

BACKGROUND

LONG AGO THE SORCERER KING, XENOPHON, A TYRANNICAL CONQUEROR RAISED AN ARMY OF RELIGIOUS ZEALOTS TO EXPAND HIS EMPIRE. AS HIS EMPIRE GREW, SO DID HIS ARROGANCE; BELIEVING THAT HE WAS HIMSELF A GOD AND IMMORTAL HE LED WHAT WAS TO BECOME HIS FINAL BATTLE. JUST WHEN IT LOOKED LIKE XENOPHON AND HIS HORDES WOULD BE VICTORIOUS, HE WAS STRUCK DOWN AND KILLED BY A YOUNG UNKNOWN GIRL. THE YOUNG WARRIOR DISAPPEARED IN THE CHAOS THAT ENSUED XENOPHON'S BODY WAS CARRIED OFF BY HIS FOLLOWERS AND BURIED IN A TOMB BUILT FROM THE BONES OF THE FALLEN.

YEARS LATER IN A VILLAGE NEAR WHERE THE FINAL BATTLE WAS FOUGHT A LARGE RUNE STONE WAS PLACED AS A MEMORIAL TO XENOPHON'S DEFEAT. AFTERWARDS THE VILLAGE GREW AND PROSPERED ALMOST OVERNIGHT AS PEOPLE CAME FROM FAR AND WIDE TO SEE WHAT HAD BEEN DUBBED, "THE SORCERER'S STONE".

PLAYER START

MANY SEASONS HAVE PASSED SINCE THE DEATH OF THE SORCERER KING AND THE CITY OF STONEHOLD HAS NEARLY FORGOTTEN HIM AND HIS DREAD REIGN. THE SORCERER'S STONE STILL STANDS, BUT IT NO LONGER HOLDS THE SAME SIGNIFICANCE AND THE BATTLE IT MEMORIALIZES HAS FADED INTO HISTORY. TODAY THE CITY OF STONEHOLD FACES A MORE IMMINENT THREAT, A PLAGUE IS DARKENING THE ONCE MAGNIFICENT CITY. THERE ARE SOME WHO BELIEVE IT IS A CURSE.

BROTHER ELIAS OF THE ORDER OF PÉTRA BELIEVES THE SORCERER'S STONE IS THE SOURCE OF THE PLAGUE. HE IS SECRETLY PETITIONING THOSE WHO ARE WILLING AND ABLE TO TAKE THE STONE AND RETURN IT TO IT'S RIGHTFUL OWNER, XENOPHON. HE BELIEVES THE STONE IS SOMEHOW CONNECTED TO XENOPHON AND BECAUSE IT WAS NOT PROPERLY BURIED WITH HIM IT HAS BEEN CURSED. BROTHER ELIAS' REQUESTS TO THE CITY LEADERS TO TAKE THE CITY'S NAMESAKE TO THE TOMB OF XENOPHON HAVE BEEN CONSIDERED TO BE RELIGIOUS SUPERSTITION AND SUBSEQUENTLY DENIED. THERE IS ONLY ONE WAY TO GET THE STONE—STEAL IT. STEALING A STONE THE SIZE OF A SMALL CHILD FROM A PUBLIC SQUARE WHILE AVOIDING THE CITY WATCH AND SMUGGLING IT OUT OF THE CITY BEFORE ANYONE NOTICES WILL BE NOT BE EASY. GETTING CAUGHT WOULD MEAN CERTAIN DEATH, BUT THEN SO WOULD CATCHING THE PLAGUE.

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SPECIAL THANKS TO:

CHRISTOPHOR RICK, VICTOR "EZZERHARDEN" DIAZ, COLIN "SPIKE PIT" GREEN, KEVIN BERRY, TEARABLE MONSTERS, CHRIS "COWBOYLELAND" MCLEOD, SHANE WARD, AND JOHUA DESA

THANKS TO ALL MY PATREON SUPPORTERS FOR MAKING THIS POSSIBLE.



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MIDDLE KINGDOMS ADVENTURE & TRADING CO.

PRESENTS

A MICRO-DUNGEON ADVENTURE

THE TOMB OF XENOPHON

BY FRANK TURFLER & FRIENDS



MDA-001

1D6 WANDERING MONSTERS

- 1D4 SKELETONS HD 1; AC 8(11); ATK 1 WEAPON OR STRIKE (1D6); SAVE 17; CL/XP 1/15
- 1D8 GIANT RATS HD 1D4HP; AC 7 (12); ATK 1 BITE (1D3); MOVE 12; SAVE 18; CL/XP A/5; 5% ARE DISEASED
- GIANT SPIDER HD 1+1; AC 8(11); ATK 1 BITE (1HP+ POISON); MOVE 9; SAVE 17; CL/XP 3/60
- 1D4 GIANT CENTIPEDES HD: 1D2; AC 9 (10); ATK 1 BITE (0 + POISON); MOVE 13; SAVE 18; CL/XP B/10; SPECIAL NON-LETHAL POISON BITE. +4 SAVE; 1D4 ROUNDS OF CRIPPLING PAIN. ADDITIONALLY, THE LIMB IS TEMPORARILY CRIPPLED FOR 2D4 DAYS.
- GIANT SNAKE HD 6; AC 5(14); ATK 1 BITE (1D3), 1 CONSTRICT (2D4); MOVE 10; SAVE 11; CL/XP 7/600; SPECIAL: CONSTRICT
- 1D8 STIRGES HD 1+1; AC 7(12); ATK 1 PROBOSCIS (1D3); MOVE 3 (FLY 18); SAVE 17; CL/XP 2/30; SPECIAL: BLOOD DRAIN (1D4), +2 TO HIT BONUS

3. GIANT SPIDER

ON THE DOOR TO THIS ROOM IS PAINTED "KEEP OUT!"

ON THE WALL IS SCRAWLED "IN THE LIGHT OF THE SERPENT. ALL WILL BE REVEALED"

OLD BROKEN AND ROTTED CRATES, BONES, A RUSTY DAGGER, 600SP, AND SEVERAL PIECES OF BLOOD-SOAKED CLOTHING ARE SCATTERED THROUGHOUT THE ROOM.

GIANT SPIDER

HD 1+1; AC 8(11); ATK 1 BITE (1HP+ POISON); MOVE 9; SAVE 17; CL/XP 3/60;
SPECIAL: LETHAL POISON (+2 SAVING THROW)

2. THE DUNGEON

THE DOOR TO THIS ROOM IS LOCKED.

SKELETONS HANG FROM CHAINS ON THE CEILING AND WALLS.

A RUINED GAUNTLET LIES IN THE NORTH-EAST CORNER OF THE ROOM.

IF ANYTHING IS DISTURBED IN THE ROOM TWO OF THE SKELETONS WILL BEGIN TO SPEAK. THEY CAN ANSWER ANY QUESTIONS, BUT ONE CAN ONLY TELL LIES AND THE OTHER CAN ONLY TELL THE TRUTH.

1. ENTRANCE

IRON CHANDELIER

PIT TRAP

IF NOT DISABLED, THE TRAP IS SPRUNG BY WALKING ACROSS THE CENTER. ALL WITHIN A 10 FT. SQUARE AREA, FALL 10 FEET

5. THE HIDDEN SHRINE

A FADED AND TORN TAPESTRY OF A FLAMING SERPENT HANGS FROM THE NORTH WALL.

BEHIND IT IS A STATUE OF AN ELEMENTAL SALAMANDER. THE WALL IS CHARRED. THE STATUE CONCEALS A DOOR THAT IS OPENED BY SETTING THE STATUE ON FIRE. IF THE FIRE GOES OUT, THE DOOR WILL CLOSE.

4. THE RUNE STONE ALTAR

THE DOOR TO THIS ROOM IS LOCKED.

A 15 FOOT WIDE CHASM BISECTS THE ROOM FROM EAST TO WEST

A RUNE STONE ALTAR SITS AGAINST THE NORTH WALL. THERE IS A PIECE OF THE ALTAR MISSING. THE SPACE IS THE SAME SIZE AND DIMENSION OF THE RUNE STONE FROM STONEHOLD.

A CORRODED IRON KEY HANGS FROM A CHAIN ON THE NECK OF A STONE STATUE OF A BEASTLY WINGED CREATURE PERCHED ON THE ALTAR

GARGOYLE

HD 4; AC 5 (14); ATK 2 CLAWS (1D3), 1 BITE (1D4), MOVE 9 (FLY 15); SAVE 13; CL/XP 6/400; SPECIAL: CAN ONLY BE DAMAGED BY BLUNT WEAPONS

7. SECRET ROOM

LOCKED WOODEN CHEST

2600 CP, SET OF 9 BRONZE BARS (2076P), LAPIS LAZULI 10 GP, 2 X TIGER EYE (10 GP), WAND (HOLD PORTAL - 5 CHARGES) SPELL SCROLL (PROTECTION FROM EVIL), 2 X POTION OF HEALING

6. THE CRYPT

A DECAYING FRESCO ON THE NORTH WALL DEPICTS A ROBED FIGURE PRESENTING A KEY TO A WINGED STATUE.

SECRET DOOR

A KEY HOLE IS DISGUISED AS PART OF THE FRESCO.

(DC 10 PERCEPTION TO DISCOVER THE KEY HOLE. THE KEY FROM ROOM 4 WILL OPEN THE DOOR, DC 17 DEX TO PICK THE LOCK)

A SEALED, BUT EMPTY SARCOPHAGUS

(DC 15 STR TO OPEN 15HP)

ENGRAVED INTO THE LID IS, "WHEN I RISE FROM THE DEAD, THE WORLD SHALL TREMBLE."

4 X SKELETON GUARDS

HD 1; 7(12) WITH SHIELD; ATK 1 WEAPON OR STRIKE (1D6); SAVE 17; CL/XP 1/15