

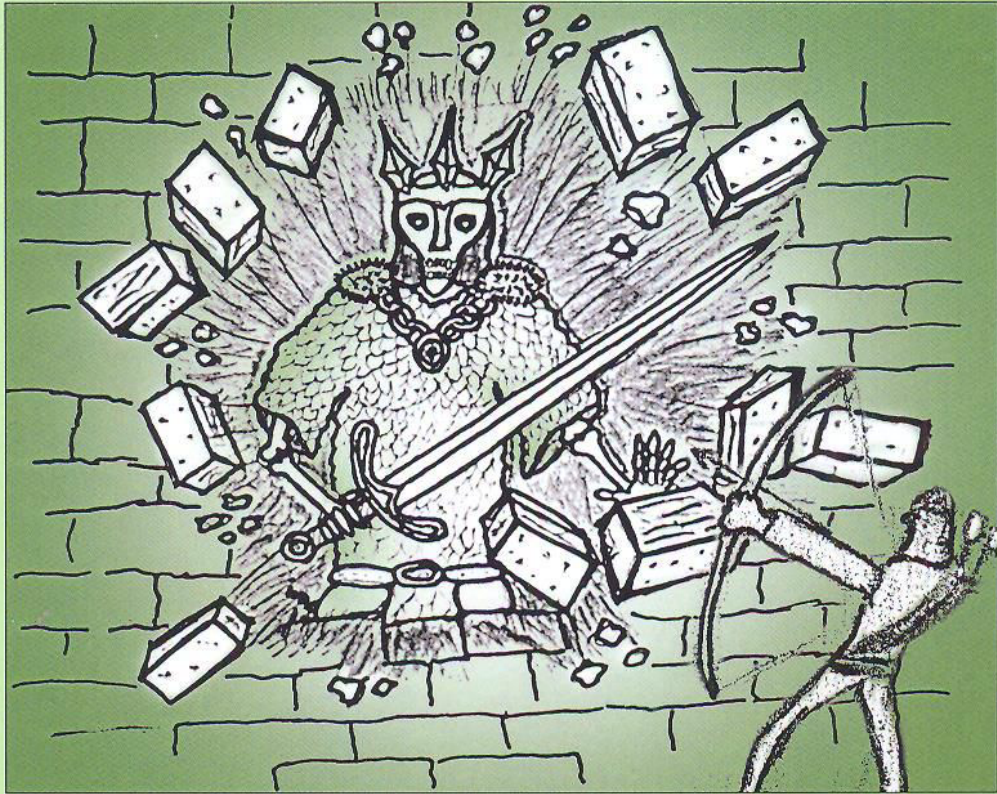
UR1

URCHINN ISLES SERIES

Dungeon Module UR1 The Tomb of The Sea Kings

by Lawson "Blood Master" Bennett
with Jimm Johnson

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 5 & UP



This module was designed for use with PLANET ERIS: Booklet 1 House Rules, and is compatible with all Classic, 0e, 1e, Original, Basic/Expert, & Advanced fantasy wargame systems, including the corresponding modern facsimiles and retroclones.

Within are detailed maps of 2 complete dungeon levels, monster matrices, and numbered encounter keys with fully detailed room descriptions. This module is suitable for use as a stand-alone adventure, or as an insert into a larger fantasy wargame campaign.



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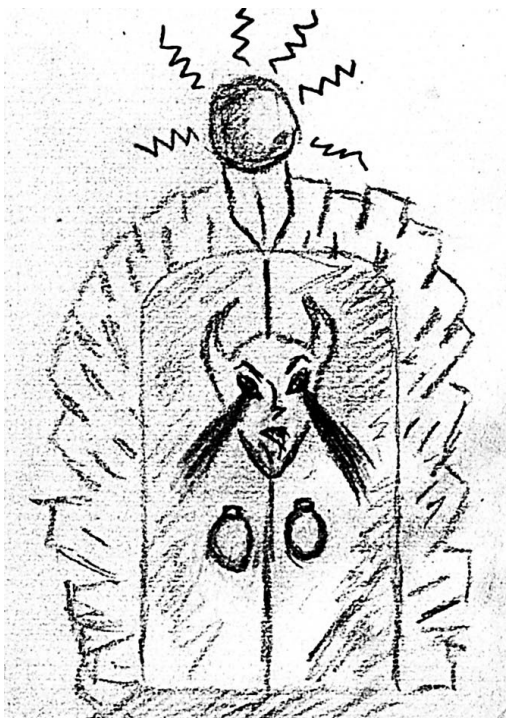


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Designed by Lawson Bennett
Written by Lawson Bennett & Jimm Johnson
Edited by Jimm Johnson; Proofreading by Nathan Jennings

Illustrations by Jill Bennett, Lawson Bennett, Mitch Crawford, and Jorge Molina
Cover Art by Bill Lackey; Map Art by Jimm Johnson

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Dungeon Module UR1

The Tomb of the Sea Kings

INTRODUCTION

The Tomb of the Sea Kings is a two level dungeon that can be run as a stand-alone adventure or inserted into a larger campaign. This is a challenging scenario— even “killer” for characters who are foolhardy, careless, or just plain unlucky. If you intend to participate as a player in this adventure, stop reading now and avoid further examination of the encounters and maps so as not to spoil the fantastic and gruesome surprises that await. Thorough reading and study of this scenario should be the province of the Dungeon Master alone, and he will provide the players with any necessary background information before play begins. This is *not* an introductory module. The DM running this scenario should be well versed in the rules and comfortable with mid to high level “megadungeon” style play.

A NOTE FROM THE AUTHOR

As you prepare to descend the depths of the Tomb of the Sea Kings, remember, we may have written this adventure, but you are the referee! Feel free to throw a monster, a trap, a damsel in distress, or even a laser pistol into the mix! It's your adventure now... Remember the most important part of role playing— HAVE FUN!

“Blood Master”

BACKGROUND

Long ago, before the Great Purging of the Island Empires, there were 80 Sea Kings. Each held his keep on the cays which comprise the Urchinn Isles. As tradition, when a king would die his body was set to sea in a large boat from whence the king's spirit would rule the high seas.

But one island was different... On this island lived the great and terrible wizard, Faltor Pan. Using his magic he captured the sea kings' souls, imprisoned them in a labyrinth on Blackstone Island, and promised them no rest until a very powerful, very old magic sword known as Doomcreeper, was pulled from the depths and delivered to him. In truth Faltor Pan is no man, but said to be an ancient serpent!

As the æons passed, Faltor Pan lost hope that the sword would ever come to him. He abandoned Blackstone Island and turned his ambitions elsewhere. But now, as rumor has it, a long forgotten entrance to the island complex has been rediscovered. Some say it is now an empty ruin, but others tell of deadly perils and great treasure within. Some even hint that Doomcreeper, the ancient sought-for sword, lies somewhere within the maze, just waiting to be found!

A mysterious scholar, one Nap Talfor, has recently arrived on the scene. He is well versed in the lore of Blackstone Island, and anyone seeking its treasure would do well to seek him out.

NOTES FOR THE REFEREE

This scenario is designed for a large group of mixed level characters. Six to ten characters of 5th level and above are recommended, but in a very large group some lower level characters might get lucky and survive. Liberal allowance of retainers and hired men-at-arms will also increase the survival rate for player characters. Dungeon level I is likely to play out in a mostly linear manner, but the DM should make particular study of the various tricks and traps located throughout. Level II has many possible destinations and almost as many ways to get there. The referee should be very familiar with the details of both dungeon levels before attempting to run the scenario for a group of players.

RULESET COMPATIBILITY: This module was designed for use with **PLANET ERIS: Booklet 1 House Rules**, and as such it is compatible with all Classic, 0e, 1e, Original, Basic/Expert, & Advanced fantasy wargame systems, including the corresponding modern facsimiles and retroclones. This module may be used with any of the aforementioned rulesets. The Planet Eris rules are not necessary for play. If desired, however, a free download of **PLANET ERIS: Booklet 1 House Rules** in PDF format is currently available on the Internet at the following URL:

<http://files.meetup.com/286932/Planet-Eris-House-Rules-Revised.pdf>

If the URL above becomes unavailable or out of date, an internet search using keywords "planet eris, house rules, pdf" is likely to locate the file.

REMOVABLE MAPS AND STAT SHEETS: At the center on this booklet is an unnumbered page containing maps of both dungeon levels and matrices of monster statistics and information for each room. It is intended that the referee remove this page so it can be used as a convenient reference during play.

ENTERING AND EXITING THE DUNGEON: Access to the dungeon is administered by the scholar Nap Talfor. He has discovered a rectangular metal platform that is a magic portal. Stepping upon the platform will teleport a character to room 1 on level I of the dungeon. Nap Talfor will allow characters to enter the dungeon if they agree to retrieve the ancient, black sword that he believes is hidden in the island maze. Room 1 in the dungeon has an identical platform which may be stepped upon to return. If the party returns without the sword, Nap Talfor will be very dismayed. He is actually an 18th level wizard with a ring of commanding. (The ring's powers are identical to a staff of commanding.) He will use the ring, and any other spells needed to "convince" the party to return and complete their mission. If the party returns more than once without the sword, he is likely to become "fed up" and will kill them if possible. (See the **END NOTE** near the end of this module for more information on this probability.)

WANDERING MONSTERS: A wandering monster check may be made every two or three turns, or whenever the referee feels it is needed. Generally, a roll of 1 on a d6 will indicate that an encounter occurs, although this chance may be increased if circumstances warrant it. There is no wandering monster table for this dungeon. When an encounter occurs, the DM should choose appropriate monsters, and their number, based on the area of the dungeon the characters are exploring. If a table must be resorted to, use the wandering monster tables from the standard fantasy wargame rulebook of your choice. Use the level 3 or 4 tables for the upper level of the dungeon, and the level 5 or 6 tables for the lower level.

START: As you share an ale in the local tavern, the barkeep motions to one of your party to come close. He speaks: "You see that man in the corner?" (He points to a nervous looking man, pacing in the corner.) "He wants to speak with you about a job." The man is dressed in plain clothes that appear to be covered in a tan colored dust. When approached it is obvious he is very anxious and not accustomed to being in such places as a rowdy seaside pub.

He nervously speaks: "Hhheello, my name is Perseus Dab. I am an archaeologist's assistant. I am seeking to hire a party of adventurers to locate an object for my boss. Our dig is about a mile outside of town to the east. Follow the main road out and I will meet you at the cross bridge. From there, our dig location must remain a secret. I can answer no more questions, everything you need to know will be answered by my boss first thing tomorrow... I will meet you at the cross bridge an hour after sunrise."

The next morning, as the party arrives at a small cross bridge on the main road, Perseus Dab is there, delighted to see everyone. "Follow me!" he shouts and begins to cut swiftly through the woods. About 300 yards in, the woods open onto a large archeological dig. In the middle is a large tent.

As you enter the encampment there are picks, shovels, sifters, and tables full of artifacts. A tall, thin man in robes is barking orders at the workers around him: "Don't step on that platform! These go outside!" He turns to notice the party and his demeanor quickly changes. "Greetings and welcome! Please have a seat." (He gestures toward the sandy ground.)

"My name is Nap Talfor. I am a scholar and archeologist. Let me tell you a little about what we are doing here. We have located an ancient entrance to the great lost Tomb of the Sea Kings, where there is said to be an object of great power and importance. I have been hired by a king of the west (who chooses to remain unnamed) to find this entrance, and retrieve the object from the tombs. It is rumored that great treasures lie within, and you may have all you can carry. I ask only for this one thing: **a black sword engraved upon the blade with a legged serpent.** But be warned! Do not touch this sword! I have already sent one party in, but it has been nearly a week and no one has seen or heard from them. So, if you choose to go on this quest, there is the platform. It is a portal which will take you to the tombs."



DOOMCREEPER

ENCOUNTER KEY

DUNGEON LEVEL I

- 1. PORTAL ENTRANCE GRAND HALL:** A large octagonal, star-shaped room with a 10' x 10' raised platform in the center of the room. This platform is the portal-way to and from the archeological dig. Each star point is a narrowing stairway that descends 30' to a small black, wooden door with a pull ring. (Behind the doors is nothing but solid rock.)

Opening any door has 2 in 6 chance of causing some random effect. If an effect is indicated by the dice roll, a screeching black seagull will fly out and turn to dust as the effect takes place. Roll d100 and consult the table below.

- 00-05:** Character is cursed! -1 penalty on all saving throws.
- 06-10:** All of party's non-magic equipment suddenly disappears.
- 11-15:** A magic weapon (useable by character) appears in hand.
- 16-20:** Character's alignment changes.
- 21-25:** Character's charisma score becomes 18.
- 26-30:** -2 to 3 random ability scores.
- 31-35:** Random magic item roll.
- 36-40:** One random magic items on the character turns to dust.
- 41-45:** Character's strength score becomes 18.
- 46-50:** Character becomes permanently invisible.
- 51-55:** Character is turned to stone.
- 56-60:** A wise old man appears to answer one question, then vanishes.
- 61-65:** A retainer in the party secretly turns against them.
- 66-70:** A small bag of 4d6 gems appears.
- 71-75:** Character loses one level (including hit points, abilities, etc.).
- 76-80:** Back in town, a warrant is issued for the character's arrest.
- 81-85:** Character permanently gains 1-3 hit points.
- 86-90:** Character becomes a horrible random creature and attacks.
- 91-95:** Character gains 1 level.
- 96-100:** 1 wish is granted.

On the south wall of the room is a set of large double doors of black granite with black pull-rings. Before the doors lie 2 men in leather armor. Their chests have a large burned hole in them. A 2' silver sphere (the doors' magical power source) is set into the wide frame above the doors. When the doors are approached a crimson, horned demon-face will appear and speak the words:

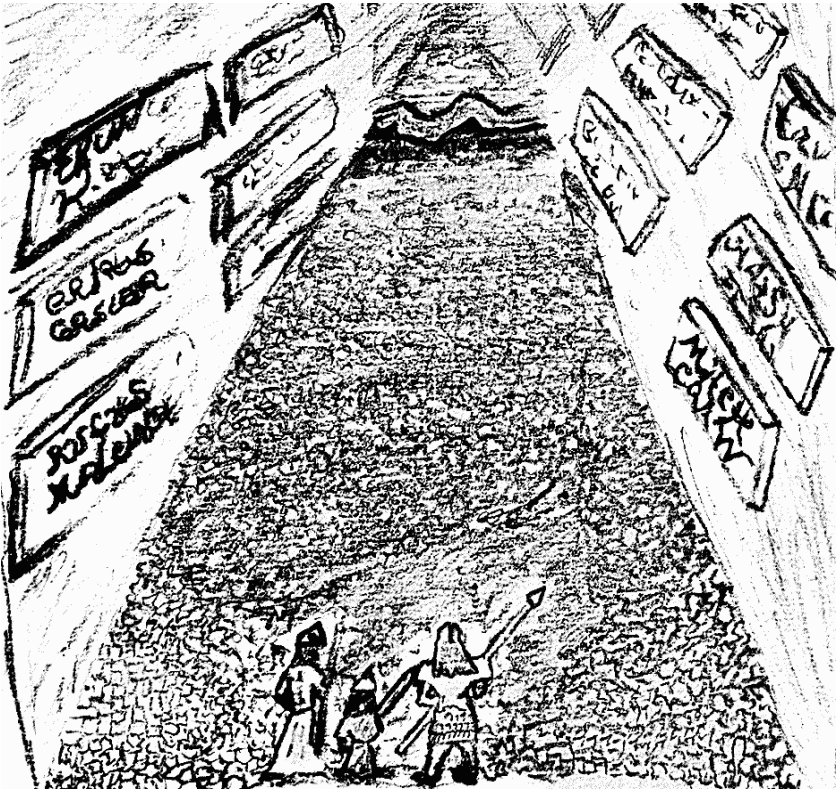
"Halt, ye who would enter the Tomb of the Sea Kings. Why do you seek audience with the dead?"

Characters must answer that they have come to pay respect to the ancient sea kings (or something to that effect), or a magic missile will shoot out of each of the demons eyes, automatically striking the unfortunate answerer for 1d6 damage each missile.

If the correct answer is spoken the face will say:

"Go forward and pay your respects."

And the doors will open.



- HALL OF TOMBS:** A long, 20' wide corridor with walls that rise into the darkness above as far as the eyes can see. Large metal plaques are spaced at intervals along the walls. The plaques bear names and dates. For example: Rufians Mailstone, on the 10th day of Krōshens in the 103rd year of the 63rd æon, poisoned by Zar the Riddle Master. The plaques are placed vertically and horizontally, every 10.'

The plaques are attached to the stone walls with large metal spikes. They are very difficult to remove. Should any character attempt to do so there is a 1 in 6 chance of attracting the ghost of a sea king. The plaques cover all the walls along this corridor, including the 40' x 40' area to the west.

Sea King's Ghost (1); hp 38
AC 0; MV 9/9; HD 10; ML 11
ATT: magic Jar (60') or touch
DAM: touch ages 10-40 years

Special: On sight, characters of level 10 & below (below level 6 for clerics) save or age 10 years & flee for 2d6 turns. May be hit only by magic (or silver for ½ damage) on the same round as a touch attack occurs.

A. THE RIVER: About 70' west in the Hall of Tombs is a 20' wide, clear flowing stream that interrupts the passage. The stream appears to be about 15' to 20' deep. At the bottom 40 to 50 coins of various type may be noted. The stream is populated by 1d20 jellyfish which will attack any character entering the water.

If a coin of any type is dropped in the water, the river will become magically still, and a party may cross by walking over its surface. This effect will last 1 turn each time a coin is dropped in.

NOTE: This swift flowing underground stream eventually flows to the ocean, about 60 yards south of the rocky shores of Blackstone Island. The isle is uninhabited, and merchant ships rarely pass this way. Pirate ships, however, drop anchor here on occasion.

Jellyfish (1-20); hp 1 each;

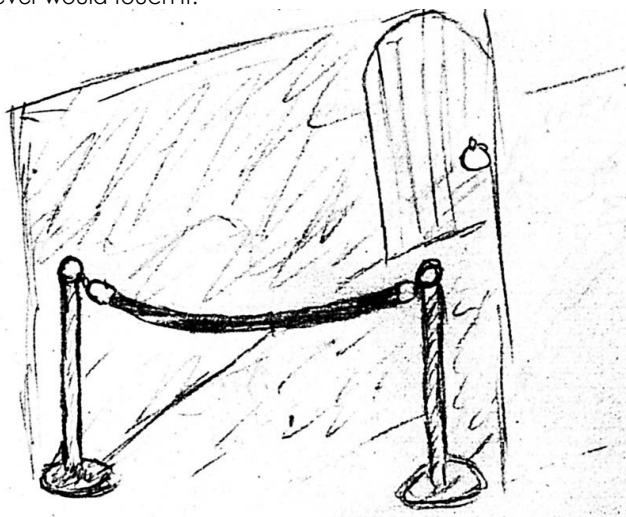
AC 7; MV 0/9; HD ½; ML 8

ATT: sting

DAM: 1 hit point plus paralysis (1d6 rounds; a saving throw at +4 is allowed)

Special: If 6 or more are present, they will attack as swarm delivering an automatic 1d6 hit points of damage each round and save v. paralysis with no bonus.

B. THE VELVET STANCHION: 20' beyond the stream is a passage leading to the north. It is blocked by a red velvet rope supported by two upright metal stands. A sign hangs from the rope. It reads: NO ENTRY. If approached the rope will animate and attack, attempting to strangle whoever would touch it.



Velvet Stanchion Rope (1); hp 20

AC 6; MV 3; HD 6; ML 10

ATT: strangle

DAM: 1d6+1 hit points per round

Special: On a successful hit, the rope coils around a character's neck and constricts until the character is dead. A held character may roll their STR on 4d6 to escape. (This roll may be attempted once per round.)

C. STYGIAN TOMBS: The 10' wide passage east of this point is distinctly Stygian (i.e., Egyptian) in design. Rows of hieroglyphs line the walls. There are large plaques set into the walls here as well, but they are great squares of stone, bearing curious glyphs and pictograms. The corridor widens out to a 20' x 20' area. There are more stone plaques here, and 3 large stone benches.

- 3. MUMMY OFFERING ROOM:** A large triangular room with Stygian carvings and glyphs on the walls. In the center of the room are 3 large sarcophagi laying in a triangular formation. In the gap between the sarcophagi is a pile of coins, flowers, antlers, and various other offerings to the dead. If any of the offering is taken, the mummies will animate and burst forth from their stony coffins.

Mummies (3); hp 21, 17, 17

AC 3; MV 6; HD 5+1; ML 12

ATT: fists

DAM: 2d6 plus mummy rot

Special: Magic weapons are required to hit these creatures. All damage inflicted upon them, except fire, will be halved. Characters hit by a mummy must roll a saving throw, or the wounds will take 10 times the normal time required to heal due to mummy rot disease.

- 4. FLOWER ROOM:** A small room with a table along the west wall. On the table are a trowel, a small hand rake, and 3 clay pots. On the floor are 3 blank metal plaques of the same type found in the Hall of Tombs. Near them on the floor is a hammer and chisel. Many potted dead flowers are situated along the north wall. There is a 1 in 6 chance that 1d4 crab spiders are lurking on the ceiling 15' above.

Crab Spiders (1 in 6 chance for 1-4); hp 7, 8, 6, 11

AC 7; MV 12; HD 2; ML 7

ATT: bite

DAM: 1d6 plus poison (save at +2 or die in 1d4 turns)

Special: May move silently on walls and ceilings with no penalty.

- 5. 1000 YEAR CANDLE:** There is a small dust-covered table along the east wall of this area. On the table is a lit, half-used candle in a small brass holder. There are 3 dusty books on the table: A Treatise on Cremation by Jarrem the Black, The Manual of Reanimation by Clovis Graves III, & Horticulture of Poisonous Plants by Lady Signet.

The candle is a magic item that will burn for 1000 years. It looks about half used. It may be extinguished and relit like a normal candle. (NOTE: This magic candle is the only way to illuminate the cursed room at area 10 below).

6. **CREMATORIUM:** A small room with a large stone table in the middle. The tabletop is perforated with 1 inch holes spaced 1 inch apart. Under the table is a set of winding copper pipes with numerous small flames (like pilot lights) spouting up at regular intervals, each about 1 foot from the last. Protruding from the north wall is a small iron spin-wheel that, if spun, will release a gas into the pipe that will cause searing flame to rise through the holes in the table. As in the the flower room above, there is a 1 in 6 chance that 1d4 crab spiders are lurking on the ceiling 15' above.

Crab Spiders (1 in 6 chance for 1-4); hp 7, 8, 6, 11

AC 7; MV 12; HD 2; ML 7

ATT: bite

DAM: 1d6 plus poison (save at +2 or die in 1d4 turns)

Special: May move silently on walls and ceilings with no penalty.

7. **MAGICIAN'S ROOM:** If the party had trouble opening the door here, there is a 4 in 6 chance that Malikseer, the magic-user inside, will become invisible and sneak attack them. If the door was opened easily, there is still a 2 in 6 chance he will become invisible immediately, but in this case at least one character will see him before he vanishes. He wears a cloak of protection +1 and has keys to rooms 8 & 9 on a string around his neck.

This is a large, 5-sided room with a fire pit burning in the center. Along the southwest wall lies a bed. On the south, east, and north walls are large bookshelves full of books (mostly on reanimating undead, but his spellbooks are here too). To the west, where the room comes to a point, sit 2 tables which appear to be a small laboratory. Bunsen burners cook some sort of liquid in glass beakers. On the table there are 1-4 potions of random type and appearance.



Malikseer the Magician (1); hp 16

AC 7; MV 12; HD 6th level magic-user; ML 7

ATT: dagger or spells

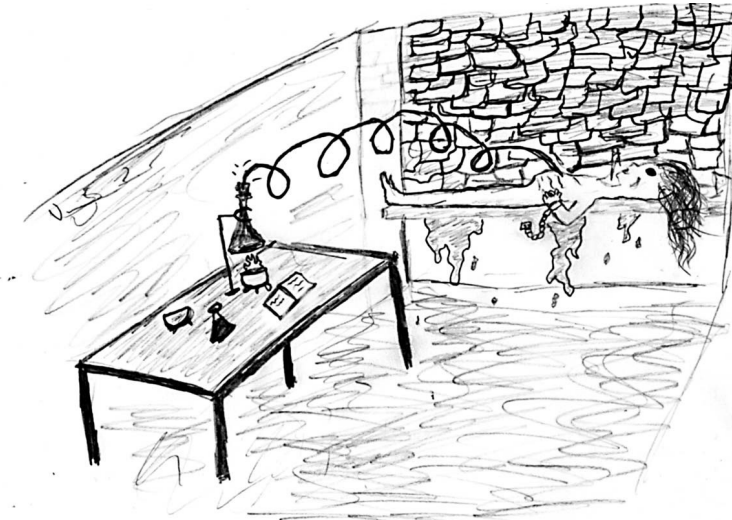
DAM: 1d6-1 or by spell

Special: He wears a cloak of protection +1 and has 15 DEX. He has 4 first level spells, 2 second level spells, and 2 spells of third

level. These may be chosen at will by the referee.

8. **SECRET UNDEAD LABORATORY:** This room is accessed by a small key hole in the middle of the wall which may be discovered with a normal search roll. When unlocked, the wall can easily be pushed open. In this room there are 2 concrete tables. On one lies a nude body of a man bound in chains, his skin pale and eyes large and black. Upon entering this room he will begin to viciously reach out and attempt to attack the party. There is a 1 in 6 chance each round that the chains will break. If he breaks free, he is a 2 HD Zombie. On the other table sit glass beakers and other lab equipment. In one glass vessel a boiling black substance is being fed through a glass tube into the chained up body.

Zombie (1); hp 9
AC 8; MV 6; HD 2; ML 12
ATT: claw or bite
DAM: 1d6
Special: None.



9. **SECRET MIRROR ROOM:** This room is accessed by key just like the laboratory above. The walls of this room are covered by thick red curtains that hang by rings on long poles. Behind these curtains, the walls in this room are mirrors. In the west portion of this room stands a pedestal, about 4' tall. On it are many paint brushes, paints, and an easel. If a character draws something on the mirror, it will come to life.

Example Drawings:

SWORD: Will animate as a 1st-4th level fighter.

SELF OR OTHER PERSON: Will animate and attack party.

TREASURE: The character who draws this will have to make a saving throw or go mad attempting to retrieve the treasure in the mirror.

A DOOR: The door will become real and if opened will show the character's wildest dreams coming true. Make a saving throw or that character walks into door to never be seen again!

ANYTHING ELSE: Use your imagination! HAVE FUN WITH THIS ROOM!!

NOTE: A character's drawing will magically become "better" when painting on this mirror.

- 10. CURSED ROOM OF THE GENIE LAMP:** This room is accessed by a set of stairs leading 20' down. Suddenly, there is darkness beyond the 2nd step. No amount of light will pierce the dark in this room. A torch, continual light spell, or any other sort of magic will fail. However, there is one light source that will work. The 1000 Year Candle (from room 5) will issue a pale light within this room— just enough to see your way through. A remove curse spell will also dispel the darkness.

If a character pokes his or her head through the darkness, all senses will be lost. There are multiple open bottomless pits in this room. If someone falls down one of these pits untethered, they will continually fall into an endless dimension of darkness.

NOTE: The easternmost pit is not bottomless. It is 10' deep with the currently empty coffin of Lord Crot, the vampire, at the bottom.

At the westernmost portion of this room sits a 4' tall column, on it lies a gold pillow with a brass "genie lamp" on top of it. If rubbed a column of smoke will pour out of the spout and a Djinn will appear!

NOTE: There is a 1% chance that this djinn can grant 3 wishes.

Djinn (1); hp 22

AC 5; MV 9/24; HD 7+1; ML 12

ATT: strike or whirlwind

DAM: 2d6-1 or special (see below)

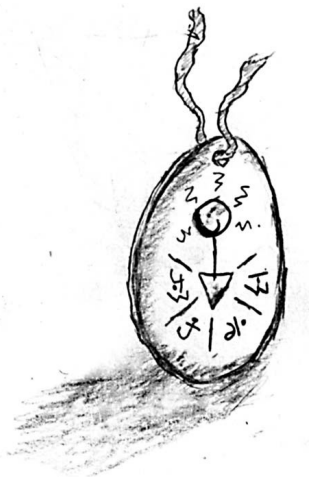
Special: May carry up to 6,000 g.p. weight. May create at will: food & drink, wood & leather items (metal items are temporary), and illusions. May go invisible, gaseous, or summon a whirlwind at will. The whirlwind will kill and sweep away any creatures of 2 HD or below. Others take 2d6-1 hit points of damage per round.

- 11. GOLD, SILVER, AND COPPER TOMBS:**

Set into the north wall of this room are three upright sarcophagi. The sarcophagi are made of metal that appears to be gold (west), silver (middle), and copper (east). All three have keyholes in their centers that cannot be picked by any means. Attempting to pick or destroy them will result in a lightning bolt. The bolt will strike the offender for 2-12 h.p. damage; save for half



damage. The keyholes in the sarcophagi are false locks. The only way to open the sarcophagi is by inserting the keys from room 13 into the columns in room 12. When this is done, the corresponding sarcophagus will emit a loud clang as its locking bolts disengage.



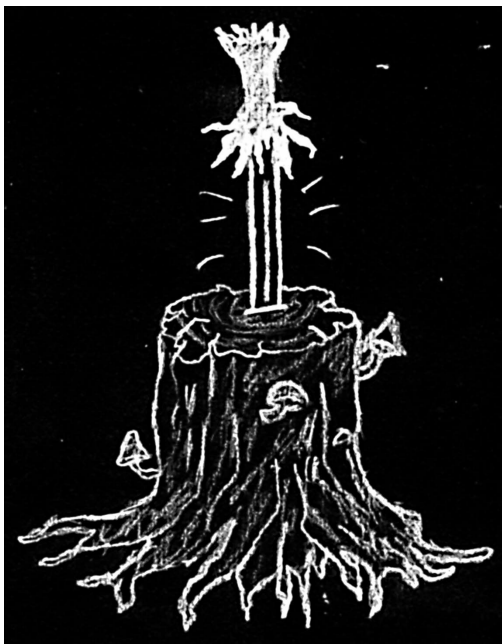
Inside the gold sarcophagus is a small wooden box with a latch. It holds a potion of healing, a vial of holy water, a head of garlic, 6 wooden stakes, a mallet, and a gypsy charm. The gypsy charm is an oval shaped amulet on a leather string, engraved with indecipherable runes. The wearer may gain resistance to level draining attacks by undead, including vampires. When such an attack occurs, the wearer may roll a d6 with the following possible results:

- 1-2** : no effect; normal level drain
- 3-4** : no level drain if saving throw is rolled
- 5-6** : no level drain; no save needed

(See also the **NEW MAGIC ITEMS** section near the end of this module.)

Inside the silver sarcophagus is an old shriveled body pierced by 3 stakes, one of them through the heart. The hand of the dusty corpse still clutches a discolored scrap of paper. Upon it is a sketch of a dark sword engraved with an angular legged serpent on its blade. Runes below the drawing read: DO NOT WIELD.

Inside the copper sarcophagus is a tree stump. It is black and its roots have broken the stone floor in places. Stuck into the top of the stump is a sword with a dark emerald blade. It's hilt is stylized silver in the shape of a tree. The sword is +1, +2 versus undead. It is of lawful alignment. Roll for intelligence, additional special abilities, etc. Characters not of lawful alignment will be unable to draw this sword from the stump and will take appropriate damage if they grasp its hilt.



NOTE: There is a fire trap in the false keyhole of the center, silver sarcophagus. When triggered, it fires a wide jet a flame that extends 40', causing 2-12 damage to anyone standing in front of the sarcophagus, or in the passage beyond. See area 13, below, for a description of how this trap is triggered.

- 12. GOLD, SILVER, AND COPPER PILLARS:** Three pillar-like pedestals are spaced at regular intervals, from north to south, in the middle of this room. They are 4 feet tall and made of colored metal: copper (north), silver (middle), gold (south). In the top surface of each is a keyhole. When the corresponding key from area 13 is used in the correct pillar, it will open the matching sarcophagus in room 11.

NOTE: There is a fire trap that will erupt from a small hole in the east wall just above the gold pillar. When triggered, it fires a wide jet of flame that extends 40', causing 2-12 damage to anyone standing in front of it, or in the passage beyond. See area 13, below, for a description of how this trap is triggered.

- 13. GOLD, SILVER, AND COPPER KEYS AND FIRE TRAPS:** In the west portion of this room 3 colored, metal keys hang from the ceiling. North to south they are copper, silver, and gold. Each key hangs by an unbreakable silver thread that disappears into a small hole in the ceiling above it. Pulling on a key will release more thread, up to about 90'. If this limit is reached, all 3 fire traps (in rooms 11, 12, & 13) will be triggered. If a key is moved back toward it's starting position, the thread will retract back up the hole in the ceiling.

The purpose of these keys is to open the sarcophagi at area 11. The silver thread however, is not long enough to reach the keyholes there, and will result in the triggering of all 3 fire traps if this is attempted. To open the sarcophagi in room 11, a key must be pulled to room 12 and used in the keyhole of the pillar-pedestal that matches it. When this is done, the sarcophagus of corresponding color in room 11 will open with a loud clang that reverberates through the nearby corridors and can be heard in the adjoining rooms.

- 14. BLOOD FREEZER:** The temperature here is just above freezing. The far walls are lined with shelves holding many small vials of blood. In the west of the chamber is a stone table holding a pale human corpse. His blood is being drained, via a glass tube, into a glass jug that sits on the floor. Bloody rags litter the floor at the center of the room. Hidden among them is a dirty, wadded up parchment. Inside the parchment is a gypsy charm amulet. (See area 11, above, or the **NEW MAGIC ITEMS** section at the end of this module for a description of this valuable amulet.)

- 15. VAMPIRE ROOM:** This room is accessed by a thick red carpet which begins in the south corridor near area 16. It is a large carpeted room with elegant furniture, and a fire pit in the middle of it. In the northeast corner sits a large red arm chair. In the southeast corner is a bed. This room is inhabited by Lord Crot, the vampire.

NOTE: The vampire's coffin is in the easternmost pit in area 10.

Vampire (1); hp 31
AC 2; MV 12/18; HD 8+3; ML 11
ATT: strike with hands
DAM: 1d6+drain 2 levels

Special Vampire Abilities:

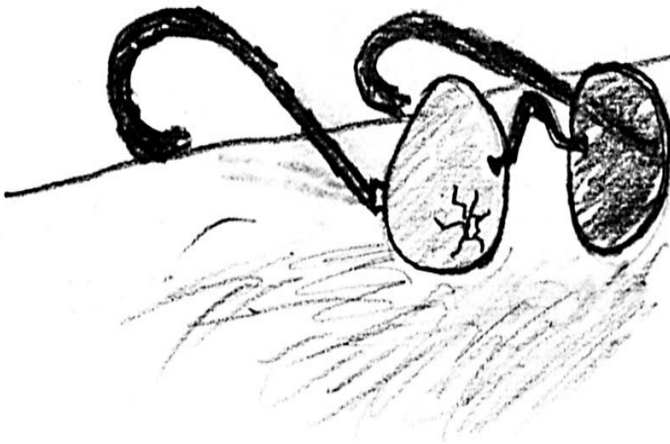
- Immune to sleep/charm/hold spells, poison or paralysis.
- Only hit by magic weapons. $\frac{1}{2}$ damage from cold/electricity.
- Regenerates 3/hp per round.
- Charm ability every round, with -2 to victim's save.
- Touch drains 2 levels.
- May take form of human, dire wolf, giant bat, or gaseous cloud.
- Immune to all weapon attacks in gaseous form.
- In human form may summon: 10-100 rats (or 5-20 giant rats), 10-100 bats (or 3-18 giant bats), 3-18 wolves (or 2-8 dire wolves)
- At 0 hp automatically assumes gaseous form.

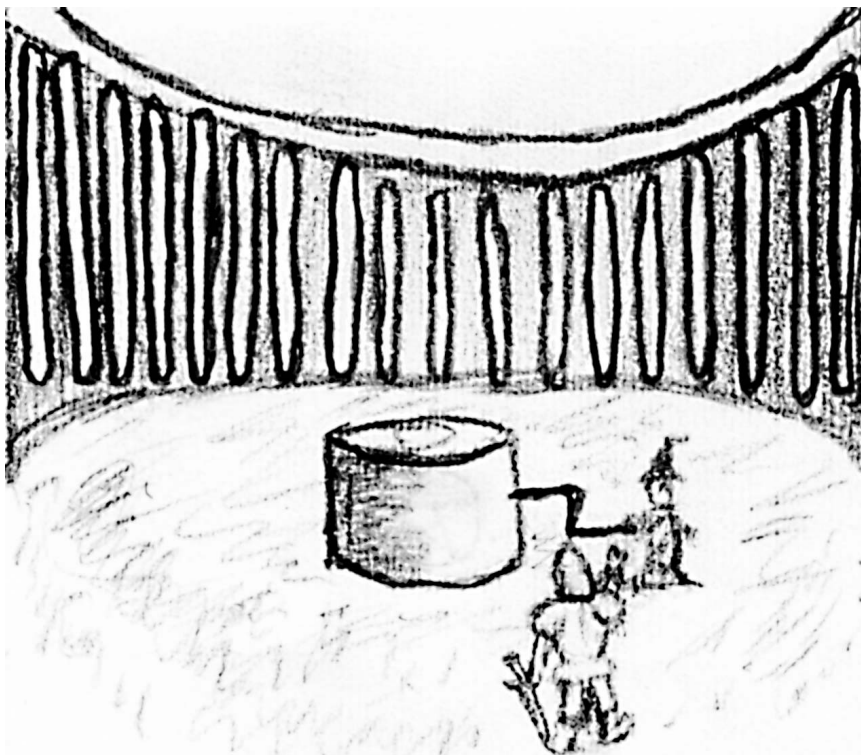
Special Vampire Weaknesses:

- May not come within 10' of lawful holy symbol.
- Garlic repels. (Save v. poison or cannot attack that round.)
- Cast no reflection.
- May not cross running water except at bridges.
- Killed by stake through heart or immersion in running water 3 rounds.
- Direct sunlight requires save or disintegrate.

NOTE: A continual light spell is not *direct* sunlight, but will blind for -4 to rolls.

16. **3D GOGGLE ROOM:** This room contains 2 wooden racks with multiple pairs (enough for the whole party) of large spectacles. Each pair has one red and one blue lens.





- 17. ROTOSCOPE DRAGON ROOM:** This is a large circular room with 2' slits in the outer wall. A wide stone pillar occupies the center of the room. A large crank protrudes from the pillar. When turned the outer wall of the room will begin to spin clockwise. Light will flash from the perforations in the wall. If the spectacles from area 14 are worn, characters will see a large white dragon begin to appear. If the spectacles are not worn they will see nothing and be attacked by an invisible foe. For those wearing the goggles, a door on the south wall will become visible. It contains the dragon's treasure (type H).

NOTE: At full crank, the room will spin for 10 rounds. If the room stops spinning the dragon will remain, but the door will disappear.

White Dragon (1); hp 24

AC 2; MV 9/24; HD 6; ML 8

ATT: Roll 2d6. 1-6 = bite; 7-12 = frost breath.

DAM: 2d6 or 24 hit points

Special: immune to cold based attacks. Breath weapon is an 80' x 30' cone of frost that can be used 3 times per day.



18. **SPRIGGAN'S ROOM:** This is a large bedroom with a large, oval rug. A prominent symbol from the gypsy charm is stitched into the rug. There is a bed along the northwest wall. Under the bed is an old beat up rug of similar design with a note attached that says:

"THIS SHOULD KEEP THE UNDEAD BASTARD AT BAY.
IF YOU'RE THROWING THE OLD ONE OUT, I'LL TAKE IT."

In the southeast corner are lots of loose gears and cogs of various size and condition.

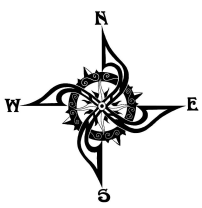
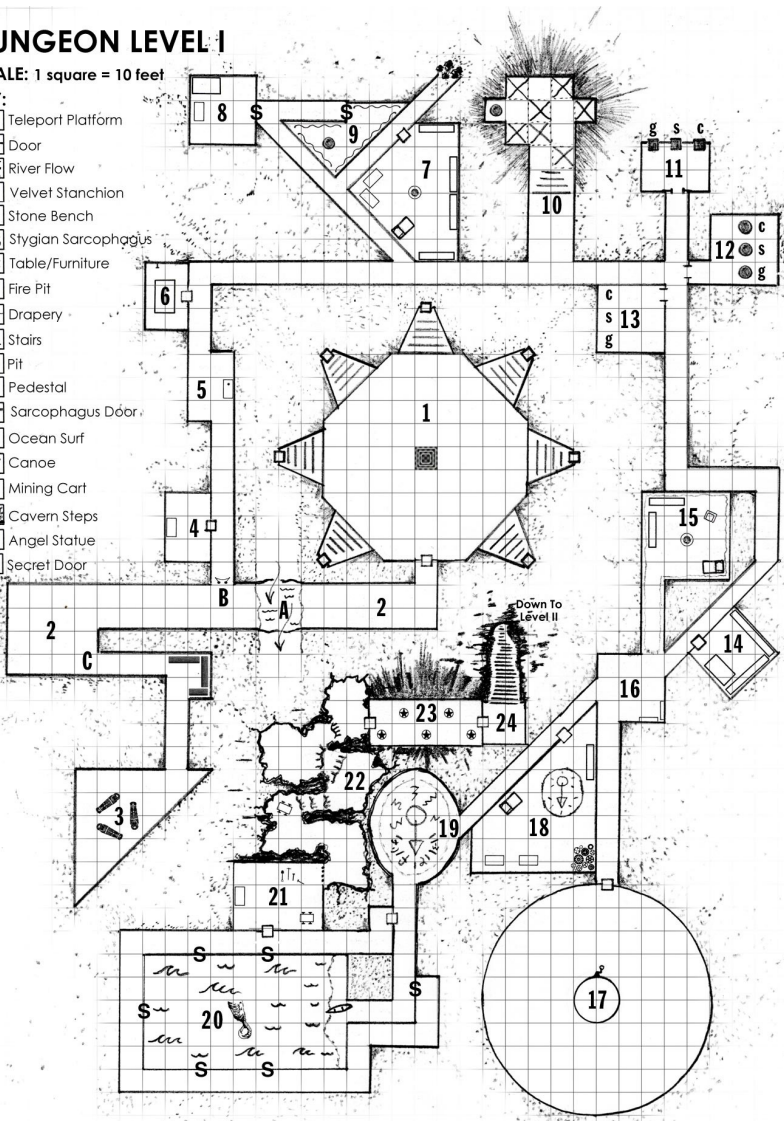
19. **ANTI-VAMP ROOM:** This is a large oval shaped room whose floor has been inscribed with symbols identical to those found on the gypsy charm. A vampire that fails it's saving throw will not cross this area.
20. **OCEAN PEARL ROOM:** This is a large humid room filled with water that resembles murky ocean surf, descending to a depth of 40'. At the center of the area, protruding downward from the ceiling is a massive eagle claw clutching a giant pearl with a solid gold clasp. At the east edge of the room is a narrow (4'-8' wide) strand of beach sand. On this "shore," near the entrance corridor, is a very old rickety canoe. This one man boat is falling apart and if taken into the water will most certainly begin to sink. The waters of this room are guarded by 2 giant prehistoric fish. There are also secret doors on the north, south, and west walls that exit onto the surrounding corridor areas.

DUNGEON LEVEL I

SCALE: 1 square = 10 feet

KEY:

-  Teleport Platform
-  Door
-  River Flow
-  Velvet Stanchion
-  Stone Bench
-  Stygian Sarcophagus
-  Table/Furniture
-  Fire Pit
-  Drapery
-  Stairs
-  Pit
-  Pedestal
-  Sarcophagus Door
-  Ocean Surf
-  Canoe
-  Mining Cart
-  Cavern Steps
-  Angel Statue
-  Secret Door



DUNGEON LEVEL II MONSTER MATRIX

Area	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
3	Erbross the Evil Bishop	1	3	6	6	27	heavy hammer (1d6+1) or spells	8	Cleric spells: 2, 2, 1, 1. DM's choice.
5	50% chance of Evil Priest	1	3	6	4	15	mace (1d6) or spells	7	Cleric spells: 2, 1. DM's choice.
6	75% chance of Evil Priests	1d2	3	6	4	14 11	maces (1d6) or spells	7	Cleric spells (each): 2, 1. DM's choice
8	Undead Evil High Priest	1	3	6	8	27	hammer +2 (1d6+2) or spells	10	Cleric spells: 2, 2, 2, 2, 2. DM's choice. Crown confers immunity to turning.
	Shamans	3	5	6	3	14 8 8	maces (1d6) or spells	7	Cleric spells (each): 2. DM's choice.
11	Lich	1	3	6	11	45	spells or touch	12	Characters below 5 th level flee on sight. Touch causes paralysis (no save). Spells (as level 18 M-U): 6, 6, 6, 6, 6, 6. DM's choice.
12	Chaotic "Doppelganger"	1+	All stats as character copied.					12	Hit's by other than original character cause half damage to "doppelganger" & half to the original character
15	Ghost	1	0	9/9	10	34	magic Jar 60', or touch (age 10-40 yrs.)	11	On sight, level 10 & below (below level 6 for clerics), save or age 10 years & flee 2d6 turns. Hit only by magic or silver (½ dam) on same rnd as touch aff.
18	Stone Skeleton Archers	6	3	0	2	6 4 2 4 10 6	stone arrows (1d6)	12	These statues are rooted to their stands. (I.e. no movement). Each has 12 arrows.
19	Stone Skeleton Archers	12	3	0	2	6 2 4 12 5 9 10 12 7 7 9 10	stone arrows (1d6)	12	These statues are rooted to their stands. (I.e. no movement). Each has 12 arrows. They may not be turned/controlled by a cleric.
20	Giant Skeleton King	1	3	9	11	36	stone sword (2d8)	12	Stone sword may strike 1d4 enemies within 20'.
21	Six-Eyed Solar Flame Beast	1	2	12	12	39	Strike (2d6)	11	Magic weapons required to hit the beast. Inflammable objects hit (e.g. wooden shields, leather armor, etc.) will automatically burst into flame. Beast can not move over wide body of water.
24	Swamp Water Elemental	1	2	6/18	8	31	Strike (2d6 in water)	10	Magic weapons needed to hit.
	Gorloth the Tree God	1	-1	18	20	65	1 to 4 heads (roll d4)	12	<u>Head 1</u> : paralysis bite. (Save allowed.) <u>Head 2</u> : poison cloud. (All within 15' save or suffocate in 1d4 rounds.) <u>Head 3</u> : cone of fire. (30' cone for 10d6 dam. Save for ½.) <u>Head 4</u> : death bite. Save or die immediately.

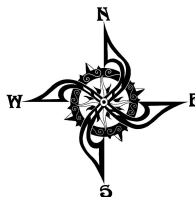
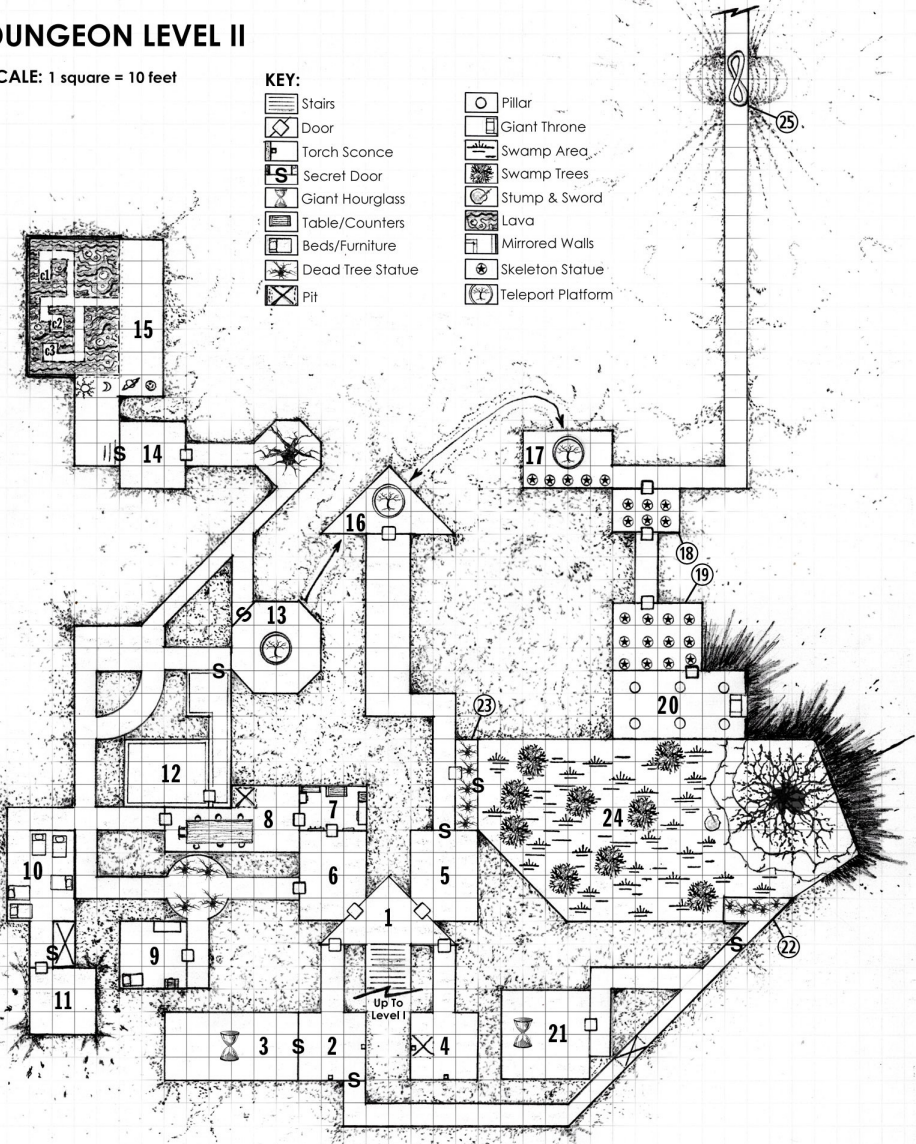
DUNGEON LEVEL II

SCALE: 1 square = 10 feet

KEY:

-  Stairs
-  Door
-  Torch Sconce
-  Secret Door
-  Giant Hourglass
-  Table/Counters
-  Beds/Furniture
-  Dead Tree Statue
-  Pit

-  Pillar
-  Giant Throne
-  Swamp Area
-  Swamp Trees
-  Stump & Sword
-  Lava
-  Mirrored Walls
-  Skeleton Statue
-  Teleport Platform



DUNGEON LEVEL I MONSTER MATRIX

Area	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
2	Sea King's Ghost	1	0	9/9	10	38	magic Jar 60', or touch (age 10-40 yrs.)	11	On sight, level 10 & below (below level 6 for clerics), save or age 10 years & flee 2d6 turns. Hit only by magic or silver (½ dam) on same rnd as touch att.
2A	Jellyfish	1d20	7	0/9	½	1 ea.	sting (1 h.p., save at +4 or paralysis 1d6 rounds.)	8	If 6 or more present, att. as swarm with automatic 1d6 dam and no plus to save.
2B	Velvet Stanchion Rope	1	6	3	6	20	strangle (1d6+1 per round)	10	On hit, coils around neck. Roll STR on 4d6 to escape.
3	Mummies	3	3	6	5+1	21 17 17	fists (2d6) plus mummy rot	12	Magic needed to hit. All dam. at ½ except fire. Touch causes rot. Wnds take 10 x longer to heal.
4	1 in 6 chance of Crab Spiders	1d4	7	12	2	7 8 6 11	bite (1d6) + poison	7	Poison: save at +2 or die in 1d4 turns. Climb walls.
6	1 in 6 chance of Crab Spiders	1d4	7	12	2	5 7 3 7	bite (1d6) + poison	7	Poison: save at +2 or die in 1d4 turns. Climb walls.
7	Malikseer the Magician	1	7	12	6	16	dagger (1d6-1) or spells	7	Cloak of prot. + 1, 15 DEX. Spells: 4, 2, 2, DM's choice.
8	Zombie	1	8	6	2	9	claw or bite (1d6)	12	He is chained. 1 in 6 chance to break free each round..
10	Djinn	1	5	9/24	7+1	22	strike (2d6-1)	12	Carry 6000 g.p., create food/drink, wood/ leather items, (metal items temporary), illusion, invisibility, gaseous form, whirlwind
15	Lord Crot the Vampire	1	2	12/18	8+3	31	strike with hands (1-6 + drain 2 lvs)	11	<p>VAMPIRE WEAKNESSES:</p> <ul style="list-style-type: none"> -May not come within 10' of lawful holy symbol. -Garlic repels. (Save v. poison or cannot attack that round.) -Cast no reflection. -May not cross running water except at bridges. -Killed by stake through heart or immersion in running water 3 rounds. -Direct sunlight requires save or disintegrate. (Continual light spell is not direct sunlight, but will blind for -4 to rolls.) <p>VAMPIRE ABILITIES:</p> <ul style="list-style-type: none"> -Immune to sleep/charm/hold spells, poison or paralysis. -Only hit by magic weapons. ½ damage from cold/electricity. -Regenerates 3/hp per round. -Charm ability every round, with -2 to victim's save. -Touch drains 2 levels. -May take form of human, dire wolf, giant bat, or gaseous cloud. -Immune to all weapon attacks in gaseous form. -In human form may summon: 10-100 rats (or 5-20 giant rats), 10-100 bats (or 3-18 giant bats), 3-18 wolves (or 2-8 dire wolves) -At 0 hp automatically assumes gaseous form.
17	White Dragon	1	2	9/24	6	24	bite (2d6) or ice breath	8	1-6 on 2d6 = bite. 7-12 = 80'x30' frost cone for 24 dam.
20	Giant Prehistoric Fish	2	3	20	8	24 25	bite (2d6)	7	None.
	Giant Eagle Claw	1	5	6	10	36	claw (2d6)	12	May move over water and elongate up to 10' below the surface
22	Spriggan	1	4	12	4 or 8+4	12 or 28	hammer (1d6 or 2d6 when giant)	7	Grow from 3' to 12' at will. Small size has abilities of 8 th level thief.
	Pechs	2	3	9	4	12 10	pick axe (1d6)	5	4/day may divine history of area by communing w/ stone, or create stone objects/weapons.

If the claw is somehow reached, it will require at least 3 very strong men to pry the pearl loose. Once it is free, the eagle claw will attack. It can move itself about over the surface of the water and elongate sufficiently to reach up to 10' below the surface. The pearl and clasp are worth a total of 20,000 g.p.

Giant Prehistoric Fish (2); hp 24, 25

AC 3; MV 20; HD 8; ML 7

ATT: bite

DAM: 2d6

Special: None.

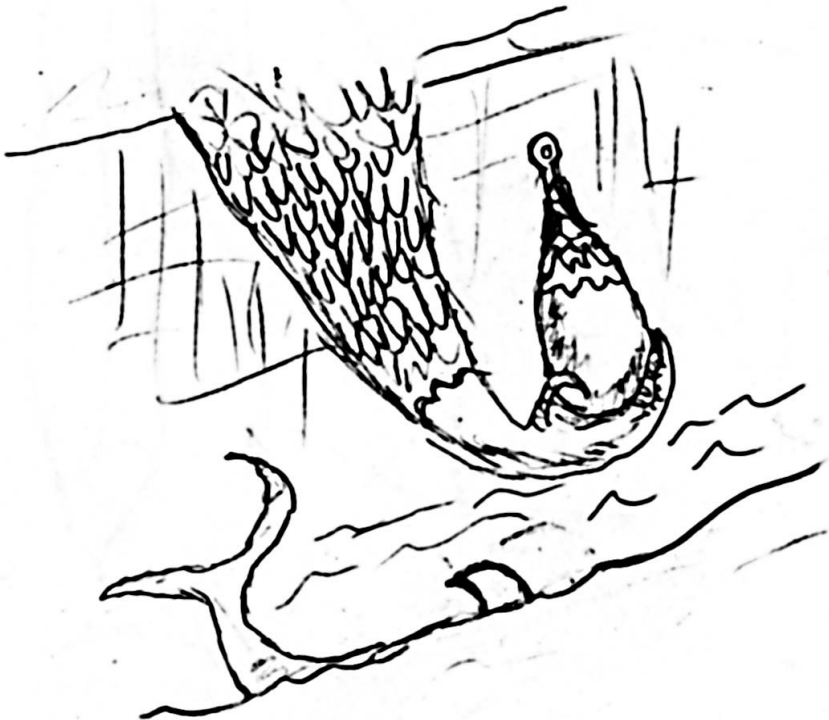
Giant Eagle Claw (1); hp 36

AC 5; MV 6; HD 10; ML 12

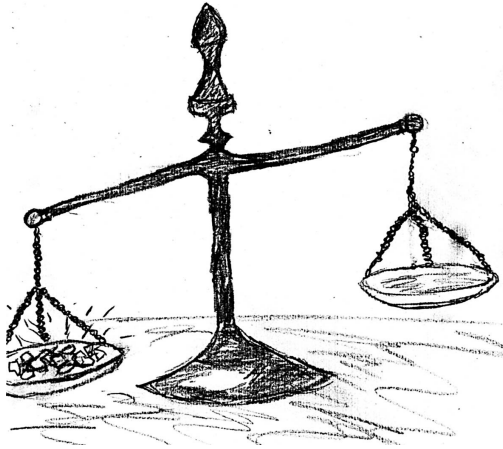
ATT: claw

DAM: 2d6

Special: May move about over the water and elongate to reach up to 10' below the surface.



21. **MINE ENTRANCE:** This room has a small table on the west wall. A scale on the table holds a handful of diamonds. There are pick axes, shovels, and mining carts strewn here and there. On the east wall is a sturdy, locked, metal gate. Heavy sounds of picks and shovels can be heard beyond.



22. **MINE:** This black, twisting area of rough cavern is a diamond mine. It is inhabited by a spriggan commanding 2 chained up pechs who do the digging. The pechs are starving and obviously slaves. The spriggan has a key around his neck which opens the metal gate to area 21 and the keys to the pech's chains.

Spriggan (1); hp 12 or 28 (in giant form)

AC 4; MV 12; HD 4 or 8+4 (in giant form); ML 7

ATT: hammer

DAM: 1d6 or 2d6 (in giant form)

Special: May transform at will from small size (3') to giant size (12'). In small size the spriggan has all the abilities of an 8th level thief. Large size has all standard giant abilities.

Pechs (2); hp 12, 10

AC 3; MV 9; HD 4; ML 5

ATT: Pick Axe

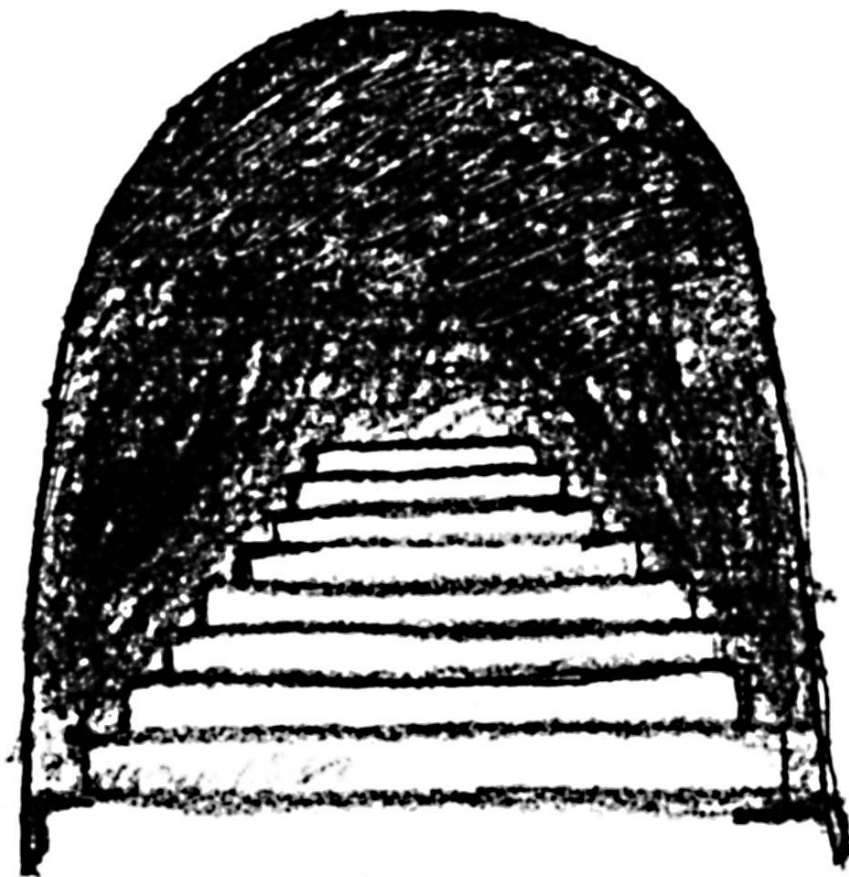
DAM: 1d6

Special: A pech may divine the recent history of an area by communing with the stones in it, or they may magically create a stone object or weapon. Each ability twice per day.

23. **HALL OF CRYING ANGELS:** This 20' wide corridor has 5 statues of angels crying blood set at staggered 10' intervals. They hold swords above their heads forming a sort of archway, beyond which is a black marble door. Any non-chaotic character who attempts to cross this area must roll a saving throw. If the roll fails, the character immediately converts to the alignment of chaos. A character thus affected must also make a "survive adversity" check or suffer psychic/system trauma: 2d6 h.p. damage for lawful characters, 1d6 for neutral types.

NOTE: The alignment-changing effect will only occur the first time a character crosses this area. No saving throw is necessary thereafter.

24. **DOWNWARD STAIRCASE:** a 20' wide staircase descending into darkness. It leads to area 1 of the second dungeon level.



DOWN TO THE NEXT LEVEL

DUNGEON LEVEL II

1. **TRIANGLE ROOM:** The staircase from level I ends in this triangular, black-walled area. There are 4 doors here: one each in the centers of northwest and northeast walls, and one each in the extreme southern corners.
2. **SQUARE ROOM WITH SCONCES:** There are 2 torch sconces in this room. If pulled downward, the sconce on the south wall acts as a trigger to open the secret door to the west. The torch sconce on the east wall (if it is jostled in any way) will cause a large ceiling tile to fall. Anyone within 5' of the sconce when this occurs must roll a saving throw or suffer 2d6 damage. There is also a secret door on the south wall, but it will only open if the correct sconce in room 4 is pulled.
3. **ANTI-CLERIC HOUR-GLASS ROOM:** A large (6' tall) hourglass, filled with black sand, sits in an iron frame in the center of this room. Before it stands Erbross, the evil bishop, in black and green robes. On his breastplate is a large, brass unholy symbol of a twisted, rotting tree. He is directing some sort of dark green spell-energy from the symbol toward the hourglass. If he is not surprised, he will immediately cast hold person on any characters that enter the room.

The glass may be easily broken, spilling the dark sand within. However, if the hourglass is flipped before it becomes damaged, the black sand within will transform into gold dust as it falls. Four large sacks-worth (approximately 2,400 g.p. worth) of gold may be recovered.

Erbross the Evil Bishop (1); hp 27

AC 3; MV 6; HD 6th level anti-cleric; ML 8

ATT: heavy hammer or spells

DAM: 1d6+1 or by spell

Special: Erbross has 2 first level spells, 2 second level spells, 1 third level spell, and 1 fourth level spell. These may be chosen at will by the referee.

4. **SECOND SQUARE ROOM WITH TORCH SCONCES:** There are 2 torch sconces in this room. If pulled downward, the sconce on the south wall acts as a trigger to open the secret door on the south wall of room 2. The torch sconce on the west wall (if it is jostled in any way) will cause the 10' section of floor in front of it to crumble away. Anyone standing there must make a DEX check on 4d6 to jump clear. Otherwise they fall 20' into a spike-filled pit (normal falling damage, plus 1d6 for the spikes).
5. **ROOM WITH SECRET DOOR:** This room is often empty. There is, however, a 50% chance on any given visit that a 4th level anti-cleric is here.

Evil Priest (50% chance of 1); hp 15

AC 3; MV 6; HD 4th level anti-cleric; ML 7

ATT: mace or spells

DAM: 1d6 or by spell

Special: This anti-cleric has 2 first level spells and 1 second level

spell. These may be chosen at will by the referee.

6. **ROOM WITH NORMAL DOORS:** The areas beyond this room are frequented by the anti-clerics. This being so, there is a 75% chance (on any given visit) that 1-2 anti-clerics will be coming or going through this area.

Evil Priests (75% chance of 1-2); hp 14, 11

AC 3; MV 6; HD 4th level anti-clerics; ML 7

ATT: mace or spells

DAM: 1d6 or by spell

Special: These anti-clerics each have 2 first level spells and 1 second level spell. These may be chosen at will by the referee.

7. **KITCHEN:** This room is lined with counters and cupboards. Numerous cuts of meat (both fresh and dried) are to be found here. Bloody knives and meat cleavers are strewn about. More kitchen utensils and dinnerware may be found in the cupboards. On close inspection, some of the meat cuts appear suspiciously human.

8. **DINING HALL:** This is a large feasting area with a 10' midden (i.e., trash) pit in the corner to the north. A long table occupies the west portion of the room. There are 3 anti-clerics (each 3rd level) seated about the table eating a meal. At the head of the table is their leader: a lich-like undead anti-cleric (8 hit dice) that cannot be turned. His face is half skeleton, half rotting flesh. On a silver chain around his neck is a black key stylized to look like his unholy symbol: a rotting tree. He is clothed in royal garb and wears a golden crown decorated with the unholy symbol of a twisted, dead tree as the centerpiece.

The crown is an unholy relic that totally shields any undead creature wearing it from turning or control by a cleric. It will also reflect ½ of any damage inflicted by *magic weapons*, back on the wielder. The crown may be handled without injury, but any non-undead creature or character who wears it must roll a saving throw at -6 or their flesh will instantly melt away, leaving them an unturnable, unraiseable, animated skeleton with hit dice and abilities equal to the previous character. It's value is 10,000 g.p.

Beneath the dining table are several large sacks containing treasure of type F.

Undead Evil High Priest (1); hp 27

AC 3; MV 6; HD 8th level anti-cleric; ML 10

ATT: hammer +2 or spells

DAM: 1d6+2 or by spell

Special: The crown worn by this creature confers immunity to turning. He has clerical spells of first through fifth level, 2 spells per level. These may be chosen at will by the referee.

Shamans (3); hp 14, 8, 8

AC 5; MV 6; HD 3rd level anti-clerics; ML 7

ATT: mace or spells

DAM: 1d6 or by spell

Special: Each of these anti-clerics has 2 first level spells that may be chosen at will by the referee.

9. **UNDEAD HIGH PRIEST'S BEDROOM:** There is an old bed with now-rotting sheets that were once of great finery. Along the walls are old shelves filled with rotting books and parchment. Among them are 1-4 random scrolls and 1-4 clerical spellbooks of random level.
10. **LACKEYS' QUARTERS:** This is a small "barracks" area for the lesser anti-clerics. A number of beds, and sleeping pallets are positioned around the perimeter of the room.



11. **TREASURY:** The door to this area is trapped with poison darts that fire out of the ceiling at 2', 4', and 6' back from the door. Three characters standing near the front of the marching order will be subject to this trap. The darts' chance of hitting an affected character is equal to the character's AC x 10% (with a minimum chance of 5%). Any character struck must save v. poison or die in 3 rounds. The anti-clerics' treasure hoard is here. It is treasure type A¹ and is guarded by an 11 hit dice lich.

Lich (1); hp 45

AC 3; MV 6; HD 11; ML 12

ATT: spells or touch

DAM: by spell or paralysis (no save)

Special: Characters below 5th level will flee from this creature on sight (no save). Its touch causes paralysis (no save). This lich employs magic-user spells of the first through sixth levels. It has 6 spells of each level. These may be chosen at will by the referee.

- 12. DOPPLEGANGER MIRROR ROOM:** The walls, floors and ceilings of this room (and the secret passage leading to it) are made of mirrors. Any lawful character entering the room is suddenly met with a “copy” of himself—but of chaotic alignment and deep crimson colored skin! The facsimile character will immediately and relentlessly attack the original character.

**Chaotic “Doppelganger(s)” (1+); hp (as character(s) imitated)
All stats, including attack and damage are the same as the
original character(s); ML 12**

**Special: Hits on a “doppelganger” by other than the original
character will result in half damage to the “doppelganger” and
half to the original character.**

- 13. SECRET PORTAL ROOM:** The secret door to this octagonal room may be opened with the “tree key” from area 8. On the floor in the center of the room is a raised circular platform upon which is an engraved picture of a dead tree. Entering the circle will immediately teleport a character or object to the circle in room 16.

- 14. RIDDLE ROOM:** Engraved upon the west wall of this room is a riddle:

“IT SHALL BE BROKEN WHEN NAMED AND THUS THE PATH REVEALED.”

The answer, of course, is “SILENCE.” If the word is spoken, a door-sized opening will materialize in the center of the west wall.

- 15. LAVA TREASURE ROOM:** Small stone pathways, wide enough for only one person, lead in 3 directions. At the end of each path sits a stone chest with a flat stone lid that may be pushed off.

Chest 1 is a trap. If opened, lava will begin to bubble over and pour out causing the level of lava in adjacent areas to rise. Any character on the narrow pathways must make a DEX check on 3d6 to escape without tripping before the lava covers the pathways. The pathways will be completely covered in 2 rounds and the floor of the room will become covered 2 rounds after that.

Chest 2 contains a large, exquisite red ruby worth 8,000 g.p.

Chest 3 holds a ghost which will fly forth and immediately attack.

Ghost (1); hp 34

AC 0; MV 9/9; HD 10; ML 11

ATT: magic Jar (60') or touch

DAM: touch ages 10-40 years

**Special: On sight, characters of level 10 & below (below level 6
for clerics), save or age 10 years & flee for 2d6 turns. May be hit
only by magic or silver (½ damage) on the same round as a
touch attack occurs.**

- 16. SECOND PORTAL ROOM:** This triangular area has a raised circular platform with an picture of a dead tree engraved upon it at the center of the room. Entering the circle will immediately teleport a character or object to the circle in room 17.

17. **THIRD PORTAL ROOM:** Spaced evenly along the south wall of this area are 5 stone skeleton statues. Centered on the floor before the north wall is a raised circular platform with a picture of a dead tree engraved upon it. Entering the circle will immediately teleport a character or object to the circle in room 16.
18. **SKELETAL ARCHERS:** There are 6 stone skeletons statues here with bows and arrows (12 each). They are permanently positioned on low pedestals so that one stands in each 10' square section of the room. They will immediately animate and attack. They are armor class 3, with 2 hit dice each.

Stone Skeleton Archers (6); hp 6, 4, 2, 4, 10, 6

AC 3; MV 0; HD 2; ML 12

ATT: stone arrows

DAM: 1d6

Special: These creatures are animated stone and cannot be turned or controlled by a cleric.

19. **LOTUS ROOM:** 12 more stone skeleton archers are located here, one set in each 10' square section of the room. The floor in this room is covered in wet, green moss with many large lotus flowers growing up all over the room. If disturbed in the slightest, the flowers will release a pollen that will turn human characters to stone in 4 rounds.

Stone Skeleton Archers (12); hp 6, 2, 4, 12, 5, 9, 10, 12, 7, 7, 9, 10

AC 3; MV 0; HD 2; ML 12

ATT: stone arrows

DAM: 1d6

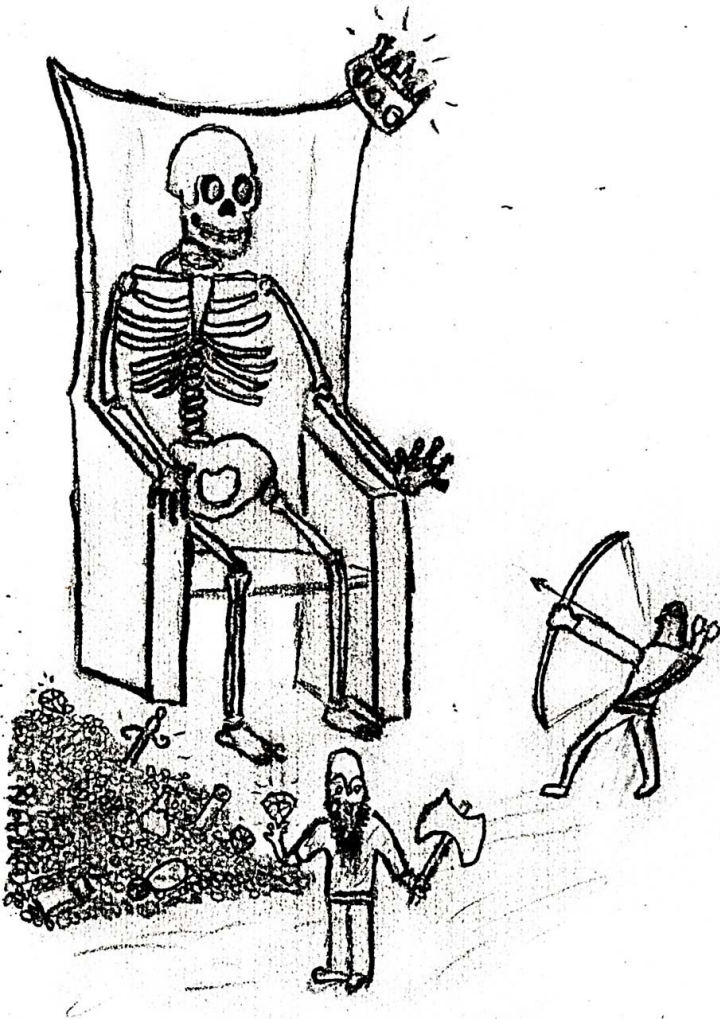
Special: These monsters are animated stone and cannot be turned or controlled by a cleric.



(NOTE: A quickly administered neutralize poison spell or similar will negate this effect. Elves, dwarves and halflings are immune. Also note, sounds of combat or other commotion in this room will draw the attention of the Skeleton King in area 20 below.)

20. **SKELETON KING'S THRONE ROOM:** Six large columns are spaced along the north and south walls of this chamber. The room is filled with treasure. At the east wall is a huge throne with a giant skeleton seated upon it. When standing, the Skeleton King is 22' tall and may be considered a giant with all standard giant abilities. He is armored and wields a giant stone sword that delivers 2d8 damage and may strike 1-4 characters with each swing. He wears a great jeweled crown-helmet and will defend his hoard. In the forehead of the crown-helm is a removable silver key in the shape of a human skeleton. (This key opens the secret door in area 23). The treasure consists of treasure types A & H.

NOTE: Sounds of battle in the area 19 are 90% likely to rouse the Skeleton King. He will attempt to battle intruders, even bashing down the wall between the rooms to get at them. (He's too big to fit through the doorway!) Note also, the Skeleton king is made of bone (not stone) and may be turned as if he were an 11 HD lich.



Giant Skeleton King (1); hp 36
AC 3; MV 9; HD 11; ML 12
ATT: stone sword
DAM: 2d8 (swing of sword will hit 1d4 opponents within 20')
Special: May be turned as an 11 HD lich.

- 21. SIX-EYED SOLAR FLAME BEAST:** In the center of this room, suspended in a brasswork frame is a huge (15' tall) hourglass. The hourglass appears to be filled with seething yellow-orange-red plasma that moves and flows as if it were alive. Each round that it is observed, there is a 2 in 6 chance that 1-6 bright white eyes will appear amidst the fiery miasma. If the hourglass is touched it will explode, inflicting 1d6 damage on every character in the room. This will free the Six-Eyed Solar Flame Beast that is trapped within and it will attack.

Six-Eyed Solar Flame Beast (1); hp 39

AC 2; MV 12; HD 12; ML 11

ATT: strike

DAM: 2d6 (plus incendiary)

Special: Magic weapons are needed to hit the beast. Inflammable objects that are hit (i.e. wooden shields, leather armor, etc.) will automatically burst into flame. The beast can not cross wide bodies of water.



- 22. SECRET TREE ROOM:** In this narrow room are 5 statues of dead trees. On the floor near the middle of the room is a large, wrapped bundle of banana leaves. Inside the bundle is a large blackish heart with a dagger pierced through it. If the dagger is pulled out, the heart will begin to beat. Once removed, the dagger can only be replaced by an anti-cleric of chaos. The heart is one of 4 belonging to Gorloth the Snake God (area 24). As long as the dagger remains in the heart, Gorloth's 3rd head (the one that breathes fire) will not function.

- 23. SECOND TREE ROOM:** This room is identical to room 22 (above), but the center tree has a keyhole in its trunk. If the key from the Skeleton King's crown is used, a secret door leading to area 24 will open.
- 24. FOREST OF THE SNAKE GOD:** This enormous chamber appears to be an expanse of swampy forest. Characters entering here will find themselves in water up to their knees, surrounded by trees. Near the middle of the room is a swamp water elemental that will attack anyone attempting to cross the area.

Swamp Water Elemental (1); hp 31

AC 2; MV 6/18; HD 8; ML 10

ATT: strike

DAM: 2d6 (in water, otherwise 1d6)

Special: Magic weapons are required to hit this creature.

In the northeast portion of the chamber is a huge tree with d12 x 3 golden apples hanging down from its high branches. If the apples are plucked, they will immediately begin to rot. Buried beneath the roots of the tree is a hoard of mixed treasure, types A¹, A², and H.

Near the foot of the tree is a great, old, rotting tree stump with a large two-handed black sword sticking out of it. The sword in the stump is the long-sought blade, known in ancient lore as Doomcreeper. Anyone not of chaotic alignment who attempts to handle—or even touch!—the sword must make a saving throw. Failure of this roll results in the character becoming possessed by the sword and immediately wielding it against his former comrades, battling unto the death. If the saving throw succeeds, the sword will shock the character attempting to touch or wield it for 1d4 damage each round until the weapon is relinquished. A character of chaotic alignment may be able to wield this unholy weapon. (For full details on this powerful ancient weapon, see the **NEW MAGIC ITEMS** section hereafter.)

If the tree or the stump is approached, Gorloth the Tree God (a large 4-headed snake) will slither down the tree and attack. To determine how many heads attack each round, roll a d4. Head 1 bites with a paralytic poison (save to avoid paralysis). Head 2 breathes a 30' cloud of poison gas (save or suffocate in 1-4 rounds). Head 3 breathes a 30' cone of fire for 10d6 hit points of damage (save for half damage). Head 4 delivers a death bite (save v. death or die).

Gorloth the Tree God (1); hp 65

AC -1; MV 18; HD 20; ML 12

ATT: 1 to 4 heads (each round determine number of attacking heads, and which heads are in play with a series of d4 rolls)

DAM: special (see below)

Special: Each head has a special effect. Head 1: paralysis bite. (Save allowed.) Head 2: poison cloud. (All within 15' save or suffocate in 1d4 rounds.) Head 3: cone of fire. (30' cone for 10d6 dam. Save for ½.) Head 4: death bite. Save or die immediately.

- 25. SYMBOL OF INSANITY:** A huge, silvery “infinity loop” symbol is set into the floor of the passage at this point. If the symbol is touched, crossed, or passed over, the character so doing must roll a saving throw or go insane. The insanity will take one of three forms. Roll a d6:

1-2: Character immediately kills himself by the quickest, most efficient means available.

3-4: Character immediately attacks party with intent to slay them all, beginning with the weakest character.

5-6: Character crosses over the “infinity loop” and continues forever down the endless dimensional corridor beyond.

END NOTE

Upon returning to the dig, there are multiple possible conclusions, if party has brought the sword back to Nap Talfor, he will be very happy— malevolently happy! When he grasps it his skin will begin to turn a pale greenish hue and he will start to hideously laugh saying things like, “at last.. AT LAST!” And in a gust he & all his “workers” will turn to smokey dust and vanish— for “Nap Talfor” is really the ancient serpent wizard, Faltor Pan, bent on conquest: first the Urchinn Isles, then the entire planet!

Faltor Pan is wise and crafty. If the party tries to conceal the sword, or hand over a fake one, there is a 90% chance he will see through the deception and attempt to control them with his magic ring, compelling them to hand over the item.

if the party returns and fails to bring the sword, he will either use the ring to send them back or (30 % chance) just kill them all outright. His “workers” are actually a troop of 33, 6 HD winged apes who will aid him in this endeavor.

Faltor Pan (a.k.a. Nap Talfor)(1); hp 66

AC 2; MV 12; HD 18th level wizard; ML 11

AT: ring, wand, or spells

DAM: special, or by spell

Special: He has a ring of commanding (powers identical to a staff of commanding.), a wand of cold (66 charges, does 8d6 damage per use), & a cloak of protection (confers AC 4). He has scores of 18 in INT & DEX. Three times per day, Faltor Pan can shapeshift into a venomous serpent, either normal or giant sized.

Winged Apes (33); hp 17, 19, 27, 23, 27, 18, 17, 16, 14, 25, 23, 18, 19, 19, 24, 21, 17, 18, 22, 22, 14, 25, 25, 15, 20, 24, 25, 20, 18, 19, 16, 19, 24

AC 6; MV 9/18; HD 6; ML 7

AT: claw or bite

DAM: 1d6+1

Special: None.

NEW MONSTERS

GORLOTH THE TREE GOD

NO. APPEARING: 1

ARMOR CLASS: -1

MOVE BASE: 18

HIT DICE: 20

% IN LAIR: 99%

TREASURE TYPE: A¹, A², H

NO. OF ATTACKS: 1 to 4

DAMAGE/ATTACK: *Special*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *Nil*

MORALE: 12

ALIGNMENT: *Chaotic*

This creature appears as a large, 25' long snake with 4 heads. It will always find a great, twisted, old dead tree to inhabit, burying its treasure horde deep beneath the rotting roots. It is rarely encountered any great distance from this location.

Gorloth is a special creature of pure chaos and acts as a conduit for primordial chaos energy. As such, it will always attract a cult of anti-clerics who worship it and use its channeled energy to power their spells.

The creature attacks with the maws of its four heads, each with its own special destructive power. In combat, a d4 is rolled each round to determine how many heads attack in that round. Once the number of heads/attacks is known. The heads employed by the creature may be determined randomly or by the choice of the referee. The powers of the heads are as follows:

Head 1 bites with a paralytic poison (save to avoid paralysis).

Head 2 breathes a 30' cloud of poisonous gas (save or suffocate in 1-4 rounds).

Head 3 breathes a 30' cone of fire for 10d6 hit points of damage (save for half damage).

Head 4 delivers a death bite (save v. death or die).

If the creature is killed, its cult followers will lose all of their spell casting abilities. Gorloth will remain dead, until the carcass is completely rotted to nothing, and will then be reborn at a random location in a normal snake's clutch of eggs. Once reborn it takes one full æon (i.e. 555 Earth years) for the creature to mature and take on its full powers once again.

SIX-EYED SOLAR FLAME BEAST

NO. APPEARING: 1-6

ARMOR CLASS: -1

MOVE BASE: 12

HIT DICE: 12

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 1 strike

DAMAGE/ATTACK: 1d6

SPECIAL ATTACKS: incendiary

SPECIAL DEFENSES: immune to fire based attacks

MORALE: 11

ALIGNMENT: Chaotic

These fire elementals live within the concentric sphere layers of the sun. Most of their kind are extremely old and wise. The relative age of a solar flame beast may be determined by rolling a d12. A roll of 1 indicates a young beast with little to no knowledge. A roll of 12 would indicate a very old beast with knowledge of all the secrets of the universe. The result also indicates the solar sphere from which the beast (or an encountered group) originates.

If a method of communication is discovered, solar flame beasts may be questioned. Use the table for the magic-user spell, contact higher plane, to determine the number of questions that may be asked, chance of knowing, etc. The "plane" number indicated by the spell table will be equal to the a beast's home-sphere. Beasts of the 1st and 2nd spheres are unable to impart any useful knowledge.

Magic weapons are required to strike these creatures. In combat, inflammable items that are struck by the creature (i.e. wooden shields, leather armor, etc.) will automatically burst into flame, causing additional damage. Water bodies of sufficient width and/or depth will block the advance of these beasts.

NEW MAGIC ITEMS

CROWN OF KRÆTHERUNG

Forged in the 51st Æon by Krætherung, the demon-elf, this golden crown is an unholy relic that totally shields any undead creature wearing it from turning or control by a cleric. It will reflect ½ of all damage inflicted by *magic weapons* back on the wielder. Non-magicked weapons deliver normal damage. It may be handled without injury, but any non-undead creature or character who wears it must roll a saving throw at -6 or their flesh will instantly melt away, leaving them an unturnable, unraiseable, intelligent skeleton with hit dice and abilities equal to the previous character. The crown's last known location was the city of Amon Sin in Stygia, where it was sold to a snake cult in the 65th Æon for 10,000 g.p.

DOOMCREEPER

(Long Sword +1, +3 vs. Lawful Clerics)

This ancient blade was forged in the dark and misty past by agents unknown. By the shape of the blade and the design of its hilt it is obvious that this is a weapon of another age. An odd, jagged representation of a legged serpent is graven down its length, and a notched black stone is set into its pommel.

When first encountered, any character not of chaotic alignment who attempts to handle (or even touch!) the sword must make a saving throw. If the offending character's saving throw succeeds, the sword will only shock the character for 1d4 damage each round until the weapon is relinquished. A failure of this roll results in the character becoming possessed by the sword, his alignment immediately changed to chaotic, and he will wield Doomcreeper against his former comrades, battling unto the death. If his companions can not free him from the blade, the character will become an NPC controlled by the referee.

The blade can not be properly handled save by those of chaotic alignment and even then, when in the hands of a non-fighter or dwarf, functions only as a +1 sword. However, when employed by a human fighter (or possibly an elf playing as a fighter) of chaotic alignment its full powers are unleashed. This sword has the ability to speak to its wielder in the primal language of chaos, and a fighter able to speak the chaotic alignment tongue may communicate with Doomcreeper in this manner. It was forged with the specific purpose of slaying clerics of lawful bent and their followers. This, as well as its special powers, will be communicated to its wielder at the first opportunity.

Doomcreeper can detect lawful clerics and their followers within 100 feet and when such are detected it will demand that its wielder immediately seek out and engage them. In combat against a lawful cleric and his followers the wielder gains a bonus of +3 to his attack roll, and any successful hit will immediately disintegrate its target unless a successful saving throw is made, in which case weapon damage is determined normally, including the weapon's bonus of +3 to the damage roll. Doomcreeper possesses an intelligence score of 12 and (for campaigns which employ rules for special swords) has an ego rating of 12.

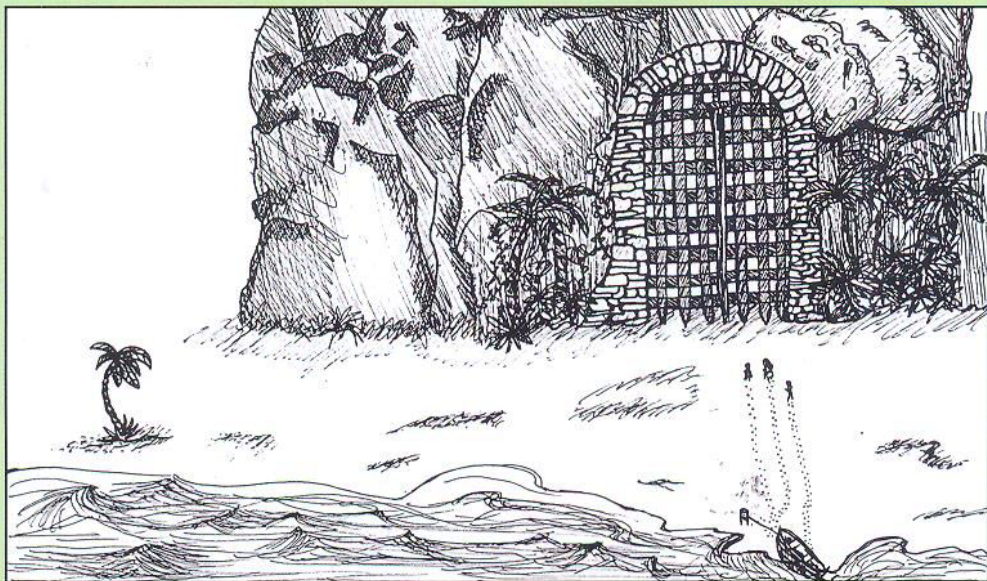
GYPSY CHARM AGAINST LEVEL DRAINING

This type of gypsy charm is often an oval shaped amulet on a leather string, engraved with indecipherable runes. If worn openly, about the neck it will sometimes repel energy/level drain attacks by undead, including vampires. When such an attack occurs, the wearer must roll a d6 with the following possible results:

- 1-2:** no effect; normal level drain
- 3-4:** no level drain if saving throw is rolled
- 5-6:** no level drain; no save needed

On exceedingly rare occasions, these charms are offered for sale by Stygian gypsies at exorbitant prices. The gypsies never wear or use them, however, for it is said that the strange letters etched upon the charms are binding contracts for service to extra-planetary and/or demonic intelligences. The veracity of such rumors is unknown, but the gypsies of Amon Sin and other Stygian lands view them with the utmost gravity.

NOTES



After a successful plunder of the Urchinn Isles, a well deserved night of drinking is in order, during such you trade stories with a local "antique dealer" who tells of a well-financed acquaintance who is organizing an archeological dig. The "antique dealer" goes on to explain that his friend has unearthed a forgotten portal which accesses the island tomb of the ancient Sea Kings (guarded by legendary beasts, of course). The treasures are said to be plentiful and there is rumor that a peculiar magic sword was swept up from the depths to find its resting place in the halls of Blackstone Island.

This item is the first of a line of planned Planet Eris adventures, dungeons, and supplemental campaign materials that we hope to publish in the coming months and years. Future Planet Eris compatible materials are likely to include:

Dungeon Modules WZ1-3 (Against The Wizards)

Dungeon Module QZ1 (The Contemptible Cube of Quazar)

The Wild Lands of Oros (Expanded Wilderness Rules for use with OUTDOOR SURVIVAL type mapboards)

The Last Outpost of Sparn (A fully detailed fortress & "home base" campaign aid set near the Jungles of Brool and the Wild Lands of Oros)

Strongmoor (Seat of the Sea King, a city supplement for the Urchinn Isles)

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