

THE QUARRYMEN

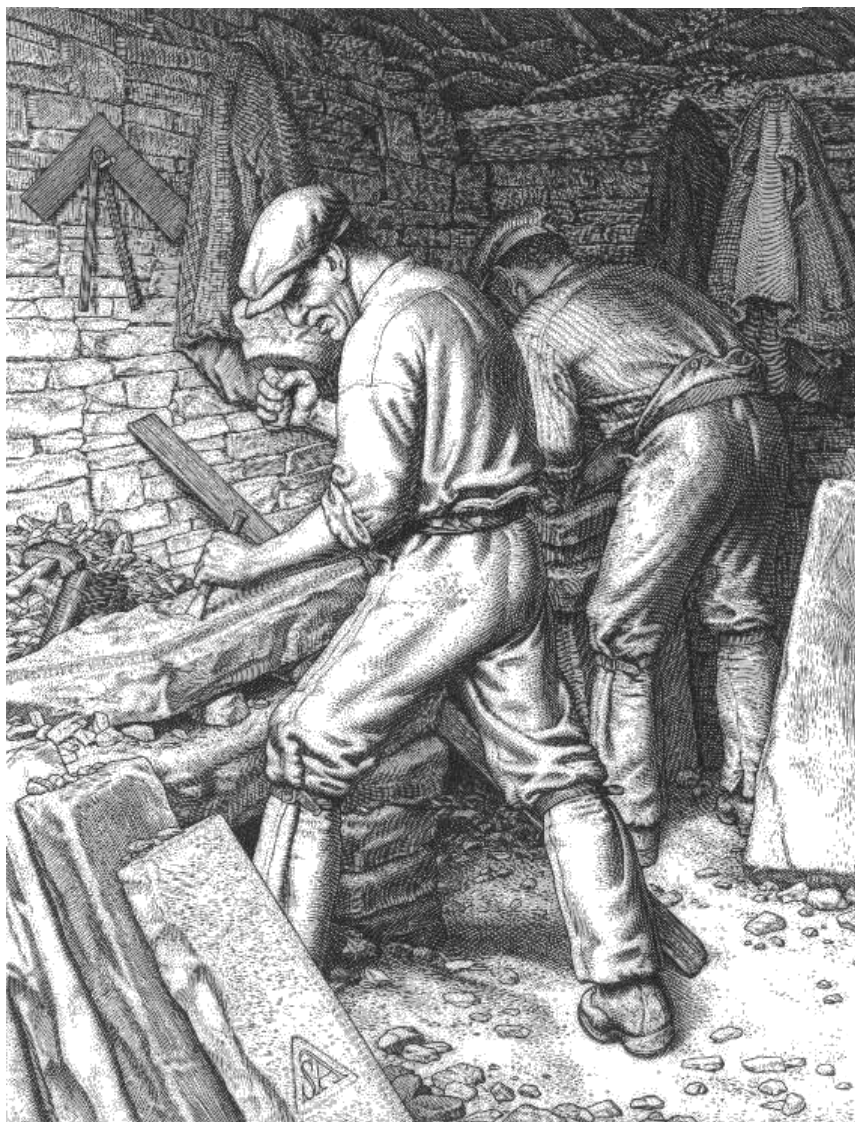
An Adventure for 6-10 Level 3 characters.



By Duncan McPhedran

THE QUARRYMEN

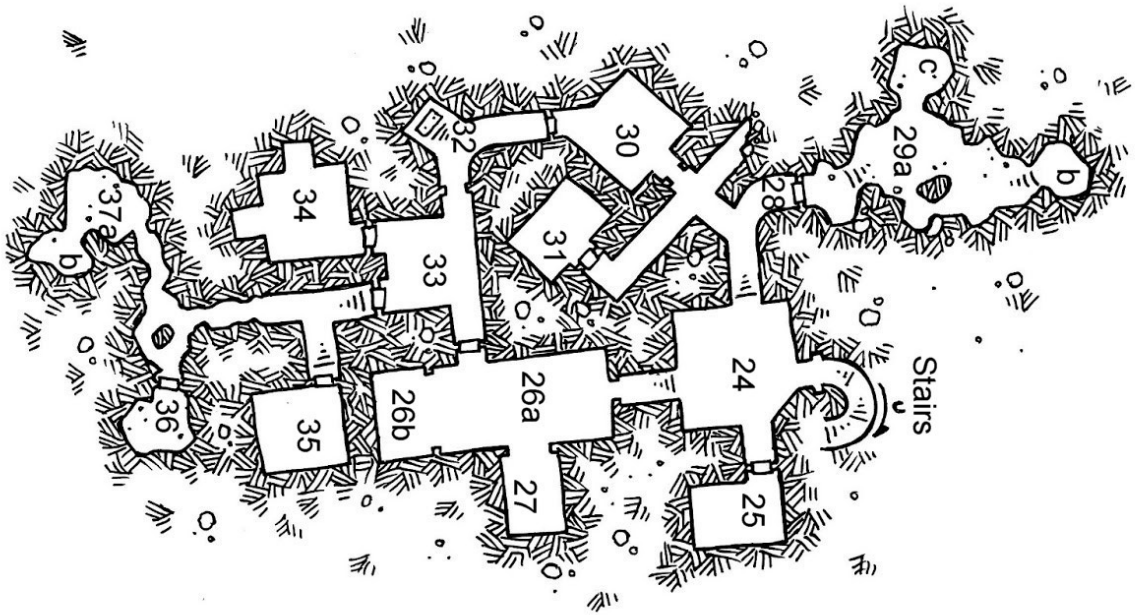
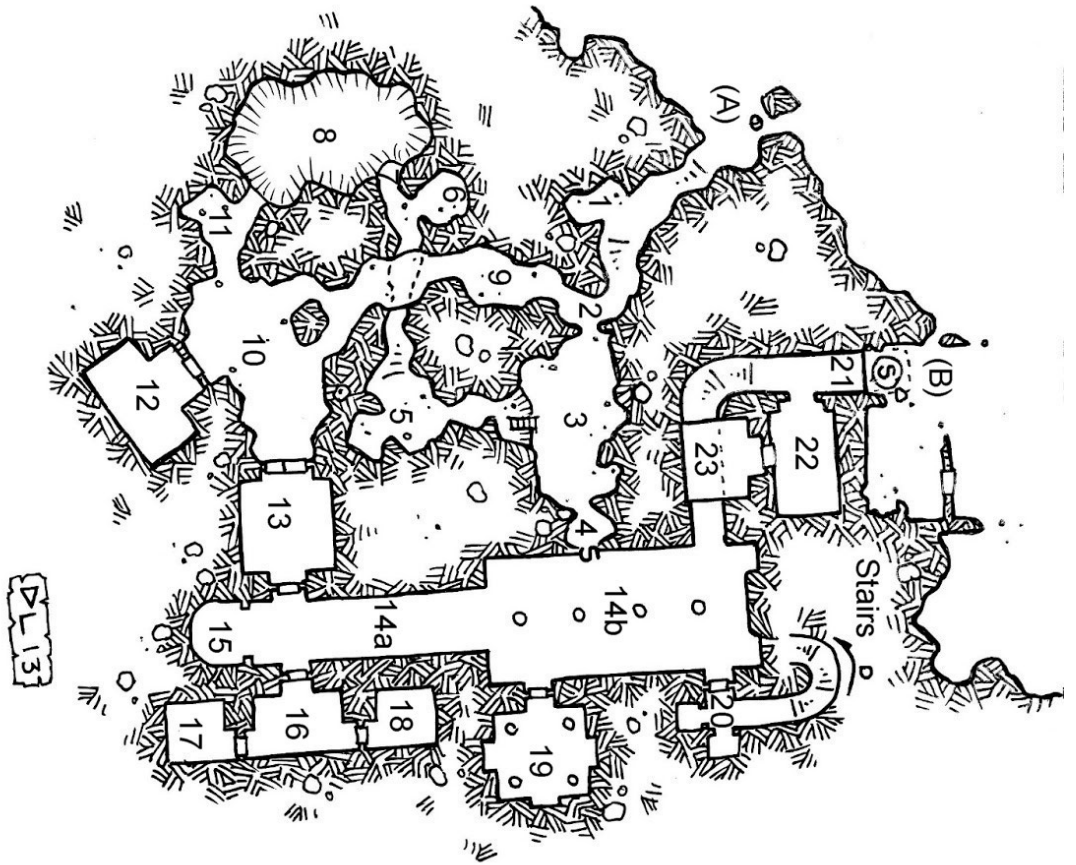
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**DCC
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Background:

For years there have been legends of a lost ancient complex hidden deep within the town quarry, and it seems that the local quarrymen have now stumbled upon an entrance to it. Long thought lost to the ages, little about it is known for sure, although rumours are now flying through the town.

Sixty-six quarrymen took the opportunity to enter the complex opening and take a look around, but they have all since disappeared. Only Henry the Quarry master made back to the entrance, but he is not a well man. Found limp, semi-conscious, and raving at the entrance to the complex by the two Foremen who remained behind, he can only babble about "The Creature," squid, jars, jars, endless jars. Any questioning about the contents of the jars causes him to go into fits and screams.

The Creature:

The Creature (named The Ebergrack) is a supremely intelligent being, incapable of being surprised due to his psionic abilities. He is humanoid with a bald, elongated head and four tentacles at his mouth. He always wears very fancy robes, and has pale purple skin which darkens to magenta on his tentacles. He attacks first with *Mind Mince* then with his tentacles. If he is losing and able (not restrained) he will flee to the surface then teleport. He carries a small key around his neck (for entry to ROOM 36).

AC 21; HP 8d10+4 (44); Speed 25'; Action Dice 1d20+1d16; Init: +4 SP can attack with face tentacles at +4, if successful, 1d4 rounds later he will extract

d20	Legend/Rumour	Table 1	T/F
1	Dwarven Fortress		F
2	Old Mine		T
3	Mad Wizard's Abode		F
4	Built by Creatures not of This World		T
5	Great Treasures are Within		T
6	Items of Terrible Power are Unguarded		F
7	There are Horrible Traps		T
8	The guards are Hideously Transformed		T
9	The Rewards are Simple to Find		F
10	Henry the Quarry Master is Dead		F
11	Henry's Mind has been Eaten by the Creature		T
12	There is a Secret Entrance		T
13	All of the Quarrymen are at Home Sleeping		F
14	The Creature has Squids for Hands		F
15	The Complex was Built to Mine for Gold		F
16	Killing the Creature will Return the Quarrymen to Normal		F
17	There is a Room Made of GOLD!!!		F
18	The Only Way to Survive is to Run Away		F
19	The Creature can Read your Mind.		T/F
20	The Creature Knows _____ about you		T/F

The final 2 options are for the Judge to decide if they are true or false.

the targets brain and feed upon it. Each round target may roll an opposed strength check. SP: *Mind Mince*: +6 The Creature must roll above target's intelligence, if successful 1d3 permanent intelligence damage is dealt. On a critical: +1d10 intelligence damage. Target allowed a will save of DC15. SP: Fireball at +12 (+6 int., +6 CL).

The Creature's Hoard

The Sword of Einhard:

This long sword was fashioned for Sir Einhard, Lord Protector of Justica in the 5th Century. He was head of The Holy Ar-

my of Justica and spent his life smiting the foes of Law. He died when his Lieftenant, Alcuin, killed him at court with a dagger. The Sword of Einhard is a +2 sword when in the hands of a Lawful Warrior sworn to Justica. It is +0 in the hands of a neutral PC, and a -2 in the hands of a Chaotic fighter. Its goal is to destroy Alcuin's Dagger. The sword does not exert influence except in the presence of Alcuin's Dagger. To avoid attacking the wielder of Alcuin's Dagger is a DC 10 Will Save per day. **ROOM 34.**

The Shield of Roland:

This Kite Shield belonged to Sir Roland, Shield Anvil of Justica. He fought alongside Sir Einhard and defended him to the last. He was unable to prevent his friend's death because Alcuin's henchman, Abergrath, delayed him at the door with a question about the religious dictate of abstinence and its applicability to cake. Abergrath murdered him once he was certain that Roland understood the treachery. The Shield of Roland gives a +2AC to any one person of lawful alignment within 10' of the bearer. Anyone wielding Abergrath's Dagger is subjected to an attack by the shield once per round, if in range. To avoid attacking the wielder of Abegrath's Dagger is a DC 10 Will Save per day. **ROOM 34.**

Alcuin's Dagger:

The dagger Alcuin used to kill his friend and confidant. It is cursed. Anyone wielding it is compelled to attack the person wielding The Sword of Einhard. It gives a +2 to attack, and + 4 to move silently. **ROOM 36.**

Abergrath's Dagger:

The dagger Abergrath used to kill Roland. It is cursed. Anyone wielding it is compelled to attack the person wielding

Encounter Table

Room	Encounter Type
B	S
1	M
4	T, S
5	M
6	T
7	T
8	E
9	E, T
10	M
12	E
14A	T
14B	T,M,S
15	T
19	T
23	S
Stairs	T
24	M
26	M,T
27	T
28	M
29	T
30	M
31	M
32	M
33	P
34	M,E
35	M
36	T
37	M

The Shield of Roland. It gives a +2 to attack, and + 4 to attempts to lie and bluff.

ROOM 36.

Alcuin's Ring:

A ring that was given to Alcuin by a young woman he fancied. He wore it every day, and many said that the attentions the young woman was giving him had changed him, and not for the best. Wearing the ring gives +2 to any roll using Luck. The bearer is under the control of whoever is wearing The Ebergrack's Circlet of Control. **ROOM 36.**

Abergrath's Ring:

This ring was given to Abergrath by Alcuin. Rumour in the court was that he was in love with Alcuin; though that was due only to the unnatural way he followed Alcuin about. Wearing the ring gives +2 to any roll using Luck. The bearer is under the control of whoever is wearing The Ebergrack's Circlet of Control. **ROOM 36.**

The Ebergrack's Circlet of Control:

The Circlet of Control allowed The Ebergrack (the Creature) to control Alcuin and Abergrath and force them to betray their order and kill Einhard and Roland. The ensuing civil war tore the Holy Army of Justica apart and it has not been re-established since. This circlet gives the bearer control over anyone wearing Alcuin's Ring or Abergrath's Ring. **ROOM 36.**

Notes on the text:

- I. Sentences in *italics* are meant to be read out loud to the players.
- II. Sentences in **bold** are stats for monsters, NPCs, or DCs.
- III. Sentences underlined are other things of importance.

The Dungeon

The Entrances

- (A) *This fissure is hidden behind a few rocks. It is dark and wet smelling, with a constant dripping sound in the background. A little way in you can see what seems to be stairs descending into the darkness. This is the entrance to which any quarryman will take the PCs.*
- (B) *This area has been used as a sheltered Quarry master's office. As such there is a table with charts, letters, and maps pertaining to the quarry. On the south wall hangs a writ from the King giving the quarry a Grant of Operation. The writ is directly above the secret door which gives entrance to the complex. **Finding the door is not difficult (DC 10).***

Level 1

1. *After 20 feet the floor levels out and an alcove opens to the South. A smell of death and decay emanates from the gloom. A pile of bodies in various states of decay, from skeletons to very fresh, lie in the alcove. There are between 20 and 30. Roll 1d6. On a 1: 1d6 Skeletons rise. On a 2: 1d5 Zombies rise. On a 3: 1d4 Rot Grubs emerge. On 4-5: all three types strike. On a 6: nothing. There is 298cp and 386sp scattered throughout the pile. **Skeleton:** AC 13; HP1d10 (5); Speed 30'; Action die d20, +1 melee; Special: 1/2 dmg from piercing and slashing weapons. Holy water deals 2d4 dmg/vial. Not effected by sleep. **Zombie:** AC12; HP 2d10 (10); Speed 20'; action die 1d20, 1d8dmg claw; Holy water deals 2d4 dmg/vial. Not effected by sleep. **Rot Grub:** AC 11; HP 1d3 (2); Does not attack but will burrow on contact. Host must apply fire 1d6dmg or cure disease. Will kill host in 1d3 turns by eating hosts heart.*
2. *Stairs down lead to a fork.*
3. *A large chamber with several alcoves along the north wall, an open south wall with a*

d30	Jar Contents	Table 2 Power Granted (duration 1d5 hours)
1	brain	save vs death. Possessed on failure
2	ear	+ 2 to listen checks
3	nose	+ 2 to smell checks
4	teeth	Gain Bite attack! 1d3
5	eyes	Gain 30' infravision
6	lung	Gain + 4 temp Stamina
7	heart	Gain + 2 Strength
8	liver	Invulnerable to poison
9	stomach	chances of possession reversed, if successful 0% chance on other contents.
10	pancreas	lethargic. - 1 strength
11	testicles/ovaries	permanent sex change.
12	finger bones	strong bones + 2 hit points / level
13	tongue	Speak the Creature's language
14	tentacles	Fingers lengthen into tentacles (permanent)
15	claws	Gain Claw attack 1d6
16	giant spider eyes	Eyes become arachnid eyes (permanent)
17	fish gills	Gain ability to breathe underwater
18	scales	Gain + 2 AC
19	intestines	Gain immunity to poison
20	gallbladder	Gain acid spew 1d4 damage
21	kidneys	vulnerability to poisons (every poison is save vs death)
22	snake's venom gland	Gain Venomous bite attack 1d3 + 1d5 poison damage
23	bat wings	Gain ability to fly
24	eye stocks	eyes replaced by ones on stocks (permanent)
25	meat wrapped in bandages	1 in 6 chance of possession by a mummy
26	spikes	Grow spikes from spine (permanent)
27	a snake	gain ability for 1 hit to turn enemy to stone
28	jelly	Being devored from the inside by a Jelly. Save vs Death 1/turn for 3d3 turns
29	black pudding	Being devored from the inside by a pudding. Save vs Death 1/turn for 3d3 turns
30	mice	Shrink in size to mouse size, all equipment shrinks too

ladder in to the darkness, and an opening to the east. A pile of crates rest in the centre of the room. There is a series of shovels, picks, and other mining implements leaning against the crates. In the crates is 3 litres of lantern oil, 3 lanterns, flint and steel, files,

and basic woodworking tools.

4. *A small cave with a chest. The chest is the opening mechanism for the secret door. It will appear trapped, but disabling the trap will prevent the door from being opened from this side. There is a slight draft from ROOM 14 B). To find the trap: DC 10, to disable DC 15. To find the secret door: DC 15. To notice the draft: DC 5.*
5. *From the base of the ladder extends a corridor that opens into a small cavern. There is a full dining room set (6 chairs, table, and side board of excellent craftsmanship). A small alcove is in the south wall. A set of stairs descend west. There is a **Black Ooze** in the alcove. Shining light into the alcove will reveal a wet water-like substance. The dining room set can be sold in the city for 800gp BUT only complete. Each individual piece of furniture can be sold for 50gp. **Black Ooze: AC 15; HP 10d8+20 (60); Speed 20'; Init -5; Action Dice 1d20; melee +7 2d6+4; SP Acid 2d6 for every hit unless Reflex saves DC 15.***
6. *A thirty foot corridor is carved in to the stone as it winds west. A cave opens to the north. In the cave is a collection of jars, vials, and pots on rough wooden shelves. Many are clear and the contents can be easily seen. A small table is in the centre of the room with a cutting board, knife, and a bowl. An empty jar rests beside them. The contents of the jars can be rolled on Table 2. Eating the contents of the jars results in the PC gaining a power related to the part 75% of the time. The remaining 25% of the time, the PC becomes under the sway of the Creature.*
7. *The passage continues to an opening ahead. You can see the light of your torches reflected wetly from the floor and it seems to slope gently away from you. The passage's slope gradually steepens and is slippery due to the oil from the lake in the cavern. PCs on the slope must make a DC 10 Reflex Save or slide in to the lake ROOM 8. A generous judge may give sliding PCs a second Reflex save DC 15 before they enter the lake.*
8. *In a large cavern, there lies a lake of tranquil*

liquid that seems to be water. You can see another passage 40 feet to the south and about 15 feet above you. Upon approaching the lake the PCs will feel an oppressive heat rise from the lake. If they put the contents from the Jars in ROOM 6 in to the lake they will fry. If a PC enters the lake they must **Save vs. Death DC 10, Success leaves them with a -3 AGI due to the burns and 6d6 fire damage.**

9. *To the south extends a long chamber with narrowings. It is well-lit, but the light-source is not visible. When the PCs move in to the light: You cast sharp shadows on both walls. The three choke points each have a light sensitive trap. **Find trap DC 15, it is not disarmable, but on a perception check (DC 10) the PCs can learn that the active area of the trap is 6' long and 1" in depth. It stretches across the passage 2.5' off the ground. Trap deals 1d3 fire damage / foot. The trap can be avoided by jumping over the trap, crawling under the trap, not casting shadows (the trigger), etc.***
10. *The passage forks around a large pillar before entering a large room. There is a passage west, a door south, and an imposing iron banded, brass plated double door to the east. There are two (2) stone statues of a human-like figure with a tentacled face flanking the entrance. The two statues are of the creature and when the PCs pass between them to inspect the door both of them become Stone Golems: AC 16; HP 8d10+20 (60); Action Dice 1d24 Crit. 20-24; +5 melee, 2d8+9; Speed 20'; Init -5; Immune to magic 75%; Half Damage from physical attacks; dark vision 60'.*
11. *The passage leads to a small alcove with a chest and then continues to a lake. You can feel a great deal of heat rising from the water-like liquid. You can see another passage 40 feet to the north and about 15 feet below you. In the chest are 4 sets of tentacles. (If the PCs wear them the Stone Golems in ROOM 10 will not activate.)*
12. *This room is very dark, and even your lanterns cannot penetrate it. A light spell must have a spell check higher than 19 to eliminate the gloom. PCs with infravision can see*

the following: Before you is a shrine of ebony and gold, glowing with evil, inscribed in an ancient language. The motifs are of a truly terrifying creature, in the same vein as the two statues at the double door—but taken to a much more terrible conclusion. (see handout 1) PCs who see the shrine and attempt to study or understand the creature depicted or the language must roll a will save DC 15 or flee in fear for 1d6 turns. Anything taken from this room can be sold for 300gp (there are 2 painted doors, 2 orbs, and 2 chalices) but the Stone Golems from ROOM 10 attack the bearer of the largest shrine goods without cease, followed by the next largest item (unless the PCs are wearing the tentacles from ROOM 11).

13. *Through the double doors, you find yourselves in an antechamber. There is a door to the east. The north and south walls each have a tapestry. The tapestry to the north (see handout 2) depicts a creature sitting and eating dinner, but it uses no utensils, instead it seems to be sucking on a melon. The south tapestry (see handout 3) shows the creature walking along a chamber of clear pillars each with something indistinct floating within.*
14. **a) This long chamber runs north for 80 feet before opening. There is an alcove to the south through a large arch and a door directly east. The walls of this chamber are well fitted stone, but they are covered with metal boxes with buttons and pipes of unknown purpose. Many of the pipes emerge from the wall just above the door to the east. Touching any buttons or damaging any of the boxes will awaken the Stone Golems in ROOM 10 (if still alive), ROOM 14 B) and in ROOM 20. The creature will also investigate through his looking-glass and send Tube Creatures in 1d6 turns.**
b) This part of the chamber is 80' by 40' with four large pillars holding the roof aloft. Each of the pillars is carved in the likeness of a human-like figure with a tentacled face. Each is holding a book in one hand and a pair of spectacles in the other. Between the pillars are workbenches, the outer two appear to have corpses with tentacles sewn on

to their faces on them while the centre one has a series of vials with bits of tentacle in them and tools. Along the east and west wall are cylinders (13 to a side) filled with a murky and opaque liquid. You can just make out that something is floating within; though what, is a mystery. There are two hallways exiting east and west at the north end each with a statue next to it, and a door east at the south end. Midway down the chamber is a box mounted on each wall. If the PCs inspect the boxes the one on the east wall hums while that on the west does not. The secret door to ROOM 4 can be found on a **DC10** and is not locked. There are **two Stone Golems** which activate if the PCs tamper with the cylinders.

15. In this alcove, there are a series of levers, buttons, dials, and plates of black glass. Touching the plate glass will activate the screens: on the screens are lists of numbers and a great deal written in a language you cannot read. The centre screen cycles through a series of moving pictures showing the caverns, and the long chamber you just left. However, touching any buttons, levers, or dials will awaken the **Stone Golems** in ROOM 10, ROOM 14 B), and in ROOM 20 (if still alive). **The Creature** will also investigate through his looking-glass and send **Tube Creatures** in 1d6 turns.
16. This room is dank, and smells strongly of sulphur and mould. There are a number of valves, and the pipes from them go both north and south above the doors there. Turning the valves off will cause a shuddering of the pipes as the liquids stop flowing. **The Creature** will come to investigate unless it is already aware of the PCs. If turned off, the cylinders in ROOM 14 B) will drain. In 2d6 rounds, 1d6 Tube Creatures in the tubes will revive and attack. **Tube Creatures:** AC 14; HP 3d10+4 (19); Speed 25'; Action Dice 1d20; SP can attack with face tentacles at +2, if successful, 1d4 rounds later he will extract the target's brain and feed upon it. Each round target may roll an opposed strength check. SP: **Mind Dice: +4** the creature must roll above target's intelligence, if successful 1 temporary intelli-

gence damage is dealt. Target allowed a will save of DC10. On a natural 20 add 1d6 permanent intelligence damage.

17. And 18. This room is filled with vats of foul smelling liquids. There are large pumps working to supply the pipes. It is very noisy. Things put into the vats dissolve, the **tube creatures** in ROOM 14 B) die and **the Creature** will not notice. ROOM 17 supplies the east cylinders and ROOM 18 supplies the west cylinders.
19. This 30' by 30' room has a glass ceiling opening on to a sky which you have never seen before, the shades of purple, blue, and green make you dizzy to look at it. There are 4 pillars holding up the skylight and workbenches between them. On the benches lie vials of strange liquid and a vat of severed tentacles in embalming fluid. If the PCs ingest or otherwise let wounds come in contact with the tentacles they are infected **Fort DC 15** to not begin turning into a **Tube Creature**. This process takes 1d3 weeks. A cure disease spell will stop progress but will not reverse it. Treat the stopped disease as **one major corruption per day**.
20. This small room has a corridor leading north to some stairs leading down, and two alcoves east and south. In each alcove is a statue of a human-like figure with a tentacled face.
21. The corridor ends in a ladder up to a trapdoor. Opening the trapdoor leads to Entrance B directly below the Grant of Operation.
22. This long room holds a large carpet, and three divans. There is a door to the south. The carpet and divans are high quality, though their origins cannot be determined except through magic. If the vendor the PCs try to sell them to finds out where they are from he will drop the price by d100%. **The carpet: 300gp. Each divan: 200gp.**
23. As you open the door all that you can smell is old moth-balls. The room is filled with coats, jackets, and cloaks: all of them are of a style which you do not recognize. The clothes are serviceable but worthless.

Level 2

Stairs. The stairs curve down and to the left,

- completing a semi-circle, before you arrive on a darker and cooler floor. The same stonework continues here. At the bottom of the stairs is a short passage which has recesses on either side just before the next chamber. One round after the first party member passes across the threshold; a stone slab falls in to place, separating the party. A DC 15 Strength Check is required to force it open. If a PC is explicitly standing in the door: Reflex DC 10 or take 3d6 damage. The trap is operated by a laser across the doorway.
24. As soon as the stone slab on the STAIRS falls 4 Tube Creatures attack. Having defeated the monsters, you see that this room is entirely empty with scorch marks on the floor and ceiling. Through the charring you can see strange symbols glowing on the floor. There are stairs down to the south and west, and a short corridor to a door to the east. The North West corner is a diagonal wall. Casting spells while standing in the centre of the room amplify the effect with a + 10 bonus ONLY if the original roll was successful. Also any failure results in a natural 1 type failure with corruption, misfire and patron taint. The +10 adds to the results of these rolls.
25. This room is 20' by 30', and appears to be the sleeping quarters for about 12 humanoids. There are 12 bunks each with a chest, and a writing desk. While unoccupied, there is a distinct aroma of the sea. In each chest there is: 2 robes, 1 pair of boots, a set of sheets, and a flask. 1d12 of the writing desks have letters in the illegible script.
26. A) You enter a scene of chaos as 8 of the strange men with tentacled faces look up from their work and attack. There are 8 Tube Creatures in this room, they all attack with their psionic powers and then use whatever kitchen implements are available. Once defeated you can see that this chamber is a large kitchen. There are fires, pots, and workbenches. Most of the smells are quite unpalatable. Most of the food is not finished but there is a stew made of 1d16 items from Table 2. Use all the effects of those ingredients if a PC ingests the stew.
- B) This part of the room is relatively peaceful looking; it has four tables and over 20 chairs. It is set out for a meal, though no food is on the tables yet. While the tables and chairs look and are worthless, the silverware is valuable. Each utensil is worth 7sp, if melted (by design or misadventure) each is only worth 5sp.**
27. This is a massive 30' by 20' open pantry. There is an incredible selection of food supplies on shelves that reach right to the 15' ceiling. There is a step ladder to help. Use Table 2 for the contents of the pantry.
28. There are two tentacled men standing in the hallway, in front of a solid oak door. They seem to be on guard. The Tube Creatures will attack if they notice the PCs. The door is locked DC 10 to open.
29. a) Through the door you find 30 of the missing Quarrymen. They are scared and hungry. Their foreman, Arnold refuses to leave unless you have killed all the monsters. b) An incredible stench emanates from this corner as this was used as a latrine by the captives c) There are 10 bodies of dead Quarrymen in this alcove.
30. The 4 Tube Creatures here will attack as soon as the PCs approach, as they will have seen them as they approached ROOM 28. If the PCs are approaching from ROOM 32, the Tube Creatures will be surprised. This room is an office of sorts, there are 2 desks. On them are ledgers of money, production and food. The desk on the north wall has a pile of coins. There is a bookcase with several hundred books. The pile of coins is 39gp and 16sp. The bookcase contains 257 years worth of ledgers. The Creature has been occupying the base for that period.
31. There are 4 Tube Creatures in the room. On a 1 in 20 they are all asleep; on 2~7 1 is awake; on 8~13 2 are awake; on 14~19 3 are awake; on a 20 all 4 are awake. The ones which are awake attack on sight. This room is 20' by 30', and appears to be the sleeping quarters for about 12 humanoids. There are 12 bunks each with a chest, and a writing desk. In each chest there is: 2 robes, 1 pair of boots, a set of sheets, and a flask.

- 1d12 of the writing desks have letters in the illegible script.
32. *The corner of this corridor has a small altar in an alcove on the apex. There are 2 more of the creatures, in priests robes, bent over the altar. The two priests each are wearing an amulet. (See handout 4)*
33. *The room you enter is 30' by 30' with two corridors leading east and west from the north end. There are three couches with side tables arranged in the centre. From the south are two recessed doors, one on each side. There are no visible means to open the doors. Close inspection leaves you dizzy and vertiginous. The centre of each door has a mirror image of one of the Amulets. By inserting an amulet and turning it the door will open. (See handout 5). **The couches are 200gp and side tables 100gp.***
34. *Once you pass through the door, you are presented with a series of steps down in to a strange liquid. The liquid allows for quick regeneration of **The Creature**, unless the PCs put an item in to the vats in either ROOM 17 or 18. The PCs are able to breath and survive in it. For every round spent in the liquid they have a cumulative 1 in 20 chance of becoming a **Tube Creature** to be rolled when they exit. Effects of the disease are the same as those from ROOM 19. **The PCs movement is reduced by 10'.** The room is fairly decent size, and very dark. No torches or lanterns function. If the PCs cast *Light* they will see: You can make out a bed, a desk, and a chest just before a man with a tentacled face attacks you. If the PCs do not cast *Light* read: You are attacked and can't see who it is! If the PCs have already defeated **The Creature** then read: You can make out a bed, a desk, and a chest. In the chest is a sword, and shield.*
35. *A wave of incense washes out of the room as you open the door. Across the doorway is a gauze curtain. Within you can make out through the curtain and the smoke, a room about 30' by 30' filled with cushions of silk, bowls of fruit and braziers which give off heat and smoke. There are four women with tentacled faces within wearing only the slightest of coverings. The incense causes a*
- slowing of wits **DC 8 will save or be slowed.** The Tentacle Nymphs will attempt to seduce the PCs before attacking. **Tentacle Nymph: AC 13; HP 1d8+4 (9); Speed 25'; Action Dice 1d20+1d14; SP can attack with face tentacles at +2, if successful, 1d4 rounds later she will extract the targets brain and feed upon it. Each round target may roll an opposed strength check. SP: *Mind Molest*: +5 the creature must roll above target's intelligence, if successful 1 permanent intelligence damage is dealt. Target is allowed a will save of DC12**
36. *Before you, you see a metal door with no handle or latch. There is a hole in the wall 8" in diameter and 1' deep. In the hole is a handle. **There is a smaller keyhole next to this hole, but it is difficult to see.** Putting the key in will disable the trap. Pulling the handle even the tiniest bit without inserting the key will cause a scythe to swing out and 2 spikes to jab making attacks against the wrist at +6. The scythe does 3d4 damage if it hits, severing the hand if it does 1/3 the PC's HP. The spikes each do 1d4 and prevent escape. **Any examination in good light will reveal the keyhole and the space where the scythe strikes out inside the recessed handle hole. Disarming the trap is done through the keyhole.** In the small cavern are four chests. The chests are unlocked. **In chest 1: 24gp, 20 copper ingots. In chest 2: 56ep. In chest 3: 205sp, and two silver daggers. In chest 4: two gems (45gp and 18gp), 2 rings, and a circlet.***
37. a) *There is a **Mind Muncher** which the **Creature** had been keeping as a pet here. It will attack at the first sign of activity. **The Creature** used its psionic powers to control the monster, so it will know that the PCs are in disguise if they are wearing the masks. The cavern is dark and smells like an animal. There are bones lying about. **Mind Muncher: AC 20; HP 6d10+15 (45); Speed 40'; Action Dice 1d20 +1d20; SP *Body Thief*: can control target. Must roll higher than Personality. Target can roll Will save DC 15. Blind-sight 60 ft., Half-damage except from magic items, immunity to fire, resistance to electricity 75%, protection from evil gives***

attackers +2 to hit.
b) This small alcove holds a small pile of coins. 56ep.

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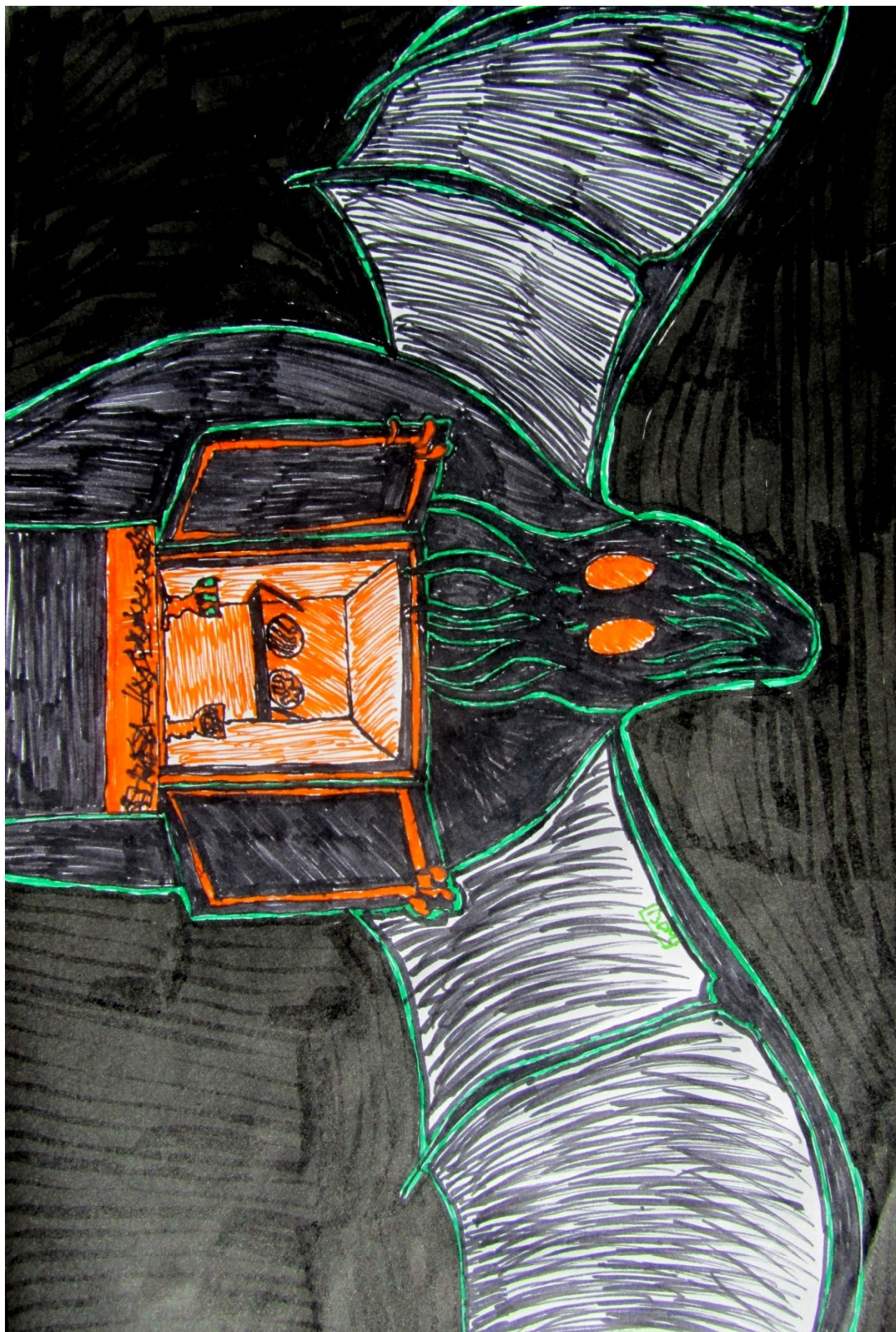
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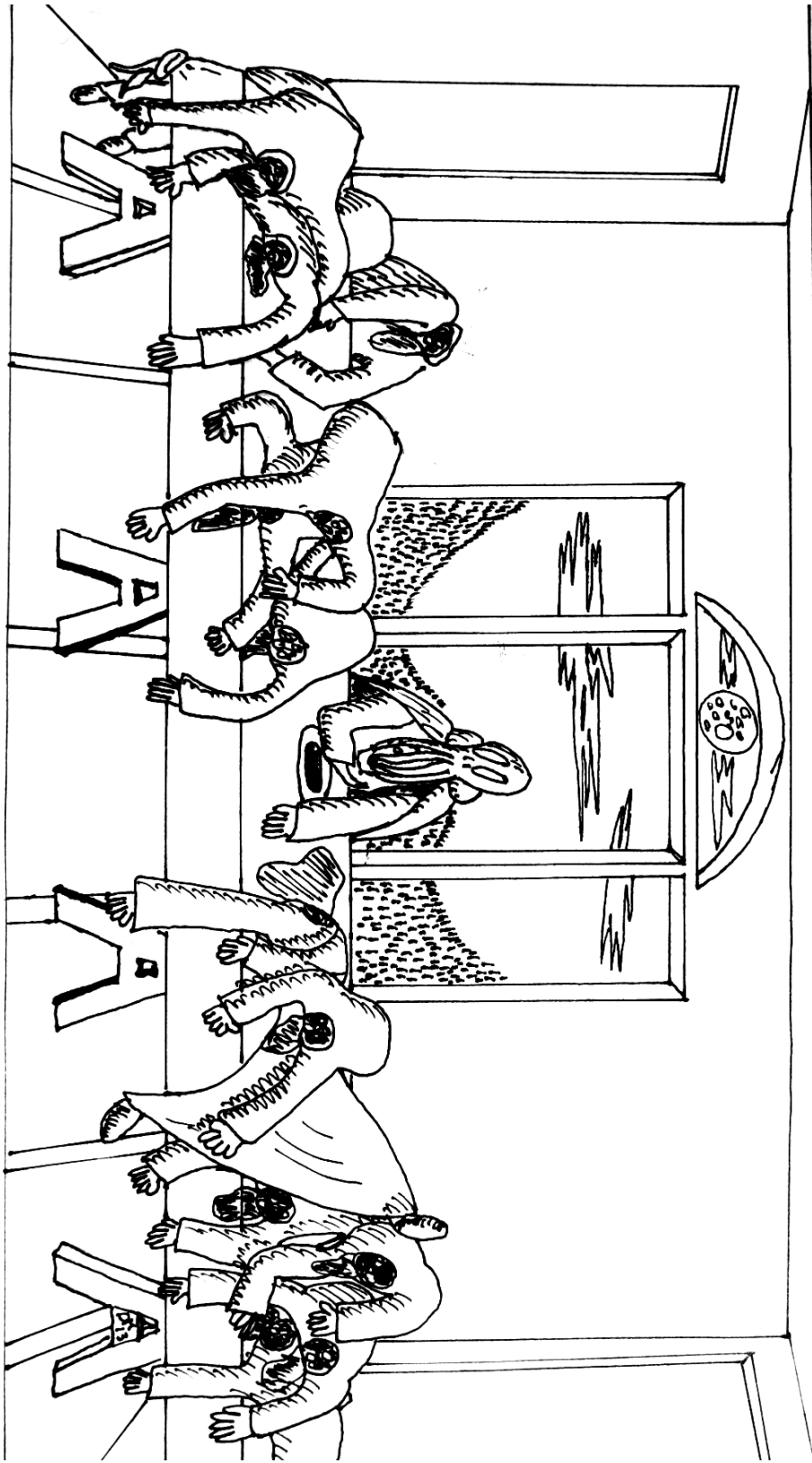
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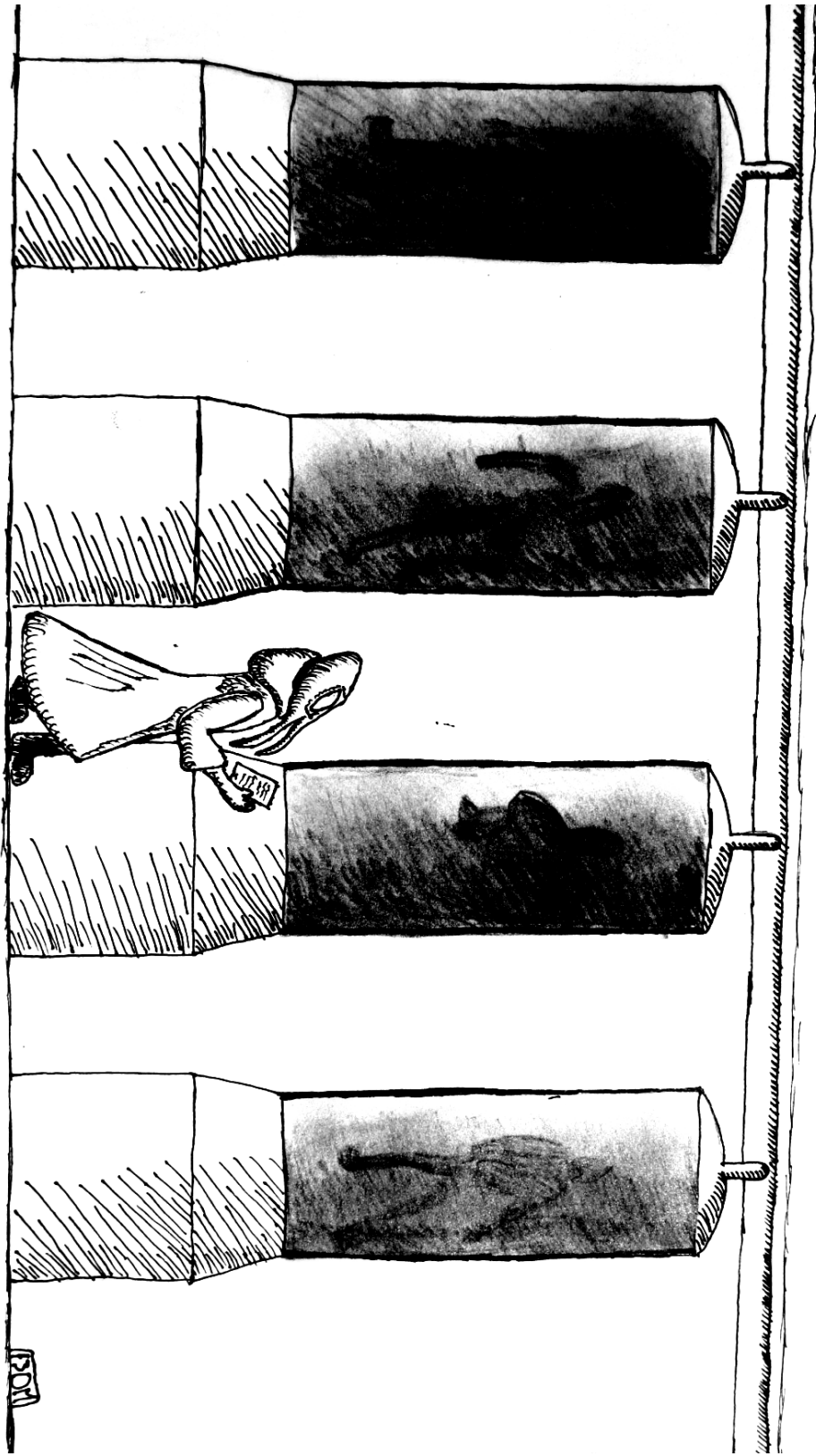
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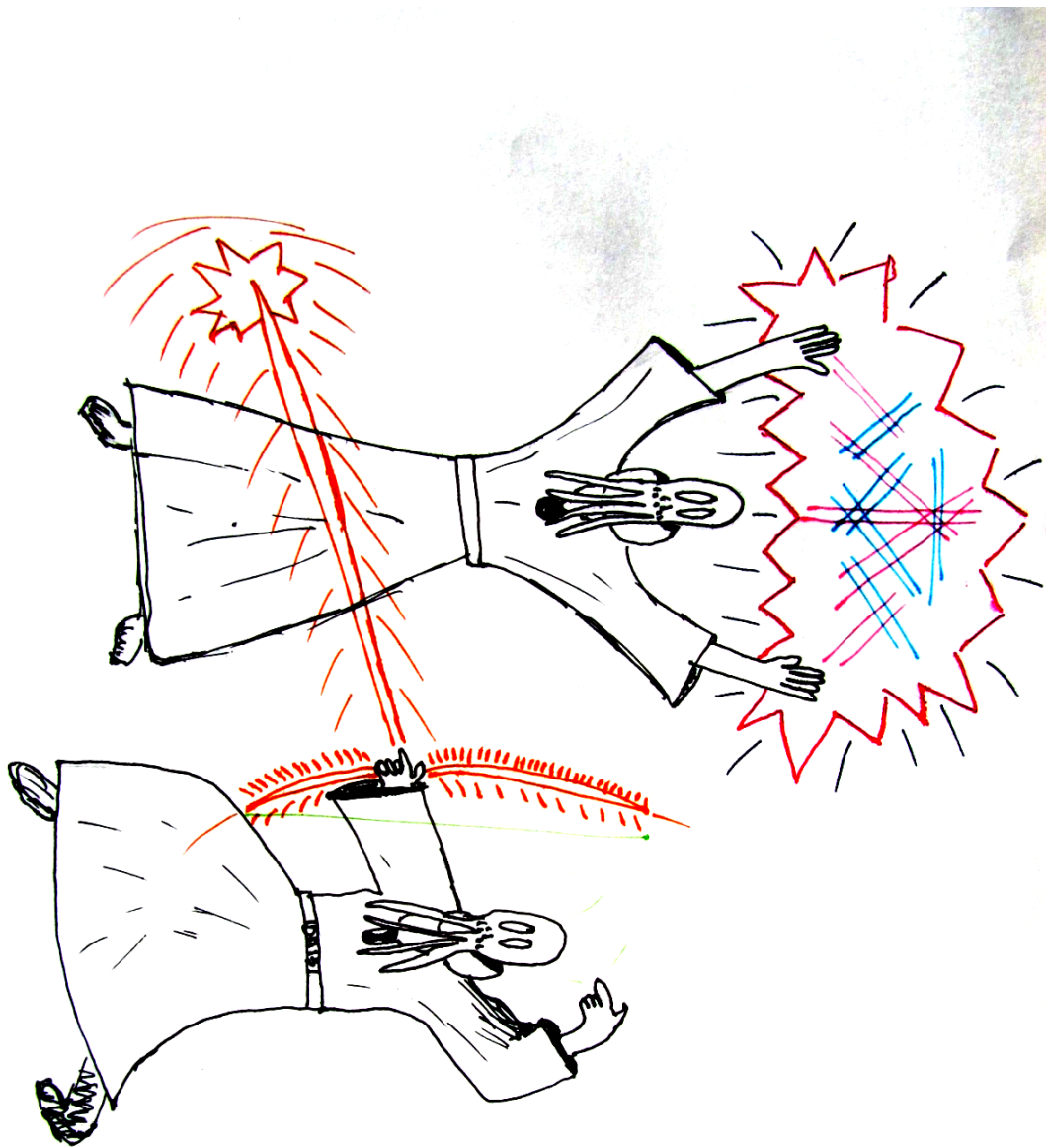
Handout 1

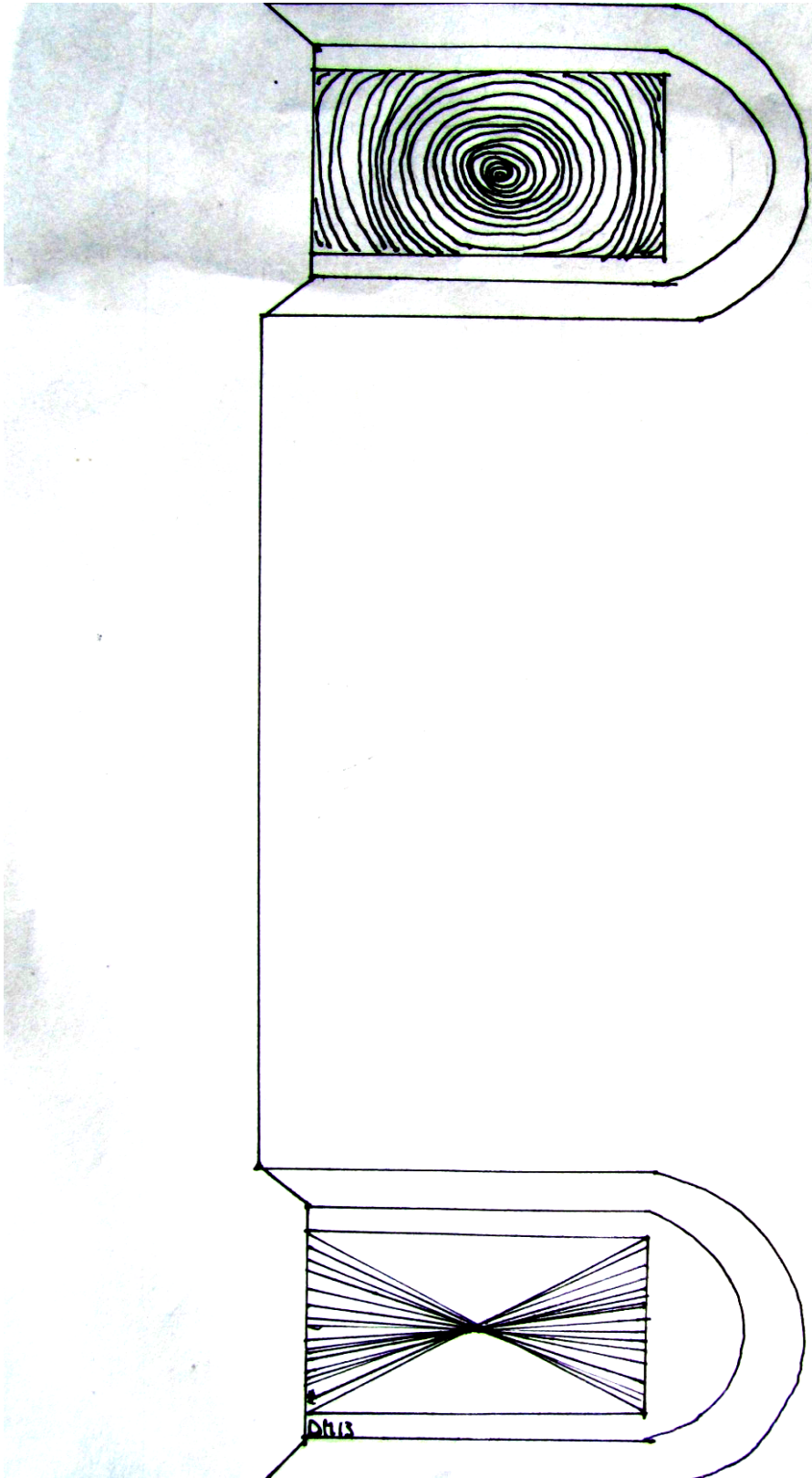


Handout 2



Handout 3





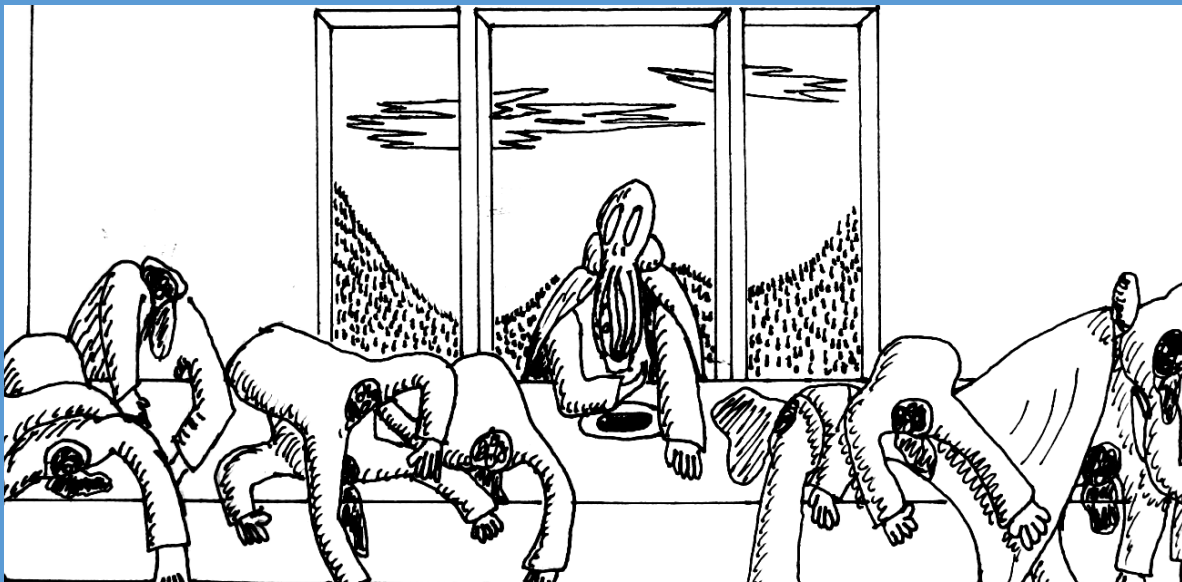
Handout 5

THE QUARRYMEN

By Duncan McPhedran

For years there have been legends of a lost ancient complex hidden deep within the town quarry, and it seems that the local quarrymen have now stumbled upon an entrance to it. Long thought lost to the ages, little about it is known for sure, although rumours are now flying through the town.

Sixty-six quarrymen took the opportunity to enter the complex opening and take a look around, but they have all since disappeared.



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