

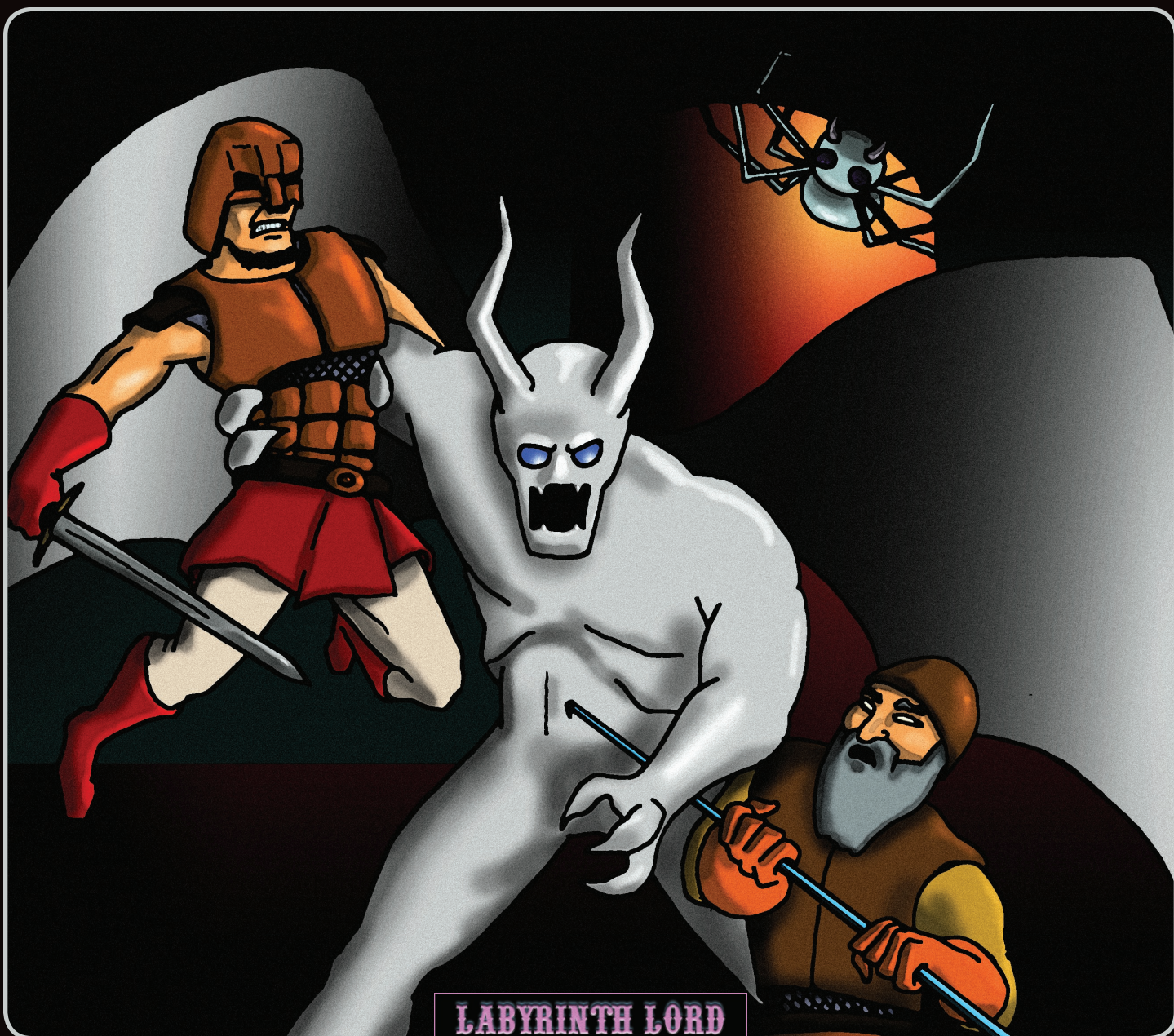
CLASSIC

DEEP LEVEL DUNGEON

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Fabled Curse of the Brigand Crypt

by R. Lawrence Blake



LABYRINTH LORD
COMPATIBLE PRODUCT

CLASSIC

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Fabled Curse of the Brigand Crypt

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The legend of an ancient crypt outside the ghost town of Iron City tells of a powerful curse and those who venture there will surely meet their doom. A group of bloodthirsty brigands moved into the city, using its rotted dwellings as a base for their terrible raids on local travelers. When the thieves suddenly vanish, fears and questions arise about where they went and what was left behind.

Can your party survive the traps and puzzles that surely lie within the *crypt* in hopes of finding the brigands' abandoned treasure?

Fabled Curse of the Brigand Crypt is a fearsome adventure for character levels 1-3. For use with the Labyrinth Lord™ rules or other Basic RPG systems.

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Prime Requisite Games™ Adventure DLD2 For Character Levels 1-3

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Fabled Curse of the Brigand Crypt is part of the Classic Deep Level Dungeon Adventures™ series from Prime Requisite Games™ for use with the Labyrinth Lord™ rules or other BASIC RPG systems. Prime Requisite Games™ is dedicated to bring you quality old-school RPG adventures.

Fabled Curse of the Brigand Crypt

Written and illustrated by R. Lawrence Blake

Layout and design by R. Lawrence Blake

Dedicated to Matt & Luke Szymanski, who got my start into RPGs.

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**Electronic Book Edition
Second Release
March 2009**

Fabled Curse of the Brigand Crypt

Fabled Curse of the Brigand Crypt is an adventure for the Labyrinth Lord™ fantasy role-playing game, and is compatible with other BASIC RPG systems. This module is intended for four to six characters of 1st to 3rd level. The monsters and/or treasure within this adventure can be adjusted by the Labyrinth Lord (LL) to fit the strength of the party or the preferences of the LL.

If you intend on going through this adventure as a player, STOP HERE and pass this along to your LL.

As the LL, it is important to completely familiarize yourself with this adventure before running players through. While the *Brigand Crypt* is a relatively short adventure, it is very dense with many details. There are many elements you will need to keep organized (mainly the different types of keys and to which locks they open), so for maximum enjoyment and fast pacing, it's better to know what lies ahead.

BACKGROUND

The adventure begins at the outskirts of Iron City, a small ghost town located 50 miles southeast of the dreaded Ghoul Keep.

The legend of this city, quite well known around the surrounding villages, centers around the two evil brothers who used to rule Iron City nearly a century ago. The brothers, Grylett the Blackhair, a powerful wizard, and Haxsi, a chaotic cleric, set up the small town to attract underlings and apprentices.

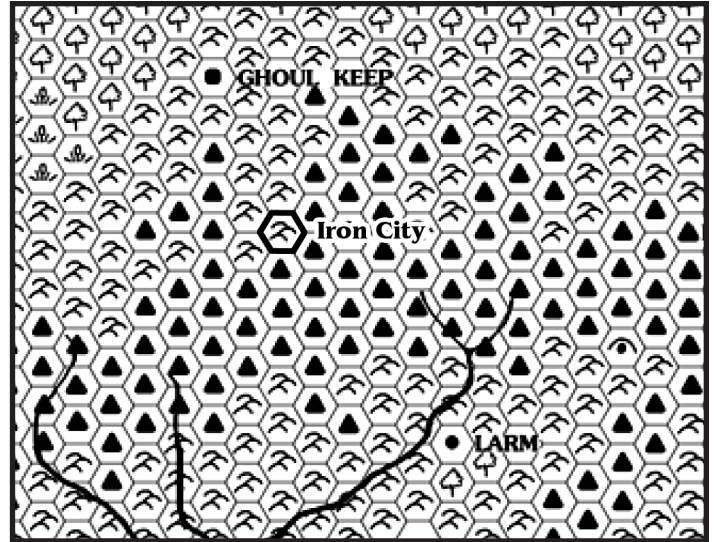
The underlings would be no more than slaves to the powerful spellcasters, and training for them did not go well as one by one they were being murdered by their masters due to their lack of patience regarding the errors of novice spellcasters.

When the city eventually dried up of anyone foolish enough to be trained under such evil men, Grylett and Haxsi shut themselves away from the Known Lands within a crypt located about a half mile north of Iron City. The legend says that the pair placed a terrible curse upon the city and its surrounding lands, spelling doom to those venturing within.

However, tales of an ancient curse did not stop a band of bloodthirsty brigands of setting up their lair in Iron City about five years ago. These men would raid travelers and caravans along the southern paths and roads between the various villages, all who do trade with the city of Larm, among others.

While the brigands were not a superstitious bunch, they were happy to use the city's supposed curse to ward off those looking to put a stop to their thievery.

Two years ago, the raids suddenly ceased. While the local traders were relieved, the sudden disappearance of the brigand group raised fears and questions about where they went and what was left behind. After three years, did they decide to pack up their loot and simply leave, or did something more sinister happen, bringing truth to the curse and the possibility of abandoned treasures?



NOTES FOR THE LL

The crypt is the supposed last burial spot for Grylett and Haxsi. Before either of them passed away, they set up the crypt so that those interested in sacking it after the evil siblings have passed on will come across a very deadly surprise.

Iron City and its crypt seemed dormant for the 100 years after the brothers shut themselves away, but when the brigands found their way into the magically locked crypt, Grylett's and Haxsi's curse was finally unleashed.

While searching the old construct, the brigands stumbled upon a crawlspace hidden by a false wall (**AREA 5**). Opening this crawlspace triggered the magic which had remained static for decades, bringing forth scores of undead and magical creatures that sought out and killed most of the intruders.

Some of the brigands managed to escape, but only with their lives, leaving behind all their coveted treasure.

The party will begin at the border of Iron City. The time will be in the late afternoon. They will know bits of the story about a group of bandits that mysteriously vanished, possibly leaving their riches somewhere within this dead town. They may know the rumors about the area being under a curse or that the undead rise up with the moonlight. How they find out any of this information is up to the LL.

IRON CITY

Iron City was not so much a “city” as it was a glorified campground adorned with a small temple. A rather large road, approximately 40 to 50 feet across winds through the village with smaller paths leading up to each building.

With the exception of the *Storage Building*, the *Water Well*, and the *Temple*, the city is almost completely vacant. Although the buildings are full of wood rot and old broken furniture, some show minor signs of repair work. While the brigands occupied this area, they tried to make their living quarters as pleasant as possible. Some buildings were beyond repair and lay in ruins. During the daylight hours, the party will be safe exploring the area, but don't let the players know this. Whenever they enter a building, fill it with wind noises, creaks and various insects or small wild animals. Occasionally roll the dice, shake your head and move them on.

If they wish to stay the night within one of the buildings, there is a chance for an encounter (roll Table 1).

TABLE 1 (roll 1d6)

1: No encounter

2: 2 Skeletons (AL: C, MV: 60' (20') AC: 7, HD: 1, HP: 6, 5, ATT: 1, DMG: 1-6, SAVE: F1, ML: 12, XP: 10)

3: 3 Giant Rats (AL: N, MV: 120' (40') AC: 7, HD: 1-4 hps, HP: 2 each, ATT: 1, DMG: 1-3, disease, SAVE: F1, ML: 8, XP: 6)

4: 2 Zombies (AL: C, MV: 120' (40') AC: 8, HD: 2, HP: 10, 8, ATT: 1, DMG: 1-8, SAVE: F1, ML: 12, XP: 20)

5 or 6: Guardian Orb (This is a creature located within the Water Well that serves as guardian over Iron City and its crypt. If it is rolled as a wondering monster, consult the Water Well section for information.)

If the characters are actually out walking the city at night, there is an 85% chance of them meeting up with the Guardian Orb. If the orb sees the characters out, it will first summon wolves or an insect swarm to attack the party before engaging them with its eye blasts from a medium range.

STORAGE AREA

This building once housed the village's food supply (dried meats and fruits) as well as clothing and tools. Inside is a room 30' x 20' with a 20' descending staircase along the north wall. The stairs lead down to a locked iron door.

The stairs have a weight-activated step trap. When a character climbs down 10', the step will cause large bricks to fall from a beam in the ceiling. All characters on the stairs must save vs. petrify or suffer 1-6 hps of damage.

The iron door is strong, and cannot be broken down easily, requiring an 18 strength with a -3 modifier on the roll. A thief can pick the lock with a successful Pick Locks roll.

On the other side of the door is a 10' x 15' room. This is where **Samuel the Insane** lives (Brigand, AL: C, MV: 120' (40') AC: 8, HD: 1, HP: 6 ATT: 1, DMG: 1-6, SAVE: F1, ML: 8, XP: 10). Samuel was a clever, yet off-balanced bandit who was with the original brigand group. When he witnessed his group getting slaughtered by teams of undead and other horrific monsters, he ran to the fruit cellar, hid, and never left Iron City, using the cellar as his sanctuary. To survive, he occasionally ventures out during the day to gather bits of food and water. Samuel will never under any circumstances leave the cellar at night.

While his mind was fragile before he witnessed the attack, living in the confines of a fruit cellar for the past two years have driven Samuel completely mad.

If he hears the party speaking, he will be overjoyed that actual humans (or even demi-humans) have arrived. He may unlock the door after some gentle coaxing. Upon meeting Samuel, he will demand to know how the party lived through the curse. His conversation will be scattered, talking about walking skeletons and “the great stone monster”. He will also mention that he has “seen the eye” but the eye has not yet seen him, so he is safe. “Here at night. Don't let the eye see you.” (He is speaking of the Guardian Orb within the Water Well.)

If asked about the crypt or the temple, he will tell the party that the key to the crypt might be within the stone beast's belly. He will not elaborate except to say, “check the temple.”

He will not join the group nor leave the cellar. He will defend himself if attacked, but will not initiate any type of aggression. Samuel will ask the party if they have, or if they are going to lift the city's curse, and if they do, to please let him know.

He will allow the characters to stay the night in his tiny room if they like. It is the only place that is safe from the Guardian Orb.

WATER WELL

This is a stone brick well, about 5' in diameter and 25' deep. At the bottom of the well is 3' of water. The well looks old and a few of the bricks are missing. The well water is good to drink. In the daylight, if one of the

characters wants to climb down and search the well, there is a 3 in 6 chance that the sleeping Guarding Orb (see *Monsters Section*) will be found in the water, which of course will only look like a rather large smooth stone. Again, this is only during the daytime when the orb is in its inactive sleeping state. During the night, the orb will be out patrolling the city for intruders.

The **Guardian Orb** (AL: C, MV: 120' (40') AC: 7, HD: 1, HP: 6, ATT: Special, DMG: Special, SAVE: F1, ML: 12, XP: 43) was summoned by Grylett before his death to guard Iron City and its crypt. When the brigades triggered the curse, it awoke from its stone hibernation within the well and helped seek out and kill some of the intruders. The orb still uses the well as its resting place during the daylight hours.

If the orb is taken and placed in a bag or backpack, it will eventually awaken at sunset. At this point the orb will not yet try to escape. Outside of the crypt, it will summon wolves or an insect swarm to attack the party. Within the crypt, it will summon skeletons or zombies. If the attacks fail to kill the party, it will use its silence 15' radius and begin shuffling and moving about. If let out, the orb will cast its shield and attempt to fly away until it can use its summoning ability again. It will then return with the summoned beasts and attack with its eye blasts from the back of the battle.

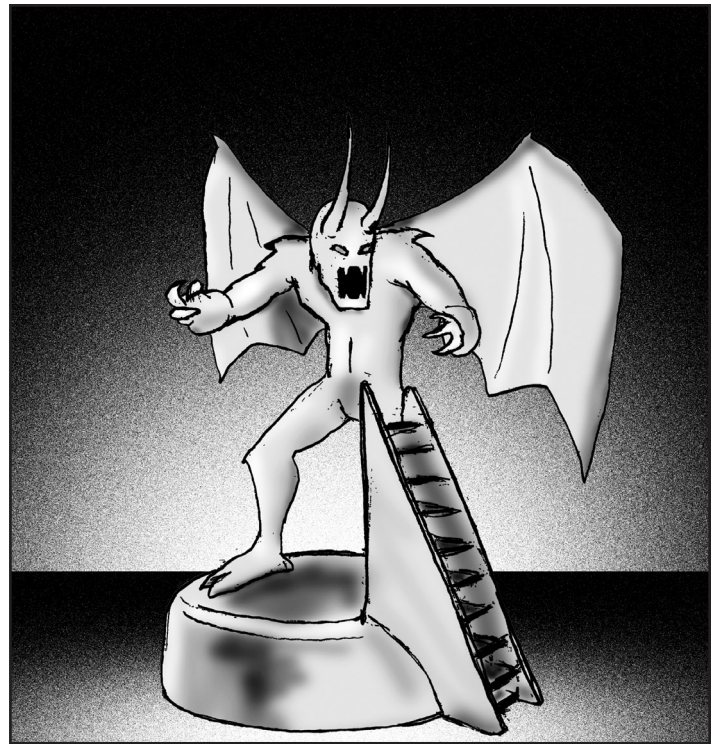
THE TEMPLE

The temple is a rather unremarkable square stone construct. There is a large clearing in front, leading to a set of unlocked double-doors.

Inside is a 60' x 60' room made of smooth stone with 10' diameter pillars in each corner. A large 10' statue of a horned beast with bat-like wings (resembling that of a gargoyle) stands crouched over on top of a bronze pedestal in the middle of the room. The beast's mouth is gaping wide open. Built into the pedestal is a rough set of stairs, allowing those of at least elfish height to reach the head of the statue. At the base of the stairs, a small inscription reads, *"Each take one, and only one."*

The statue will emanate a small amount of magic if detected. Looking into the mouth will show nothing but darkness, even under torchlight. Characters who wish to will be able to stick their arms deep into the statue's mouth (a little over half an arm's length). It is very narrow and a bit cramped. Those wearing plate armor or gauntlets will need to remove them from his or her arm before being able to reach all the way in.

Deep within the mouth, characters will feel what seems to be a pile of smooth rocks. The rocks are almost the size of a hand, so only one rock can be removed at a time. There are a total of five rocks and one key within the statue.



Roll randomly to see which item is chosen.

1. Red Stone
2. Gold Stone
3. Gray Stone
4. Green Stone
5. Blue Stone
6. Crypt Key

If the key is rolled before all the stones are taken and the character attempts to take it out, the statue will bite down tightly on the character's arm for 1-4 hps of damage. The character will suffer an additional 1-4 hps of damage per round until the key is dropped, after-which the statue will release its grip. If a character actually dies from the bite damage, the statue will release the arm. Only after all the stones are taken out can the key be removed safely from the statue's mouth. When the stones and key are all removed, the statue will close its mouth.

The key is used to open the double-door entrance of the crypt. The stones will be used within the crypt's temple (**AREA 10**).

If characters wish to use some foreign object such as a sword or a staff to prevent the mouth from closing, the obstruction will prevent a character from reaching into the narrow opening.

Note that nothing will prevent one character from reaching in several times and taking out stone after stone until finally reaching the key. This inscription was originally placed there by Grylett and Haxsi to deter underlings from cheating on various challenges they would set up for them via this random method.

Notes for the LL regarding the Crypt

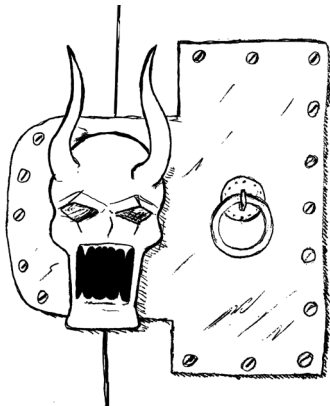
In addition to the key found within the temple's statue, there are many other keys found within the crypt. One reason for the keys is to control where the party flows through the crypt while another is to keep the players on their toes. The players should keep track of the keys they find, making notes of where they were located.

During the night hours, if the Guardian Orb was not discovered or defeated, the creature will definitely notice the crypt doors are open *unless the players specifically say they close the entrance doors*.

There is a 75% chance of the orb finding the party within the crypt during their nightly resting periods.

THE CRYPT

The crypt is located about a half mile away along a northern uphill path and can easily be seen from town. The visible part of the crypt is 15' high with patches of twisted plant-life growing up the sides. The path comes to an end at the crypt's stone double-doors.



Attached to the center of the doors is a bronze bust of the same stone creature found in the temple, again with its mouth wide open.

Characters will be able to see a keyhole within the mouth. Only the key found in the temple

can be placed into the keyhole. If anyone tries to place anything else within the mouth (or tries to pick the lock), the mouth will close on the intruder for 1-4 hps of damage per round until the specific item is dropped. After the mouth releases its grip, the characters will hear the foreign item drop to the ground on the other side of the door.

A **Knock** spell will work, but the party will later need to retrace their steps back to the temple to obtain the colored stones and key for the statue in **AREA 10**.

Once shut, the doors will not magically lock again until the key is returned to the temple statue. The door handle from the inside can open the locked doors.

1. The room is about 50' in length and 40' wide. Straight ahead, in a single file line, are three bronze pedestals like the one found in the temple, but without the stairs. The first two pedestals also have inscriptions as well as a winged, horned stone creature affixed to the top. The third pedestal is empty with no inscription.

The first pedestal's inscription reads the name *Grylett*, and displays a creature holding a severed medusa head in one clawed hand and a staff in the other.

The second pedestal reads the name *Haxsi* and displays a statue holding a large footman's mace.

Along the east and west walls are eight burial vaults (four on each side), closed up with 2' x 2' door panels. Each door panel has a large bronze ring in the center. The character can easily pull on the attached rings to open the panel doors. The burial vaults contain the following:

A. Zombie (AL: C, MV: 120' (40') AC: 8, HD: 2, HP: 9, ATT: 1, DMG: 1-8, SAVE: F1, ML: 12, XP: 20)

B. Nothing but a coating of dirt and some old cobwebs.

C. A corpse wrapped in a black burial robe. Nothing of value.

D. Arrow trap. This will hit as a 3 HD monster for 1-6 hps of damage.

E. Corpse. Under its burial robe on a chain around its neck is a key to **AREA 2**.

F. 2 Skeletons (AL: C, MV: 60' (20') AC: 7, HD: 1, HP: 7, 5, ATT: 1, DMG: 1-6, SAVE: F1, ML: 12, XP: 10). One has a small bag that contains a key that opens burial vault **H**.

G. Corpse in chain mail armor. Nothing else.

H. The panel is locked and requires the key from the skeletons in burial vault **F**. However, a thief could open it with a successful Open Locks roll. Inside this vault is a small chest containing 50 gps, a gem worth 25 gps, and a **dagger +1**.

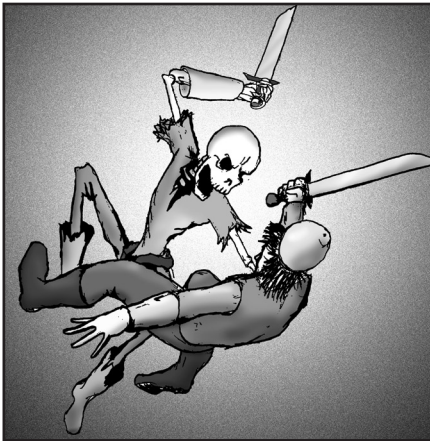
To the north is a dark stairway that descends 40' into **AREA 2**.

2. This area is 30' x 30' with a single door to the north. There are two braces for torches attached to the east and west walls and some rotted, broken furniture littering the room. The door to the north is locked, requiring the key from burial vault **E** to open it.

3. When the door is opened, the sound of tiny crystals plinking on the ground can be heard down the east passage of the hall. The sound lasts for only a couple seconds. To the north, painted on the wall is a picture of a gargoyle pointing east. The noise and the painting are just to pique the interest of the characters. The crystals are simply an illusionary sound triggered when the door opened.

The hall also extends to the west.

4. About 35' down the eastern passage of the hall, the characters come upon a 10' open pit. The bottom of the pit contains two dormant skeletons, possibly unlucky adventurers who met their doom in a simple pit trap. Within the pit, in the center of the northern wall, is a small hole with a small amount of dried green paint covering its perimeter. If a character climbs down to investigate, the **skeletons** (AL: C, MV: 60' (20') AC: 7, HD: 1, HP: 6, 6, ATT: 1, DMG: 1-6, SAVE: F1, ML: 12, XP: 10) will animate and attack.



If the characters try to bypass the pit by stepping over its northwest corner, or if one tries to climb out onto the passage leading north, the floor of the northern hall will slant dramatically, tumbling the hapless character down into the 10'

pit for 1-6 hps of damage. Passage to the northern door (to **AREA 11**) will be impossible, short of some sort of spider-climb or flying magic. The slant is too jerky and sudden for thieves to use their Climb Walls ability.

This brings us back to the green hole in the north wall of the pit. This hole is actually a key hole for the Green Rod Key (found in **AREA 10**). When the Green Rod Key is inserted into the hole and pulled upward, a loud clicking sound will echo within the halls. This will prevent the floor from slanting, allowing characters to reach the locked door to **AREA 11**.

5. The door leading to this area is set with an arrow trap (hits as a 3 HD monster for 1-6 hps of damage). The room is 10' x 20' and empty except for a 3 1/2' crawl-space within the west wall. Character can crouch down and enter this thoroughly dark passage. The cramped tunnel will twist and turn, and about 45' into the miniature labyrinth, the characters will run into a crouched-down humanoid holding a short sword. The humanoid (actually a **skeleton** (AL: C, MV: 60' (20') AC: 7, HD: 1, HP: 5, ATT: 1, DMG: 1-6, SAVE: F1, ML: 12, XP: 10) wrapped in clothing) is facing the characters and will continue to block the tunnel. It will only attack if attacked or pushed through.

Because of the cramped conditions, only short weapons can be used and attack rolls are made at a -2.

6. The tunnel opens up to a room 80' x 20' with 12 stone coffins lining the south wall. Four coffins are open (numbers 8-11). The coffins' bases are attached to the stone floor. The entire area is heavily covered by dirt

and dust. To the northeast, part of the wall is broken into ruins, leaving open an 8' hole.

If the party investigates the open coffins, **2 ghouls** (AL: C, MV: 90' (30') AC: 6, HD: 2 (turn as 3), HP: 12, 9, ATT: 3, DMG: 1d3/1d3/1d3 + special, SAVE: F2, ML: 9, XP: 38) and **1 skeleton** (AL: C, MV: 60' (20') AC: 7, HD: 1, HP: 4, ATT: 1, DMG: 1-6, SAVE: F1, ML: 12, XP: 10) will emerge from **AREA 7** and attack.

The open coffins are empty. The closed coffins contain the following:

Coffins 1 and 2 each have one **skeleton** (AL: C, MV: 60' (20') AC: 7, HD: 1, HP: 6 each, ATT: 1, DMG: 1-6, SAVE: F1, ML: 12, XP: 10)

Coffins 3-7 have plain corpses in black burial robes.

Coffin 12 contains treasure. 2,000 cps, 1,000 gps, 4 pieces of jewelry worth 75 gps each, a **mace +1**, **scroll with invisibility**, a **scroll with remove curse** and the key to **AREA 11**.

7. Through the rubble of the broken wall, the finely crafted areas of the tomb gives way to a natural cavern. Small stalactites hang from above and the damp scent of mould and mildew linger in the air.

Strewn about on the cavern floor are numerous human bones. These bones belonged to most of the doomed brigand camp. A careful search of the bones and grounds will turn up 40 cps, 25 gps, and a **Ring of Protection +1**.

8. The dark cavern extends westward. As the characters move through, **3 piercers** (See *Monsters Section*, AL: N, MV: 10' (3'), AC: 3, HD: 1, HP: 6, 5, 3, ATT: 1, DMG: 1-6, SAVE: F1, ML: 12, XP: 10) will fall on three random characters. If they miss, the creatures will remain motionless, acting as actual fallen stalactites until the cavern is cleared. Nothing else of value is in the area.

9. Huge webs cover the southern corner of this cavern. Two armored bodies can be seen hanging lifelessly in the webbing. Hidden near the ceiling behind the webbing are **2 blue cave spiders** (See *Monsters Section*, AL: N, MV: 120' (40') AC: 7, HD: 1, HP: 5, 5, ATT: 1, DMG: 1-4 + poison, SAVE: F1, ML: 7, XP: 12). These spiders will only attack if their web is disturbed. If the party sets the web on fire, the spiders will retreat to a crawl-space in the cavern wall above their web, but there is a 50% chance that they may take 1-4 hps of fire damage. Once the webbing is burned, and if the characters stick around to check the armored bodies, the spiders will attack.

The bodies are wearing normal chain mail. One carries a **broadsword +1**, one carries 4 **arrows +1**, and they have 63 gps between them.



To the northeast, there is a narrow staircase leading down (to **AREA 10**). The staircase is 60' in length and descends 40'.

10. The stairs lead into a 70' x 70' chamber that resembles the inside of the temple in Iron City. The area is magically lit by a soft green glow and the ceiling is lost in the darkness (50' high). Like the temple, there are 10' diameter pillars in each corner and a statue of a large horned open-mouthed creature standing on a bronze pedestal with a set of stairs leading up to the creature's head. The inscription on this pedestal reads, "One at a time, return your gifts from the temple."

The gifts are the different colored stones and the key taken from the temple statue's mouth. To return a stone, it cannot simply be placed into the mouth. If this is tried, the stone will roll right out of the gapping mouth and onto the floor. A character's arm must go deep into the statue's mouth, just like at the temple.

The stones can be returned in any color sequence, but the key **MUST** go last. If a character attempts to place the key (or any other object) into the statue's mouth before the colored stones are returned, the mouth will bite down for 1-4 hps of damage, plus 1-4 hps per round until it is dropped. Once dropped, the mouth will loosen and the character's arm can be removed, after-which the key, or foreign object, will tumble out of the mouth.

It must be noted that Grylett and his brother Haxsi were evil tricksters and liked to toy with the minds of their underlings. They used their magic in a way so that when the stones are returned one at a time, certain events will happen based on the stone's color:

- When the **Red Stone** is returned, the character will feel a hot sting on the hand. Roll for damage, but only take 1 hp off, and then have the character save vs. poison. If the roll fails, say that the character feels fine as of now except for a minor burning in the throat. In reality, other than the 1 hp suffered, the poison is extremely weak, only causing a little discomfort and also something for the character to worry over for the rest of the adventure. The poison will be out of the character's system after one full day.

- When the **Gold Stone** is returned, a small golden ring will roll out of the statue's mouth. On the side of the ring is an inscription that reads "BEWARE". A faint aura of magic can be detected on the ring, but that only comes from the inscription. Otherwise it is a normal gold ring worth 20 gps.

- When the **Gray Stone** is returned, the character must save vs. spells or his or her hair will turn a silver gray color. This is permanent.

- When the **Green Stone** is returned, one of the character's weapons will begin to illuminate a bright green glow for one full round, which then the glow dies down and goes away. There are no ill or beneficial effects from this occurrence.

- When the **Blue Stone** is returned, the character must save vs. spells. If the roll fails, the character's eyes will emanate a faint blue glow. The character will not notice this through his eyesight nor are there any additional benefits to having a faint glow coming from the eyes (although it may be difficult to hide in shadows). A remove curse spell will remove the glow.

- When the **Key** is returned, the characters will hear a large chain extending and then hitting the ground from behind the north wall and a green rod, about the length of a large dagger, will slowly emerge from the statue's mouth. This is the **Green Rod Key** (to be used both in this room and in the open pit in **AREA 4**).

When the characters take the Green Rod Key from the mouth, this will release a **shadow** (AL: C, MV: 90' (30') AC: 7, HD: 2+2, HP: 14, ATT: 1, DMG: 1-4 + special, SAVE: F2, ML: 12, XP: 47) from its lair within the hollow northwest pillar. It will try to surprise (1-5 on d6) and attack.

Once the shadow is let out, characters will be able to see the small 2' x 2' open trap door to the inside of the northwest pillar. Here, Grylett hid some of his treasure. It contains 1,500 sps, 20 gems worth 15 gps each, and **2 potions of healing**.

In the center of the north wall (in the location where the characters hear the chain fall), about 4' high, the characters will find two holes in the wall. Like the hole in the wall of the open pit in **AREA 4**, one hole is painted green around its perimeter while the other

is painted orange. They are located 10' apart from each other. The green hole is for the Green Rod Key and the orange hole, of course, is for the Orange Rod Key (in **AREA 11**).

Once both rod keys are found, they must be inserted and pushed down at the same time, opening a secret trap door located between the green and orange key holes.

Note: When all the stones and the key are all returned, they are instantly teleported back into the temple's statue. The temple statue's mouth will then re-open.

11. The door to this area is locked. Characters must use the key from **AREA 6** to open it. Inside is a filthy 25' x 25' room littered with bones. An open chest covered with a layer of dirt rests in the northeast corner. Guarding the area are **2 ghouls** (AL: C, MV: 90' (30') AC: 6, HD: 2 (turn as 3), HP: 10, 8, ATT: 3, DMG: 1d3/1d3/1d3 + special, SAVE: F2, ML: 9, XP: 38).

Within the chest are 2,000 sps, 700 gps, 1 silver mirror worth 50 gps, a **scroll with Stone to Flesh**, **scroll with Neutralize Poison**, a **flail+1**, and the *Orange Rod Key*.

12. Beyond the secret door from **AREA 10** is a 20' x 10' area. A large iron chain hangs from the ceiling and descends 25' down through a trap door on the floor. The characters may climb down easily, bringing them to a room, 30' x 10' with an unlocked solid wood door in the center of the north wall.

13. Within the 50' x 30' room, two statues, exactly like the one found in the city Temple (but without the open mouths), are facing the party. Instead of bronze pedestals, the statues are perched atop of two stone coffins. Nothing else seems to be in here.

In actuality, the statue which is standing on top of the left-side coffin is a **gargoyle** (AL: C, MV: 90' (30'), Flight 150' (50'), AC: 5, HD: 4, HP: 20, ATT: 4, DMG: 1d3/1d3/1d6/1d4, SAVE: F8, ML: 11, XP: 135) guarding the final resting place of Grylett's brother Haxsi. The creature will wait as the characters begin to search the area before attempting to surprise (1-4 on d6) and attack.

The coffin to the right belongs to Grylett the Blackhair. This coffin has a large bronze brace with a small keyhole in it, locking the coffin lid shut. It is magically locked, so a thief will not be able to pick this lock. **Knock** spells will work, but the statue on top will make the lid too heavy to lift. The key to this lock is located within the coffin of Haxsi.

Haxsi's coffin opens easily. Inside is the evil cleric's remains along with all his treasure. The treasure consists of 3,000 cps, 1,000 sps, 2,000 eps, 2 gems worth 200 gps each, a **Staff of the Serpent**, and a **shield +1**.

The characters will also notice a piece of parchment wrapped around a key. The parchment reads,

"To those who desecrated my tomb,

My brother Haxsi did not have the power over death and so here he lies along with his worldly treasures. Yet I forced death to stare itself in the face, and I was victorious! Now, after countless years of sleep, you have awoken me. I will gladly show you that my own worldly treasures lie in here with me.

Grylett the Blackhair"

The note is a magical trigger. After it is read (silently or out loud), a thunderous crack is heard from the statue on Grylett's coffin. The statue wavers and then falls over the left side, breaking apart on the crypt's floor. Afterward, loud thumps and frantic scratches can be heard coming from the inside of Grylett's coffin.

Within the coffin is a **medusa** (AL: C, MV: 90' (30') AC: 8, HD: 4, HP: 18, ATT: 1 (snakebite or special), DMG: 1d6, poison, SAVE: F4, ML: 8, XP: 190). Grylett defeated this creature years ago by having it gaze at its own reflection, turning it to stone. When Grylett's brother died, he set the various magical traps throughout the crypt and left the medusa in his own coffin as a final deadly trap for those attempting to sack his tomb.

The magical trigger placed on the parchment reversed the effects on the medusa, restoring it to flesh. If the characters dare open the coffin with the key, it will sit up, looking to attack anything in sight. Those who did not say that they were looking away before opening the casket must save vs. petrify or turn to stone.

If the characters have figured out that a medusa might be in there and they have the silver mirror from **AREA 11** ready, there is a 80% chance the creature will see its own reflection and must make a saving throw.

Characters have a chance during that round, before the medusa leaps out of the coffin, to slam the coffin lid back down on top of the creature, magically locking the coffin again. The character who does this has both a 30% chance of gazing at the medusa again, requiring another saving throw, and a 25% chance of getting bit by the snake hair (normal to-hit roll required).

The treasure within Grylett's coffin is under an easily-found false bottom. It consists of 1,000 eps, 1,300 gps, 200 pps, **bracers of armor AC 4**, **gauntlets of ogre power**, **ring of animal command**, **potion of growth**, **scroll with fireball**.

The actual whereabouts of Grylett, and whether he is alive or dead, remains a mystery.

ENDING THE ADVENTURE

Once the crypt has been cleaned out, the characters could inform Samuel within the city's storage area that the threat is gone.

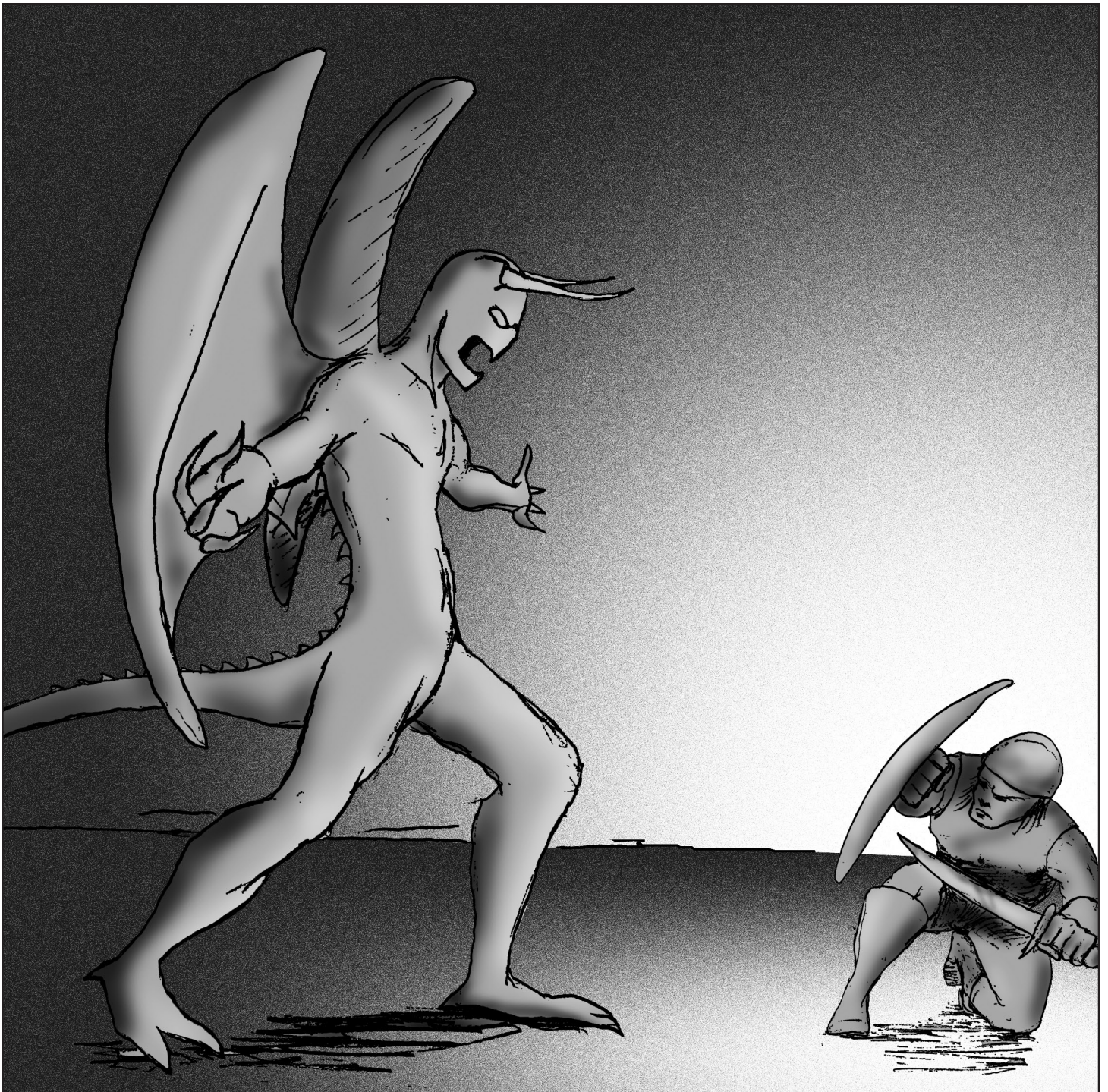
Samuel may not believe them and will ask if the characters took care of "the eye". If the characters have not met up with the Guardian Orb and have no idea what Samuel is talking about, he will tell them that they have not yet lifted the curse.

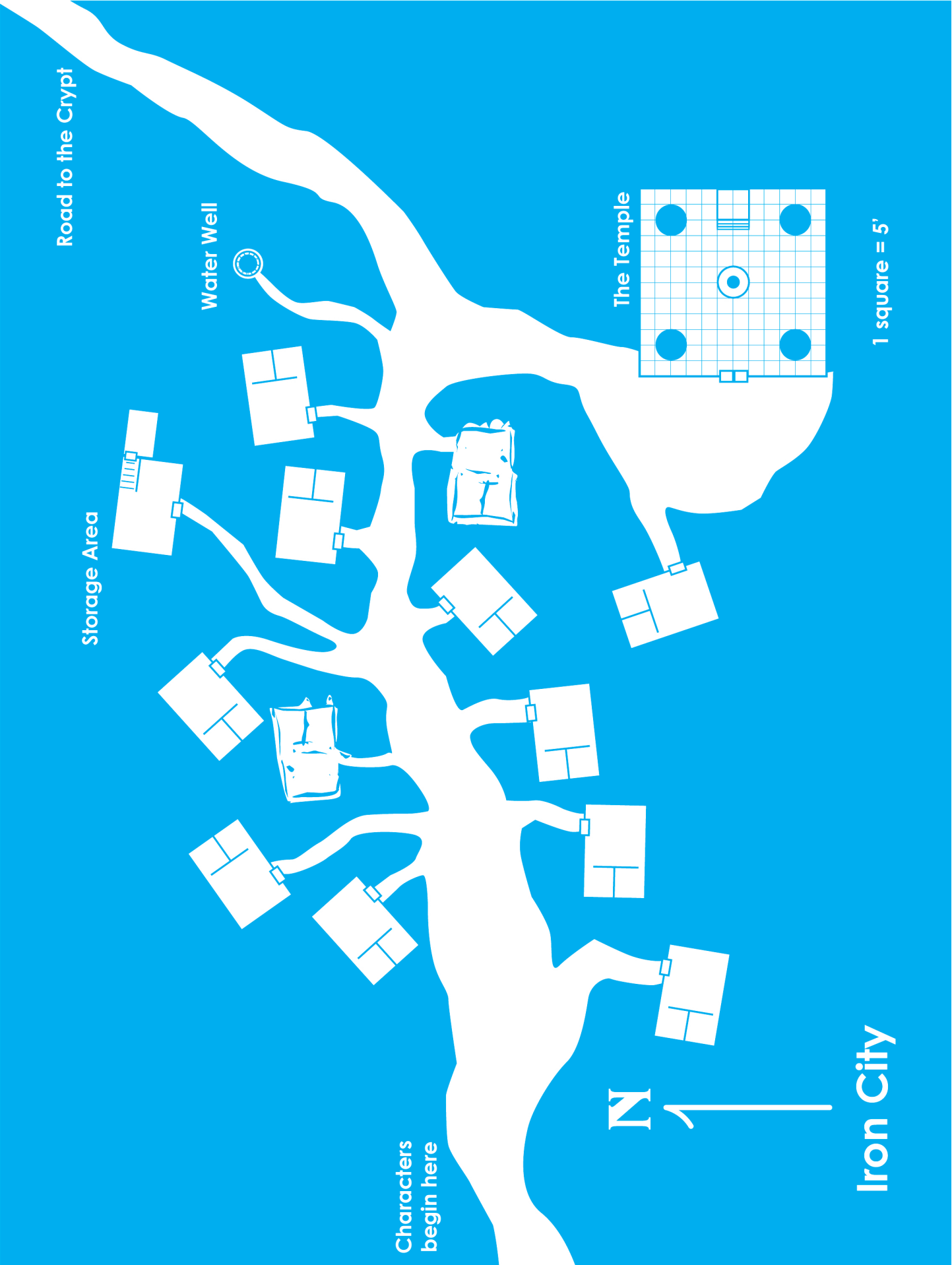
"Once the eye is destroyed, then this place will be safe," he'll say.

If the orb has not been destroyed, Samuel will refuse to leave the area in fear that the orb will follow and kill him.

However, if the orb had been killed (Sam may want proof of this), he will be overjoyed, madly running down the main road out of Iron City. He will not join the party (and will refuse to be taken into custody as one of the original members of the brigand group).

This concludes the adventure *Fabled Curse of the Brigand Crypt*.





MONSTER SECTION

Guardian Orb

No. Enc.: 1
Alignment: Chaotic
Movement: 120' (40'), Underwater 90' (30')
Armor Class: 7
Hit Dice: 1
Attacks: 2 + special
Damage: 1d4/1d4
Save: F1
Morale: 12
Hoard Class: None
XP: 43

These magical creatures are summoned by powerful spellcasters to use as guardians around a designated area. The Guardian Orb looks like a very large floating eye, about the size of a small cannonball, with a pupil and iris located on both opposite sides of the orb. It moves by way of levitation and has no problem with under water movement.

The orb will patrol it's post, whether it be a building or an entire city, searching for what the summoning spellcaster deems as intruders. Because it can see in both directions, as well as having infravision up to 60', the orb cannot be surprised except by magical means.

Guardian Orbs attack is through a missile made of energy that shoots from the pupil, not unlike a *magic missile*, twice per round. It can attack two different characters at once, standard to-hit rolls apply.

Other innate spell-like abilities the orb can perform up to three times a day: *Light*, *Shield*, and *Silence* 15' radius.

The Guardian Orb is only active during the hours specified by the summoner. When not active, the orb goes to "sleep" by returning to its designated resting area and turning to stone, which thereafter will resemble a smooth, round rock. While in its inactive stone form, the orb cannot be harmed by normal means. It can be picked up and carried around like any other inanimate object.

A *sleeping* orb can be touched with no ill effects. However, the active orb secretes a moist coating that will cause anyone holding or grabbing it to *sleep* as the spell. Elves are immune to the effects of the secretion.

A *Stone to Flesh* spell will cause an orb to awaken from its inactive state. This will last one hour before the orb will go inactive again. A *Flesh to Stone* spell will cause an orb to go into its inactive state, also for one hour before awakening.

Sleep, *Charm*, and *Hold* spells will also cause the orb to go inactive for one hour.

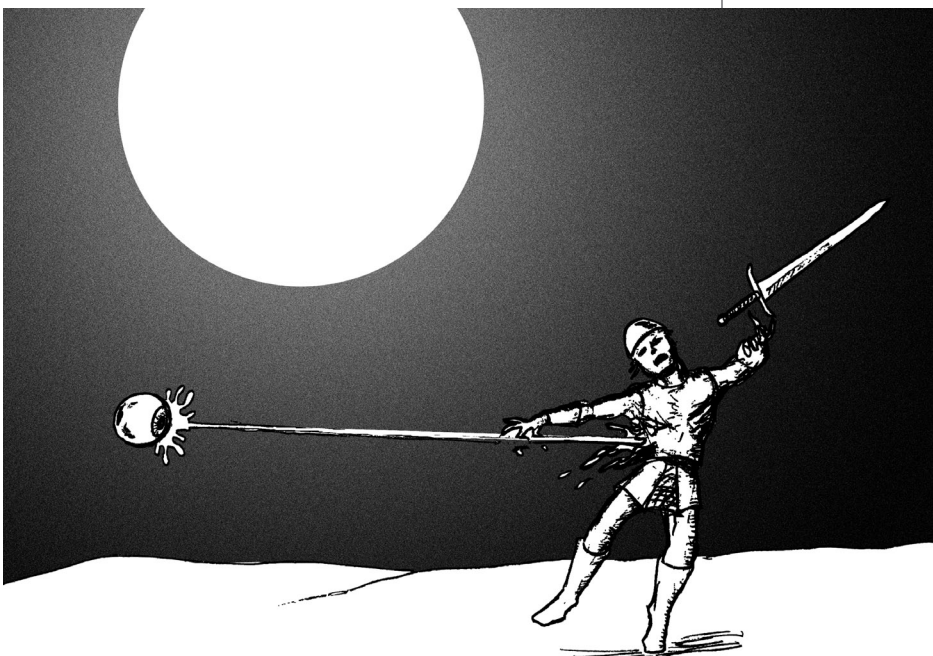
Guardian Orbs have an innate ability to summon animated creatures or specific animals as protective guardians. Depending on its surroundings and environment, Guardian Orbs can perform the following abilities once every 2 hours.

On land:

- Summon 3-6 skeletons. Will arrive in 2 rounds.
- Summon 2-4 zombies. Will arrive in 2 rounds.
- Summon 2-5 wolves. Will arrive in 2 rounds.
- Summon 1 insect swarm. Will arrive in 1 round.

Under water:

- Summon 1-2 ordinary crocodiles. Will arrive in 2-4 rounds.
- Summon 1-2 giant piranhas. Will arrive in 2-4 rounds.
- Summon 1 sea snake. Will arrive in 2-4 rounds.

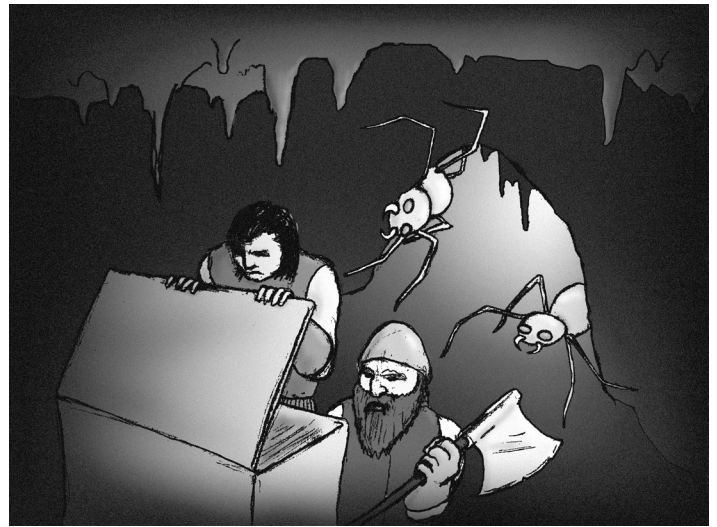
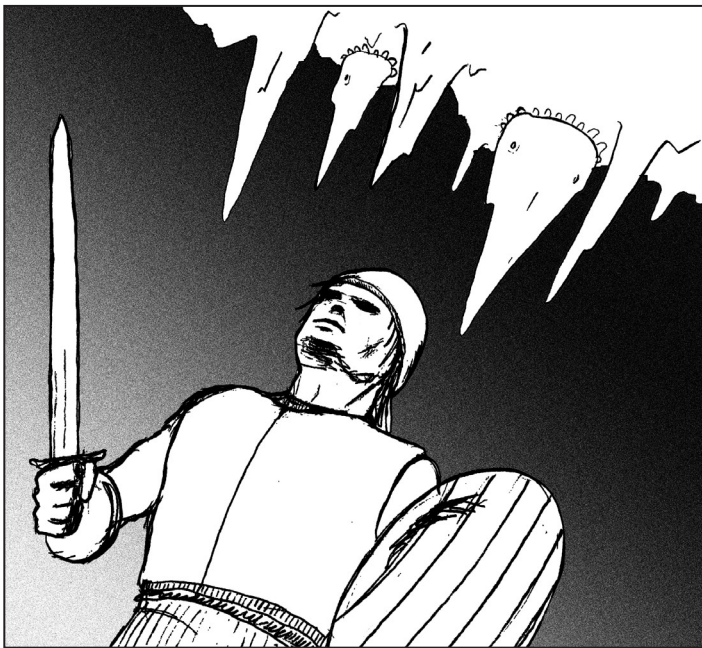


Piercer

No. Enc.: 3d6
Alignment: Neutral
Movement: 10' (3')
Armor Class: 3
Hit Dice: 1 to 4
Attacks: 1
Damage: 1d6, 2d6, 3d6 or 4d6
Save: F1, F2, F3, F4
Moral: 11
Hoard Class: None
XP: 1 HD 10
2 HD 30
3 HD 50
4 HD 80

With their outer stone shells, piercers look identical to stalactites. These creatures inhabit the roofs of caves and caverns. Piercers are sensitive to noise and heat and will drop on any creature that passes beneath them with the intent to kill and devour its victim.

They cause 1d6 hps of damage for each of its hit dice (1 HD = 1d6, 2 HD = 2d6, etc.). After eating, a piercer will move back to its lair via tiny cilia located on its base.



Spider, Blue Cave

No. Enc.: 1-4
Alignment: Neutral
Movement: 120' (40')
Armor Class: 7
Hit Dice: 1
Attacks: 1
Damage: 1d4 + poison
Save: F1
Morale: 7
Hoard Class: None
XP: 12

Blue Cave Spiders are web builders that reside in most regions within the Known Lands. In frigid climates, these creatures will mostly inhabit underground caverns.

These large, pale blue-colored spiders are timid and usually will only attack if something is caught in or disturbing their web.

The webbing is relatively weak. Anyone with a strength of 15 or above can break through in one round. A strength of 14 will take 2 rounds, 13 takes 3 rounds and so on.

Anyone bit by a blue cave spider must save vs. poison or be paralyzed for 3-6 turns. Afterward, the character must make another save vs. poison. If it fails, the poison has critically attacked the respiratory system and the character will die in 2-5 rounds.

READY-TO-PLAY CHARACTERS

These characters can be used by players for immediate play or for NPCs to help round out the party.

Cleric

Level: 1 **AC:** 5 **HP:** 6 **AL:** L

Str: 9
Int: 11
Wis: 15
Dex: 11
Con: 13
Cha: 14

Weapons/Armor: Light hammer, Scale Mail/Shield
Spell: Protection from evil

Magic-User

Level: 2 **AC:** 8 **HP:** 6 **AL:** L

Str: 12
Int: 15
Wis: 13
Dex: 13
Con: 11
Cha: 6

Weapons/Armor: *Dagger+1*
Spells: Magic Missile, Read Magic

Elf

Level: 1 **AC:** 5 **HP:** 5 **AL:** N

Str: 14
Int: 16
Wis: 16
Dex: 10
Con: 11
Cha: 16

Weapons/Armor: Short sword, Scale Mail/Shield
Spell: Detect Magic

Fighter

Level: 1 **AC:** 4 **HP:** 7 **AL:** L

Str: 15
Int: 11
Wis: 8
Dex: 14
Con: 15
Cha: 10

Weapons/Armor: Long sword, Scale Mail/Shield

Thief

Level: 1 **AC:** 7 **HP:** 6 **AL:** N

Str: 11
Int: 16
Wis: 8
Dex: 15
Con: 16
Cha: 11

Weapons/Armor: Short sword, Padded
PL: 17, **F/RT:** 14, **PP:** 23, **MS:** 23, **CW:** 87, **HIS:** 13, **HN:** 1-2

Dwarf

Level: 1 **AC:** 5 **HP:** 6 **AL:** N

Str: 13
Int: 10
Wis: 12
Dex: 14
Con: 12
Cha: 14

Weapons/Armor: Hand axe, Leather/Shield

STANDARD EQUIPMENT LISTS: Players using a pre-generated character may choose from one of the standard equipment lists. The cleric or thief must choose from List #3.

LIST #1

Backpack, 2 Large Sacks, 6 Torches, 1 Oil Flask, Flint & Steel, 10 ft. Pole, Trail Rations, Waterskin, 50 ft. Rope, Winter Blanket

LIST #2

Backpack, Large Sack, Lantern, 2 Oil Flasks, Flint & Steel, Trail Rations, Waterskin, 12 Iron Spikes, Hammer, Bedroll

LIST #3

Backpack, 4 Small Sacks, 50 ft. Rope, Crowbar, Mirror, Trail Rations, Wineskin, Bedroll, Holy Symbol/Water **or** Thieves' Tools

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