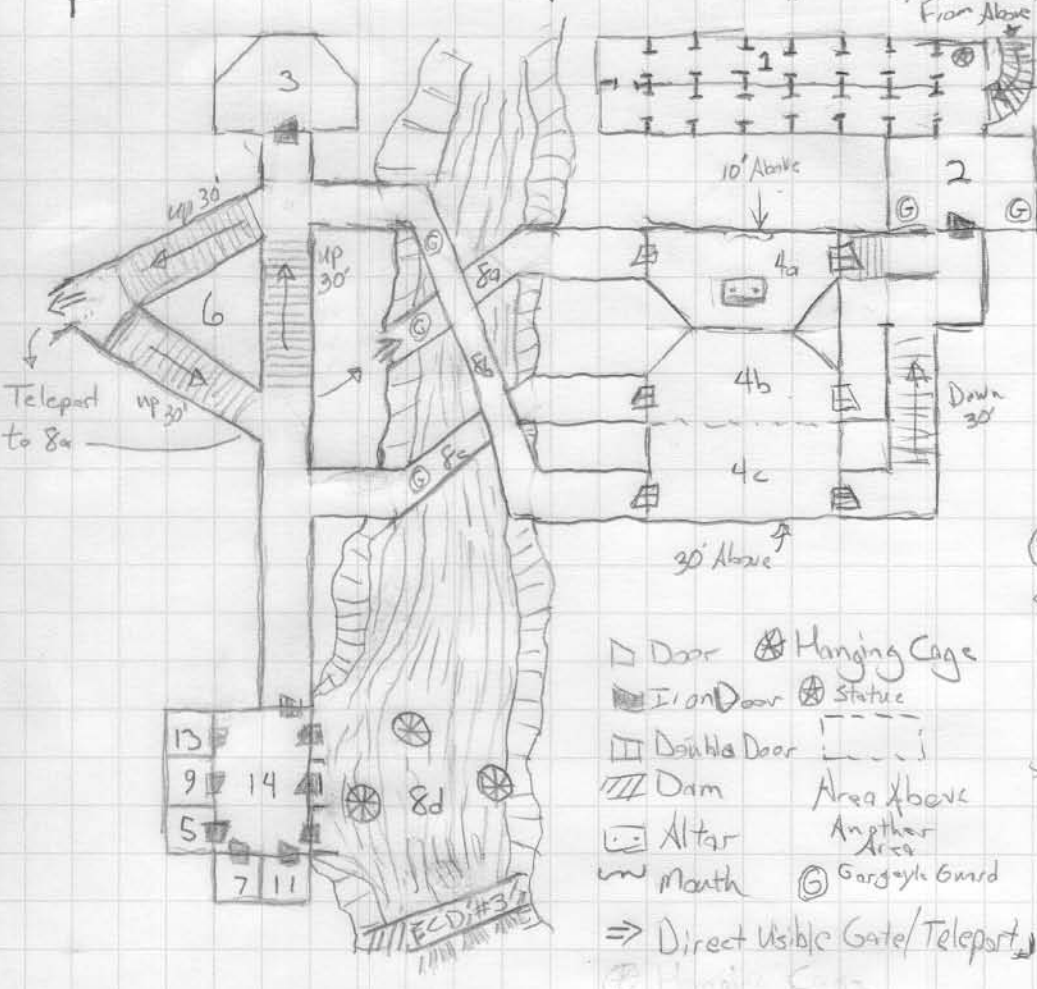


QUARENTINE!

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Years ago the areas beyond the crypts and the cistern that fed the well were put under quarantine. No one remembers why. Characters enter at 2 and 9. Doors marked QUARENTINE! are locked.

Wandering Monsters:

Wandering Monsters:	Number Appearing:
1: Gibbering Zombies	1DC
2: Gargoyle (1 of 3)	1
3-6: None	-

8a 8b 8c 8c is on same level as 2, 14, + 4b
 8b is 30' above 8c, 8a is 10' above 8c and 20' below 8b. The chasm is guarded by 3 gargoyles - the former maintenance staff guard these 3 bridges as part of quarantine enforcement. They lock their captives in cages at 8d below.
 14 Cistern Access Area: 8 Iron doors. Each is labeled w/ a Roman numeral:
 13: XIII 9: IX 5: V 7: VII 11: XI Eastern doors are II IV VI.

- ① Crypts: These are patrolled by 2d6 skeletons. There is a statue of a saint to the right of the steps.
- ② The Deadhouse Door: 2 Gargoyles (G) guard this door. They do not attack anyone exiting from the crypts, only those entering from the Temple Area beyond. Crudely stamped into the iron door in large capital letters is the word "QUARENTINE!"
- ③ Dam Control: 4 buttons are on the north wall: Red, Blue, Brown, and Yellow. Bolt on west wall. Wrench hanging on east wall. White orb on ceiling. Red: Turns on light, Blue: Jammed (Shuts door + floods room; door opens inward so once flooded cannot be opened) Brown: Permits very large bolt to turn using very large wrench, (clockwise) Yellow: Permits Bolt to turn counter clockwise (already in this position). Pressing brown closes the flood-gates and floods whole dungeon in 2d20 turns, if the bolt is turned.
- ④a Sanctuary: Stone Altar w/ candles. On the altar, between the candles, is an insane-psionic Bag of Debarring. 1d6 Gibbering Zombies. Getting killed by Gibbering Zombies or the Bag of Debarring's psionic attacks causes the dead person to become a Gibbering Zombie immediately. ④b Nave: 3d6 Gibbering Zombies 4a is 10ft above, no walls. ④c Gallery: 2d6 Gibbering Zombies the Gallery (4c) is 30 feet above 4b.
- ⑤ Dry Cistern: Shows signs of recent occupation 30' deep w/ ledge around door level. Ladder down. Formerly occupied - appears to be a prisoner. ⑥ Penrose Stairs: all these stairs go up. ⑦ Moldy Cistern: Empty of water yellow mold on underside of 2' walkway, walls + floor below walkway covered w/ green slime ⑧ ③ cages w/ bodies in them. Any weight will cause cage to fall on a link. Bodies are adventurers; contain random treasure. ⑨ Entry Cistern: Hole in ceiling leads to well in courtyard of Keep. Cistern full of potable water. Door stamped w/ QUARENTINE!
- ⑩ Overfilled Cistern: Water leaking through door cracks. Opening causes a blawback of water to pour forth. Floods 14 w/ 10' level of water for 2 Turns. ⑪ Tentacle Cistern: Marek Guard of the Seaking - Octopus w/ swords: treat as 8 headed Hydra.