 HD2 M 30' AT3 D3x1-3+ SA f2 M9 C
7. Rat, giant(3-30) AC7 HD1/2 M 20' AT1 D1-3+ SA f1 M8 C
8. Spider, crab(1-4) AC7 HD2 M 40' AT1 D1-8** SA f1 M7 C

+ indicates some kind of additional damage may result
 * indicates the creature's attack may paralyze the victim
 ** means poison may be injected into the victim
 Move rate is for combat. Triple when in normal use.

These creatures and monsters will not be in possession of any significant amount of treasure. If you choose to determine the type randomly, and treasure is indicated, the minimum amount that can be generated is recommended. Please review each type in the '81 Basic Rules edition before play begins.

INTO THE DUNGEONS



The chambers and corridors beneath Wereskalot are an enigma. Who built them, and why? This is a mystery that lies deep in the past, and is connected to the dry riverbed that is still evident just south of the village. You may design your own reasoning why all this exists. The following suggestion upon which to base further development is just that--a suggestion.

It is rumored that a century ago a great pirate clan resided in Wereskalot, and that the dry river did, in fact, flow, allowing the cut-throats access to their secret hideout. The leader of this large motley crew, one Lars Kalot, was a cruel and heartless master.

So vile were his deeds that a bounty on his head could be gotten in every kingdom of the land upon producing the dismembered skull. Posters were spread throughout the land asking "Where's Kalot?" and offering as much as 10,000 Karamaikos gold crowns for the corpse of the outlaw.

This bounty was never claimed, and his corpse was never produced, and in time the activities of he and his crew slowly diminished until, one day, the seas were safe, and free of him, for some unknown reason.

It could be that Kalot, himself, was the victim of an encounter with a vampire long ago. And that the end of his pirating was due to the daytime prohibitions of him cruising the sea lanes. It could be that **he** was the vampire that happened upon Carmilla Coldhill a decade ago!

All of this, of course, is up to you. You can develop it further if you wish, by stocking the 3rd dungeon level indicated to include the pirates' hideout, complete with underground caverns still water-filled (like the one in which poor Carmilla is currently trapped) or creating your own explanation for the subterranean chambers, traps and strange creatures inhabiting them. An *Optional Adventure*, appearing later, is included to assist you.

DUNGEON CONSTRUCTION

Though the corridors and chambers appear well defined and built, this is misleading. The maps only show their original shape when excavated. Since then, the walls have cracked, crumbled, and leaned or bulged in places as to not be, exactly, as shown. And while the same can be said of the ceilings, they are--for the most part--uniformly 6' in height all throughout. What this implies is for you to decide. The exception to this general guideline are the dome ceilings of the caverns. These generally have an apex of 10' for every 1000' square of cave floor. The walls of these, though of the same material as those in the rooms and corridors, are not worked, and are irregular.

WANDERING ENCOUNTERS, LEVEL 1

After 2 turns of exploring and moving the party might encounter a wandering monster. A result of 1 on a d6 indicates such is the case. Should this occur, use the following table to determine what kind of creature/s will appear, or create your own list filled with monsters of your own preference.

1. Carrion crawler(1-3) AC7 HD3+1 M 40' AT8 D* SA f2 M9 N
2. Centipede, giant(1-8) AC9 HD1/2 M 20' AT1 D* SA f1 M7 N
3. Ghoul(2-16) AC6 HD2 M 30' AT3 D3x1-3+ SA f2 M9 C
4. Gray Ooze(1-3) AC8 HD3 M(3') AT1 D2-16 SA f2 M12 N
5. Medusa(1-2) AC8 HD4 M(30') AT1+ D1-6+* SA f4 M8 C
6. Ochre jelly(1) AC8 HD5 M(10') AT1 D2-12 SA f3 M12 N
7. Rat, giant(3-30) AC7 HD1/2 M 20' AT1 D1-3+ SA f1 M8 C
8. Spider, crab(1-4) AC7 HD2 M 40' AT1 D1-8* SA f1 M7 C
9. Thoul(1-6) AC6 HD3 M(40') AT1/2 D **W**/2x1-3 SA f3 M10 C
10. Tuatara(1-4) AC4 HD6 M(30') AT3 D2x1-4/1-12 SA f4 M6 N

+ indicates some kind of additional damage may result

* indicates the creature's attack may poison the victim

Move rate is for combat. Triple when in normal use.

W indicates a weapon may be in use; see weapon's damage

These creatures and monsters will not be in possession of any significant amount of treasure. If you choose to determine the type randomly, and treasure is indicated, the minimum amount that can be generated is recommended. Please review each type in the '81 Basic Rules edition before play begins.

Keep in mind that many of these monsters appear here having been drawn by Carmilla and her evil presence.

THE CELLARS

1. **CELLAR** The first, and one of the 2 smallest, can only be normally entered through a trap-door from above. As the door has been swelled by heat and moisture over time, gaining access will require an Open Doors check at a +1 penalty to anyone that attempts to open it. Since opening it requires a roll of 1 on a d6, this amounts to those with strength 18 of needing a 1-3 on a d6, and those with 16-17 needing a 1-2 on a d6, while those with 13-15 will need to roll a natural 1! Anyone of less strength than that mentioned, cannot open the trap door under any circumstances. Once it has been opened, further attempts will be applied normally should it become shut again.

At 30' north to south and 20' east to west there is not a lot of room to move about, as the stairs take up much of the space, with the rest filled to a height of 2' with refuse and debris. This only leaves 4' of room above the filth and while a halfling might be able to walk across it all others must force their way through in order to explore. Behind and under the staircase is filled with a large web wherein **2 large black widow spiders** reside! (HP 20, 19) AC6 HD3* M60'(20')/120'(40')in lair AT1 bite D2-12 + poison SA f2 M8 Neutral *Found in Basic Rules p. B43* Somehow these creatures have managed to accumulate 200CP 100SP 50GP 2 gems (value 50GP & 100GP), along with a magic **rope of climbing** that is hidden beneath the stairs. They will attack anyone or thing that descends the stairs. A *secret door* may be found in the southwest corner of the cellar.

2. CELLAR The largest of these access chambers, it is 30' east to west and 50' north to south. A wide set of stairs descends from above in the middle of the chamber, and a *secret door* is set into the east wall about 15' from the south wall. There is a 40% chance when the party enters that **3 ghouls** will be present (HP 16, 14, 13) AC6 HD2* M90'(30') AT2 claws/bite D1-3 for all + paralysis SA f2 M9 Chaotic *Found in Basic Rules p. B35* If the chamber is empty upon entering, these ghouls will be next door in chamber 8 with their "associates." The chamber is filled with debris, though not as bad as the one previously described. Otherwise there is nothing of value within it to the party.

3. CELLAR At 30' east to west and 40' north to south it is the 2nd largest access cellar. A narrow set of stairs is located against the north wall, while a *secret door* is set into the south wall in the southeast corner. This chamber smells so strongly of urine and feces as to cause gagging and retching in those that fail to make a CON check. If affected, the victim will attack at -1 to hit and damage for the next 3 turns, and lose any dexterity bonus to AC as well. Those unaffected initially will not need to make another check against this type of affect as long as they remain below, whereas others will

need to each time they confront the affect again; do not make them check again if within the same area of the affect after 3 turns, only when they enter new areas.

The cause of the vile stench is a lair of rats that has infested the chamber. When the party enters the cellar they will be attacked immediately by **30 giant rats** (HP1-4 ea.) AC7 HD1/2 M120'(40')/60'(20') swimming AT1 bite D1-3 + disease SA f1 M8 Chaotic *Found in Basic Rules, p. B41* Hidden in all the feces is a *ring of water walking*! Finding it will require 1 full turn to search each 10' square, with a 1-2 chance per turn/search of locating it.

4. CELLAR The 2nd of the smallest cellars, it is not nearly as cramped with debris and clutter as the 1st. Instead, aside from the stairs descending south along the eastern wall, the floor is easy to move across, as only a dozen large sacks and barrels stand about. Once filled with food-stock, they are now occupied by **giant centipedes**, 1-3 per container. (HP 1-4 ea.) AC9 HD1/2 M60'(20') AT1 bite D poison SA normal man M7 Neutral *Found in Basic Rules, p. B33*. These creatures will attack anything that intrudes into their claimed nest. A *secret door* is located in the northeast corner of the cellar.

5. CELLAR 25' east to west and 35' north to south makes this medium-sized cellar more easy to move about in than the smaller ones, yet not as spacious as the larger ones. A narrow staircase descends west along the north wall, while a secret door can be found in the southeast corner. Spread throughout the chamber along the walls are 9 trunks of various size, some appearing to have padlocks and others not. 1 in 3 will be locked, and the contents of those are described later. Those that aren't, contain mildewed and rotting clothing that appears small, as if fitted to a child, or perhaps a halfling woman. Nesting in each of the 6 unlocked trunks are **2 giant ferrets** (HP 9, 7, per trunk) AC5 HD1+1 M150'(50') AT1 bite D1-8 SA f1 M8 Neutral *Found in Basic Rules, p. B35*. They will not attack large creatures or beings unless their homes are invaded. Lifting the lid *might* cause this!

Each of the 3 locked trunks will require a thief to make an Open Locks check in order to gain entry. If done, the contents of each are as follows.

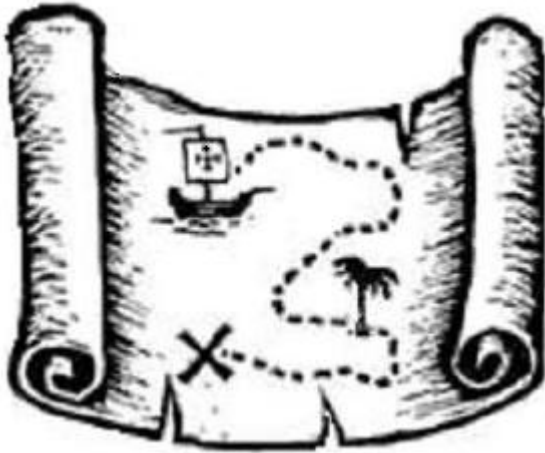
TRUNK 1: 500 CP, 500 SP, *Boots of the Halfling**

TRUNK 2: 100 GP, 100 gems (worth 10 GP ea.) Map **

TRUNK 3: 100 EP, *Cloak of Regeneration****

* These magical boots will enlarge or shrink to fit the size of the wearer. When worn, they prevent the wearer from ever being lost out in the open countryside; that is to say, the person will always know the directions of N-S-E-W, and the boots will unerringly lead the wearer back to his point of origin upon command. The point of origin is that location from which the wearer begins the adventure, thus, it is ever changing.

** This map actually leads to the Isle of Dread (found in TSR module X1), and a treasure chest to the southwest of it, buried in a reef. The total worth of the treasure within is approximately 5000 GP.



***This cloak will restore up to 24 HP, but must be worn, with the recipient regaining only 1 per hour. Once the maximum limit has been reached, it will not function again. The regeneration process can be stopped, and the cloak taken off at any time, and put back on, and the process will continue with small or large breaks between, with the item retaining the balance until its powers are depleted. Switching wearers at any time is allowed, but when being used by a cleric, elf or magic user, they cannot pray, study or cast spells.

Each locked trunk is also TRAPPED as follows!

1. A tiny phial containing poisonous gas will erupt, spewing its toxic contents into a 20' x 20' area causing death to all that fail to make their Save check.
2. A needle ejects into the lock-picker, causing him to Turn to Stone unless a Save check is successfully made.
3. A 4d6 fireball will explode causing all within a 30' radius to suffer damage; half is a successful check is made.

6. CELLAR Of all the cellars, this one is likely the most lethal. Though it is empty for the most part, save for typical piles of rubbish and refuse, lined up against the west wall are 3 tiny coffins. While they appear rotted and near collapse, if approached and investigated the creatures within will erupt forth and attack the party. These were former residents of Wereskalot, and victims as well. **3 halfling-wights** (HP 23, 21, 19) AC5 HD3* M90'(30') AT1 D Energy-drain SA f3 M12 Chaotic *Found in Basic Rules*, p. B44. There is a *secret door* located in the southeast corner of the cellar. Their only treasure is a *sword -1, cursed!*

7. CELLAR Contending for the most-lethal-cellar title, this medium-sized chamber has only recently become occupied. (The Devil Swine in the village above is not aware of these creatures!) Drawn to this locale by Carmilla, are **6 shadows** (HP 18, 17, 16, 15, 14, 13) AC7 HD2+2* M90'(30') AT1 D1-4 + strength drain SA f2 M12 Chaotic *Found in Basic Rules*, p. B41. A *secret door* is located in the southeast corner of the cellar. They have no treasure.

THE DUNGEON PROPER

8. If the cellar to the west (2) was empty when the party entered it, then the **3 ghouls** from there will be present here, along with their **5 comrades**! (HP 16, 14, 13, 12, 11, 10, 9, 8) AC6 HD2* M90'(30') AT2 claws/bite D1-3 for all + paralysis SA f2 M9 Chaotic *Found in Basic Rules* p. B35 The 5 additional creatures listed here may rush to the aide of those in cellar 2 should a noisy combat occur there. If melee lasts for one full turn, there is a 65% chance that the creatures here will do so. In addition to the *secret door* leading from cellar 2, there is another in the southwest corner of the chamber. This chamber is littered with the bones of previous victims, and scattered among these is 1500 CP, 150 SP, 75 EP, 50 GP and 5 small gems (worth 10 GP ea.)

9. **PAGAN TEMPLE** This large irregular shaped chamber is filled with round columns 2' in diameter and 8' in height that reach from ground to ceiling. 3 alcoves adjoin the chamber on the east and west and 2 to the south where they are separated by a larger alcove containing an altar. The alcove in the northeast corner hides a secret door that leads into the back of a sarcophagus. It is the only one that is empty, for in the remaining 7 sarcophagi awaits a **greater zombie!** (HP30, 29, 28, 27, 26, 25, 24) AC4 HD4 M90'(30') AT2 D1-8/1-8 + stun SA f3 M12 Neutral *New Monster* (typically similar to the weaker version found in *Basic Rules*, p. B44, except being Turned as a mummy, having 4HD, 2 attacks and dealing more damage, plus the stunning affect should both strikes be landed on a single victim inflicting 12 or more hp damage combined. Should this occur, the victim is stunned for 1-6 Turns and is disoriented, losing his DEX ability bonus, and striking at -2 (to hit and damage) These 7 creatures appear very human-like, down to their rotted clothing, which resembles seamen's. 3 rounds after the party enters the chamber they will burst from their containers and move to attack.

An altar stands in the center of the south wall in front of the large alcove, and atop it rest a statue, and a small ship's bell.



Worth approximately 5000 GP if sold in the large market place of Specularum, porting the statue there may prove difficult, as the first one to touch it will set off a *magic trap* that will affect anyone within 30'. All those subjected must Save vs. Spell or be under a *Charm Person* effect, that will prevent them from removing it from the temple, or

harming it in any way. In addition, those under the effect will feel a strong desire to take a sea voyage as soon as they can. Anyone under the influence of the effect that fails their save a 2nd time will become neurotic and despondent, believing they need to return to the sea as quickly as possible, to the point of actually being possessed by the thought constantly.

Anchored to the altar on the east end is a small ship's bell. If struck by any metal object it will ring with a bright piercing tone that will cause any living creature within the chamber to become deaf for 2-12 turns; a Save Check vs. CON will reduce the effect by half. While this condition may be a minor nuisance to the party, it makes spell-casting very difficult, requiring elves, clerics and magic-users to make a Save Check vs. their prime requisite, or the spells they utter during the time limit will be mumbled, jumbled, ruined and useless. If the bell is rung in unison with the one in the chamber to the south the effect is nullified.

The walls of this chamber are adorned with faded art images depicting various oceanic scenes. Some include fantastic and horrifying monsters of the deep attacking ships, others, beautiful and exotic nymphs of the sea. One in particular depicts a river going vessel moored at a dock at what appears to be a village. It is, in fact, this village, of long ago. In the alcove behind the altar is a *secret door*.

10. **ANTE CHAMBER** This wide corridor-like chamber contains several interesting features. First encountered are what appear to be 2 sarcophagi, 1 standing against the east and west wall. Next is a bar-portcullis that stretches across the width of the corridor, preventing anyone from passing further to the south. Attached to the middle of this is a flat symbol that appears to be a bell. Beyond the gate at 40' away hangs a ship's bell suspended from 2 saw horse like buttress devices. Raising the gate can only be done by sheer strength, requiring at least 60 points of combined ability and a % check against this number rolled equal to or less per attempt. Only 1 attempt per turn can be made. But there are

2 other ways to raise the portcullis. Should a pellet or bullet, bolt or arrow strike the bell at the far south end of the corridor while the one on the altar is simultaneously being struck the gate will lift. It will also lift if only the south bell rings, but doing this alone also releases the locking mechanism on the trap door just in front of it, allowing it to fall downward when more than 200 pounds of weight is placed upon the trap door. Also, if anyone steps into either of the sarcophagi while only the south bell rings, they will be teleported to area 11 if inside the east sarcophagi, and area 12 if inside the west one. (This does not work in reverse order) However, if either sarcophagi is occupied when both bells ring, the gate will not raise. (The bell at the altar will ring audibly for 5 rounds, while the smaller one south for only 3) Anyone falling into the pit when it opens will fall 30' into a vat of acid below (see level 2, chamber 32), taking 3-18 hp of damage from the fall itself, and an additional 4-24 from the acid within the vat. Items are allowed to make Saves to survive if the victim makes his initial save for half damage. For each turn within the vat the victim sustains an additional 1-8 points of damage.

11. CHAMBER Entered either the conventional way or via the teleporting sarcophagus in area 10, this large room is littered with dozens of bones of bipedal beings and creatures. Some are clearly dwarf, elf and halfling, due to their size and proportion, while others might be human, being longer. Oddly, there are no skulls in this chamber.

12. CHAMBER Similar in shape as the previous one and entered likewise, this chamber appears to be filled with skulls. Approximately 45 skulls from human, dwarf, elf and halfling victims are stacked in a large, pyramid shaped pile near the west wall of the chamber. If searched it is possible (1 in d6 chance) this will topple, causing the skulls to collapse and roll across the chamber floor. Such an occurrence is but an alarm signal that Toffler devised to alert him to the presence of intruders.

13 & 14 ROOM These 2 rooms appear to have once been used as private (individual) quarters. Each

has what looks to be a broken and smashed cot-frame, with rotted and disintegrating rope strands wrapped around its width where some type of stuffed mat may have lain. Also present in each is a large trunk, 2' wide x 3' high x 6' long. 2 Bands of flattened iron fit across the rounded top and hang down in the front, where padlocks secure them to similar bands reaching up. The locks appear to be thick with rust, and possibly prone to breaking. If the party should attempt such, require the one doing so to roll his Open Doors check. Success means the lock has been broken, smashed to bits of metal and rust, and fallen away from the trunk. It will only take a few attempts to achieve, if the first fails, for after 3 tries the locks will automatically crumble. Oddly, inside each trunk is nothing more than old, decaying clothes commonly worn by sailors. However, in the last trunk searched, hidden in a secret inside pocket of a vest, is a *magic ring +1, 5' radius*! There is nothing else of value in these rooms. If desired, you may make a roll on the table for Random Cellar Occupants (p.5) when the party first enters these and allow them to encounter something. But such is not required.

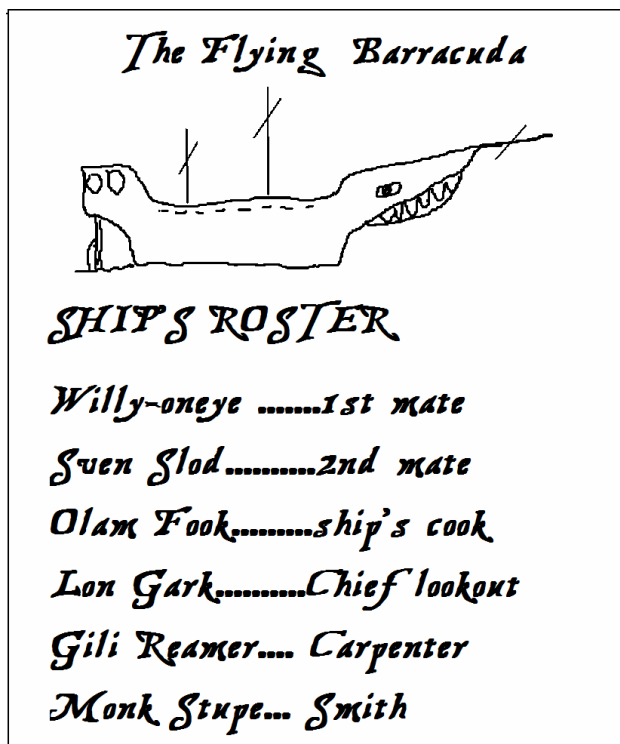
15. TRANSPORTING CORRIDOR This H-shaped corridor harbors much dismay. Not only is it guarded by evil creatures, but its devices are a bane to the curious. 2 archways, 1 at the east end and the other at the west, are filled with static electricity, blurring the air within and filling the whole chamber with a low and annoying buzzing. If anyone steps into either one they will be spit out of the opposite one. But wait! it gets worse. On a roll of 1-4 they will be totally naked, with all their items and possessions transported to 22-B on this level. On a roll of 5 they will be transported, minus their items, to area 22-A, where they will be imprisoned there until rescued. On a roll of 6 they will be dead, instantly disintegrated! Guarding the archways are **4 shadows!** (HP 18, 17, 16, 15) AC7 HD2+2* M90'(30') AT1 D1-4 + special SA f2 M12 Chaotic *Found in Basic Rules*, p. B41. They each hide in an alcove and will rush to attack anyone that approaches an archway.

16. SECRET ROOM Whether the objects currently within this chamber are indicative of the original purpose of the room is hard to tell, as there does not appear to be racks, pegs, or any other devices within the room that would hold the objects in place while awaiting use. Scattered within are enough separate pieces of armor to assemble 6 dwarf sized suits of plate-armor. While they are lacking the leather and/or chain straps that once held them together, if these are replaced and the items assembled, the suits will function well when oiled for dwarf-sized characters. They cannot be altered to fit anyone but a dwarf! Along with all this there are 9 hammers spread about the room. If *Detect Magic* is cast upon these, 7 will appear to be normal, while 2 reveal some sort of magical aura. Once each is used in combat their whole function will be felt and known by the one wielding it. The 1st to be picked up (and used) is a **+2/+3 vs. dragons** that actually allows the wielder to roll a d10 vs. white dragons! The 2nd one is a **-2 Cursed** hammer! Once used in combat this weapon will ever after appear in its new owner's hands every time he is about to enter combat. The only way to be rid of this cursed item is to have a L7 or higher cleric cast a *Dispel Evil* spell upon it!

17. THE POND A 20' x 10' pool surrounded by a low stone wall occupies a chamber at the east end of this corridor. Approaching the chamber the party will feel the air turn warm and humid in contrast to the normally cool air common throughout the dungeon. While the water is not particularly clean or clear, it is evident that there is some type of movement occurring within. At 6' deep it is not all that difficult to enter and explore. Doing so will result in two things: the possible discovery of a chest full of 2000 GP, and encountering a group of vicious fish that reside within the pond. The former will occur on a roll of 1 on a d6 per each turn spent searching; assume 1 turn required to search 1 10' square area. The latter resulting in a pack of **8 giant piranha** fish attacking anyone entering the pond! (HP 27, 25, 23, 21, 19, 17, 15, 13) AC6 HD3+3 M150'(50') swimming AT1 bite D1-8 SA f2 M7 Neutral *Found in Expert Rules*, p. X31.

18. CHAMBER This large vault is 40' east to west and as much as 30' at the apex of the rounded north wall. Whatever the function of the room may have been in the past it is not clear, at present, what that may have been. Currently it appears to be little more than a holding cell for the 24 creatures within. At 3' tall each appears to be a halfling, but it is clear they are not, quite, living! Former residents of the village above, they were killed long ago and turned into **24 zombies** by some, as of yet, unseen force! (HP2x16, 2x15, 2x14, 2x13, 2x12, 2x10, 2x9, 2x8, 2x7, 2x6, 2x5, 2x4) AC8 HD2 M120' (40') AT1 D1-6 SA f1 M12 Chaotic *Found in Basic Rules*, p. B44. Though normally encountered not having treasure, one of these former residents (having 16 hp) just happens to have a *Luck Coin* sewn into the lining of his breeches. This magic item grants a **+1** to AC, and to all hits and damage of the owner.(Note: that this +1 bonus does not allow the owner to hit creatures requiring magic weapons!) In addition, it has the abilities of an *Amulet vs. Crystal Balls & ESP*.

19. LIBRARY Upon entering this chamber the party will be surprised to see it lined with shelves filled with books, tomes and scrolls. Halflings are not normally associated with magic and writings of magic, so this should arouse some suspicion about whose they are (or were) and what they are doing here. While the greater majority of them appear to be written in human languages, a few (3) are, in fact, written in an old and ancient elf tongue. Of the human language items, most are not legible at all, with their pages faded and brown, or in fact so brittle as to crumble when touched. A few, though, contain sections that are, and when read appear to be about oceanic concerns: tides, currents, winds, star positions, islands known and hints at ones yet discovered. One of these is clearly a ship's log, for the words *The Flying Barracuda* appear at the top of the first page, along with a poorly drawn image of a double-mast ship. (This is the ship that is seen indicated in the dungeon map, outlined in dark blue and is not accessible from this level or level 2) A list of names follows, with positions of rank noted for each name.



The bulk of the remaining log pages are illegible, torn, faded and covered with mildew and decay. The last few, however, make mention of trips by the Flying Barracuda, taking the captain and crew far to the south, and discovering islands unknown to them. These are, in fact, the large islands in the eastern part of the Thanegioth Archipelago, as seen in the TSR adventure, X1: Isle of Dread. There is no mention of them having landed on Dread isle.

Of the 3 items written in the ancient elf tongue, 2 are protection scrolls, and any elf has a 1 time chance of 10% times his level of translating the spells written on them. Other races that have learned the elf language stand a flat 5% chance. A thief of any level will not be able to unless he speaks elf. The 1st scroll deciphered will appear to be a *Protection From Shadows* (Since shadows are *not* undead, and the cleric ability Turn Undead does not function against them, this scroll is not only of great benefit, but unique, to say the least) See Basic Rules, p. B49 for more information regarding this item. The 2nd scroll is *Protection from Evil*. The

spell inscribed upon this scroll will function as if cast by a L6 cleric, and the benefits found in the description of the spell in Basic Rules, p. B15 extend to all friendly associates within a 20' radius of the scroll reader. The 3rd is an actual Magic-user's spell-book that contains the following spells:

1ST LEVEL: Detect Magic, Floating disc, Magic Missile, Read Magic, Shield, Sleep.

2ND LEVEL: Detect Invisible, ESP, Knock, Levitate, Web.

3RD LEVEL: Fire Ball, Infravision, Water Breathing

4TH LEVEL: Confusion, Wall of Fire

5TH LEVEL: Animate Dead, Magic-jar, Pass Wall

6TH LEVEL: Lower Water, Stone to Flesh

All of these items belonged to the original owner of the building above, long ago. His involvement in the pirate gang, the vampire that slew Carmilla, *and* what has taken place in Wereskalot is explained later, in the summation.

20. WORK ROOM The doors to this chamber have a padlock requiring a thief to Open Locks in order to gain entry. Two long tables covered with items, a chair, and a cabinet with 6 shelves from floor to ceiling are all the furnishings that occupy the chamber. The larger table against the north wall is piled high with objects both manmade and natural, though most have crystallized or been covered in mold and mildew over the decades. The smaller one at the south wall appears to have jars and bottles and other containers shoved together with no space in between, all filled with material of some kind, but whether of natural origin or not is too difficult to tell. Broken glass and shards of pottery lie atop all the shelves in the cabinet. Goopy substances thick and stringy as well as powdery film appears to be spread across each shelf. Under the north table, concealed by the shadow is a large, amorphous blob, a **black pudding!** (HP45) AC6 HD10 M60'(20') AT1 D3-24 + dissolves materials SA f5 M12 Neutral *Found in Expert Rules*, p. X28. While it does not usually have or keep treasure as a rule, if the large table is searched there is a 1 in d6 chance per turn of finding an unbroken vial that contains a *Potion of healing*.

In the corridor south of this chamber is a lever affixed to the west wall. It is *stuck* in the *Up* position, requiring an Open Doors check in order to draw the handle down. Doing so lowers the bars in 22 A, allowing anyone trapped there to move to the south side of the chamber.

21. STORE ROOM This room is locked in the same manner as the previous one. Little inside, however, appears to be important enough to warrant such protection, as the chamber is filled mostly with boxes and crates and barrels of sundry items of no value to the party; especially in the state of decay all are in. You can elaborate on what these might actually be, or not. There is no monster present, either, unless you wish to provide one.

22. CELL (A) This chamber is the depository of those that may have stepped into the transporter devices in area 15. If that is the case, when they appear they will notice a rather large skeleton with the skull of a horned bull sitting on the floor in the southwest corner, leaning back into the joint. It was the former guard of this chamber, and was forgotten by its master long ago and left to die. It will not animate, but can if you wish it to. The bars to the cell can be lowered by using the lever device in the corridor north of the location. Anyone that is trapped can attempt to bend the bars to escape, but doing so would require enormous strength. Since characters will likely appear here minus any items of magic that might assist them, allow them to try to bend the bars no more than 3 times per 3 hours. If they roll on the % dice equal to or less than their strength ability, assume the bars have been pulled apart enough to allow the person to slip through. In addition to this chamber is the secret room at (B) where all items and possessions of the characters will be deposited if they rolled a 1-5 on d6 (see room 15 for review of this process).

23. ROOM Despite this chamber being totally empty and seeming to be of no interest there are several interesting features in and around it. First is the instability of the chamber itself. The ceiling in this room is in such severe decay that each turn

the party remains within it there is a 10% base chance +2% per turn of it collapsing. The damage that results from the tons of earth pouring down from above is 70-120 hp of damage per each square 10' of floor surface. After the initial collapse, the air will be removed from the chamber and suffocation will result in 1-6 rounds unless characters have some means to counter this. The doors will become blocked, and they will be trapped, with but precious moments to react if they are to survive. You will, of course, have to gauge all this very closely in order for it to be effective. Should luck prevail and this not happen, the party may discover the second door in the northwest corner and the corridor there. If they explore this without checking a magic Fire Ball trap will be sprung at the north end causing 9d6 of damage to each character within the hall, and those in the west side of the room as well. In addition, this explosion will add 15% to the initial likelihood of the roof collapsing.

To the north, in the corridor outside this room, a set of wooden bars blocks access to what appears to be a cavern beyond. (The reason for this will become evident when they enter the cavern) A secret door in the east wall of this hall will reveal a wheel device set into the alcove there. If turned clockwise it will raise the portcullis.

24. ROUND ROOM & GIANT STATUE The ceiling in this round chamber is a good 12' high. Standing in the center of this upon a pedestal is a stone figure, crude in appearance. It is a **Stone Golem!** (HP70) HD13 AC1 M90'(30') AT2 + breath D2x2-24 + poison gas SA f9 M12 Neutral. *This is a New Monster and does not appear in the Basic or Expert manuals.* If approached to within 5' it will attack by breathing out a cloud 10'x10'x10' that will kill unless a Save vs. Poison is made. (It can only do this 2 times per day, requiring at least 1 hour between attacks) After that it will attack with its fists. If it is destroyed the 10' diameter base upon which it stood is all that remains within the chamber. If searched a *secret trap door* in it will reveal a spiral stair case leading down to the level below.

THE NATURAL CAVERNS

The natural formation of these caves will make it difficult for the party to accurately map the chambers and tunnels. But as such accuracy is not really needed, you should describe enough to help them move with some ease from one location to the next. The ceiling heights in most of these peak at about 20' to 24', but you may adjust these where you find such heights illogical. Caves 25, 26 and 29 are connected by wide tunnels, allowing easy access between them. The way into cave 27 is concealed by fallen debris that blocks the small tunnel and will have to be cleared. Likewise, the narrow winding tunnel between 29 and 30 prevents most large creatures from reaching the inner caves. Stalactites and stalagmites will be abundant in the middle caves, and less so in the entrance cavern, and areas 27 & 28. As these caverns were never developed or worked by the builder of the dungeon, they were of little concern to him. Thus, they are listed here simply with the creatures occupying them and little or no other information to flesh out the scene. If you desire to add more than is provided feel free. You can also delete, alter or replace creatures as you see fit.

25. CAVERN 12 **Fire Beetles** (HP2x10, 2x9, 2x8, 2x7, 2x6, 2x5) AC4 HD1+2 M120'(40') AT1 bite D2-8 SA f1 M7 Neutral.

26. CAVERN 100 **Bats** (HP1 ea.) AC6 HD1 M9'(3')/120' (40')flying AT confusion D nil SA NM M6 Neutral

27. CONCEALED CAVE 4 **Crab Spiders** (HP16, 15, 14, 13) AC7 HD2 M120'(40') AT1 bite D1-8 + poison SA f1 M7 Neutral

28. CAVERN 3 **Black Widow Spiders** (HP24, 23, 22) AC6 HD3 M60'(20')/120'(40')web AT1 bite D2-12 + poison SA f2 M8 Neutral

29. CAVERN 4 **Rust Monsters** (HP40, 38, 36, 34) AC2 HD5 M120'(40') AT1 D *See Basic Rules*, p. B41 SA f3 M7 Neutral

30. ENTRANCE CAVERN 2 **Chimera** (HP63, 53) AC4 HD9 M120'(40')/180'(60')flying AT 2 claws, 3 heads + special D 1-3/1-3/2-8/3-12 + special SA f9 M9 Chaotic *See Expert Rules*, p. X29 describing the abilities and actions of these creatures. A long, wide tunnel leads up from this chamber heading north and to the surface about 1/3 mile away. If the party decides to explore the surrounding land they will locate this easily enough.

Note: all of these creatures are listed in either the Basic or Expert Rules manuals and should be reviewed carefully before beginning the adventure. None will have treasure unless you wish to assign something to them.

KEY TO DUNGEON LEVEL 2

This dungeon is divided into 4 parts. Areas 31, 32-34, 35-40, and 41-50. There is movement within each section, but not between them with the exception of area 31, which will possibly transport characters to area 32; but this is a one-way trip, and cannot be reversed. Characters must go back up to level 1 and descend the appropriate stairs or sloping tunnels in order to reach each part of the dungeon. This level is approximately 20' below the one above. Ceiling heights in the small rooms will easily be 7'-9', with the larger chambers having 11'-13' ceilings. The caverns will have vaults averaging 15'.

Like the level above this one has several unique features that might seem odd and out of place, given the nature of the former residents of the village above. While this may raise questions in the players' minds do not divulge too much information to them until you feel the time is right; certainly by the time they have finished you can reveal the entire history of the village and the dungeons. For now, simply let them experience the strange and puzzling challenges as they encounter them.

31. ROUND ROOM OF MIST A spiral staircase stands in the middle of this chamber, rising up and into the base of the statue located in area 29 above.

20' wide corridors exit the room going north, south, east and west for 30' where a stone archway in each is filled with a colored mist obscuring what lies beyond. A blue mist fills the northern archway, while yellow fills the east and red the south. If a character steps through the mist they will see the corridor ends another 10' beyond, but will have had 1 of their stats raised. The blue mist will increase STR, or CON, the yellow mist, INT, or DEX, and the red mist, WIS, or CHA 1 point; walking back through has no effect. A character can only gain 1 benefit per mist, attempting to repeat the process will take the benefit back, and cause 3-18 hp damage. Walking through the brown mist will transport the character to area 32 N(20% chance) or 32 S(80%); this is a one way trip and is not reversible. There is another benefit that the mists might bestow, if the players can figure out not only how to do so, but even consider it as an option (you should be prepared for any actions!) Should the players somehow capture(as in "bottle") some of the mist and combine the primary colors to make secondary ones, the following will result. Combining blue and yellow will produce a green mist that will last for 1 turn. Passing through it during this period will do 1 of 2 things. It can raise the characters XP by 50%, or cause death by poisoning! (Save vs. Poison is allowed) When yellow and red are combined they will make orange mist and passing through it will add 1 hp to each previous die they rolled for any levels they currently possess; thus, a 6th level character would gain 6 permanent hp to his total. These are then considered part of his normal hp maximum. There is no monster within this room and no treasure.

32. STACKED CHAMBERS This area is actually 2 chambers connected (north and south) and contain a bar cell surrounding a sarcophagus (north), a pit of acid (south) and the north/south alcoves as described in the chamber above. Anyone falling into the pit from area 10, level 1 above will take 3-18 hp of damage from the fall itself, and an additional 4-24 from the acid within the vat. Items are allowed to make Saves to survive if the victim makes his initial save for half damage. For each turn within

the vat the victim sustains an additional 1-8 points of damage. At the south end of the chamber is an alcove (north) filled with brown mist. Anyone that is transported into it from area 31 will be stuck here until they can free themselves or be rescued. It is possible to escape through the trapdoor in the ceiling high above, if it is in fact open. Or, bending the bars of the cell in the northern chamber is a possible way to escape, should the character think doing so might lead to such. (Bending bars is described in area 22, level 1.) Unfortunately, the sarcophagus in the northern chamber is not empty. Upon anyone entering this or the southern chamber the occupant within will rise up in 2 rounds to attack the intruder. Resting within the ornate coffin is a **greater mummy!** (HP 48) AC1 HD7+3 M90'(30') AT 1 touch + disease D 2-16 + disease SA f7 M12 Chaotic Other than the differences listed here, this creature is similar to that *Found in Expert Rules*, p. X36. Lining the bottom of the sarcophagus is 6000 CP. Before entering combat the creature may attempt to summon aid from the 4 lesser mummies from chambers to the east and west of this location. It can only attempt this before and/or not actually in combat, needing a roll of 1 on a d6. If successful, the creatures at those locations will rise from their sarcophagi and move as quickly as possible (in 3-6 rounds) to the northern 32 chamber, easily bending the bars and entering the space to assist their master. Information regarding them is found at those locations.

33/34. CHAMBERS OF THE DEAD There are 3 alcoves in each chamber, and within the west and north ones of area 33, and north and east ones of area 34, stands a sarcophagus containing a mummy! (HP40, 38, 36, 34) AC3 HD5+1 M60'(20') AT1 + disease D1-12 + disease SA f5 M12 Chaotic *Found in Expert Rules*, p. X36 The east alcove of 33 and west alcove of 34 are empty, and a secret door is located within each of these. These creatures will only animate and rise to attack if their individual sarcophagus is touched or molested, or if their "master" at area 32 has summoned them. They have no treasure, unless you wish to assign something to them.

THE CAVES OF CHALLENGE

Each of the following was designed to prohibit inquisitive types from exploring the tunnels and locating the great cave beyond. *Why*, is revealed when the party reaches area 40.

35. THE ROPE SWING This small cave is filled with water up to 4' deep at most. While this would not stop most creatures from sloshing their way through, to discourage doing so the mucky water is stocked with 4 giant leeches! (HP42, 41, 40, 39) AC7 HD6 M90'(30') AT blood suck D1-6 SA f3 M10 Neutral *Found in Expert Rules*, p. X34. These gigantic creatures are constantly fed by the scores of rats and other minions summoned by and drawn to Carmilla. Toffler built a swinging device that he attached to the ceiling of the chamber to allow bipedal beings the means to avoid the creatures, in the hope that someday, someone would come to help him. Thus a rope hangs down and is tied-off at the north side of the cave, to allow those entering to attempt to swing across. As the distance is a good 30' from one side to the other, a significant amount of force is needed to successfully swing across. If all that is available is character strength, you can assume that a combined total of 45 points is enough. But the person on the rope must make a *strength check* himself half way across to avoid slipping off the line and falling into the waters below! If he fails, he will take 1d6 damage from the fall, and be subject to attack by the leeches. Obviously, getting the rope back across by itself will pose difficulty. Smart players might attach a thinner line to the bottom of the swinging rope in order to pull it back. Or, they might come up with a completely different approach to getting across. You will have to judge for yourself the chances for their success.

36. CAVE OF LEAPING This chamber is water filled as well. But unlike the other one, there are no submerged creatures. The depth of the water is 6' in general, but getting from one side to the other is not as difficult as it might seem. Rising out of the water are about a dozen small islands. These are actually

stalagmites that have been flattened by Toffler to allow a bipedal being a chance to get across. While the water prevents Carmilla or those of her kind from crossing through the chamber, it is not so difficult for 2-legged beings to jump from one island to the other. You can devise any system you wish to gauge the success of the characters' attempts to do such. The author recommends that, to keep it simple, just combine the character's strength and dexterity abilities, and allow them to roll a % equal to or less than that to make a jump from one object to the next. Slipping and falling into the water will not have dramatically adverse affects upon the character, other than drenching his clothes and gear. Of course, the possibility of drowning should not be dismissed!

37. TUNNEL OF THE CRUSHING WHEEL The wide tunnel that allows access to the previous chambers gets very narrow as it connects at the top of this one. It was designed thus to bottleneck large groups of intruders at the top, preventing them from easily avoiding the device that patrols this tunnel. Fortunately for the party, a secret entry can be located within the south wall just where the narrowing takes place. Once inside the tunnel they will see a line in the ground that appears to run the length of the whole thing. It is actually a crevasse about 3' deep and 1' across. If they look up they will see an identical crack in the ceiling that mirrors the one in the ground. If either is closely inspected they will find splinters of wood embedded in places of the hard packed earth that forms the cracks. This is caused by the spinning of a large wooden dowel that fits into the bottom and top cracks, which supports the huge cylinder that spins clockwise as it winds its way up and down the tunnel. The cylinder is 12' across, and 18' high (as tall as the tunnel). This cylinder passes back and forth, up and down through the tunnel taking only 5 rounds to go from its northern to southern extreme before being stopped by the blocks anchored at each end (see map). Anyone caught between the block and the cylinder when it reaches these points will take an initial 10d6 of damage and an additional 1d12 per round until they are rescued, or the cylinder begins

its journey back the way it came (the cylinder will spin for 1-6 rounds at a block before heading back the way it came). While within the tunnel itself it is easy to avoid contact with the cylinder by staying ahead or behind it. At the south end of the cylinder's path the tunnel splits with one part going southwesterly and the other, more due south. When heading south through the main tunnel, upon reaching this joint in the "rail" simply roll a d6 with 1-3 indicating a SW heading, and 4-6 being a S heading. When the cylinder moves north the mechanism will direct it north from both possible directions. There is no monster occupying the tunnel when the party arrives, and no treasure unless you wish to place such.

38. GREAT DRY CAVERN This huge chamber is the home of Toffler's pet! The floor is covered with sand 8 inches thick, and is superheated by volcanic activity far below the ground. This causes the air to be thick and misty, very opaque, limiting normal vision to 1/2 and ruining heat-sensing vision altogether. When it was but a young and tiny beast **Bessie** wandered into the dungeon and was rescued by Toffler just as it was about to be eaten. Having been all alone up to that point, the halfling found great comfort in the company of the little lizard. And when it grew additional heads (12 total), and got much larger, Toffler knew it would never be able to leave the dungeon. So he has fed and cared for it ever since. It will attack any creature or beast that walks on 4 legs or crawls, upon sight. It will hesitate for 1 turn upon seeing bipedal beings, as it has been well cared for by Toffler. What makes Bessie unique among hydra is the ability of each head to exhale a poisonous cloud 10'x10'x10 once per day doing 6-36 hp of damage each (Save vs. Poison for 1/2) and biting for 1-6 hp of damage as well as injecting poison that can kill (Save vs. Poison to avoid; success still results in 1-12 hp of damage that burns within the victim!) While she is not Chaotic, she will appear grumpy and aggressive when demanding food and not receiving any. **Hydra** (HP8 per head) AC5 HD12 M120'(40') AT12 D 1-6 and as described above SA f=to her # of heads

M9/12 (if Toffler is present) Neutral *Found in Expert Rules*, p. X34

39. NEST This is Bessie's nest, where dozens of cracked and broken eggs appear. Unable to become impregnated for lack of a male of her species, her monthly deposit of eggs do not develop, and end up being crushed by her. There is a 1 in 6 chance when the party arrives that 1-2 eggs will be intact. If so, and retrieved, the liquid proteins within the shells will actually act as a Neutralize Poison potion if ingested by a victim of her bite, within 3 rounds. If taken and sold on the open market in Specularum each could easily fetch 1000 or more GP.

40. CAVE OF THE LAKE The largest cavern in the whole dungeon, it is here the party will find Toffler, the demented halfling sheriff, manning the ballistae and on guard against any creatures coming to free Carmilla. A lake 9' to 15' deep fills the entire chamber, save for the 2 small islands that arise out of the ink black liquid. While a narrow ledge 1' wide skirts the chamber, the one leading westerly from the entrance soon ends just beyond the first rickety bridge they come to. The bridge extends across the waters to an island, but the bridge is missing large sections of planks, leaving gaps where the waters rush swiftly beneath the structure. The easterly ledge winds around to a bridge that is intact, and leads to Toffler (see map). On the far south side of the chamber, a wider ledge appears, and atop it rest several coffins, and Carmilla! Anyone attempting to cross the bridges to reach the coffins faces several obstacles. First, the bridges are unsafe, lacking large portions of planks, and might collapse at any moment. Second, if they have not approached Toffler and assured him of their honorable intentions and station, he will fire upon them with the ballistae. Approaching him will be tricky, at best, as he is quite *mad*.

Each Turn spent within the chamber there is a 1 in d6 chance that 3-30 giant rats or bats will appear and try to reach Carmilla. Toffler will react by trying to kill as many as possible, attempting to keep Carmilla nutritionally deprived to prevent her

from gaining too much strength. He will also attack the bridges either with the ballistae, or by actually leaving his island and using his axe upon them if he thinks the rats have been working to rebuild them; Toffler is a bit mad, and suspects the rats of having more ability than they actually do.

At this point, or should the party should attempt to converse with Toffler (to learn who he is, and what he is doing here,) you should be prepared to repeat as much of the back ground material as you think is needed to relay to the players the history of what has taken place here. It is role playing, pure and simple on your part, to portray the demented sheriff as best you can, and deliver to the group the bits and pieces necessary. But the party will without doubt ask questions about the dungeons and their origin, or that appear unnecessary, or perhaps in a strange order of importance. You must deal with such as it happens. If they offer to get rid of Carmilla Toffler will be thankful, and a bit giddy with joy. If they succeed, and thus free him from his quest, he will wish to quickly depart the dungeons and return home. While it is not likely the group will purposely attack him, you may need all of Toffler's statistics in order to properly play him. Thus is the following provided. **H8 AC4 HD8 (HP52) M120'(40') AT1 D1-6 +1 (weapon) SA h8 M8 Lawful.** Toffler has a *+1 axe* and *+1 sword*, wears rusty chainmail a helm, and a *ring vs. petrification!*

On the south side of the lake, upon the wide ledge, rests Carmilla in one of her 3 coffins. Getting to her will require the group to cross the waters. This can be done by repairing the bridges, or magically creating replacements for them. Trying to use them as is will result in them breaking and falling into the lake. If the party attempts to repair the bridges Carmilla will arise and stand waiting at her ledge, attempting to seduce anyone in the party that is close enough for her to gaze into their eyes and fall victim to her *charm* ability. Carmilla/**Vampire!** (HP50) AC2 HD7 M120'(40')/180'(60')flying AT 1 + special D1-10 + energy-drain SA f7 M11 Chaotic *Found in Expert Rules*, p. X41

Carmilla is not your typical vampire. Her story as presented throughout the background material is one most unusual. As such she has not been able to function well as a vampire given her situation, and has not accumulated treasure from her victims. If you wish to include something you must determine yourself what such treasure would include. As she knows nothing more about the origin of the dungeons to convey to the party than Toffler, her destruction is the logical end to this encounter. Thus, if she is destroyed it is probably for her own good, as she was clearly an unwilling victim in the whole affair. If the party actually thinks to purify her remains and give them a proper burial, you should award them some type of XP bonus.

THE WESTERN ROOMS

Rooms 41-44, and 47-49 are very standard in their construction. Walls are fairly smooth, and even covered with plaster in some cases. Doors are 3' wide by 6' in height and found closed and stuck. Whatever former function they served is not discernable from the contents now present, as most of such is just rubbish and refuse and animal feces, long hardened by time and turned to stony material. They and the others have become nothing more than hangouts for creatures and beasts drawn to the area by Carmilla. Thus they serve as little more than lairs in which to sleep, and to return with killed prey to feast upon.

41. STORE ROOM All that is significant within this chamber is the large, green slimy creature that hangs upon the ceiling awaiting to drop upon any unsuspecting intruder! **Green Slime**(HP16) AC can always be hit! HD2 M3'(1') AT1 D see manual SA f1 M12 Neutral *Found in Basic Rules*, p. B36

42. ROOM 8 creatures are currently holed up in this chamber, and very hungry. **Ghouls!** (HP16, 15, 14, 13, 12, 11, 10, 9) AC6 HD2 M90'(30') AT3 D1-3 + special (see manual) SA f2 M9 Chaotic *Found in Basic Rules*, p. B35. The strongest one wears a *Belt of Regeneration* that functions as the ring. It is not aware of the belt's abilities, nor the command word

(Troll-on/off!) to activate it. (This is written on the inside of the belt in ancient dwarf!) In addition, the belt's power will stack with that of a ring of the same name!

43. ROOM This small chamber seems empty to the unaided eye. If a Dispel Magic spell is cast into it, a small, padlocked chest will appear in the SE corner of the room. It will require a thief's Open Locks skill to gain entry. Upon opening it the party will find a small *bag of holding*, and inside it, 3000 GP worth of gems. 40' south of this chamber in the hall there is a secret door leading to *dungeon level 3*. This is discussed following the information pertaining to this (L2) dungeon level.

44. ROOM A strange creature has recently taken up residence in this chamber. There is a 10% chance of it hearing the party at or around area 43, and an additional 10% per each 10' that the party nears this room that the creature will sense/detect them, and peer out to see what or who approaches. Upon doing so it will try to change itself into the likeness of one of them. It is a **doppelganger!** (HP30) AC5 HD4 M90'(30') AT1 D1-12 SA f10 M10 Chaotic *Found in Basic Rules*, p. B33 It has had a few run-ins with Toffler already, and has grown to hate halflings. It has no treasure unless you choose to assign it some.

45. PASSING CHAMBER The ceiling in this room is 15' above the floor, and it and the west wall appear to be in poor condition, with several large holes in them. As the party enters 3 long creatures will emerge and attack them, **carrion crawlers!** (HP25, 23, 21) AC7 HD3+1 M120'(40') AT8 tentacles D paralysis SA f2 M9 *Neutral Found in Basic Rules*, p. B32 They have no treasure.

46. GREAT CHAMBER This is actually 2 rooms connected by an archway that allows movement from one chamber to the other. Whatever purpose they once served is not indicated by anything within them, now. The western chamber is empty for the most part, though a brief scrutiny will reveal what appear to be bones, bits and pieces, scattered

about. Searching through these will be time consuming, probably noisy and result in finding nothing besides the bones. A 12' archway leads into the eastern chamber, where 3 creatures reside on the ledges high above (at 15'). If they detect movement within the western chamber (10% chance cumulative per turn) they will awaken and get prepared, perching themselves as to appear as stone figures crouched upon their ledges. As the party enters to explore the eastern chamber they will swoop down to attack. They are **gargoyles!** (HP 32, 30, 28) AC5 HD4 M90'(30')/150'(50') flying AT 4 D2x1-3/1-6/1-4 SA f8 M11 Chaotic *Found in Basic Rules*, p. B35 If destroyed and their ledges are then searched, the party will discover a total of 8000 CP, 2000 SP, 4 gems worth a total of 500 GP, and a *helm of alignment changing*. 40' down the corridor beyond the western room is an intersection, where 2 false doors appear--one to the west and one to the north. These were magically trapped to release a 5d6 fireball each. They have been triggered, long ago, though the charred evidence of their explosions remain all over the walls in each alcove. If you wish you may "reset" these, or design something else to take their place.

47. ROOM Like room 42, this chamber is also occupied by 8 creatures. . **Ghouls!** (HP16, 15, 14, 13, 12, 11, 10, 9) AC6 HD2 M90'(30') AT3 D1-3 + special (see manual) SA f2 M9 Chaotic *Found in Basic Rules*, p. B35. These, however, have managed to accumulate 3000 SP, 1400 EP and 700 GP.

48. ROOM While this room is as bare as many that the party has encountered before, the occupant within is something they likely have not. A large man made from bones stands against the north wall, but will not move to attack unless the party touches or molests the drawings on the south wall. Sketches there, whether made with blood or paint, depict several gruesome murder scenes, each involving a halfling that appears to be a male, and his murderer--Carmilla! Crude, and faded, worn and rubbed by time and passing things, until the party meets Toffler, these will have no meaning to them. **Bone Golem** (HP60) AC2 HD8 M120'(40')

AT4 D see manual SA f4 M12 Neutral *Found in Expert Rules*, p. X33 There is no treasure within the room unless you wish to place something specific.

49. ROOM The door to this little chamber is stuck, but simply pushing harder will agitate the dozens of creatures that were forced in here long ago. It will take at least 50 combined points of strength to open the door 3', and when done the creatures within will pour out in almost comical fashion. For unknown reasons, dozens of halfling zombies were herded up and shoved into the chamber. **24 halfling zombies!** (HP2x16, 2x15, 2x14, 2x13, 2x12, 2x11, 2x10, 2x9, 2x8, 2x7) AC8 HD2 M120'(40') AT1 D1-8 SA f1 M12 Chaotic *Found in Basic Rules*, p. B44 These can automatically be Turned by L4 clerics, and destroyed by L5 or higher. Should a **dispel magic** be cast upon them the creatures will fall down in a heap, and the bodies of the tormented halflings will slowly begin to lose their undead appearance. There is nothing of value in the room unless you wish to place something there.

50. GREATER CHAMBER Upon entering this great hall the party will notice lots of statues, stone figures of men, dwarfs and elves littered/scattered throughout. Some will be whole, complete and standing in various poses, while others might be toppled, smashed, with extremities broken off and missing. This chamber was discovered by a coven of medusa about 5 years ago, and claimed as theirs ever since. When the party arrives they will either find 3 in a meeting, fighting over some bauble they have found amongst the stone rubble, or their leader. Never will both types be present. **3 medusa!** (HP32, 30, 28) AC8 HD4 M90'(30') AT1 bite and gaze D1-6 + poison SA f4 M8 Chaotic *Found in Basic Rules*, p. B39 Leader, **Greater Medusa** (HP51) AC6 HD7 M120'(40') AT1 bite and gaze D1-8 + poison and Turn to stone SA f6 M10 Chaotic. *This is a new monster to BX rules.* The leader can actually cast a **Hold Person** spell 3 times per day as if she were a L5 cleric.

These creatures were initially drawn to the location by Carmilla and her evil presence, but they are all monsters of very strong will, and soon discovered that she (Carmilla) was trapped, and could do nothing if they decided to try to take control of the monster population already established. Thus, they have been trying to do that since their arrival. It was they who rounded up the halfling zombies and herded them into area 49. But their domination of the dungeons is not secured, as Toffler's activities have often undermined their goals. No matter how hard they try they cannot turn him to stone! (They are unaware of the magic ring he wears that protects him from their gaze)

This concludes the main adventure of The Ward of Wereskalot.

What follows is OPTIONAL DUNGEON LEVEL 3

SUMMARY

Centuries ago an adventuring elf named Melina grew tired of the game, always traveling about with groups of humans, and dwarfs. But her fondness for the little folk, halflings, drew her to the shires every time she would take a break from her adventures. When she had gained as much skill and ability as she had desired, and enough wealth and treasure as she needed, she retired to the village of Hogoth in the most eastern part of the halfling lands. Seeking only solitude from the humans and dwarfs she had grown to dislike, she found peace and contentment among the little folk...for a while. She would have happily lived out her remaining life with the halflings, but it was not to be.

Unbeknownst to her, Melina was slowly being possessed by an artifact she had gained during her years of adventuring. This, coupled with her own insatiable desire to become a wizard more powerful than any human, drove her to madness. She had already spent years creating the first 2 dungeons beneath the village, but was not satisfied with those. So she went deeper, creating another level and discovering an underground river.

It is here she found something quite unusual, a ship, buried in the earth scores of feet beneath the village. How it got there and why she could never learn, but she did discover quickly on that a magic force field surrounded the vessel, preventing the underground pressure and movement of the earth from crushing it to bits. She was never able to dispel the barrier, nor wanted to for fear of what might result, but would often spend days in the little tunnels that ran beneath it.

What became of Melina? Does she still exist, hiding on the deepest level beneath the village? Or did she manage to somehow enter the ship, and meet some gruesome fate? Does her insane spirit still haunt the lowest level?

And what of this ship, buried beneath the village? Is the mast tip sticking up out of the earth (see map location **h**) actually the very top of one attached to the ship? How did it get there, and why? Did it once belong to Lars Kalot? If so, what caused it to sink to its current depth, and why is it being protected by a force field of magic?

These, and other questions that might arise in your mind, are for you to answer. This level is provided solely for you to build upon. You can expand any portion of it, delete parts you don't want, or ignore the whole altogether. A list of monsters is given for you to utilize as desired, or as examples to compare other creatures that you might want to place.

- 51. Black Pudding
- 52. Displacer Beast(4)
- 53. Troll(6)
- 54. Owl Bear(2)
- 55. Rust Monster(2)
- 56. Wraith(5)
- 57. Lich(1)*
- 58. Magic force field
- 59. Spectre(5)
- 60. Purple Worm, Aquatic(1)

* If used, we suggest that this creature be Melina, now a powerful Undead Sorceress with all her

former abilities. As such monsters do not exist in the BX rules system, you will likely have to borrow information from another system (Advanced, or '83 Mentzer Companion manuals) to find a monster with the abilities that you find most desirable.

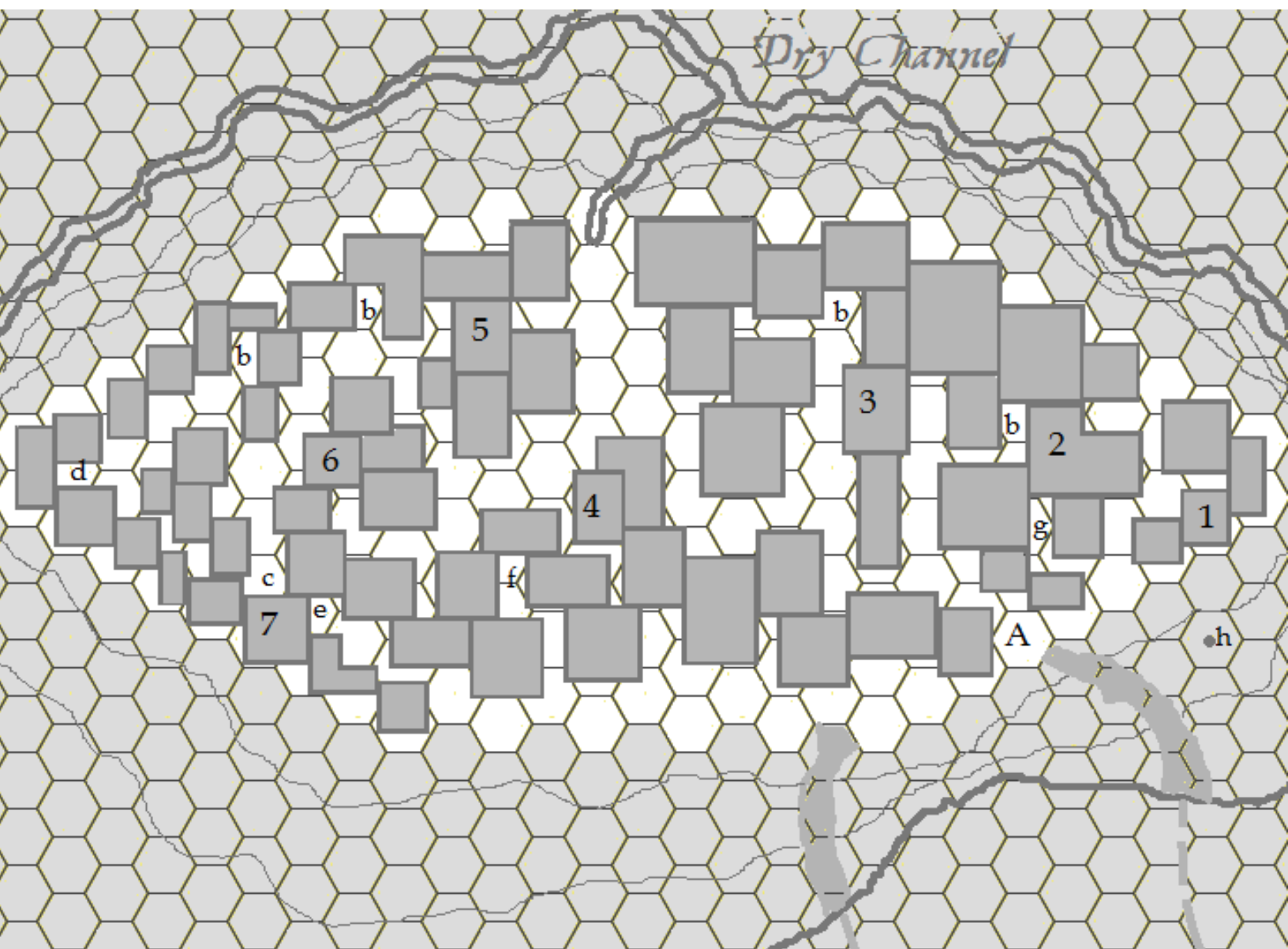
ITEM

Ring vs. Petrification When worn gaze attacks that normally turn the victim to stone are ignored. It also protects against such affects delivered through touch or bite attacks (such as a Cockatrice), but not via spells or magic items! In the latter case, the ring offers only a bonus of +3 vs. such attacks.

END THOUGHTS

Clearly there is much room for improvements to be found. Your job as DM is to take what is provided and make it your own. Anything you take issue with and wish to delete, change or replace is totally within your authority to do so. That said, it is hoped that most of what is offered will be found not only acceptable, but enjoyable for you and your players.

Special Thanks to Jim Dole for the art rendering of the statue in chamber 9 on level 1.



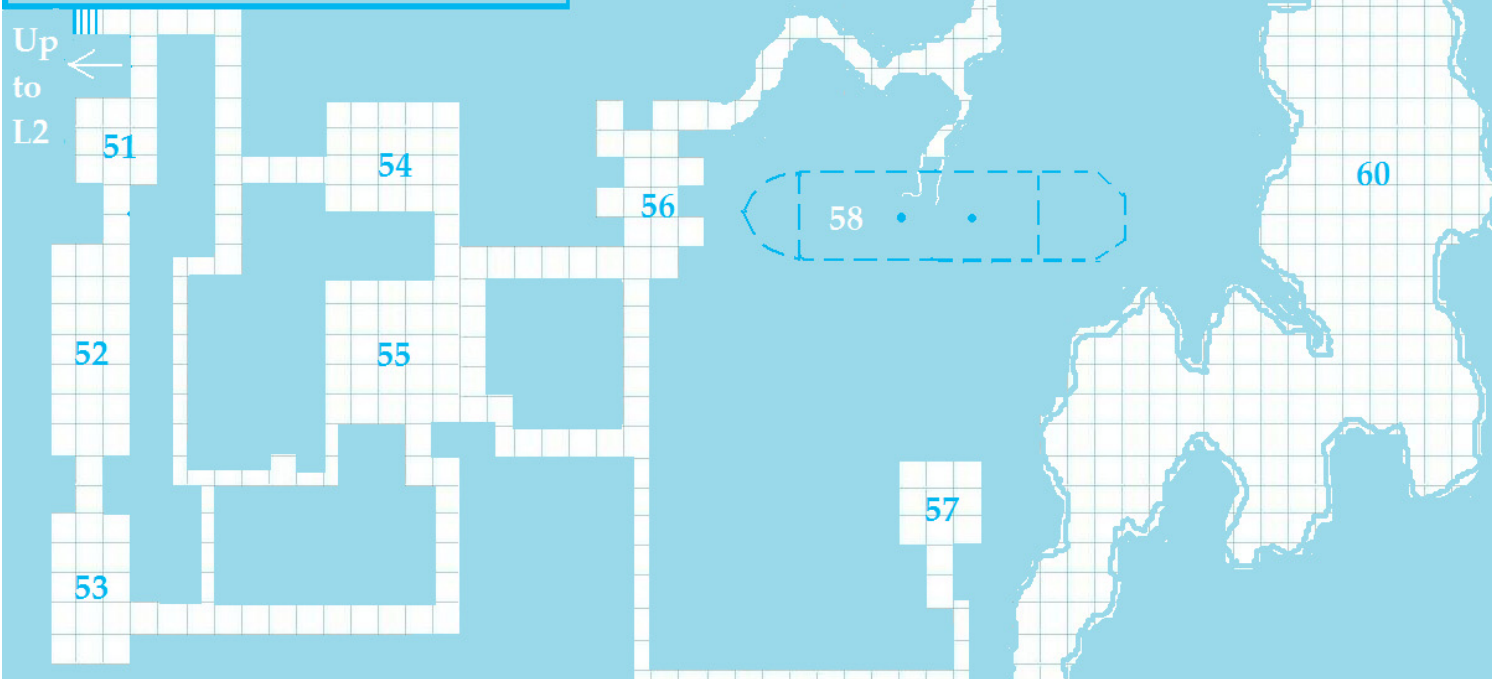
The map shows a complex layout of rooms and corridors. Key features include:

- Rooms:** Numbered rooms 1 through 30, including a large room 30 on the left and a room 24 with a star symbol.
- Corridors:** A network of corridors connecting the rooms, some with traps or other hazards.
- Outdoor Areas:** Labeled A, B, and C, with area C containing a large outdoor area labeled "down to level 2".
- Stairs:** Indicated by a staircase icon, leading to level 2.
- Traps:** Indicated by a trap icon.
- Other Features:** A large outdoor area labeled "down to level 2", a room with a star symbol (24), and a room with a cross symbol (10).

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Dungeon Level 3

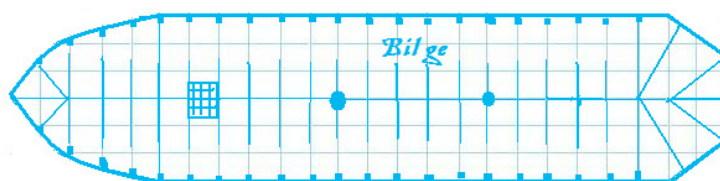
square = 10'



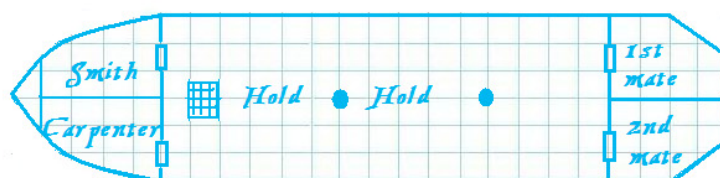
The Flying Barracuda

59

square = 5'



square = 5'



square = 5'

