

WHITE BOX ADVENTURES

The Wererat's Well

for

Use With Swords & Wizardry White Box

Spahn



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The Wererat's Well

An Adventure for between six and eight
characters of 1st to 3rd level

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Introduction

The Wererat's Well is an dungeon crawling adventure for six to eight *Swords & Wizardry White Box* characters between 1st and 3rd level. The player characters have been hired by the mayor of Willowford discover and snuff out the source of a plague which has been ravaging the local populous. The mayor, after consulting with the local priest, has determined that the source of the disease is the water source of the town: the well. The town constable recently died of the plague and the townsfolk are paralyzed with fear. Thus the player characters have been hired to investigate the well and save the town.

Preparing for the Adventure

The referee is encouraged to read over this adventure before running it. *The Wererat's Well* draws on material found in *Swords & Wizardry White Box* along with the addition of a few new monsters detailed on page 17. Players should have their characters prepared. However, *The Wererat's Well* is deadly module, and the referee should encourage players to be cautious and think about their actions before charging in blindly.

In addition to the dungeon itself, a few details are provided on the village of Willowford. These include information on Mayor Darran, the high priest Arden of the Silver Light, and the local watering hole – The Frothing Mug.

The Wererat's Well is the first chapter in a trilogy of loosely connected adventures that also includes *The Wizard's Tower* and *The Dragon's Hoard*. The village of Willowford serves as a staging ground for all three adventures and the village will be given an in depth write-up in *White Box Omnibus*.

Each location in the dungeon is given a description which is highlighted in gray boxed text. Details on each encounter includes abbreviated non-player character statistics, treasure, and other surprises.

The Village of Willowford

Willford is a small village nestled in idyllic rolling hills surrounded by light woodlands that eventually give way towering mountains to the north. Most local citizens are fishermen or farmers. The village is only devoid of demihumans. The only prominent one runs the local tavern, The Frothing Flagon. Mayor Daran serves as the village's leader and Father Arden of the Silver Light is spiritual council for the citizenry. Until recently the village constable was a the Baldas, who died a few weeks ago of the plague that now holds Willowford in its grip.

Mayor Daran: Daran is a proud man in his mid-40s with salt and pepper hair and a stout frame. He is firm, but fair, with the locals and well-liked. He has offered a reward of 500 gold pieces to anyone who can stop the plague troubling Willowford, which is what has drawn the player characters to the village. He is barely educated, only able to read and write. He, like Father Arden, believes the source of the plague is the village's water source – the well on the north end of town. Mayor Daran is neutral in alignment and has statistics identical to a Human Soldier as found in *Swords & Wizardry White Box*.

Drusk: This surly dwarf is the owner/operator of the Frothing Flagon, the finest tavern and inn in Willowford. Drusk is a no nonsense businessman. He demands all weapons (except daggers) be peace-bonded when entering his establishment and will not negotiate prices for food or lodging. The occasional brawl doesn't bother him, but as soon as steel is drawn Drusk goes for his axe. A meal at the Frothing Flagon costs seven copper pieces, which includes beer, ale or wine. A night's lodging costs 9 silver pieces for a room, 3 silver to sleep in the common room, or 5 copper pieces to sleep in the stable. Drusk is a level one dwarf and he keeps a battle axe under the bar if things get rough in the Flagon.

Father Arden: Father Arden is a young priest of the Silver Light. The Church assigned him the small parish in Willowford after the previous priest died of old age. Arden has only been here a few years and is a bit overwhelmed by the problem at hand. In spite of his doubts, his keen mind and dedication have lead him to discover the source of the plague has come from the town's well. Father Arden is a second-level cleric of Lawful alignment. He will aid the party with his meager magic, but will

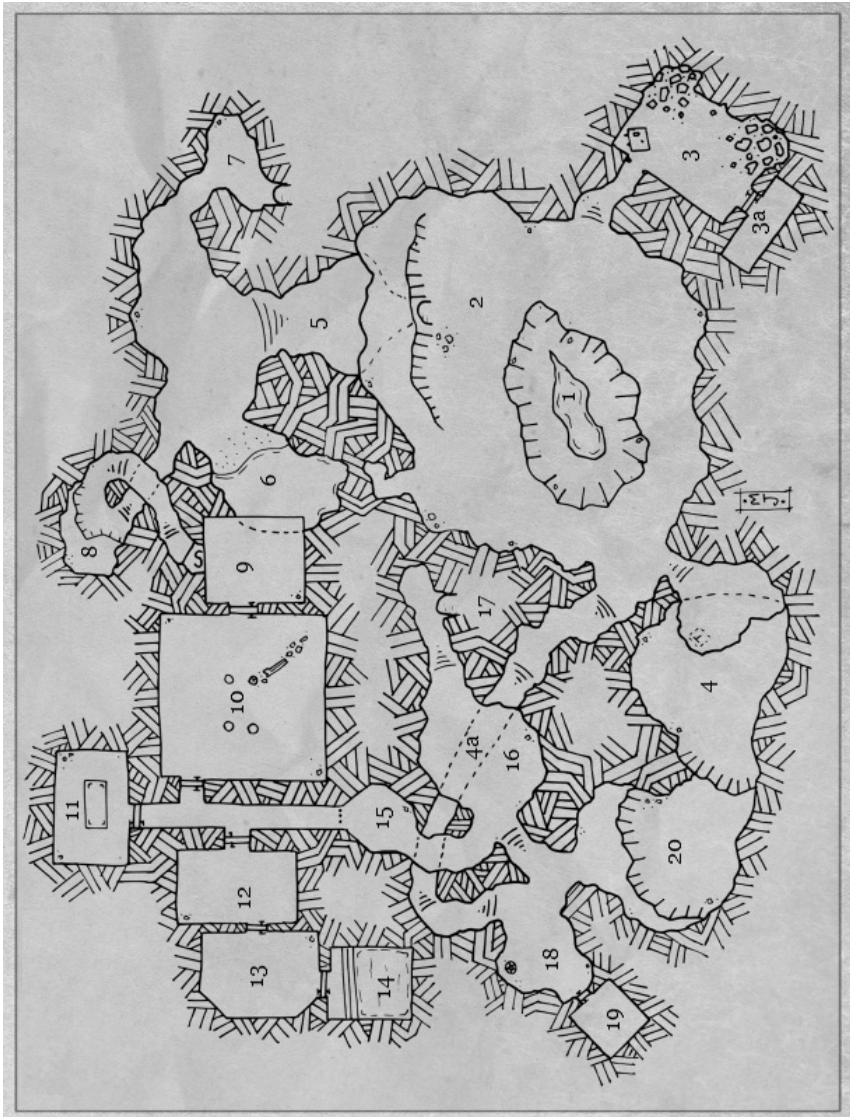
not accompany them on their adventure. Silver is holy metal to those of the Silver Light faith and Father Arden will sell silver weapons to the party at the following prices.

Weapon	Cost
Arrow, Silver (10)	10 gp
Bolt, Silver (10)	10 gp
Dagger, Silver	20 gp
Holy Symbol, Silver	25gp
Long Sword, Silver	30 gp
Short Sword, Silver	25 gp
Sling Stones, Silver (10)	10 gp

Other Townsfolk: The referee is encouraged to add other locals to Willowford to suit their own game. Most of the folks who live here are simple farmers, lumberers, and fisherman. Most are in their own homes by nightfall and sleep with their doors barred or locked. The town is protected by half a dozen human men-at-arms as shown in the *Swords & Wizardry White Box* rules. They are summoned in the event that anyone is caught in the act of assault, thievery, and other worse crimes.

There is a general store in town, which has a 75% chance to have any item for sale found in the *Swords & Wizardry White Box* rule book. All items are sold at 110% of listed cost.

Map of the Wererat's Well



Random Encounters in the Wererat's Well: There are no wandering monsters in this dungeon. However, if the player characters foolishly decide to camp overnight there is a 75% chance that they will encounter a party of $1d3+1$ wererats patrolling the passages.

The Wererat's Well

The locations on the map on page six are detailed below. Also included is the well itself as the characters approach it before descending into the dungeon itself.

Location 0: The Willowford Well (*not shown*)

Willowford's well is located on the northern edge of town and is protected by a small wooden shack that has seen better days. Its stones are built to about three feet high and a wooden bucket is secured to an oak arch above the opening and dangles from an old, slightly tattered rope that is spun about it and can be lowered by a rusty hand crank.

It is forty feet to the bottom of the well. How the player characters choose to descend into the well is up to them. Ropes with hooks can be secured to the stone well itself and begin repelling down without much trouble. If the party attempts to climb down using the rope and bucket of the well, they run the risk of a dangerous fall. If more than thirty pounds of weight are put on the rope it snaps and any characters who are using it fall to the bottom of the well, suffering 4d6 points of damage in the process.

Location 1: Bottom of the Well

The great oblong pool that serves as a water source for the village of Willowford runs thirty feet in length and is easily ten feet across. Its cold, still waters rise to your waist and are set into a plateau of mud and stone that surrounds it on all sides in the center of a huge underground hollow.

The water here has recently been infested with four rot worms. Characters who fall from Location 0: The Willowford Well and survive are immediately attacked by 1d4 of these parasites. The rot worms are difficult to see in the water, and surprise anyone who stays in the water for more than one round on a 1-4 on 1d6. Characters who search through the water for treasure discover some minor treasure, but are certain to draw the attention of the rot worms if they haven't already.

It is a ten foot climb from the plateau and pool of water to Location 2: The Great Chamber.

Rot Worms (4, hp 4, 2, 2, 1): AC 8 [11], HD: 1-1, Atk: 1d6-3 (bite), Sp: Infect, Mv: 3 (swim 12), HDE/XP: < 1/10.

Treasure: Silver ring (15 gp), 2 gp, 17 sp, 43 cp.

Location 2: The Great Chamber

This vast cavern is bound by walls of stone and earth. A rocky cliff on the north wall is split by a wide, dark fissure. A wide hall opens along the western wall, splitting off in two different directions and a simple stairwell of stone peaks out of the eastern side of the cave.

The chamber itself is devoid of monsters, save for one wererat. This lone slinker is in rat form when the players begin exploring the location and immediately scurries away to Location 12: The Hall of the Rat God to inform his allies of intruders.

There is a small nook in the northern part of the room the wererats have been using as a toilet. It is filled with a massive pile of rat excrement.

Characters who make an effort to listen for noises in the chamber have a 1-2 on 1d6 chance of hearing a low, painful moaning coming from the south eastern corner of the chamber. This is coming from the human trapped in Location 3a: The Cell.

Wererat: AC 6 [13], HD: 3, Atk: 1d6 (weapon), Sp: Control rats, lycanthropy, Mv: 12, HDE/XP: 4/120.

Treasure: 32 gp, 89 cp.

Location 3: The Writhing Room

There is a narrow-faced man with greasy hair slinking in the corner of this room. He sits on a wooden crate in the northern corner of the room and has a made a small cook fire where he appears to have some kind of meat set upon a spit. It smells vaguely of pork. The far corners of the room are filled with stone and scattered detritus, while you can hear scratching and pounding against the door to the south, as if someone or something is clamoring to get free.

The narrow-faced man introduces himself as “Gren,” and tells the player characters that he is a native of Willowford who is living in the caves and scrounging a living by catching and eating rats and other scavengers. In truth, Gren is a wererat and the meat he is cooking is human flesh. He is watching over a newly bitten victim who is due to go through their first change any day. Until then, Gren keeps watch over the poor wretch and feeds them cooked human flesh once per day.

Gren will tell the characters that a terrible beast is kept behind the door and he is fearful to open it. He welcomes the party to investigate. If they turn their back on him, he transforms into his man-rat form and attacks for one round before fleeing to Location 13: The Throne Room to carry news of the intruders to the Rat King. He leaves

behind the prisoner's gear when fleeing, which is meager.

Wererat (hp 7): AC 6 [13], HD: 3, Atk: 1d6 (weapon), Sp:

Control rats, lycanthropy, Mv: 12, HDE/XP: 4/120.

Treasure: Long sword, dagger, shield, 22 silver pieces, 50' of rope, 2 torches, flint and steel, amethyst gem (12 gp), *Scroll of Cure Wounds I*.

Location 3a: The Cell

This small square room serves as the prison of a young woman who is dressed in tattered leather armor and has a desperate look in her eyes. As light fills the room from your torches and lamps, she cowers and begins to plead for freedom.

The woman is Freyla, a tomb robber who began to explore the well after hearing rumors of hidden wealth from a local patron at the Frothing Flagon. She was bit by Gren within a few hours of investigation and has been inflicted with lycanthropy – though she does not yet know it. She will offer to join the party for an equal share of the treasure. She is true and honest for the first 4d6 hours with the party, after which her first transformation occurs and she immediately becomes an evil wererat loyal to the others who dwell in the cave.

Freyla (Wererat) (hp 9): AC 6 [13], HD: 3, Atk: 1d6 (weapon),

Sp: Control Rats, lycanthropy, Mv: 12, HDE/XP: 4/120.

Treasure: None.

Location 4: The Alcove

A set of crude stairs rise a few feet into what appears to have been a hollow in the stone. The ceiling dips low, barely fifteen feet high and the interior is draped in darkness. The chamber has the damp, putrid smell of rotting meat and the darkness is only broken by the occasional flicker of red light.

The far end of the dark hollow is filled with bones and corpses that are in a state of decay. Four giant fire beetles nest here, feeding on the carrion. They approach and attack any who disturb the bones. Unknown to the wererats there is a trap door against the wall of this chamber that opens up into a vast cavern which ends in a cliff that drops 30 feet into Location 20: The High Landing.

Beetle, Giant Fire (4, hp 4, 5, 5, 7): AC 4 [15], HD: 1+3, Atk:

1d6 (bite), Mv: 12, HDE/XP: 1/15.

Treasure: 87 gp, 124 cp, *Boots of Elven Kind*

Location 4a: The Tunnel

This long tunnel descends down ten feet and is dark, dank and smells of mold.

This tunnel runs beneath Location 16 before opening into Location 18. There are no monsters, though combat is difficult and the characters will need to march single file when going beneath Location 16.

Location 5: The North-Eastern Hall

The fissure opens into a broad chamber with an some ascending stairs. The chamber splits, going both east and west with a third, smaller passage in the northern wall. The sound of gently lapping water can be heard to the west.

This room is empty.

Location 6: Underground Pond

A small pool of water is nestled in the chamber. Its water is surprisingly clear.

The water is perfectly safe and quite potable. There are no monsters or traps.

Location 7: Hidden Exit

The hall opens to a larger chamber. There walls are damp and long vines run along the southern wall.

This chamber actually contains a secret exit that can be discovered on a 1 (or 1-2 for elves, dwarves and halflings) on 1d6. The wererats have dug a narrow hole in the the southern wall that leads up to a hollowed tree stump that can be moved away. This is how they enter and exit the cavern. There is a 65% chance that a wererat will be here, guarding the exit. If present, he will be hidden in the vines and attack when the players approach. He is stealthy and surprises opponents on a 1-5 on 1d6.

Wererat: AC 6 [13], HD: 3, Atk: 1d6 (weapon), Sp: Control rats, lycanthropy, Mv: 12, HDE/XP: 4/120.

Treasure: 12 gp.

Location 8: The Garbage Pit

The stairs wind slowly upward and come to a landing before continuing their ascent. There is a bubbling noise and a foul odor

coming from the darkness below and the pit itself descends beyond the light of your torches and lanterns.

The pit serves as a garbage disposal for the wererats. It goes down sixty feet, and a gelatinous cube makes its lair in the bottom. It fills the entire pit floor and any who climb down will be attacked. Once slain, the party can recover the valuables from the remains of the slain intruders who died here.

Gelatinous Cube (hp 22): 8 [11], HD: 4, Atk: 1d6 (strike), Sp: Paralyzing strike (save or be stunned for 1 hour), Mv: 6, HDE/XP: 5/240.

Treasure: Rusted weapons and armor (useless), 122 gp, diamond (735 gp), sapphire (625 gp).

Location 9: Torture Chamber

This room is one out of nightmare. Long tables are decorated with manacles and chains and a rusted iron maiden is sitting in the far corner. A sallow-faced humanoid and a rat-like humanoid are sitting on opposite sides of one of these tables, casually playing cards. They stand and draw wicked blades from their belt as you enter.

This room can only be entered via a secret door which can be discovered on a 1-2 on 1d6, but opening the door makes enough noise to alert the wererats present. They attack as soon as the characters enter. The door to the west is trapped with a poison needle. When the door is opened the need fires. The target must make a saving throw or become inflicted with lycanthropy. In 1d6 turns they will be transform into a wererat if the saving throw is failed.

Wererats (2, hp 10, 8): AC 6 [13], HD: 3, Atk: 1d6 (weapon), Sp: control Rats, lycanthropy, Mv: 12, HDE/XP: 4/120.

Treasure: 132 gp, 45 cp, *Potion of Healing*, *Sling+1*

Location 10: The Great Hall

This long chamber is held up by crude stone columns and at its center is a great table which is covered with maps, markers and a few small hand weapons. A pair of large black rats are gnawing at a human bone which serves as a paper weight. Three wererats, plague-ridden rats somehow stretched into humanoid forms are around the table and chittering in their own language. Beside them is a goblin clad in leather armor.

The wererats, goblin and rats attack as soon as the party enters.

The maps are crude drawings of Willowford and the surrounding area. If the goblin is not slain outright, he flees after suffering a single point of damage. The goblin is a messenger for an evil wizard who has bound the wererats to his service – see *White Box Adventures: The Wizard's Tower* for more information – and will attempt to escape to his master at the first opportunity. The goblin carries a letter from his master and a crude map that can be used to locate the tower. If the battle appears to be going against the wererats, one of them will flee to Location 13: The Throne Room to alert the Rat King that intruders have found their lair.

Giant Rats (2, hp 3, 2): AC: 7 [12], HD: 1-1, Atk: 1d6 (bite), Sp: 5% are diseased, Mv: 12, HDE: < 1/10.

Goblin (hp 3): AC: 6 [13], HD: 1-1, Atk: 1d6 (weapon), Sp: -1 “to hit” in sunlight, Mv: 9, HDE/XP: < 1/10.

Wererats (3, hp 14, 10, 8): AC 6 [13], HD: 3, Atk: 1d6 (weapon), Sp: Control rats, lycanthropy, Mv: 12, HDE/XP: 4/120.

Treasure: 189 gp, 32 sp, 539 cp, garnet (200 gp).

Location 11: The Reflecting Pool

An unnatural cold fills this room in spite of the many large candles whose flames ring a massive pool of still black water here. The pool itself is reminiscent of a cloudless midnight sky.

This magical spring serves as a two way communication device between the wererats and their wizard master. As long as the candles remain lit anyone who approaches it immediately sees the image of a wizard's laboratory in the still waters. If any of the candles are blown out, the image immediately disappears and relighting the candles does not restore communication. Characters who drink from the pool must make a saving throw or immediately begin to go insane. The details of insanity are left to the referee. If a character is foolish enough to touch or immerse themselves in the water they are immediately sucked into its depths and reappear in the infinity of the Astral Plane. They are lost forever.

If the characters gaze into the pool for one turn they see a robed figure, face hidden in shadow, approach the pool and across its magical divide at them. He immediately begins a magical incantation which ends the pool's communicative abilities.

Location 12: Hall of the Rat God

The walls of this large stone-walled room are painted in blood with terrible imagery. Giant rats consuming live humans are depicted on a massive scale, some being eaten whole. A great bonfire painted in

sickening red shows human-rat hybrid creatures dancing around a fire fueled by burning corpses. Two rat-headed humanoids dressed in black shrouds are standing on the far side of the room, flanking the western exit. They hold wickedly curved blades in their hand and approach menacingly towards you.

The mural is a dedication to the unholy god of wererats and empowers the Rat King's bodyguards who reside here. Any wererats in this room receive a +1 bonus to all attack, damage and saving throw rolls. They are immune to fear and will fight until slain. If the sounds of combat are heard, the Rat King in Location 13: The Throne Room prepares for battle by making use of the treasures he carries.

Wererats (2, hp 13, 14): AC 6 [13], HD: 3, Atk: 1d6 (weapon), Sp: Control rats, lycanthropy, Mv: 12, HDE/XP: 4/120.

Location 13: The Throne Room

This chamber is empty save for a throne made solely of human bones. Upon it sits a great and terrible wererat, easily seven feet in height and clutching a pitted long sword. He stands as you approach. His red eyes twinkle and his whiskers twitch in anticipation.

If the Rat King knows the party is coming, he will make use of his *Pipes of the Sewer* and fill the throne room with giant rats before retreating to Location 14: The King's Chamber. Once there he will drink his *Potion of Invisibility* and wait to ambush the party. Should the party attempt to parlay with the Rat King, he will offer to turn them into wererats if they will serve him. If they turn his "offer" down, he will attempt to slay them.

Rat King (hp 18): AC 5 [14], HD: 3, Atk: 1d6 (weapon), Sp: Control Rats, lycanthropy, Mv: 12, HDE/XP: 5/240.

Treasure: Long sword+1, Ring of Protection +1, Pipes of the Sewer, Potion of Invisibility, gold and ruby ring (543 gp), 85 gp.

Location 14: The King's Chamber

A stone floor has been set in this chamber. A large bed has been set in the far corner with a heavy oak chest at its foot. The southern wall is dominated by a beautiful, if faded, tapestry depicting the village of Willowford.

The Rat King's personal chambers are simple, but fine. He sleeps in a fine (but flea infested) bed and keeps his valuables in a trapped oak chest. Any attempt to open the chest triggers a trap which

fills the room with a poison gas. Characters in the room who fail their saving throw fall to the ground and immediately choke to death. Inside they find 850 gold pieces, 1232 silver pieces, 439 copper pieces, a *Potion of Cure Disease*, scrolls of *Protection from Chaos* and *Wizard Lock*, and a *Bag of Holding*. A mundane item includes the Rat King's journal which shows that the Rat King himself has infected the town of Willowford with the mysterious plague and that it is incurable as long as the Rat King lives. He is doing so at the bidding of an evil nameless wizard with whom he has entered a reluctant alliance.

Location 15: The Portcullis

The chamber opens up to reveal an old portcullis has been set against the western wall. A large armadillo-like creature with long antennae and a beak appears to actually be eating away at the metal. As you approach it turns and slowly approaches you and your companions.

This is a wandering rust monster, drawn to the player characters as they enter the chamber by their metal gear. It will attempt to eat the equipment of the most metal-clad party member.

Rust Monster (hp 19): AC: 3 [16], Atk: Special (no damage), Sp: Rust Touch see page 17), Mv: 12, HDE/XP: 4/240.

Treasure: None.

Location 16: The Resting Wren

The floor of this room is covered with tattered, dirty mats of cloth and straw. They may have once been bedrolls or sleeping mats at some point, but have long since been ruined.

This is the sleeping chamber of the wererats who dwell here. There is only one wererat currently present, though he is in rat form. Four giant rats are also hiding amongst the bedrolls. They are likely to surprise the party, with a 1-3 chance on 1d6. They attack any non-wererat who enters the chamber.

Giant Rat (4, hp 4, 3, 2, 2): AC: 7 [12], HD: 1-1, Atk: 1d6 (bite), Sp: 5% are diseased, Mv: 12, HDE: < 1/10.

Wererat: AC 6 [13], HD: 3, Atk: 1d6 (weapon), Sp: Control rats, lycanthropy, Mv: 12, HDE/XP: 4/120.

Treasure: 156 gp, 26 sp, *Mace+1*, *Leather Armor+1*, *Scroll of Bless*.

Location 17: The Birthing Chamber

The withering floor of this crude, hollow chamber is a mystery to you. It is only when the light of your torches and lanterns fills the room that you see the chamber floor is covered by tiny, hairless rats. They writhe and twist, their shrill screams filling the room as they awaken in the light.

This chamber is where natural wererats are left to nest. They do not attack the party because they are too young to be aggressive. However, should any member of the party enter they will be bitten 2d4 times each round they are in it. Each bite is small and does not inflict damage, but requires a saving throw or the character will be inflicted with lycanthropy.

Location 18: The Common Area/Storage

Pressed against walls of this cavern are lined with barrels, crates, and all manner of supplies. Where wine casks, storage chests, or burlap sacks, this appears to be some kind of storage chamber. There is a large table in the center of the room with crockery, dice and iron flatware strewn haphazardly about. Two thin-faced men dressed in ragged clothing are arguing at the table while a third is kneeling before a stone door on the southern wall, clearly trying to pick the lock. When they take note of you, they draw cudgels and daggers and advance.

One of these men is a wererat, while the other two are nefarious locals from Willowford who have allied with the wererats. If the wererat is slain, the other two will surrender and attempt to barter their lives in return for information about the Rat King. They tell the party that he has orchestrated the plague and that he's both the most powerful wererat and the leader.

Wererat (hp 9): AC 6 [13], HD: 3, Atk: 1d6 (weapon), Sp: Control rats, lycanthropy, Mv: 12, HDE/XP: 4/120.

Bandits (hp 4, 3): AC 7 [12], HD 1, Atk: 1d6 (weapon), Mv: 12, HDE/XP: 1/15.

Treasure: 54 gp, emerald (200 gp), *Dagger+1*.

Location 19: The Forgotten Tomb

The door of this chamber is ancient stone and has the image of a star set upon its center, inlaid in silver. There is a small handle, also crafted of silver. The door appears and its markings appear undaunted by time or wear.

The door can only be opened by a cleric of the Silver Light or other lawful cleric. Inside the characters find the entombed body of a knight who has long since become little more than bones and dust. All that remains are his weapons, armor and holy symbol – all of which are powerful artifacts of the Church of Silver Light. Characters who are chaotic in alignment who attempt to take these treasures summon the angry spirit of the knight, who attacks as a wight and cannot be turned.

Wight (hp 12): AC 5 [14], HD 3; Atk: 1 level (claw), Sp: level drain, Mv: 9, HDE: 5/240.

Treasure: Silver Chain Mail +1, Silver Long Sword +1, +4 vs. Lycanthropes, Silver Holy Symbol.

Location 20: The High Landing

This vast, flat chamber is nearly featureless and silent. The only objects of note are the bones scattered about the room in half a dozen small piles. A long cliff drops fifty feet straight down on its western side.

The bones are that of three adventurers who once attempted to explore the cavern in the early days of Willowford. What slew them is unknown and has long since departed the area. If disturbed they rise as skeletons and attack.

Skeleton: AC 8 [11], HD: 1, Atk: 1d6 (weapon), Mv: 12, HDE/XP: 1/15.

Treasure: 224 sp, *Wand of Light* (12 charges).

Aftermath and Further Adventures

If the party returns to Willowford after successfully defeating the Rat King and his servants the plague soon subsides. They are heralded as heroes by the locals. They are rewarded by the mayor with a payment of 500 gold pieces. However, both the Mayor and Father Arden are concerned if they hear news of the wererat's mysterious master – an unknown wizard and humbly request that the party investigate this matter further. Father Arden knows that there was once a wizard who dwelt in a keep several miles from the village, though he had believed until this news that the tower was abandoned.

Referees are encouraged to develop both Willowford and this adventure hook to suit their campaign or make use of *White Box Adventures: The Wizard's Tower* to continue their campaign.

New Monsters

Rot Worm

Armor Class: 8 [11]

Hit Dice: 1-1

Attacks: Bite [1d6-3]

Special: Infect

Move: 3 (12 while swimming)

HDE/XP: < 1/10

These large, slimy worms seek to attach themselves to a host. When they make a successful attack they burrow under the skin they attempt to bore their way to the target's heart and devour it. Targets have 1d4 rounds from the time of a successful attack before the rot worm reaches their heart.

Rust Monster

Armor Class: 3 [16]

Hit Dice: 4

Attacks: See Below

Special: Rust Touch

Move: 12

HDE/XP: 4/240

These armadillo-like creatures appear to have plated hides of yellow or brown and two large, feathery antennae as well as a long beak. They feed on metal, which rusts at the touch of their antennae. When they succeed in an attack the rust monster strikes at a metal weapon, armor, or shield and his touch immediately causes that object to crumble to rust. A character wearing or wielding a magical item may make a saving throw to avoid this effect.

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