

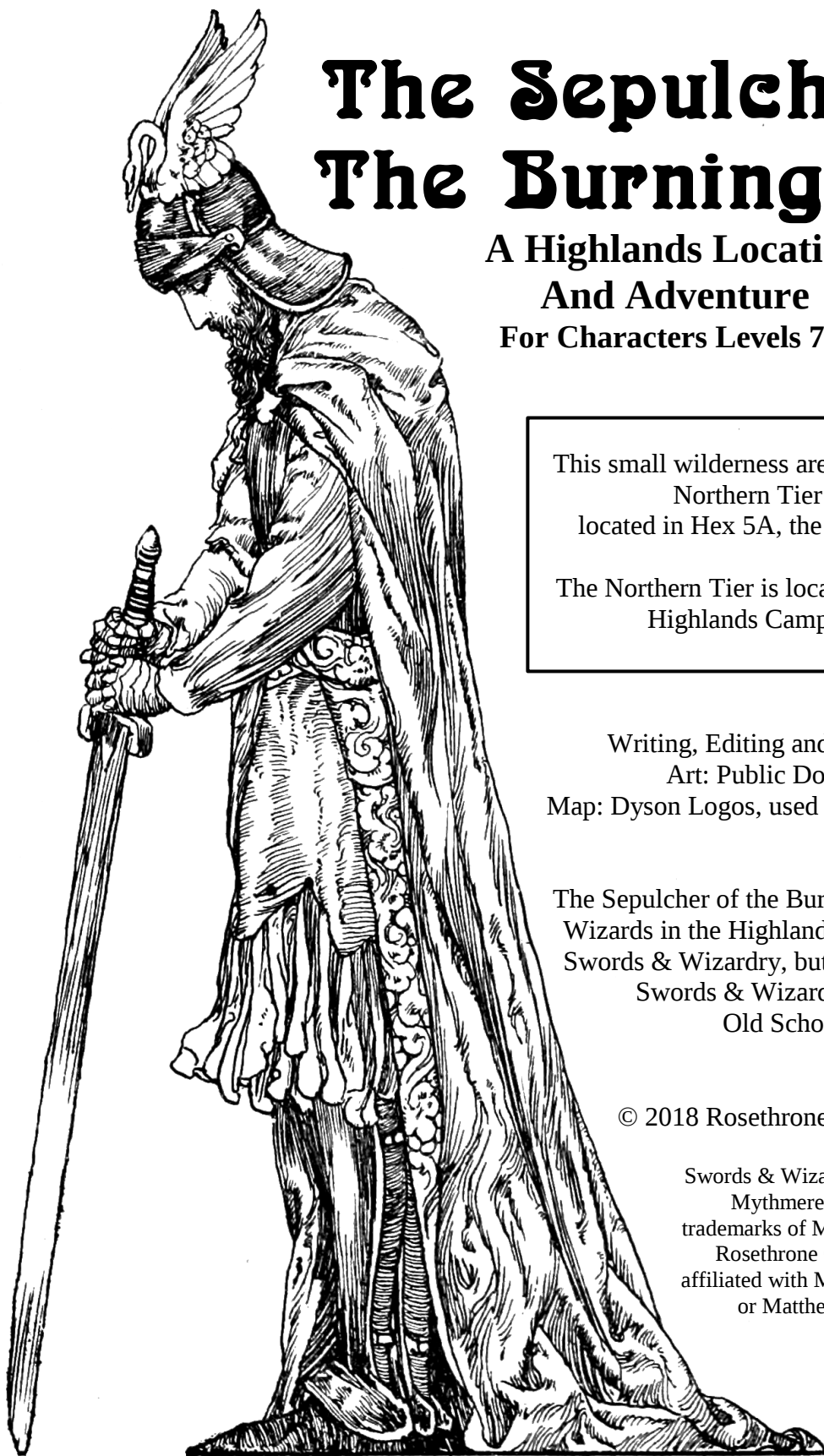
The Sepulcher of the Burning King

WR Beatty

A Highlands Location and Adventure for Characters Levels 7-9



Rosethrone
Publishing



The Sepulcher of The Burning King

A Highlands Location
And Adventure
For Characters Levels 7-9

This small wilderness area is an addition to the
Northern Tier Hexcrawl,
located in Hex 5A, the Hobbled Guardian.

The Northern Tier is located in Hex E-4 of the
Highlands Campaign Setting.

Writing, Editing and Layout: WR Beatty

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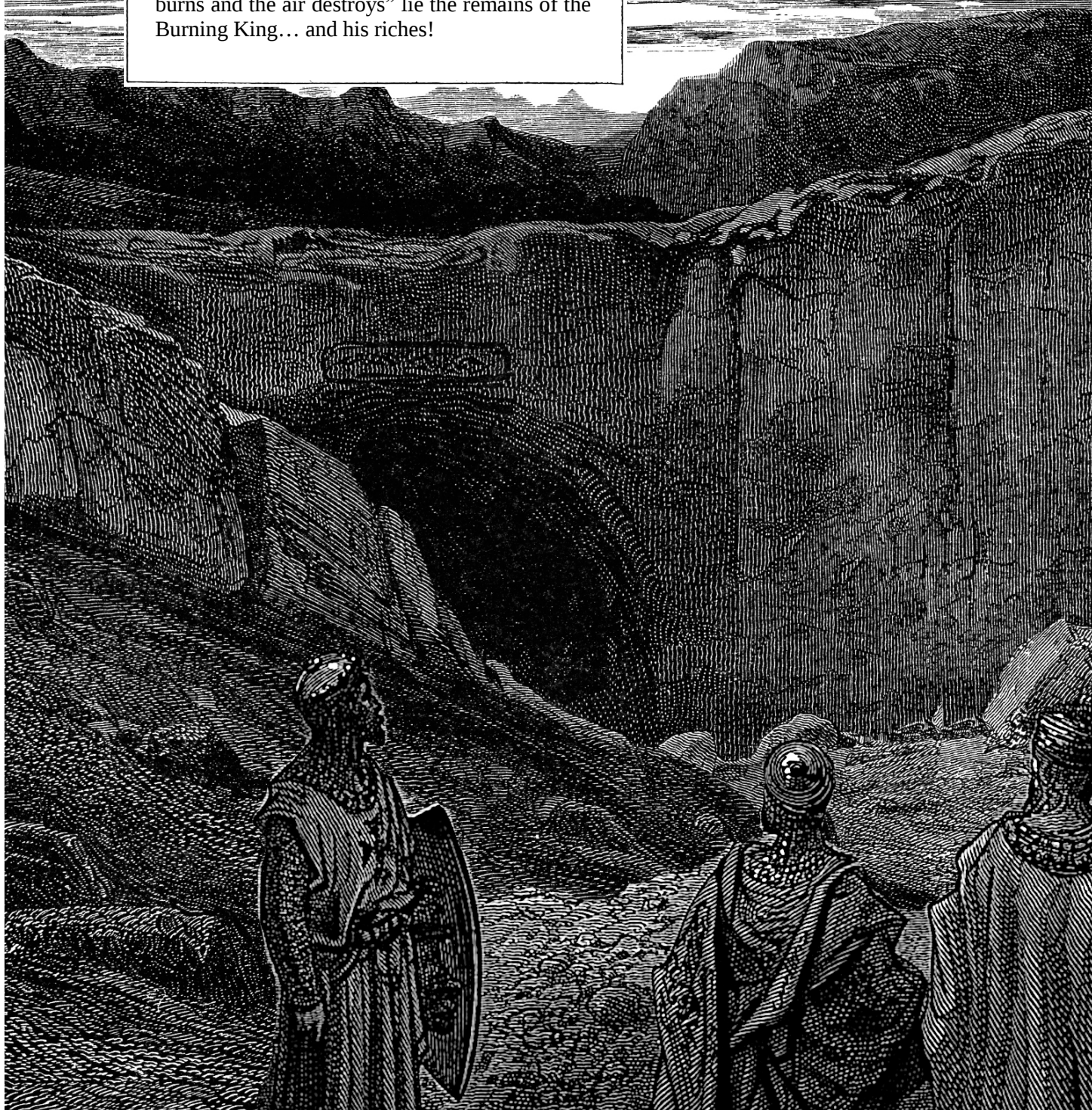
The Sepulcher of the Burning King uses Swords &
Wizards in the Highlands rules, a rules variant of
Swords & Wizardry, but is fully compatible with
Swords & Wizardry and most other
Old School Games.

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The Sepulcher of the Burning King

Tradition says the tomb of a wicked witch-king is hidden somewhere in the Northern Tier of the Rosewood Highlands. It is said the Burning King dabbled in forbidden magic and amassed fantastic wealth. In a long-forgotten cave where "the water burns and the air destroys" lie the remains of the Burning King... and his riches!



INTRODUCTION AND BACKGROUND

Long forgotten, the Mage King Althos, Lord of the Northlands, Vanquisher of the pagan hills, Destroyer of the Aberthine Demon was once a great hero in the land. He wielded magic and a sword in powerful combination to drive out the forces of the Outer Darkness. Tempted by the magic of nature, he stole the words from the priests of the Old Gods which would enslave a Fiery Spirit, binding it to Althos' body. He became the Burning King.

Dabbling in old magics took their toll on King Althos' mind and, in the end, the Fiery Spirit took over and all but destroyed him. In the end, he fell to St. Garamon the Pious' sword and was buried in a secret vault, locked away in the Northern Tier of the Rosewood Highlands.

The madness of the Fiery Spirit was such that it possesses the King even in death.

The Sepulcher of the Burning King is a Highlands Location, found at Hex 5A in the Northern Tier Hexcrawl. The Northern Tier is a sub-region of the Highlands. On the larger Rosewood Highlands map this region is just north and west of the city of Newtown, on the border between the Drummond Clan in the east and Great Oaks, the holdings of the Firbolg King, in the west. The Northern Tier covers the northern part of Hex E-4.

The Sepulcher should provide sufficient challenge and reward for a party levels 7-9, with a balanced mix of classes advised. A cleric will be especially useful as a number of undead dwell in the depths of the Sepulcher.

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Getting the Party Involved

- Any of the Rumors (next page) could provide motivation.
- The hex is encountered as part of the Northern Tier Hexcrawl.
- A mage, Ashkaran of the Blue Sigil, has heard rumors about a magic book that has everyone's name in it. He contacts the party to find the Book of All Names. He has been able to discern the approximate area of the Northern Tier where it is located (Hex 4, 5, 10 or 11), but cannot pinpoint it further except to say that it is in the place where the water burns and the air kills. He offers a particularly low reward at first but will eventually be willing to offer an exorbitant sum to get the party to take on the quest. He will expect the party to take the book for themselves or in some other way betray him. Thus, he will attempt to scry their location at all times and will send three of his lackeys, all 5th level fighters, to either beat the Party to the book and simply take it for himself or to take the book from the party by force. (See Random Encounters for information on the Lackeys).
- Alternately, Ashkaran of the Blue Sigil might really want to trust the party and honor his deal. He will still attempt to scry and will still send his Lackeys...
- A scroll found in a previous adventure – or maybe it just turns up in someone's pack – or maybe it is discovered while doing research for something else – regardless, a scroll is discovered with the following message written in an ancient dialect of the local language:

Garamon, Warrior of the Light, Champion of the Holy Church, to Alessian, my Brother, my Friend, Abbot of the Citadel, Bearer of the Silver Chain.

The Mad King has been vanquished. So overcome by the Fiery Spirit was he that there was little of the man left when we sought to redeem his immortal soul. Do pray for him, my brother, for I fear that his plight will be eternal torment in the fire pits of the Outer Darkness, bound forever for his terrible sins.

I believe we have discovered the cache of magickal works that took his mind and his soul and have destroyed them all. At the root of this was one of the Antlered Priests who we burned as an offering of sin to cleanse his soul from the foulness of the Outer Darkness. Let the magic of the old gods, who are not gods at all, praise be the Light, let their magic perish from the world!

I pray this letter finds you well and that the matter of the Riotous Spirit you have battled has finally been bound. We must talk when we meet about the consequences of your planned actions. I have seen a disturbing vision, perhaps of the future, perhaps not, and I seek your counsel. May the Light always shine upon you and may you always find peace.

Rumors About the Burning King

- Legends say that one of the old kings, or some say one of the old gods, could draw the very power of the Fire of Hell into his body. He was a fierce warrior, but the Church destroyed him.
- There was a king from the North who united the Highlands under a flaming sword. They called him the Burning King because he set his enemies ablaze in battle. He was a great champion for the Light, but the demons of the Outer Darkness destroyed him.
- The locals use a phrase, "Burning like the King" to refer to someone's intense anger. If asked about its origin or meaning, most locals will likely look puzzled for a moment, then shrug and say something like, "Dunno. We just always say it."
- Some say that the Northwatch Beacon (Hex 21 in the Northern Tier Hexcrawl) waits for the Fiery King to arise again to ignite the beacon and bring the land at last to peace.

Rumors about the Hobbled Guardian

- There's a demon in the woods, half woman, half monster, who stomps and snorts and raves on about the demons of the mountains or somesuch. It eats people, I tell you!
- My cousin was up in the Tier somewhere north of Faller Village when he heard a screech so loud it was from the very Pit itself! He saw this woman, but not a woman, he said she was a monster like none other he's seen – and she was eating a goblin!
- Way up north the people ain't natural. They somehow mix with horses and mountain lions and dragons!
- There's a cave up north where there's so many bones you can't see the ground for a mile. I bet there's treasure there, too!

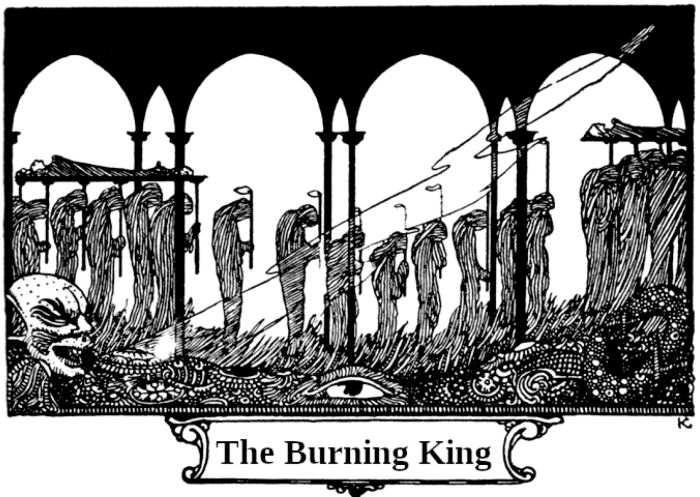
Rumors about the Burning River

- They say somewhere up north is the Hellmouth – the burning river that allows demons and devils and all the evil of the Outer Darkness to come into our world. A burning river! Can you imagine?
- There's some kind of terrible, hellish place up north of Faller Village where the air is poison and the ground shakes. There's some woodsmen who went up there once but said the place felt like the Darkness itself was spitting out of the ground.

Random Encounters

Roll 1d8 every turn. If 8, roll 1d10 on encounter chart. If 1, a random innocuous event happens: sudden gust of wind, loud banging sound, tiny stones tumble down the wall, a bat flies out of a dark place, a rat runs past, etc.

Roll 1d12	Encounter
1-2	1 Medium Fire Elemental: roaming the halls looking for intruders. Can be kept at bay by brandishing a ruby. (1 Elemental is wandering loose, plus any the party may free at area 6)
3-4	1d3 Smoldering Haunts: separated from their undead comrades (in area 3), they will attempt to communicate, primarily using pantomime, their need for directions to return to the other Smoldering Haunts. If not understood or if molested, they attack. If one of their number is killed, any remaining flee. (a total of 6 wandering Smoldering Haunts may be encountered)
5-10	Undying Servants: 1d6, cleaning, polishing, sweeping up after the intruders, wiping up blood, etc. They will attempt to tidy up any intruders who are "less than presentable." If impeded in any way, they attack (a total of 17 Undying Servants may be encountered, including the 6 in area 15 and any encountered at area 13).
11	Unholy Priest: muttering prayers to the Burning King, an Unholy Priest will seek to proselytize any intruders. If rebuffed, ignored, or molested, they attack (a total of 8 Unholy Priests may be encountered including the 4 in area 14 and any encountered at area 13).
12	The Lackeys of Ashkaran of the Blue Sigil (see Getting the Party Involved, above): three fifth level fighters who claim to have seen the party enter the tomb and followed, hoping to help. If they are brushed off or driven off, they will seek the Book of Names (see area 17) themselves. If the party gains the Book of Names (see area 17), the Lackeys will try to buy it or, if that fails, try to steal it, resorting to violence if necessary.



THE HOBBLER GUARDIAN (HEX 5A IN THE NORTHERN TIER)

The following text is taken directly from the Northern Tier Hexcrawl:

Among the rocks here are piles of bones: animal, goblin-kin, and even human, piled up just outside a small cave.

The cave is the lair of a **Sphinx** named Sialla. The creature typically lurks behind the stone above her cave opening, waiting to ambush any prey which comes to investigate the bones or the cave entrance. If anyone approaches, she will roar and leap above the cave entrance as a show of force. She will threaten and boast about her ability to kill the interlopers, but she will not immediately attack.

In fact, Sialla has a problem. The harpies ([Hex 5B] who she calls the “she-devils of the Mountains”) who are nesting in the northern part of this hex have entrapped the sphinx with a magical chain (**The Bindings of the Ancients**), anchored some 55’ behind the cave entrance to her lair.

After her show of force, if those she encounters look powerful, she will seek their help in releasing her from her bondage (she will not admit to being chained, though anyone with the ability to detect magic will see the arcane line tethering her outside her cave lair). She can travel no more than a 50’ radius ending just outside the entrance to her lair. The magic prevents her from entering her cave lair, so it could be plundered easily, she cannot prevent it – though doing so will result in her eventually hunting down the thieves.

If those she encounters do not seem powerful enough to help her, she will try to eat the m. There are a few ways to free Sialla. The first is to go to the Harpies’ nest and retrieve the **Trap Stone**. The second would be a dispel magic of at least 14th level or a wish, limited wish or alter reality spell. Sialla will be indebted to whoever frees her, offering her services of divination on occasion (though at her discretion, still often for a fee of course).

[Even if freed,] she still will not be able to leave the area.

Additional Notes

The Binding of the Ancients is a **Spirit Chain** and, thus, has no physical presence. It cannot be damaged by weapon or magic. The Sphinx has the ability to dispel magic, but only at the 8th caster level, so she cannot release herself from bondage.

Sialla can cast a powerful Divination spell 3x/day, but it exhausts her to do so. Even in bondage, she will ask a very high price to use her magical abilities.





1. The Cave of the Hobbled Guardian

The cave stinks of offal and decay with a slight tinge of sulfurous smoke. The deeper into the cave, the stronger the smell of sulfur.

Sialla has been trapped here for a long time, and has amassed a fair amount of treasure over the years including:

2454 gp, 9322 sp, seven swords, nine daggers, six boots (no matched pairs), a shield with a sphinx painted on the face

Use the table below to round out her hoard.

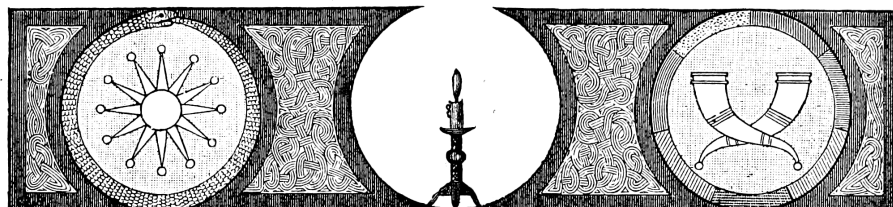
The **secret door** at the back of the cave looks like the surrounding cavern wall. Those with an exceptional sense of smell gain a bonus in finding the door, as it is the source of the sulfurous smell. Detect magic will also reveal the enchantment on the secret door.

The door is magically locked (key: speak the name of the now forgotten king remembered only as “The Burning King” – his name, should they divine it, was “Althos”). Dispel magic will disable the magical enchantment for 1 round per level of the caster while a knock spell will remove the enchantment.

The unlocked door pushes open easily and silently.

Whatever way the door is overcome (it could sustain 50 hp of damage, for example, or a stone to mud or stone to flesh spell...), once opened, the cave fills with acrid, sulfurous smoke. PCs unused to the smoke will take time to acclimatize to the foul air as it fills this cave and as it fills rooms 2-9 below: make a save (vs. poison) each round until successful, gain a cumulative +1 bonus for each round a save is attempted until successful. Until the save is made, PCs act at -1 on all rolls (except saves).

Roll 1d6	Treasure	Unique Items
1	Gems: 10 gp Azurite, 10 gp Moss Agate, 10 gp Moss Agate, 100 gp Malachite, 1000 gp Black Sapphire, 1000 gp Peridot, 1000 gp Star Ruby, 20 gp Blue Quartz, 20 gp Moss Agate, 45 gp Malachite, 50 gp Tiger Eye Agate, 500 gp Chrysoberyl, 550 gp Jade	Horn of the Frozen North: This is a hollowed out white dragon’s horn enchanted so that with a single long blast, a 4d6 HD cone of cold blasts forth (2/day). With two short blasts, the nearest white dragon will magically hear the call and may (25% chance) come to investigate (1/week). The horn gives the blower no control over summoned dragons.
2	2000 gp Brooch (silver in the shape of a wolf with blue gem eyes), 6000 gp Comb (platinum engraved with the seal of King Hargeth the Great), 8000 gp Headband (gold with gems inlaid and peacock feathers), 2000 gp Collar (silver chains intertwined)	Crystal Lens of Deepsight: A monocle made of extremely thin crystal (very fragile) which, when worn in the right eye will allow the wearer to see through any single solid object (such as a wall, a door, a person). If the lens is worn in the left eye, the Crystal Lens allows the wearer to see the most prominent thought in a single being’s mind.
3	100 gp Lapis Lazuli, 100 gp Smoky Quartz, 150 gp Smoky Quartz, 160 gp Hematite, 50 gp Azurite, 500 gp Alexandrite, 500 gp Sapphire, 500 gp Tourmalin	Vial of Black Death: A small crystal vial with a thick, inky black substance in it. If the liquid is poured out, a semi-sentient Black Oozing Death grows (9’ diameter). Anything dissolved by the Oozing Death goes to the outer darkness.
4	10 gp Azurite, 10 gp Banded Agate, 1000 gp Garnet, 1400 gp Sapphire, 150 gp Aquamarine, 45 gp Eye Agate, 5 gp Blue Quartz, 50 gp Lapis Lazuli, 50 gp Malachite, 50 gp Obsidian, 50 gp Rhodochrosite, 550 gp Chrysoberyl, 60 gp Bloodstone, 60 gp Jet	Last Coin of the Seventh Empress: A single ancient silver piece with an emperor’s profile on the face and a palm tree on the obverse. The item is cursed. If spent, the spender will lose 1 point of Constitution per week until Constitution reaches zero, at which point the spender dies. Remove curse at 16 th caster’s level to negate. Giving the coin away does not initiate the curse.
5	100 gp Smoky Quartz, 100 gp Star Rose Quartz, 1000 gp Amber, 1000 gp Coral, 1000 gp Coral, 1000 gp Garnet, 1000 gp Jet, 1000 gp Peridot, 12 gp Blue Quartz, 20 gp Banded Agate, 300 gp Coral, 400 gp Chrysoprase, 450 gp Spinel	Mask of the Spoken Word: This bronze mask depicts a madman’s bearded face. Any words spoken by the wearer are understood by every living thing within earshot, regardless of their language ability. The mask does not aid the wearer in understanding other languages.
6	10 gp Obsidian, 10 gp Rhodochrosite, 100 gp Chrysoprase, 11 gp Obsidian, 20 gp Tiger Eye Agate, 35 gp Eye Agate, 50 gp Banded Agate, 50 gp Obsidian, 500 gp Amethyst, 80 gp Obsidian	Moonhelm: This simple steel pot has a crescent moon etched in the crown. The wearer gains darkvision, will not be attacked by wolves and can identify a werewolf on sight. Every full moon, wearer must save vs. spells or transform into a werewolf, then make a second save or the transformation is permanent.



2-9. Smoke Filled Rooms and Corridors: The Path of Repentance

Smoke clouds these rooms and corridors. Visibility is reduced to 1/3rd normal, based on light sources.

NOTE: leaving any doors open into any of the other areas (11-15) causes them to slowly become smoke filled at a rate of one “square” on the map per round, which, in turn, has a profound effect on areas 10-12. Undying Servants will attempt to close any doors left open.

2. Hallway of the Four Sins

A very decayed corpse lays crumpled on the bottom two steps here, leather armor shredded, a few small glass tiles are embedded in the rotting flesh.

Beneath the corpse is a good quality sword and a soiled leather pouch containing a ruby (worth 350 gp), 82 gp, 33 sp and a set of high quality lockpicks.

Four alcoves, each with a different bas relief carving depicting one of the Four Dire Sins of the Church of the Holy Saints. Touching any of the carvings causes the noted effect which will last as long as any mortal creature (or the remains thereof) remain in areas 2 and 3.

Clockwise from the northwest alcove:

- **Rage:** A carving of a man tearing apart a person, with body parts of other victims strewn about the hellish landscape. Touching the carving, dozens of body parts crawl out of the carving and attack: **Rended Horrors**.
- **Conceit:** A carving of a man standing atop a huge pile of broken, twisted people. Touching the carving, the twisted and broken bodies in the pile begin to come to life and crawl out of the carving and attack: **Trampled Horrors**.
- **Faithlessness:** A carving of a robed man wielding a sword from which branch out lightning bolts which are shattering heaven. Touching the carving, lightning bolts randomly shoot up and down the corridor, attacking as a level 12 fighter, doing 5d6 damage, save (vs. magic) for half damage. 1d6-1 bolts fire every round.
- **Greed:** A carving of a man atop a massive pile of treasure. If touched, the carving grabs the one who touched it, paralyzing its victim, holding it fast and drawing it into the surface of the wall (save vs. paralysis to negate paralysis, though the victim remains bound to the carving): a mutated **Silent Death**.

If any of the carvings are touched, but the PCs retreat from the area successfully, every time they pass through the area again the carvings rattle and wheeze as if they will come to life again at any moment, though they won't unless touched again.

3. Burning Guardians

Through the haze can be seen six glowing figures. These are **Smoldering Haunts**, undead beings linked to the plane of fire, set as eternal guardians. They do not attack immediately, but stand impassively, waiting for a command word (a sentence containing the name of the king, Althos). If any try to pass these guardians without speaking the command, they attack and will pursue intruders throughout areas 2-9, with the exception of chamber 4, the Gallery of the Saints. If intruders flee up the stairs to chamber 4, the Haunts return to their impassive state in the center of the corridor.

Smoldering Haunts are healed by fire and electrical attacks. Every time one is hit in melee, bits of smoldering, tarry flesh fly off. Attackers must make a save (vs. magic) or be hit for 1d4 hp fire damage (and flammable items must make saves, if appropriate...)

4. Gallery of the Saints

The floor of this room is tiled as a labyrinth (see Map 2), leading from the stairs in the southwest corner to the door in the northwest corner. The walls are tiled with mosaic scenes of the lives of dozens of saints. Prominent saints include St. Alboran, St. Ashar, St. Garamon the Pious, St. Matlas the Chaste. In the center of the eastern wall is a tiled depiction of the ascension to heaven of King Althos (his name appears on a banner lying on the ground at his feet). The tiles are small squares of colored glass, perhaps 1” across. There are notable gaps where some tiles are missing from the mosaics.

- The “safe path” through the room is to follow the white tiles of the labyrinth.
- Crossing onto the black tiles causes the tiles on the walls to begin to shake and clatter.
- If the white tile path isn't resumed within 3 rounds or if the grey “out of bounds” tiles are tread upon, the tiles begin flying off the wall toward the offending party. The tiles “attack” as a 5th level fighter and 1d20+5 tiles will damage if the attack is successful, doing 1 point per tile which embeds in the flesh (save for half damage).
- Fleeing the room resets all the remaining tiles on the walls in 1 round.
- Any who follow the path from beginning to end receive the benefit of a Bless spell for 1d4+5 turns.

5. Floor Mosaic

The floor here is tiled in small colored glass tiles, perhaps 1" across, a mosaic depicting a naked man standing in waist deep water with his arms raised. Stylized sun rays wash over his hands and head.

The door at the bottom of the stairs to the west is locked (key is nowhere to be found).

6. Effigy of the Burning King

A stone statue here depicts a king, seated on a throne of fire. Bowls of dried flowers and small carved tokens are scattered at the base. The king's crown is inset with three rubies, with an empty space for a fourth.

If a ruby is pried out of the crown, the stone flames of the throne become a **Medium Fire Elemental** which attacks the bearer of the ruby. Replacing the ruby causes the elemental to cease its attack and return to its position as the "throne" of the king, though it remains until the offender(s) leave this room.

Replacing the missing ruby (with any ruby) will cause the wandering Medium Fire Elemental to rush back here (in 1d6 rounds) and take its place as the "throne" of the king and wait for offending creatures to leave the chamber.

7. The Hall of the Dead

The smoke is especially thick here. The river (see 16 below) is burning with a pale green flame, lighting the smoke into dancing, shifting shapes.

The entire northern wall is piled floor to ceiling with (human) bones, neatly stacked in a regular pattern. If the Bonedancer is released from the Lesser Tombs (see 8, below), it will animate these bones as 1d4 **Skeletal Horrors**.

A dozen stone sarcophagi, unlidded and empty, are stacked against the southeastern wall, the outside of four of them are charred black. The sarcophagi will float on the burning river.

8. Lesser Tombs

The smoke diminishes to a low haze at the bottom of the stairs. The small alcoves are piled floor to ceiling with mummified corpses (30+1d10 in each alcove).

The door to the southeastern tomb is locked (the key is long lost). Inside the sarcophagus within the tomb is a **Bonedancer**, an undead necromancer, who will leap out and attack if the lid is moved from the sarcophagus. After one round of melee, the Bonedancer will begin dancing as it attacks, animating the bones in area 7 into 1d4 **Skeletal Horrors** which will come to the Bonedancer's aid in 2 rounds.

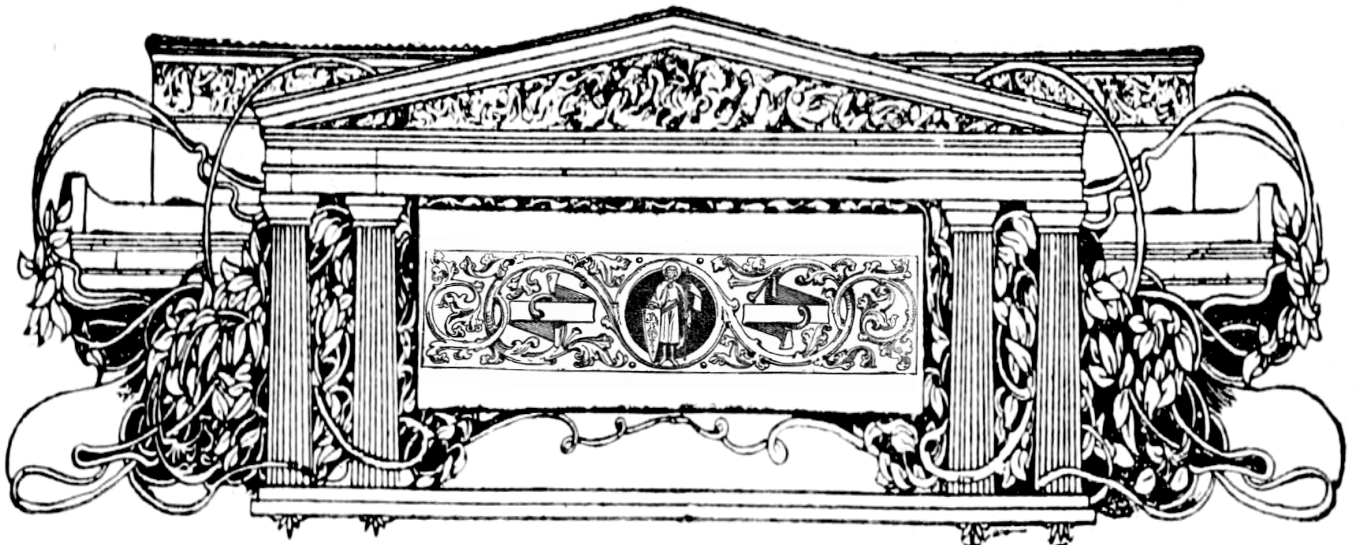
9. Prayers of Repentance

The smoke is thinner here, more of a haze. A Bronze lamp, lit, hangs from the ceiling.

Standing in the northern alcove is a book stand above which hangs a shelf that has seven leather-bound prayer books. Each entry in the books is keyed to a specific day and all of the prayers are to the Holy Saints, petitions for forgiveness and cleansing.

Standing in the eastern alcove is a small oak table with a brazier upon it. On the wall above the brazier are 43 small blocks of incense.

If the appropriate prayer is offered (for today) while a block of incense is lit, the smoke from the incense will begin to push back the smoke from the Burning River at the rate of one "square" on the map per round. If someone prays in this room until all of the smoke is cleared from rooms 2-9 (about 18 minutes, much longer if any doors have been left open, of course), every mortal being in the presence of the incense smoke (rooms 2-9) will receive the benefit of a bless spell and a protection from evil spell for the entire time spent in the wispy incense smoke plus 1d8+2 rounds outside of the range of the incense. Each block of incense will burn for 24+1d6 minutes.



10-12. The Grotto: The Way of Cleansing

Areas 10 and 11 and the eastern (lower) half of area 12 are wet, slick with algae and smell faintly of decay. If these rooms fill up with smoke from the Burning River (area 16) because a door is left open somewhere, the algae on the floors and walls here becomes highly flammable. Any spark or open flame that touches the wall or floor ignites the entire area in a massive fireball (10d6, diminishing dice) that burns fiercely and long. Save for half damage (each round, as appropriate). Such an explosion corrupts the waters at area 11 (see below).

10. Mud Room

(NOTE: see general description of the Grotto – areas 10-12 – above for notes about the dangers here)

This mostly empty room has six large urns along the southern wall and pegs line the east and west walls. A tattered and moldy cloak hangs on one of the pegs.

The urns are filled with mud and algae. To receive the benefits of the Well of Cleansing (11, below), one must disrobe and cover his or her entire body with mud from one of the urns.

11. The Well of Cleansing

This room is well lit (equivalent of full torchlight).

(NOTE: see general description of the Grotto – areas 10-12 – above for notes about the dangers here)

While the floor and walls here are covered in green and brown slime, the water in the huge font in the center of the room is crystal clear. The bottom of the font is pebbly and black.

The pebbly black bottom of the font is a colony of **Mud Leeches**. These creatures typically feed on algae and the minerals in mud. If a mud-covered person enters the water, the leeches will swarm around him or her and clean all the mud/algae from his or her body, bestowing on the being **Protection from Disease** (a bonus of +1d4 on saves vs. poison and disease) for 2 days.

A non-mud covered being who enters the water is attacked by 341 angry Mud Leeches (Swarm Rules – attack as [10] 3HD creatures with 18 hp each for 1d6 hp damage+ disease, save to negate). Mud Leeches are aquatic and must be in water to live so any being attacked in the water can scramble out (Dexterity check) or be pulled out (single or combined minimum 18 strength and dexterity on the part of the rescuer[s]) to avoid a second round of swarm attacks.

If the water in the well is defiled (either by ignition as noted above or by some other action by the PCs), a **Medium Water Elemental** rises up out of the well and begins drawing water from the Plane of Water through the well, enough to completely submerge The Grotto (areas 10-12), which will remain completely flooded for exactly 1 year, after which time the magic of the well will be restored.

12. Ascendancy of the Righteous

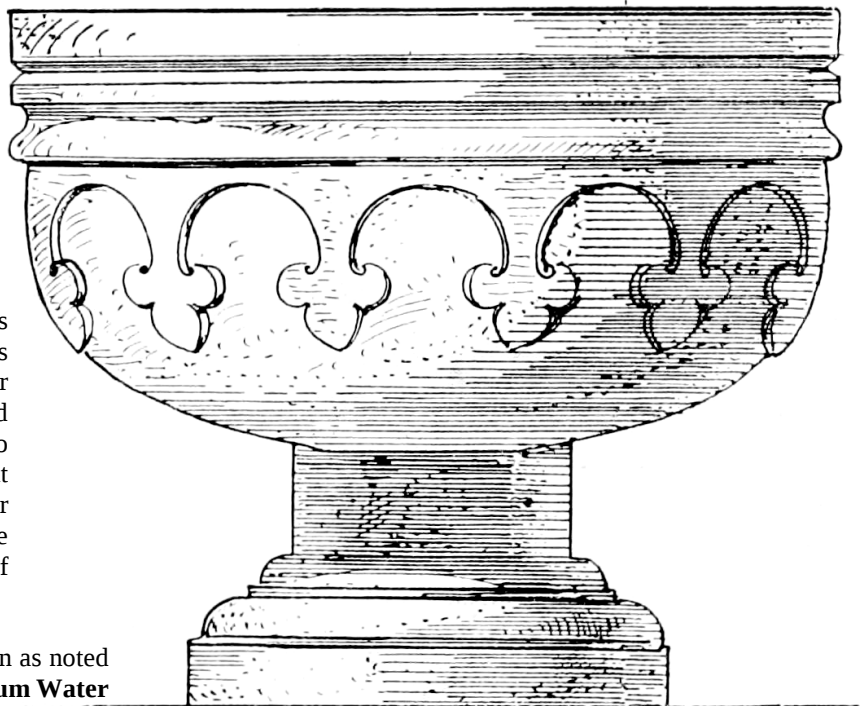
(NOTE: see general description of the Grotto – areas 10-12 – above for notes about the dangers here).

The door to the north is slightly ajar.

The eastern section of this room is slime and mud covered, while the steps leading to the upper, western part of the room, are completely free of algae and mud.

Pegs line the walls at the top of the stairs to the west and hanging from many of the pegs are white silk robes (a total of 17 robes).

Roll 1d4	Item found in robe pocket
1	1d4 coins (random types)
2	Tiny medallion of a saint
3	Bits of stone: flint, obsidian, mica
4	Personal item: comb, brush, small mirror, handkerchief, note, etc.



13-15. Veneration of the Burning King

These chambers are meticulously kept and the likelihood of encountering an Unholy Priest or Undying Servant are very high, though such encounters need not be violent.

13. The Chapel of the Burning King

The door to the south is slightly ajar.

Prayer rugs are scattered about the floor here. The circular alcove in the northwest is domed and covered in small glass mosaic tiles, depicting the ascendance of a saint from grave to heaven. Many of the small glass tiles are missing.

There is a 75% chance that there will be 1d4 **Undying Servants** will be here, tidying up. If no servants are present, there will be 2 **Unholy Priests** present here, offering prayers and worship. If any of the occupants are disturbed or interfered with, all of the inhabitants attack and pursue from this chamber, gaining any allies in rooms and chambers they chase the intruders through.



14. Chamber of the Undying Priests

There are always 4 **Unholy Priests** in this otherwise plain room, bowed in reverence before the statue (of a squid-headed humanoid creature) in the western alcove. They are unmoving unless touched or attacked, then they will attack in retaliation and pursue from this room, gaining any allies in rooms and chambers they chase intruders through.

15. The Vault of the Burning King

The floor, walls and 40' high ceiling here are covered in spotless, almost seamless, white marble. Lighted tamps hang from the ceiling at regular intervals and prayer rugs are scattered irregularly about the floor. Six robed, shuffling figures move slowly, some sweeping with a broom, others occasionally wiping at a spot on the wall or the floor.

In an alcove in the northern wall is a vault with a large sarcophagus in the center.

The figures are **Undying Servants**, eternally cleaning the vault. If smoke begins to fill the vault (because a door was left open somewhere) they will go to investigate and attempt to close the door. The servants will continue their duties unless touched or attacked, then they will attack in retaliation and pursue from this room, gaining any allies in rooms and chambers they chase intruders through.

Stairs near the center of the Vault drop down out of sight. Massive (20'x40') tapestries hang in the east and west alcoves. The tapestry to the west depicts the exploits of a king riding to war against a goblin army. The tapestry to the east depicts a parade of saints bearing the burning body of a king up to heaven. Each of these tapestries is worth about 5000 gp (possibly more to a collector or a historian), but weight 450 pounds each.

The sarcophagus in the northern alcove is empty. It has a false bottom, however, beneath which is teakwood box containing 9 rubies (worth 130 gp each) and a silver ring (thick, etched with stylized leaves and vines and a stylized sun – worth 200 gp). Also here is a worn and battered leatherbound book: *An Historie of the Firste Expedition of the King of the Northe*.

16-21. The Final Rest of the Burning King

The river and rooms 17, 18 and 20 are smoke filled. Visibility is at ¼ normal.

Rooms 19 and 21 are enchanted against the smoke.

16. The Burning River

This river flows swiftly from east to west. The surface of the river burns with a pale green, very hot fire. Anyone unprotected caught in the flaming water will take 2d6 hp damage per round (save for half damage).

17. He Who Watches the River

Standing ever vigilant, immobile, in the swirling, smoky shadows at the entrance to the Burning King's Rest, **Baliando**, Brother of the Fiery Furor, Guardian of the Burning River watches and waits for pilgrims, intruders and guests.

The room behind Baliando is plain dressed stone decorated with irregularly shaped amateur paintings of landscapes. The paintings are on stretched and dried human skin, possibly worth 50 gp each to the right kind of collector, but gaining a negative reputation for the seller... (there are 47 paintings).

Baliando is an unassuming looking monk, black habit, neatly trimmed beard. He clutches a worn leatherbound tome, **The Book of Names in the Time of the King**. He speaks in a soft murmur, with a slight lisp. He first asks each person's name. Once all have given a name (true or not), he continues by asking the party's "business in the Rest of King Althos, Lord of the Northlands, Vanquisher of the pagan hills, Destroyer of the Aberthine Demon."

Whatever their answer, Baliando uses his innate *ESP* ability to attempt to determine their true intentions. He will open the book to one of the three sections, based on his assessment of the petitioner's intentions. He speaks their name(s) as given to him and they magically appear in whichever section of the book he opens.

If attacked or ignored, **Baliando** calls out and the **Silk Mummies** from area 17A shuffle out to aid him the next round, followed by the **Giant Greyback Spider** the following round.

The second round (when the Silk Mummies appear), Baliando will attempt to cast a spell. If seriously threatened, he will attempt to flee to area 19 and, ultimately, to area 21, locking the door behind himself and hoping that the Skeletal Warrior guardians there are able to put down the intruders.

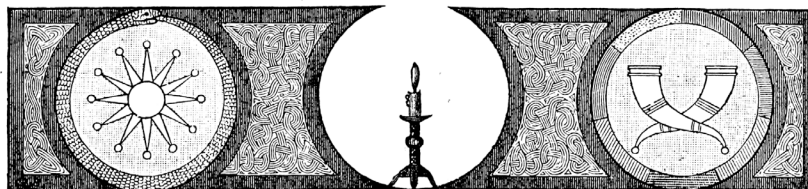
The Book of Names in the Time of the King is a magic tome filled with names, divided into three sections: Intruders, Pilgrims, Guests. When the book is opened to one of the sections and a name is spoken aloud, the name is recorded in the book in that section, and a blessing or penalty is conferred upon the person bearing that name. NOTE: the magic only works if both the person with the book speaks the name and the person to receive the blessing or penalty speaks the name. Thus, a fighter calls himself "Godon the Magnificent" and the bearer of the book says, "Godon the Magnificent," the magic is invoked. (GM call if the potential victim pulls an Odysseus and says, "I am nobody.") The bearer of the book determines the blessing or curse put upon the recipient.

- Intruders: Save (vs. spells) or be cursed while in the Final Rest of the Burning King: -1 on all rolls. Remove curse cast at any caster level negates.
- Pilgrims: Receive the benefit of True Sight. Successful save (vs. spells) negates this effect. Receive a Minor Mark of the Burning King (a wreath of flame on the back of the right hand – see area 20 for details).
- Guests: Receive the benefit of True Sight (no save) and a Major Mark of the Burning King (a wreath of flame and a crown on the back of the right hand – see area 20 for details).

17A. Web Filled Room

This chamber is thick with spider webs, so much so that movement within is nearly impossible (constant effect of a Web spell, no save). The webs are highly flammable, however.

In the center of the room is the nest of a **Giant Greyback Spider** and four of its victims which have been raised as **Silk Mummies**. Scattered throughout the room are 20 cp, 17 sp, 15 gp, 50 gp Moss Agate, 50 gp Tiger Eye Agate, 800 gp Spinel and 4 scrolls (protection from undead, bless, haste, Assume Fire Elemental Form** [New Spell]). If the webs are burned away, the scrolls will be partially burned, their magic destroyed, but enough will remain for an inquisitive magic using character to determine what they had been...





18. Offerings of the Faithful

Illusion: a beautifully decorated square, worked stone chapel with a fresco of a king, wreathed in flames, standing triumphantly on the neck of a demon, sword raised high, as the saints shine rays of light down upon him from heaven.

A large oaken altar table with two brass candelabras stands before the painting, with a brass offering bowl centered on the table.

Prayer rugs are neatly arranged around the floor.

Massive tapestries, identical to those in area 15, hang on the east and west wall. (The tapestry to the west depicts the exploits of a king riding to war against a goblin army. The tapestry to the east depicts a parade of saints bearing the burning body of a king up to heaven.)

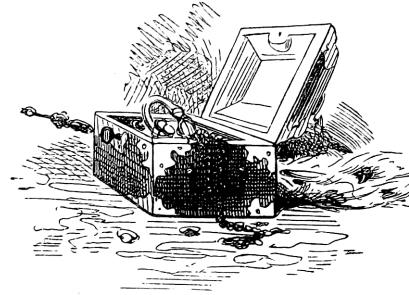
In the Bowl: are four gold pieces.

The Candles are lit.

Reality: The table, the bowl, the 4 gold pieces and the prayer rugs are real, though the illusion makes most of them appear newer and better kept than they really are.

In reality, there is no fresco on the wall and the walls themselves are rough, natural stone, only slightly worked.

Hidden behind the illusion, however, are **six iron bound, oak chests**. They are locked but not trapped. Each chest with contents weighs between 350 and 500 pounds.



Offerings to the Burning King: Six Chests

Chest 1: 13 brass scroll tubes:

1. Plans for a massive (and probably impractical) war machine. An artificer would pay handsomely for these, and a scaled down version (think War Wagon) might be possible.
2. Seven pages of bawdy tavern songs. The pages are numbered (16, 23, 27, 113, 114, 115, 144) and clearly have been torn from a book.
3. A rolled up painting of St. Garamon the Pious - worth 150 gp.
4. A bone flute: **The Flute of St. Cyrian the Animal Friend**. When played proficiently, conveys the effect of a bless spell upon all normal animals in a 50' range as long as it is played. If played improperly, conveys the effect of an enrage spell upon all normal animals in a 50' range, effect lasts as long as flute is played +1d8 rounds.
5. Seventeen blank vellum sheets
6. A gold-plated plumb bob (worth 30 gp) hanging from a somewhat delicate silver chain (a ceremonial silver chain from the Knights of the Chain)
7. A rolled up small canvas bag. Inside is just a pinch of Dust of Disappearance (if not carefully unrolled, the dust flies out...)
8. Filled with black dust. This is dried, pulverized **Oozing Black Horror**.
9. Four sheets of music, signed as if they are by the hand of a famous composer. The titles are: "Ode to Light," "Flames of the Fire King," "The Dance of the Dead," and "To the Darkness."
10. Wax sealed. Contains six ounces of extremely fine wine.
11. Small vials of a variety of different colored inks.
12. Wax sealed. Filled with solid amber (tube must be stripped away to reveal full contents) with a **Night Fairy** embedded within.
13. The title deed to a small keep on the northern border.

Chest 2: 1200 gp Coffin, 1200 gp Sceptre, 5000 gp Earring, 12000 gp Bracelet, 1000 gp Coffin.

Chest 3: Potion of Fire Resistance, Potion of Ventriloquism, Oil of Elemental Invulnerability, Potion of Levitation, Potion of Storm Giant Strength, Potion of Climbing, Potion of Water Breathing

Chest 4: 3 Scroll Tubes

1. Spell Scroll (Mage: Imprisonment, Trap the Soul, Infravision)
2. Spell Scroll (Mage: Mind Blank, Monster Summoning IV, Trap the Soul, Magic Mirror, Gate, Levitate, Mordenkainen's Sword)
3. Spell Scroll (Mage: Globe of Invulnerability, Maze, Feeblemind, Sepia Snake Sigil, Demand, Suggestion)

Chest 5: Gems: 10 gp Azurite, 10 gp Lapis Lazuli, 10 gp Obsidian, 10 gp Turquoise, 100 gp Alexandrite, 100 gp Bloodstone, 100 gp Eye Agate, 100 gp Rock Crystal, 100 gp Sardonyx, 100 gp Turquoise, 1000 gp Fire Opal, 1000 gp Jacinth, 1000 gp Ruby, 1000 gp Star Ruby, 14 gp Rhodochrosite, 16 gp Hematite, 16 gp Moss Agate, 2000 gp Emerald, 35 gp Hematite, 350 gp Tourmaline, 400 gp Aquamarine, 4000 gp Fire Opal, 5 gp Azurite, 5 gp Banded Agate, 50 gp Hematite, 50 gp Malachite, 50 gp Moss Agate, 500 gp Amber, 500 gp Aquamarine, 500 gp Chrysoberyl, 500 gp Coral, 500 gp Zircon, 5000 gp Amethyst, 600 gp Opal, 65 gp Banded Agate, 650 gp Pearl.

Chest 6: Ring of Jumping, Wand of Frost, Javelin of Lightning, Plate Armor, Field +1, Sword +1, Dagger +1, +2 vs. creatures smaller than man-sized, Ring of Clumsiness [Feather Falling], Staff of Curing, Trident of Fish Command, Scale Mail +2, Sword +1, +3 vs. lycanthropes and shape changers, Javelin +2

NOTE – yes, this is a LOT of treasure. Reduce the amount if you don't like it...

19. Inner Guardians

Four plate armored skeletal figures stand just west of the door to area 21, swords drawn, motionless.

The four **Skeletal Warriors** will:

- move toward **Intruders** (see area 17) menacingly, readying their swords and prepared to engage in melee. They will pursue intruders and fight until destroyed, unless the door to area 21 is opened which will draw them back to defend their liege's honor (they are able to sense the opening of the door regardless of where in the multiverse they are). They cannot sense an intruder in area 21 who does not open the door...
- stand still and watch **Pilgrims** who come to pay homage to the Burning King (see area 17). True Pilgrims bear the Minor Mark of the Burning King. Any Pilgrims who attempt to enter room 21 will be forcibly removed, killed if necessary.
- step aside for any **Guests** who bear the Major Mark of the Burning King, even allowing such guests to enter the tomb itself unmolested.
- simply watch impassively any being who moves from area 18 to area 20 (or vice versa) without making a move toward the door to area 21.

The heavy stone door to area 21 is magically locked. A hand bearing the Major Mark of the Burning King can open the door. It can take 80 hp of damage before the door itself will be damaged enough to bypass. Stone to Mud, Teleport Without Error, and various other spells might bypass or destroy the door more easily. Destroying the door will attract the attention of the Skeletal Warriors, just as opening it does.

20. The Chamber of Honor

Stacked like cordwood are hundreds (341) of mummified corpses filling this roughhewn chamber from floor to ceiling. Each corpse bears incidental treasure (see below).

Looting a corpse causes it to rise as a **Silk Mummy** bent on vengeance 1d4 turns after being looted.



Roll 1d00	Value in gp.	Incidental Mummy Treasure
1-17	Varies	6d8x10 Silver Pieces
18-23	Varies	4d8x10 Gold Pieces
24-26	Varies	1d6x1d8 Platinum Pieces
27-28	10	Hematite
29-30	100	Garnet
31-32	14	Eye Agate
33-34	100	Garnet
35-36	100	Amethyst
37-38	10	Turquoise
39-40	10	Blue Quartz
41-42	10	Rhodochrosite
43-44	10	Blue Quartz
45-46	10	Eye Agate
47-48	100	Spinel
49-50	10	Moss Agate
51-52	10	Hematite
53-54	100	Amethyst
55-56	10	Banded Agate
57-58	100	Jade
59-60	500	Topaz
61-62	500	Garnet
63-64	50	Rock Crystal
65-66	10	Moss Agate
67-68	10	Eye Agate
69-70	10	Obsidian
71-72	10	Malachite
73-74	10	Hematite
75-76	1000	Black Opal
77-78	10	Obsidian
79-80	770	Topaz
81-82	50	Rock Crystal
83-84	40	Chrysoprase
85-86	100	Amethyst
87-88	500	Pearl
89-90	70	Decanter, fine silver: handle, spout and base are wrought as grape leaves
91-92	1100	Earrings, gold set with a small diamond surrounded by four blue topaz
93-94	1000	Ring: 1-4. Simple gold band, 5. Silver band set with four tiny rubies, 6. Brass band, well-worn, engraved with wings, 7. Malachite band, 8. Gold and platinum band, very thin, set with an opal
95-96	6000	Statuette, gold, of 1. A demonic creature, 2. A horse and armored rider, 3. A weird squid like creature, 4. A jackal, 5. An elephant, 6. A toad, 7. An angel, 8. A handsome man
97-98	800	Gold medallion depicting a stylized sun on the face, the image of St. Garamon on the obverse
99-00	12000	Brooch, gold and silver, flower shaped design with 40 blue topaz and 9 blue diamonds

21. The Burning King's Final Rest

A bejeweled white marble sarcophagus stands on a plain stone plinth in the center of this room. The walls are covered in black marble and the floor is tiled with purple veined black marble.

A large banner covers the back (curved) wall. It bears a stylized sun background with a rampant griffin in the center and the name "Althos of the Redguard Clan." Hanging on the northern wall are two great axes crossed behind a shield emblazoned with a stylized sun. Hanging on the southern wall is a suit of chainmail and two short swords.

Guests (see area 17) may enter this room freely, touch (but not open) the sarcophagus, interact with the other items in the room. Opening the sarcophagus releases the Burning King (see below).

Pilgrims and **Intruders** who enter this room will be able to interact with the items in the room for 1d4 rounds. Then the sarcophagus begins to rattle and shake, then rock violently, crashing off the plinth after 2 rounds, spilling out the Burning King (see below).

The **Burning King** is a unique undead being: a medium (12 HD) undead fire elemental. When King Althos, a mage king from the northlands, cast the spell *Fire Form* (see New Spells) one too many times, the assumption to Fire Elemental form killed his body, but his undead spirit still remains, forever trapped in flame. If the door to area 21 is destroyed or left open, the Burning King will engage in melee for one round and then attempt to flee to the Burning River. He will beat a fighting retreat if necessary, but his goal is to escape (and wreak havoc on the surrounding countryside, no doubt).

The Great Axes are of exceptional quality and craftsmanship with red leather wrapped handles and demon faces etched into the sides of the axe heads. They are worth about 150 gp each. The shield is **Callon's Defense**, a shield +2, +4 vs. demons, devils and undead, adds a +2 bonus to a Cleric's turn undead ability.

The chainmail on the southern wall is **Elfin Chain Mail** while the short swords are ordinary, if well made, weapons.

Many of the jewels on the sarcophagus are glass (136 fake jewels), but there are nine rubies (worth 120 each) near the head of the sarcophagus.



APPENDICES

New Items

The Book of Names in the Time of the King is a magic tome filled with names, divided into three sections: Intruders, Pilgrims, Guests. When the book is opened to one of the sections and a name is spoken aloud, the name is recorded in the book in that section, and a blessing or penalty is conferred upon the person bearing that name.

NOTE: the magic only works if both the person with the book speaks the name and the person to receive the blessing or penalty speaks the name. Thus, a fighter calls himself “Godon the Magnificent” and the bearer of the book says, “Godon the Magnificent,” the magic is invoked. (GM call if the potential victim pulls an Odysseus and says, “I am nobody.”) The bearer of the book determines the blessing or curse put upon the recipient.

(Examples – from this adventure)

- Intruders: Save (vs. spells) or be cursed while in the Final Rest of the Burning King: -1 on all rolls. Remove curse cast at any caster level negates.
- Pilgrims: Receive the benefit of True Sight. Successful save (vs. spells) negates this effect. Receive a Minor Mark of the Burning King (a wreath of flame on the back of the right hand – see area 20 for details).
- Guests: Receive the benefit of True Sight (no save) and a Major Mark of the Burning King (a wreath of flame and a crown on the back of the right hand – see area 20 for details).

Callon’s Defense: a shield +2, +4 vs. demons, devils and undead, adds a +2 bonus to a Cleric’s turn undead ability. A brass bas relief rose and sword is riveted on to the undamaged face.

Crystal Lens of Deepsight: A monocle made of extremely thin crystal (very fragile) which, when worn in the right eye will allow the wearer to see through any single solid object (such as a wall, a door, a person). If the lens is worn in the left eye, the Crystal Lens allows the wearer to see the most prominent thought in a single being’s mind.

Horn of the Frozen North: This is a hollowed out white dragon’s horn enchanted so that with a single long blast, a 4d6 HD cone of cold blasts forth (2/day). With two short blasts, the nearest white dragon will magically hear the call and may (25% chance) come to investigate (1/week). The horn gives the blower no control over summoned dragons.

Last Coin of the Seventh Empress: A single ancient silver piece with an emperor’s profile on the face and a palm tree on the obverse. The item is cursed. If spent, the spender will lose 1 point of Constitution per week until Constitution reaches zero, at which point the spender dies. Remove curse at 16th caster’s level to negate. Giving the coin away does not initiate the curse.

Mask of the Spoken Word: This bronze mask depicts a madman’s bearded face. Any words spoken by the wearer are understood by every living thing within earshot, regardless of their language ability. The mask does not aid the wearer in understanding other languages.

Moonhelm: This simple steel pot has a crescent moon etched in the crown. The wearer gains darkvision, will not be attacked by wolves and can identify a werewolf on sight. Every full moon, wearer must save vs. spells or transform into a werewolf, then make a second save or the transformation is permanent.

Vial of Black Death: A small crystal vial with a thick, inky black substance in it. If the liquid is poured out, a semi-sentient Black Oozing Death grows (9’ diameter). Anything dissolved by the Oozing Death goes to the outer darkness.

New Spell

Assume Fire Elemental Form:

This spell is a type of magic that venerates the Old Gods (Druid Magic), but such magic can potentially be translated into more traditional magic use.

Level: Druid 6

Range: self

Duration: 1d6 turns per level of caster (see below)

The caster takes on the form of a **Medium Fire Elemental**, gaining special attacks and special abilities of the elemental. The spellcaster is still able to cast his or her remaining spells.

Each time the spell is cast, the caster makes a save (vs. magic). Failed save means the transformation is permanent and the spellcaster takes on the nature of a Fire Elemental. Remove curse will restore the spellcaster’s mind while dispel magic (cast at one caster level higher than the spellcaster who has assumed Fire Elemental form) will negate the spell. Note, a spellcaster who failed his or her save and has taken on the mindset of an Elemental will retain that mental attitude even if the spell is dispelled (unless Remove Curse is cast).

Optional rule: each time the spell is cast, the save is made at a cumulative -1 penalty.

Monster	Monster Statistics
Baliando, the Undying Monk	Cleric Level 8; hp 29; AC 9[10]; Atk spells; Move 12; Save 8; CL/XP 9/1100; Special: Spells/ ESP at will Light, Resist Cold, Detect Charm, Silence 15' Radius, Cause Blindness; Locate Object; Exorcise, Protection from Evil 10' Radius, Insect Plague, Plane Shift.
Bonedancer	HD 5; AC 5[14]; Atk 2 knives (1d4 each) or 2 claws (1d3); Move 12; Save 12; CL/XP 7/600; Special: Animate Skeletons
Burning King	HD 12; AC 2 [17]; Atk 1 strike (3d8); Move 12; Save 3; AL N(E); CL/XP 13/2300; Special: Ignite materials, immune to non-magic weapons, Spells (at 14th caster level). Spells: 1: Friends, Darkness, Push, Shield, Shocking Grasp 2: Continual Darkness, Darkness 15' Radius, Detect Invisibility, Invisibility, Locate Object 3: Explosive Runes, Fireball, Fly, Protection from Normal Missiles, Slow 4: Massmorph, Monster Summoning II, Wall of Ice, Wizard Eye, 5: Animate Dead, Conjure (Fire) Elemental, Wall of Force, Wall of Iron 6: Death Spell, Disintegrate, Spiritwrack, Assume Fire Elemental Form ** (new Spell) 7: Power Word: Stun
Elemental, Fire (Med.)	HD 12; AC 2 [17]; Atk 1 strike (3d8); Move 12; Save 3; AL N; CL/XP 13/2300; Special: Ignite materials, immune to non-magic weapons.
Elemental, Water (Med.)	HD 12; AC 2[17]; Atk 1 strike (3d6); Move 6 (Swim 18); Save 3; CL/XP 12/2000; Special: overturn boats.
Lackeys of Ashkaran of the Blue Sigil	Garome: F5, S16, D17, hp 27, Longsword +1, Chainmail, shortbow, arrogant and bullying, Garome is clearly the leader. Swears a lot. Dorin: F5, S18, W7, C16, hp 25, Longsword, Chainmail +2, throwing daggers, slow and methodical, says little, completely loyal Ageron: F5, I18, D18, Ch4, hp 19, Broadsword, Ringmail, longbow, ugly and brilliant, often manipulates the others.
Mud Leech	HD 1 hp/Swarm HD 1 per 10 leeches; AD 9[10]; Atk: swarm (1d6) + disease; Move 0/6(swim); Save 18; CL/XP 1/15 per 10 leeches; Special: Disease
Mummy, Silk Rended Horror	HD 5+1; AC 3 [16]; Atk 1 clawed fist (1d12); Move 6; Save 12; CL/XP 7/600; Special: Silk Mummy Disease, hit only by magic weapons.
Silent Death	HD 5; AC 6[13]; Atk 1d4+2 claw attacks (1d4 hp per claw); Move 12; Save 12; CL/XP 5/240; Special: Immune to mind affecting spells.
Skeletal Horror	HD 4; AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; AL N; CL/XP 5/240; Special: Paralysis, electricity, fire and cold effects.
Skeletal Warrior	HD 1; AC 8[11]; Atk 1 (1d6); Move 12; Save 17; CL/XP 1/15; Special: None
Smoldering Haunt	HD 9+3; AC 2[17]; Atk 1 weapon [1d8+2 or 1d10+2]; Move 6; save 12; CL/XP 13/2300; Special: only hit by magic weapons, magic resistance, detect living, spell immunities.
Sphinx	HD 4; AC 5[14]; Atk Fist (1d8, dim); Move 9; Save 13; CL/XP 5/240; Special: immunities, extra damage.
Spider, Giant Greyback	HD 8; AC 1[18]; Atk 4 claws (1d8) and bite (1d12); Move 18 (Fly 24); Save 8; AL N; CL/XP 11/1700; Special: Divination, Dispel Magic at 8th level (3/day).
Trampled Horror	HD 4+2; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; AL CN; CL/XP 7/600; Special: paralyzing poison, webs.
Undying Servants	HD 3; AC 4[15]; Atk Claw (2d8); Move 3; Save 14; CL/XP 3/60; Special: immune to mind affecting spells, Fire does double damage.
Unholy Priest	HD 2; AC 7[12]; Atk 2 claws/bite (1d2/1d2/1d4); Move 12; Save 16; CL/XP 2/30; Special: None.
	HD 6+4; AC 3[16]; Atk 1 fist (1d8); Move 6; Save 11; CL/XP 7/600; Special: Command Undead, Spells, hit only by magic weapons, Immune to mind affecting spells, feign death gesture, drain Wisdom.

Encounter Reactions

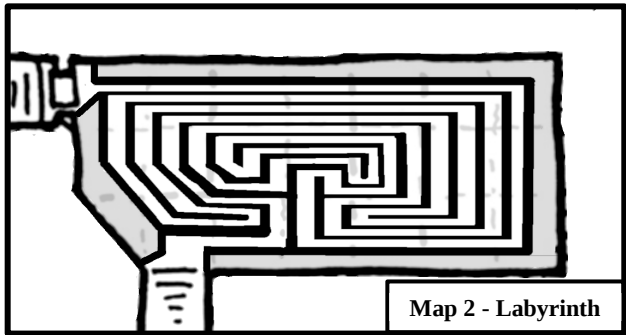
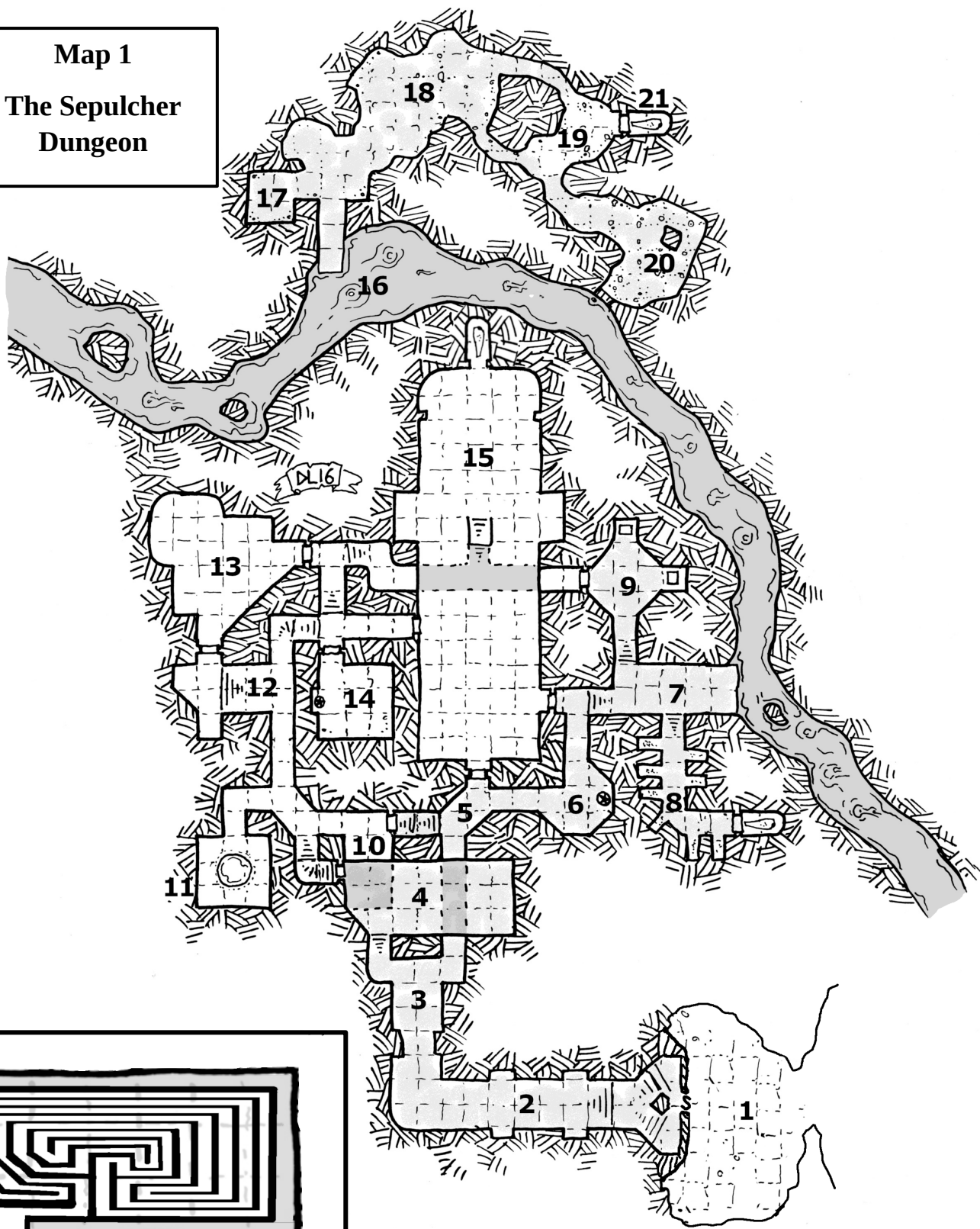
No encounter is an “automatic attack” unless the text specifically states such. For reactions, generally use the following table for an initial reaction and then roleplay what comes next based on the party’s actions.

The roll can be modified by a Character’s Charisma score if appropriate.

Roll 1d20	Reaction
1 or less	Violently hostile: will likely attack unless somehow restrained
2-5	Hostile: will take immediate hostile action, but will not necessarily attack (draw weapons, threaten, roar, beat chest)
6-9	Uncertain, roll again on table with 1d12
10-11	Neutral: cautious but not hostile
12-17	Cautious: roll again on table with 1d12+8
18-19	Friendly: makes gestures of friendship (shaking hands, bowing head, purring, etc.)
20 or more	Open and enthusiastically friendly

MAPS

Map 1
The Sepulcher
Dungeon



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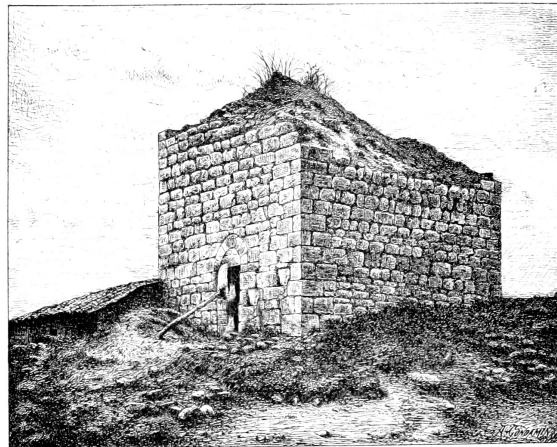
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The Rosewood highlands

The Sepulcher of the Burning King

A Highlands Location and Adventure for Swords & Wizards in the Highlands



Tradition says the tomb of a wicked witch-king is hidden somewhere in the Rosewood Highlands. It is said that the Burning King dabbled in forbidden magic and amassed fantastic wealth.

In a long- forgotten cave where "the water burns and the air destroys," lie the remains of the Burning King... and his riches!

The Sepulcher of the Burning King is a Highlands Location, found at hex 5A in the Northern Tier hexcrawl.

The Sepulcher should provide sufficient challenge and reward for a party of levels 7-9, with a balanced mix of classes advised.

The Sepulcher of the Burning King uses Swords & Wizards in the Highlands rules, a rules variant of S&W, but is fully compatible with S&W and most other Old School Games.