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For Character Levels 5-7

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A Promise of Vengeance Fulfilled

by R. Lawrence Blake



PRIME REQUISITE GAMES™

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DEEP LEVEL DUNGEON

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A Promise of Vengeance Fulfilled

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An evil warlord, facing betrayal from his own family, swore revenge with his dying breath. Ten years later, his vengeance has come to pass with the murder of one and the promise of more death to follow.

Has the warlord raised from a decade of unrest to fulfill his bloodthirsty oath? Can the characters stop him before more fall prey to his vengeance?

A Promise of Vengeance Fulfilled is a dangerous dungeon crawl for character levels 5-7. For use with the Labyrinth Lord™ rules or other Basic/Expert RPG systems.

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Electronic
Book Edition

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DEEP LEVEL DUNGEON

A • D • V • E • N • T • U • R • E • S

Prime Requisite Games™ Adventure DLD6 For Character Levels 5-7

A PROMISE OF VENGEANCE FULFILLED

by R. Lawrence Blake



For use with the Labyrinth Lord™ rules or other BASIC/EXPERT rpg systems.

A Promise of Vengeance Fulfilled is part of the Classic Deep Level Dungeon Adventures™ series from Prime Requisite Games™ for use with the Labyrinth Lord™ rules or other BASIC/EXPERT RPG systems. Prime Requisite Games™ is dedicated to bring you quality old-school RPG adventures.

A Promise of Vengeance Fulfilled

Written and illustrated by R. Lawrence Blake

Layout and design by R. Lawrence Blake

Dedicated to Dan Proctor.

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A Promise of Vengeance Fulfilled

Background

For years, the lands surrounding the city of Warrin were in the shadow of a vicious power-hungry killer named Benjamin Geis. A man of unscrupulous power, Ben had his hand in everything from organized crime to black magic rituals and any other vile practice that had potential of bringing him more gold and power. His obsession of the elemental plane of fire resulted in ritualistic arsons, sacrificing farmed lands and livestock to the many chaotic deities (as Benjamin regarded them) who reside in that plane.

As the years passed and Benjamin's health began to fail, he secured plans to bring life back to his dying body through magical means. Benjamin arranged for his nephew Learus to host the ritual in restoring his health, with the possibility of granting him everlasting life.

Learus was a powerful chaotic cleric who ruled over an evil sect within the orc hills of the Known Lands. If anyone had the power to heal Benjamin of his ailments, that person would be Learus. Little did Benjamin know that his nephew had a change of heart within the previous year and had offered his allegiance to the Lawful god worshipped by those in the southern

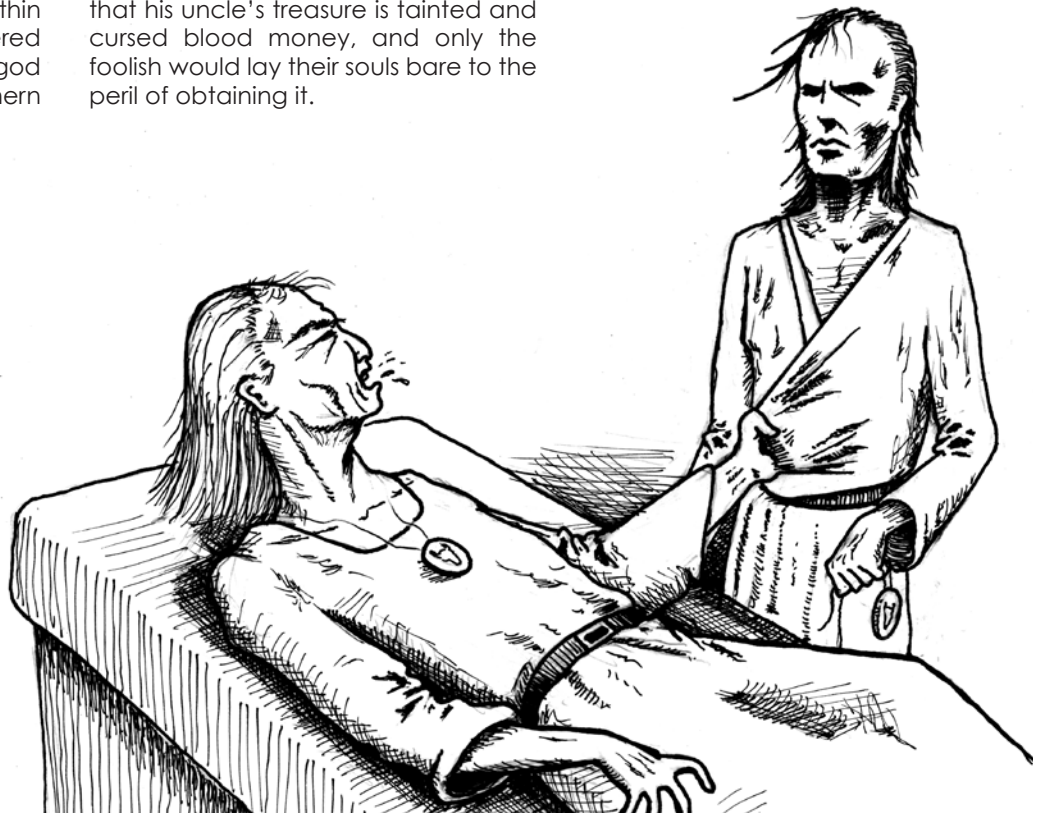
Known Lands. Learus had made up his mind that the only way to stop the madness of Benjamin Geis is to let him die. As Benjamin laid dying within the temple of his own lair, Learus stood by and offered no aid and performed no magic. Benjamin died with his final breath promising revenge for his nephew's betrayal. Learus left the tomb, encasing Benjamin and all his worldly possessions within.

Soon thereafter, Learus moved to the town of Warrin, dedicated to repair any damage Benjamin may have caused during his reign of terror. He felt it was his duty as a blood relative of Benjamin Geis.

The promise of the dead warlord's revenge had become legend, as well as the amount of treasure buried with him. Treasure seekers would speak of what fantastic riches lie within the tomb, but the fear of curses, deadly traps, and the possibility of the undead have kept most from venturing into its depths. Learus warned those who feel tempted in looting Benjamin's tomb that his uncle's treasure is tainted and cursed blood money, and only the foolish would lay their souls bare to the peril of obtaining it.

A decade after the death of Benjamin Geis, his evil deeds had almost become a faded memory to the residents of Warrin. Learus was successful in easing the fears that people in the surrounding lands held about the deceased warlord. However, on the 10th anniversary of when Learus walked away from the tomb, authorities found him murdered in his bed. A phrase, written on the wall in blood, read, "My revenge is almost complete."

The murder sent shock waves throughout the city and surrounding lands. Had Benjamin Geis returned from the dead to make good on his promise of revenge? Also, as the message states, his revenge is almost complete! To what other matters does Geis have to attend? Are there others on his revenge list? The authorities have taken this threat seriously and the superstitious citizens of Warrin are demanding an investigation of the Tomb of Benjamin Geis to see if the man had actually returned to wreak havoc on the town that had housed his final nemesis.



Notes for the Labyrinth Lord

The Plot of Fangler Swiftfoot

Learus was actually killed by a Warrin resident named Fangler Swiftfoot, a 7th level thief whose ill-conceived plan was put into action by Learus' murder. As the legend of Benjamin's treasure has grown throughout the years, so has Fangler's lust to obtain it. The message he wrote on the wall was to strike fear into the public which would lead to an investigation of Benjamin Geis's possible resurrection.

Fangler Swiftfoot was always rather cowardly, but through his cunning intellect and unethical schemes, he was able to obtain what little power and wealth he could. His most recent plan, beginning with the murder of Benjamin's nephew Learus, is his most risky yet. Fangler's idea is to use magical means to follow the investigators directly into the tomb without being noticed. Fangler's hope is that the characters will take care of the guards and traps of the tomb, and in the end, might be able to take advantage of the party while they are in a tired and weakened state.

Fangler will employ the use of a set of Elven Boots and a Ring of Invisibility to remain sound unheard and sight unseen. Once word is out that a group of adventurers will ride to the tomb, Fangler will set out ahead of the party.

The LL must play Fangler very carefully. He will always remain a "safe" distance from the adventuring party, usually one room behind. He will not burden the party as he wants them to succeed, and in some rare cases, he may actually aid them, but under NO circumstances which will compromise his position.

Although Fangler would like to get his hands on every bit of treasure in the tomb, he is not completely foolhardy. If the investigating party survives, and are still strong in numbers and health, Fangler may just attempt to steal a couple items of interest. If the characters are considerably weakened, he may devise some type of trap to ensnare or kill the remaining members of the party.

In the unlikely event that Fangler is discovered, he will use his own potion of gaseous form to escape. Afterward, he will have to make a decision to stay or leave the city of Warrin because of the following problems: **1.** The characters will then have a description of Fangler and most of the citizens know of Swiftfoot and his reputation as a swindler. **2.** He is following through on a plan not authorized (or even known about) his local thief's guild chapter. The possibility that he could face punishment from either the authorities of Warrin or his guild are considerations Fangler had not thought over while devising his plan.

The City of Warrin

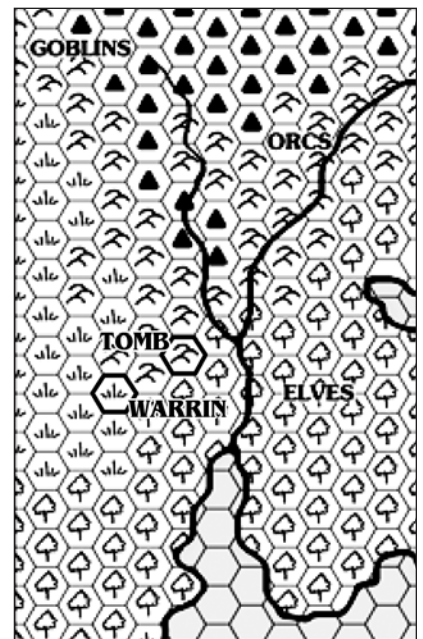
Beginning the Adventure

Warrin is a small town in the Known Lands with a population of around 800 and a militia of 80, although up to 200 could be summoned in a time of crisis. Warrin is heavily involved in logging (from the elven forests to the east) and agriculture (the grasslands to the west). While the area is usually safe, they have had their battles with goblin and orc tribes from the north and northeast.

The officials of Warrin are all tied to the church, one in which Learus was a leader. As stated, they are taking the revenge statement seriously and are willing to pay 2,000 gps to a group

willing to investigate the tomb of Benjamin Geis. The party may keep whatever treasure they find, but at their own risk, as they believed what Learus had said about the cursed treasure.

The tomb is located 18 miles northeast of Warrin, in the hills just west of the Elven Forest. Within the tomb, should they come across the actual body of Benjamin Geis, he will be known by a silver amulet worn around his neck. The amulet has a flaming devil-like face carved into it which is a family symbol - one that Learus had, but refused to wear after his conversion.



Traveling to the Tomb

Wandering Monsters

While traveling the relatively short distance to the tomb, there is a small chance for a wandering monster. Roll once, and if the LL rolls a 1 on the d8, there will be an encounter.

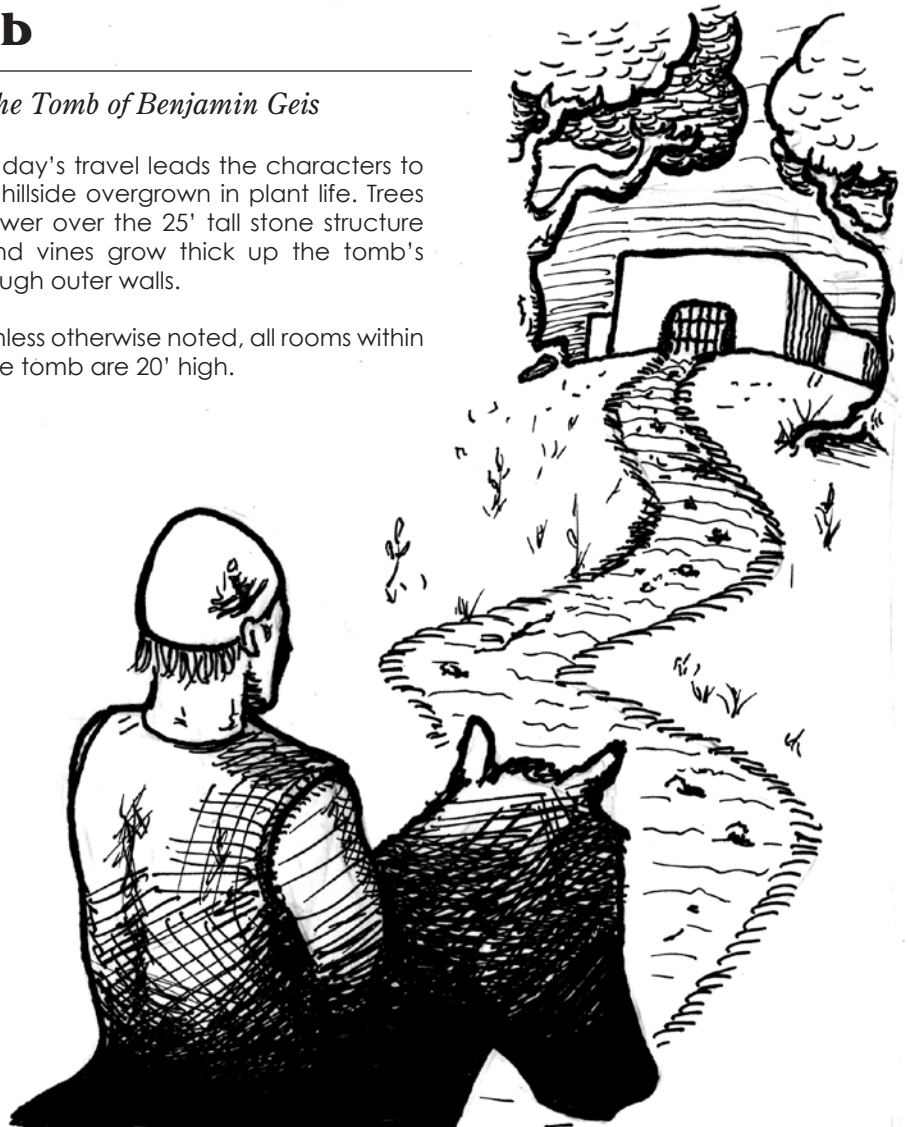
Wandering Monsters (d4)

1. 2d6 Wolves (AL: N, AC: 7, HD: 2+2, HP: 14 each, #ATT: 1, DMG: 1d6, SV: F1, XP: 35), scouting for food.
2. 4 Elves (AL: N, AC: 5, HD: 1+1, HP: 7 each, #ATT: 1, DMG: 1d8, SV: E1, XP: 15), non-threatening. Hunting on the outskirts of their forest.
3. 1d6 Boars (AL: N, AC: 7, HD: 3, HP: 20 each, #ATT: 1, DMG: 2d4, SV: F2, XP: 50), protecting a small lair.
4. 1d6 Giant Carnivorous Flies (AL: N, AC: 6, HD: 2, HP: 15 each, #ATT: 1, DMG: 1d8, SV: F1, XP: 29), will try to surprise attack the party.

The Tomb of Benjamin Geis

A day's travel leads the characters to a hillside overgrown in plant life. Trees tower over the 25' tall stone structure and vines grow thick up the tomb's rough outer walls.

Unless otherwise noted, all rooms within the tomb are 20' high.



1 Tomb Entrance

80 x 20' area • Mist filled entrance • Trapped statue

The entrance is made up of a 12' tall portcullis set within a deep, smoothly cut opening. A fine, see-through gray mist slowly churns within the alcove's hollowed out space, filling it completely, but never escaping. A small amount of magic can be detected on the otherwise harmless mist. Any type of magical wind or blast will seem to make the mist dissipate, but only for a couple seconds, which thereafter, the mist will quickly return.

The old and worn iron portcullis can easily be lifted. As the characters lift up the bars, the characters will note

a stone statue turning a 1/2 foot clockwise, facing them. The statue appears as a 7' tall devil with a long reptilian creature wrapped around it.

The statue stops when the portcullis is halfway raised (at 4'), stopping with a "click" sound.

The click is a trap being reset. The trap consists of two arrows, each pointing at the two northern doors. An arrow will release if a door is opened (hits as a 5 HD monster. 1d6 points of damage + save vs. poison or suffer an additional 2d8 points).

If the characters turn the statue counter clockwise 1/2 foot, this will disable the trap and the portcullis will slam shut. If the statue is turned clockwise, this will break a vial of poisonous gas that will flow up and out of the statue's mouth in a thick green cloud. Those in the room must save vs poison with a +2 bonus or die.

2 Damp Room

20' x 30' area • Hall to north • Healing herbs • 1 Gray Ooze

The floor in here is damp due to outside moisture seeping in through the many cracks along the west wall. Moss and tiny weeds sprout from the cracks and bits of mud spotted along the floor.

Those characters with such expertise will notice that some of these weeds are actually powerful healing herbs that can be mashed into food or drink.

There are enough herbs to make 2 full doses that act as would a Potion of Healing.

In the northeast corner is a 7' long flat stone slab lying flat on the floor. This slab is actually a **Gray Ooze** (AL: N, AC: 8, HD: 3, HP: 21, #ATT: 1, DMG: 2d8, SV: F2, XP: 80).

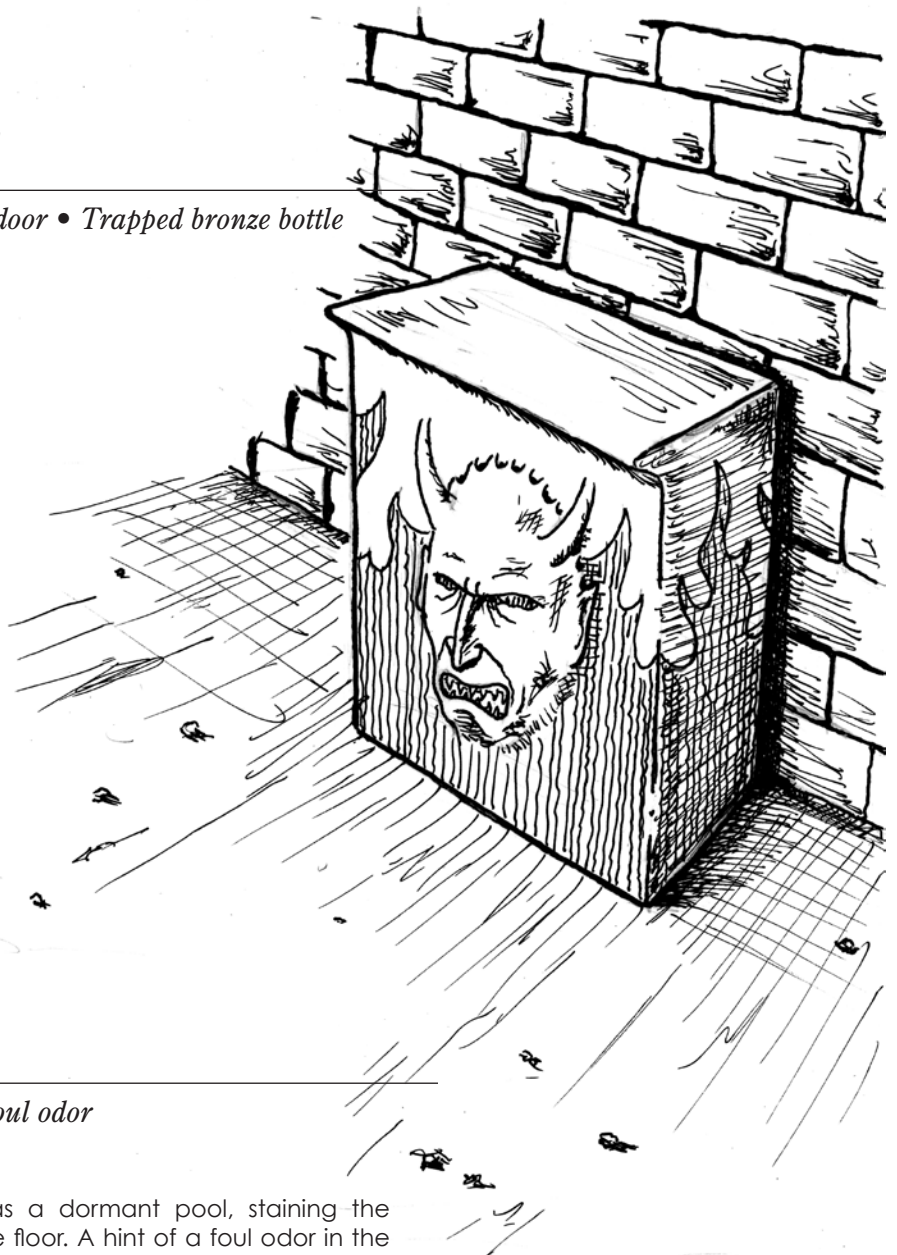
3 Temple of Fire

20' x 30' area • Alter with secret door • Trapped bronze bottle

This area is set up like a mini temple. A small wooden alter rests close to the east wall. The alter is about 4' tall and rectangular with paintings of flames and what appears to be the outline of a devil's face carved into the front.

The back of the alter has a secret compartment containing a bronze bottle stopped with a cork. If picked up, the characters will hear a rattling inside. The cork has a poison needle, and anyone attempting to take it from the bottleneck will be stuck (save vs. poison or die). Inside the bottle is a Ring of Fire Resistance.

This bronze bottle at one time imprisoned an Efreeti that will eventually guard the final resting place of Benjamin Geis (see **AREA 14**).



4 Bloodied Floor

60' x 40' area • Pooled blood • Foul odor

This large area seems bare except for a door to the north. Large amounts of sticky, drying blood that seems to have flowed from under the north door now

sits as a dormant pool, staining the stone floor. A hint of a foul odor in the air is noticeable.

4a Giant

10' x 50' hall • Blocked by dead giant • Rot grubs

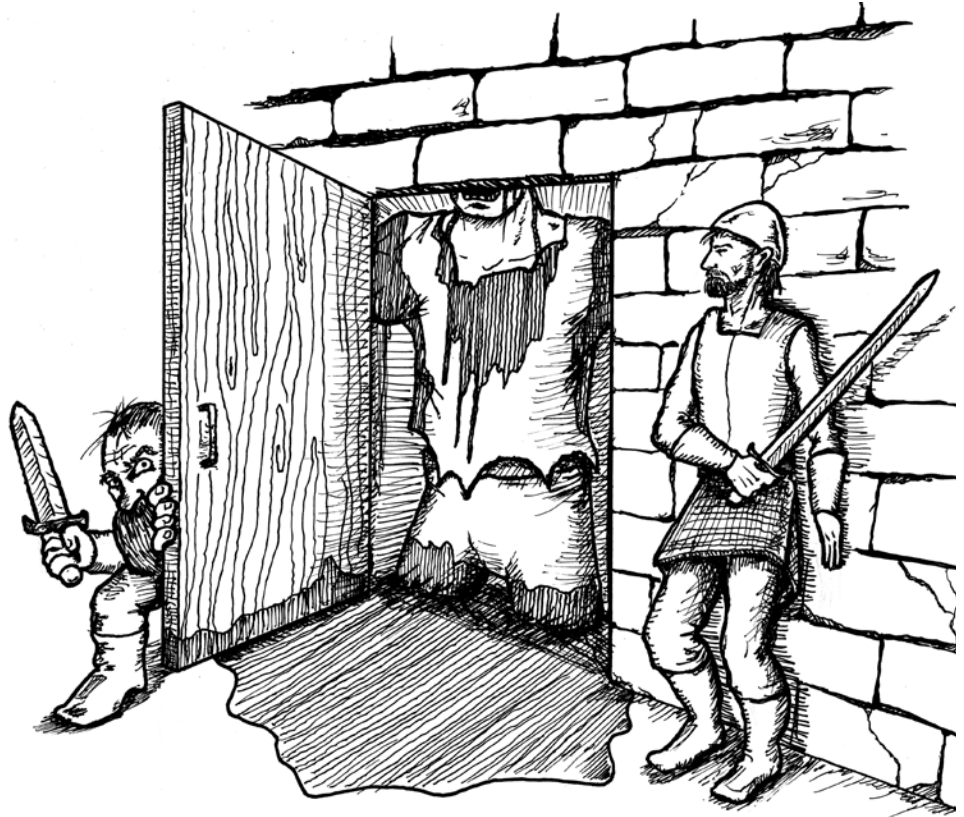
The torso of what appears to be a giant of some sort completely blocks the passage. The lower part of the legs are embedded deep into the stone floor while most of the head above the creature's jaw is encased into the ceiling above so that the body is stretched in a morbid vertical position.

This creature was the victim of an unfortunate teleportation incident, embedding most of its upper and lower body within the stone. It now stands as an unintended guard to this hallway. The foul smell hinted at in Area 4 is now a powerful stench radiating from the giant corpse.

To get through the passage, characters must hack (or blast?) their way through the foul-smelling corpse. However, the corpse is filled with **Rot Grubs**. Anyone hacking into the body will have 3d4 grubs land onto the person's arm and shoulder. Setting the giant's corpse on fire or casting Cure Disease will kill the entire "nest" of grubs.

Once inside the hall, characters will notice that the eastern wall is warm to the touch.

The one-way secret door to the east cannot be detected from this area.



5 Scattered Bones

60' hall to 40' x 40' area • Charred bones • Air-tight door

Charred bones are scattered about the northern area of this room. The door to the north, if felt or listened to, will feel extremely warm. The door is air-tight and difficult to open, although a successful open doors roll will budge the door ajar.

Once this happens, the door will be blown open and the party will be engulfed in an explosion of flames caused by the mix of oxygen and fire that fills area 6. Characters within a 10' radius of the door will suffer 2d4 points of damage and any sensitively

combustible materials (such as oil) will light up for an additional 2d8 points on the person in possession of such materials.

6 Portal of Fire

50' x 50' area • 1 Flame Salamander • Heat Damage

A magical fire burns on the floor throughout this room. The room stands as a portal to the elemental plane of fire. Although some the plane's elements seep through (causing the fire throughout the area), the portal is extremely weak.

Guarding this area is a **Flame Salamander** (AL: N, AC: 2, HD: 8, HP: 48, #ATT: 3, DMG: 1d4/1d4/1d8, SV: F8, XP: 2,060). Anyone entering the area will be attacked. The salamander will leave its lair to either area 4a or 5, but only if attacked. If fighting occurs within this area, there is a 15% chance per turn that such activity will attract an 8HD fire elemental, which will travel into the material plane and attack.

While the door is open, those on the outside of the room within 10' will suffer 1d4 points of heat damage per round. Those inside the room will suffer 1d8 points per round in addition to heat damage caused by the salamander. Characters who enter will want to remove ANY combustibles or items that are easily damaged by fire such as scrolls, potions, oil, books, etc.

A strong magical wind (or blast, like from a Horn of Blasting) will put out the flames for 2d4 rounds. After the duration, fire will build along the parameter of the room and will engulf the room in flames within 2 rounds.

Characters with the knowledge and ability to plane travel could feasibly use this room to enter into the elemental plane of fire.

Hidden under the flames in the northeast corner is a medium-sized chest. It does not burn and is not hot to the touch. Inside are the following items: 3,000 sps, 4,000 gps, Potion of Diminution, 6 Arrows+1, Scroll with Ward Against Fire Elementals, and a Scroll with 2 Magic-User/Elf spells: Remove Curse and Teleport. If the chest is opened while in this room, the scrolls and the potion will automatically be lost.



7 Keeper of the West Door

100' x 30' area • 1 Bone Golem • Trapped west door

Set up along a portion of the north wall is what appears to be a small office. A twisted, pale, skeletal figure is sitting behind a 5' long wooden desk studies the characters with dimly glowing red eyes. On the desk is a crystal ball and a bronze key. Swarming and crawling around the desk and figure are what seems to be hundreds of flying insects. They crawl all over the figure's robe-like garment as well as into it's eyes, mouth and nose cavities - a spectacle of horror to be sure!

The figure is actually an intelligent form of **Bone Golem** (AL: C, AC: 3, HD: 6, HP: 40, #ATT: 2, DMG: 1d6/1d6, SV: F3, XP: 320) equal to the one found in **AREA 8**. The golem will ask the party's business within the tomb of Benjamin Geis. If questioned about Geis rising from the dead, the golem will seem impatient, saying such a thing is preposterous, and that Benjamin Geis is certainly dead and still in this tomb. Were it not so, the golem insists that he would have seen him pass through this area!

He is the keeper of the western door. The door is magically locked and trapped. Only the bronze key on the golem's desk can safely open it. The door has a Symbol cast on it so that if anyone attempts to open it by hand or by force (ax, crowbar, etc) the character must save vs spells at -4 or be affected by a Feeblemind spell. The golem will make an offer to trade the key for a golden cylinder that is in his brother's possession (the golem in **AREA 8**), but in reality will never give the characters the key willingly.

If the characters return with the golden cylinder, the golem will open it, releasing the **shadows** and ask the characters to "get rid of these" for him. If they come back with the cylinder open, he will say, "Fools! You let them out! This is of no use to me now!"

If attacked, the golem will use his Ring of Insect Swarm Control (**Insect Swarm**: AL: N, AC: 7, HD: 4, HP: 24, #ATT: 1, DMG: 2 hp, SV: F0, XP: 135). Anyone within the area will take 2 points of damage per



round and will suffer a -2 on all attack rolls due to the swarm. His Ring of Life Drinking has 8 charges and will use this sparingly, although he will use it on the first two attacks. (See **NEW ITEMS**.)

If defeated, the Insect Swarm will still need to be dealt with. In the top drawer of the desk is a large bag filled with 800 gps, and 6 gems worth 150 gps each and a Scroll with Restoration. Three of the gold coins are cursed. They are indistinguishable from the others and can only be found by use of a detect magic spell. The possessor will fall under their effects immediately.

1st coin: Possessor suffers a -2 on all attack rolls.

2nd coin: Spells cast within a 10' radius either backfire, reverse, or fizzle out completely 60% of the time.

3rd coin: 3 turns after obtaining this coin, a random person within a 20' radius will be struck blind. Either a Cure Blindness or Remove Curse will restore the character's vision. However, if the coin is still in possession of one of the characters, blindness will strike a random person again in 3 turns.

A Remove Curse spell is not required to rid oneself of one or more of these coins. They may simply be discarded (although the effects of the blindness are permanent until cured).

The crystal ball is non-magical and worth 75 gps.

8 Room of Stairwells

30' x 80' area • 3 stairwells • Trapped south door opens secret room

To the north, south, and east, there are circular stair wells which descend steeply about 20'. These stairs each lead to a door. The north and east doors are made of solid oak, and the south door is made of bone. The doors to the north and east lead to underground passages (Areas 11 and 9 respectively).

If the south door is opened, a large, circular shaped stone from the south wall will tip over and close off the stairwell as if it were a giant stone lid (5' thick). This will expose a 20' x 10' area beyond the opened wall. Three Stone Statues (AL: C, AC: 4, HD: 5, HP: 37, 32, 30, #ATT: 2, DMG: 2d6/2d6, SV: F5, XP: 500) which guard this area will step forth and attack.

Meanwhile, the character(s) trapped in the southern stairwell will need a light source to see. The door opens to a wall of hard mud with a skeletal figure trapped within. The figure is a **bone golem** (AL: C, AC: 3, HD: 6, HP: 35, #ATT: 2, DMG: 1d6/1d6, SV: F3, XP: 320), the "brother" of the bone golem in **AREA 7**. The outline of the entire figure can

be seen, suspended in the mud with its limbs sprawled out. Also suspended in the mud, under the golem's left arm is a golden cylinder with a lid. If the golem, mud or cylinder are touched, the golem's eyes will glow a dim red and will speak with the character(s).

"For many years I have suffered in solitude. I have a gift here that will allow you to remain here with me forever." The golem's gift to the characters is the gold cylinder. Should the characters refuse the gift, the golem will easily and quickly break an arm free from the wall of mud, grab the cylinder and offer it out to the characters in a final plea. If refused again, the golem will open it, releasing **4 Shadows** (AL: C, AC: 7, HD: 2+2, HP: 14 each, #ATT: 1, DMG: 1d4 + Str drain, SV: F2, XP: 83) from the hollow item.

The shadows will attack. If the stone slab has blocked off the stairwell, encasing the area in darkness, the shadows will receive a +2 on all attack rolls. If the character has a light source, they will receive only a -2 on attack rolls. Without light, the penalty is at -4.

The golem will remain in it's suspended state unless attacked or if the characters try to remove it, in which case it will break free and attack. Digging into the mud wall, characters will discover a treasure chest containing 4,000 eps, 3,000 gps, 200 pps, 15 gems worth 750 gps each, potion of gaseous form, and a scroll with cure critical wounds. Buried individually in the mud is a shield+2, potion of extra healing, and a necklace of adaptation. The golden cylinder is worth 150 gps.

The stone "lid" covering the stairwell can be lifted with three or more characters using items like a crowbar for leverage. Of course magical means such as transmute rock to mud or passwall could be used.

9 Mysterious Rope

Approx. 40' x 50' area • Heated walls • Rope of Spiders • Red stone

This cave entrance leads to an open area of slick worked stone. The passage to the main area slopes down about 15'. The slope is nearly unnoticeable except for dwarves who have a 2 in 6 chance of detecting the change.

The main area is almost unbearably hot. The large cave area's wall surface is like glass - well polished and slick. The walls are extremely hot to the touch. Anyone who touches the wall, after one round, will begin taking 2d4 points of damage per round thereafter while in contact.

Suspended from the cavern ceiling toward the east wall is a silk rope. If a character tugs on the rope, a 2' x 2' sized trap door located about 30' up on the east cavern wall will slide open. The door exposes a small passage about 3' deep. Within the passage is a small red colored stone that is to be used in **AREA 13** and **14** to activate the teleportal.

The silk rope is actually a **Rope of Spiders** (see **NEW ITEMS**). Characters can attempt to fly up to the trap door to avoid using the rope, but because the

rope is hanging close to the wall, once they fly up to the passage and attempt to reach in, there is still a chance that the character will accidentally touch the item.

If the player specifically states that the character is avoiding the rope, there is only a 15% chance that contact with the rope will be made and will activate it's curse. If the player does not state avoidance, there is a 75% chance of making contact.

10 Lone Stairwell

12' x 10' area • Alter with secret door • Trapped bronze bottle

This empty 30' x 30' room has a 20' steep circular stairwell similar to those found in **AREA 8**. The stairs lead down to an unlocked oak door.



11 Cavern of Natural Metals

Approx. 80' x 40' area • 2 Rust Monsters

The cavern passage leads to a wide open cave decorated with veins of various metals and minerals. Scurrying around the northwest wall are two **2 Rust Monsters** (AL: N, AC: 2, HD: 5, HP:

33, 29, #ATT: 1, DMG: special, SV: F3, XP: 500) that have burrowed through a tiny opening in one of the walls and are feasting on the natural metals found in this area.

They will immediately attack characters first who carry the most amount of metal (specifically plate armor).

12 The Floating Boulder

Stone stairway • Magical boulder trap

A set of finely worked stone stairs descend about 25' to a steel door. Hovering above the top of the stairs is a large boulder, suspended in the air.

The door at the bottom is magically locked, but contains two keyholes - each located on both the left and right sides of the door. Two small hooks, one attached to the west wall and the other attached to the west, each hold a key.

To open the door, the key on the left (west) side must go into the keyhole on the left. If ANY other combination is used (left key in right keyhole, right key in right keyhole, etc), or methods (Knock, Passwall, etc.), the suspended boulder will fall and tumble down the stairs causing 3-18 points of damage to each character. The door will remain undamaged. After one day, the boulder will levitate and reposition itself above the stairs.



13 Battle of the Clones

70' x 30' area • Stone teleportal • Images in the mist

To the north of this large dark area is a 4' x 7' smooth white slab of stone standing up vertically on the wall. The slab is rounded out, similar to a shallow bath tub.. If the characters have the red stone from Area 8 with them, a fine mist (equal to the mist at the tomb's entrance) will slowly appear and swirl within the hollowed out part of the stone.

Reflected in the mist will be an image "recording" of the characters from when they first entered the tomb through the portcullis and will follow their adventure throughout in real time. This could take days, depending how long it took for the characters to reach this area, however if all the characters left the tomb and returned later, the "recording" will begin when the characters returned to the tomb for the second time (or third or fourth). When the projected characters finally get to the point where they reach area 13, "clones" of the characters will emerge from the mist and attack their real-life doubles.

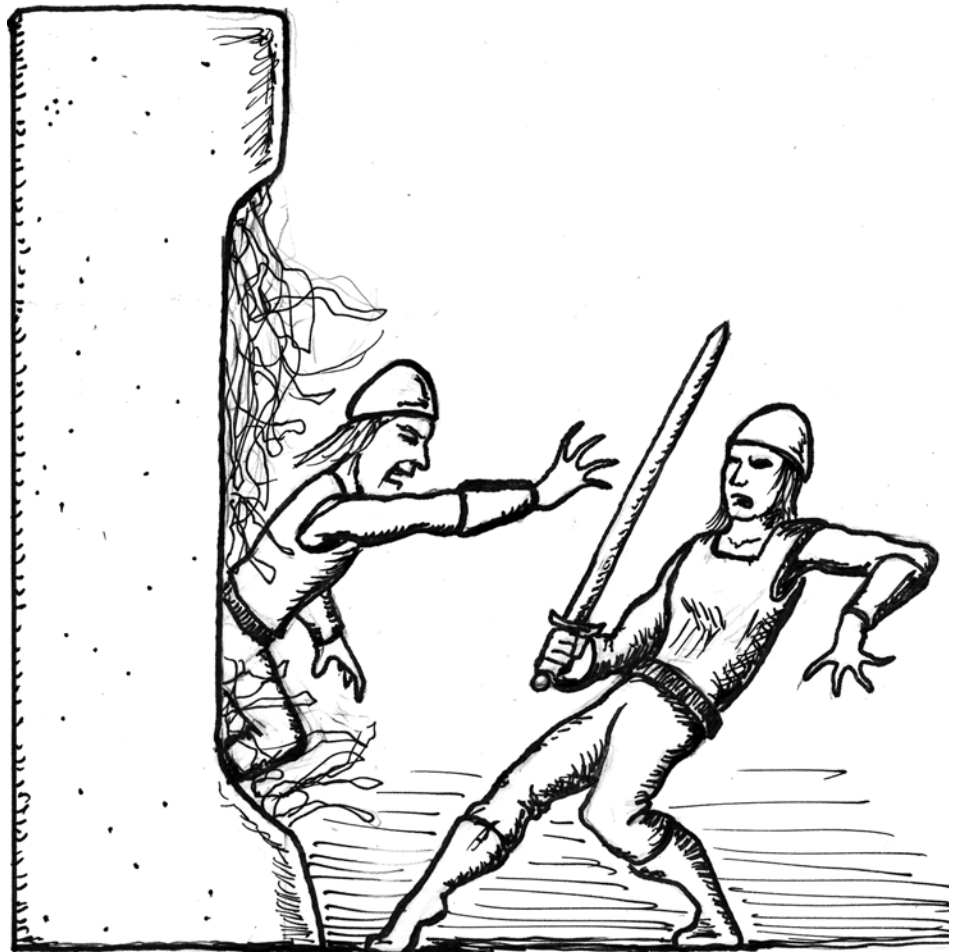
NOTE that if any of the characters did anything malicious, like stealing or lying to the other characters during their recorded trek, it will now be on display for all to see! This would be a perfect opportunity for the characters to know that they are being followed if Fangler had stolen anything or meddled in any way. ALSO, note that if Fangler has been secretly following the party, there WILL be a clone for the thief. This would be another clue to the party that someone is obviously following them.

No clones will appear for characters who died or left the adventuring party.

The clones aren't direct copies of the characters and actually have stats **similar to doppelgangers** (AL: C, AC: 5, HD: 4, HP: 30 each, #ATT: 1, DMG: 1d12, SV: F10, XP: 190). The clones do NOT possess copies of magical weapons nor can they cast spells, but are immune to sleep and charm spells.

It's important to note that as the characters begin combat, they may notice that the projected image within the mist now displays to the room with the dead giant (**AREA 4a**). Out of the wall (or rather, the one-way secret door to the east), an Efreeti will walk out, summoned as a guard to the final resting area of Benjamin Geis. Once the Efreeti reaches Area 13 within the projection, instead of emerging from the mist into Area 13, it will disappear, teleported to Area 14 to await the characters should they survive the battle with their clones.

When a clone is defeated, it will vanish in a large burst of mist. After the clones have been defeated, the slab's mist will turn into a teleportal to Area 14.



14 The Final Resting Place

60' x 60' area • 40' x 30' platform • 1 Efreeti • Trapped coffin

Important note for this area: Although the map shows Area 14 to be on the same level as the other rooms within the ground-level tomb, actually this area is buried 40' below the surface. The only way in and out of this area is through the teleportal stone and it is only activated if the red stone is in either Areas 13 or 14.

Characters will emerge from a mass of fine mist within a similar stone slab found in Area 13. The room has two pillars stretching all the way to its 30' high ceiling. The pillars are located on both sides of a small staircase leading to an area with a stone coffin in its center.

At the foot of the stairs is an 18' tall devil (the **Efreeti** (AL: C, AC: 3, HD: 10, HP: 63 each, #ATT: 1, DMG: 2d8, SV: F15, XP: 4,500) from the bottle found in AREA 3) who traveled from the elemental plane of fire in **AREA 6** after the teleportal was activated by the red stone. This is the Efreeti who was freed by Benjamin many years ago, but was allowed to return to its home plane (with no required servitude to Ben) as long as it promises to guard his tomb from intruders should he ever die.

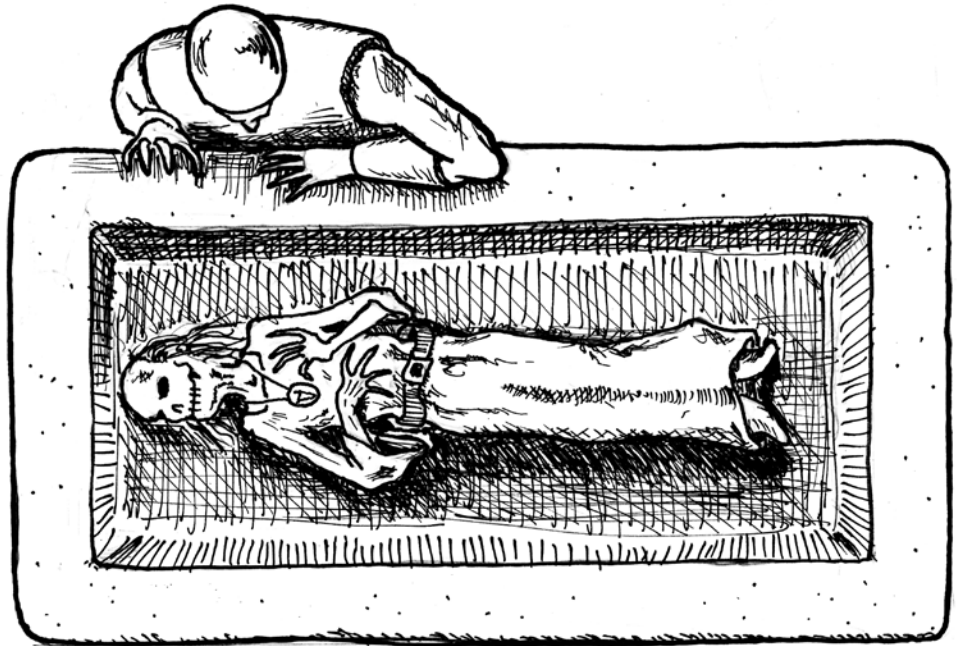
The Efreeti saw this as a bargain to be freed from 102 days of service and agreed to guard Ben's tomb (and also considers the treasure hidden in the coffin to now be his own).

The coffin opens easily. Found within is the body of Benjamin Geis. The body is skeletal, wrapped in a ceremonial robe, and has a silver amulet on a chain (with 150 gps) around his neck. The amulet has a carving of a small devil face on its front side.

The lower portion of the coffin has a small handle in the front. A hidden button found on the backside of the coffin must be pushed or whoever pulls on the handle will be stuck with a poison needle (save vs. poison or die). The handle pulls out a large drawer that contains 8,500 gps, 6,000 sps, 300 pps, 12 gems with 250 gps each, a sword+1, +3 against magical monsters, potion of water breathing, cloak of protection+2, and a cube of frost resistance.

Fangler may follow the characters into the teleportal, but will not help with the battle, remaining invisible while trying to maintain a safe distance. If the characters are still in good numbers and relatively good health, it is doubtful that Fangler will try and attack the party in order to take all the treasure. He may just attempt to steal specific items that hold his interest and make his escape. He may also attempt to steal the Red Stone and leave the area, hoping to trap and starve the party until he is confident enough to return and claim the treasure.

Characters could still teleport out of the area if they have the means available to them.



Ending the Adventure

Proof of Benjamin's death and the escape of Fangler Swiftfoot

Characters will come back with the news that Benjamin Geis is in fact dead. The party could show officials the silver amulet as proof. This will leave a big mystery for the officials to solve and will do nothing to calm the fears of the citizens. Although Ben is dead, they still have a murderer in their midsts.

If the clone of Fangler appeared in the mist in **AREA 13**, the characters could offer his description. As previously stated, the people of Warrin will know exactly he is, and Fangler will become a #1 suspect. Under this scenario, if Fangler is still alive, he would have been spying on the meeting between

the party and officials. Should he become a suspect in Learus' murder, he has made preparations to leave town immediately.

New Items

Rope of Spiders

This cursed item appears as a 50' silk rope that acts just like a Rope of Climbing. When a character climbs this rope and reaches over 2/3rds of the way up, his hands will become stuck to the rope as the WEB spell.

The bottom 2/3rds of the rope will transform from the bottom up into hundreds of tiny spiders which will all begin climbing up toward the stuck character and will reach him or her in one round.

Damage goes as follows:

1st round: 3 points of damage. Save vs poison with +4 bonus or die.

2nd round: 6 points of damage. Save vs poison with +2 bonus or die.

3rd round: 9 points of damage. Save vs. poison or die.

4th round: 12 points of damage. Save vs poison at -2 or die.

5th round: All spiders finally transformed from rope. 15 points of damage. Save vs poison at -4 or die.

6th round and each round thereafter: Same as 5th round damage.

The rope (and transformed spiders) can only be damaged by magical fire. If the rope sustains 30 or more points of damage, it will be destroyed. A **Dispel Magic** spell will stop the transformation for 1 hour, temporarily turning the item into a regular Rope of Climbing.

Once a character is killed by the spiders, the creatures will crawl off the body and back onto the rope, reforming into the item. The rope will then "let go" of the character and be fully reformed within five rounds, appearing as a Rope of Climbing.

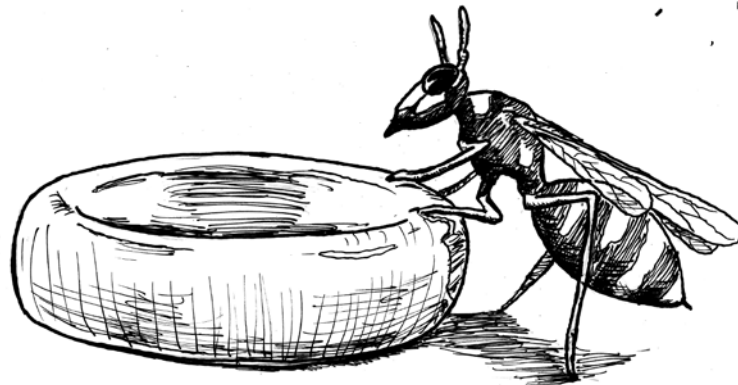
Ring of Life Drinking

This ring works similar to a sword+1, Life Drinker. The ring has 1d4+4 charges. Once the charges have been used, it becomes a normal golden ring worth between 25 to 75 gps.

Ring of Insect Swarm Control

This ring allows the wearer to control 2 to 4 hit dice of an Insect Swarm as found in the Monsters section of the *Labyrinth Lord* core rules. The insects are magically summoned, so this ring will work anywhere, even deep underground.

The swarm can be used to attack and anyone (except for the ring bearer) within the 10' x 30' area will take 2 points of damage per round and will suffer a -2 on all attack rolls due to the direct attack of the swarm. If the ring is lost or the wearer is killed while a swarm is being controlled, all control will be lost and the swarm will attack at its own whim.



Fangler Swiftfoot

7th Level Thief • Chaotic Alignment

Hit Points: 31 AC: 3

Str: 13 **Saving throws:**
Int: 15 Breath: 14
Wis: 9 Poison/Death: 12
Dex: 16 Petrify: 11
Con: 16 Wands: 13
Chr: 14 Spells/Like Devices: 12

Thief skills: **Magic items:**
 PL: 55 Sword+2
 F/RT: 53 Dagger+1
 PP: 53 Ring of Protection+1
 MS: 53 Ring of Invisibility
 CW: 93 Elven Boots
 HiS: 47 Leather Armor+2
 HN: 1-4 Potion of Gaseous Form



Xp for killing Fangler: 440

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