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CRYPTS & THINGS

TOMB OF THE NECROMANCERS

For 4- 6 Characters Levels 6th - 8th



Compatible with Swords & Wizardry™ and other Old School Level Based Games.

D101 GAMES

TOMB OF THE NECROMANCERS

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D101 GAMES

CRYPT KEEPER'S INTRODUCTION

This scenario is for four to six characters of level 6 to 8. It takes place in the frozen north of the Continent of Terror, and sees the characters pitted against ravaging barbarians, who seek an ancient weapon for their mistress. Further exploration leads them to the forsaken temple of an evil sect of Necromancers.

ORLUSZ

The ruins of the Unknown City stand at the edge of the Death Wind Steppe, surrounded by the foothills of the Wolf Head Mountains. They are a monument to a once mighty city. Few now know the city's history, and how it fell. The city's old name, Tetronis, now belongs to a village of simple fisher folk standing amongst the ruins. The force behind both the old city's greatness and its destruction was a Greater Other known as Orlusz.

Orlusz's followers worshipped him as a god of death and the earth. His priests were necromancers who sacrificed human victims to their god by burying them alive. In exchange for this sacrifice, which also fuelled the necromancers' black magic, Orlusz blessed their fields, making them fertile so that crops would grow abundantly.

The worship of Orlusz no longer exists. The god's priesthood lost the territories they controlled when Tetronis lost a war with the people of the Death Wind Steppe and their then rulers, the Ice Witches. The priesthood of Orlusz was eradicated everywhere but the magnificent city of Tetronis, seat of the Great Temple to Orlusz. In Tetronis, the cardinals of Orlusz plotted how to save their religion, and avenge themselves on the Ice Witches and their followers.

Orlusz's necromancer priests bargained with the god, gaining the power to make a mighty magical artefact in exchange for a two part sacrifice. The first part of the sacrifice consisted of a thousand souls, in exchange for which the god blessed a magical spear, which was quickly termed the Spear of Orlusz. The Spear of Orlusz was given to a champion, who has rendered unkillable, and capable of breaking through any magic with the spear. A future sacrifice of another thousand souls was demanded, but this could wait until the Champion had led the forces of Orlusz to victory in battle. Better the sacrifice of enemy prisoners than the people of Tetronis.

Alas, victory never came. The armies of Tetronis were smashed in spite of the Champion, and a mere tattered remnant under the Champion's leadership was able to retreat. When the Champion returned to Tetronis, he found further problems. The people of Tetronis had revolted against the priesthood of Orlusz, tired of the

leadership that had lost them a war and their demands for brutal sacrifices. The few surviving priests were besieged in the Great Temple. The unkillable Champion fought through the siege, but all he was able to accomplish was joining the trapped priests. Even necromancy could not defeat the mob.

Desperate, the priests held a service to beg for the help of Orlusz once more. This time, however, the god was angered. The second sacrifice he had demanded for blessing the Spear had not been paid, so he claimed it then and there. The Great Temple, and all within, sank into the earth. Much of the surrounding city was destroyed in a series of earthquakes following the disaster. The god took his sacrifice of a thousand souls, and many more besides.

Tetronis never recovered. It dwindled to a mere village surrounded by the ruins of something greater. Even the name Orlusz became something known only to scholars of history, and the tale of the fall of the necromancer priests was all but forgotten.

Over time, the domination of the ice witches over the people of the Steppe also dwindled, and few practitioners of the art remain. But the Great Temple remains undisturbed beneath the earth, and contains treasures and perhaps dangers ripe for discovery if a way in can be found.

THE KEEPER AND THE KEY

While the war with the necromancer priests was being fought, the head of the ice witches sought a way to quickly end the power of the mortal servants of the god Orlusz. Over time, she fashioned a magical key that opened a mystical path directly into the Great Temple of Orlusz. It was never used- Orlusz entombed the Great Temple not long after the key was completed.

However, the witch knew that the temple still held dangerous power and secrets. She never used the key. Instead, the key was passed from mother to daughter through the generations, never used, but its secret not quite forgotten.

The dominion of the ice witches is gone, but the key still remains, as does the ice witch who bears the title Keeper. The current Keeper is a woman called Magda, who lives



in the village of Tetronis. Magda has decided that the time is right to explore the Great Temple and plunder its treasures. She particularly desires the Spear of Orlusz. However, Magda does not know precisely what dangers are within the temple, and needs help. As adventurers with (presumably) well-established reputations, she seeks to hire the player characters, and sends her servant and general errand-runner, Nahi, to find them.

There is, however, a complication. The blood of the ice witches also runs in Nahi's veins, but he lacks magical talent. The tradition of the ice witches demands that those of the great families who lack the gift for magic serve the magicians- the actual ice witches. And Nahi both resents his servitude, and has a vast appetite for money and the luxuries it can buy. He betrayed Magda.

On an earlier errand, Nahi sought information for Magda on the Great Temple's history. He visited the city of Blood Stead, domain of the sorceress queen Rula, for information. While there, Nahi betrayed Magda, selling the knowledge of the Great Temple and the fact that Magda has the Key, to the sorceress queen.

The sorceress queen has sent her berserker raiders to the Unknown City to occupy the site and find Magda and the temple's treasure. Nahi does not know, when he meets the player characters, that she has done this or planned to do this.

Using this adventure with other Old School Class/Level based games

This adventure is broadly compatible with all other editions of the World's Favourite Fantasy role -playing game, especially the so called "Old School editions" of the 70s -80s. While specifically designed to be played with Crypts and Things (C&T), Blood of the Dragon is playable with Swords and Wizardry (in fact, C&T is a S&W variant) and other comparable retroclone and original editions up to 2nd with minimal conversion.

The following rules and terms are specific to Crypts and Things (C&T). GMs of other systems may need to be aware of them.

- *Crypt Keeper* is the name of referee or Dungeon Master in C&T
- *Sanity System* C&T has rules for Sanity loss, but this is very much left open to the Crypt Keeper when to use. For other systems, either ignore it when the adventure calls for Sanity checks or use your own favoured system.
- *One Magic System* C&T gathers all the spell lists into one, gives them a colour - White (Good magic), Grey (Neutral, mainly illusionary magic) and Black (Evil Magic).
- *No class based non -player characters* C&T keeps to Swords & Wizardry's (the system it was built on top of) convention that all NPCs are monsters, with Special abilities rather than Classes. So a powerful Necromancer in C&T is a monster with 4 HD and the Special Abilities of being able to cast Magic Missile, Raise Dead and Curse, rather than a 4 Level Magic User.



THE UNKNOWN CITY

AN OFFER OF EMPLOYMENT

The player characters are approached in their base, or wherever they are staying, by Magda's assistant Nahi. Nahi is a striking individual. He is short- a little under 5 feet in height- and dresses in fine clothes in bright colours. Nahi is flashy and conspicuous, with a manner that switched between cajoling and sarcastic. When in cities or large towns, Nahi tends to spend huge sums of money on luxurious food and drink, and on ladies impressed by spending huge sums of money. Nahi is quick and clever, but not as clever as he thinks he is.

Nahi is 'empowered to negotiate' with the player characters by his employer, 'the mighty enchantress, Magda of Tetronis'. Magda wants to her a group of adventurers to 'explore a hidden building amongst the Unknown City, for which only she has the key'. The key is "mystical" as the building is below ground.

The initial terms Nahi offers is for the player characters to take half of any treasure found in the temple, with the other half going to Magda, along with the "Spear of Orlusz- a magical weapon of power". If the player characters negotiate, Nahi will go as low as 10% of the treasure going to Magda. It will become clear that the Spear of Orlusz is Magda's true desire.

Nahi AC 3 (16) HD 6 HP 27 Attacks: Shortsword (d6), Dagger (d4), Light Crossbow (d6, 1/round) Move: 12
Special: None Challenge Level/XP: 7/600

Treasure: Scroll containing the spell Charm Person (Navi knows how to use this, though he is not a magician), Bright Red Silk Jacket (worth 30 gp), Silver Rings on each finger and thumb worth 5 gp each, Leather Armour, Shortsword, Dagger, Light Crossbow and ammunition, Riding Horse, 15 gp.

Other Openings

A Crypt Keeper who knows their group may well be able to find a better route to the adventure than being hired in a tavern by an unusual man approaching them with an offer of a dungeon delve. A scenario where the player characters look for Magda, or for the Great Temple and learning that Magda has the key, will work. An approach that sends the group to the Unknown City and sets them up in opposition to the forces of the Sorcerer Queen is also good.

For example:

- A player character has friends or relatives in the village of Tetronis, and goes to visit.
- The player characters hear of Magda as a contact for supplying a vital magical ingredient, and go to find her.

Rumours of the Unknown City

If the player characters go to gather information about the Unknown City, choose or roll on the following table.

Roll 1d8	Rumour
1	The ruins were once a city called Tetronis, which was ruled over by priests who made human sacrifices to a god of death. [True]
2	The ruins are still inhabited. The people there conduct bloody fertility rites in secret to an earth god, Orlusz. (What do these fertility rites involve? Well, they're secret, aren't they?) [Mostly False]
3	Berserker raiders from the city of Blood Stead have targeted the village amongst the Unknown City. [True]
4	The hills around the Unknown City are inhabited by frost dragons. These dragons have plundered the ruins of everything of value, but treasures may be found in the foothills of the Wolf Head Mountains. [Partially True]
5	Magda is the one heir to the magical power of the legendary ice witches. She has a homunculus servant she sends on errands. (Nahi will be outraged if he hears this one). [Mostly False]
6	Nobody who has explored the Unknown City by night has left with their sanity intact. [False]
7	The Unknown City is the resting place of an immortal warrior with a spear that made him invincible. [Partially True]
8	The Unknown City was destroyed by an earthquake sent by a wrathful god. Some buildings of significance amongst the ruins are completely beneath the earth.[True]

AMONGST THE RUINS

The Unknown City were once a mighty coastal city, with many magnificent buildings of black marble. Now little of the old glory remains, there are no surviving walls more than a few feet high. The ruins are a well-known site, and have been thoroughly picked over and explored. Nothing obvious of value remains, though a few oddments do turn up from time to time. These oddments were traded or hoarded in the village.

Amongst the ruins is a small wooden fishing village of simple huts nestled around a larger hall- the village of Tetronis. They have been known to trade in trinkets from the ruins and provide services to explorers. However, on the approach to the village it becomes clear that there is something terribly wrong. There is little sign of activity, and some of the huts are no more than smoking ruins.

Worse, there is danger of meeting a patrol made of those who have done this to the village (below).

What has happened is that the sorceress queen of Blood Stead has acted on information she secretly received from Nahi about the Temple and the Spear of Orlusz and sent in forces to occupy the village and seize the witch Magda. Nahi, when he sees the ruin and carnage is visibly shocked. He will not readily admit that he is indirectly responsible for it, but will become very insistent on finding out what

has happened to Magda, perhaps offering further rewards of his own, though the more extravagant of these he will not be able to supply when it comes down to it.

Patrols

The Berserkers occupying the village are reasonably well-organised, and have regular patrols looking for those interfering with their mission. Each patrol consists of 8 ordinary berserkers, and a sergeant in charge.

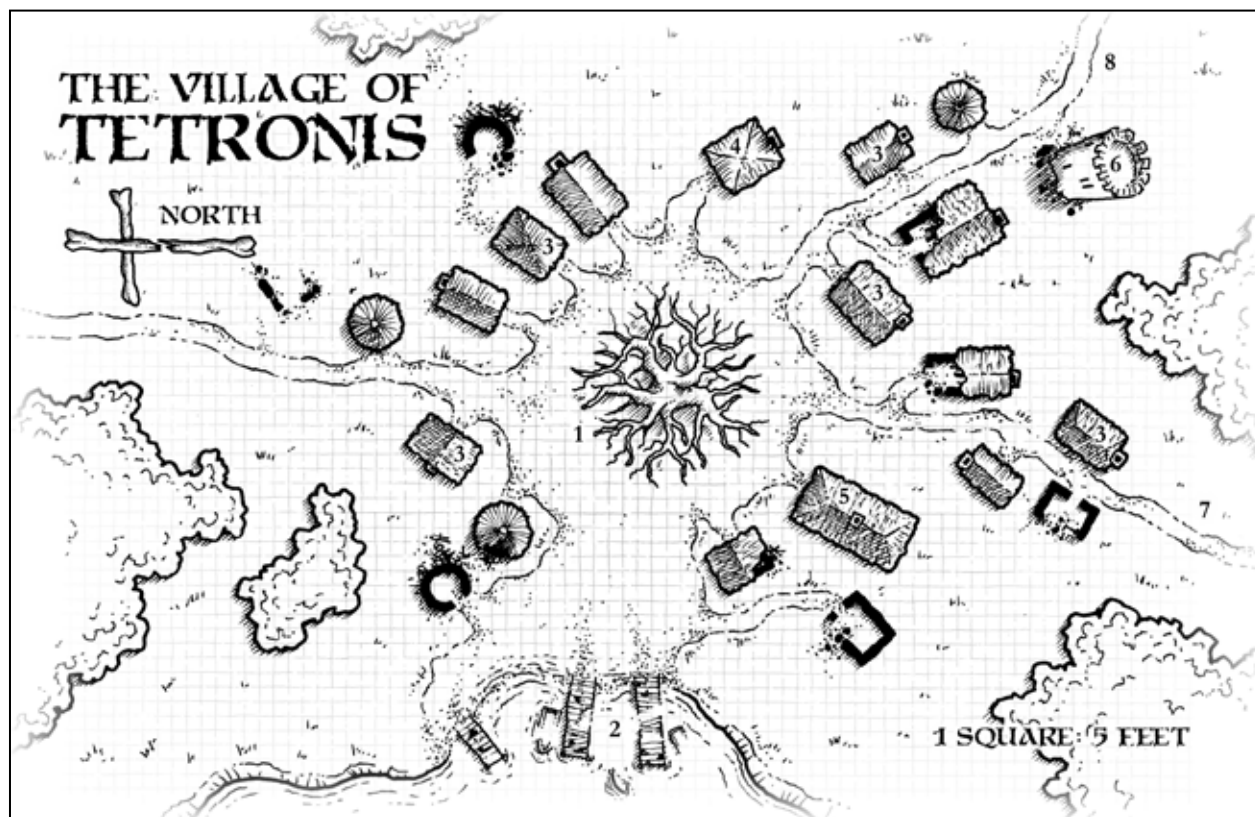
The berserkers are fierce men, usually bearded and with dishevelled appearance, though they take care of their armour and weapons. They live for carnage and hand to hand combat. Their bravery in combat verges on suicidal, and they will never flee battle.

Ordinary Berserkers AC 7 (12) HD 1 HP 5 Attack: Battle Axe (d8+1) Special: +2 to hit in melee (berserk in combat) Move 12 Challenge Level/XP: 2/30

Treasure: Leather Armour, Battleaxe, 10 gp

Sergeant AC 5 (14) HD 4 HP 18 Attack: Battle Axe (d8+1) Special: +2 to hit in melee (berserk in combat) Move 12 Challenge Level/XP: 5/240

Treasure: Chainmail Armour, Battleaxe, 20 gp.



1: The Great Gallows

In the centre of the village is a great elm tree, nearly two hundred feet tall, and with a trunk of most impressive girth. The tree is said to date from the time when the old ruins were intact. The berserker invaders of the village have put the tree to a most brutal use- it is now a gallows from which everyone who took up arms against them in the village now hangs. There are thirty corpses hanging from the tree- over half the adult population of the village. Interestingly, not everyone is accounted for. Navi knows this, or the player characters can work it out, based on the number of huts, number of people, and lack of children.

It is fairly well-known that the berserker raiders from Blood Stead like to send prisoners back to their home town as a sacrifice for the sorcerer queen.

The tree is awash with scavengers- death crows, consuming the corpses. The death crows are black birds with five feet wingspans. There are twenty of them in total. They will most likely ignore the player characters unless their meal is disturbed, in which case they will attack all at once, fleeing once half of them have been killed.

Nahi, if present, will note (with obvious relief) that Magda is not amongst the bodies in the tree.



At the Crypt Keeper's discretion, seeing this wanton brutality may need a Sanity Test. A Sanity Test will certainly be needed for a character with friends or relatives from the village.

Death Crows, AC 8 (11) HD1-1 HP 3 each Attacks: Peck (1d4) Special: None Move: 18 fly/9 hop on ground Challenge Level/XP: B/10

2: The Destroyed Dock

The docks of Tetronis were once one of the best-looking after parts of the village. Now they have been hacked apart with axes and put to the flame. The dozen or so fishing boats normally found here have are now all wrecks, in several cases bloodstained, though any bodies have been moved to the Great Gallows, above.

3: Huts

There are a few dozen huts around the village, and they have all been systematically pilfered of anything of value, with things that were of no use to the berserkers destroyed. So a typical hut is a mess of smashed furniture and pottery. Many of the huts are smeared with excrement. If the player characters insist on searching every hut, in each there is a 10% chance of finding some minor valuable in each, but doing this is likely to alert the berserkers, as well as wasting valuable time.

Possible Valuables and Oddments in Huts; choose or roll d6

Roll 1d6	Item
1	A heavy pottery urn beneath the floorboards containing d6 x 10 silver coins.
2	A single gold tooth, with the end covered in blood. It is worth 1 gp.
3	An ancient heavily dented copper bowl etched with the symbol of the god Orlusz stamping an unbeliever beneath his feet, into the earth. When the bowl is lifted, it emits a loud groan, summoning a nearby berserker patrol. After the groan, it stays silent, and is worth 20 gp.
4	Three jars of rare spices from a far off land. They might be valuable, but turn out to be hopelessly stale. They could still be sold for 3 gp each to someone gullible who does not open the jars first.
5	A partially rotted dark green silk robe. It has no monetary value to others, but is an ancient ceremonial robe of a worshipper of the god Orlusz.
6	A single silver earring worth 2 gp.

4: Magda's Hut

Navi, if present, can point out Magda's hut. Outside it stands an ice statue of a fierce bearded warrior holding an axe. The expression on the statue's face is, more than anything else, surprise. Unless it is winter, the statue will have begun to melt.

Within, everything of value has been taken from the hut, though unlike the others, it has not been wrecked.

What happened here?

Magda used her Flesh to Ice spell on the only berserker to come near this hut, and left along the northwestern trail (area 8 below). Any who think to look for tracks can make a relevant roll to find a set of footprints going in this direction.

5: The Headman's Hall

In the village, the hall of the headman was once the focus of the community, and provided space for everyone to feast on special occasions, as well as the headman's private quarters. Further, guests were put up in the hall, either in private rooms, or in the feasting area itself if space and numbers did not permit.

Now that the berserkers have occupied the village, the Headman's Hall serves them as lodging. All of those berserkers not currently on patrol can be found here, variously drinking, gambling, wrestling and sleeping. In total there will typically be sixteen normal berserkers, two sergeants and one captain. The loot pilfered from the village has already been taken and distributed; the bulk of it resides with the captain, Vidhegh.

Despite the debauchery, Vidhegh has stationed four of his men as guards. Present in the building is half of the loot they have pilfered from the village- 160 gp worth of goods and coin. Much of the loot is in the form of small items of jewellery and valuables similar to some of the small items remaining in the huts.

Two more unusual treasures are a rusty lantern and a heavily corroded sword. Inside the lantern is a stone glowing with magical greenish light. The light will never cease, but someone exposed to the light, and within 15 feet of the stone, loses 1 Hit Point per hour. A mysterious bonus is that the light cannot be detected by the undead- this could be useful within the Temple of Orlusz. The sword is not magical, but if polished up, it can be seen that the sword is plated with silver, and is worth 50 gp.

Vidhegh has more self-control than most of his berserker underlings. Though still mad for combat and carnage, he has some sense for tactics, and some self-control- he will not necessarily just charge into battle with all of his

men. He also has some control over his troops- he has beaten each and every one of them in a fight before taking them on, and they know Vidhegh's superior skill. That is perhaps Vidhegh's main weakness- he will be unable to resist being called out to a one on one duel.

Vidhegh is also quite happy to boast and gloat, which may mean he reveals information, such as the prisoners sent north (see 7, below).

Also present, although in his home room away from the feasting and as much as possible the berserkers is Taleth, a necromancer in the service of the Sorceress Queen of Bloodstead. Taleth is a tall, very thin man, and he, not Vidhegh, is really in charge of the expedition. Unlike the berserkers he is a coward, though if violence erupts he will use his powers to support the berserkers, doing such things as animating the dead to attack. Shockingly, especially if he is hidden, the same body can be raised more than once as a zombie unless it is totally destroyed or seriously mutilated- putting a zombie down once does not prevent the same magic being used on the corpse again. If cornered, he will most likely surrender, and is willing to give the player characters information in exchange for his rotten life.

The ordinary berserkers and sergeants are as described for the patrols, above.

Captain Vidhegh AC 5 (15) HD 7 HP 33 Attack: Battle Axe (1d8+1) Special: +2 to hit in melee (berserk in combat) Treasure: Chainmail Armour, Battleaxe, 160 gp. Move 12 Challenge Level/XP: 8/800

Taleth AC 8 (13) HD 6 HP 27 Attack: Hand of Death (by touch) (d12) Special: Control Undead Create Undead (d6 zombies or skeletons per round if bodies are available) Move 12 Challenge Level/XP: 7/600

Zombies AC 7 (12) [from armour- AC 5 (14) if from a sergeant] HD 2 HP 9 each Attack: Strike (1d8) Special: Immune to Mind control magic, disease and poison. Move 6 Challenge Level/XP: 2/30 each

Talking to Taleth

Taleth can reveal that he and the berserkers are in Tetronis to seek the holder of the key to the Temple of Orlusz and the treasures within, especially a magical artifact called the Spear of Orlusz. Orlusz was an old death god, who was worshipped before the city here became the Unknown City.

The temple lies far beneath the earth, but the way to it can be opened with a key held by an inhabitant of the village, Magda. Magda's servant told the Sorceress Queen about the key and the temple. He and the berserkers are looking for Magda, but did not find her. He does not believe she is

with the contingent of prisoners sent north (see 7, below).

Nahi, if confronted as a result of this information will be genuinely contrite and seek to make amends. Whether the player characters forgive him is of course a choice up to them. As for Taleth, as a necromancer he could be useful to them within the ruins, but he will only go if forced or threatened, and will betray them at the first opportunity- a serious problem when they are surrounded by the undead.

6: The Floating Tower

This black marble tower is more intact than most buildings in the Unknown City, as three whole stories remain. Strangely, they are not the three lowest stories. The three remaining stories hang in the air at a slight angle, detached from the ground. The tower is now one watchpost of a young dragon.

The dragon is bluish-white in colour and about 25' long, with a similar wingspan. It is a male, though this will not be obvious to anyone not expert on dragons. Waves of cold pulse off its body. It has a level of intelligence similar to that of a human, and speaks the language of men. The dragon has been magically charmed by Magda and persuaded to keep watch on the northwest road (see 8, below) for her, attacking anyone armed who comes in that direction. It will not fight to the death, fleeing after a serious wound.

The Young Ice Dragon AC 2 (17) HD 6 HP 18

Attacks: 2 claws (d4), bite (3d6) Special: Breath Weapon: Cone of cold 3/day, length 70', base 30'. Those caught in the area of effect suffer 18 points of damage, with a Test of Luck allowed player characters for half damage. Move: Fly 24/9 on ground Challenge Level/XP: 7/600

Being a dragon, the creature has placed a number of valuables from its main nest (see below) in its aerial watchpost. This treasure is a golden bowl about 3 feet across artistically filled with silver coins. The bowl is worth 200 gp; the coins are worth 100 gp. Of course, getting to the tower either requires great skill or magic.

If the young dragon is killed, its mate- a larger and more aggressive female, who speaks no languages other than draconic, will come seeking revenge, though perhaps not immediately.

The Other Dragon AC 2 (17) HD 6 HP 24 Attacks: 2 claws (d4), bite (3d6) Special: Breath Weapon: Cone of cold 3/day, length 70', base 30'. Those caught in the area of effect suffer 24 points of damage, with Test of Luck allowed player characters for allowed for half damage. Move: 24 fly/9 on ground Challenge Level/XP: 8/800

Observant characters might notice the dragon came from a particular spot in the hills. Those particularly persistent or

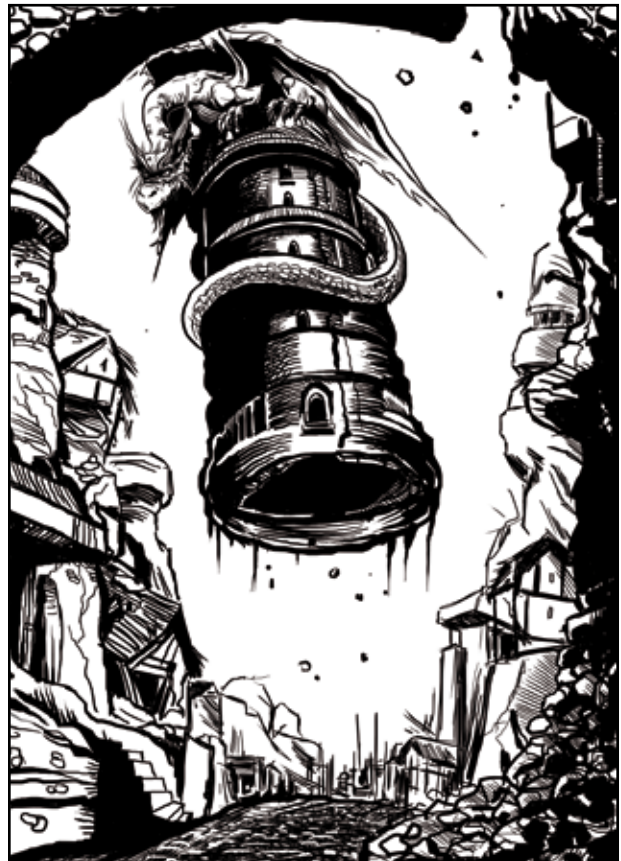
greedy might seek the dragon's lair- and her treasure. This lair is high in the hills, and requires a relevant climbing roll to reach. The lair is a hilltop nest. In the nest are two dragon eggs (worth 1000 gp each to the right buyer), an emerald (worth 750 gp) and 200 gp worth of coins.

7: The Prisoner Convoy

A group of 60 prisoners- about half adults and about half children- are roped together and being escorted to Blood Stead by a patrol of berserkers consisting of eight ordinary berserkers and a sergeant (see page 7). There is also a cart drawn by two horses containing further loot from the village of Tetronis.

Should the player characters elect to attack the convoy, one berserker stays back holding a weapon to an old woman's throat, threatening her as hostage.

If the prisoners are rescued they will reveal that the berserkers came out of nowhere, slaughtering, raping and looting. It was a complete surprise attack, and although many in the village tried to fight, they stood no chance. If the player characters ask about Magda, one villager will reveal that she saw her turn one of the attackers to an ice statue, before leaving her home to the northwest. Magda is a figure of both fear and respect in the village. She does occasional magical favours, including healing injuries, but



stays aloof from village affairs.

The treasure in the wagon consists of two valuable carpets of a deep red and black checked pattern (worth 60 gp each) from the Headman's Hall, and 160 gp. If statistics are needed for the prisoners, they have one hit dice, and do no damage unless armed (those capable of fighting are already dead).

What if the player characters came from the north?

If the player characters approach the Unknown City from the north, they probably encounter the prisoner convoy on the way. This is not a big deal- the statistics are above, and they can deal with or ignore the convoy first as they see fit.

If things happen in this order, the player characters will find out what has happened in Tetronis before they get to the village.

8: The Northwestern Trail

Following this trail past the dangers at the floating tower (location 6), the player characters will find a rare building amongst the Unknown City where much of the lower floor is intact. Around the building are four giant wolves, each over 200LB in weight. These wolves will only attack at the command of their mistress, the ice witch Magda, who has taken refuge within.

Magda is a middle aged woman, with a firm yet polite manner. She will happily use her magic to heal any injuries the player characters have. She is quietly confident despite what has happened to the village and having to flee. She expects to have vengeance, but is patient about it. Despite her manner, Magda is cold-blooded and deadly.

When she sees they are not berserkers, Magda is happy to see the player characters, if they come in peace. If Nahi is with them, he will explain that he has hired them for the job. Nahi will not confess his betrayal- and Magda will profess that she is mystified by the fact that the berserkers are there and what they are looking for. She still wants the player characters to loot the temple for her, and will use the key to open the way for them. She knows most of the information in the introduction, and will happily pass it on to the player characters. Most of all, she desires the Champion's spear- the Spear of Orlusz. Magda will tell the player characters that the Spear would be extremely dangerous in the wrong hands- such as those of the Sorceress Queen who has sent her followers to retrieve it.

Magda will warn the characters that there are most likely undead creatures within the temple. Some undead creatures cannot be harmed by mundane weapons but are nonetheless affected by silver. Perhaps the characters can find suitable weapons within? The priests of Orlusz surely

had something for emergencies against any undead they lost control of.

The witch is unwilling to accompany the player characters. She will say that her talents do not lie in combat, and she would be a liability. Besides, the way to the temple, once opened, stays open (unless she chooses to close it, but does not mention this)- it needs to be hidden and watched.

Magda AC 7 (12) HD 5 HP 24 Attacks: Dagger (d4), Special: Spell Casting Move: 12 Challenge Level/XP: 8/800

She can cast the following as a 10th level Magician once per day each

Level 1: Charm Person, Cure Light Wounds, Divination, Light, Sleep

Level 2: Find Traps, Knock, Silence 15', Speak with Animals

Level 3: Blight, Hold Person, Speak with Dead

Level 4: Charm Monster, Cure Serious Wounds, Wall of Ice

Level 5: Animal Growth, Flesh to Ice [as Flesh to Stone, but ice instead of stone].

Treasure: Spell Book (containing spells listed above), Detailed map of Tetronis ruins, The Ice Key, Rare Herbs (used in magical research- worth 200 gp to the right buyer), Two silver-tipped Spears, Ordinary Dagger, Silver Dagger, Silver-headed spears, 5 gp.

Magda's Wolves AC 7 (12) HD 4+4 HP 30, 23, 18 Attacks: Bite (2d4+2) Special: None Move: 18 Challenge Level/XP: 4/120 each

Three giant wolves, over 200 LB each in weight.

The Key to the Temple

When Magda uses the ice key, she puts it against a wall, turns it as if opening a lock, and a shining silver portal opens to the entrance corridor of the temple (area 1 below). If Magda for some reason is not present and the player characters have the key, they can do this, and open a door. The door can be closed in a similar way.

The portal can be passed through in both directions, though one cannot see through it.

THE GREAT TEMPLE OF ORLUSZ

The temple is made of black marble, all smooth surfaces. The air is breathable, but a stale, musty, and above all else dead smell hangs in the air. Although there were windows to the temple, some of ornamental glass, they shattered when the temple was buried, and now face out on solid rock beneath the earth. The only way in or out that remains is the portal created using the key.

The silver portal sheds enough light to illuminate the entrance corridor. Elsewhere the temple is absolutely dark, and the player characters will not have some source of light to explore it. This potentially makes stealth difficult. Indeed, most sources of light will draw the undead. Needless to say, the undead within the temple have no difficulty seeing in the dark.

TREASURE AND ENCUMBRANCE

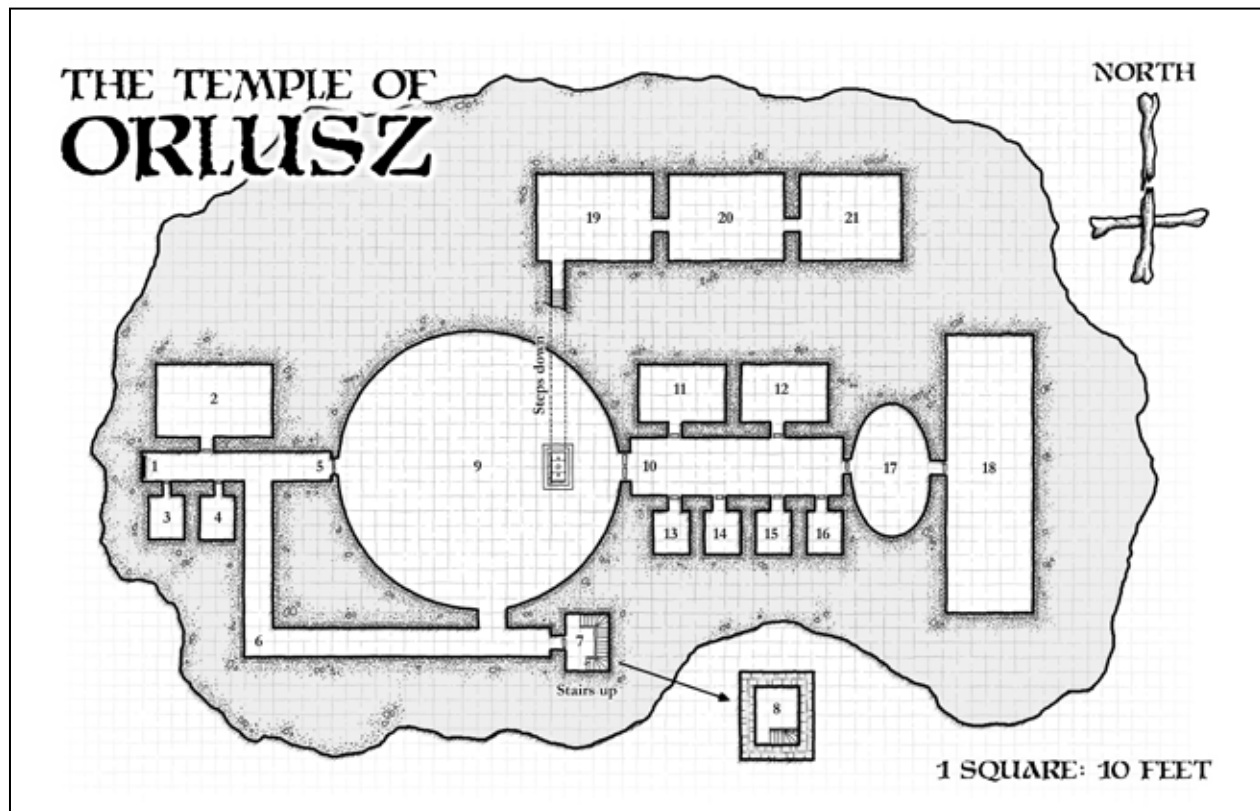
A number of the treasures found within the temple are rather bulky. We do not detail exact weights here, but the more transportable treasures typically weigh 1 LB, with the bulkier treasures being 10 LB or so each, and such things as furniture and gold tables being 50 LB or so. The Crypt

Keeper need not enforce precise encumbrance rules within the dungeon, but should prevent player characters happily carrying off endless bulky treasures without any penalties.

TEMPLE POLITICS AND WANDERING MONSTERS

Some undead beings within the temple are hungry; they have been buried and starved of life force for millennia. If the undead priests and worshippers from the Great Temple (area 9) detect intruders, they come shambling forth en masse devour them and drain their life essence. There is a small veneer of organisation; noise such as a fight or other disturbances has a 1 in 6 chance of a 'patrol' consisting of a priest and ten worshippers seeking out the player characters. So will each hour spent within the temple; the player characters' presence means something feels subtly different to the player characters, even if they do not know exactly what it is.

The priests and worshippers are not fully intelligent, and will leave any player characters alone who wear the dark green robes of a follower of the god Orlusz.



There are more intelligent undead within the temple- the Cardinal (area 12), the Observer of Orlusz, the Infernal Scribe (area 8), and the Champion of Orlusz himself. These intelligent beings have another agenda. They have been here for centuries, and are not just hungry, but bored. All three would rather have conversation than an immediate fight.

They have further agendas. The Cardinal wants to preserve the temple, and a severe disturbance will send him forth, to deal with it with the assistance of the priests and worshippers. A degree of subtlety and stealth is needed. The Infernal Scribe, on the other hand, wants the Champion killed, and the Spear of Orlusz back out in the world; it is doing no 'good' back here. The Scribe can tell the characters the secret of the green robes, and some of the traps of the temple, though such information has its price, and the Infernal Scribe would be happiest if the characters succeed in their quest but not all of them make it out alive.

CRYPT KEY

1: Entrance Corridor

The entrance corridor is rounded and irregular, more like a cave entrance than a conventional corridor. In the old worship of Orlusz, entrances to temples were deliberately shaped this way, in order to invoke the underworld aspects of the god. The entrance, like the rest of the temple, is shaped from black marble. It is both slippery, and has many sharp edges. A fall here does d4 points of damage, besides whatever damage caused the fall.

The entrance is proected by temple guards- fast-moving zombie-like creatures wearing rusted plate armour and wielding longwords. Over their armour, the guards wear dark green tabards, and will attack any intruders not wearing dark green.

Temple Undead Guards AC 2 (17) HD 5 HP 22, 23, 18, 25 Attack: Longsword (d8) or Unarmed (d6) Special: Howl. Someone hearing the howl of a Temple Guard must freeze in fear for d4 rounds. Test of Luck allowed player characters to avoid this effect. After a successful Luck Test, a potential victim is immune to the effect for the next 24 hours. Move 15 Challenge Level/XP: 6/400

2: Armoury

This room once served as an armoury for the guards of the temple. There are weapons racks on one side of the room; on the other side are five boxes, each draped with a white sheet. On top of each sheet is a skull; within each box are the bones of the body that goes with the skull.

The weapons racks contain six longwords, six shields, and six suits of plate armour. One of the longwords has

a blade of silver rather than ordinary steel. They have golden hilts, each containing an emerald in the pommel; they are worth 100 gp each. The shields are silver plated on the inside, and worth the same amount. The suits of plate armour are in surprisingly good condition. There is a 1 in 6 chance that a suit of armour fits a player character perfectly, and a further 2 in 6 chance it can be resized to fit at a cost of 50 gp when the player characters are back in civilisation.

If the skulls, boxes, or weapons racks are disturbed, all five skulls rise into the air, taking the sheets with them, and assuming approximate humanoid form. These forms are Windwraiths- undead beings- and will attack those who have disturbed them or the treasures in this room.

Smashing the Skulls

A clever party could smash the skulls of Windwraiths before they are disturbed. A Windwraith with a smashed skull will not attack, though it will take coordination to smash all of the skulls at once (if there are sufficient player characters) and an attack roll against AC 5 (14) is needed.

Windwraiths AC 0 (19) HD 3 HP 9, 10, 13, 7, 8 Attack: Spectral Claw (d8) Special: Undead, Only harmed by magic weapons and magical attacks. Move: Fly 24 Challenge Level/XP: 5/240

3,4: Changing Rooms

In both of these small chambers are wardrobes hung with the dark green robes once worn by the priests of Orlusz. In room 4, at the bottom of the wardrobe, are several dead rats. Three of the robes are made of silk, and are still in good condition, being worth 50 gp each.

5: The Door to the Great Temple

Ornamental double doors made of brass lead to the Great Temple, the centre of worship of the god Orlusz. The doors are etched with a line drawing showing crops growing from a rotting dead body, shown in immaculate detail.

Chanting from some ceaseless ceremony can be heard from behind the doors. The doors are not locked, and swing freely open to the touch in both directions.

6: Corridor

When the temple was operational, this corridor was forbidden to any but priests- all others had to enter the main temple (area 9, below) by the front entrance. To enforce this point, the corner, where the corridor changes direction, is trapped. A line of slabs are pressure plates, which, when pushed, cause a blade to slice down from the ceiling; causing 3d6 damage. Test of Luck allowed player characters to avoid the damage.

Clever player characters, if they know about the trap, might be able to use it to their advantage.

7: Stairs

Here, narrow spiral stairs lead up to the top of a clock tower, a hundred feet higher. They are of slippery black marble; anyone taking the stairs in a hurry may fall for 2d6 damage.

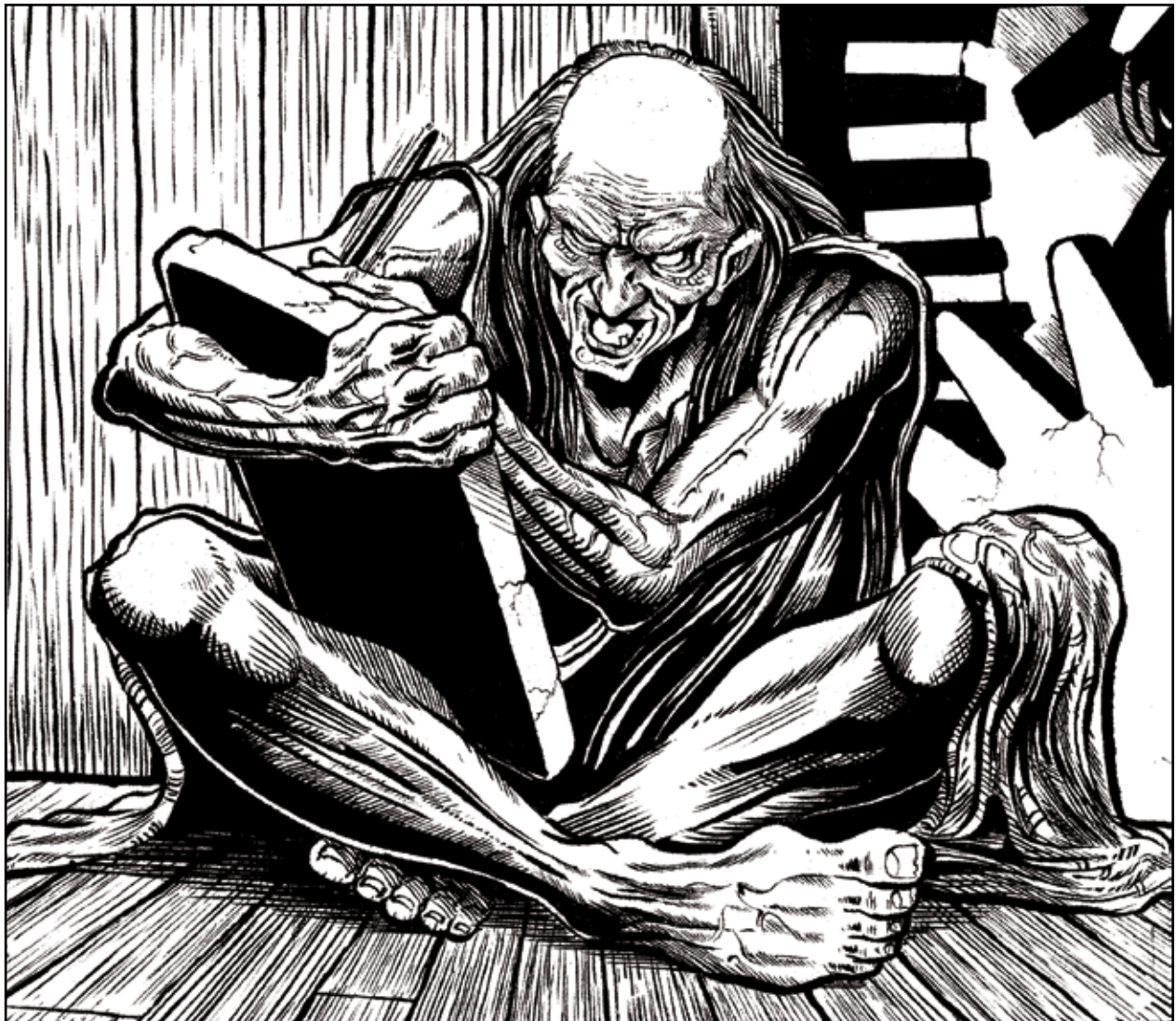
8: Top of Clock Tower

At the top of the tower is the mechanism of the clock which once adorned the temple. Since the temple's burial and the passage of time, it has long since stopped working. However, the mechanism is not the most notable thing about this room. The most notable thing is that the room is the domain of a fiend from beyond sent by Orlusz to observe events- an infernal scribe. The scribe appears as a scrawny old man sat cross-legged with a pen and a writing tablet. It wears the green robes of a follower of Orlusz. Its fiendish nature is made apparent by its blazing red eyes.

The infernal scribe is not automatically hostile, but is bored and starved of life energy- it feeds on death, but there is nothing to feed on from the undead in the temple, with one notable exception. It will seek to engage the player characters in conversation rather than hostilities- though if they attack it will reply in kind.

The scribe first of all requests the death of one of the party. Assuming they decline, it will ask if they want help- if they are willing to do it a favour. It wants the Champion in area 21 (and the wielder of the Spear of Orlusz) destroyed, and can happily direct them there and tell them the Champion's weaknesses, including his vulnerability to silver weapons and regenerative powers while holding the spear. It will suggest many of the undead in the temple will ignore one wearing the dark green robes of Orlusz's order.

Before getting to any useful suggestions, the fiend will chat about its love for poetry and calligraphy, hoping to find a fellow admirer amongst the player characters. If especially



charmed and flattered, it might even use magic to help them, either in the form of a scroll on a spare tablet, or using magic for healing. It will not take direct action to aid them against the undead, however- as an observer sent by Orlusz, doing such would be rather naughty.

The other notable thing about this tower is that the top is quite close to the surface, being only ten feet or so below the earth.

Observer of Orlusz (Infernal Scribe) AC 5 (14) HD 6 HP 28 Attacks: Pen (d4) Special: Each round, cast any spell of level 3 or below as if a level 5 magician. This spell is written on the clay tablet the scribe carries. If the tablet is destroyed while a spell is being cast, the spell written on it can be used as a scroll. Favourite spells are Invisibility, Phantasmal Force, Web, Lightning Bolt and Fireball. If a being is killed within 500 yards of the scribe, it steals its soul and regenerates 2d6 HP immediately. Move: 12 Challenge Level/XP: 8/800

9: Great Temple

This great cavernous domed chamber is still large enough to inspire awe. It was the centre for worship of the god Orlusz on Xarth. For that matter, the chamber is awash with the faithful- rotted animated corpses who were once worshippers praying to him for help, and three priests, who are also corpses in better condition, leading the prayers. The priests can be recognised by those who know the undead as wights, whose very touch drains energy and experience. All wear the green robes of the faithful of Orlusz. The priests and worshippers are carrying on a religious service that has continued for centuries.

The vast ceiling is decorated with frescoes showing Orlusz receiving sacrificial victims- the dead being buried alive- and granting fertility of the earth to his faithful. Around the edge of the chamber are carvings of claws screaming faces, reaching out from the walls as if they are trying to escape imprisonment from behind them.

The concentration of the corpses in this room fills it with a foetid smell, stronger and more obnoxious than the dead smell filling the rest of the temple building. All who enter must make a Test vs Luck to avoid being sickened (-2 to all rolls for 3d6 turns). The priests and worshippers will interrupt their ceremony to attack anyone else who is not a worshipper of Orlusz- as shown by what they are wearing. Anyone wearing dark green robes can pass through this room without problems unless they disturb the ceremony.

Further, once they attack, they will pursue intruders elsewhere, only stopping once they are destroyed or the intruders are killed.

Beneath the altar (marked by the square on the map) is

a trap door, with steep stone steps leading down to area 19. Of course, moving it does most likely disrupt the ceremony if it is still going on.

There are a total of 40 worshippers and 3 priests here.

Undead Worshippers AC 8 (11) HD 1 HP : 5 Attacks: Strike (d6) Special: Undead Challenge Level/XP 1/15

Undead Priests AC 5 (14) HD 3 HP 13, 16, 12 Attacks: Death Touch (1 point) Special: Attack causes energy drain- immediate loss of a level and all associated hit points and abilities. Can only be hit by magic or silver weapons. Move: 9 Challenge Level/XP: 5/240

10: Corridor

This corridor is plain earth rather than black marble. It was once used to inter sacrificial victims to Orlusz, and numerous skeletons are partially exposed beneath the floor. Though gruesome, they are harmless unless animated by the Cardinal, below.

11: The High Cardinal's Meeting Chamber

This room is painted in a rich burgundy colour, and on the walls hang portraits of some of the more famous (for the time) necromancer priests of Orlusz. There are twelve of them, and they are worth 50 gp each to the right buyer. There are also half a dozen comfortable chairs, now ancient and dilapidated, around a circular table.

12: The High Cardinal's Private Quarters

Unlike the rooms of the common priests (13 to 16 below), this bedroom is lavishly appointed, though the fabrics on the furnishings are rotted. One thing of value remains, however- a tapestry depicting the necromancer priests of Orlusz victorious in battle against the ice witches. This is an actual historic event, but is one of the few battles of the war where the necromancer priests won. In any case, it is worth 800 gp. There is also a bookcase. Most of the tomes are crumbling and indecipherable, but contain fragments of ancient history, philosophy and theology. The half dozen remaining books are worth 50 gp each to the right collector.

One of the books contains a prayer to the dead. One who reads the prayer causes 2d6 skeletons (or zombies if freshly buried bodies are around) to claw their way out of the ground. These newly raised undead are not under the control of the character who read the prayer, and will attack any living people nearby.

The High Cardinal himself is most likely found in this room- a skeletal figure in rich but tattered green robes wearing a flat green cap. It has a gold key around its neck.



It is attended by four rotted corpses dressed in black.

This Cardinal is a Crypt Fiend, and is the most powerful and intelligent of the undead found in this part of the temple. It will not immediately attack the player characters unless it sees them despoiling the temple or stealing the temple's treasures. Like the other sentient beings in the temple, the Cardinal, above all else, is bored.

If the High Cardinal does attack, it first raises the dead, calling first the dead priests from areas 13 to 16; these are zombies with the same statistics as the Cardinal's servants, below. It then raises skeletons from the ground in the corridor outside; these have the same statistics as the worshippers in area 9. It will spend a round attempting to use its Death Gesture, even though the player characters are probably of too high a level to be affected.

The Cardinal (Crypt Fiend) AC 2 (17) HD 8 HP 36
Attacks: 2 claws (d6 each) Special: Death gesture. Can be used to kill any living thing of 5 HD or lower. Can also raise 2d6 dead as zombies each round. Spell Casting. Move: 12 Challenge Level/XP: 10/1400

Cast the following as a 5th level magician once per day each:

Level 1: Magic Missile, Oppression, Wailing Lament

Level 2: Invisibility, Stinking Cloud

Level 3: Lightning Bolt

Undead Servants AC 8 (11) HD 2 HP 9 Attack: Strike (d8) Save 16 Special: None Move 6 Challenge Level/XP: 2/30

13,14,15,16: Priests' Chambers

These chambers are black marble, like the rest of the temple. They are plain apart from one wall in each chamber, from which juts a carving of a leering demon, hungry and lascivious. In each chamber are four beds each containing a corpse.

The corpse in room 14 has a silver key on a chain around his neck. A thorough search of room 13 reveals a copper bowl containing a small hoard of 60 gp. Otherwise, everything is rotten and valueless.

17: Inner Temple

This domed chamber is empty aside from an altar, but the dome is decorated with a design in quarters showing each of the four seasons. The door to room 18 has two locks, one edged in gold, the other in silver. The key to the gold lock is the one worn by the High Cardinal in area 12; one of the dead priests in area 14 has the key to the silver lock.

Opening the door safely requires both keys to be turned simultaneously. Picking the locks safely requires two people to work simultaneously and make relevant rolls. Just picking one lock, trying and failing to pick both locks, or crude methods such as battering the door down triggers a trap, though magical methods work perfectly well.

The trap causes the area 10ft either side of the door to fall away into a 20' deep pit. Anyone caught in the area must suffer 2d6 damage, as well as having to get out. A Test of Luck is allowed for player characters to avoid this damage. Worse, at the bottom of the pit are four starving ghouls.

Ghouls AC 6 (13) HD 2 HP 9 each Attack: 2 claws (d3), 1 bite (d4) Special: After a successful hit from a ghoul, the victim is paralysed for 3d6 turns. A Test of Luck is allowed for player characters to avoid this damage. Move 9 Challenge Level/XP: 3/60

18: Crypt

This large room is surprisingly plain, with an earthen floor. Beneath the floor are the bodies of numerous sacrificial victims, with some partially exposed skeletons as in the corridor outside. It also serves as a treasure room. The treasures are two statuettes of the god Orlusz worth 300 gp each, a gold and emerald ceremonial neck chain worth 400 gp, and a locked chest containing 3000 gp. The chest is not trapped, but it is locked and made of metal. The key is nowhere to be found.

However, if the treasures are disturbed by someone who is not a worshipper of Orlusz, as indicated by them wearing the regulation dark green robes, the guardian spirits of the place come into being and attack. These spirits are screeching spectral women with faces distorted into visages of horror, and hands turned into elongated claws.

Mist Maids AC 0 (19) HD 6 HP 27, 34, 20, 25 Attacks: Spectral Claw (d6) Specials: Only harmed by magical weapons and attacks. Death scream- does 2d6 damage. A Test of Luck is allowed for player characters to avoid this damage. Challenge Level/XP 7/600

19: Guard Room

This plain room serves one purpose- to house the chief guardian of the main treasure room of the temple. This guardian is a true horror- a roughly human being twenty feet tall made of the remains of stitched together corpses. A Sanity Test is most likely needed on seeing this monstrosity.

Corpse Colossus AC 6 (13) HD 10 HP 50 Attacks: 2 fists (d10) Special: Stomp. Everyone within 10' must make a Skill Test or be knocked from their feet, meaning they cannot act and must spend a round getting up. Move: 9 Challenge Level/XP: 11/1700

20: Trap Room

The doors to this room are made of metal, and form airtight seals when closed. There are several traps on various floor plates in this room. One trap, triggered by multiple pressure plates, seals the doors shut. Another trap, again with multiple triggers, fills the room with poisonous and slightly corrosive gas, doing d6 points of damage each round. Finally, there are four traps, including one by the far door, where the stones beneath a victim's feet fall away and they are caught in a mantrap, seizing one or both legs. This mantrap does d6 damage, and a Skill test based upon some sort of feat of strength is needed to get free. Further, a victim's movement rate is halved until all damage inflicted by the trap is healed.

Relevant rolls are needed both to locate the trigger mechanism of a trap, and to disable it (either the door sealing or the gas).

21: The Hidden Treasure Room

This room, though the walls are painted a hideous lime green colour, is fairly luxurious, containing a magnificent chandelier studded with diamonds (worth 1000 gp), two crystal globes glowing with gentle light (magically enchanted with the Continual Light spell) (worth 50 gp each), a comfortable chair, a small bookshelf containing books of ancient poetry (eight books, worth 50 gp each), a cabinet of fine wood containing a number of bottles of wine and spirits (after the years, they are nothing but vinegar, but there are a dozen bottles worth 50 gp each for the novelty, and the cabinet itself is worth 100 gp. There is also a silver decanter, and six crystal wine glasses (worth 50 gp each). There are also two tables surfaced in solid gold, and a gold throne-like chair (each worth 200 gp).

The Champion of Orlusz lives in this room, tired of the company of the undead upstairs. He appears human, and is reasonably handsome, with red-brown hair and green eyes. Alas, he is by now, quite mad, and beyond craving even death. He will entertain any "guests" here, pouring them wine, asking about the world, and asking about their

lives. However, his spear is always at hand, and at the slightest perceived insult, he fights like a demon.

The Champion AC 0 (19) HD 9+6 HP 50 Attack: Spear of Orlusz (d12) Special: Only vulnerable to silver weapons. While holding the spear, has 75% magic resistance and regenerates 2 hit points per round, even after death as long as the spear is still held. Challenge Level/XP: 13/2300

The Spear of Orlusz

One wielding the spear of Orlusz gains the spear's powers, as mentioned above. However, there is a catch. The regeneration damage healed by the spear is not true healing, and when a character has over time regenerated their full hit points in damage, they are transformed into an undead being, though they still appear human and may not immediately realise it.

As one of the undead, the character need not sleep, eat or drink. Indeed, they cannot do any of those things. Nor can they reproduce. Nor do they age. Further, they are vulnerable to magic targetting the dead. The Crypt Keeper should make sure that this is a curse rather than a boon if it happens to a player character.

4: CONCLUSIONS AND FINAL COMPLICATIONS

The most straightforward conclusion occurs if the player characters emerge from the crypt and meet Magda, handing her the Spear of Orlusz and any agreed upon share of the treasure. Magda will be there waiting for the characters, along with her wolves. Further, the dragon from area 6 in the village, if he still lives, will be waiting in reserve. If the player characters do not hand over the Spear, Magda is prepared to take it by force.

If the player characters do not have the spear, Magda will try to persuade them to go back in. She will help and heal them, but insist there must be something within that they missed.

On the other hand, if the player characters left significant numbers of the berserkers from the village alive, they will face a different problem. They will have killed Magda, though losing one sergeant and eight ordinary berserkers in the process, but will be waiting ready to attack to take the Spear and all of the temple's treasures by force.

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CRYPTS & THINGS

TOMB OF THE NECROMANCERS

By Paul Mitchener

The ruins of the Unknown City stand at the edge of the
Death Wind Steppe, surrounded by the foothills of the
Wolf Head Mountains.

They are a monument to a once mighty city.

Few now know the city's history, and how it fell.

The city's old name, Tetronis, now belongs to a
village of simple fisherfolk standing amongst the ruins.

The force behind both the old city's greatness and its
destruction was the god Orlusz.

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