

The Fantasy Trip™ Tomb of the Wizard-King™



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Who would tell of Kalinore the Archmage, ruler of a city long fallen to dust? He was, in turn, a benevolent ruler and a horrid tyrant; kindly wizard and dread sorcerer; champion of the light and consort of the dark.

The truth is that mighty Kalinore, Wizard-King of Tuvano, walked the path of righteousness for most of his life. It was not until tragedy struck that he became cruel and selfish in his quest to defy death itself.

Kalinore had a lover, Ilimyna, and she was kind and beautiful. They were never destined to wed but they were as two halves of the same soul. But a terrible wasting curse came

upon Ilimyna. No spell the archmage knew could reverse it, and his dearest companion withered away before his horrified eyes. When she died, part of Kalinore died as well.

Despairing, he prayed for a miracle, but no miracle came. After two decades of search, only one glimmer of hope was found. A man from a far land who spoke with the skulls of his ancestors revealed to Kalinore the secret of how to be both alive *and* dead, simultaneously. He also warned that such terrible knowledge was sought only by the desperate and the mad. Sadly, by that point Kalinore was both.

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Kalinore went to the tomb where lay the body of his love. He planned to use the dread spell on himself to ensure that it worked, and then resurrect her. But by the time the spell was finished, the thing once known as Kalinore no longer cared about Ilimyna. In his place stood an abomination – a *lich* – that knew only cruelty, horror, and greed.

In the rage of his death-birth, the lich worked a horrific spell, condemning his city of Tuvano to rapid decay. Centuries passed, truth became hearsay, and hearsay became legend. All that was known for certain was that the sand-choked waste that had once been Tuvano was best left alone.

Now those sands are moving, set into motion by the lich. He needs certain materials for his dark research – things it can only harvest from the living. Thus, he has willed unwitting agents to spread word of the fallen empire's treasures, the better to lure greedy fools into his clutches.

The brave and foolhardy aren't the only ones on the move, though. Evil creatures are scrabbling out of the sands, emboldened by the dark energy that surrounds this place. But a parallel plan is in motion to let the spirit of Kalinore the Wizard-King know peace.

THREE PATHS TO ADVENTURE

Lures of the Lich

PCs who see themselves as treasure-hunters can be lured by the fabled riches of Tuvano. Start with a small cache of valuables found by the party during a dungeon delve; it is identified by the merchant who buys it as possibly being from Tuvano.

Later finds can include routine magic items of ancient Tuvano origin, then unique artifacts that could only have come from the laboratories of the ancient Wizard-King. In the process, the GM can reveal more and more about the legend of the Wizard-King.

The trail eventually leads to a village near Tuvano . . .

The Loyal Watchers

The last remnants of fallen Tuvano are scattered families entrusted with the secrets behind the legend, who have waited generations for the lich to rise. A party with a reputation for doing good may be befriended by a family of local merchants or minor nobles who encourage them along their path. The initial family will later reveal itself as part of a secret society known as the Loyal Watchers.

LICHES

Liches are wizards who used lost magics to extend their existence by turning themselves into undead. The transformation brings both powers and frailties.

Liches regain 1d-2 hits (minimum of 1) *every* turn, including ST lost to hits and to spell use. They ignore the first 4 hits per strike from non-crushing weapons (pointed blades, spears and other stabbing/slashing attacks) because liches are mostly mummified flesh and bone held together by magic. Normal damage is done by solid crushing blows such as those from clubs, hammers, maces, and the like. Broadswords, bastard swords, great swords and battle axes also do normal damage because their weight is more important than their sharp edge. Liches do not eat, sleep, drink, or breathe; they are immune to poison or disease.

But the lich's dried arms and legs are more vulnerable to breakage as well. A targeted shot at a limb doing 6 points or more (instead of 8) will break the limb off.

Because of their attunement to magical energies, liches automatically have the Mage Sight spell at no ST cost and reduce the cost of Detect Magic, Analyze Magic, and similar spells by 2.

All liches have a *phylactery* – an amulet, ring, crown, or similar valuable – that keeps their spirit anchored to their physical form. It must be kept on the lich's person at all times. If it is lost, the lich cannot heal or regain lost ST in any way. If the phylactery is destroyed, the lich will crumble to dust.

Destruction of a phylactery is not easy. Phylacteries are protected by the same magic that sustains the lich. No matter the material of which they are made, they have a minimum ST of 20 and are protected from the first 4 hits of damage inflicted, as if they were magically armored. A Dissolve Enchantment spell will remove the protection from a phylactery and make it as vulnerable as any ordinary object, but this spell requires a lot of ST and high-level wizardry.

Liches' phylacteries can hold extra ST to cast spells, just like a staff. When a lich is first encountered, roll 4d+10 to determine how much ST it has in its phylactery. A lich may have a Staff with stored ST, or the phylactery itself can be in the form of a staff or wand, but most liches prefer to use something more concealable and less easily targeted.

A lich has the ST, DX, and MA that it had in life, but its IQ is increased by 4. Thus, the *average* lich would have a minimum IQ of 14. A wizard-lich will have had time to learn dozens of spells.



Exactly what is being watched should remain vague at first. The PCs do not need to know the real origins and goals of their patrons until they have built themselves into a strong force. They are then sent to a village near the city, where they will receive further guidance. (See *Last Servants of Kalinore*.)

The Cult of Balinoth

Balinoth the Breaker (p. 4) is a wizard, madman, and would-be lich. He wants to find Kalinore's tomb and follow his path to immortality. His followers, the hideously scarred Fiends, know no morality except the will of Balinoth.

PCs not suited for the above introductions will find the hand of the Fiends in exceptionally depraved deeds that may affect their friends or their projects. Kidnapping, torture/murder, and theft of magic items feature heavily in their crimes. PCs may find and destroy a nest of Fiends, but that can draw the notice of Balinoth himself. During this time, the PCs can learn the basic knowledge about Balinoth and his quest for Kalinore's secret. They can follow this path to the region near Tuvano. (See *Balinoth and his Fiends*)



KEEP IT SECRET, KEEP IT SAFE

However the PCs get to the village, this occurs:

A man in ragged, once-fine clothing stumbles toward you in the street and presses something into your hands. He is obviously badly wounded. "The Breaker's Fiends fell upon me. Keep it secret. Keep it safe," he whispers. "Now, run, fools! Don't follow me, lest I give you away!" He stumbles away, leaving you with a small item wrapped in an embroidered cloth.

If the PCs try to delay or follow him, they attract a lot of attention; the crowd thinks the strangers are the ones who attacked the man, who some of them know. If the PCs don't withdraw on their own, they may be chased away by an angry mob.

The item is an intricate music box that, when opened, plays an ancient love ballad. It has a hard, smooth, and somewhat translucent surface of deep blue-black, as it were made of the night sky itself. It is edged in gold; embedded in the top is a 2-carat emerald worth \$450, a 5-carat ruby worth \$1,600, and a 7-carat sapphire worth \$2,700. It also has an extensive inlay of lapis lazuli: a pair of lovers looking across a plain of etched lines into the starry sky. It radiates magic strongly.

The box recently came to the patriarch Carel, who was taking it to be examined by his cell of Loyal Watchers when attacked by a pair of Balinoth's Fiends. He passed it to the PCs to get it out of his hands. If the PCs are known to the Loyal Watchers, Carel knew they would likely bring it to his associates. If not, he chose them because they were clearly out-of-towners and did not wear the scars of the followers of Balinoth. He hoped he would survive and be able to retrieve it later.

Kalinore made the box for his love, Ilimyna. It has been handed down through the generations and is well-known in the lore of the Wizard-King. The box is the key to the rest of the adventure.

SETTING AND PARTY

The main action occurs in, around, and beneath the Lost City of Tuvano, which was reduced to a desert ruin in centuries past. The GM may change details to work the locale into an existing campaign. It could be overgrown by jungle or sunken into a swamp. It just needs to be a place few people go and from which fewer people return.

There are villages and small towns, none very big or prosperous, around the outskirts of what once was Tuvano. It is in one of these that the adventure will begin.

Before a party tackles the tomb they should have at least four characters with a minimum of 36 character points each, including at least one experienced wizard.

If the PCs aren't ready for the main event yet, here are three leadups to prepare them. These can be built into any existing campaign or become the spark for a new game.

If the PCs were introduced to the legends of Kalinore along the way, they will probably (2/IQ roll) remember something about a music box. If not, a chance encounter or their own curiosity will bring them to someone who can advise them. (Trying to sell it locally will reveal the connection. It will also bring attention from other treasure hunters, Balinoth's Fiends, or the Loyal Watchers – or all three.)

Examination shows that the "stars" form a pattern. Wizards, or those with the talents Captain, Mathematician, or Scholar may notice something more. (All of these professions may grant knowledge of the stars in the sky.) Such a character may roll 4/IQ; those with more than one of these backgrounds may roll 2/IQ. Success reveals that the pattern of stars indicate the location of Tuvano. The engraved lines and the pointing finger of the male figure pinpoint a general area within the city itself. The gems indicate three locations within the ruins. If the PCs themselves do not possess the knowledge to figure this out, someone to whom they show the box (or perhaps a captured member of a group that tries to steal it) can do so.

This should now fit right into the plans of the PCs no matter how they came into the adventure. Treasure seekers will want the Wizard-King's trove. Those pursuing and/or pursued by Balinoth know what he is after. And, of course, the Loyal Watchers will know the box is vital to their cause. The PCs will be led through the abandoned outskirts of the city (as depicted on the engraved map) to the area where the three gemstones mark – what?

THE LAST SERVANTS OF KALINORE

As the city fell around them, a handful of Kalinore's servants and apprentices escaped with their families. From among them rose a secret society calling itself the Loyal Watchers. They remain dedicated to the ideals once held by Kalinore. The Watchers cultivate like-minded heroes who will be needed should the evil lich rise again.

Many of the Loyal Watchers live in the small villages near Tuvano. They are aware of the stirrings in the ruins and have been keeping track of any who might become involved, including the PCs and Balinoth's cult.



BALINOTH AND HIS FIENDS



Balinoth the Breaker is a powerful wizard who seeks to become a lich. This insane quest has led him across half of Cidri and cost him his health and sanity. Now it has led him to someone who knew that secret: the lost Wizard-King.

Since then, Balinoth has researched the legends, learning about Tuvano and what took place there. He discovered that certain family lines held the key to finding the tomb, and spent years tracking them down.

When the patriarch of one family escaped with a vital relic, Balinoth sent his “Fiends” after the man.

The PCs may start the game already hunting Balinoth and crew. If so, they will enter this stage by finding out that Balinoth’s Fiends are searching the area for the lost knowledge of the Wizard-King.

Balinoth knows the patriarch Carel escaped his men and passed the box to strangers – and he will now be looking for the PCs. (See *Keep it Secret, Keep it Safe*, p. 3.)

Balinoth

Balinoth’s insane quest has damaged his body so much that only magic keeps him alive. He has lost both legs above the knee. His arms are gnarled, twisted things, terminating in hands that seem freakishly large for his withered wrists. His head is covered in smooth patches of stolen flesh: glassy eyes regard the world with an amphibian coolness, and his mouth is a wide, lipless slit above a strangely-shrunken jawline.

Except for his face and hands, most have no idea of the extent of Balinoth’s injuries. He wears a long wizard’s robe to hide his deformities and uses magic to float his legless body. Physical violence is left to his minions – unless he needs to make an example.

Balinoth

Human Wizard

ST 11, DX 11, IQ 14, MA 6.

Talents: Literate; Quarterstaff; Scholar.

Spells: Analyze Magic; Blur; Darkness; Detect Magic; Drain Strength; Lock/Knock; Magic Fist; Persuasiveness; Reveal/Conceal; Reveal Magic; Scrying; Staff; Staff II/Manastaff; Staff III/Staff of Striking; Summon Lesser Demon; Telekinesis; Ward.

Weapons: Silver dagger (in belt).

Equipment: Amulet of Last Effort; three healing potions; Wand (holds 12 ST for spells).

Special: Due to an implanted gem of levitation, Balinoth can float at the speed of a slow walk. This makes him immune to some hazards (pressure plates, snares, and pits, for example).

The Fiends

Balinoth’s “Fiends” are a gang of acolytes (numbering at least 4 per PC, though the GM can add more as long as Balinoth survives) who serve and worship Balinoth. Some are good fighters, some are just muscle, and none are overly smart. They are, however, fanatically loyal.

They admire the mutilations of their lord, and in his madness he grants them mutilations of their own when they serve him well. Thus, they will all wear cloaks and hoods in public. In private, by night, and when terrorizing a foe, they wear their scars proudly.

Once the Fiends realize the PCs have a map into the city’s secret places, Balinoth will send groups of Fiends to take it. He’d like prisoners to question, but that’s not as important as the map itself.

Once the PCs are headed to the tomb, the Fiends will set a trap along the way. If that fails, Balinoth will join in a second attack just outside the city. Once the PCs reach the city, the remaining Fiends and Balinoth follow.

For an extra challenge, some Fiends can strike before, during, or just after an encounter in the tomb. If the PCs are merely holding their own, on the other hand, have Balinoth’s Fiends hang back with him, following until the final confrontation with the lich.

Balinoth’s Fiends

Human Cultists

Any human fighter counters can be used, modifying the weaponry and armor for each figure as needed.

ST 13, DX 12 (adjDX per armor), IQ 8, MA per armor.

Weapons: As pictured on counter or figure, plus ritual dagger in belt scabbard.

Armor: As per the counter/figure, adjusting DX accordingly.

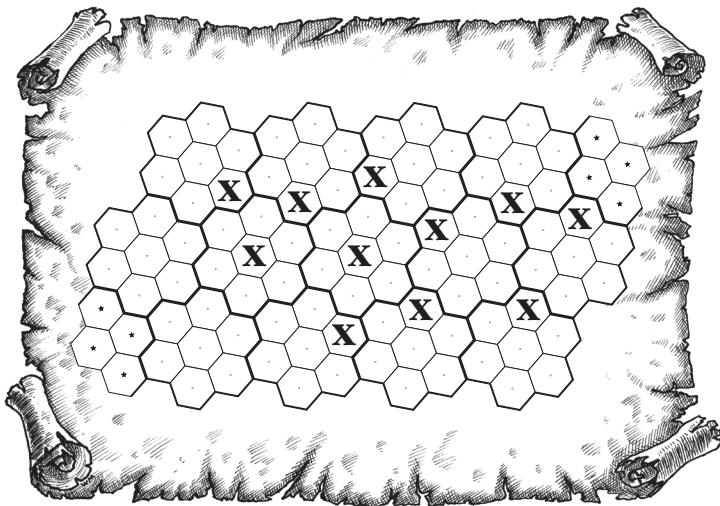
Soon after the PCs reach a nearby village, one of the Watcher patriarchs, Carel, is attacked while bringing in the Music Box of Kalinore and Ilimyna, recently located by Watcher allies. The PCs, sent to meet Carel, enter the adventure in this way. (See *Keep it Secret, Keep it Safe*, p. 3.)

PCs who enter the adventure through the quest for the riches of Tuvano, or by tracking Balinoth and the Fiends, may also encounter one or more Loyal Watchers as NPCs. The Watchers may help or hinder them; it’s up to the GM.

ON THE TRAIL TO TUVANO

The PCs should now be on the way into Tuvano itself, using the music box as a map. This may be played out in as much detail as the GM likes, based on how much fun the PCs are having skulking through the landscape.

The outskirts of Tuvano are empty of all but scattered wildlife, monsters, and possibly other treasure-hunters. Feel free to scatter encounters along the path, but these should be secondary to two main encounters which will bring together the cult of Balinoth and the PCs.



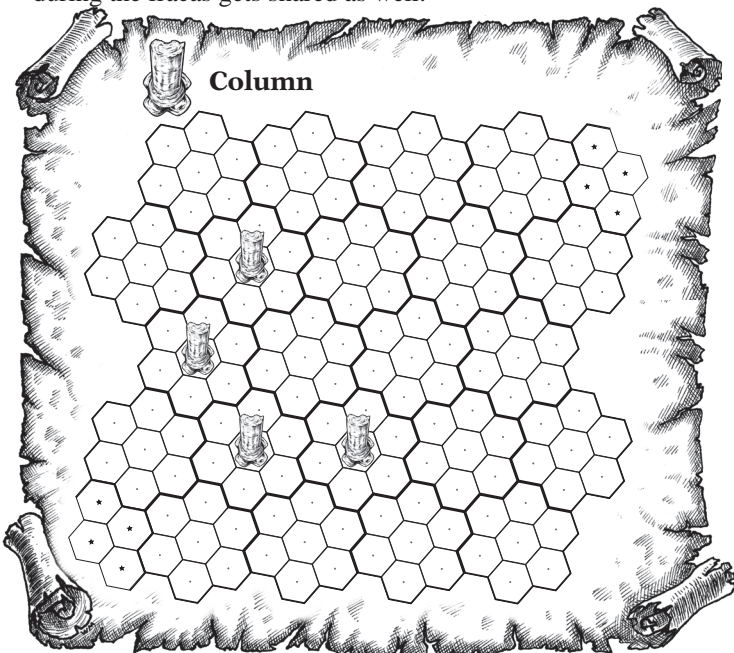
SNARES OF THE FIENDS

The Fiends have placed snares in a clearing on the only obvious trail to the lost city. It is a great place for an ambush, with thick brush all around. A *Melee* mapboard is used to depict the clearing. Snares are set at the hexes marked with an X.

The PCs will enter from the west entrance hexes of the *Melee* map. Start the encounter with them scattered across the map to about the halfway point before one of them is snared at a marked hex. A band of Fiends numbering two more than the PC party attack from the north at that time.

Anyone who is snared is yanked by a lasso into an upside-down position 8 feet up into the overhanging trees. A 3/DX roll is needed to avoid dropping one's ready weapon. A snared target is out of range of melee weapons from the ground, but a perfect target for arrows. On the other hand, archery or thrown spells by someone hanging upside down are at a -4 to all rolls.

If the victim has a sharp weapon, they may cut themselves free by spending a full turn, whereupon they fall to the ground (3/DX or take 1 hit of damage) and must rise normally before they can ready a weapon. Anyone entering a marked hex during the fracas gets snared as well.



If the encounter proves too easy, a second party of Fiends numbering the same as the PCs may attack from the east entrance hexes. (Anyone who leaves the map should be able to escape and regroup later.)

BALINOTH REVEALS HIMSELF

The second trail encounter will occur just before entering the lost city itself. The trees are thinning and the city ruins lie to the east. The PCs hear movement on all sides. They enter a *Wizard* map from the western entrance hexes. Four columns provide the only cover.

Balinoth has sent Fiends to approach from all sides and make noise. Balinoth and a number of Fiends equal to the number of PCs attack through the east entrance hexes just as three more Fiends enter from the north, south, and west ends of the mapboard. Balinoth will retreat if the battle goes against them, leaving the Fiends to cover his escape. If the battle again ends with people escaping the map, assume that when the PCs continue into the ruins of Tuvano, Balinoth and a few Fiends will be trailing them.



THE RUINS OF TUVANO

The first potential entrance to Kalinore's tomb (the emerald) is hidden in the basement of the old library (below). The second (the ruby) is in a modest house toward the middle of town. The third entrance (the sapphire) is beneath the ruins of the city's main temple under tons of rubble and sand. The PCs can scout all three, and may be harassed by Balinoth's Fiends at any point to make it interesting. Little cover exists above ground, so use an open *Wizard* map for any such encounters.

EMERALD: THE LIBRARY OF TUVANO

The Library of Tuvano was a shining tribute to knowledge. Only one black adamant wall still stands. Over the centuries, many have tried to enter what seems to be a monolithic block of stone, to no avail. Other doors may exist but are hidden beneath rubble and sand; finding and clearing them could take weeks.

There *is* a door in the exposed wall, but it is magically concealed and sealed. No ordinary spells can find or open it – but anyone approaching with the music box will hear the box start to play (even if closed). If the box is opened near the wall and the song allowed to play through to the end, a door will open. Once opened, the door cannot be closed again.

Once inside, the PCs will discover rooms of texts and scrolls. Those searching for easily-sold items must roll 3/IQ. Success yields maps, scrolls or books that can be sold for 4d × 20 silver pieces. Failure brings only items that might be desired by *some* scholar . . . or might be complete junk. This search may be done *once* per character.

The entrance to the crypt can be found behind a once-hidden door that is now crushed by debris. The door requires a 2/ST roll to clear. This passage leads to stairs going downward.

At the end of the stairs is another, shorter hallway, ending in a large stone door that leads to the crypt. There are no obvious ways to open it, but the door itself has three small recessed circles with glass stones embedded – one green, one red, one blue. The stones can be removed fairly easily, leaving small sockets. The three colored stones atop the music box mirror the pattern. When the music box's lid is held to the sockets, the door opens to the final tunnel into the crypt. Go to *Crypt of the Wizard-King*, below.

RUBY: ILIMYNA'S HOUSE

The ruby marks a modest home, still mostly intact, which was the residence of Ilimyna. The outer door has long since rotted away; the house and its entrance are covered in sand but this can be cleared away in one hour divided by the number of people digging. Anyone following the PCs will probably let them do the hard work before attacking.

Kalinore's love for Ilimyna is immortalized in the melody the music box plays. Anyone with musical training (e.g., a Bard) who has heard the box will notice that the notes are inscribed on one wall of the entryway. The facing wall is inscribed with a different tune. (Someone with musical training gets a 3/IQ roll to realize the second song is a counterpoint to the first, meant to be played together.)

Most of the rooms contain naught but rotted furniture. The pantry in the basement holds a broken secret door that anyone can see. At the end of a short tunnel and some stairs downward, another stone door has the same three-colored-stones mechanism as the door from the library to the tomb.

This passage merges with the one that came from the temple. The door is obvious on *this* side, but much less so from the other end. Adventurers who try to flee the crypt might easily miss it in the dimly lit tunnel.

SAPPHIRE: THE TEMPLE

Once, this crumbled multi-story building was where bodies would be taken down into the crypts. It is the obvious place to look for an entrance into the tomb of the Wizard-King and many have explored it.

Archaeologists and adventurers alike found the temple shattered. They aren't going to be able to enter here. The tunnel from Ilimyna's house intersects the temple's tunnel; adventurers could explore upwards from there but will find nothing but rubble and perhaps a crushed skeleton.

Other Ruins/Buildings

Other sections of the city can be searched, but the likelihood of finding something valuable is low. The GM can improvise the purposes of other buildings according to whatever seems interesting.

Meanwhile, it's likely that Balinot's group will be looking for places to hide or set up ambushes, pressuring the PCs not to waste too much time. Eventually, the PCs will have to try either the library or Ilimyna's house to get into the tomb itself.



CRYPT OF THE WIZARD-KING

Once past the token-locked doors, the crypt itself is lit by faintly glowing rocks embedded in the walls. (-1 on rolls unless supplemented by other light – see *ITL*, p. 70.) The walls are made of magically reinforced stone and are about 3 feet thick, nearly impossible to dig through. If an adventurer wants to *try*, it takes 10 times as long as normal digging and makes a lot of racket (which might attract nearby monsters, or Balinot's group).

Doors are reinforced (ST 30 and ignore 4 hits/strike), as are the portcullises in area 17 (ST 60 and ignore 6 hits/strike). Locked doors (and all portcullis mechanisms are locked) are 3/DX for a Locksmith to open.

THE CRYPT, LOWER FLOOR

The first level of the crypt is a complicated series of rooms and halls: places for interring and protecting the dead, and places where visitors could honor those dead.

Since the entrances, composed of gently sloped tunnels and stairs, lead down several hundred feet, the "first floor" is actually the crypt's *lower* level: its main level is reached by going *up* again, and is near ground level. Accessing the upper level without going through the crypt's basement, however, would require digging through the *extremely* thick outer walls, made from the same magically sturdy rock as the inner ones.

1A OR 1B. CRYPT ENTRANCE

1a. This hallway, leading from the temple (and Ilimyna's house), ends in two doors, side by side. They seem identical. The one on the right is locked, while the door on the left is trapped with a poisoned needle. Both doors lead to area 2 (p. 7).

Poison Needle

3/DX to detect.

4/DX to disarm.

3/ST to save against effects.

Effects: 3 dice of poison damage.

1b. This door has a magical glyph on the doorknob that weakens its victim (see below):

Doorknob Glyph

5/DX to detect; reduce this by one die for wizards.

4/DX to disarm; reduce this by one die for wizards. Delete Writing (see *ITL*, p. 23) removes it automatically!

3/IQ to save against effects.

Effects: 1d-2 loss of ST, DX, and IQ for 1 hour.

Notes: This trap doesn't go away – it will affect anyone who touches it until it is removed from the door, at which point it ceases to function. Adventurers might speculate that there were once tokens or phrases to temporarily disable this trap for the scribes and servants who used this tunnel.

2. ANTECHAMBER

This room contains busts of Kalinore, his wives, concubines, and his family. These are magically animated when viewed, and will be startling when they move, but not dangerous. There are also two life-size statues of Kalinore, depicting him as a youth before he was a king and as an older man at the height of his powers. If delvers touch anything in the room, or remain for more than one minute, the two statues – who are actually Stone Golems (below) – awaken and attack everyone in the room.

The other doors and hall that connect to this antechamber are not concealed.

Treasure: Six stone busts that are magically activated when observed (they smile, turn their heads, etc.), eternally clean, and made of the finest marble with semiprecious stone eyes (\$10,000; 165 lbs. each).

3. ROOM OF PAINTINGS

This room is filled with paintings of those who were important to Kalinore: family, loved ones, teachers, and sages. To the right collector, they could be worth a great deal, as lost magic animates the portraits.

Treasure: Twelve 3 by 3-foot oil paintings that are magically animated (they smile, turn their head, etc.), eternally clean, and made of the finest materials (\$10,000, 0.75 lbs. each). Removing them from their frames ruins them, so they must be transported carefully.

4. GRIEVING ROOM

Kalinore's grieving room is large enough for about 20 people at a time. It contains chairs of the finest cedar and a magical illusion of Kalinore in his days on the throne. The illusion is placed at the north end of the room and seems to gaze wisely at everyone who enters. Initially "seated" in the chairs are several mourners who cannot let go of their grief and remain as ghosts (see *ITL*, p. 84). The ghosts will not bother entrants who are quiet and respectful.

There is also a well-hidden secret door (IQ/5 to see) leading to area 5. If a party engages the ghosts (either by acknowledging their grief or mocking them by talking about the evil thing the fallen Wizard-King has become), they will depart, passing insubstantially through the secret door – which will reveal its existence.

Treasure: Twenty carved cedar chairs (\$2,000, 24 lbs. each). Good luck getting them back to sell.

5. HIDDEN STAIRCASE

Leads to the upper floor via the staircase but is otherwise bare. The staircase itself makes more than one turn and comes out in area Upper 5 of the upper level.

6. HALL OF DEEDS

This room contains rough-carved pillars, as tall as a human, imbued with the memories of Kalinore and others. There are four pillars. Each contains a single person's memories relating to Kalinore and his reign. Place a hand on a pillar, and its surface seems to become a transparent window, displaying the visual recollections and whispering remembered sounds. One has Kalinore's own memories, and the GM might use these to provide clues about the crypt's layout or defenses.

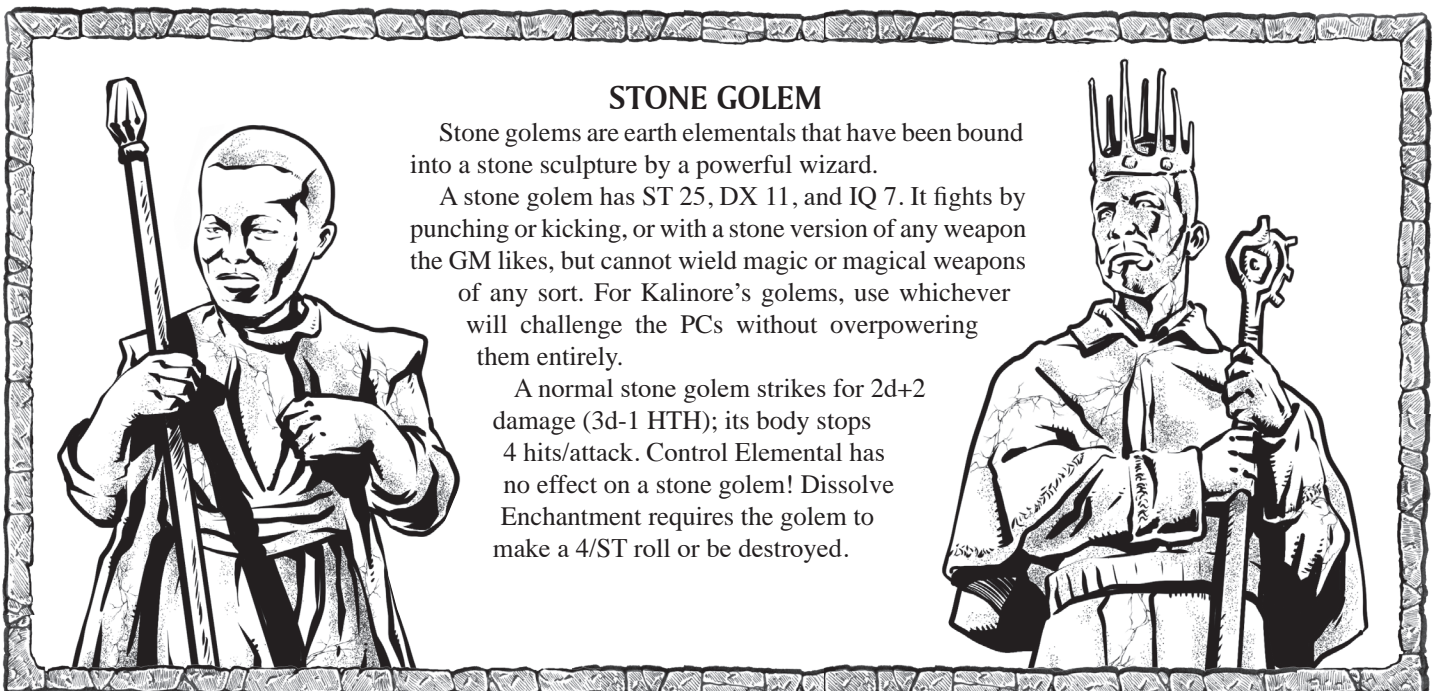
The two other exits in this room lead to areas where mourners would not typically go.

Treasure: Four memory-stones (\$12,000, 300 lbs. each).

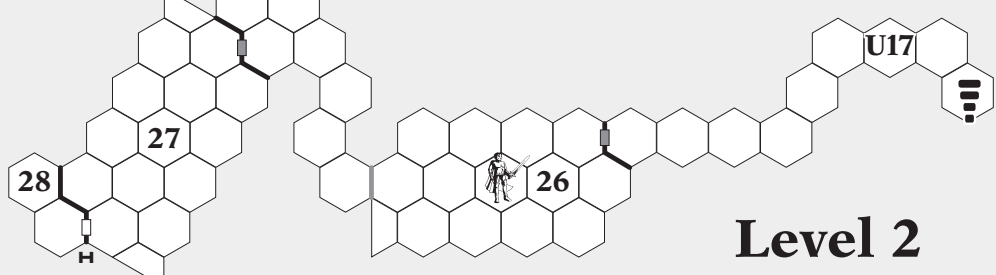
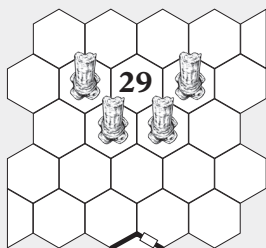
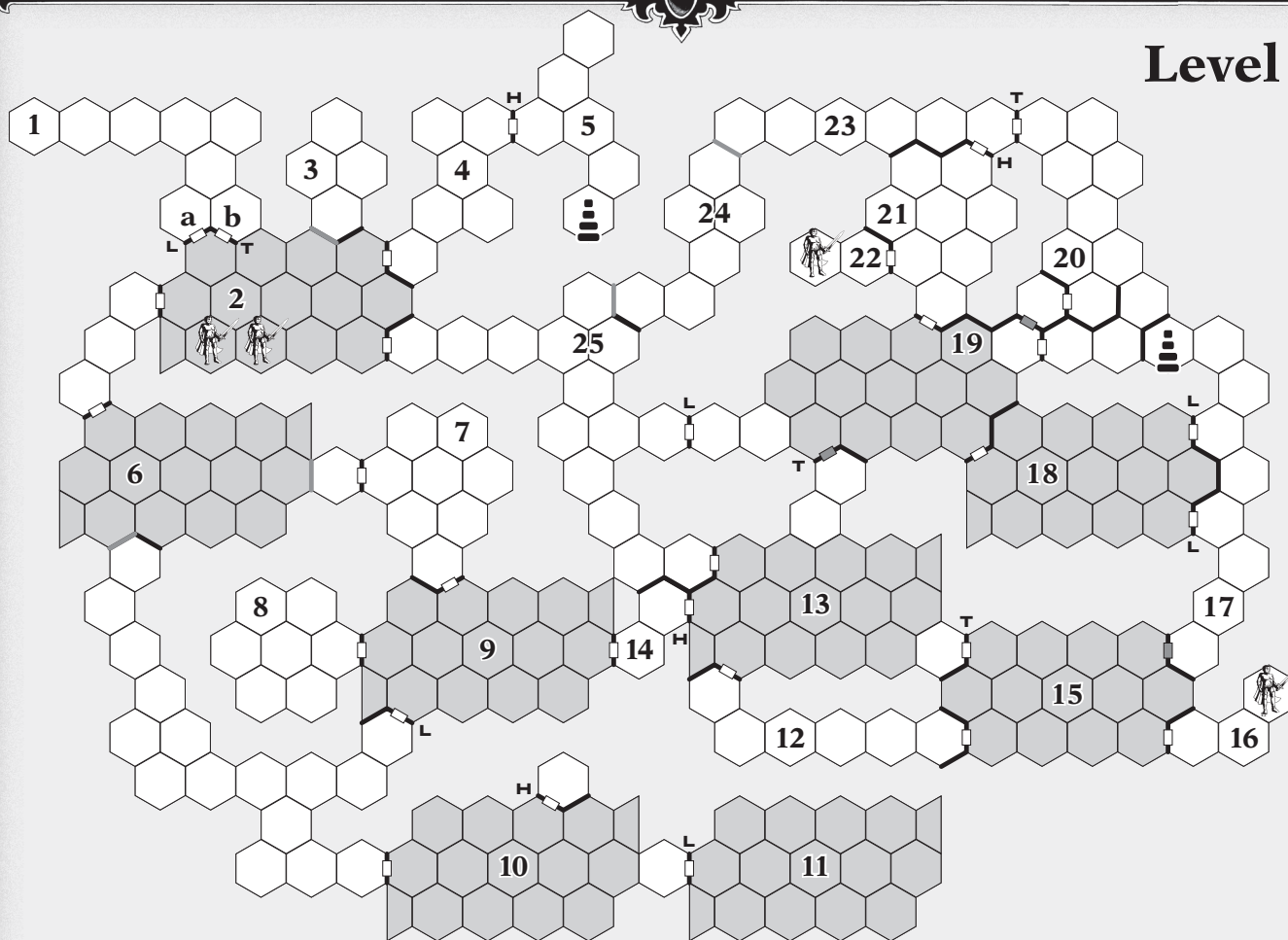
7. STOREROOM

This room contains a small table and shelves filled with various spices, bandages, etc., for embalming the dead. Many of the bandages are still usable.

Treasure: 4d bandages; 2d bottles of random spices worth 5d × \$45 each, and 1d-2 Potions of Revival (*ITL*, p. 148).



Level 1



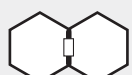
Stairs Down



Stairs Up



Open Arch



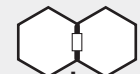
Unlocked Door



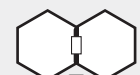
Statue
(See Text)



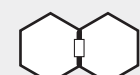
Heavy Portcullis



Locked Door



Trapped Door



Hidden Door



Column

Level 2



8. EMBALMING ROOM

This is where members of Kalinore's household would be cremated (servants and concubines) or embalmed (family members, wives, and favored concubines) before going to their final resting place in the crypt on the upper floor. Ilimyna was embalmed here, though the adventurers won't know that unless they saw Kalinore's memories in area 6; he held her hand until the last. There are several embalming tables, clean save for a heavy layer of dust, and a stone altar in the center of the room. A search reveals stores similar to those in area 7. There is also a massive book of glass on the central altar. It has thick glass covers, and thinner etched-glass pages that move on twisted glass rings. It would take two people to carry it, and it is fragile enough that removing it intact will be a real problem.

Treasure: The glass book contains funerary rites and incantations from Cidri's various books of the dead and dying. It would sell for \$2,000 to the right buyer. The GM may also decide that it is cursed or can raise the dead in some manner. (Sadly, it lacks a technique to lay the undead to rest.)

9 & 14. EMBALMING ROOM ENTRANCEWAY/ STORAGE CLOSET

This room leads to both the Store Room and Embalming Room but is otherwise empty. A door in the east wall opens into a long, narrow room filled with the remnants of empty coffins. There is a partially open secret door – though because there are piles of rotted wood in front of it, it can barely be seen (IQ/3 to notice without a search).



10. RECORDS ROOM

This room contains two small desks made of cedar and a shelf with several dozen record books, detailing the identities and locations of all those interred within the crypt.

A secret door leads to a small room with several empty bookshelves. In one corner, a skeletal corpse lies cradling a small music box. It's a twin of the one that led the PCs to the Crypt, but in this one is a love letter from Kalinore to Ilimyna, written in the Sorcerer's Tongue. The music, when played, is not the same – but someone who saw the music inscribed on the walls of Ilimyna's entryway will recognize it as the counterpoint song seen there.

Treasure: Two carved cedar scribal desks (\$2,400, 18 lbs. each).

11. STOREROOM

A bare room with cubbyholes built into the walls. If searched, roll 6d; on a 14 or less, a cloak in one of the storage niches detects as magic. It will be useful in rooms 15 and 18.

12. HALLWAY

This servant's corridor is bare, but leads to area 15, which leads to the staircase to the upper floor.

13. ANTECHAMBER 2

Like area 2 (p. 7), this room is filled with animated busts of Kalinore and his wives, concubines, and family. It lacks the stone golems, but the handles to the doors leading to area 15 and 19 have been smeared with a potion that inflicts the effects of a double-strength Decrease ST potion.

Decrease ST Potion Doorknob

5/IQ to detect; reduce this by one die for wizards or those who have Alchemy or Detect Traps; these bonuses stack.

4/IQ to disarm; reduce this by one die for wizards or those who have Alchemy or Remove Traps; these bonuses stack. Scour (see *ITL*, p. 23) removes it automatically! It must touch skin to be effective. Those who wear hand protection will not be affected. (Attendants who used this room all wore gloves.)

3/ST to save against effects.

Effects: 1d-2 loss of ST for 1 day

Notes: This trap doesn't go away automatically. The thick, sticky potion continues to affect any who touch it until it is removed from the door. Once scraped off, it soon loses its potency.

15. TESTER'S ROOM

The entirety of this room – walls, floor, and ceiling – is covered with dark red glowing runes. Any person who touches these with bare flesh immediately takes 1d damage.

Those wearing shoes and not touching the walls are not in immediate danger but may fall victim to a secondary effect of the runes – a feeling of despair and dread which grows the longer one remains in the room. Each turn a figure remains (for example, searching for treasure, trying to pick a lock, or attempting a spell) a secret 2/IQ roll should be made. Failure reduces the person to uncontrollable weeping. They will crumple to the ground or lean against a wall and sob uncontrollably – probably taking damage from the glowing runes. Another person may have to pull them out of the room to protect them. The effect fades once the target leaves. An authentic mourner or burial servant, protected by enspelled robes and a sincere respect for the dead, would have been unaffected.

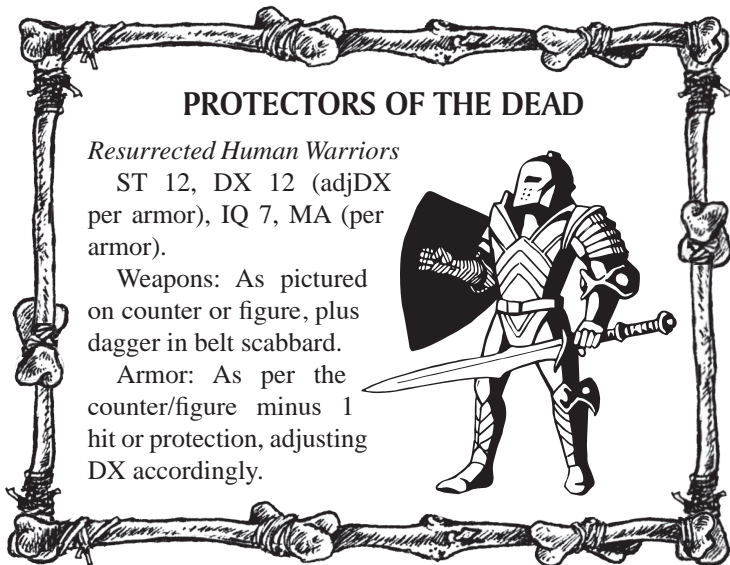
16. CHAPEL TO THE GOD OF DEATH

A life-sized statue of the God of Death dominates this room. It is carved from a single piece of blindingly white marble. He is depicted in his cloaked human form: tall and thin, with only the lower half of his face showing beneath the cowl. Oddly enough, he appears to be smiling. There are inscriptions at the foot of the statue in several languages, including one close enough to the modern common tongue to be decipherable. They read "Pray to the God of Death in this, his holy place."

Praying for a minute in the small chapel deactivates the runes in area 15 and 18 for 5d seconds. Optionally, praying for an hour means the runes are deactivated for 3d minutes.

17. ACCESS HALLWAY

This bent section of hallway leads to a staircase up to the main crypt area at Upper 17.



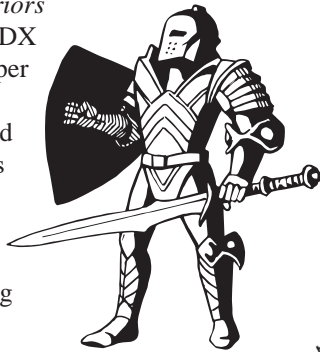
PROTECTORS OF THE DEAD

Resurrected Human Warriors

ST 12, DX 12 (adjDX per armor), IQ 7, MA (per armor).

Weapons: As pictured on counter or figure, plus dagger in belt scabbard.

Armor: As per the counter/figure minus 1 hit or protection, adjusting DX accordingly.



18. TESTER'S ROOM

The entire room is covered in dark red glowing runes like those in area 15. Similar boxes line the walls, but in one is a rolled-up oilcloth which has protected the robe wrapped in it (2/IQ to find it in a search). This robe will protect the wearer from both the touch and exposure effects of the runes. Both doors leading to area 17 are locked.

19. ARMORY

This room contains armor and weapons for Kalinore's four personal guards, who have been bound to his service beyond death. The south wall contains their urns.

If anything in the room is disturbed, the urns uncap themselves. The ashes flow into waiting suits of armor and attack the intruders! Treat them as normal warriors. Their armor is rather deteriorated and stops one less 1 hit/attack than normal, and they are armed with only normal weapons. When "killed," they return to ash.

20. SERVANTS' BURIAL CHAMBER

This room holds numerous urns of ash and shelves of neatly stacked bones (the higher-up the remains, the more status the servant had in life). Despite any (reasonable) paranoia the delvers may have, the bones do not animate in any way.

21 & 22. CHAPEL TO THE GOD OF WAR

The larger portion of this chapel (area 21) has walls painted with murals of battles. There are two exits from the larger room: one leads to the smaller chapel of the God of War at 22, and the other is a secret door that leads to area 23.

The smaller room (area 22) is dominated by a human-sized statue of the deity, carved from blood-red marble with black streaks. He's portrayed as a muscular youth carrying a spear and a shield. Inscriptions at the base in multiple languages read "Pray to the God of War in this, his holy place."

Praying in the small chapel has a chance of releasing a bit of ancient magic. Roll 6/IQ; success grants a feeling of resolve and invincibility that translates to +1d-3 (minimum of +1) to all combat-related rolls until they roll a critical failure (which counts as a normal success instead). The critical failure removes the bonus.

23, 24, & 25. EMPTY ROOMS/HALLWAY

These rooms and halls are empty, though there are suggestions that they were meant for more monuments to Kalinore and his family: patterns in the floor leave room for pedestals and wall-mounts hold no pictures.

THE FINAL SHOWDOWN

The second, upper level of the crypt is fairly small and contains Kalinore's burial place. Its walls have carvings of events during the Wizard-King's reign.

UPPER 5: ENTRANCE TO BURIAL CHAMBERS

The stairs here connect to the lower level's area 5. They were originally used by family and servants who tended the crypt.

UPPER 17: ACCESSWAY

The stairs in area Upper 17 connect to a long spiraling accessway to area 17 below and the Tester's Rooms at 15 and 18.

26. CHAPEL TO THE GODDESS OF MAGIC

The statue in the center of this room is half again as tall as a human, carved from a piece of blue-gray marble. It portrays the goddess in her three-in-one aspect: a young woman, a matron, and an old crone, all joined at the hips. Each aspect raises her left hand to the ceiling, points her right hand to the ground, and looks straight ahead.

Again, at the base of the statue is an inscription in multiple languages: "Pray to the Goddess of Magic in this, her holy place." Any wizard who does so will, on a successful 6/IQ roll, have a feeling of energy and connection to the source of all magic that translates to +1d-3 (minimum of +1) to all spellcasting-related rolls until they roll a critical failure (which counts as a normal success instead). The critical failure removes the bonus.

27. FAMILIAL BURIAL CHAMBER

The remains of Kalinore's parents, siblings, children, wives, etc. are buried here; perhaps some children and wives escaped in the fall of Tuvano, but he had a long enough life to have lost others before he became a lich. All have been embalmed and placed in stone sarcophagi which are partly embedded in the walls, upright. Representations of each person and their name are painted onto the lids. Among the decorations upon each is a single 2d explosive gem (*ITL*, p. 26) which affects any living creature who touches the sarcophagus *and* tries to open it. Merely touching it will not trip the magical trap, nor will poking it with inanimate objects. It will explode only if anyone tries to open the sarcophagus or remove the gem itself.

Hidden behind a false wall is Ilimyna's burial chamber. This secret door requires a 5/IQ roll to spot and is hidden by a false sarcophagus. The only thing unusual is an inscription below the (worn and indecipherable) name of the person supposedly at rest behind it: "She loved music." Playing either of the music boxes alone will do nothing, but if both are played at the same time, the tunes form a beautiful counterpoint that fills the room. The false sarcophagus will slide aside and reveal Ilimyna's Burial Chamber.

28. ILIMYNA'S BURIAL CHAMBER

The record books from area 10 do not have her name or location; only Kalinore's own memory-stone (lower area 6) proves she was ever in the crypt. The chamber itself was carved by Kalinore and hidden with his magic. If anyone enters the chamber, Ilimyna's ghost appears and says:

"Please, you must lay my love to rest. He cast a spell trying to resurrect us both, but it drove him mad and trapped us in a pitiful half-existence. He lies uneasy in his coffin and seeks to bring only death to the living. Help us find peace. The key, as always, is the music box."

The ghost will answer any questions the players might have to the best of her ability, but will only stay for a few turns before fading away again.

29. KALINORE'S BURIAL CHAMBER

The door to the Wizard-King's burial chamber is locked (6/IQ to open). Beyond this, however, it seems unprotected, which should certainly worry the PCs after the traps encountered so far.

Inside are four pillars; each has a few colored glass discs in small indentations at its base and multiple holes on the pillar itself. The discs must be placed within the holes in a specific pattern. The pattern is that of the musical notes of the two

music boxes, but it also is the pattern of the stars atop the two boxes when placed next to each other. Anyone having seen both boxes or the note pattern will be able to figure this out on only a 3/IQ roll. Once the riddle has been solved and the discs placed in the holes on all four pillars, the coffin of Kalinore rises from the center megahex – empty. They'll hear an eerie voice growl. "All this way for nothing. It is too late. It was always too late."

The chamber dims to blackness. An eerie light flares a few seconds later, revealing in the place of the empty coffin a skeletal figure holding a silver staff in his right hand. An ornate ring of dark blue, translucent material with three colored stones – green, red, blue – is on the bony ring finger of his left hand. The figure's insane, dead eyes gaze at the delvers. The hideousness of the lich cannot be understated: it is an abomination, unwelcome in both the world of the living and the land of the dead. It laughs – a sound like dried knucklebones being cast across a table – and attacks! (See p. 2 for general information about liches.)

The glowing staff is indeed a Staff of Power, but it is newly made for the fight and holds no reserve ST. The real source of Kalinore's extra power is his phylactery, a ring formed from the same material and stones as the music boxes and worn like a wedding band on his left hand. His extra ST for spellcasting and the enchantment that enhances his IQ both reside in it.

The phylactery ring is not large enough to be targeted separately in battle – but his dry, skeletal arm can be struck at specifically with a DX -4 penalty. As a lich he regains 1d-2 (minimum 1) ST per turn and he ignores the first 4 points of a strike made with an impaling/slashing weapon.

Losing the arm wielding the staff will reduce his attack capability, but if he loses the one wearing the ring, he'll become obsessed with its recovery.

Due to the phylactery's inherent ST of 20 and magical protection from the first 4 points of damage of any direct attack on it, it is hard to destroy – but Kalinore can't regain ST in any way without it. If it is removed, his IQ drops to 18 and he can't access the ST stored in it for spellcasting. The distraction will handicap him with a -2 on all rolls until he gets it back, and he will focus on that recovery to the exclusion of all other things.

Playing either or both music boxes in the lich's presence will cause him to hesitate, and cause the ring on his left hand to glow brightly. But he will shake off the effect after one turn and no further use of the music boxes will stay his wrath.


GLORIOUS VICTORY

Should the PCs manage to destroy the lich, Ilimyna's ghost appears to pull Kalinore's spirit from the remnants of his physical form. If the PCs had not spoken with her ghost before, the dead lovers simply gaze into each other's eyes before fading away with a sense of *ascension*. If they had met and promised to help Ilimyna, she first says:

"Thank you, brave adventurers. You have saved us both from the curse."


To this, Kalinore adds:

"And you have my gratitude as well. My life's work is hidden in the pillars – use it wisely."



KALINORE THE WIZARD-KING

Lich Wizard
ST 20, DX 12, IQ 20, MA 10.
Talents: Alchemy; Alertness; Architect/Builder; Astrologer; Charisma; Literacy; Poet; Quarterstaff; Scholar; Strategist; Tactics; Writing; Languages as the GM decides.
Spells: *all* IQ 8 through IQ 12; Control Elemental; Create/Destroy Elemental; Control Person; Curse; Death Spell; Flight; Geas; Greater Magic Item Creation; Lesser Magic Item Creation; Lightning; Pentagram; Scrying; Spell Shield; Staff; Staff II/Manastaff; Staff III/Staff of Striking; Staff IV/Staff of Power; Summon Lesser Demon; Telekinesis; Ward; Weapon/Armor Enchantment; Wizard's Wrath.
Weapons: Staff of Power (holds no ST for spells) (ready).
Special: Kalinore's Phylactery (his ring, made of the same materials as the music boxes); worn on his left hand; holds ST 20 for spells; bestows IQ+2.



And then they are gone.

With Kalinore's departure, many illusions in the room also vanish, showing the marks of time upon the pillars. If the PCs search the pillars, they will find false panels holding texts detailing the magic spells he knew in life. If they did *not* receive Kalinore's thanks, the panels are locked (IQ/3); more than one failure will damage the items within! Unfortunately, two of the pillars have cracked and exposed the books. This has caused some of the pages to rot; each spell is readable only on a roll of 12 or less. The other treasures in the room are also ripe for plunder.

Treasure: \$30,000 worth of valuables in the form of random gold objects, gems, and similar portable wealth, plus an Iron Flesh gold ring and an Amulet of Skepticism.

The spells in Kalinore's books include all the ones he might cast in the battle (see the box, p. 11), plus a smattering of others of the GM's choosing.

Getting it Home

The adventure is not over until the GM says it is. The loot here is enormous, but the complications of getting it home depend on what has come before. If Balinoth lives, he will attack as soon as he can. He will be sure the secrets of lichdom lie in Kalinore's legacy.

If the PCs were sponsored by the Loyal Watchers, that group may ride to the rescue. But whether they help fight Balinoth or not, they will want a share of the treasure to continue their watch . . . just in case.

INGLORIOUS FLIGHT

If the PCs flee the lich, it pursues until they reach one of the chapels, which it refuses to enter. They can take refuge in a chapel, but if they leave via another door, the lich will simply pursue by another route. If they aren't aware of the hidden door in the lower area 5, they could get a nasty surprise if they think the lich is stopped by the Goddess.

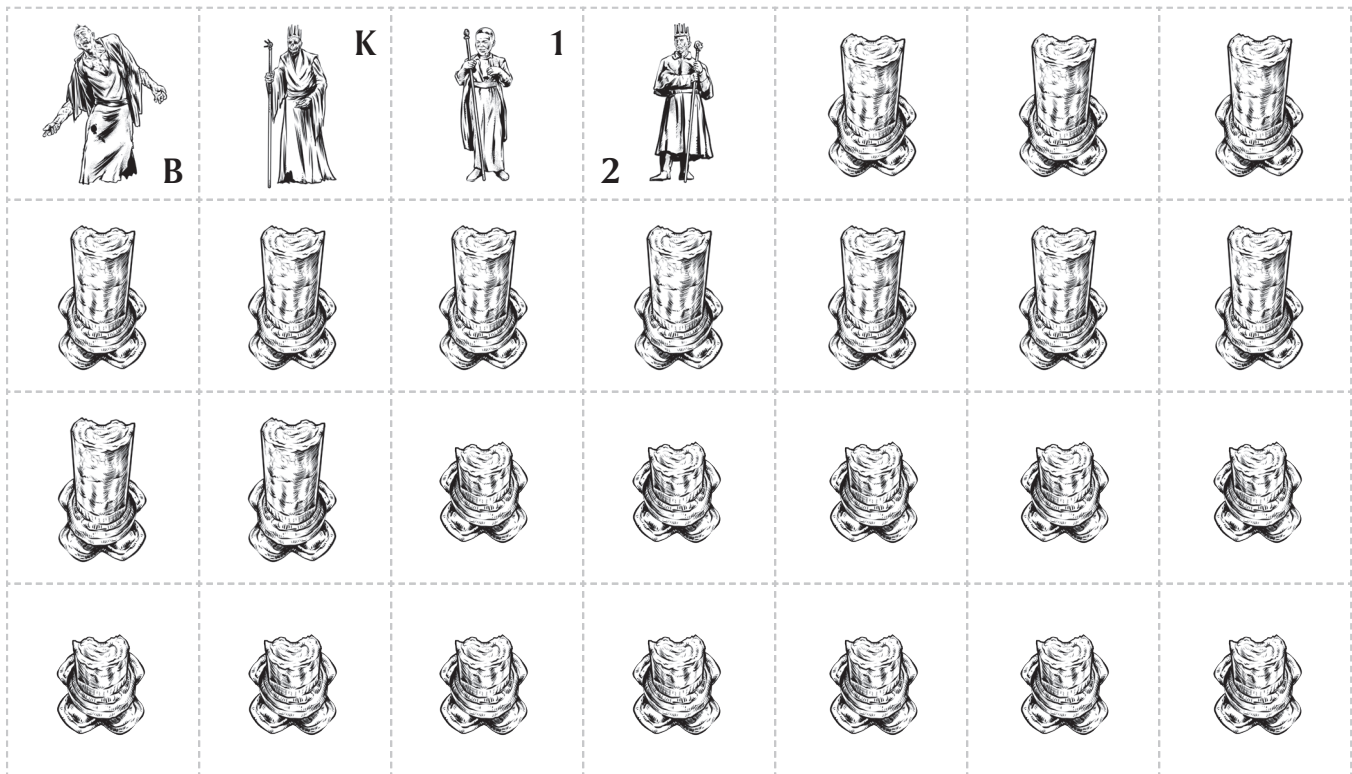
The only bit of luck for the delvers is that the magical traps of the crypt do not recognize the lich as being Kalinore but consider it just another intruder. Hopefully that will delay it long enough for them to escape. Kalinore will pursue only until they leave the building. However, should they return, he will be alert and scheming, not in his coffin!

THE RETURN OF BALINOTH

If the characters are outmatched, the GM may have Balinoth's group show up. The lich is enough of a threat to *everyone* that it becomes the target of Balinoth and the Fiends (though Balinoth won't hesitate to turn on the PCs after the conflict).

Even if this joining of forces defeats the lich, however, Kalinore and his ladylove won't stick around to help the adventurers. The PCs must defeat Balinoth on their own unless the lich does away with him first.

Likewise, if the PCs defeat the lich on their own, Balinoth and the Fiends will try to seize the trove of Kalinore, striking as soon as it is revealed.



Only four pillars are required for the combat on p. 5, but we had space for more, and pillars are very useful obstacles to have in your game set, so here they are! Note that this game defines the pillars as man-height, which would stop missile and thrown weapons . . . but for your own scenarios you could use some of the knee-high pillars, which would stop movement but not missile and thrown weapons.

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