

A2 For Characters Levels 1-3

OLD SCHOOL ADVENTURES

THE TOMB OF AZAR MOR



By J

NRP

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The Tomb of Azar Mor

A Dungeon Adventure for Characters 1-3 Level

Background

After conversing with the Oracle of Basyllthor the characters have discovered the location of the Eye of the Griffon. The leaders of the community of Wardstone immediately organize an expedition to The Tomb of Azar Mor, the infamous site where the Eye is said to be located. But the characters will need to balance caution and haste. The Wolfskull goblins continue to harry the villagers, and with the magical power of the Guardians drained, the defenders are hard pressed. Azar Mor, though, was a powerful and foul cleric and his tomb is likely to be guarded with all manner of foul monsters and traps. So counseled by Gilan the mage, and following a map provided by the locals, the characters set off to recover the Eye of the Griffon.

About

Welcome to *The Tomb of Azar Mor*, a dungeon adventure for 4 - 7 characters of 1st to 3rd level. In *The Tomb of Azar Mor* the characters enter the infamous tomb in search of The Eye of the Griffon, a magical artifact needed for the defense of the village of Wardstone. The characters will need to overcome numerous monsters and traps before their objective can be reached. Can the characters recover The Eye of the Griffon before the village of Wardstone is overrun by the Wolfskull goblins? The adventure presents a variety of challenges, including traps and undead, so a mix of classes, including a thief, dwarf and cleric, is recommended.

GM's Background

The Eye of the Griffon is not the only artifact that resided within the Tomb of Azar Mor and the PC's are not the only ones interested in the site. Skarsak, the goblin warlock, also sought artifacts of mystical might within the tomb and he gets there before the PC's. Through a network of caverns and mines, Skarsak, with his followers and allies, approached the tomb from above and were able to tunnel into the foul cleric's final resting place. The battle there cost the warlock a fair number of warriors, but he was victorious and left with the cleric's ill-gotten treasures. For our heroes, he animated his slain warriors and left them behind as a surprise for the PC's. Assuming the characters survive the undead ambush, the PC's will have a choice: return to Wardstone or pursue Skarsak and hope to reclaim the Eye of the Griffon.

Start

Following the map provided to you by the hunters of Wardstone, you have journeyed several days from the village into the surrounding hills. Your journey has lead you to a rocky gorge, lifeless save for a few stunted, twisted trees. At the end of the gorge you discover the cavernous mouth of a large tunnel.

The tunnel is a natural cavern, although a trail, worn smooth by the passage of thousands of feet, winds down the center of the tunnel. The tunnel is sixty feet long and slopes down twenty feet before ending at a cavernous wall with a large pair of doors set in it.

A huge demon head leers down at you from the cavern wall. The gaping jaws are closed about a pair of black metal doors studded with the crimson heads of rivets. Where the rings would be, twisted hands of pale, yellow ivory reach out.

The doors open with a spirit-crushing groan into area 1.

Wandering Monsters

There is a 1 in 6 chance of an encounter every 3 turns. If an encounter occurs, roll on the following table.

d6	#	Encounter
1	1	Carcass Scavenger
2	1-3	Ghouls
3	1	Giant Crab Spider
4	3 - 6	Skeletons
5	5 - 8	Giant Rats
6	1 - 4	Skeletons

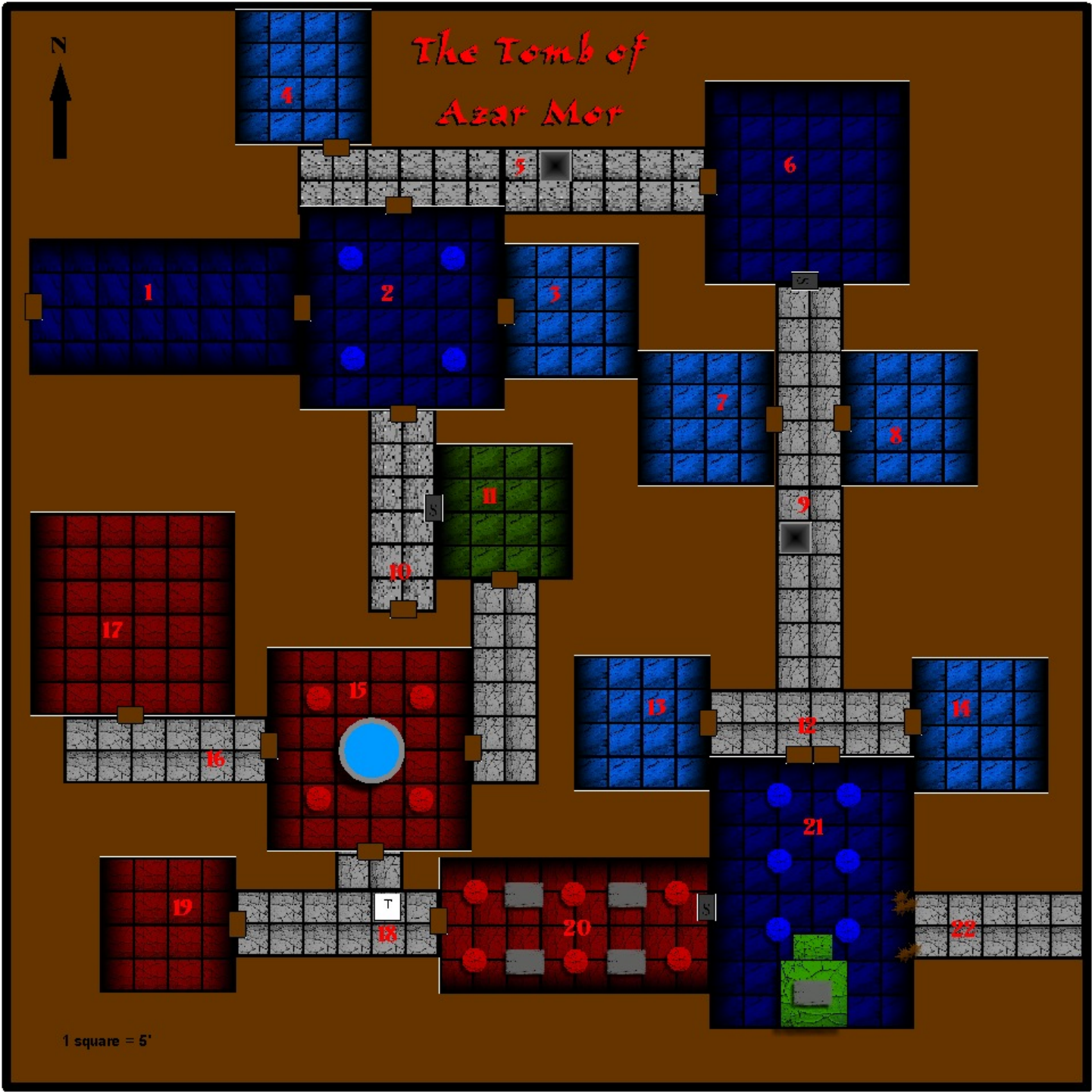
Carcass Scavenger [AL N; MV 120' (40'); AC 7; HD 3+1; HP 16; #AT 8; DG paralyzation; SV F2; ML 9].

Ghouls [AL C; MV 90' (30'); AC 6; HD 2; HP 13, 11, 8; #AT 3; DG 1d3 + paralyzation; SV F2; ML 9].

Giant Crab Spider [AL N; MV 120' (40'); AC 7; HD 2; HP 10; #AT 1; DG 1d8 + Poison (save +2), surprise 1-4; SV F 1; ML 7].

Skeletons [AL C; MV 60' (20'); AC 7; HD 1; HP 5 each; #AT 1; DG 1d6; SV F 1; ML 12].

Giant Rats [AL N; MV 120' (40') Swim 60' (20'); AC 7; HD ½; HP 2 each; #AT 1; DG 1d3 + disease; SV F 1; ML 8].



The Tomb of Azar Mor

1. Entrance Hall

Faded frescos, grey and covered with cobwebs, depict horrid scenes of demonic figures tormenting humans languishing across a dark, barren landscape. Bones lay along the walls -- a gnawed ribcage, a fractured skull -- along with tattered scraps of cloth and globs of mud.

There is nothing of value in the rubbish along the walls. The door to the east is made of black metal, studded with the crimson heads of dozens of rivets. There is no handle or discernable hinges. There is a horizontal seam dividing the portal in half.

Set in the wall just to the north of the door is a lever currently in the up position. If the lever is pulled down there will be an audible "thunk" and rattle of gears. A round latter the door will begin to open, the top half disappearing into the stone toward the ceiling, while the bottom half sinks into the floor. The door takes an entire minute to open and will remain so for ten minutes before closing again. Once closed, the mechanism in the surrounding stone will prevent it from opening again for 12 hours. See area 2 for details.

2. Luminous Pillars

A pale crimson light radiates from four pillars made of translucent crimson crystal, illuminating a room of mottled black and crimson stone.

There is a door set in the center of each wall. Those to the north, east and south are made of heavy wood, stained a dark crimson and bound with black metal.

The door to the west is made of black metal, studded with the crimson heads of dozens of rivets. There is no handle or discernable hinges. There is a horizontal seam dividing the portal in half.

Set in the wall just to the south of the door is a lever. If the lever is pulled down the door will begin to open, the top half disappearing into the stone toward the ceiling, while the bottom half sinks into the floor. The door takes an entire minute to open and will remain so for ten minutes before closing again. Once closed, the mechanism in the surrounding stone will prevent it from opening again for 12 hours.

If the door has been opened within the past 12 hours, the lever cannot be pulled down. The mechanism which operates the door is within the surrounding stonework, which would take three man-hours of work to uncover assuming the characters have appropriate tools, such as a hammer and chisel or an iron spike. A thief can manipulate the exposed gears with a successful open lock roll, a dwarf has a 3 in 6 chance of doing so. A *knock* spell or similar magic can also open the door.

Lurking in the room is a carcass scavenger.

Carcass Scavenger [AL N; MV 120' (40'); AC 7; HD 3+1; HP 19; #AT 8; DG paralyzation; SV F2; ML 9].

The creatures has a +2 chance of surprise due to the lighting and the monster's ability to crawl on the walls and ceiling.

Among some bones and tattered rags in the south east corner is a pouch of 5 gems (3 x 10 gpv and 2 x 50) and a +1 sword *cure light wounds 1/day*.

3. Guard Room

Dust coats the grey stone floor and thick cobwebs obscure the walls. Along the south wall is a cobweb-covered, rectangular black box.

The room is guarded by six skeletons.

Skeletons [AL C; MV 60' (20'); AC 7; HD 1; HP 7, 6, 5, 5, 4, 3; #AT 1; DG 1d6; SV F 1; ML 12].

The box is a chest of black metal and is locked. The chest contains two large sacks of 500 copper coins each, another sack of 300 electrum pieces and a small, locked ivory box (250 gp value). The box is trapped to release a puff of dust, which forces anyone within 5' to save vs poison or be blind for 1d6 turns. The box contains a silver ring set with 3 gems (total value 300 gp) and a cleric scroll of *neutralize poison*.

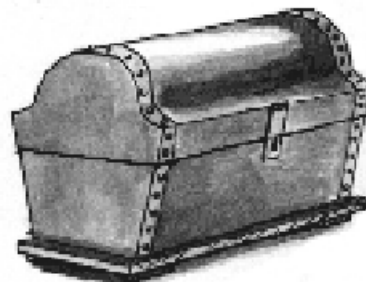
4. Vestry

Black and crimson robes hang from pegs set in the north wall of this dusty room.

There are thirteen robes hanging on the wall. The robes are dusty and rotting. However, the skeletons guarding this dungeon will ignore any character wearing the robes. Good-aligned clerics cannot turn undead or cast spells while wearing the robes. There is nothing else of interest in the room.

5. Covered Pit

Each character passing over this space has a 3 in 6 chance of falling into a 10' deep pit. The lid snaps back closed after 1 turn.



6. Chapel of Chaos

Flickering flames dance within a massive stone bowl that sits in the lap of a huge statue of a demonic figure. The twenty-foot tall horned statue sits along the east wall and faces west. Great red gems glitter in the stony sockets.

A foul presence can be felt in this room and all chaotic beings will come under the effect of a *protection from good* spell for so long as they remain in the room.

A shadow haunts this chapel.

Shadow [AL C; MV 90' (30'); AC 7; HD 2+2; HP 12; #AT 1; DG 1d4 + strength drain; SV F2; ML 12; surprise 1-5, harmed only by magic].

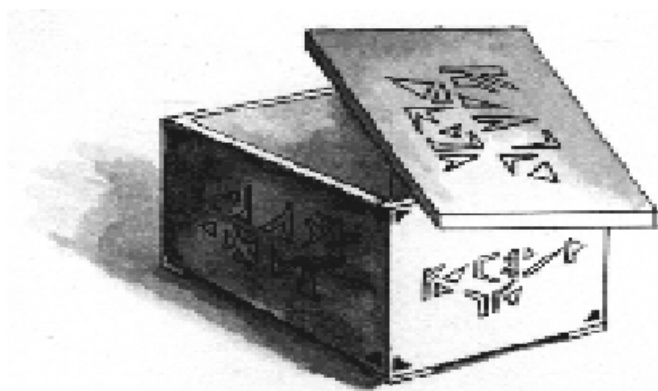
Along the north wall, among the remains of past victims, is 500 sp, 85 pp and a wand of magic missiles with 6 charges. A secret compartment in the floor in front of the statue contains a locked iron chest. The chest contains 1,000 gp, a potion of *healing*, a potion of *invisibility* and a clerical scroll of *cure light wounds* and *bless*.

The gems are worth 500 gold each. However, climbing the smooth surface of the statue is difficult, imposing a -10% penalty on all climb checks. Unless special precautions are taken, there is a 3 in 6 chance that a character falling from the statue lands in the bowl and takes 2d6 fire damage per round. To escape from the bowl, roll 1d6 and add the character's Strength modifier. On a result of 5+ the character manages to climb out.

A hidden catch near the base of the statue opens the secret door to the south.

7. Crypt

The door to this room is made of stone and is locked. Inside is a cobweb-covered sarcophagi. The sarcophagi is trapped and if opened will release a poison gas, which forces all those in the room to save against poison or take 1d4 damage. Inside are the moldering bones of one of the cleric's faithful followers. The skeleton is still dressed in +1 chain mail and wears a gold ring set with a trio of bloodstones, with a total value of 350 gold.



8. Crypt

The stone door to this room is icy to the touch, but unlocked. Inside is a sarcophagi, the lid slightly ajar. The remains have been possessed by a wight.

Wight [AL C; MV 90' (30'); AC 5; HD 3; HP 15; #AT 1; DG energy drain; SV F3; ML 12; harmed only by magic and silver].

Inside the sarcophagi is 1,000 ep, 8 gems (3 x 50, 2 x 75 and 2 x 100, 1 x 500 gpv.) and a +1 war hammer.

9. Covered Pit

Each character passing over this space has a 3 in 6 chance of falling into a 10' deep pit. The lid snaps back closed after 1 turn.



10. False Door

This door is part of a trap. If opened, the door reveals only a blank stone wall. However, at the same time, the secret door to area 11 opens, releasing the occupants who will move to slay intruders.

11. Guard Room

This dusty room is barren, save for six cobweb-covered skeletons. Each skeleton wears rusty plate mail armor and wields a halberd. They are the animated remains of skilled guards and are able to attack in ranks.

Skeleton Guards [AL C; MV 60' (20'); AC 4; HD 2; HP 10 each; #AT 1; DG 1d10; SV F 1; ML 12].

12. Doors of the Dead

Two huge doors, each 15' tall and fashioned of black metal and yellow bone, are set in the wall. The doors have no apparent means of opening them – no hinges, handles or rings. Within the doors, hidden from view, two huge bolts run horizontally through both doors, one through the lower half and one through the upper. The only way to open the doors is by pulling the levers in areas 13 and 14. A knock spell cast at the doors will cause the portals to reverberate as a gong struck by a mallet, calling for an immediate wandering monster check.

13. Lower Lever

Cobweb-shrouded frescos depicting horrid scenes of demonic figures tormenting humans languishing across a dark, barren landscape adorn the walls of this barren room. A large lever juts from the center of the south wall. Flanking the lever are a pair of large, cobweb-covered, mail-clad humanoids.

The humanoids are bugbear zombies. They will not attack unless attacked or someone tries to pull the lever down. A Chaotic cleric, making a successful turn check, can command the zombies to pull the lever down.

Bugbear Zombies [AL C; MV 120' (40'); AC 6; HD 4; HP 22, 17 each; #AT 1; DG 1d8+1; SV F 2; ML 12].

If a character attempts to pull the lever down, roll 1d6 and add the character's Strength modifier. If the result is 5+ the lever is pulled down and the lower bolt slides out. If the upper bolt has also slid out, the doors at 12 open.

Two characters can work together to pull the lever down, adding both their Strength modifiers and an additional +1.

14. Upper Lever

Cobweb-shrouded frescos depicting horrid scenes of demonic figures tormenting humans languishing across a dark, barren landscape adorn the walls of this barren room. A large lever juts from the center of the south wall. Beside the lever is a huge, cobweb-covered, humanoid.

The humanoid is a ogre zombie. The creature will not attack unless attacked or someone tries to pull the lever down. A Chaotic cleric, making a successful turn check, can command the zombie to pull the lever down.

Ogre Zombie [AL C; MV 90' (30'); AC 7; HD 6; HP 28; #AT 1; DG 1d8+2; SV F 4; ML 12].

Also lurking in the room is a crab spider.

Giant Crab Spider [AL N; MV 120' (40'); AC 7; HD 2; HP 13; #AT 1; DG 1d8 + Poison (save +2), surprise 1-4; SV F 1; ML 7].

If a character attempts to pull the lever down, roll 1d6 and add the character's Strength modifier. If the result is 5+ the lever is pulled down and the lower bolt slides out. If the lower bolt has also slid out, the doors at 12 open.

Two characters can work together to pull the lever down, adding both their Strength modifiers and an additional +1.

15. Unholy Font

A foul stench of rotten eggs and rancid meat hangs in the air of this room. A faint, flickering light radiates from a large pool set in the center of four, red-veined pillars.

Lurking near the web-shrouded ceiling is a giant black widow spider.

Giant Black Widow Spider [AL N; MV 60' (20'), web 120' (40'); AC 6; HD 3; HP 17; #AT 1; DG 2d6 + Poison; SV F 2; ML 8].

Along the north wall, among the web-shrouded remains of several desiccated orcs, is 200 gp, 3 gems (50 gp each) and a silver-headed battleaxe of dwarf design. Although non-magical, the axe adds +1 to the wielder's attack roll.

The pool contains a small amount of black, sludge-like water, about six pints worth. Sparks crackle between the lumps of sludge. At one time this was a font of unholy water, but time and the dark magic of this place has further warped this foul font.

Should a living thing touch the stuff it will take 1d4 damage from the icy chill. Should a flask of the stuff strike a living thing, it will take 1d6 damage and must save or be paralyzed for 1 turn. If a flask of it strikes an undead, it has the same effect as being turned by a 3rd level cleric. There is enough sludge for six flasks.

Should the water be purified it will become holy water, enough for 12 vials.

16. Dead Orc

The partially devoured remains of an orc lies on the gore-splattered floor. If the remains are searched the characters will discover 27 sp and 17 gp.

17. Ghoul Lair

A horrid stench fills this filthy chamber. Bones, tattered rags and rusting armor litter the floor and patches of mold and dried, splattered gore are smeared across the walls. A large chest sits in the center of the north wall.

This room is the lair of 5 Ghouls.

Ghouls [AL C; MV 90' (30'); AC 6; HD 2; HP 15, 13, 11, 10, 8; #AT 3; DG 1d3 + paralyzation; SV F2; ML 9].

The litter of the lair includes 700 cp, a silver-studded belt with a buckle in the shape of a unicorn with tiny, green gem stone eyes (350 gp value), 2 swords, a shield, a chain mail shirt, a war hammer and 5 gems (3 x 50 and 2 x 100 gpv).

The chest is locked and trapped with a poison needle which causes confusion as the spell for 3d6 turns. The chest contains 1,500 ep.

18. Arrow Trap

Each character passing over this space has a 3 in 6 chance of triggering a trap which causes a dozen arrows to fire out of the south wall. The arrows attack as a 3rd level fighter and each character in the corridor will be attacked once. If the attack hits the character takes 1d6 damage.

19. Rat's Nest

The stench of filth and rot permeates the air. In the center of the room is a large pile of trash.

The lair is the nest of a dozen giant rats.

Giant Rats [AL N; MV 120' (40') Swim 60' (20'); AC 7; HD ½; HP 2 x 4, 3 x 3, 4 x 2, 3 x 1; #AT 1; DG 1d3 + disease; SV F 1; ML 8].

If the trash is searched the characters will discover a silver dagger, a leather bracers inlaid with silver in the shape of a dragon (75 gpv), a gold medallion in the shape of a griffon (50 gpv), and a pair of +1 arrows.

If the room is searched the characters may discover a flagstone in the northwest corner with a skull-shaped depression carved into it. Under the stone is a cavity containing a magic-user scroll of magic missile and shield.



20. Warriors' Tomb

A skull and crossed swords stand out in bas relief on the stout stone door in the west end of this room.

Cold blue light radiates from the stubs of torches set in brackets attached to pillars of mottled black and crimson stone. Between the pillars stand four slabs of grey stone. Stretched upon each are the bony remains of armed and armored humanoid.

The torches radiate a soft blue magical light in a 15' radius, even if removed from the room, all except the last. The easternmost torch in the north row trails only wisps of a foul smelling smoke. If the bracket is pulled down the secret door swings open.

On the first bier to the north is a cobweb-covered skeleton in chain mail with a war hammer on his breast. If the remains are disturbed, the hammer will animate, flying through the air and striking at intruders for 2d4 rounds. The hammer attacks as a 5th level fighter and inflicts 1d6+1 damage. The hammer is difficult to hit (AC3). If a single attack inflicts 5 or more points of damage the hammer will fall to the ground, never to rise again. The weapon is magical (+1), but cursed to -1 until a remove curse spell is cast on it. The only other item of value on the remains is a silver necklace worth 250 gold.

On the first bier to the south is a skeleton in leather armor with crossed swords on his chest. If the remains are disturbed the skeleton springs to life, attacking with a sword in each hand.

Skeleton [AL C; MV 60' (20'); AC 5; HD 3; HP 15; #AT 2; DG 1d8; SV F 2; ML 12].

The leather armor is magical (+1) and the skeleton wears a gold ring in the shape of a roaring lion's head (375 gpv).

Stretched out on the second bier to the north is a skeleton in chain mail with a long bow and quiver of arrows atop it. The armor and bow are rotted and useless. The quiver contains 5 +1 arrows. There is nothing else of value or interest.

Atop the last bier is a skeleton in plate mail with a battle axe resting atop it. There is nothing of value on the remains. However, under the skeleton is a secret compartment in the top of the bier. The compartment is trapped to release a burst of fire in a five-foot radius around the bier. Anything in the area takes 1d6 fire damage (Save vs breath for half). Inside the compartment is a sack of 100 pp, a clerical scroll of *resist fire* and a magic-user scroll of *levitate*.

21. Tomb of Azar Mor

A pale light radiates from pillars of mottled black and crimson crystal. Rags, bones and rusting arms and armor litter the floor. A section of the east wall has caved in and to the south, atop a dias of green stone, lays an ornate sarcophagi.

This room is the final resting place of Azar Mor and, as legend had it, some of the greatest treasures he had claimed during his long, bloody reign. Unfortunately, Skarsak and his followers have already broken into the tomb through the tunnel at area 22, defeated the guardians and plundered most of the tomb's treasures. Before departing, Skarsak animated a dozen of his own fallen orcs and goblins. In addition, two goblins, slain by a wraith, have risen as minor wraiths.

12 Zombies [AL C; MV 120' (40'); AC 8; HD 2; HP 4 x 12, 4 x 10, 4 x 8; #AT 1; DG 1d8; SV F 1; ML 12].

2 Minor Wraiths [AL C; MV 120' (40'); AC 3; HD 3; HP 15, 13; #AT 1; DG 1d4 + energy drain; SV F3; ML 12; harmed only by magic and silver (½ damage)].

The zombies lurk in the shadows along the walls to the east and west. The wraiths are to the south and will direct the zombies in combat.

In the southwest corner is a locked iron chest which contains 3,000 sp, 2,000 gp, potions of *healing*, *giant strength* and *invisibility*, a clerical scroll of *cure light wounds*, *bless*, *neutralize poison*, *remove curse* and *cure disease* and a magic-user scroll of *detect magic*, *read magic*, *detect invisible* and *protection from normal missiles*.

22. Tunnel

This cavernous tunnel slopes up to adventure module A3.

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