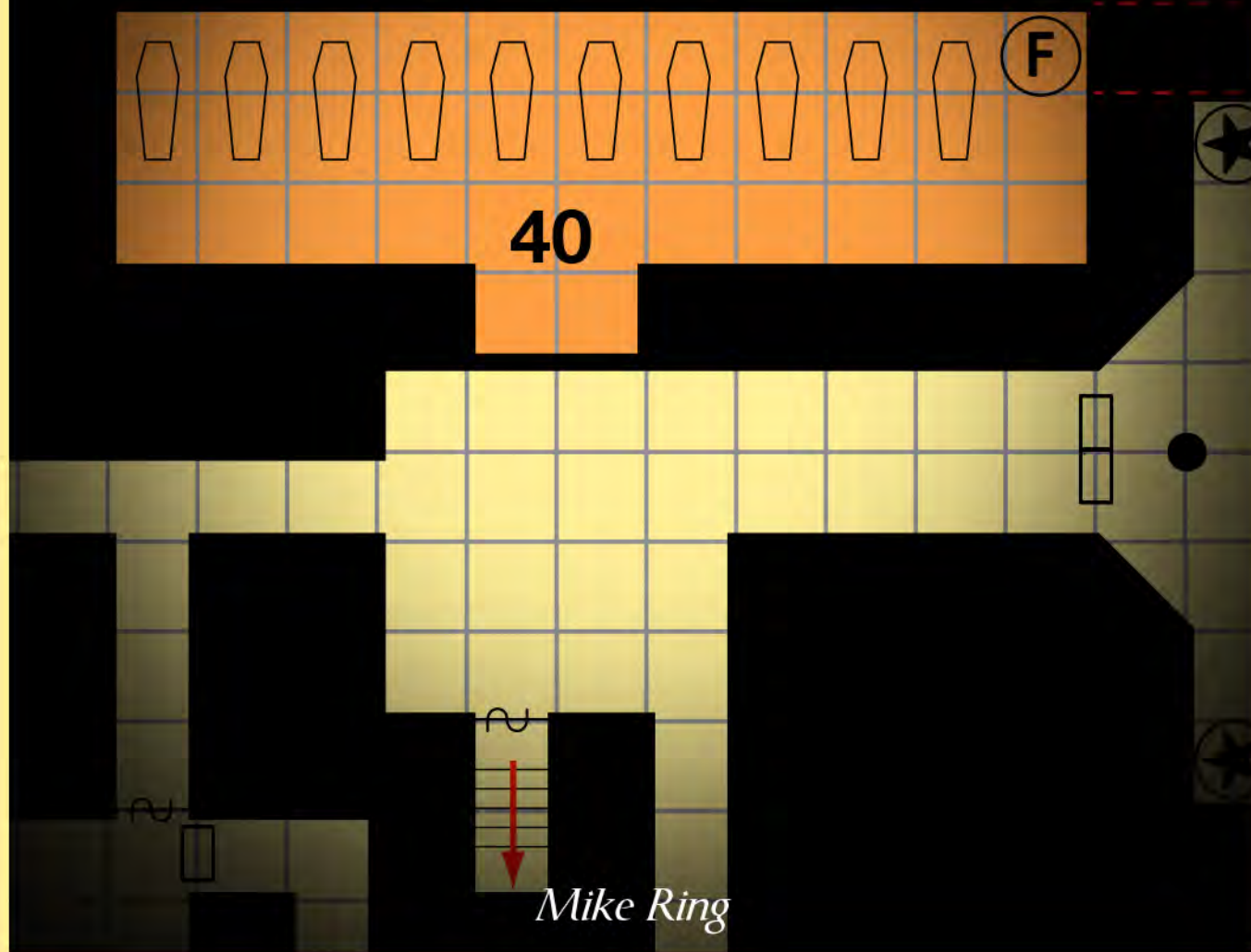


# THE DUNGEON UNDER THE MOUNTAIN

## ROOMS & ENCOUNTERS

Official Game Accessory

### THE CRYPT OF THE PLAGUE-BRINGERS



*Mike Ring*





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# Welcome

## What is this Product

This product contains one room or one dungeon -based encounter. All the rooms featured here are taken from one of *The Dungeon Under the Mountain* products, available at [www.0onegames.com](http://www.0onegames.com), although these products are not necessary, since the encounter can be adapted without effort to any existing dungeon.

## How to Use this Product

This product takes advantage from the PDF technology, joining old-fashioned style with the most advanced electronic features. In order to use this product you must use Adobe Acrobat 6 or later.

This product has been designed to help busy referees in preparing dungeon adventures and encounters. Instead of wasting time scaling the encounters and adapting them to your party, here you will find a pre-scaled encounter suitable in three different versions (for low, mid and high level of play). At the beginning of the encounter text, you will find a big button like this.



By clicking on this button you can choose which level want to play (low, medium, high). When you have made your choice all the relevant portions of the text will change accordingly.

Monsters will scale, DCs will change traps and behaviors of the villains will change, according with the level of play you choose.

Nevertheless, this is not all.

Beside each paragraph you will find the same button found before, but much smaller. This button allows you to change only the appropriate paragraph. Therefore, if you need stronger monsters in your low-level encounter, you can adjust them and use mid-level monsters instead of low-level ones. Likewise, if you want traps tougher, just click on the paragraph button and change the level of the traps paragraph. Blank spaces, due to different text lengths, will be filled with placeholder artwork, so you will have a good-looking page.

Finally, a paragraph called "Personal Notes" is left blank. This paragraph features a text field you can fill with your notes about the encounter, simply click and write.

The document saves automatically the notes when you close it. In order to recall the notes present on a document you must choose "Load Notes" from the paragraph button. Note that if you load the previous notes they will override the notes you are writing

The buttons will not be printed.

## The Maps

Those familiar with *The Dungeon Under the Mountain* products will found the maps easy to use. The product comes with two maps of the room. A smaller version of the map is intended for the referee; the second, larger one, may come split in more than one sheet and it is intended for miniature play.

The smaller map features the "Rule the Dungeon" button. Clicking this button, you can customize the map by opening or closing the doors, removing the furniture or removing the fill in the walls and more, depending on the room's layout. All the choices made on the smaller map are reflected on the larger one.

## The Background

*The Dungeon Under the Mountain* is a massive dungeon complex extending endlessly below the ground. In a remote past, ancient evil beings dwelled in the area. Now, the remaining of these mysterious evil beings have seized the dungeons and filled it with deadly traps and monsters. Also, many known villains have established their strongholds in the depths of *The Dungeon Under the Mountain*. Nobody knows why this dungeon is filled by danger, but nobody cares, since this dungeon is the most prized adventure ground of the world. However be warned, adventurers, your life will be not easy here and dozens of self-calling heroes never returned from the *Dungeon Under the Mountain*!

## "You Have Been Warned"





## CRYPT OF THE PLAGUE-BRINGERS

THE DUNGEON  
**UNDER  
 THE  
 MOUNTAIN**

CRYPT OF THE  
 PLAGUE-BRINGERS  
 (LEVEL 1/ ROOM 40)

**Background  
 and Lead-ins**

An ancient god very nearly succeeded in destroying the world. His ten champions carried sickness to the ends of the earthly realms, spreading rotting diseases, the touch of undeath, and even the curse of lycanthropy. When the world seemed ready to wither and die, the god recalled his champions to this crypt. Before laying them to rest, he exacted oaths that each champion would return if needed. Removing their blood and organs, he then stowed them along with their wealth until a future date.

The party discovers the entrance to the Crypt of the Plague-Bringers in a nearby room, where a loose slab of stone conceals a twisting passage through the floor. The tunnel drops 10-20 feet, the unworked stone walls curving toward the hidden room. Even the most able climber experiences vertigo while descending the passage.

**Room Environment**

**Lighting:** None.

**Terrain:** Normal.

**Room Description  
 for the Players**

*The trapdoor lifts upward to reveal a vaulted chamber lined with ten stone sarcophagi, each carved with a humanoid figure and engraved with dust-caked runes. A ten-foot statue of*

*a vulture-like humanoid stands in an alcove halfway down the left wall. The statue has enormous wings and talons tipped with obsidian.*

**Room Description  
 for the Referee**

Though the party may expect the vrock statue to animate, it doesn't; if touched or destroyed, however, it releases a cloud of spores like those of an actual vrock (see Traps, below).

The following sarcophagus descriptions count 1-10 from the one closest to the entrance and moving right to left away from the party. The text following the number indicates the name engraved on the sarcophagus, and the text labeled "inscription" hints at the method for opening the sarcophagus. Reading any of the writing requires knowledge of Abyssal, or a Decipher Script check, *comprehend languages* spell, or *tongues* spell.

Opening a sarcophagus causes the plague-bringer within to rise immediately and cinematically, snapping upward with supernatural ease, its hands crossed over its chest. This movement does not provoke attacks of opportunity.

**1. "Nuulin,  
 Bringer of Curses"**

*Inscription:* "The packrat's greed demands a varied tribute to recall him to service." The carving shows a half-rat humanoid.

*Opening:* The sarcophagus can be freely opened.

Adventurers opened the sarcophagus years ago by sacrificing valuables upon it. When they found that the wererat Nuulin was already dead (his *temporal stasis* spell failed) and possessed little treasure, they gave up searching the rest of the sarcophagi.

**2. "Haldran Bloodstone,  
 Bringer of Disease"**

*Inscription:* "Youngest of the dwarf clan, his body will quicken when his thirst is slaked." The carving depicts a dwarven warrior with an open mouth of pointed teeth.

*Opening:* Both this sarcophagus and #3 open simultaneously if blood of any sort is poured into either mouth.

Haldran is an undead dwarf whose thirst for blood grew even more intense when his own blood was drained. His long, bloodstained beard hangs out from a mask of funeral wrappings that extend the length of his body.

**3. "Kebban Bloodstone,  
 Bringer of Disease"**

*Inscription:* "Eldest of the dwarf clan, he savored blood, befouled or sweet." The carving is identical to that of sarcophagus #2.

*Opening:* Both this sarcophagus and #2 open simultaneously if blood of any sort is poured into either mouth.

Another dwarf, Kebban underwent the same funerary rites as his clansman. The *hand of the mage* he carries is the mummified hand of the elven thief Alunar (#8) and has the elf's signet ring on one finger. The elf stole from Haldran (#2), and Kebban severed his hand at the wrist. The hand rouses Alunar from his sleep.

**4. "Rzundar,  
 Bringer of Undeath"**

*Inscription:* "Most vigilant were Rzundar's black orbs. Let him awaken first." The carving depicts a young robed human.

*Opening:* Rzundar's sarcophagus opens automatically as soon as the party enters the room.

Rzundar is a wight created from a youthful human male. His white flesh is pulled tight across his bones, and his black eyes stare unblinking from beneath a headpiece fashioned into a skull. The wight carries a key that opens the sarcophagus of Kalaktar, who spawned him (#6).

**5. “Ildoggla,  
Bringer of Madness”**

*Inscription:* “Hunger overcomes sleep when the mad orb gazes on its favorite flesh.” The carving shows a spherical bulge enwrapped with bat’s wings, a single eye peering out from the top of the bulge.

*Opening:* Ildoggla favored elf meat, and if an elf peers into the eye, his sarcophagus opens. The head of Alunar (#8) does the trick, as hinted in Myrdrar’s sarcophagus (#10).

The horror known as Ildoggla resembles a squat, roughly humanoid lump covered with slimy eyes and grinning mouths. Wings unfold on two sides of its spherical torso, and a slapping tentacle-claw protrudes between the wings on either side (forming a “+”). Ildoggla has lain alive and stewing in its madness since its interment, needing no sustenance but its own dreams of spreading insanity among the living and devouring the flesh of lunatics. Ildoggla’s gibbering opens a nearby sarcophagus (#7).

**6. “Kalaktar,  
Bringer of Undeath”**

*Inscription:* “The talons of Kalaktar will arise when the master heeds his pupil’s call.” The carving depicts a robed elderly human.

*Opening:* The key in Rzundar’s sarcophagus (#4) turns a lock on this one’s lid. The lock can also be opened with an Open Lock check or *knock* spell.

A stooped, twisted old man, the

wight Kalaktar has a bald pate and a torn black robe that clings to his bone-thin frame. His once-brown complexion appears gray in undeath. The onetime mentor of Rzundar, Kalaktar trained his student until Rzundar became his equal, earning the title of plague-bringer. Kalaktar keeps a jar of his spawn’s blood in his sarcophagus; aside from giving him power over Rzundar, the blood is helpful in freeing the undead dwarves (#2 and #3).

**7. “Vulidain,  
Bringer of Curses”**

*Inscription:* “The hundred voices of the wolf lord’s pack will summon him to greater hunts.” The carving shows a half-wolf humanoid.

*Opening:* If at least 100 voices utter a few words near the sarcophagus, it opens. The muttering of Ildoggla (#5) suffices. The PCs can create their own voices using *ghost sound* (or a higher-level illusion), but reproducing 100 voices requires casting the spell five times.

Unfortunately for the werewolf lord Vulidain, the *temporal stasis* spell that preserved his life failed, and he starved to death. Bones remain among his possessions (see Treasure).

**8. “Alunar Scrabrelon,  
Bringer of Poison”**

*Inscription:* “This nimble shadow would clench his signet once more.” The carving shows a rail-thin elf in a tight-fitting leather suit. He is missing his left hand.

*Opening:* The *hand of the mage* from sarcophagus #3 must be placed over the spot where the carving lacks a hand.

Alunar retains the barest scraps of flesh on his face, including a pair of scabrous, pointy ears. When the elf moves, his black cape opens to reveal a skeletal body missing its left hand.

Alunar and his cohorts are awakened skeletons (they retain their mental abilities and have the augmented subtype).

**9. “Manzyr,  
Bringer of Poison”**

*Inscription:* “The night shadows will multiply when the master of darkness stirs.” The carving shows a humanoid in a full cloak with a wickedly curved dagger. A lock made of blackish force energy holds the lid closed.

*Opening:* Manzyr’s lock can be opened with an Open Lock check or *knock* spell.

Manzyr is one of Alunar’s thugs. He appears skeletal under his black cloak.

**10. “Myrdrar,  
Bringer of Poison”**

*Inscription:* “Nimble bones will stalk the night upon the guildmaster’s call.” The carving and lock are identical to those of sarcophagus #9.

*Opening:* Myrdrar’s lock can be opened with an Open Lock check or *knock* spell.

Myrdrar, like Manzyr, is a skeleton beneath his dark cowl. A scroll dropped inside the tomb reads, in Common, “Remember to guard me from the gibbering one, and receive your reward—Alunar.” The scroll hints that Ildoggla (#5) would devour the elf if it could.

The sarcophagi appear made of stone, but truly the stone is built around *walls of force* that fix the sarcophagi in place and render them nearly invulnerable to harm. The force walls have two layers, with the space between filled with a black, poisonous gas that obscures vision. The walls also block ethereal travel into the sarcophagi, and attempting to enter a

sarcophagus via *teleport* or *dimension door* fails for lack of room.

Destroying the force walls requires a *disintegrate* or *mage's disjunction* spell, or a *rod of cancellation* or *sphere of annihilation*. Only a high-level party should possess this magic, and the following discoveries are available just to high-level characters. The force walls radiate moderate evocation, and *detect magic* reveals a cord of magic stretching from each coffin, up through the walls, and into the ceiling (past an *illusory wall* that registers illusion magic). The plague-bringers' harvested organs (and their treasure) rest in a compartment consisting of nested cubes of force. Destroying a sarcophagus shuts off the cube connected to it and also releases the poison gas from its walls. Similarly, destroying the outermost force cube also destroys the force in the connected coffin (choose at random) and frees the creature and poison gas within. Breaking every cube releases a final trap: A rain of ceramic urns, sharp blades, and various coins descends from the ceiling, and when the urns shatter, the foul blood and organs inside form into a hideous ooze over the next round.

### Combat Tactics

[high]

One Bringer of Disease enters melee while the other uses magic from the rear, casting *insect plague*, *giant vermin*, and *spiritual weapon* before closing to melee. In melee, they cast *slay living* before attacking with their waraxes (making multiple attacks per round). The Bringer of Madness has ongoing *desecrate* and *unhallow* effects that function once its sarcophagus opens; undead within 20 ft. gain a +1 bonus on attack and damage rolls and on saves, and creatures within 40 ft. are protected by a *magic circle against good*. Whichever Bringer of Poison is first released takes a 5-ft. step toward the nearest locked sarcophagus and makes an Open Lock attempt as a full-round action. The rogues cast *greater invisibility* and make sneak attacks. The Bringers of Undeath cast *eyebite* and use a move action each round to target new enemies. After casting *black tentacles* to slow approaching fighters, they target weak characters with *baleful polymorph*.

### Relevant Skill Checks

[high]

**Decipher Script DC 30** to read the sarcophagus runes.

**Knowledge (the planes) DC 20** to recognize the statue as a vrock.

**Open Lock DC 40** to unlock a locked sarcophagus.

### Traps/ Mechanical Devices/ Doors/ and Objects Statblocks

[high]

#### Burnt Othur Vapor Traps

**(10):** CR 9; mechanical; special trigger; no reset; gas; never miss; onset delay (1 round); poison (burnt othur, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); multiple targets (all targets in a 10-ft.-by-10-ft. cube); Search DC 15; Disable Device –; *Market Price* 29,100 gp (to setup gas but not force walls).

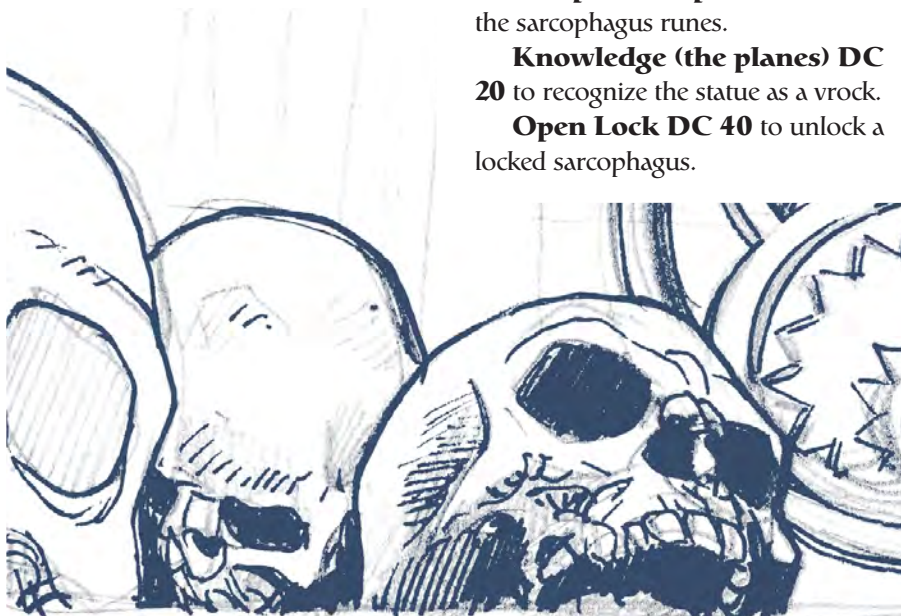
**Raining Debris Trap:** CR 5; mechanical; special trigger; no reset; Atk +15 ranged (1d8/19–20, longsword) and +15 ranged touch (1d6 acid, urn of ooze); multiple targets (1d3 longswords and 1d3 urns per target in the 15-ft.-by-55-ft. room); Search DC 15; Disable Device –; *Market Price* 15,000 gp (to setup debris but not force cubes).

**Vrock Spores Trap:** CR 10; mechanical; touch trigger; automatic reset (every 3 rounds); never miss; disease (vrock spores, 3d6 damage plus 1d4 damage for 20 rounds); multiple targets (all targets within 5 ft.); Search DC 30; Disable Device DC 30; *Market Price* 90,500 gp.

### Treasures and XP

[high]

Most of this room's treasure is the gear carried by the plague-bringers. Vulidain's sarcophagus (#7) also contains *bracers of armor* +4 and a *cape of the mountebank*. Other valuables are stored in the ceiling compartment, along with preserved organs and blood. When the black pudding forms from the blood, its acid dissolves some of this treasure; depending on how much it moves around, the ooze destroys 10%–50% of the cache.





The full treasure amounts to 10 masterwork longswords, 4 chain shirts, 3 *potions of mage armor*, 3 *potions of shield of faith* (+2), 8 vials of shadow essence poison, a gold vrock idol (worth 600 gp), 2 tapestries depicting the plague-bringers at work (worth 350 gp each), 102 pp, 1843 gp, 2,593 sp, and 4,224 cp.

### Monsters and Villains Statblocks

[high]

**Advanced Elite Black Pudding** CR 10  
N Huge ooze  
**Init** -5; **Senses** blindsight 60 ft.; Listen -5, Spot -5

**AC** 3, touch 3, flat-footed 3  
**hp** 182 (15 HD)  
**Immune** ooze traits  
**Fort** +17, **Ref** +0, **Will** +0

**Spd** 20 ft., climb 20 ft.  
**Melee** slam +15 (2d6+9 plus 2d6 acid)  
**Base Atk** +11; **Grp** +25  
**Special Atks** acid, constrict 2d6+9 plus 2d6 acid, improved grab

**Abilities** Str 22, Dex 1, Con 26, Int —, Wis 1, Cha 1  
**SQ** split  
**Skills** Climb +14

**Acid (Ex):** Weapons striking the ooze must make a DC 25 Reflex save or be destroyed. The pudding deals 21 points of damage per full round of contact to non-stone items.  
**Split (Ex):** Slashing and piercing weapons split a pudding into two puddings with half the original's hit points.

**Bringer of Disease** CR 15  
Mummy lord cleric 10  
CE Medium undead  
**Init** +5; **Senses** darkvision 60 ft.; Listen +18, Spot +18  
**Languages** Abyssal, Common

**AC** 30, touch 11, flat-footed 29

**hp** 97 (18 HD); **DR** 5/—  
**Immune** undead traits  
**Resist** fire 10  
**Fort** +13, **Ref** +8, **Will** +20  
**Weakness** vulnerability to fire

**Spd** 15 ft.  
**Melee** slam +20 (1d6+12/19-20 plus mummy rot)  
or mwk dwarven waraxe +21/+16/+11 (1d10+14/x3)  
**Base Atk** +11; **Grp** +19  
**Special Atks** despair, mummy rot, rebuke undead (+5, 2d6+13, 10th)  
**Spells Prepared** (CL 10th, melee touch +19):

5th—*insect plague*, *slay living*<sup>D</sup> (DC 20), *spell resistance* (SR 22), *symbol of pain* (DC 20)  
4th—*air walk*, *dismissal* (DC 19), *divine power*, *giant vermin*, *inflict critical wounds*<sup>D</sup> (DC 19)  
3rd—*contagion*<sup>D</sup> (DC 18), *deeper darkness*, *dispel magic*, *greater magic weapon*\*, *invisibility purge*  
2nd—*bull's strength*, *death knell*<sup>D</sup> (DC 17), *hold person* (DC 17), *resist energy*, *silence* (DC 17), *spiritual weapon* (atk +16/+11/+5)  
1st—*bane* (DC 16), *command* (DC 16), *deathwatch*, *divine favor* (+3), *doom* (DC 16), *inflict light wounds*<sup>D</sup> (DC 16)  
o—*detect magic* (2), *guidance*, *read magic*, *resistance*, *virtue*  
D: Domain spell. Domains: Death, Destruction.  
\*already cast

**Abilities** Str 26, Dex 12, Con —, Int 8, Wis 20, Cha 17  
**Skills** Concentration +8, Knowledge (religion) +4, Listen +18, Move Silently +5, Spot +18  
**Feats** Alertness, Combat Casting, Great Fortitude, Improved Critical (slam), Improved Initiative, Weapon Focus (slam)  
**Possessions** +2 *half-plate armor*, masterwork dwarven waraxe, *cloak of resistance* +2, *ring of minor elemental resistance* (fire), *brooch of shielding*, mithral helm with visor (worth 1,500 gp), *hand of the mage*

(Kebban only)

**Despair (Su):** Living creatures that see a mummy must make a Will save (DC 17) or be paralyzed with fear for 1d4 rounds.

**Mummy Rot (Su):** Supernatural disease—slam, Fortitude DC 17, incubation period 1 minute, damage 1d6 Con and 1d6 Cha. Mummy rot requires *remove curse* to heal, and other conjuration (healing) magic does not help the victim unless the caster makes a caster level check (DC 20).

**Bringer of Madness** CR 15  
Half-fiend gibbering moulder fighter 9  
NE Medium outsider (extraplanar)  
**Init** +4; **Senses** darkvision 60 ft.; Listen +10, Spot +14  
**Languages** Abyssal, Common

**AC** 24, touch 14, flat-footed 20  
**hp** 158 (13 HD); **DR** 10/magic  
**SR** 23  
**Immune** poison  
**Resist** acid 10, cold 10, electricity 10, fire 10  
**Fort** +14, **Ref** +10, **Will** +10

**Spd** 10 ft., fly 10 ft. (average), swim 20 ft.  
**Melee** 6 bites +17 (1d8+4/19-20) and 2 claws +1 (1d4+1)  
**Ranged** spittle +16 (1d4 acid plus blindness)  
**Base Atk** +12; **Grp** +18  
**Atk Options** Improved Grapple  
**Special Atks** blood drain, gibbering, ground manipulation, improved grab, spittle, smite good (+4 damage), swallow whole  
**Spell-Like Abilities** (CL 13th):  
3/day—*darkness*, *poison* (DC 16), *unholy aura*  
1/day—*blasphemy*, *contagion*, *desecrate*\*, *unhallow*\*, *unholy blight* (DC 16)  
\*already used

**Abilities** Str 14, Dex 19, Con 24, Int 8, Wis 13, Cha 15

**SQ** amorphous

**Skills** Balance +6, Hide +6, Intimidate +5, Listen +10, Move Silently +6, Sense Motive +4, Spot +14, Survival +4, Swim +11

**Feats** Improved Critical (bite), Improved Grapple, Improved Natural Armor, Improved Natural Attack (bite), Improved Unarmed Strike, Iron Will, Lightning Reflexes, Weapon Finesse, Weapon Focus (bite), Weapon Specialization (bite)

**Blood Drain (Ex):** A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

**Gibbering (Su):** Creatures within 60 ft. must make a Will save (DC 14) or be *confused* for 1d2 rounds. They can be affected once per 24 hours.

**Ground Manipulation (Su):** At will, as a standard action, a gibbering mouther can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouther in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

**Improved Grab (Ex):** A mouther can use improved grab on a Medium or smaller creature.

**Spittle (Ex):** A mouther spits as a free action with a range of 30 ft. A creature struck must make a Fortitude save (DC 19) or be blinded for 1d4 rounds.

**Swallow Whole (Ex):** The gibbering mouther engulfs a grappled opponent with a successful grapple check. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering mouther (same AC).

**Amorphous (Ex):** A gibbering mouther cannot be flanked and is not subject to critical hits.

**Bringer of Poison** CR 14

Awakened elf or human skeleton rogue 5/assassin 9

NE Medium undead (augmented humanoid)

**Init** +8; **Senses** darkvision 60 ft.; Listen +16, Spot +16

**Languages** Abyssal, Common

**AC** 24, touch 14, flat-footed 20; Dodge; improved uncanny dodge  
**hp** 104 (14 HD); **DR** 5/bludgeoning  
**Immune** cold; undead traits  
**Fort** +6, **Ref** +15, **Will** +3; evasion

**Spd** 30 ft.

**Melee** assassin's dagger +16/+11 (1d4+3/19-20 plus poison)

or 2 claws +13 (1d4+1)

**Base Atk** +9; **Grp** +10

**Special Atks** death attack (DC 21), poison use, sneak attack +8d6

**Spells Known** (CL 9th)

4th (2/day)—*freedom of movement*, *greater invisibility*, *poison* (DC 15)

3rd (3/day)—*deeper darkness*, *false life*\*, *magic circle against good*, *misdirection* (DC 14)

2nd (3/day)—*alter self*, *cat's grace*, *spider climb*, *undetectable alignment*

1st (4/day)—*disguise self*, *feather fall*, *obscuring mist*, *true strike*

\*already cast

**Abilities** Str 13, Dex 18, Con —, Int 12, Wis 8, Cha 10

**SQ** hide in plain sight, +4 save against poison, trap sense +1, trapfinding

**Skills** Climb +10, Disable Device +13, Disguise +15, Hide +21, Listen +16, Move Silently +21, Open Lock +17, Search +10, Spot +16

**Feats** Dodge, Great Fortitude, Improved Initiative, Nimble Fingers, Weapon Finesse, Weapon Focus (dagger)

**Possessions** +2 studded leather armor, +1 animated darkwood shield, assassin's dagger, boots of speed, chime of opening, jeweled masterwork thieves' tools (worth 1,000 gp)

**Shadow Essence:** Injury DC 17, 1 Str drain/2d6 Str; one application of shadow essence is applied to each rogue's dagger.

**Bringer of Undeath** CR 14

Male wight sorcerer 13

LE Medium undead

**Init** +5; **Senses** darkvision 60 ft.; Listen +7, Spot +7

**Languages** Abyssal

**AC** 25, touch 11, flat-footed 24

**hp** 97 (17 HD)

**Immune** undead traits

**Fort** +5, **Ref** +6, **Will** +13

**Spd** 30 ft.

**Melee** slam +12 (1d4+4 plus energy drain)

**Base Atk** +9; **Grp** +12

**Special Atks** create spawn, energy drain

**Spells Known** (CL 13th, melee touch +12, ranged touch +10):

6th (4/day)—*eyebite* (DC 22), *repulsion* (DC 21)

5th (7/day)—*baleful polymorph* (DC 20), *interposing hand*, *waves of fatigue*

4th (7/day)—*black tentacles* (Grp +21), *crushing despair* (DC 19), *enervation*, *fear* (DC 20)

3rd (7/day)—*displacement*, *haste*, *lightning bolt* (DC 18), *vampiric touch* (4d6)

2nd (7/day)—*false life*\*, *ghoul touch* (DC 18), *invisibility*, *scorching ray*, *spider climb*

1st (8/day)—*chill touch* (DC 17), *expedient retreat*, *mage armor*\*, *magic missile*, *ray of enfeeblement* (1d6+4)

0 (6/day)—*acid splash*, *detect magic*, *disrupt undead*, *ghost sound* (DC 15), *mage hand*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue* (DC 16)

\*already cast

**Abilities** Str 16, Dex 12, Con —, Int 11, Wis 13, Cha 20

**Skills** Concentration +23, Hide +8, Listen +7, Move Silently +16, Spellcraft +8, Spot +7

**Feats** Alertness, Blind-Fight, Combat Casting, Improved Initiative, Improved Natural Armor, Spell Focus (necromancy)

**Possessions** +2 mithral buckler, belt of



*giant Strength +4, cloak of Charisma +2, robe of bones, gold circlet engraved with skeletal face with onyx eyes (functions as ring of protection +2), 10 gold rings (worth 200 gp each), tarnished silver key (for sarcophagus 6)*

## Personal Notes

**Create Spawn (Su):** Creatures slain by a wight become wights after 1d4 rounds.

**Energy Drain (Su):** A wight's slam inflicts one negative level and grants the wight 5 temporary hit points. The save DC is 17 to remove a negative level.

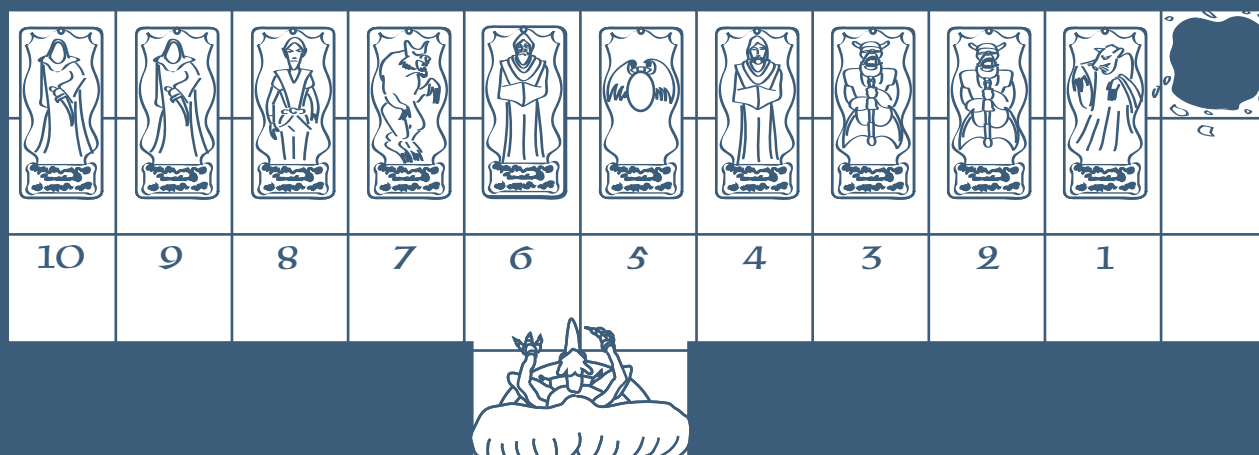
## Designer's Notes

If the PCs don't open the sarcophagi, the DM can still use the plague-bringers. If the party encounters a denizen of the crypt but leaves it alone, the creature frees its companions over the next hour or so. If the party slays some bringers but leaves others entombed, those who remain grow restless, and the magic closing them in weakens over the following hours or days. The creatures emerge to discover their slain brethren—and track down those responsible.

## Author's Bio

*Mike Ring designs and edits d20 products in between playing a lot of D&D. His web page lists his full credits and contact information: <http://home.comcast.net/~michaelring>.*

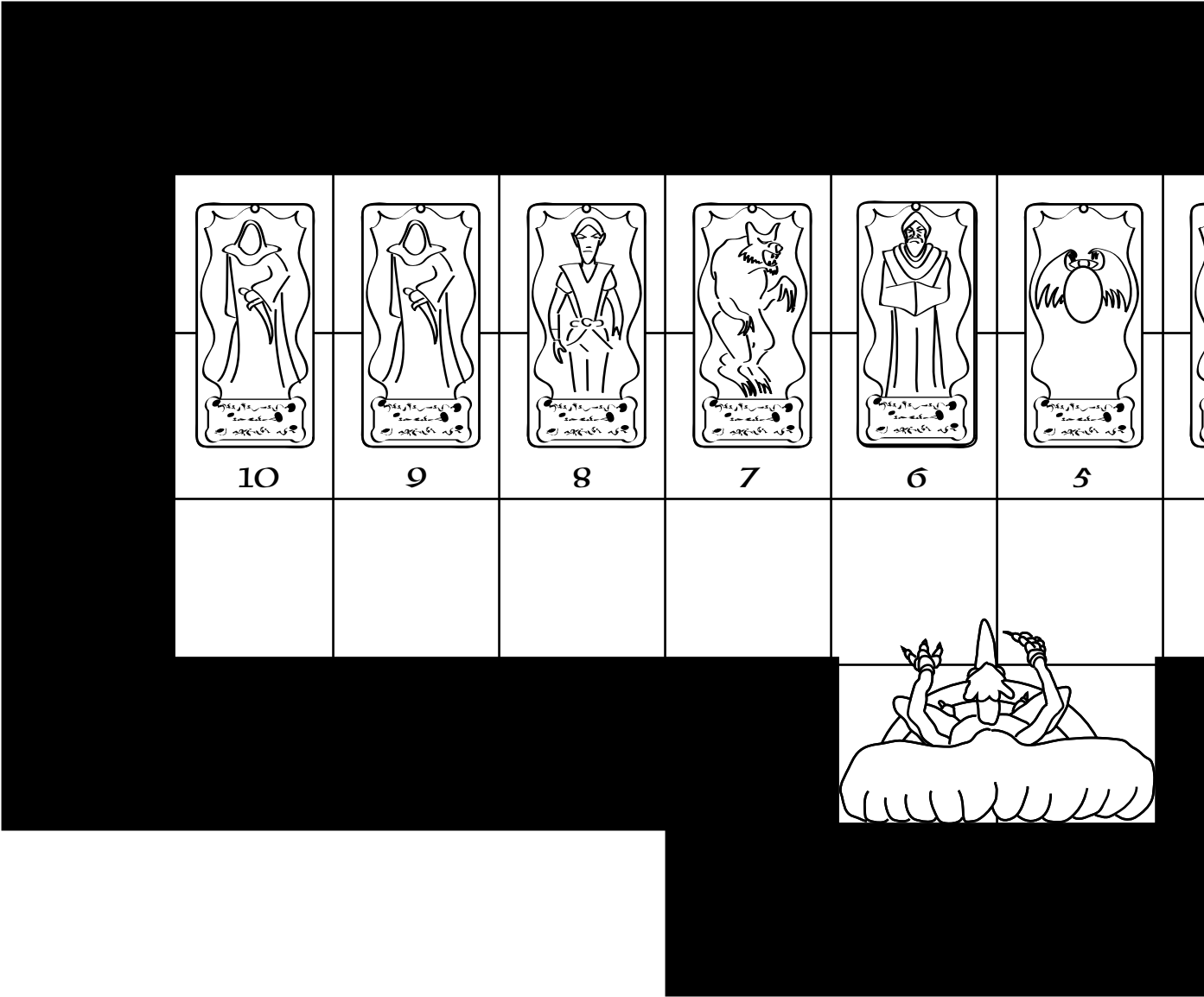
## THE CRYPT OF THE PLAGUE-BRINGERS (DM REFERENCE)



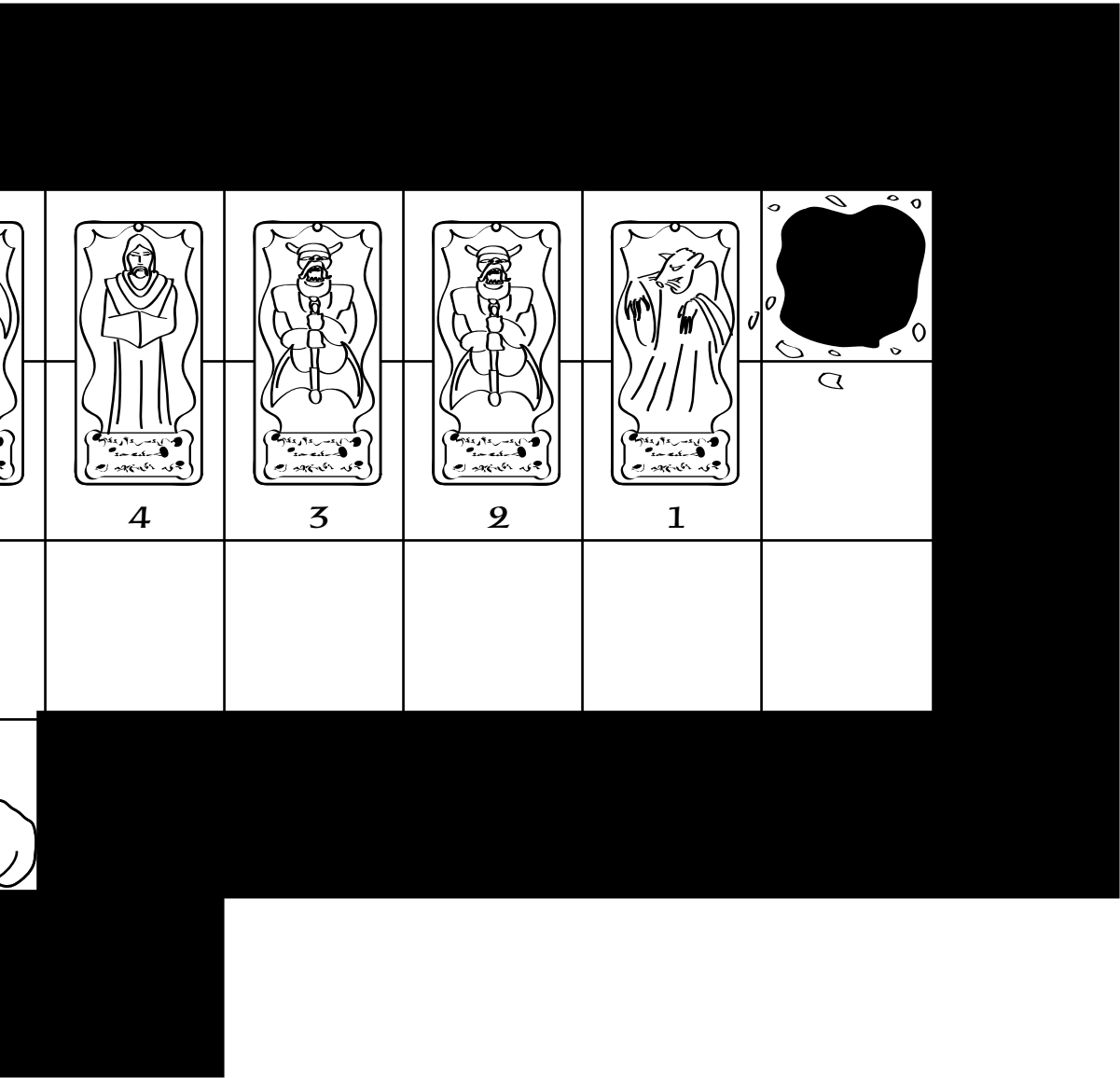
1. "Naulin/ Bringer of Curses"
2. "Halðran Bloodstone/ Bringer of Disease"
3. "Kebban Bloodstone/ Bringer of Disease"
4. "Rzundar/ Bringer of Undeath"
5. "Ildolgoggla/ Bringer of Madness"
6. "Kalaktar/ Bringer of Undeath"
7. "Vulidain/ Bringer of Curses"
8. "Alunar Scrabrelo/ Bringer of Poison"
9. "Manzyr/ Bringer of Poison"
10. "Myrdar/ Bringer of Poison"



The Crypt of the Plague-Bringers (battlemap 1 of 2)



The Crypt of the Plague-Bringers (battlemap 2 of 2)



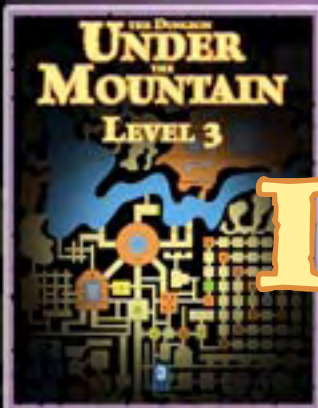
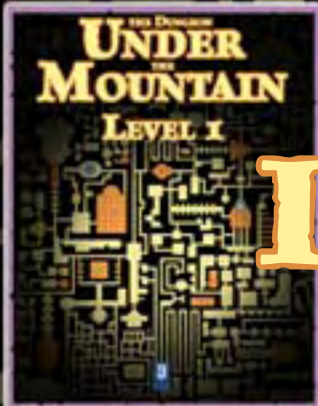


# RETURN TO THE MAMMOTH DUNGEONS

DEEP

DEEPER

DEEPEST



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