

**0A****FOR OLD SCHOOL  
ROLEPLAYING GAMES**

# Adventure Module 0A

## THE TOMB OF RAKOSS THE UNDYING

**TRY ME!  
I'M FREE!****by Bob Pennington****AN ADVENTURE FOR CHARACTER LEVELS 4-6**

*Rakoss was a great wizard of ages past who served the Emperor of Maere. Tales tell of his prowess as a military strategist, but they also tell of his fall. It is said that although he won campaign after campaign for his emperor, just one failure earned the wrath of his master. The Emperor had Rakoss, his generals, strategists and personal guard sealed in a tomb somewhere in the Ganlaw Mountains, and cursed them.*

*Who knows what treasure was buried with Rakoss and his retinue, or what horrors remain to test any who might enter the tomb. Certainly only a brave few would dare seek out the final resting place of Rakoss, and even fewer can survive the terrors of The Tomb of Rakoss the Undying!*

Mischief,  
Inc.®




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# THE UNDYING

by Bob Pennington

AN ADVENTURE FOR CHARACTER LEVELS 4-6



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## Table of Contents

Introduction.....	2
Adventure Background.....	2
Getting the Players Involved.....	3
The Default Narrative .....	3
Alternate Plot Hooks.....	4
Getting There.....	5
Keyed Encounters	
The Tomb .....	6
The Caverns .....	13
Wrapping It Up.....	15

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## INTRODUCTION

Welcome fellow game master. You hold in your hands Mischief, Inc's first published adventure. It is our hope that this short and exciting delve will prove as fun and exciting for you as it has been for us at Mischief, Inc.

Mischief, Inc. is dedicated to bringing exciting narrative game play to your table top. This adventure is distributed free of charge for your gaming enjoyment. All that we ask of you is to provide us feedback on your game so that we can further tailor future releases to best fit the needs of the Old School gaming community. If you have not done so already, please drop by our web site and join our growing community. You can find us at <http://www.mischiefinc.net>

The Tomb of Rakoss the Undying is a challenging adventure for 3-6 characters of level 4 to 6, with level 5 being ideal. The party will encounter numerous undead and so a good aligned cleric will be extremely helpful. The adventure also features certain creatures that are only affected by magical weapons. At this level most parties will have a sufficient magical arsenal to deal with these threats, but if not some adjustments must be made. We encourage you to plan ahead.

The adventure itself should play out in approximately 2 sessions. A quick group may be able to finish the quest in one session, although this is unlikely. The setting for the adventure is easily adaptable, requiring only a base town or city, and a range of hills or mountains. The base setting was constructed in Mischief, Inc's home setting called The Twelve Kingdoms. Guidelines on how to adapt the adventure are included in the main text under the section titled, Getting the Players Involved.

Mischief, Inc. adventures are written with OSR compatibility as a primary focus. Those familiar with the present state of the gaming world know that a plethora of rules systems exist in this space. Writing without one defined rules set can be a challenge, both in presentation and in mechanical execution. We believe that we have a formula that works, not only logistically, but thematically. What we mean by this is that not only should the game run well, it should play with dramatic flair.

The monsters encountered in the adventure will be presented with a set of combat statistics presented in the following format: **Monster Name:** SZ, AL, MV, AC, HD, HP, Attacks; + to hit (damage), Special;

To understand the stat blocks, a short explanation of the terms is needed.

**Monster Name:** Obviously the monster name is self explanatory. One note is that the monsters presented here are not an exact replica of any existing monster stat block from any source document. We avoided exact replicas of monsters so that the monster statistics were most compatible with all games.

**Alignment (AL):** If your game does not use alignment, then disregard this line. Otherwise Alignment is a very common and relevant game element in most OSR systems.

**Movement (MV):** This was a hard decision for us at Mischief, Inc. Some game systems use feet, some squares, and some have no tactical movement rules at all. We defaulted to movement speeds most in line with the d20 SRD. If your game uses feet or inches, the conversion should be simple.

**Armor Class (AC):** For ease of play we opted for ascending AC. The conversion to descending AC is very simple. The formula is  $20 - \text{Ascending AC} = \text{Descending AC}$ .

**Hit Dice (HD):** The hit dice will be listed in the number and type of die, such as 3d8. In our conversions we avoid half hit dice or formulas such as 2d8+4. In the case of an NPC, class level(s) will replace HD.

**Hit Points:** This is self explanatory. Most monsters have hit point equal to the die average +1 per hit die.

**Attacks:** The attacks are listed along with damage in discrete blocks. The attack number is ascending. For systems that use THACO the conversion is very simple.  $\text{THACO} = 20 - \text{Attack}$ . A sample attack might be Slam +3 (1d6). In the case of multiple attacks they are listed clearly with each attack and damage separated by a comma.

**Special:** Any special abilities of the creature are listed here. If the special ability is mechanically confusing, a separate descriptive paragraph will follow.

Here is a sample stat block using this format.

**4 Orc Warriors:** SZ M, AL CE, MV 30', AC 15, HD 1d8, HP 5 each, Attacks; Battleaxe +1 (1d8), Special; Darkvision 60'.

## ADVENTURE BACKGROUND

Long ago, during an age of great expansion for the Maere Empire, the necromancer Rakoss trode with iron boots on the battlefields of the Kingdom of Cadarn (what is the present day Twelve Kingdoms).



A ruthless and brilliant strategist, the evil general had no equal in warfare. He earned victory after victory, sparing no man, woman, or child in any town that he sacked. Pushed to the point of sheer desperation, the King of Cadarn vowed to make a stand against Rakoss and his hordes.

Amassing a huge force, they faced off in the river valley just south of Cair Arail. The forces clashed for two straight days with no quarter given by either side. In the waning hours of the second day of battle it was obvious to Rakoss that the tide was turning against him, so he assembled his best advisors and fled the battlefield. In Rakoss's mind this was a strategic retreat, but to his emperor, it was failure.

When the emperor learned of Rakoss's defeat he summoned him to make a full report. Enraged at Rakoss' apparent cowardice, the emperor took Rakoss and his trusted retinue to an underground dwarven bunker in the Ganlaw Mountains where they were entombed. The emperor used ancient and powerful magics, and some accounts say a powerful demon, to seal the bunker as eternal punishment for his failed servant. Bereft of his best general, the emperor soon abandoned his conquest of the Kingdom of Cadarn and turned his attentions elsewhere. Rakoss was never seen again.

Hundreds of years have passed since those desperate days of war, and yet to this day historians marvel at the brilliance and malevolence of Rakoss. Numerous quests were organized to find the place of his burial, in hopes of discovering both his true fate and some record of his brilliant tactics. Although numerous claims have been made by adventurers over the years, there has never been a confirmed find of Rakoss' place of rest nor any of his prized writings.

## GETTING THE PLAYERS INVOLVED

The Tomb of Rakoss the Undying, like any published adventure, can be used in numerous ways. This section should help the game master tailor the adventure for his group's needs. For many, the adventure will be added to an existing campaign; this is the default presentation. In other situations, the adventure can be tailored to run as a standalone adventure.

For those running the adventure as a standalone adventure, your task is quite simple - give the characters an appropriate plot hook and get them to the dungeon. To help with this task we have provided a few plot hooks that serve as alternatives or additions to the main narrative. Since this is your game, choose what suits you best and run with it. In fact, if the plot hooks presented here do not fit your style we encourage you to craft one that best suits your group. That said, we recommend that you use either the main narrative or an alternative plot hook as they are crafted to compliment the history and setting of Rakoss' tomb.

For those running "Rakoss" as part of an ongoing campaign, your task is both more challenging and more rewarding. Depending on the progression of your campaign at the time of purchase, you are afforded the opportunity to add foreshadowing to earlier adventures, giving players additional "buy-in" to the plot as it unfolds.

If time or level constraints prevent you from adding foreshadowing to previous sessions, you can run with the default narrative, tailoring the NPC presented in the text to match an existing and trusted NPC. In all cases, the roleplaying portion of the adventure should be presented in a way that whets the appetite of the group for action adventure.

## THE DEFAULT NARRATIVE

The adventure begins in the city of Cair Arail with the party between adventures. The game master can substitute any city from his campaign. Cair Arail is a

medium sized city ruled by a Lord Marshall who is advised by a citizen's council. It has many amenities for entertainment, lodging, and supply. Why the party is here is up to the game master - perhaps they are following rumors from the plot hooks section to follow, or perhaps they are here for training.

During their stay, a party member of the game master's choice will be politely approached by a scholarly looking older gentleman. He appears to be excited to meet the party member and addresses him or her by name. Read aloud the following text, inserting appropriately.

*"Excuse me (insert name). Yes, I know of you. Allow me to introduce myself. I am Caddock Welch, a local historian and scholar. It is my great pleasure to meet you in the flesh. Are the rest of your comrades nearby?"*

*"I would so like to meet them as I have a business proposition of sorts. Your exploits specifically qualify you for the task that I have for you."*

Caddock will await the opportunity to meet the entire party at once. He has no preference as to where the meeting will occur. If there is resistance from the PC, Caddock will quip, *"I know your time is valuable, but so is the coin and information that I have for you."* Once the group has assembled he will begin his speech.

*"I am honored that you have allowed me the opportunity to address you all. You are well known for your many heroic exploits and once I learned of your arrival here I hastened to meet you. I am a scholar by trade, specifically I am an historian; and that brings me to why I have searched you out."*

*"I have in my possession an ancient scroll dating back to the early days of The Kingdom of Cadarn. In the distant past of the kingdom, our ancestors faced a dire threat at the hands of a malicious and ruthless general, the great Rakoss. Undefeated until his very final battle, Rakoss killed indiscriminately every man, woman, and child he could in his quest to conquer our ancient homeland. This document, I believe, is written in Rakoss' own hand."*

Caddock then carefully unrolls the scroll, allowing no one to touch it.

*"It is my most prized possession. I came into custody of the document while trading with the dwarves of the Ganlaw Mountains. From this document I believe I have been able to ascertain the location of his war bunker, the very same bunker*

*used to direct his war efforts and eventually serve as his place of eternal imprisonment."*

*"Your job, my friends, will be to discover the exact location and explore the aforementioned site with an eye to recovering any lore that you may find. I will not lie to you, if the legends are true, this may be a mission of grave peril. That said, I cannot imagine the wealth that could be obtained. I will underwrite the endeavor with a grant of one thousand gold towers (1000 GP), upfront no less, so long as I can have possession of any books you find there of historical value."*

The game master may feel free to negotiate as needed to move the party along. Caddock will provide a general map of the location and answer any questions the players have for him.

**A note about coins:** In the monologue above, Caddock refers to "gold towers." Each city of the Twelve Kingdoms mints their own coins. In Caer Arail the names of these coins are defensive in nature due to Caer Arail's position as the eastern-most defensive stronghold of the old Kingdom of Cadarn. They do not mint platinum coins, so the coinage of the city are gold towers, electrum shields, silver helms, and copper bucklers.

Likewise the coins found in the tomb are of ancient Maere mint, and are named platinum wyrms, gold dragons, electrum drakes, silver wyrmlings, and copper eggs.

The game master can use these descriptions to add detail and historical significance to the treasure found.

## ALTERNATE PLOT HOOKS

If the default narrative does not fit your campaign or group dynamics, the following plot hooks can be interjected. These are left purposefully vague so as to allow for customization by the game master.

After a successful adventure the party discovers a map and book relating to the life of Rakoss and the legend of his tomb. The text will hint at the great treasures to be found there.

A more powerful PC or NPC may commission the characters to find the tomb providing a map to its rumored location in exchange for a portion of the treasure or a particular item that she needs.

A band of undead spontaneously comes to life in a nearby town as a result of the unstable negative

energy that emanates from the tomb. A local Lord hires the characters to investigate!

## GETTING THERE

Regardless of your default setting, the Tomb of Rakoss the Undying is roughly a fortnight's travel from the starting location. Travel to the Tomb site is rather uneventful, with only one encounter. That said, the game master should use the travel time to build suspense and danger. Some suggestions follow:

- Make sure that the party gives you a marching order while travelling.
- Randomly roll dice at key moments behind the screen to give the illusion that they are in a dangerous area.
- Ask the party how specifically they will set up camp and watches through the night.

Once the party is within a day of the location they will be attacked at camp by a band of ogres. The attack should come in the middle of the night with the ogres having some tactical advantage in their ambush.

**4 Ogre Raiders:** SZ L, AL CE, MV 30', AC 16, HD 4d8, HP 20 each, Attacks; Massive Greatclub +4 (1d10+3), Special; Darkvision 60'.

The raiders have a very small amount of coin on them (22 SP and 5 GP). They have nothing else of value.

The next day the party will spend several hours searching the area and eventually, near the middle of the day, find a cave entrance devoid of vegetation that matches the notes given by Caddock.

Read or paraphrase the following text:

Your search for the tomb of Rakoss has brought you to the base of a rough set of hills. It is midday and before you is a long dark cave mouth covered with strange carvings. Nothing grows on the exterior of the cave or for twenty feet surrounding its mouth. Although the noonday sun is hot on your head, the temperature around the cave entrance is near freezing, coming in cold breaths from the dark cavern before you. There is an obvious crevice in the far wall of the cave. You believe it may lead to your destination, although your heart is filled with unease as you look towards your goal.

Characters entering the crevice will enter area 1. Following this, the text will describe the course of action in the adventure. The following features are common to the dungeon unless contradicted in the text below.



- The entire tomb is under a dreadful curse that has numerous game effects. This curse is a plot device and cannot be overcome by the spells or abilities of characters of this level.

- The following spells do not operate in the tomb. *Astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, teleport without error* and similar psionic or spell-like abilities.
- All walls, doors, and materials connected to the structure including religious items have +2 AC and +2 to saves vs. attacks by good creatures. No good planar creature may enter the area.
- Characters attempting to turn undead suffer a -4 profane penalty to the check, and evil characters attempting to rebuke undead receive a +4 profane bonus to the check.
- The entire dungeon is freezing cold (about 20 degrees Fahrenheit). Characters not bundled against such temperatures will eventually suffer penalties. The game master is the final arbiter of how daunting these penalties will be, but an appropriate penalty may be 1 HP per hour spent unprotected, and perhaps a -1 to attack rolls when sufficiently chilled. Wrapping oneself in a cloak or other make-shift gear may offset such penalties as ruled by the game master.

- Unless otherwise noted there are no light sources in the dungeon. Remind newer players of the effects of darkness on movement and combat.
- All doors in the tomb are made of a quality hardwood with metal reinforcement. They are quite durable and very resistant to physical force. The game master should apply significant penalties to attempts to force or destroy doors.

## THE TOMB

### 1. PATIO ENTRANCE:

Through the crevice you enter a large uneven cavern that slopes up to a leveled-off platform of stone tile. This jagged patio is partly collapsed with a door set in a worked section of wall at the cave's terminus. In front of the door is an open pit filled with jagged spikes. There appears to be plenty of space available to move around the pit towards the door. Inside of the pit is a humanoid skeleton

picked clean of all flesh. There are no items in the pit.

The pit is approximately 20' deep. Exploration of the pit will confirm that there is nothing of value there. An unfortunate soul died attempting to breach the tomb long ago and was picked clean of goods long since. The doors are locked as detailed above.

### 2. ENTRANCE HALLWAY:

The door opens to reveal a hallway with one strong door at its terminus. There is no light in the hallway. The length of the wall includes mosaic stones that depict creatures coming up from the grave under skies of mauve and gray.

The trap halfway down the hall is a standard spiked 20' pit trap. The trap is only moderately concealed. The trap is triggered by 30 lbs. of pressure and covers wall to wall. It is 5' across. Falling into the trap deals 2d6 damage from falling. Additionally those falling into the pit will be impaled on 1d4 spikes on the floor of the pit. These spikes cause an additional 1d4 damage each.

### 3. CENTRAL HALLWAY:

The door opens to reveal a rather long hallway with seven doors, not counting the door by which you entered. At the south end is a twenty feet tall large stone statue of a fiendish knight carrying a dire flail and a tower shield. Near the statue on the southeast wall is a door. There are three other doors on the east wall, and three on the west. Just a few feet down the corridor to the north is a shattered skeleton of a humanoid warrior formerly armed with a now broken longsword.

All of the doors in the hall are unlocked except for the doors to area 9 and 12 and the secret door. Descriptions of the doors are noted in the text to that room. Anyone that discovers the secret door to area 7 and attempts to open it will trigger the animation of the large stone statue. The door is well hidden and has a challenging lock mechanism.

**Ancient Stone Warrior:** SZ L, AL N, MV 30', AC 15, HD 8d10, HP 50, Attacks: Stone Dire Flail +8 (2d6+5), Special; Construct, DR 3, Life Sense 60".

The stone warrior is large and hits hard. It sense life forces and targets enemies mystically. Since the statue is made of stone it reduces all mundane damage by 3 per attack. As a construct it is immune to mind influencing effects, poison, disease, critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

This construct will cease any attack if the offender (the one who touched the door) goes down or leaves the hall. It will then return to its pedestal and wait to be called on again. If smashed, the statue crumbles to reveal a large ruby worth 1000 GP in its hollow interior.

#### 4. SACRIFICIAL SHRINE:

You open the large wooden door to reveal a moderately sized rectangular room. In the rear of the room are two stone altars. In front of the altars is a brass basin of immense size. A stone Chimera that appears to be straining under the massive load of the huge bowl supports it. Dried blood coats the interior of the basin. On the south wall a red tapestry depicting an ancient national crest hangs from the ceiling.

There is nothing of value in the room, save for the brass basin. It is far too heavy to move.



#### 5. GUARD BUNKROOM:

You enter a square bunkroom that is in a state of complete disrepair. There are five old rotted bunks, two tables, and two footlockers in the room. The floor is littered with the bones of the former inhabitants as well as battered pieces of armor and ancient looking swords. Just as you gain your measure of the room, five skeletons animate from the bones on the floor. They are all armed and armored as warriors from the armies of Rakoss.

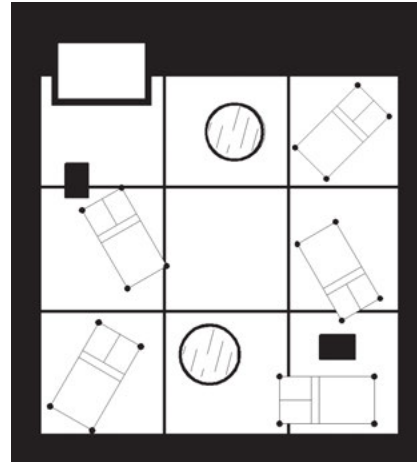
**5 Well Armed Skeletons:** SZ M, AL CE, MV 30', AC 18, HD 2d8, HP 10, Attacks: Masterwork Longsword +3 (1d8+1), Special; Undead, Immunities, and Bolstered.

**Undead:** Immune to mind influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Immunities:** Skeletons have cold immunity and take half damage from piercing or slashing weapons.

**Bolstered:** AC is increased and these skeletons are turned as 6 HD creatures.

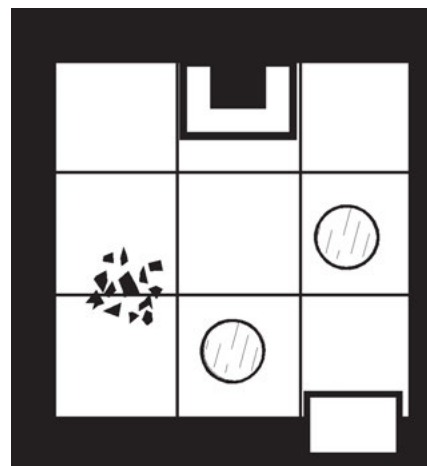
Besides the masterwork longswords and armor the skeletons have nothing. Checking the two lockboxes reveals 600 GP, a 50 GP bloodstone, a 90 GP azurite, and a *potion of restoration*.



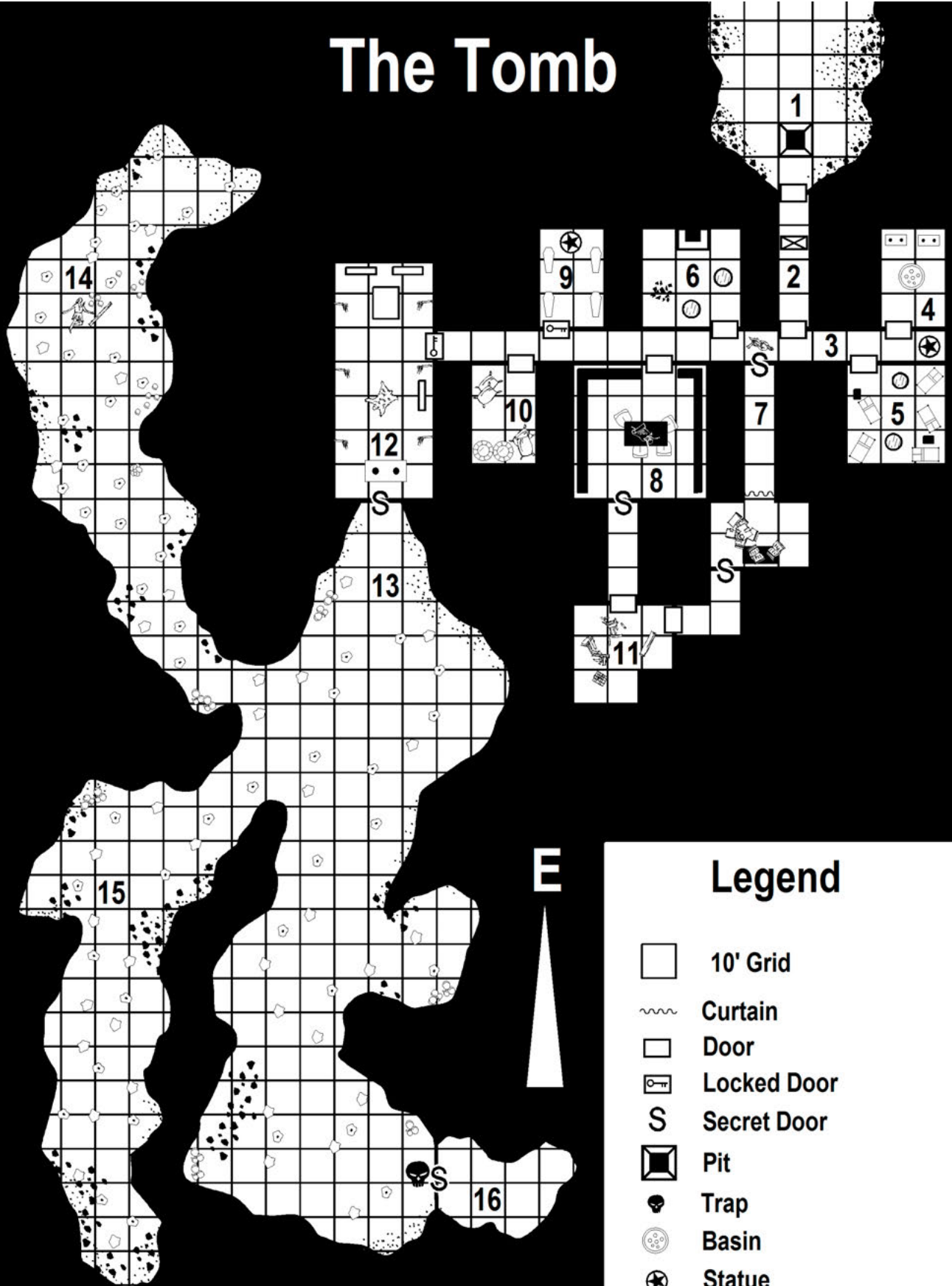
#### 6. RUINED KITCHEN:

You enter a moderately sized combination kitchen and mess hall. Inside the rectangular room the air is nearly unbreathable as the stench of rotten food hangs in the frigid air. Even so, there must be some unspoiled food still here, for infesting the room are four giant red ants. They appear to have descended through the fireplace as their bodies are covered in soot. They immediately turn to face you.

**4 Giant Ant Soldiers:** SZ M, AL N, MV 50', AC 17, HD 3d8, HP 15 each, Attacks: Bite +3 (2d4+3), Special; Improved Grab, Acid Sting, Vermin.














# The Tomb



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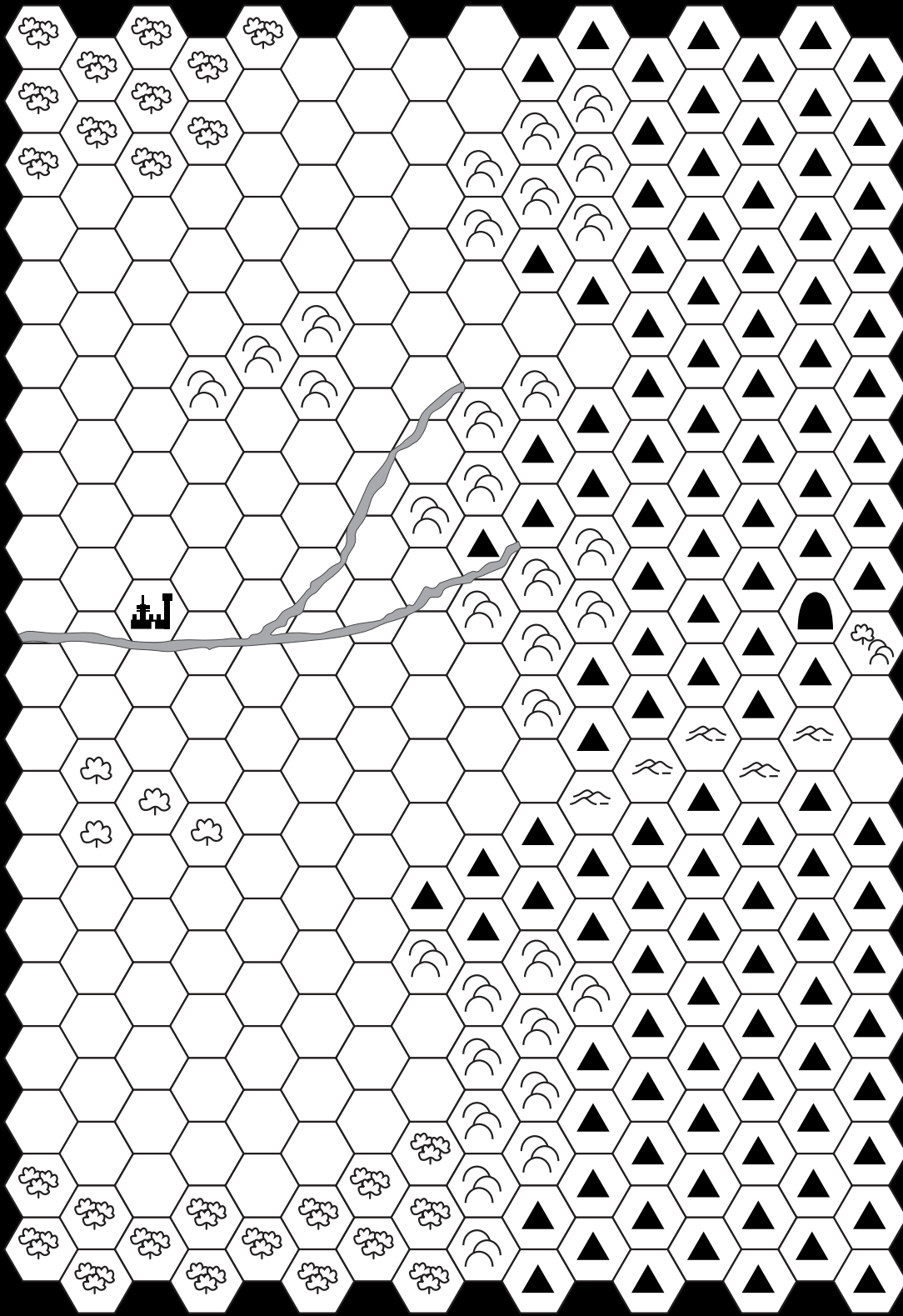
## Legend

-  10' Grid
-  Curtain
-  Door
-  Locked Door
-  S Secret Door
-  Pit
-  Trap
-  Basin
-  Statue
-  Fire Place
-  Altar

# Map Key

1 Hex = 20 Miles

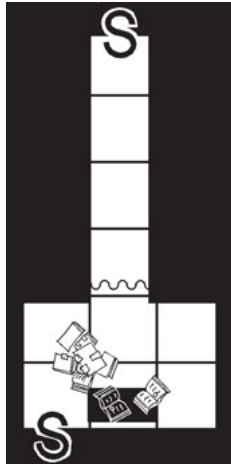
-  Forested Hills
-  Farmland
-  Heavy Forest
-  Hills
-  Light Forest
-  Mountains
-  Mountain Pass
-  Caer Arail
-  Cave
-  River



**Improved Grab:** To use this ability the giant ant must hit with its bite. If it gets ahold it can sting.

**Acid Sting:** The giant ant soldier has an acid gland in its abdomen. If it successfully grabs an opponent it can attempt to sting as in the following round. This attack is + 5 melee. A hit with the sting attacks does 2d4 acid damage.

**Vermin:** Immune to mind influencing effects.



## 7. WIZARD'S LAB:

You open the secret door to reveal an unadorned hallway that ends in a curtain of blood red. Although the entire place has been freezing so far, it feels even colder now!

If the party opens the curtains to see what is beyond, two mummies shamle towards them from across the room to attack.

**2 Mummies:** SZ M, AL LE, MV 20', AC 17, HD 7d12, HP 50 each, Attacks: Slam +7 (1d10 and Mummy Rot), Special; Despair, Mummy Rot, Undead, Resistant to Blows, DR 5/+1, Fire Vulnerability.

**Despair:** At the mere sight of a mummy, the viewer must make a Will save or be paralyzed with fear for 1d4 rounds. Whether the save is successful or not, that creature cannot be affected again by that mummy's despair for 24 hours.

**Mummy Rot:** Supernatural Disease - On a successful slam the victim must save or be infected. The incubation period is 1 day. Each day the character loses 1 HP until the disease is removed by an appropriate spell.

**Undead:** Immune to mind influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject

to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Resistant to Blows:** Physical blows deal only half damage to mummies. Apply this effect after damage reduction.

**Fire Vulnerability:** Mummies take double damage from a fire attack unless a save is allowed for half. A save equals half and a failure means double.

**Special Notes:** Other encounters in the dungeon portion are not nearly as deadly as this one. It is recommended that you do not lower the difficulty of the encounter. If the party is having trouble defeating the mummies, have them avoid attacking anyone with a torch, and indicate that they seem to be afraid or hesitant to approach the flame. This should give the PCs the hint they need to make this encounter easy.

After the characters defeat the mummies they can search the room. It is obviously a wizard's lab. All of the material components are long-since ruined by the cold and negative energy. A bookshelf contains several books on varied subjects including *Archmagi's Guide to Alchemy*, *Strategic Siege*, *Ravagers: A History of Barbarian Warfare*, *The Underdark*, and *A Planewalkers Primer*. In addition to these books is Rakoss' spellbook. The book looks to be damaged but contains the following useable spells:

0- (all)

- 1- *endure elements, protection from good, shield, obscuring mist, summon monster I, identify, true strike, sleep, magic missile, cause fear, chill touch, ray of enfeeblement, burning hands, jump, magic weapon, shocking grasp*
- 2- *arcane lock, protection from arrows, glitterdust, summon monster II, detect thoughts, locate object, darkness, continual flame, ghoul touch, scare, spectral hand, darkvision, endurance, knock*
- 3- *dispel magic, magic circle vs. good, nondetection, tongues, hold person, fireball, displacement, gentle repose, halt undead, vampiric touch, fly, keen edge*
- 4- *dimensional anchor, minor globe of invulnerability, solid fog, summon monster IV, scrying, charm monster, emotion, shout, contagion, enervation, fear, bestow curse*
- 5- *dismissal, dominate person, animate dead, magic jar, fabricate, permanency*

There is a wizard's desk that is locked. Inside are 110 PP, 480 GP, 230 SP, three 100 GP pearls, and a *glove of storing*.

A well concealed secret door (difficult to discover) can be found on the far wall coming from the hallway. The secret door is a simple sliding panel of granite that grinds horizontally under pressure. Beyond the secret door is a very short roughhewn passage. Although it is still cold here, the chill is noticeably different. A door is found a short distance further.

## 8. WARROOM:

This room is dominated by a large stone table. On the table is a relief model of the nearby countryside rendered in great detail. Flags of several units are placed about the map. Several leather-backed chairs surround the table. There are numerous long sticks designed for the manipulation of the units on the table. Shelves stocking additional models, units, and clay surround the room. Various maps and charts also line the shelves. The room is in surprisingly good condition.

The books and maps in the room are worth quite a bit to historians or military strategists. There are 10 in all, with a value of 3d6x10 GP each. The models may be of some use to military strategists, but are otherwise mere toys.

A well concealed secret door (difficult to discover) can be found on the far wall. This secret door is pivoting slab of granite that rotates on a central point under pressure. Beyond the secret door is a very short roughhewn passage. Although it is still cold here, the chill is noticeably different. A door is found a short distance further.

## 9. CRYPT:

The door is locked, as detailed under doors at the beginning of the adventure. Once the door is opened read the following aloud:

You enter into a dark and gloomy crypt. The room contains four gold covered coffins and a sick fleshy statue that suddenly springs to life!

**Flesh Golem:** SZ L, AL N, MV 40', AC 20, HD 10d10, HP 60, Attacks: 2 Slams +10 (2d8+3), Special: Berserk, Construct, Magic Immunity, +1 Weapon to Hit.

**Berserk:** Cumulative 1% chance per round it goes berserk attacking nearest living creature or smashing items.

**Construct:** Immune to mind influencing effects, poison, disease, critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Magic Immunities:** Flesh golems are immune to all spells and spell-like effects except the following: Fire and cold-based effects slow them for 2d6 rounds with no saving throw and Electricity breaks any slow effect and cures 1 point of damage for each 3 done.

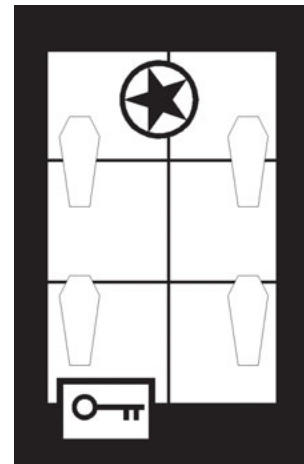
In the 4 coffins are the following treasures:

Coffin #1: 500 GP

Coffin #2: 1000 SP, a Masterworks Greatsword

Coffin #3: 900 GP

Coffin #4: 400 GP, +2 *Defending Longsword* that glows pale green, a *frozen potion of levitate*, and a +1 *ring of protection*.



## 10. SUPPLY STORAGE ROOM:

This room serves as a storage area. For some reason it is not nearly as cold except for the area near the door. The room contains barrels and sacks of various spoiled goods. You would expect the room to stink but it does not. Bags of alchemical compounds that hang from the ceiling seem to be negating the stench of the rotted goods.

This room is provided as a safe haven for the characters to rest. It is not safe from the giant ants, but otherwise should prove to be a warm place to recover from the cold and the hazards of the dungeon. If the giant ants have been defeated, the party can rest here for a night without event.

## 11. RAKOSS' INNER SANCTUM:

The door opens to reveal a small roughhewn chamber. Strewn about the area are broken philters, jars of unguent, scribbled sigils, and broken urns. There are no furnishings in the room except for the remains of a makeshift table made from two crates and a plank. The room is notably

warmer than the others and yet the cloying feeling of evil that permeated the dungeon so far is even stronger here.

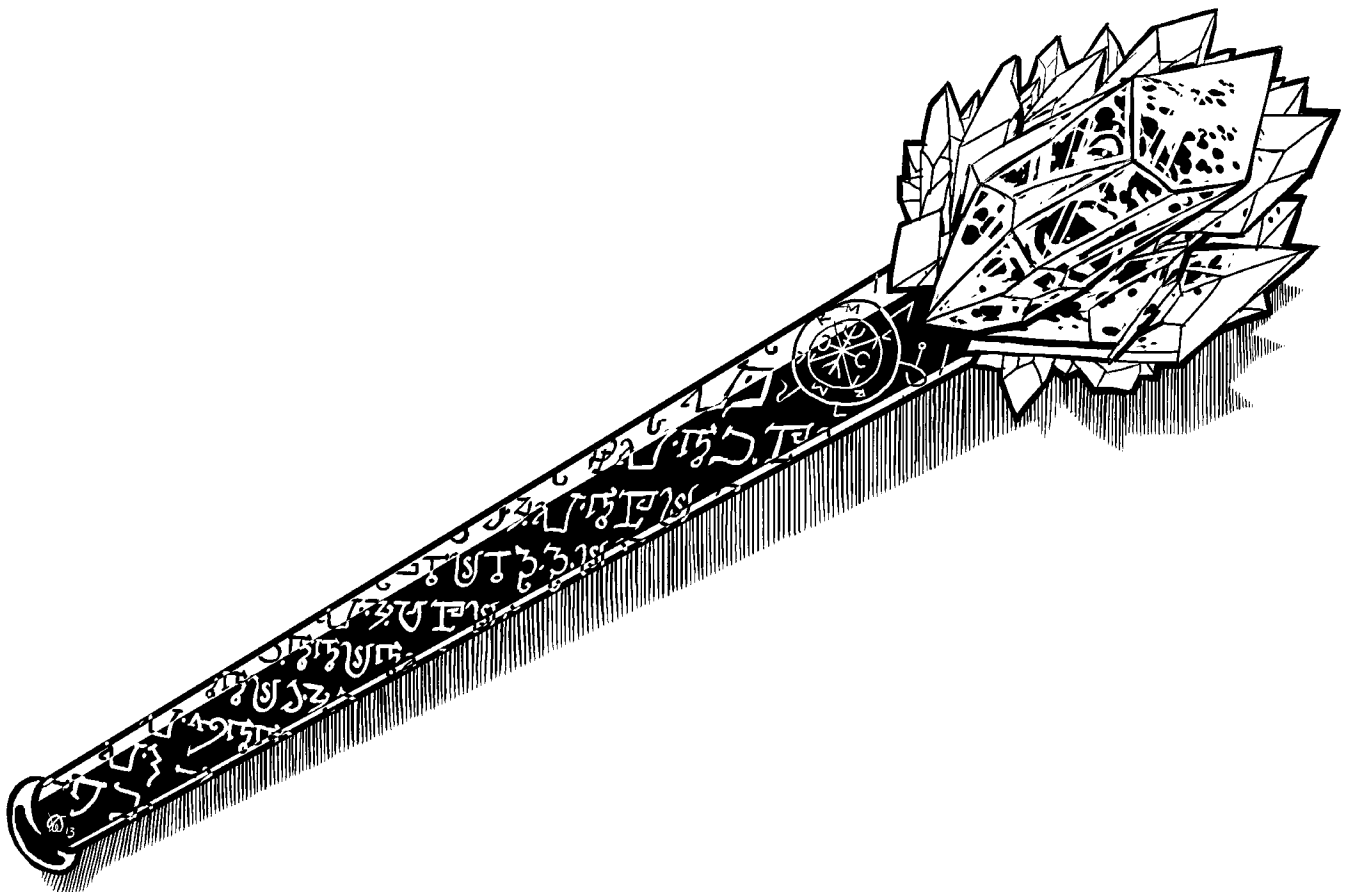
Characters who take the time to search the area will find a cobalt blue steel cylinder about the length of a wand with runes spiraling about the sides. The cylinder is topped with a fist sized jagged crystal that is warm to the touch. Closely looking into the gem it seems that there are small specks of darkness that move inside. Sometimes these specks coalesce into shapes that resemble screaming faces, or grotesquely mutilated corpses. The runes are indecipherable given the experience level of the party, but are clearly necromantic in nature. The cylinder is indestructible and completely resistant to magic.

As the game master you are free to decide if this is a false or real phylactery for Rakoss. Regardless, the party should be made to face some hard choices about what to do with the cylinder. To make the choice more exciting, the party member in possession of the device for more than one hour will receive some bonuses and develop a desire to see this device returned for study. This effect will bypass most precautions, even (for example) storing the phylactery in a *bag of holding*.



The bearer will gain a +1 bonus to AC and saves along with 10 additional hit points. That character will be convinced that this relic must be preserved and removed from this awful place. The character retains his alignment and rational ability, and will not appear to be under the effects of any mind altering curse or spell.

It is left to the game master to decide the fate of the character and the item, although it is strongly suggested that both are preserved for the future. One possible resolution of the plot thread is to allow the PC to unwittingly pass along this curse to another.



## 12. DEMONIC TEMPLE:

The door is locked as detailed under locked doors at the beginning of the adventure. Once the door is opened read the following aloud:

You enter a large rectangular room. This room is lit by continual flame spells placed on torches surrounding the room at even intervals. A Large crimson tapestry depicting a demonic form sits behind an altar of bloodstained granite. Two large stone pews are in the rear of the room along with a stone table. A third pew flanks a rug made of tiger skin.

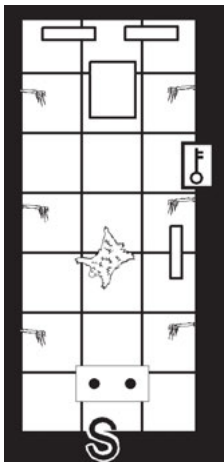
The tiger rug is worth 1500 GP. The Tapestry is worth 500 GP. Behind the altar is a *greater glyph of warding* (very difficult to detect.) Anyone entering that square triggers a *summon monster VI* spell bringing in the following creatures: (Note that the *dimensional anchor* does not limit this effect because the creatures are Chaotic Evil.)

**3 Brimstone Apes:** SZ L, AL CE, MV 30' Climb 15', AC 17, HD 7d8, HP 35 each, Attacks: 2 Claws +7, bite +3 (Claw 1d6+6, bite 1d8+3), Special; Rend, Smite Good, Scent, Darkvision 60', Cold and Fire Resistance 10, +1 Weapon to hit.

**Rend:** If both claws hit, the ape may rend his opponent on the next round for an automatic 2d6+9 damage. This takes the brimstone ape's full action.

**Smite Good:** once per day the ape can choose to make one attack a smite. The smite must target a good aligned character. A successful smite does an additional 1d6 fire and brimstone damage.

**Scent:** Brimstone apes can track targets by sense of smell and are only -2 to attack when blinded due to the ability to target by scent alone.



The beasts are not at all happy and will attempt to destroy the party immediately. They will appear around the glyph square but be disoriented for their surprise round. The secret door is concealed but not all that well.

## CAVERNS

The curse effects and the cold do not extend into the caverns. The roof of the caverns is between 40' and 50' high and is dome shaped with an exit hole directly above. The floor is roughly even with only some irregularity. The exit hole leads to another cave about 200' above the entrance.



## 13. CAVERN ENTRANCE:

You enter through the secret door and a blast of warm air caresses your body. In the ceiling a crevice exits the cavern far above. The cavern walls are irregular, but the floor is mostly flat. Passages branch off to the northeast, the northwest and west.

As the characters enter the room the world will go black. Six Darkmantles will descend in an ambush. This combat will alert the Manticore in area 14, but it will not join the melee. Instead it will wait to launch an attack as the characters explore the tunnels.

**6 Darkmantles:** SZ S, AL N, MV 20', Fly 30' (Clumsy), AC 17, HD 1d10, HP 6 each, Attacks: Slam (1d4+4), Special; Darkness, Improved Grab, Constrict (1d4+4), Blindsight.

**Darkness:** The darkmantles can, at will, project a field of darkness like the spell of the same name except that the duration is 1 turn.

**Improved Grab:** When the darkmantle hits by dropping on the head of its victim, it gets a hold and covers the face of the victim like a hood. A tentacle wraps around the neck of the victim and it begins to choke. A successful strength check can rip the mantle from a

head, but the victim is at -2 to pry off the mantle. The choking damage is automatic so long as the hold is maintained. Striking the darkmantle while on the head of a victim does full damage to the darkmantle and half damage to the victim.



#### 14. EASTERN CUL-DE-SAC:

The cavern splits to the east revealing a desiccated body against the far wall. The corpse is positioned spread eagle and still wears a shiny suit of light chain and green boots. Next to the body is a staff and a small sack.

An adventurous elven ranger once made his way into the caverns via the chute, only to perish. The deceased ranger wears *elven chainmail* +2. The nearby staff is a +2 *quarterstaff*, and the sack has 230 GP inside.

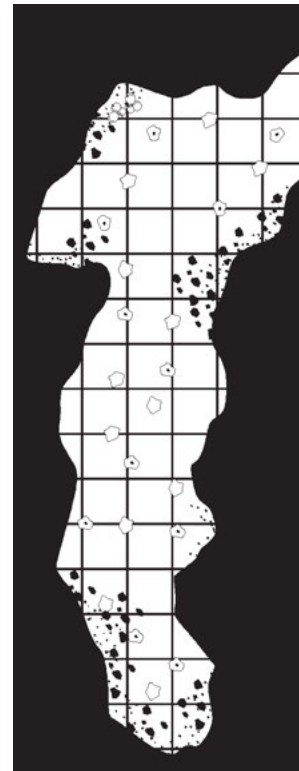
#### 15. WESTERN CUL-DE-SAC:

This section of cavern splits off to the northwest. As you make your way further toward the west, bolts suddenly scream through the air at you as a manticore whips its tail in attack!

**Manticore:** SZ H, AL LE, MV 30' Fly 50' (Clumsy), AC 16, HD 9d10, HP 54, Attacks: 2 claws +9 plus Bite +7 or spikes, (Claw 2d4+5, Bite 1d8+2), Special; Spikes.

**Spikes:** The manticore's tail grows spikes. In all there are 18 remaining (after the text above) on this manticore. In a round it can fling up to 6. The spikes have a range of 120' and must attack one target or two adjacent targets. The manticore may allocate how many spikes are directed at each target up to the aforementioned maximum of 6 in a round. Roll separate attacks for each spike. On a hit, each spike does 1d8 damage.

The manticore has a small stash of treasure including 900 GP, a 100 GP amethyst, a 200 GP tiger-eye, and a *potion of aid* (level 5.)



#### 16. TREASURE CHAMBER:

Inside this secret room it is completely dark, save for the faint glint of coin.

A spear trap wards the secret door. The trap is rather easy to detect, but if triggered fires a single shaft at the offender. The spear attack is +10 to hit and does 1d8+3 damage. A summary of the room's treasure includes: 200 PP, 1000 GP, 1200 SP, a +2 *light crossbow*, a +2 *large wooden shield*, and a *mithril chain shirt* +1.

## WRAPPING IT UP

Although the adventurers may have found some interesting treatises, significant amounts of treasure, and a very interesting artifact, it should be obvious that Rakoss is no longer here. Somehow the devious general found a way to thwart the wishes of his emperor, and escape the gruesome fate that was planned for him.

When the party returns to Caddock in Caer Arail, he will be somewhat disappointed in the outcome, but will only mutter under his breath about *“the nature of the business”*, and *“money well spent, regardless”*.

For the adventurers this may be the end of the role Rakoss plays in their unfolding story, or just the beginning. The game master may take the information provided here and run with it, creating further mysteries in determining the final fate of Rakoss. Did he escape only to die a natural death elsewhere? Did he make the transition over to the shadowy world of the undead? Did he ever exact revenge on the Emperor of Maere, or did he pursue other agendas? Perhaps Rakoss lingers to this day in some out of the way corner of the world, scheming schemes, and hatching plots to someday carve out his own empire? Or maybe his ambitions are grander still? It has been said that great figures of the past have achieved apotheosis, and joined the ranks of the gods themselves. Perhaps this is the ultimate goal of Rakoss the Undying? Only time will tell!



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