

TOMB OF THE IRON GOD



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Swords
& Wizardry™



TOMB OF THE IRON GOD

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An Introductory Adventure for

**Swords
& Wizardry™**



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Introduction

Tomb of the Iron God is a Swords & Wizardry adventure for a party of 4-8 first and second level characters. The module is an introduction to the free-form roleplaying style of Swords & Wizardry's Core Rules. It is also compatible with the OSRIC (1e) rules and several other out of print fantasy roleplaying games. If you're playing the module to test drive the original "0e" rules of 1974-1979, you might want to read our Old School Primer, which is available free on the net as a .pdf file - although it definitely isn't necessary in order to play this module. The detail level in Tomb of the Iron God is very sparse compared to the style of modules published after 1980 or so, and that is deliberate. It makes it easier for you to describe things without hunching over the page, trying to capture all the little details written by another author. You're not a tape recorder, and it's not a bedtime story. You're a dynamic part of the adventure, describing things as you see them in your mind's eye - and by doing so, the adventure will be much more engaging for you and your players. Each room description starts with a quick summary of the room's visible aspects (not a read-aloud text), to refresh your memory so you don't forget something. Each description also has space for your notes or to allow you to "repopulate: the dungeon. Read through the adventure before running it, of course, and then, as we say, "Imagine the hell out of it!"

Background

For centuries, peasants in this area have brought their dead to the Tomb of the Iron God, a largely forgotten, minor deity of the underworld who guards the spirits and bodies of the dead. A community of monks has maintained an ancient temple above the god's sacred underground catacombs since before recorded history, performing funeral rites and bringing dead bodies below to rest in the Iron God's protection. However, the monks of the temple became corrupt and venal, and under the leadership of one monk, Ardarus, they began accumulating treasure and secretly raising an army of undead to take control of the villages surrounding the Monastery. About a month before the adventure begins, the High Priest, who remained loyal to the Iron God's true commands, denounced the renegade monks. In response, Ardarus deposed and imprisoned him, taking control of the temple and declaring himself high priest. That very night, however, the Iron God visited a terrible vengeance upon these disloyal servitors. Lightning struck from the heavens, lighting the dark skies for hours as every building of the temple complex was blasted from existence. The renegade monks were transformed into statues of living iron, still conscious but trapped in their immobile bodies for all eternity. The subterranean catacombs under the temple still remain, filled with the treasures accumulated by the avaricious monks. The god, also, remains living within his great Idol in the Sacred Catacombs where he guards

the dead entrusted to him. One other being remains as well, an immortal evil imprisoned a thousand years ago by the god himself - the Eater of the Dead.

Player Background

You have been hearing rumors of a strange event in the hills nearby. About two months ago, lightning filled the skies over a remote monastery dedicated to the Iron God. According to the peasants who live near the area, all the buildings of the temple were destroyed in one night by hundreds of bolts of lightning. The peasants believe that the Iron God destroyed his own monks as a punishment for their greed; they claim that the heretical monks had been accumulating great treasures in the underground catacombs beneath the temple instead of maintaining the spartan life required by the God. So far, no one has dared to explore the catacombs, so the monks' ill-gotten treasures must still be there, ripe for the taking.

GM Information

All the aboveground temple buildings have been completely destroyed by divine lightning, unless you choose to map a few surviving ruins. It will be easy for the characters to find the stairs down into the dungeons beneath the charred remains of the monastery. It is up to you to decide how far away the nearest peasant settlement should be, and how easily the characters can obtain replacement equipment.

Allow the players to enter the area with whatever standard equipment they wish to purchase when initially creating their characters.

There are three sections of the Tombs. First is the outer halls of the first level, where the monks lived, studied, conducted last rites for deceased villagers, and ceremonially embalmed the bodies of the dead. The second area is the inner temple, the Sacred Catacombs on the first level. These catacombs are highly sacred to the Iron God, for they contain the idol in which the god lives and the chamber where he imprisoned his enemy, the Eater of the Dead, in stone. The third area of the Tomb is the Sacred Catacombs of the second level. These are the serpentine passageways of the actual tombs, where dead bodies have been interred for centuries. In any of the Sacred Catacombs, on both the first and second levels, it is important for the adventurers to wear a sacred garment, the "hoods of reverence," or they will suffer hallucinations and even eventually die if they remain too long without this protection.

The Iron Priests: all the renegade priests in the Tombs were turned into iron statues by the god, but they retain their souls, trapped in an iron body. The faces of these statues move almost too slowly to see the movement (like the minute hand of a watch - you don't notice the movement unless you look again later on). All the statues wear expressions of pain and horror. They appear in the text in various places through the dungeon - wherever the monks happened to be when the god's vengeance struck.

The Iron God: There isn't a physical description of the Iron God's statue anywhere in the adventure - he might look like an Egyptian deity, a Phoenician idol, or a many-armed and many-headed Hindu god. It's up to you. However, the statue shouldn't look either particularly evil or particularly benevolent - the god isn't kindly, but he's not the terrible Eater of the Dead, either.

Time Pressure

There must be some kind of time pressure on the adventurers, although it can be quite mild. It's recommended that the characters be

spending 3gp per day each for accommodations in the village nearby, and that it takes a full day to travel between the village and the Tomb (using up rations for that day). If you choose to ratchet up the time pressure, you could establish a reward from the local baron for bringing back a particular item from within the tomb, but with the reward being reduced by a few gold pieces each day.

Rumors

Assuming the players make some effort to gather information about the place they're going to explore and loot, they should learn all of the first three rumors (and the fourth, if you're using the Tombs as the seed of a larger dungeon complex). Rumors 5-11 can be given out randomly (1d6+4) for skillful or extensive inquiries (talking to a sage, paying a lot of money in a tavern, looking through a history book, etc).

Basic Inquiry:

- 1) The tombs contain Sacred Catacombs, which are deadly to those who enter without the proper reverence and rituals. (True)
- 2) The underground halls of the priests were used to embalm and purify corpses before consigning them to the catacombs below. (True)
- 3) Do not attack the Guardian in Darkness (True)
- 4) The tombs were built in the uppermost level of a more ancient underground tunnel system (False, unless you choose to build more levels onto the dungeon)

Extensive Inquiries:

- 5) Peasants have recently seen goblins near the ruins (True)
- 6) It is death to bathe in the fountain of the priests (True, if you've got the wrong alignment)
- 7) Bathing in the fountain of the priests grants protection against the undead (True, if you've got the right alignment)
- 8) Iron allies await those who carry the three signs (True)
- 9) The Iron God still lives within the Tombs (True)
- 10) Those who stand before the God as nature made them shall receive a boon (False)

First Level

Monastery Area

Locations 1-26 were the monastic part of the complex, used for routine prayers, sleeping, and studying. With the exception of Location 1, which was open to any visiting worshippers and used for funeral services, this area was forbidden to all but the monks, who spent much of their day in the aboveground temple area (now destroyed). The area is now occupied by an enterprising band of goblins, in the process of looting the catacombs. Pit traps shown on the map are 10ft deep.

Wandering Monsters

Each three turns (half hour) the characters are in the dungeon, check for wandering monsters (1 in 6 chance). If an encounter is indicated, roll on the table below. The table also includes the total number of creatures of this type that can be encountered. If the party has killed all of a certain type, treat that result as no encounter. Wandering monsters killed by the adventurers are not subtracted from the keyed encounters; only from the totals shown here.

- 1) **1d6 Goblins (40 max):** HD 1d6 hp; AC 5 [14]; Atk 1 club (1d6); Save 18; Move 9; XP 10
- 2) **1d4 Skeletons (50 max):** HD 1; AC 8 [11]; Atk 1 short sword (1d6); Save 18; Move 12; XP 15
- 3) **1d4+1 Giant Rats (50 max):** HD 1d4hp; HP 4,4,4,3,3,2,1; AC 7 [12]; Atk 1 bite (1d3); Save 18; Move 12; XP 5; Special: 1 in 20 chance to carry disease
- 4) **1d2 Zombies (20 max):** HD 2; AC 8 [11]; Atk 1 club (1d8); Save 16; Move 6; XP 30
- 5) **1d3 Giant Centipedes (small, lethal) (50 max):** HD 1d2; AC 9 [10]; Atk 1 bite (0 + poison); Save 18; Move 13; XP 30; Special: lethal poison, +4 to saving throw
- 6) **1d2 Stirges (10 max):** HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3 or 1d4 blood drain); Save 17; Move 3 (fly 18); XP 15; Special: drain blood automatically after first hit

NOTE: Any sound of combat in the dungeon (including combat against wandering monsters) has a 1 in 6 chance to call wandering monsters. It is possible to have one encounter cause a second one or even a third one if the dice really fall the wrong way.

1. Entrance Hall.

This is a great, dark chamber dominated by a huge, iron statue of the Iron God. The statue holds a massive jar, tipped downward so that the opening is almost (but not quite) level with the floor. The mummified head of a goblin sits on the floor in the center of the room.

This hall was the only room where non-monks were allowed access. It was used for funeral services in which a body was slid down into the protective jar of the Iron God (a chute that slides the body to the embalming chamber (Location 2). This is the secret door marked on the map. The priests would enter in a procession from the side doors to conduct the services and then consign the body to the Iron God's protection.

When the characters enter the room, the mummified head suddenly hisses: "Begone, tomb robbers, or you will all find your fate. Death awaits you." This piece of voodoo magic is the work of the goblin shaman (Location 23), an attempt to frighten away other would-be tomb robbers.

Inspection of the head reveals two interesting facts. The skin is marked with pinpricks in a shamanic pattern, and the bone needle used to sew the skin has been left in the last stitch. These clues may indicate to an intelligent group of players that the head is not a warning from the Iron God, but from other interlopers who use shamanic magic and tools not made of iron.

Inspection of the room may disclose a few things. (1) Epitaphs for thousands of people are inscribed on the walls in spidery scratches under the dust. Some of the incisions are clearly the

work of a professional carver, others are in a barely legible scrawl, some are in languages so old that they've been forgotten. (2) The floor of the chamber is worn and uneven (countless knees and feet). (3) The movement of some strange, non-human creatures has disturbed the dust of the floor.

Location 1 Notes:

2. Embalming Chamber

There is a large stone slab in the middle of this room, carved with many runes, symbols, and languages. Stone shelves are built into the walls, and there are three large iron cauldrons beside the slab, dusted with a light covering of rust. In the corner of the room there is a pile of what look like big wicker trays six feet long and three feet or so wide.

The tunnel through the Iron God's jar in room 1 leads to this room, where bodies were embalmed after funeral services. A body (or an adventurer) sliding through the tunnel lands on the floor near the slab (when used for funerals, one of the large basket-trays was placed at the bottom of the chute).

The symbols and writing on the slab are all religious phrases and prayers to the Iron God. Some of these have been chiseled away and replaced with new writing about allowing the priesthood to keep certain offerings.

Location 2 Notes:

3. Stairs to Catacombs. *This room contains stairs leading down into the dark. Words are carved in stone over the archway.*

These stairs lead down to Location 34 on Level 2. Over the stairs, a solemn warning is carved: "In the name of the Iron God, beware, you who enter the Sacred Catacombs of the Dead, which the Iron God watches over. Be you not draped in respect, and do you not speak your name for the scribe of the dead, you shall suffer the wrath of the Catacombs."

NOTE: Anyone entering the catacombs without wearing a special devotional hood and speaking his name must make a saving throw or begin hallucinating later on within the catacombs. The room doesn't contain any of these hoods: they are kept in Locations 25 and 26. If the characters don't heed (or don't figure out) the warning about being draped in respect, they may end up in trouble when the hallucinations start. The nature and effects of the hallucinations are up to the Game Master, but they will concern death and rusting iron.

Monster: A gray ooze lurks on the ceiling near the stairs, almost indistinguishable from the stones. **Gray Ooze:** HD 3+3; HP 17; AC 7 [12]; Atk 1 strike (2d6); Save 14; Move 1; XP 240; **Special: metal must save or be rotted away, monster is only vulnerable to cutting or piercing damage**

Treasure: one of the stairs has a lifting flagstone, revealing a secret hiding place beneath. The cache contains a bag with 125gp, a brooch set with small jewels (300gp), an axe (1gp), and a spool of gold wire (75gp).

Location 3 Notes:

4. Robing Chamber. *This room contains several moldy robes hanging from iron hooks on the walls.*

One robe hidden under the rest has ten seed pearls not taken by monsters, worth 1gp each.

Location 4 Notes:

5. Empty Room. *This is apparently an empty room.*

There is a pile of 6 forks, 5 spoons, and a rusting dagger in one corner.

Location 5 Notes:

6. Goblin Lair. *9 goblins in this room are playing a game, poking a frantic tabby cat with white sticks (bones), as the cat dashes around the room trying to escape.*

Together with the goblins of Location 7, this is an outpost of the larger goblin band lairing in Location 23. Noise in this room will alert the goblins in Room 7, who will circle around the corridors to attack from behind.

9 Goblins: HD 1d6hp; HP 6, 6, 5, 4, 4, 3, 3, 2, 1; AC 5 [14]; Atk 1 short sword (1d6); Save 18; Move 9; XP 10

Treasure: Silver goblet (20gp), necklace (15gp), 10gp, and potion of levitation

Location 6 Notes:

7. Goblin Lair. *There are 8 goblins in this room, armed with ancient-looking swords and armor and festooned with trinkets obviously looted from graves. One of the goblins is huge, as large as a man.*

7 Goblins: HD 1d6 hp; HP 6,6,5,4,4,3,3,2; AC 5 [14]; Atk 1 club (1d6); Save 18; Move 9; XP 10

1 Leader goblin: HD 2, 9 hp, doing 1d6+1 damage, XP 30

Treasure: Ten pounds of grave-trinkets (100gp), fake potion in bottle, 2 garnets (20gp ea), jade pendant (200gp), 150gp, 2000sp.

Location 7 Notes:

8. Empty Room. *There are several small carpets on the floor of this room, but they are frayed and fouled.*

5 carpets (10 pounds each, worthless).

Location 8 Notes:

9. Secret Room. *This room is hung with undisturbed tapestries, dusty and frayed, but finely crafted.*

Treasure: 3 tapestries (weight 60 pounds each, worth 25gp, 100gp, and 50gp).

Location 9 Notes:

10. Secret Room. *Attacking skeletons distract your gaze from the valuable-looking carpets on the floor of this room.*

Ten skeletons guard this room and will pursue intruders to the death. Inspection of the carpets will reveal that the one near the secret door is less dusty and a bit more worn than the others.

Skeletons (10): HD 1; HP 8, 8, 7, 6, 5, 5, 4, 4, 3, 2; AC 8 [11]; Atk 1 short sword (1d6); Save 18; Move 12; XP 15

Treasure: 5 carpets (15 gp each, 10 pounds each).

Location 10 Notes:

11. Secret Room. *Three treasure chests are set neatly against each other against the wall of this room.*

Treasure:

Chest #1: Locked, contains 2000sp and a gem (10gp).

Chest #2: Unlocked, contains a ring (30gp), 40gp and 1000sp.

Chest #3: Locked, contains 4000sp and 50gp.

Location 11 Notes:

12. Vision Room. *This is an empty room, the floor covered in a deep layer of dust.*

Under the dust on the floor there is a pattern of concentric circles, inlaid with iron into the stone floor. The center circle is only about 2ft in diameter, set in the exact middle of the room. The first person to stand in the central circle is suddenly thrown into a trance, floating upward and crossing his legs into a lotus position as he comes into direct communication with the Iron God. In his mind's eye, the character "sees" a great cavern where there is a statue of the Iron God and roughly hewn stairs leading downward (this is the cavern in location 33). The statue's head turns and speaks to the character, telling him that he (the Iron God) has chosen to punish his own monks for their avarice and for violating his laws against experimenting with the powers of Undeath. He offers a quest to the character, the task of clearing out the two levels of the underground complex; and he is willing to grant a gift to assist the character with the task. The god will not deign to describe the gift - he is, after all, a god, and not to be haggled with like a merchant. If the character accepts, he is placed under a Geas to clear out the Sacred Catacombs, but an iron +1 weapon (of whatever sort the character normally uses) forms in his hand, and then the vision ends. Only one character can receive the vision, gift, and Geas.

Whether or not the character accepts the Geas, he gains a certain insight into the Iron God's mind, and knows that only one treasure (a particular cache of silver coins) is forbidden to take - the other riches in the Tombs do not belong here, and are vestiges of a corrupt priesthood.

Location 12 Notes:

13. Embalming Storehouse. *A room with a clutter of supplies against the West wall: five barrels, two boxes, and what appears to be a large spool of thread.*

These are all embalming supplies:

- 3 large barrels of embalming fluids
- 2 barrels of stagnant water
- 1 box of alum powder (5 gp)
- 1 box of surgical instruments (10gp)
- Long spool of catgut thread.

Location 13 Notes:

14. Empty Room. *This room contains several smashed barrels and wooden boxes.*

The room is otherwise empty.

Location 14 Notes:

15. Rat Nest. *This room contains 5 large intact barrels, and 3 empty, smashed barrels. Giant rats swarm toward the door when it opens.*

Giant Rats (8): HD1d4hp; HP 4, 4, 4, 3, 3, 3, 2,

1; AC 7 [12]; Atk 1 bite (1d3); Save 18; Move 12; XP 5; Special: the rat with 1hp carries disease

Treasure: None. The intact barrels contain moldering wheat flour the rats haven't gotten to yet.

Location 15 Notes:

16. Empty Room. *The floor of this room is strewn with dried and fresh dung.*

The pellets are about the size one would expect from a house cat, from the giant rats in Location 15.

Location 16 Notes:

17. Fountain of Purification. *There is a large and ornate fountain here, filled with stagnant water.*

Bathing in the fountain at the center of this room protects against undead (-1 to hit the character for 1 day). Chaotic or evil type characters must make a saving throw or die. Fountain works once per day per person.

Location 17 Notes:

18. Meditation Chamber. *There is a large dry fountain here, patterns on the walls inlaid with iron, and two priest "statues."*

The "statues" of two priests are in here, caught by the Iron God's vengeful curse. The walls are patterned with iron inlaid into the stone. Anyone concentrating on patterns for 2 turns or more falls into a trance for 3d6 turns. After the trance, the character gains +1 to hit which lasts for 10 turns. There is a large stone basin in the middle of the room with a three-inch diameter hole in the center, disappearing down below the floor level (this is a dry fountain).



Location 18 Notes:

19. Chamber of Ardarus, Renegade High Priest. *There is an iron statue of a man in this room, wearing elaborate priest's robes and looking upward with an expression of fear. The room was once luxurious, but the furniture is now smashed to pieces. The carpets still look to be in good condition, though.*

If anyone enters the room, the statue begins to

move, swinging its heavy fists to attack. This was the leader of the heretical monks, responsible for the Temple's fall from favor and the Iron God's retribution. Unlike the other monks who were transformed into living iron, the High Priest is capable of movement.

Iron High Priest: HD 4; HP 20; AC 2[17]; Atk 1 fist (1d8); Save 13; Move 6; XP 120; Special: Immune to sleep and charm.

Treasure: 5 carpets (weight 10 pounds each, value 100gp each).

Location 19 Notes:

20. Storeroom. *This room contains ten wooden crates.*

Crate #1: 20 flasks of special embalming fluid (explodes for 1d6hp when lit)

Crate #2: Soiled and tattered ceremonial garments cover a book about necromancy (described below). The garments (3 robes, 2 pairs of gloves, 4 woven belts, and 2 holy symbols of the Iron God) do not include any of the ceremonial hoods needed to enter the Sacred Catacombs.

Crate #3: Bent and rusted scrap metal, all iron. Most of the implements are farming tools including a complete plow blade

Crate #4: Tanned hides (weight 200 pounds, value 20gp)

Crate #5: 3 flasks of special (explosive) embalming fluid, 1 potion of plant control, 1 potion of poison, 10 flasks of water, 1 flask of honey, a censer, a broken iron holy symbol.

Crate #6: 1 box containing clay, stone, and wood idols of various other gods worshipped in the vicinity.

Crate #7: Dried fish (edible - 40 days)

Crate #8: Dried fruit (edible - 40 days)

Crate #9: 400 wooden sticks, all about the size of a magic wand, with a few chunks of coal

Crate #10: Sacks of wheat

Necromantic tome: This book is bound in human skin, and it contains the spell *Animate Dead* (both the clerical and the magic-user versions). It also describes how to turn a corpse into a ghoul, although the instructions are not sufficient to actually accomplish this task.

Location 20 Notes:

21 Prison. *This room contains a large iron cage, with a skeleton inside wearing elaborate priest's robes. Near the cage is an iron statue of a man in priest's robes.*

The statue's face is contorted in terror. As with the other priest statues in the dungeon, if the characters watch it closely the facial features can be seen to move very slightly as time passes.

Location 21 Notes:

22. Sleeping Chambers. *This room contains several dilapidated beds, some broken apart.*

One bed has a scrap of parchment under the mattress, reading, "Ardarus placed the High Priest into the cage this morning for opposing his new doctrines. If I were you, I would go to Ardarus after devotions, tell him you've changed your mind and now you believe the priesthood is allowed to accumulate wealth from tribute. Otherwise you might end up one of the new undead in the catacombs."

Location 22 Notes:

23. Main Goblin Lair. *This is a fairly large goblin lair, with many straw pallets and a cookpot.* This is the lair of the goblins who moved in to use the temple cellars as a lair. There are 15 goblins here, along with a shaman and the goblin chief. The goblins all carry curved short swords (2gp value).

Goblin Shaman (1): HD 1; HP 7; AC 5 [14]; Atk 1 club (1d6); Save 17; Move 9; XP 30; Special: (spells) Cure Light Wounds (1)

Goblin Chief (1): HD 1; HP 8; AC 4 [15]; Atk 1 short sword (1d6); Save 17; Move 9; XP 15

Goblins (15): HD 1d6 hp; HP 6, 6, 6, 6, 6, 5, 5, 4, 4, 3, 3, 2, 2, 1, 1; Atk 1 short sword (1d6); Save 18, Move 9; XP 10

Treasure: 50 pounds of grave trinkets (500gp), 100gp in coins, tiny china figurine of dog in shaman's medicine pouch (20gp), 2 gems (50gp, 30gp), a copper necklace (1gp), 16 short swords (2gp each), 16 helmets (1 gp each), an ornate hand mirror (20gp) and an iron cookpot (10 pounds, worthless).

Location 23 Notes:

24. Archive. *This room contains shelves full of books; four books are open on a sturdy wooden table.*

All books in the room have been turned to solid iron. Only the four open books can be read, and only on the pages to which they were left open. Each book weighs 50 pounds.

Book #1: Open to a page containing the spell Mirror Image.

Book #2: Open to a page containing notes about how to prepare undead for casting the spell Animate Dead (does not contain the text of the spell).

Book #3: Open to a page with a list of tribute given to the monastery five years ago. The list includes wine, wheat, flour, fine carpets, a dog (listed as “sold, 2sp”), and other non-monetary donations.

Book #4: Part of a story in which the Iron God imprisons his enemy the Eater of the Dead in stone for all eternity.

Location 24 Notes:

25. Entry Chamber to Sacred Caverns. *This chamber echoes strangely. Words are carved over the archway of the northern passage. Strong sense of a brooding supernatural presence lurking deep beyond the northern arch. Three rust-colored hoods hang on pegs beside the archway.*

The carvings over the archway read: “In the

name of the Iron God, beware, you who enter the Sacred Catacombs of the Dead, which the Iron God watches over. Be you not draped in respect, and do you not speak your name for the scribe of the dead, you shall suffer the wrath of the Catacombs.”

As described in Location 26, anyone entering the catacombs without wearing one of the hoods, and anyone who does not speak his own name must make a saving throw or begin hallucinating (later on) within the sacred tunnels of the catacombs. The nature and effect of the hallucinations are up to the Game Master, but they will concern death and rusting iron. Speaking your name at any point will suffice to meet that part of the requirement.

Location 25 Notes:

26. Preparation Chambers of the Higher Priesthood. *Words are carved into the stone archway above the eastern door, and there is a large bowl of silver pieces in the room. Some ceremonial items stand in one corner, with reddish-brown cloths piled around them.*

The following warning is carved into the stone above the Eastern door: “In the name of the Iron God, beware, you who enter the Sacred Catacombs of the Dead, which the Iron God watches over. Be you not draped in respect, and do you not speak your name for the scribe of the dead, you shall suffer the wrath of the Catacombs.” The items in the corner are a ceremonial iron long-axe, a ceremonial iron lantern on a pole, a ceremonial iron incense burner on a pole, and six rust-brown devotional hoods.

Anyone entering the catacombs without wearing one of the hoods, and anyone who does not speak his own name must make a saving throw or begin hallucinating (later on) within the sacred tunnels of the catacombs. The nature and effect of the hallucinations are up to the Game Master, but they will concern death

and rusting iron. Speaking your name at any point suffices to “fix” that part of the requirement, even if it’s done after entering the catacombs.

A large iron bowl in the center of the room contains 1,217sp, but these should not be removed: after a short period of time their weight increases to 1 pound each. Each coin was the sacrifice for a body interred in the catacombs.

Location 26 Notes:

Sacred Catacombs (First Level)

*Anyone in these caverns (Locations 27-33) gets the sense of being in the presence of very powerful supernatural forces. This feeling goes away if they enter the catacombs of the second level - it's the caverns on the first level, around the Iron God and the Eater of the Dead, where mortals really sense the dangerous aura of immortal powers and sacred ground. **Wandering monsters don't enter this area**, but it's not a good place to rest - dreams keep people from sleeping well, and the on-edge feeling mortals get in this area keeps magic-users and clerics from being able to memorize/prepare spells.*

27. The Guardian in Darkness. *No light of any kind can operate in this room - the only way to get through it is by feeling your way along.*

The darkness in this room is absolute, and cannot be overcome by anything short of divine intervention.

There is an iron three-headed dog that prowls the room; its metallic footsteps are quiet but audible. It does not attack intruders, but rather, it speaks to them: “Enter only with reverence to the quiet dead,” it cautions in a rasping, quiet voice like iron moving on stone. “But the dead walk unquietly within the Sacred Catacombs, and the walking dead are an abomination to the Iron God.” The dog does not answer questions, and if it is attacked it simply becomes an inanimate iron statue (and will not be able to attack the Eater of the Dead if the Eater comes through later on).

If the Eater of the Dead (from Area 32) passes through this room, the iron dog will attack it in the darkness. The dog will be destroyed, but the battle will reduce the Eater of the Dead to the following stats:

Eater of the Dead: HD 7; HP 20; AC 4[15]; Atk 1 bite (1d6 + paralysis); Save 9; Move 9; Special: bite causes paralysis; anyone killed by the Eater of the Dead becomes a ghoul under the Eater's command, rising within one round.

Location 27 Notes:

28. Cavern of Pain. *Three iron statues (renegade monks), standing near an open, wooden treasure chest. The warm glow of gold can be seen in the chest. Words are carved into the archway above the northern exit (this is very important to mention).*

The three iron statues in this room are humans in sacred vestments and hoods, wearing lots of gems and jewelry (all iron, unfortunately). Each statue bears an expression of great pain, and if they are watched for very long, the observer might notice that the facial expressions are

actually changing; but very, very slowly, like the movement of a clock's hour hand. One of the iron statues seems to have just taken a necklace from the chest, and the necklace is iron in the statue's hand. The treasure chest is open, and the warm glow of gold can be seen within.

A giant tick lurks above the treasure chest in the shadows of the ceiling, and will drop on anyone who approaches the chest too closely.

Giant Tick (1): HD 3; HP 15; AC 4[15]; Atk 1 bite (1d4 + disease); Save 14; Move 3; XP 60;
Special: bite causes disease which kills in 2d4 days without Cure Disease spell

Treasure: The chest contains 700gp, 1000sp, a necklace of small pearls worth 300gp, an iron goblet (worthless), and a wooden stick (worthless).

Over the northern exit from the chamber, words are carved deep into the stone. They read: "You who live dare not enter here, for here resides the Eater of the Dead, imprisoned eternally and eternally to remain."

Location 28 Notes:

29. Empty Chamber. *This room contains a set of priest-vestments (including the hood), and a burned-out torch. The stalactites and stalagmites are thick in this room.*

Treasure: One of the stalagmites in the cave chamber has a hinged top concealing a hole in which there is a clerical scroll with three cure light wounds spells and an animate dead spell. This can only be found by checking the stalagmites closely; it is a well-crafted hiding place.

Note: casting Animate Dead anywhere in the catacombs immediately incites the vengeance of the god, and if the character fails a saving throw he will be turned to iron like the iron

statues in Location 28 (no saving throw).

Location 29 Notes:

30. Chamber of Secret Inscriptions. *The badly cracked walls of the cavern are inscribed with ancient languages. There are also some pictures cut into the walls.*

The pictures are of a three-headed beast resembling a dog, a large amphora-like jar, and a priest wearing vestments and carrying a long iron axe. The writing is almost all just names (former priests and records of noble dead).

The cracks in the walls contain snakes (weak poison) that don't all emerge at once but join a fight a few at a time.

Snakes in the walls (10): HD 1d4 hp; HP 3, 3, 3, 3, 3, 3, 3, 3; AC 8 [12]; Atk 1 bite (1 + paralyzing poison); Save 18; Move 9; XP 10;
Special: poisonous bite paralyzes for 1d6 turns with failed saving throw.

Location 30 Notes:

31. Chamber of Eternal Guardians. *This room contains a row of three iron men-at-arms, all carrying long axes.*

These statues all have calm faces (these are normal iron statues, not people transformed by the god's wrath). They raise their weapons in salute to anyone wearing the vestments of the god, and will actually follow and assist any group carrying the ceremonial long-axe, incense burner, *and* lantern (from room 26).

Eternal Guardians: HD 1; HP 8; AC 3 [16]; Atk 1 long-axe (1d8); Save 17; Move 6; XP n/a

Location 31 Notes:

32. Prison of the Eater of the Dead. *Because of the stalactites and stalagmites, not all of this room can be seen without venturing inside.*

This room contains the stone statue of a hideous creature. It is manlike, but stands eight feet tall with a misshaped head showing fangs at the mouth. Its fingernails are grown into long claws, and it is depicted in the act of eating a human arm. When any living person enters the room, the Eater of the Dead, imprisoned in this statue form, is awakened and comes to life. The statue becomes animated with the Eater's spirit, and will follow the adventurers (note: unless the party immobilized the iron dog in area 27 by attacking it, the dog will attack and weaken the Eater as it follows the party through that area). It will wait until the party enters combat with undead, and will then attack. Until it enters combat, the Eater of the Dead cannot be harmed by weapons of any kind, and it will not attack the party *until they are in combat with undead*. It simply follows them, invulnerable, unstoppable, and ignoring attempts to harm it.

Eater of the Dead (Weakened): HD 7; HP 35; AC 4 [15]; Atk 1 bite (1d6 + paralysis); Save 9; Move 9; Special: bite causes paralysis; anyone killed by the Eater of the Dead becomes a ghoul under the Eater's command, rising within one round.

Location 32 Notes:

33. Sacred Chamber of the Iron God. *The massive statue of the Iron God dominates this room, giving forth a sense of tremendous supernatural power. An uneven staircase leads down to the lower level of the tombs.*

This sacred chamber is the heart of the Iron God's sanctuary, where the god has decided to remain entombed in his statue, guarding the corpses of his catacombs but no longer extending his influence to accept more dead. The statue of the god is, in essence, the god's physical location. A long, narrow, uneven staircase hewn from the rock extends downward into the catacombs below. The room is charged with a sense of tremendous supernatural power. If the Eater of the Dead passes through this room following the party, it will laugh triumphantly as it passes the Iron God's statue.

Location 32 Notes:

Second Level

Almost all the chambers in the Catacombs contain alcoves where the dead were buried. It takes one round for a person to check one alcove (thus one person can search ten alcoves per turn). It is imperative that you check for wandering monsters on this level - the risk of wandering monsters is the "downside" to spending time checking all those alcoves for treasure.

Wandering Monsters

Each three turns (half hour) the characters are in the dungeon, check for wandering monsters (1 in 6 chance). If an encounter is indicated, roll on the table below. The table also includes the total number of creatures of this type that can be encountered. If the party has killed all of a certain type, treat that result as no encounter.

- 1) **2d6 Giant Rats (50 max):** HD 1d4 hp; HP 4, 4, 4, 3, 3, 3, 2, 1; AC 7 [12]; Atk 1 bite (1d3); Save 18; Move 12; XP 5; Special: 1 in 20 chance to carry disease
- 2) **2d4 Skeletons (100 max):** HD 1; AC 8 [11]; Atk 1 short sword (1d6); Save 18; Move 12; XP 15
- 3) **2d4 Zombies (50 max):** HD 2; AC 8 [11]; Atk 1 club (1d8); Save 16; Move 6, XP 30
- 4) **1 Giant Spider (smaller) (10 max):** HD 1+1; AC 8 [11]; Atk 1 bite (1hp + poison); Save 17; Move 9; XP 60; Special: poison is +2 save, lethal
- 5) **1 Gelatinous Cube (1 max):** HD 4; AC 8 [11]; Atk 1 touch (2d4 + paralysis); Save 13; Move 6; XP 240; Special: immune to lightning and cold
- 6) **1d6+1 Stirges (50 max):** HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3 or 1d4 blood drain); Save 17; Move 3 (fly 18); XP 15; Special: drain blood automatically after first hit

34. Interment Chamber. *A worn and irregular staircase winds upward. In the center of the room there is a circular iron table, almost ten feet in diameter, with an elaborate spike extending sideways to point at the room's northern wall. [The secret door in the northeast corner cannot be detected unless that area is specifically searched]*

The table is mounted on a circular track so that it can be turned, and it is graven with many runes. When the Tombs were operating normally, an embalmed body would be placed upon the table to see which catacomb the Iron God would assign to the body. When a corpse is placed on the table, the table will circle around several times of its own accord, then eventually

point to the north, southeast, or western archway into the catacombs. There is no discernable rhyme or reason to the assignments of the corpses - it is simply the whim of the Iron God. If characters turn the wheel, they will find that it actually has four points where it can stop and settle into a notch - three of these point to the doors, the fourth points to the secret door in the northeast corner. The secret door can only be opened from within if the table points to it.

Location 34 Notes:

35. Centipede Lair. *The walls of this chamber are carved with deep, square alcoves hacked roughly from the stone.*

Alcoves: 30 (about 1ft by 1ft)

Contents: Many of the alcoves are so filled with dust that they appear to be part of the wall.

They contain skulls of some pre-human race with slightly elongated foreheads and a large cranium (one skull per niche). The skulls are so old that they disintegrate when touched.

Unusual Alcoves: 20 alcoves have 2cp each, 4 have 2gp each, and 6 have 2sp. The coins are very ancient. One alcove contains a giant centipede hidden in the dust and skull.

Giant Centipede (small, lethal): HD 1d2 hp; HP 2; AC 9 [10]; Atk 1 bite (0 + poison); Save 18; Move 13; XP 30; Special: lethal poison with +4 to saving throw.

Location 35 Notes:

1 alcove contains a bag with 20 ancient gold coins, and 1 alcove contains a trap that clicks but fails to function.

Location 38 Notes:

36. Skeleton Lair. *Horizontal, man-sized alcoves are cut deeply into the walls of this area.*

Alcoves: 30

Contents: Full, disassembled skeleton (normal).

All have been slightly disturbed.

Unusual Alcoves: Ten alcoves are empty.

Each of the ten by ten side rooms to this chamber contains five skeletons.

Skeletons: HD 1; HP 8,7,6,5,4; Atk 1 short sword (1d6); Save 17; Move 12; XP 15

Treasure: One skeleton has a green gem in its eye socket worth 300gp.

Location 36 Notes:

39. Catacomb Chamber - the Deadpile. *This room contains a pile of bodies in the middle of room. Horizontal, man-sized alcoves are cut deeply into the walls of this area.*

Alcoves: 15 (6ft long, 1ft high, 3ft deep)

Contents: 1 assembled skeleton each (normal)

Unusual Alcoves: 1 contains necklace worth 40gp

There is a pile of rotting goblin bodies (12) in the middle of the room. One has a pouch with 5gp and a rat's head. Any characters killed and left behind in the catacombs will be brought here and added to the pile.

Location 39 Notes:

37. Catacomb Chamber. *Horizontal, man-sized alcoves are cut deeply into the walls of this area.*

Alcoves: 100

Contents: 1 assembled skeleton each (normal)

Unusual Alcoves: 1 contains a jar of a sweet-smelling, waxy substance, worth 25gp.

Location 37 Notes:

40. Treasure Chamber. *Horizontal, man-sized alcoves are cut deeply into the walls of this area, which contains three ornate sarcophagi and a terrible stench. Lots of zombies are shuffling forward, carrying human bones to use as clubs.*

Alcoves: 100

Contents: 20 contain embalmed corpses, not yet rotted into skeletons; 20 contain assembled skeletons (normal); the remaining 60 are empty

Unusual Alcoves: 1 alcove contains a ruby gem worth 100gp

38. Catacomb Chamber. *Horizontal, man-sized alcoves are cut deeply into the walls of this area.*

Alcoves: 10

Contents: all are empty

Unusual Alcoves: 1 alcove contains a jar of dust,

Zombies: HD 2; HP 6,15,14,13,13,13,10,10,10,10, 8, 8, 8, 8, 8, 8, 8, 8, 8, 8, AC 8 [11]; Atk 1 bone club (1d8); Save 16; Move 6; XP 30

Treasure: Three ornately carved stone sarcophagi.

Sarcophagus #1: Skeleton (normal) bedecked in silver and gold jewelry weighing 50 pounds (1,500gp value).

Sarcophagus #2: Skeleton (normal), obviously looted and disturbed. Sarcophagus lid releases poison gas when opened. False bottom to chamber ten feet below, which has 1 giant spider (1ft diameter) and a jar with 50gp and an arcane scroll of Detect Magic inside (value 350gp).

Giant spider (smaller): HD 1+1; HP 6; AC 8 [11]; Atk 1 bite (1hp + poison); Save 17; Move 9; Special: lethal poison with +2 saving throw; XP 60

Sarcophagus #3: Skeleton (normal), wearing lapis lazuli necklace worth 700gp. If the necklace is removed, the skeleton animates and begins to glow.

Glowing Skeleton HD 5, HP 20, Atk 1 strike (1d8), Save 12, Move 12, XP 240. Special: none.

Location 40 Notes:

41. Catacomb Chamber. *Horizontal, man-sized alcoves are cut deeply into the walls of this area.*

Alcoves: 33

Contents: 1 assembled skeleton each (normal)
Unusual Alcoves: 1 contains needle trap with poison (+1 save); 1 contains 5gp; 1 contains bones that catch fire and burn away when touched (not doing damage).

Location 41 Notes:

42. Skeleton Barracks. *A small number of horizontal, man-sized alcoves are cut deeply into the walls of this area. A huge number of skeletons are assembled here, standing in ranks like soldiers and carrying short swords.*

Alcoves: 15

Contents: All alcoves are empty

Unusual Alcoves: 1 contains the robes of a magic-user (worthless); 1 contains a bottle of wine (spoiled); 1 contains a +1 dagger; 1 contains a nest of mice; 1 contains a coffer with 5 gems worth 100gp each, 1 contains a potion of healing, 1 contains a wand of magic missiles with 5 charges (recharge has 5% chance to destroy, max charges 10).

Skeletons (50): HD 1; HP 5 each; AC 8 [11]; Atk 1 short sword (1d6); Save 17; Move 12; XP 15

Treasure: 1 skeleton wears a bracelet worth 50gp, 1 carries a +1 shield.

The skeletons split up into squads of 5 when attacked; 10 leave immediately to cut off the characters' escape routes, and the other 40 will fight here, pursuing if the party retreats.

Location 42 Notes:

43. Toad Pool. *Large pool of murky black water blocks passage. Horizontal, man-sized alcoves are cut deeply into the walls of this area.*

Alcoves: 50

Contents: 1 assembled skeleton each (normal)
Unusual Alcoves: 1 contains a sword (5gp) and a suit of chain mail (rusted and useless); 1 skeleton wears a turquoise necklace (20gp)

An enormous giant toad, twice the size of a horse, lives in this chamber. These stats are for an abnormally large specimen.

Giant Toad (1): HD 5; HP 30; AC 7[12]; Atk 1 bite (2d6); Save 12; Move 9; XP 400; Special: **drags into pool.** If the toad scores a hit, the victim must make a saving throw or the toad will drag him down into the pool, which is ten

feet deep.

Treasure: Most of the toad's treasure is at the bottom of the pool - the water is too murky to see underwater, and diving in to find treasure may bring up items in random order.

- Earthenware pot (5 pounds, worthless but 100gp diamond is baked into the clay)
 - Rotting leather bag with 10gp
 - Large (4ft tall) iron idol of the Iron God with jeweled eyes (2 emeralds worth 100gp each) - the statue will need to be hauled out with rope and mechanical leverage, although the eyes could be identified as gems and removed underwater if the player attempts this
 - Leather boot (worthless)
 - A pair of rusted swords (worthless)
 - Lapis lazuli sword hilt (145gp)
 - Silver candelabrum (50gp)
 - Magical brass cockroach, animates once per day at noon, scuttles around in a circle, then de-animates (150gp)
 - Delicate vase (25gp) containing 15gp
 - Treasure chest containing ruined scroll, ruined potion, 2000sp, and 125gp.
 - Suit of rusted chainmail (4gp) containing a skeleton
- Skeleton (1): HD 1; HP 5; AC 6 [13]; Atk 1 hand (1d6); Save 17; Move 12; XP 15**

Location 43 Notes:

44. Catacomb Chamber. *Horizontal, man-sized alcoves are cut deeply into the walls of this area.*

Alcoves: 40

Contents: 1 assembled skeleton each (normal)
Unusual Alcoves: 1 contains 6 pebbles arranged in a circle, 1 contains a clay bowl, and one contains 1 gp.

Location 44 Notes:

45. Catacomb Chamber with Priest Statue. *The walls of this chamber are incised with small, square alcoves about a foot high. An iron statue of a hooded man in priestly vestments stands in the room.*

Alcoves: 10

Contents: One skull per alcove

Unusual Alcoves: None

As with the other renegade priests turned into living iron, the monk's facial expression is horrified and changes very slowly. The statue is not dangerous.

Location 45 Notes:

46. Catacomb Chamber. *Horizontal, man-sized alcoves are cut deeply into the walls of this area.*

Alcoves: 200

Contents: Piles of bones (full skeletons, but no longer assembled)

Unusual Alcoves: 1 contains flint and steel; 1 contains a bag with 5gp; 1 contains the stone figurine of a blue jay; 1 contains a gold ring (5gp), 1 contains a golden eyeball (50gp).

Location 46 Notes:

47. Ghouls and Skeleton Lair. *Horizontal, man-sized alcoves are cut deeply into the walls of this area.*

Alcoves: 10

Contents: 1 assembled skeleton each (normal)

Unusual Alcoves: 3 skeletons will animate when the ghouls attack, and assist the ghouls. 1 alcove contains a gold plated skeleton worth 400gp.

Ghouls (2): HD 2; HP 8, 8; AC 6 [13]; Atk 2 claws (1d3) 1 bite (1d4); Save 16; Move 9; XP 60; **Special:** paralysis (saving throw) per hit or be paralyzed for 3d6 turns.

Skeletons (3): HD 1; HP 5, 4, 3; AC 8 [11]; Atk 1 short sword (1d6); Save 17; Move 12; XP 15

Location 47 Notes:

48. Catacomb Chamber. *Horizontal, man-sized alcoves are cut deeply into the walls of this area.*

Alcoves: 60

Contents: 1 assembled skeleton each (normal)
Unusual Alcoves: 10 are empty, 1 contains a metal disk. If touched by flesh, it dissolves into acid, burning the holder's skin for 1d4 points of damage and also releasing a poison gas as it dissolves, filling an area roughly 20ft in diameter. 1 alcove contains a flask of oil, 1 alcove contains a small sapphire worth 40gp.

Location 48 Notes:

49. GhouL Lair. *Horizontal, man-sized alcoves are cut deeply into the walls of this area.*

Alcoves: 40

Contents: Decomposing cadavers, partially eaten.
Unusual Alcoves: 1 contains 12 human hands but no cadaver; 1 contains 80sp, 1 contains a wooden box inlaid with ivory (5gp)

Ghouls (3): HD 2; HP 10, 8, 8; AC 6 [13]; Atk 2 claws (1d3) 1 bite (1d4); Save 16; Move 9; XP 60; **Special:** paralysis (saving throw) per hit or be paralyzed for 3d6 turns.

Treasure: none

Location 49 Notes:

50. Iron Treasure Chests. *There are no burial alcoves in this room, but there are two very deep side-rooms cut into the wall.*

Alcoves: none (other than the deep 10x10 recesses)

Treasure: There are two treasure chests in this room, one in each of the large recesses of the northern wall. The chests are iron and weigh one thousand pounds each. If the iron men-at-arms from room 31 are with the adventurers, these can lift the chests (it takes three to lift one chest). The chests themselves are a solid (but hollow) iron shell around the treasure they contain; the "lid" is marked with a groove, but it is a single piece with the rest of the chest. It will take a blacksmith to crack into the contents.

Chest #1: 200gp, a charred wand (depleted and worthless), 5 holy symbols of the iron god (1gp each), a bag of candies (worthless but tasty), a bag of 3 cursed candies (glue the mouth shut for 48 hours, but quite tasty), 1 ruby (75gp).

Chest #2: 20 glass globes. 8 explode when broken in a 10ft diameter, causing 1d6 points of damage; 8 explode when broken in a 50ft diameter, causing 1 hp damage; 1 cures 2d6 hit points in a 20ft diameter when broken; 1 releases poison gas in a 20ft diameter when broken (save or die); 2 release tiny demons that attack random opponents

Tiny demons (2): HD 1d4 hit points, AC 5[14], Atk 1 bite (1d2), Save 18, Move 3 (fly 12), XP 10. **Special:** fly.

Location 50 Notes:

51. Catacomb Chamber. *Small alcoves in walls.*

Alcoves: 15

Contents: 1 skull per alcove

Unusual Alcoves: 1 alcove contains a skull that appears to be covered in unmoving golden beetles. There are 10 of these beetle figures (2gp each).

Location 51 Notes:

52. Trick Floor and Giant Ants. *Empty room with 3 man-sized alcoves in the northern wall. Note: this is a complicated room with a trick floor and monsters underneath - it requires careful reading ahead of time.*

Alcoves: 3

Contents: 1 full skeleton (normal)

Unusual Contents: 1 skeleton wears a Cloak of Elvenkind, but it works only when worn with the clasp in the next alcove; 1 skeleton wears a normal cloak with a clasp of ornate iron (needed to make the Cloak of Elvenkind work properly); 1 skeleton is tangled in golden wire (5gp) which is the tripwire of a trap, extending at one end into a hole in the bottom of the alcove. If the wire is pulled out, the front stones of the entire northern wall fall forward from the top down, doing 2d10 points of damage to anyone nearby. This reveals a second wall behind the first, and depending on the floor's position might hold the floor in place (until a major stone-moving operation commences) or provide a way for anyone below to climb out.

Characters who stop at the entrance of this chamber and examine the floor before entering will notice that there is a wide crack running between the hallway and the chamber's floor - it is about an inch wide. The crack extends along the entire length of the southern wall, separating it from the floor (there is a similar gap between the northern wall and floor, but this probably can't be seen from the room's entrance). The floor is mounted on an axle running across the middle of the room from east to west. If anyone steps onto the floor anywhere south of the midpoint, the floor will

"flip over" around this axis, dropping the character fifty feet into some very soft dirt below (only 1d6 damage due to the softness of the ant-churned dirt). The floor swings very quickly to a vertical position, but takes a full minute to complete the downward swing into a closed position. Once the floor has turned over completely, it can only be turned back by putting weight onto the *northern* side of the floor (and if it is turned over again, weight must then be put on the southern side to turn it, etc). The chamber underneath the false floor is fifty feet below, and has very soft dirt churned up by the giant ants who nest beneath it. There are three giant ants on the surface, and another will climb from the dirt approximately every thirty minutes (3 turns). There is a 1 in 6 chance for each additional giant ant that it will be a warrior rather than a worker.

Giant ants (workers): HD 2; HP 8; AC 3 [16]; Atk 1 bite (1d6); Save 16; Move 18; XP 30

Giant ant (warrior) HD 3; HP 12; AC 3 [16]; Atk 1 bite (1d6 + poison); Save 14; Move 18; XP 120

Treasure: This chamber was constructed to house certain valuables of the monastery, but the avaricious monks have removed most of these. Digging around in the loose dirt of the under-floor allows the adventurers to find a golden jar (150gp), a necklace (50gp), and a very fragile porcelain statue of a tree (100gp).

Location 52 Notes:

53. Stair Chamber. *Horizontal, man-sized alcoves are cut deeply into the walls of this area.*

Alcoves: 30

Contents: complete skeletons (normal)

Unusual Alcoves: 1 contains an iron skeleton, 1 contains a nest of 100 cockroaches, 1 contains bones that have been gnawed upon by something larger than a rat.

The stairs in this chamber lead up to Location 33 above.

Location 53 Notes:

54. Catacomb Chamber. *Horizontal, man-sized alcoves are cut deeply into the walls of this area.*

Alcoves: 100

Contents: complete skeletons (normal)

Unusual: 20 alcoves are empty; 1 alcove contains a copper bracelet (1gp)

Location 54 Notes:

55. Skeleton Lair. *Horizontal, man-sized alcoves are cut deeply into the walls of this area.*

Alcoves: 20

Contents: All are empty

Unusual contents: None

This chamber contains ten skeletons (animated).

10 Skeletons: HD 1; HP 5 each; AC 8 [11]; Atk 1 short sword (1d6); Save 17; Move 12; XP 15

Treasure: 1 skeleton wears a golden coronet (115 gp)

Location 55 Notes:

56. Catacomb Chamber. *Horizontal, man-sized alcoves are cut deeply into the walls of this area.*

Alcoves: 50

Contents: skeletons (normal) and 2sp each

Unusual Contents: 5 are empty; 1 contains a necklace of rat skulls; 1 contains a vial that releases paralyzing gas into a radius of 20ft when opened (24 hours).

Location 56 Notes:

57. Ghoul and Zombies. *Horizontal, man-sized alcoves are cut deeply into the walls of this area.*

Alcoves: 30

Contents: Rotting bodies, each with silver pieces over their eyes

Unusual Contents: 4 contain zombies; 1 contains a stack of 4 silver plates (5gp each); 1 contains a +1 magical mace (rusty until cleaned); 3 contain rusty swords.

There is a ghoul in this room who commands 4 zombies that crawl from the alcoves.

Ghoul: HD 2; HP 8; AC 6 [13]; Atk 2 claws (1d3) 1 bite (1d4); Save 16; Move 9; XP 60; Special: paralysis (saving throw) per hit or be paralyzed for 3d6 turns.

Zombies (4): HD 2; HP 16,10, 8,7; AC 8 [11]; Atk 1 club (1d8); Save 16; Move 6; XP 30

58. Catacomb Room (Psalter of the Iron God). *Horizontal, man-sized alcoves are cut deeply into the walls of this area.*

Alcoves: 60

Contents: Complete but jumbled skeletons
Unusual Contents: 1 contains a small book of religious poetry entitled *Psalter of the Iron God* (see below), 1 contains a scroll case with a piece of parchment inside, but the parchment is blank.

The Psalter of the Iron God contains poems, some of which are illegible and most of which are uninteresting but well-rhymed praises to the god. One is quite different in tone from the rest, reading as follows:

*"Fear the Eater of the Dead,
Stalker, Tomb-walker,
Clothed in stone.
He who finds him cannot bind him,
He who leads him soon feeds him,
He who sees him frees him."*

Concluding the Adventure

If you want to expand the Tomb of the Iron God into a full-scale mega-dungeon, you'll have to create a passageways leading out of the two dungeon areas on the map, or perhaps attach a new first level area with a stairway leading down to a different second level area that isn't attached to the Sacred Catacombs. Deeper levels can be created.

If you don't want to expand the dungeon, you'll be moving the action to a small-scale campaign adventure as the characters seek a new challenge. The treasure they bring back from the tomb might gain them a reputation leading to information about other dungeons, caravan guarding jobs, bandit-hunting bounties, rescue operations, or similar opportunities. Of course, it may also draw thieves who want to steal the treasure.

THE END

Appendix A Running the Adventure

If you're not familiar with old-style gaming, you're probably wondering why the descriptions are all so vague. What's a character's chance to break open this treasure chest? When should I tell a player that the patterns on the mummified head in Room 1 look "shamanic"? You're expecting some indications of difficulty levels and die rolls, and they aren't here. You may be asking yourself if you're going to need to go through the whole adventure and write notes about how to play

each room. Well, stop right there: don't take out the pencil just yet. Swords & Wizardry doesn't work like that. Any time you want to figure out the result of something a character does, first start out with common sense. We'll take the mummified head from Room 1 as an example. If a player doesn't say that his character looks at the head, he gets no information about it. Period. If he says he looks at it, you might want to ask how close he's getting to it. That raises tension a little bit, and it also gives you an idea of whether he's looking at it closely enough to spot the pinpricks and the bone needle. He'll probably spot the bone needle pretty easily; you might decide that he's got to get within inches to notice the shamanic pinprick designs. When do you use the word "shamanic?" You might decide that only a cleric or a magic user can gain any meaningful information about the designs on the head. On the other hand, if the characters have encountered goblins before, you might even say that this looks like goblin magic. Don't leave it to a die roll - you as the game master are a participant in the game, not just a passive interface between the module and the other players. Use your own creativity to fill in the gaps - that's what the gaps are for!

You should advise the players to make a map as they explore the dungeon. Many players will argue that it's a waste of game time to screw around with room dimensions and graph paper. However, if you really want to experience the magic of old-style gaming, don't hand-wave the map. Making a map boosts the feeling of being in strange territory. It changes the whole atmosphere of the game in a subtle but powerful way. It's subtle enough, in fact, that I can't adequately describe it. This paragraph has been written and rewritten several times in an attempt to capture and characterize what maps add to an adventure session. But I can say this: many, many of those who play the old-style fantasy games describe mapping as one of the major factors in the "old school feel." I'd even suggest that you try to get them to map the actual room dimensions on graph paper, rather than just sketching a "flow chart" as they go, but that's ultimately up to the players.

Make sure the players understand that combat encounters aren't designed to be an appropriate challenge for head-to-head combat with characters of a particular level. The dungeon is what it is. Old school playing isn't about overcoming a series of level-appropriate challenges. There are going to be times when the appropriate response is to retreat and find better tactical ground, or to draw off parts of a superior enemy force to divide and conquer. At

least one room in the Tomb is absolutely impossible for a party of the suggested levels to defeat all at once. If the players don't handle it by fighting the monsters piecemeal, there will be a TPK (total party kill) in Room 42. Players need to view the whole dungeon as a tactical arena, in which they can retreat, circle around to attack enemies from unexpected directions, leave traps (or make use of existing traps) to slow down or damage pursuers, and/or hole up in a more easily defensible area. That's why the map is so important, and it's one of the aspects of old school play that's been lost bit by bit over the years.

Appendix B Repopulating the Dungeon

Players may want to return to the dungeon later on, after looting all or part of it, especially if you've been adding more levels and rooms to it. Here is a random list of monsters and treasures that can be added to the dungeon if you want to repopulate or expand it:

Monsters:

1. 4 men (bandits): HD 1; HP 7,6,4,3; AC 7(12); Atk 1 weapon (1d6); Save 17; Move 12; XP 15.
2. 16 kobolds: HD 1-4 hp; AC 6[13]; Atk 1 weapon (1d6); Save 18; Move 6; XP 5.
3. 4 piercers: HD 2; AC 3[16]; Atk 1 drop and pierce (2d6); Save 17; Move 1; XP 30.
4. 1 yellow mold: HD: n/a; AC n/a; Atk spores (1d6 + spore cloud if touched); Save n/a; Move 0; XP 60; Special: 50% chance of spore cloud if touched - cloud causes save or death in 5ft radius.
5. 10 goblins: HD 1-6 hp; AC 6[13]; Atk 1 weapon (1d6); Save 18; Move 9; XP 10.
6. Mixed group: 1 human berserker and 4 orcs: Berserker HD 1; AC [14]; Atk 1 weapon (1d8); Save 17; Move 12; XP 30; Special: attack at +2 to hit during battle rage. Orcs: HD 1; AC 6[13]; Atk 1 spear (1d6); Save 17; Move 12; XP 15.
7. 6 dwarves: HD 1; AC 4[15]; Atk 1 axe (1d6); Save 17; Move 6; XP 15.
8. 1 ogre: HD 4+1; AC 5[14]; Atk 1 weapon (1d10+1); Save 13; Move 9; XP 120.
9. 1 bugbear: HD 3+1; AC 5[14]; Atk 1 weapon (1d8+1); Save 14; Move 9; XP 60; Special: 50% chance to surprise opponents.
10. 7 giant fire beetles: HD 1+3; AC 4[15]; Atk 1 bite (1d4+2); Save 17; Move 12; XP 15.
11. 6 stirges: HD 1+1; AC 7[12]; Atk 1 sting (1d3 + blood drain); Save 17; Move 3 (fly 18); XP 15; Special: drains 1d4hp automatically after initial hit.
12. 5 giant leeches: HD 1; AC 9[10]; Atk 1 bite (1d4); Save 18; Move 3; XP 30; Special: Drains blood 1hp/round automatically after hitting.
13. 7 giant centipedes (small, non-lethal): HD 1d2 hp; AC 9[10]; Atk 1 bite (1hp + poison); Save 18; Move 13; XP 15; Special: non-lethal poison (save +4) causes 1d4 rounds of crippling pain , cripples limb 2d4 days.
14. 1 shadow: HD 3+3; AC 7[12]; Atk 1 touch (1d4+ strength drain); Save 14; Move 12; XP 120; Special: touch drains 1 point of strength (9 turns), and if reduced to 0 str, victim becomes a shadow.
15. 5 zombies with shields: HD 2; AC 7[12]; Atk 1 weapon (1d8+1); Save 16; Move 6; XP 30.
16. 1 giant crab: HD 3; AC 3[16]; Atk 2 pincers (1d6+2); Save 14; Move 9; XP 60.
17. 11 giant rats: HD 1-4 hp; AC 7[12]; Atk 1 bite (1d3); Save 18; Move 12; XP 5; Special: 5% of giant rats carry disease.
18. 8 piercers: HD 1; AC 3[16]; Atk 1 drop and pierce (1d6); Save 17; Move 1; XP 15.
19. 5 gnolls: HD 2; AC 5[14]; Atk 1 spear (1d10); Save 16; Move 9; XP 30.
20. 1 ghoul: HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Save 16; Move 9; XP 60; Special: touch causes paralysis for 3d6 turns (saving throw).

Treasures:

1. +1 chain mail, worn by opponent
2. 217gp, 1365sp, in a barrel
3. 156gp, 782sp, 3142cp, in a chest (locked and trapped)
4. Cursed broadsword, -1, jammed into a dead body
5. 642gp, 258sp, wrapped in a blanket
6. 270gp, 2218sp, under a loose flagstone
7. 2 rubies (50gp each), at the bottom of a jug
8. 54gp, 1001sp, piled on floor
9. Scroll of 3 spells: Read Languages, Sleep, Light, in a watertight ivory tube.
10. 2322sp , in a wooden chest
11. 4gp, 82sp, 6386cp, in a wooden crate
12. 35,258cp, in 10-pound sacks (353 of

- them).
- | | |
|--|---|
| <p>13. 88gp, 749sp, 5504cp, in a chest (trapped)</p> <p>14. A steel brooch, set with onyx, worth 500 gp, in a locked iron coffer</p> <p>15. 45312cp, piled on the floor</p> <p>16. 77gp, 718sp, 3419cp, in a chest (unlocked)</p> <p>17. 164gp, 1916sp, in a chest (locked)</p> | <p>18. Potion of diminution in a padded leather bag</p> <p>19. 3 flawed sapphires (10gp each), 3 pieces of topaz (20gp each), 3 small rubies (50gp each), in a copper box (trapped)</p> <p>20. 21,386cp in a large chest</p> |
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Appendix C Other Products

Please visit our website to find the latest additional materials for the game!

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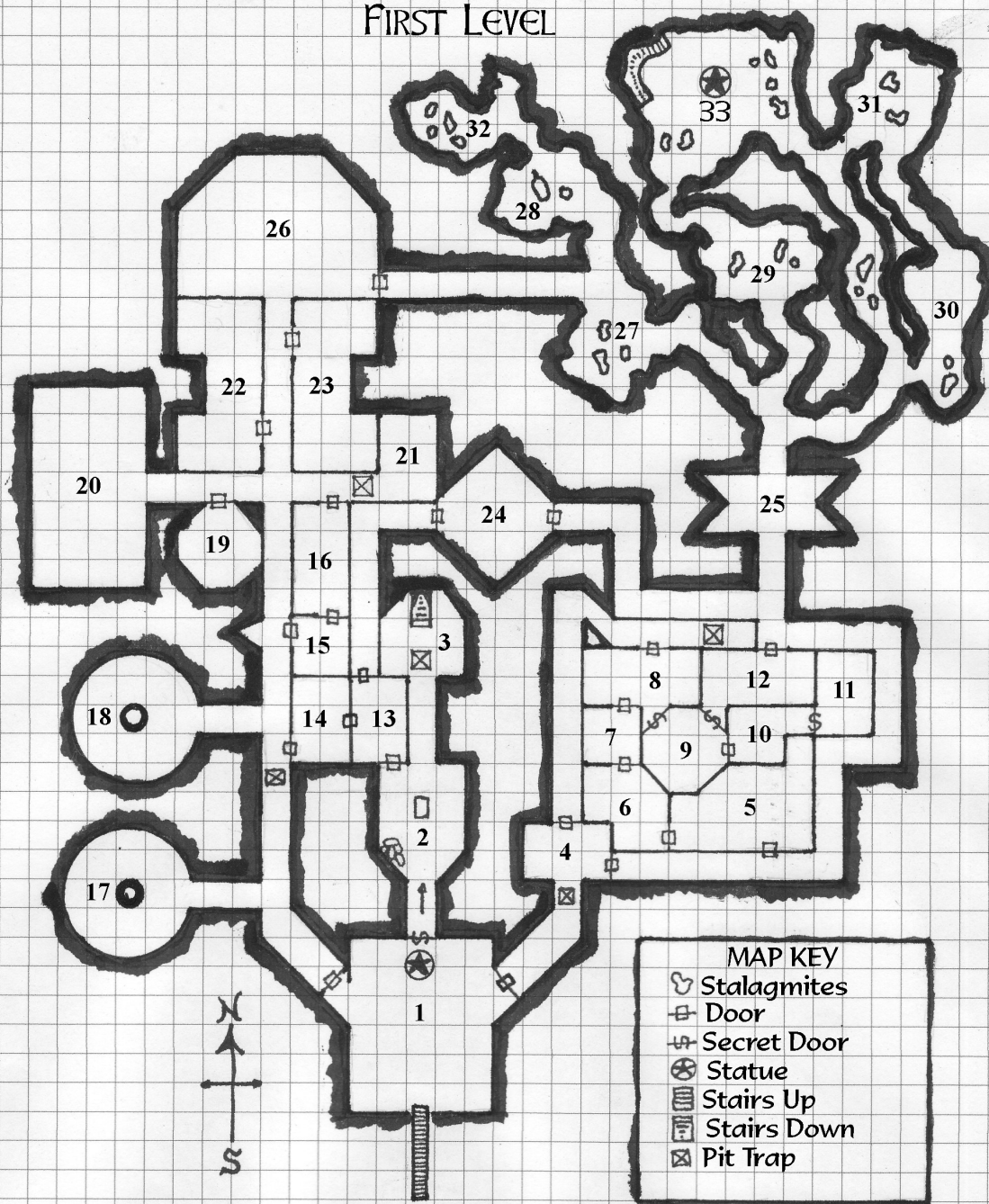
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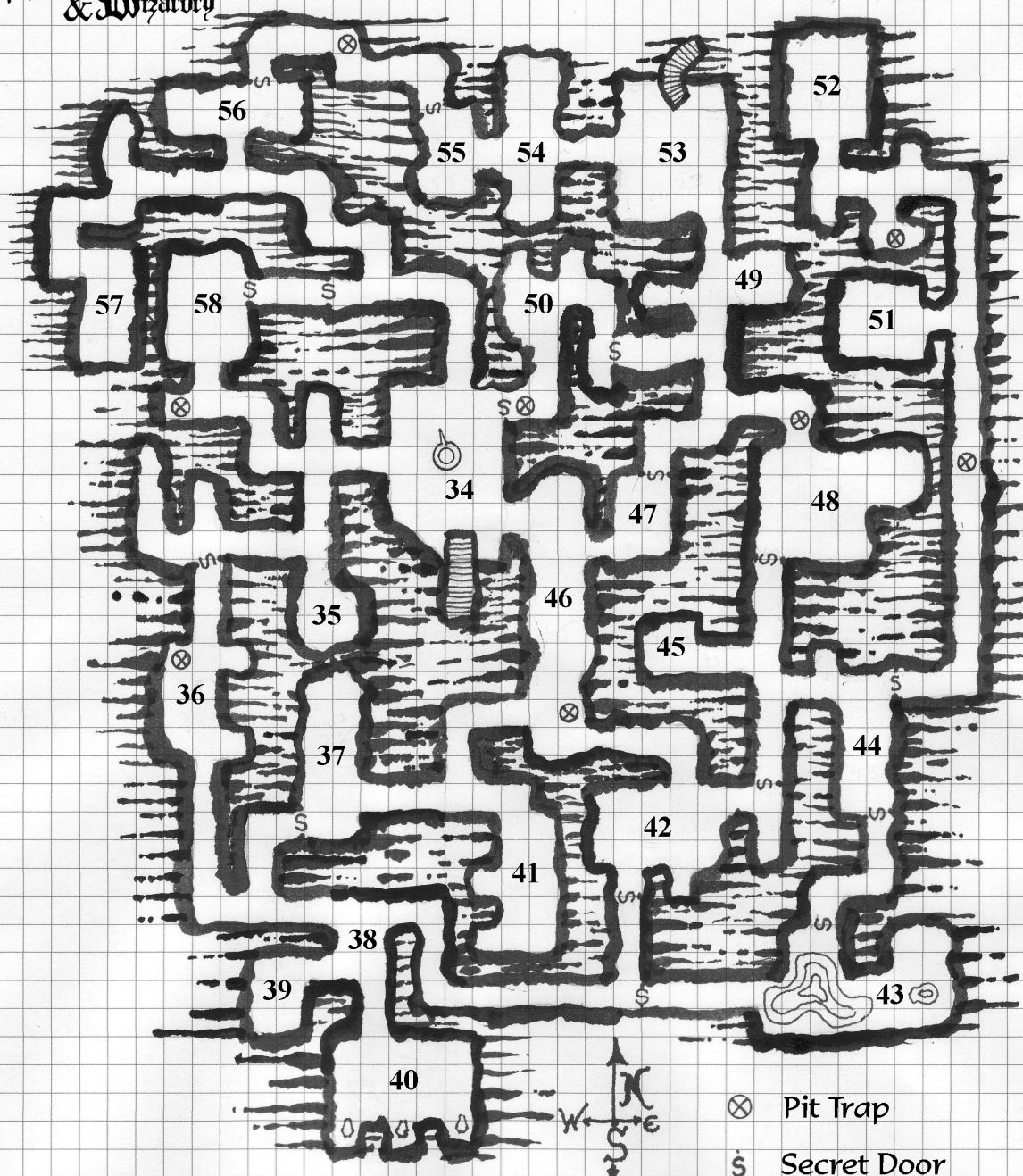
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TOMB OF THE IRON GOD

FIRST LEVEL





TOMB OF THE IRON GOD SECOND LEVEL

- ⊗ Pit Trap
- \$ Secret Door
- ⌆ Stairs Up
- ☞ Pool of Water

TOMB OF THE IRON GOD

Introductory Adventure for Swords & Wizardry™

For a party of 4-8 characters, level 1-2

The vengeance of an angry god, and treasures untold. The corruption and greed of the monks of the Iron God has brought divine vengeance upon their heads - the ancient monastery was recently destroyed in a cataclysm of fire and lightning, and only the tombs beneath remain intact. Somewhere in the catacombs lies the treasure the monks accumulated before they met their doom. An intrepid band of adventurers, willing to brave the perils of the unknown tombs, could gain riches beyond their wildest dreams. Do you dare to enter the burial catacombs and discover the chilling secrets of ... The Tomb of the Iron God?

Swords & Wizardry is a newly written description of the rules of the original 1974 fantasy roleplaying game, in a format more accessible to modern gamers.

