

F1**FOR ADVANCED
DUNGEONS & DRAGONS® GAMES**

Adventure Module F1

The Tomb of Rakoss the Undying

by Alex Karaczun and Bob Pennington

AN ADVENTURE FOR CHARACTER LEVELS 4-6

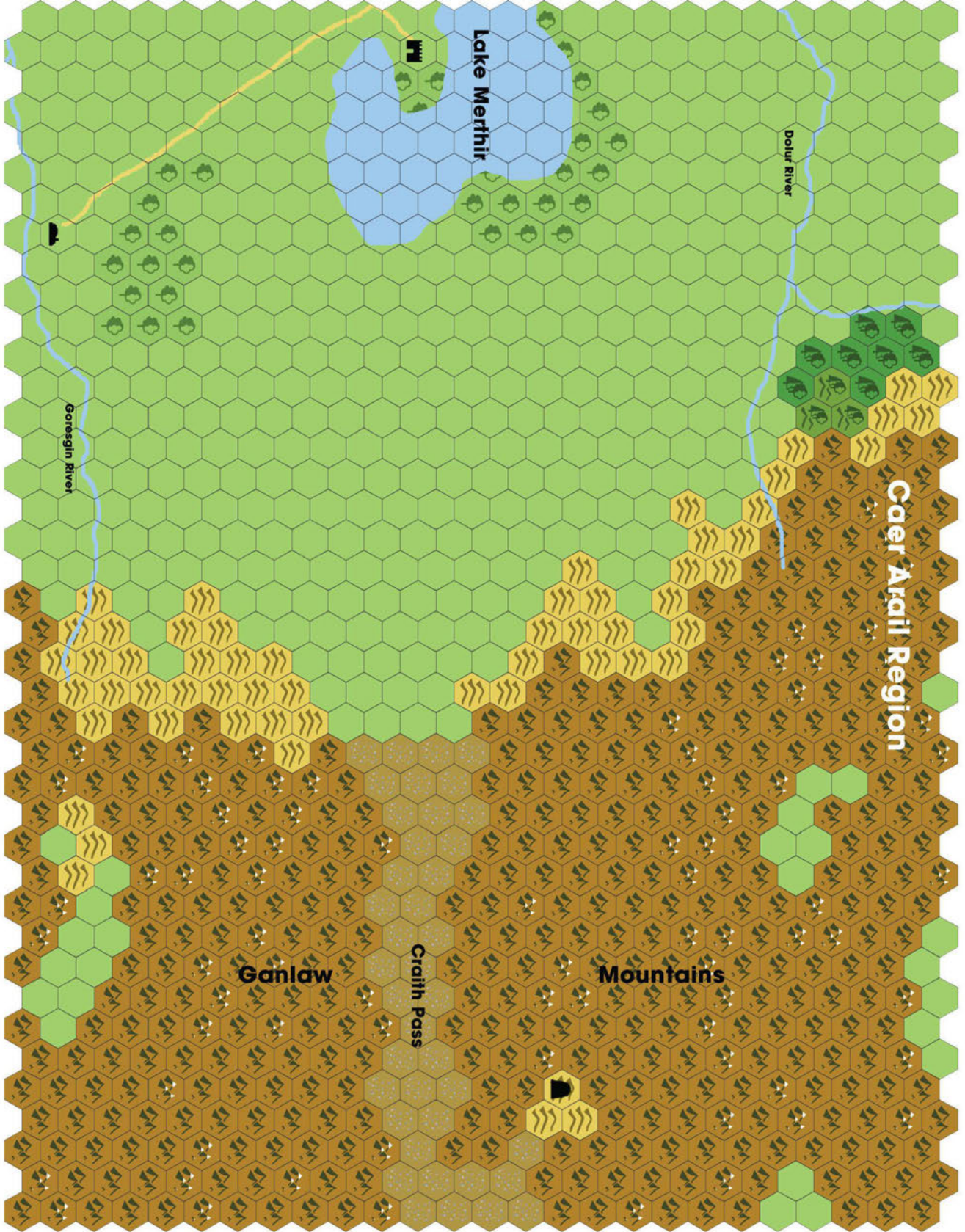


Rakoss was a great wizard of ages past who served the Emperor of Maere. Tales tell of his prowess as a military strategist, but they also tell of his fall. It is said that although he won campaign after campaign for his emperor, just one failure brought about his doom. Defeated by the King of Cadarn, Rakoss was followed back to his refuge where he, his generals, strategists and personal guard were entombed. Somewhere in the Ganlaw Mountains they remain sealed in by powerful magic.

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!















For use with Advanced Dungeons & Dragons®

Mischief,
 Inc.®



Map Key

1 Hex = 6 Miles

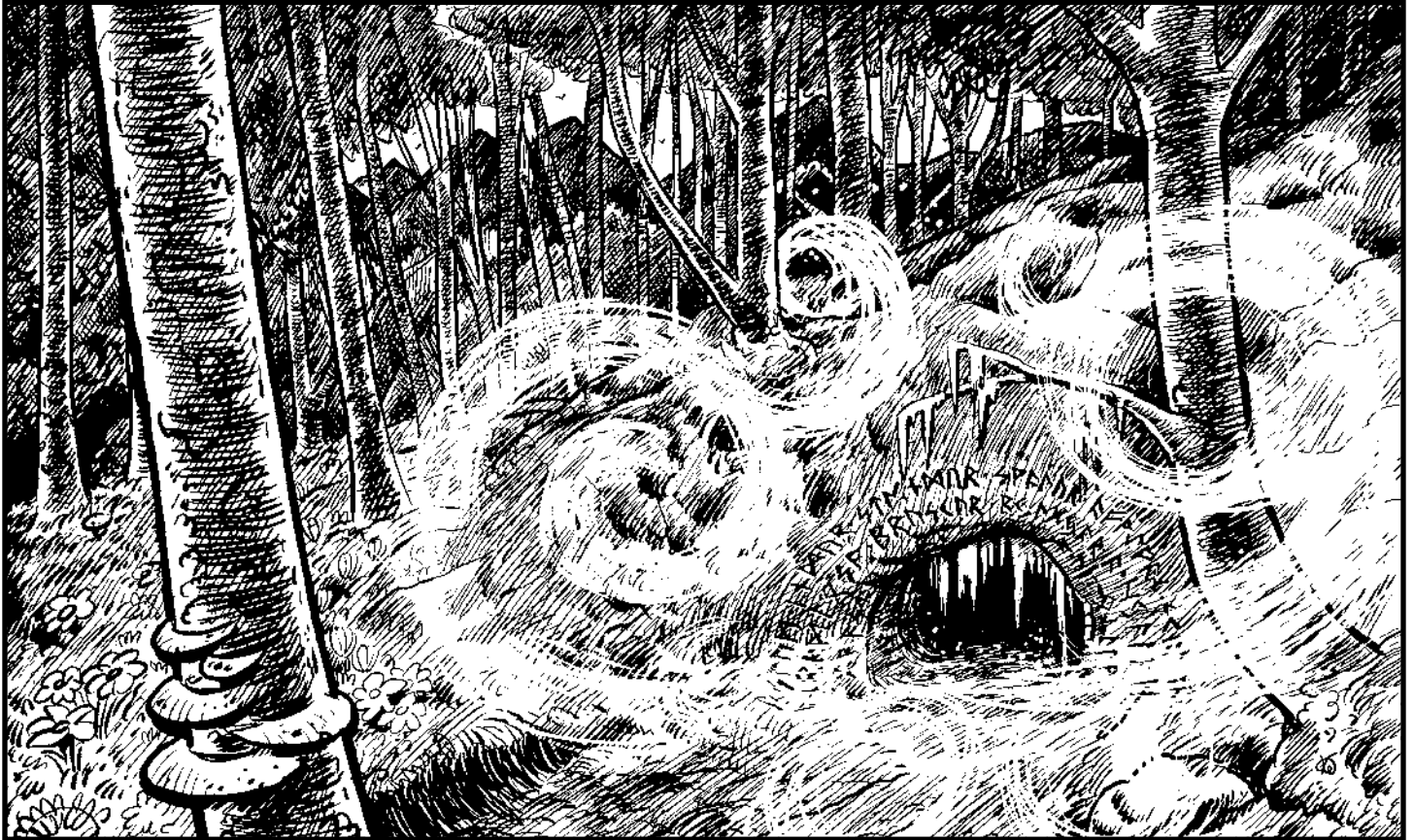
-  Grassland
-  Hills
-  Lake
-  Light Forest
-  Mixed Forest
-  Mixed Forest Hills
-  Mountain Pass
-  Mountains
-  Snowcapped Mountains
-  Caer Araith
-  Citadel of the Martyr
-  Cave Entrance
-  Road
-  River

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FOREWORD

This revised adventure module represents a course correction from the direction we originally set. Many people in the **Old School Renaissance (OSR)** community have told us how much they disliked the monster stat blocks in the original version of this product. They felt they were too reminiscent of modern versions of the game.

Honestly I felt so too.

In fact there were many aspects of the original adventure that were too far from the old school feel which was the original vision for Mischief, Inc. Ever since the release of this adventure, and the initial negative reactions, I have wanted to revise it to be more in line with that vision.

Now you have that revised version in your hands. I personally think it fits more squarely into the kind of niche the OSR community expects. Long ago I realized that you can't please everyone all the time. I only hope this is a more pleasing product than the original and fits into old school games much better.

I feel it is important to note that it has been **mainly through customer feedback** that we continue to improve our craft and products. Please don't remain silent to us about this adventure or our others. Join us on the **OSRGaming.org** forums and let us know what you like, and where you think we can do better. Our ears are always open!

May Seren's light shine upon you!

Alex D. Karaczun

February 19, 2016



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Credits

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INTRODUCTION

The Tomb of Rakoss the Undying is a challenging adventure for 5-8 characters of levels 4 to 6, with level 5 being ideal (or a total of 35 character levels among the entire party). 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. Front line combatants should each have a magical weapon, and even ranged combatants should have some way (either weapon or spell) of aiding in the defeat of these creatures.

The setting of the adventure is easily adaptable, requiring only a base town or city, and a range of hills or mountains. It helps to have the tomb in a borderland between two warring nations, but that is not required.

Before commencing with play, it is recommended that the Dungeon Master read the module thoroughly and become familiar with the information given. The Dungeon Master must also decide whether to use this module as part of a campaign, or to run players through this as a stand-alone adventure. There are certain considerations throughout the adventure, especially how to deal with the phylactery, upon which this relies.

This module is OSR Compatible and can be used with any old school RPG or modern clones. It was designed for **Advanced Dungeon & Dragons®**, but with minimal changes can be used with original, basic, or modern rules or their clones.

Encounters are listed in the following format:

Orc (4): AC 6; MV 9"; HD 1; hp 8, 7, 3, 1; #AT 1; Dmg axe (1-8), spear (1-6); AL LE; SIZE M; XP 59; MM p.76.

Armor Class is given in descending values. If needed, ascending values are calculated using the following formula.

20 - (Descending AC) = Ascending AC

Movement is given based on **Advanced Dungeon & Dragons®**. DMs should consult the monster entry or character movement rules of the version of the game they will use to run this adventure; alternately they may use the following conversions.

1" = 10 feet

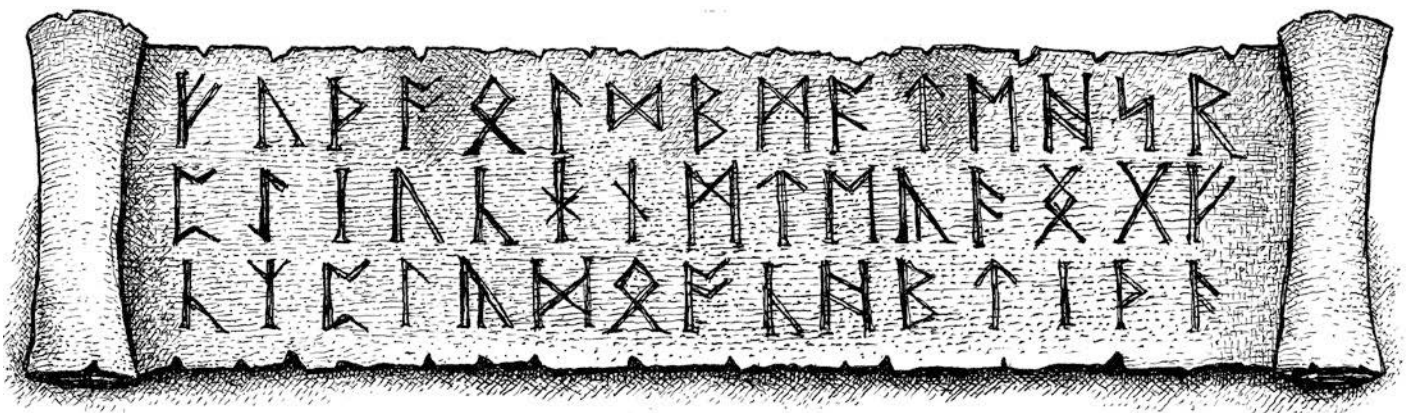
10 feet = three 1" squares (at combat scale)

ADVENTURE BACKGROUND

Long ago, during an age of great expansion for the **Maere Empire**, the necromancer **Rakoss** trode with ironshod boots on the battlefields of the **Kingdom of Cadarn** (the present day **Twelve Kingdoms™**). A ruthless and brilliant strategist, as general he had no equal in warfare. Victory upon victory he earned, sparing no man, woman, or child in any town he sacked adding them to the swelling ranks of his grisly undead army. Pushed to the point of sheer desperation, the first **King of Cadarn, Aelhaeran I**, vowed to make a stand against Rakoss and his hordes - to end for all time this threat.

Amassing a huge force, they faced off in the river valley just south of present day **Caer 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.

The King of Cadarn was able to send a small force to follow Rakoss and his trusted retinue to an underground dwarven bunker in the **Ganlaw Mountains**, which Rakoss used as a base of operations. There the Cadarnian force laid siege. Rakoss used ancient and powerful magics, and some accounts say a powerful demon's aid, to enshroud the bunker in a field of negative energy. After several forays into the bunker, the Cadarnians realized they could not get to the general and his servants, so they sealed the cave entrance with powerful runes effectively



entombing Rakoss for eternity. Aelhaeran I ordered all mention of the location of the tomb expunged from the records and histories of the kingdom. Bereft of his best general, the **Maere Emperor, Horsa II** soon abandoned his conquest 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 have been organized to find the place of his burial, in hopes of discovering both his true fate and some record of his brilliant tactics. Although many 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 can be placed anywhere in the Twelve Kingdoms between the old Kingdom of Cadarn and the Maere Empire. In other worlds it should be placed likewise on the border between two warring countries. However, it could be believably be placed anywhere in a range of hills or mountains where dwarves once held sway.

Web-based features at <http://www.mischiefinc.net> detail the city of Caer Arail and important NPCs therein in more depth.

THE DEFAULT NARRATIVE

While passing through, or staying for a time in, Caer Arail, one of the adventurers is approached by an old man. He wears the unkempt robes of a scholar, worn leather sandals, and a pair of spectacles pushed up atop his bald pate. Introducing himself as **Caddock Welch**, he imparts that he knows of the adventurer and their companions by reputation. He will excitedly ask if they are looking for work, as he has an expedition in mind that they are most well suited to undertake.

Caddock will only explain his proposal in very vague terms to the individual adventurer, and constantly looks around nervously while licking his lips as if he fears they are being watched. He is willing to wait until the entire group can be together in relatively private settings to reveal his plan in detail.

The old scholar once dreamed of being an adventurer himself, so when he meets with the adventuring party he will be a little awestruck. He speaks haltingly, and smiles nervously during pauses in the conversation. Caddock will reveal that he has, in his possession, an ancient scroll dating back to the early days of the **Kingdom of Cadarn**. This scroll, while it does not directly identify the so-called **Tomb of Rakoss**, does

speak of a dwarven bunker on the eastern slopes of the Ganlaw Mountains. Along with other papers in his possession and one or two guesses, Caddock has surmised that this is indeed the infamous **Tomb of Rakoss the Undying**.

Caddock offers the adventurers a sum of 200 gold towers (gp) to travel to the location he has marked on a map of the local area, to seek out the tomb, and attempt to plunder any riches buried within. He feels most certain there will be many treatises, and perhaps maps of war plans that will be of great historical value. He wishes to obtain only those for himself. Any treasure the adventurers find they may keep as further payment.

If asked Caddock can reveal most of the information contained in the **ADVENTURE BACKGROUND** section above. Feel free to keep some detail sketchy as this is ancient history, and most of the lore surrounding the tomb was deliberately destroyed long ago.

A note about coins: In the narrative 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 wyrmings, and copper eggs.

The Dungeon 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 used instead. These are left purposefully vague so as to allow for customization by the Dungeon Master:

- During 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, or wants.

- 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 setting, it is suggested that the **Tomb of Rakoss the Undying** is at least several days travel from the starting location. During this time use the following table to determine if there are any random encounters. Encounters occur on a result of 1 on 1d6 rolled every 8 hours.

Caer Arail/Ganlaw Mountains Region (2d10)

2. 1-4 Cave Fishers
3. 2-8 Boars, Giant
4. 1-8 Mobats
5. 2-5 Displacer Beasts
6. 2-5 Badgers
7. 1-4 Basilisks
8. 4-40 Dwarves, Hill
9. 2-20 Bandits
10. 1-3 Bears, Black
11. 4-40 Goblins
12. 3-12 Ghouls
13. 2-20 Hobgoblins
14. 3-30 Orcs
15. 1-2 Bulettes
16. 1-4 Giants, Hill
17. 1-10 Ogres
18. 1-2 Mountain Lions
19. 2-20 Wolves
20. 1-4 Giants, Stone

All of the encounters above are standard random encounters, and provide no treasure. Stat blocks are provided below for convenience.

Cave Fisher: AC 4; MV @1"; HD 3; hp 11 each; #AT 2; Dmg 2-8(x2); SA sticky filament ropes a victim; SD filament cut by +1 or better weapon; AL N; SIZE M; XP 118 each; MM2 pg.24

Boar, Giant: AC 6; MV 12"; HD 7; hp 35 each; #AT 1; Dmg 3-18; AL N; SIZE L; XP 505 each; MM pg.11

Bat, Mobat: AC 2/7/10; MV 3"/15" (MC:C); HD 6; hp 36 each; #AT 1; DMG 2-8; SA screech (save vs paralysis or cover ears instead of fighting); SD surprise 50% of time; AL NE; SIZE M; XP 330 each; MM2 pg.15

Displacer Beast: AC 4; MV 15"; HD 6; hp 33 each; #AT 2; Dmg 2-8(x2); SD -2 to be hit, saves as 12th lvl fighter

+2 on die; AL N; SIZE L; XP 739 each; MM pg.28

Badger: AC 4; MV 6"(3"); HD 1+2; hp 8 each; #AT 3; Dmg 1-2(x2)/1-3; AL N; SIZE S; XP 36 each; MM pg.8

Basilisk: AC 4; MV 6"; HD 6+1; hp 20 each; #AT 1; Dmg 1-10; SA gaze turns to stone; AL N; SIZE M; XP 1160 each; MM pg.8

Dwarf, Hill: AC 4; MV 6"; HD 1; hp 7 each; #AT 1; Dmg sword (1-8), spear (1-6); SD saving throws at 4 levels higher vs magic and poison; AL LG; SIZE S; XP 52; MM pg.35

Bandits: AC 7; MV 12"; HD 1-6hp; hp 4 each; #AT 1; Dmg by weapon; AL N; SIZE M; XP 16 each; MM p.66.

Bear, Black: AC 7; MV 12"; HD 3+3; hp 12 each; #AT 3; Dmg 1-3(x2)/1-6; SA hug (2-8); AL N; SIZE M; XP 133 each; MM pg.9

Goblin: AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; Dmg morning star (2-8); AL LE; SIZE S; XP 13 each; MM pg.47

Ghoul: AC 6; MV 9"; HD 2; hp 6 each; #AT 3; Dmg 1-3(x2)/1-6; SA paralyzation; SD immune to sleep & charm spells; AL CE; SIZE M; XP 77 each; MM pg.43

Hobgoblin: AC 5; MV 9"; HD 1+1; hp 9 each; #AT 1; Dmg pole arm (2-8); AL LE; SIZE M; XP 38 each; MM pg.52

Orc: AC 6; MV 9"; HD 1; hp 7 each; #AT 1; Dmg 1-8 or by weapon; AL LE; SIZE M; XP 59 each; MM p.76.

Bulette: AC -2/4/6; MV 14"(3"); HD 9; hp 43 each; #AT 3; Dmg 4-48/3-18(x2); SA 8' jump; AL N; SIZE L; XP 2816; MM pg.12

Giant, Hill: AC 4; MV 12"; HD 8+2; hp 36 each; #AT 1; Dmg 2-16; SA hurled rocks (2-16); AL CE; SIZE L; XP 1832 each; MM pg.45

Ogre: AC 5; MV 9"; HD 4+1; hp 23; #AT 1; Dmg 1-10 or by weapon; AL CE; SIZE L; XP 205; MM p.75.

Lion, Mountain: AC 6; MV 15"; HD 3+1; hp 13; #AT 3; Dmg 1-6/1-3(x2); SA rear claws (1-4/1-4); SD surprised only on a 1; AL N; SIZE M; XP 162; MM p.61.

Wolf: AC 7; MV 18"; HD 2+2; hp 11 each; #AT 1; Dmg 2-5; AL N; SIZE S; XP 68 each; MM p.101.

Giant, Stone: AC 0; MV 12"; HD 9+3; hp 44 each; #AT 1; Dmg 3-18; SA hurled rocks (3-30); SD 90% chance to catch hurled missiles; AL N; SIZE L; XP 2416 each; MM pg.45

When the adventurers enter the wilderness hex containing the tomb it will take several hours at least for them to find its exact location. Eventually they will come across a cave set in a wooded hillside. The area immediately surrounding the cave entrance is devoid of vegetation.

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. 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. The temperature around the cave entrance is near freezing, coming in cold breaths from the dark cavern before you.

Adventurers entering the cave mouth will find a shallow cavern devoid of any life. A crevice in the far wall yawns blackly. Adventurers who move through the crevice will find themselves in **1. PATIO ENTRANCE**.

DM Note: The following features are common to all areas of the tomb unless otherwise indicated in the specific area description.

- The entire tomb is under a dreadful curse that has numerous game effects. This curse is beyond the power of appropriately experienced adventurers to overcome.
- The following spells do not operate in the tomb as a result of the curse: **astral projection; blink; dimension door; etherealness; gate; maze; plane shift; teleport; teleport without error** and similar psionic or spell-like abilities.
- No good aligned extra-planar creature may enter the tomb by any means.
- The entire tomb is freezing cold (around 20°F or -7°C). Adventurers not dressed for such temperatures will eventually suffer the effects of long term exposure. See the **Wilderness Survival Guide p.26** for more information on these effects.
- Adventurers attempting to **turn undead** suffer a penalty of -4 to their check. This is due to the pervasive evil penetrating the entire tomb.
- All walls, doors, and materials connected to the structure including religious items are covered in rime. This icy covering provides +2 to object saves vs. any attacks by good creatures.
- All doors in the tomb are made of quality hardwood with iron bindings. They are very durable and resistant to physical force. Attempts to force a door suf-

fer a -2 penalty, though a roll of 1 is always a success.

- There are no light sources in the tomb.

THE TOMB

1. PATIO ENTRANCE:

Through the crevice is a large uneven natural cavern that slopes up to a leveled-off platform of stone tile. A door is set in a worked section of wall at the cave's terminus. In front of the door is an open pit, the bottom of which is covered with jagged spikes.

Inside the pit is a humanoid skeleton picked clean of all flesh. There are no other items in the pit. There appears to be plenty of space available to move around the pit towards the door.

The pit is about 20 feet deep. Exploration of the pit will confirm that there is nothing of value there.

The door is locked as detailed above.



2. ENTRANCE HALLWAY:

When the adventurers succeed in opening the door to this hallway, read or paraphrase the following text.

The door opens to reveal a short hallway with one strong door at the opposite end. The length of the walls include mosaic stones that depict creatures clawing up from the grave under skies of mauve and gray.

There is no light in the hallway, so the adventures will need to provide a light source.

There is a trap halfway down the hall. It is a covered 20 feet deep spiked pit trap. The trap is concealed to look like the rest of the hallway floor, but there is a small gap in the floor all around the pit lid. The trap is triggered by 30 lbs. or more of pressure on the lid. It is 10 feet wide, but only 5 feet across. Falling into the trap deals 2d6 points

of damage from falling. Additionally those falling into the pit will be impaled on 1d4 spikes, each spike causing an additional 1d4 damage.

3. CENTRAL HALLWAY:

Through the door lies another hallway with several doors. At the south end is an eight feet tall, large stone statue of a fiendish knight wielding a huge flail and bearing a tower shield. Near the statue on the southeast wall is a door. There are three other doors along 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 armed with a broken longsword.

All of the doors in the hall are unlocked except for the doors to **9. CRYPT** and **12. DEMONIC TEMPLE**, and the secret door to **7. WIZARD'S LAB**. Descriptions of the doors are noted in the text for those encounters. Anyone who discovers the secret door to **7. WIZARD'S LAB** and attempts to open it will trigger the animation of the ancient stone warrior.

The stone warrior will cease any attack if the offender (the one who opened the secret door) is killed or leaves the hallway. It will return to its pedestal and wait to be activated again. The statue will also reactivate if attacked. If smashed, a large ruby worth 500gp will be found in the center of its chest.

Stone Warrior, Ancient: AC 5; MV 6"; HD 8; hp 51; #AT 1; Dmg 2-12; SA senses hidden, concealed or invisible creatures within 60 feet; SD piercing and slashing weapons cause 1/2 damage; immune to sleep, charm, poison, disease and energy drain; AL N; SIZE L; XP 1410; See **NEW MONSTERS**.

4. SACRIFICIAL SHRINE:

In the rear of this rectangular room are two stone altars. Words in a strange language are carved on the front of each altar. In front of the altars is a brass basin of immense size. A stone dragon that appears to be straining under the massive load supports the bowl with its head and neck, wings and tail. Dried blood coats the interior of the basin. On the south wall a red and black tapestry

depicting the dragon crest of the Maere Empire hangs from the ceiling.

The altars are made from red marble shot through with veins of obsidian. The words are in Abaedan (the language of the Maere Empire). Adventurers must specifically know this language to read it. Alternatively a **comprehend languages** spell will allow them to be understood. However, even if the words are translated, they do not necessarily convey exact meanings of the effects they produce. For example **lýfan** means arise, not raise dead.

If an amount of freshly drawn blood is let into the bowl the two altars will begin to glow with a pulsing sickly red light. The rhythm of the pulsing will match the heartbeat of the creature whose blood is in the bowl. If the creature dies the pulsing will end and remain a dull steady glow for an additional 1-4 turns and then fade slowly over the next 2-8 turns. During the period of the steady glow the altars can be tapped of necromantic energy (in spell levels equal to the number of liters of blood in the bowl) by touching them and speaking a command word to produce the effects on the table at the bottom of the page.

An adult human male has approximately 5 liters of blood.

As the necromantic energy is used, a quantity of blood in the bowl in liters equal to the spell level of the effect will dry up and leave a crusty film on the inside of the bowl.

There is nothing else of value in the room, save for the brass basin. It is far too heavy to move by conventional means. If somehow removed from this place it would be worth 1,100 gp, but that takes into account only the actual brass. Otherwise, the piece is virtually priceless. Removing either the bowl or the altars from this room will ruin the mag-

SACRIFICIAL SHRINE EFFECTS TABLE

LEFT ALTAR		RIGHT ALTAR	
COMMAND	EFFECT	COMMAND	EFFECT
hælu	cure light wounds	dolg	cause light wounds
péowian	animate dead	æftercweðan	speak with dead
bétan	cure serious wounds	blóddolg	cause serious wounds
gebétan	cure critical wounds	bealubenn	cause critical wounds
lýfan	raise dead	astyrfan	slay living

ic between them and the above effects will no longer be available.

Any undead created in this room will become guardians of the tomb.

5. GUARD BUNKROOM:

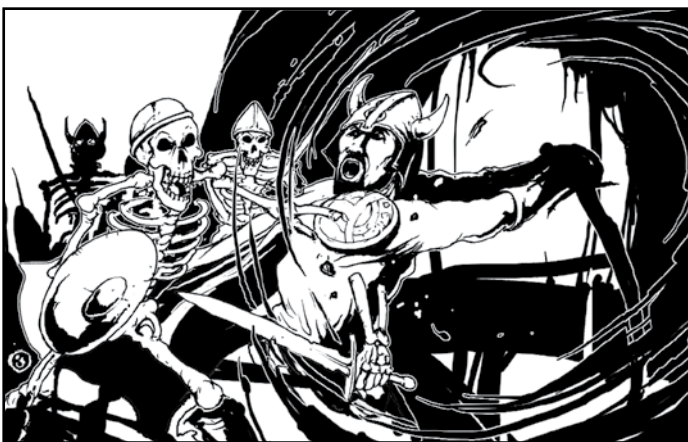
This is a square bunkroom that is in a state of complete disrepair. There are five old bunk frames, the bedding long since decayed to dust, two tables, and two footlockers in the room. The floor is littered with the desiccated flesh covered skeletons of the former inhabitants as well as battered pieces of armor and ancient looking swords. Everything is covered in a layer of rime.

The skeletons are five coffer corpses. They will attack once the adventurers have entered the room and begin exploring.

The weapons and armor are frozen to the floor and rime covered. They are non-magical and in all ways normal items, but they do have historical value. A collector would pay as much as 45 gold towers (gp) for each long sword and as much as 145 gold towers (gp) for each complete set of scale mail.

The two footlockers (each locked with a padlock) contain the following items. 300 gold dragons (gp), a bloodstone worth 50 gp, an azurite worth 90 gp, and a **potion of restoration** (see **NEW MAGIC ITEMS**).

Coffer Corpse (5): AC 8; MV 6"; HD 2; hp 14, 10, 9, 6, 5; #AT 1; Dmg long sword (1-8); SD Can only be hit by magical weapons; AL CE; SIZE M; XP 268; FF p.19.



6. RUINED KITCHEN:

This is a combination of kitchen and mess hall. A fireplace is built into the west wall. Nearby is a butcher block and a hanging rack of pots and knives. The eastern portion of the room contains several tables surrounded by chairs. Seated in one

of the chairs, its back to the door, a spectral figure hunches. Its elbows are on the table and its head is resting in the palms of its hands.

The figure is Rakoss' dead cook, now a spectre through the workings of Rakoss' foul magics. He still appears as he did in life, dressed in his cooking attire and apron. His clothes and hands streaked with grease. He will not notice adventurers unless they move around to his line of sight. He is engrossed in self-pity over his state of un-life. His desiccated corpse lies frozen to the ground near the butcher block.

However, if he becomes aware of the adventurers he will attempt to communicate. Unfortunately he has a strong desire to contact flesh (shaking hands, putting a hand on a shoulder) perhaps a result of his condition, which is of course deadly to the living. The cook Unwin dropped dead suddenly when Rakoss completed his curse and negative energy flooded the area. All he really wants is to be able to join his family in the afterlife, but he seems to be stuck in this room.

If the adventurers agree to help him, he will ask that two items be returned to him. He doesn't know why, but he feels that the cleaver Rakoss borrowed from him is important (it is on the altar in **12. DEMONIC TEMPLE**), and he had a small obsidian glass holy symbol of Balaur that Rakoss insisted be stored in **10. SUPPLY STORAGE ROOM** and is still there. If these two items are placed on the cook's corpse he will thank the adventurers before slowly fading away into oblivion.

If the adventurers refuse to help him, or simply attack he will fly into an unreasoning rage and fight them until he has driven the intruders from his kitchen, or he is destroyed.

There is nothing of worth in this room, but once Unwin is at rest his holy symbol can be removed without consequence.

Spectre (Unwin): AC 2; MV 15"/30"; HD 7+3; hp 40; #AT 1; Dmg 1-8; SA drain 2 life lvls; SD immune to sleep, charm, hold, or cold spells; not affected by poison or paralyzation, +1 or better weapon to hit; AL LE; SIZE M; XP 2050; MM p.89.

7. WIZARD'S LAB:

If the adventurers enter from **3. CENTRAL HALLWAY** read the following:

Ahead is an unadorned hallway. At the far end a blood red curtain embroidered in black and gold with arcane symbols obscures what lies beyond.

If the party opens the curtains they will awaken Rakoss' apprentices, two mummies. The apprentices are not normal mummies in the traditional sense. They are animated desiccated dead, but they were not prepared as normal mummies. They do wear tight fitting robes, but they are not wraps. The robes were designed to be tight fitting to keep sleeves or other dangling clothing from knocking over bottles of reagents, or being ignited by candles in this lab. The mummification is due to Rakoss' curse lying on the whole tomb.

Once the apprentices are dealt with, the room may be searched. It is obviously a wizard's lab. All of the material components are long-since ruined by the cold and negative energy. A shelf contains several books on varied subjects including **Archmagi's Guide to Alchemy, Strategic Seige, 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 by damp and cold but contains the following useable spells:

- Level 1:** **affect normal fires, burning hands, comprehend languages, dancing lights, detect magic, enlarge, find familiar, friends, light, magic missile, nystul's magic aura, protection from evil, read magic, shocking grasp, sleep, spider climb, unseen servant, ventriloquism, write**
- Level 2:** **continual light, detect evil, detect invisibility, esp, fools gold, invisibility, knock, leomund's trap, levitate, locate object, magic mouth, pyrotechnics, ray of enfeeblement, rope trick, shatter, stinking cloud, strength, wizard lock**
- Level 3:** **blink, clairvoyance, explosive runes, flame arrow, fly, gust of wind, haste, hold person, infravision, invisibility 10' radius, leomund's tiny hut, lightning bolt, monster summoning i, phantasmal force, protection from evil 10' radius, slow, tongues**
- Level 4:** **charm monster, confusion, dimension door, enchant weapon, fear, fire shield, fire trap, minor globe of invulnerability, polymorph other, polymorph self, rary's mnemonic enhancer, remove curse, wall of fire, wall of ice, wizard eye**

Level 5: **animate dead, cloudkill, conjure elemental, cone of cold, extension ii, feeblemind, monster summoning iii, mordenkainen's faithful hound, stone shape, telekinesis, teleport, wall of force**

There is also a desk with a locked drawer. Inside are 11 platinum wyrms (pp), 240 gold dragons (gp), 230 silver wyrmlings (sp), three 100 gp pearls, and a **glove of spell storing** (as **ring of spell storing**).

A well concealed secret door (chance of discovery reduced by 1, but never less than 1) can be found on the east wall. 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 cold here, the chill seems to be less intense. This is because this area lies outside the curse of Rakoss'. A door is at the end of the passage.

Mummy (2): AC 3; MV 6"; HD 6+3; hp 30, 29; #AT 1; Dmg 1-12; SA rotting disease (requires heal disease to cure, prevents cure wound spells until cured); SD sight causes fear (save vs magic) or be paralyzed for 1-4 melee rounds; only harmed by magic weapons (at 1/2 dmg, round down); immune to sleep, charm, hold, cold, posion, & paralysis spells; AL LE; SIZE M; XP 2772; MM p.72.

Lore: The **glove of spell storing** is an item created by Rakoss himself. It is fashioned of black velvet stitched with red and gold thread. The back of the glove has several small arcane symbols embroidered into the velvet. This glove (left handed) contains the following 5th level spells cast as a 15th level magic-user; **animate dead, feeblemind and stone shape**.

8. WARROOM:

This room is dominated by a large stone table. On the table is a relief model of the nearby countryside fashioned in clay and rendered in great detail. Flags of several units are placed about the map. Leather-backed chairs surround the table. Shelves stocking additional models, units and clay surround the room. Various maps and charts also line the shelves along with several books. The room is in surprisingly good condition.

The books and maps in the room are worth quite a bit to historians or military strategists. These are the fabled works of Rakoss. There are ten volumes in all, with a value of 3d6x5 gp each and over two dozen maps, with a value of 2d12 gp each. None of the books are titled, and they read more like diaries, or journals than text books. All books and

maps are written in Abaedan. The models may be of some use to military strategists, but are otherwise mere toys.

A well concealed secret door (chance of discovery reduced by 1, but never less than 1) can be found on the far wall. The secret door is a 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 cold here, the chill seems to be less intense. This is because this area lies outside the curse of Rakoss'. A door is at the end of the passage.

9. CRYPT:

The door is locked, and the mechanism frozen. The door is difficult to pick (-10% chance). Once the door is opened read the following aloud:

This chamber is a dark crypt. The room contains four stone sarcophagi. Standing in the center of the far wall is a sickening, fleshy looking statue that suddenly springs to life!

The statue is actually a flesh golem created by Rakoss. Its instructions are to attack and kill anyone entering the crypt. It will follow targets anywhere in the tomb/bunker, smashing doors to follow interlopers. It cannot exit the tomb, and will not enter areas 13 through 16.

The four sarcophagi each contain a moldering corpse, and the following treasures:

- Sarcophagus #1:** a sack containing 250 gold dragons (gp).
- Sarcophagus #2:** a coffer containing 500 silver wyrmlings (sp), and a two-handed sword worth 90gp to a collector of antiquities or military memorabilia.
- Sarcophagus #3:** a small chest containing 450 gold dragons (gp).
- Sarcophagus #4:** a sack containing 200 gold dragons (gp), a frozen **potion of levitate**, and a **+1 ring of protection**. Lying next to the body is a **+2 longsword**.

Depending on how the adventurers fared with the flesh golem, the Dungeon Master can add a single coffer to sarcophagus #4. The corpse will attack when the lid is removed enough for it to leap up and exit the sarcophagus. It can use the magical longsword against the adventurers if the Dungeon Master wishes.

Golem, Flesh: AC 9; MV 8"; HD 9; hp 40; #AT 2; Dmg 2-16(x2); SA 1 pt structural dmg to wooden constructions every 3 melee rounds; SD only hit by magic weapons; immune to most spells (fire &



cold based spells slow 50%); electrical attacks restore hp; AL N; SIZE L; XP 2380; MM p.48.

Coffer Corpse: AC 8; MV 6"; HD 2; hp 13; #AT 1; Dmg long sword (1-8); SD Can only be hit by magical weapons; AL CE; SIZE M; XP 62; FF p.19.

Lore: The **+2 longsword** is Endung, an ancient Maere weapon wielded by one of Rakoss' lieutenants Niedhamed. Known as the Ripper, Niedhamed was fond of raping and killing captive women. The sword itself is highly decorated with etching and Maere lettering. It glows pale gold when swung in combat.

10. SUPPLY STORAGE ROOM:

This room serves as a storage area. For some reason it is not nearly as cold as the rest of the tomb. The room contains barrels and sacks that once contained various foodstuffs. A skeleton lies propped up against a barrel in the far corner.

One of Rakoss' retainers, a man of relative goodness and character, hid in this room while Rakoss performed his foul ritual cursing this place. He prayed to Balaur to save him, and his prayer was answered. This room is unaffected by the curse, and is a safe haven for adventurers to rest. It is not safe from the flesh golem should adventurers flee here during a fight with the golem, but no other creatures in the cursed tomb will willingly enter it. They are, in fact, unable to perceive the room or

the door to it in any way. Otherwise it should prove to be a warm place to recover from the cold and the hazards of the dungeons.

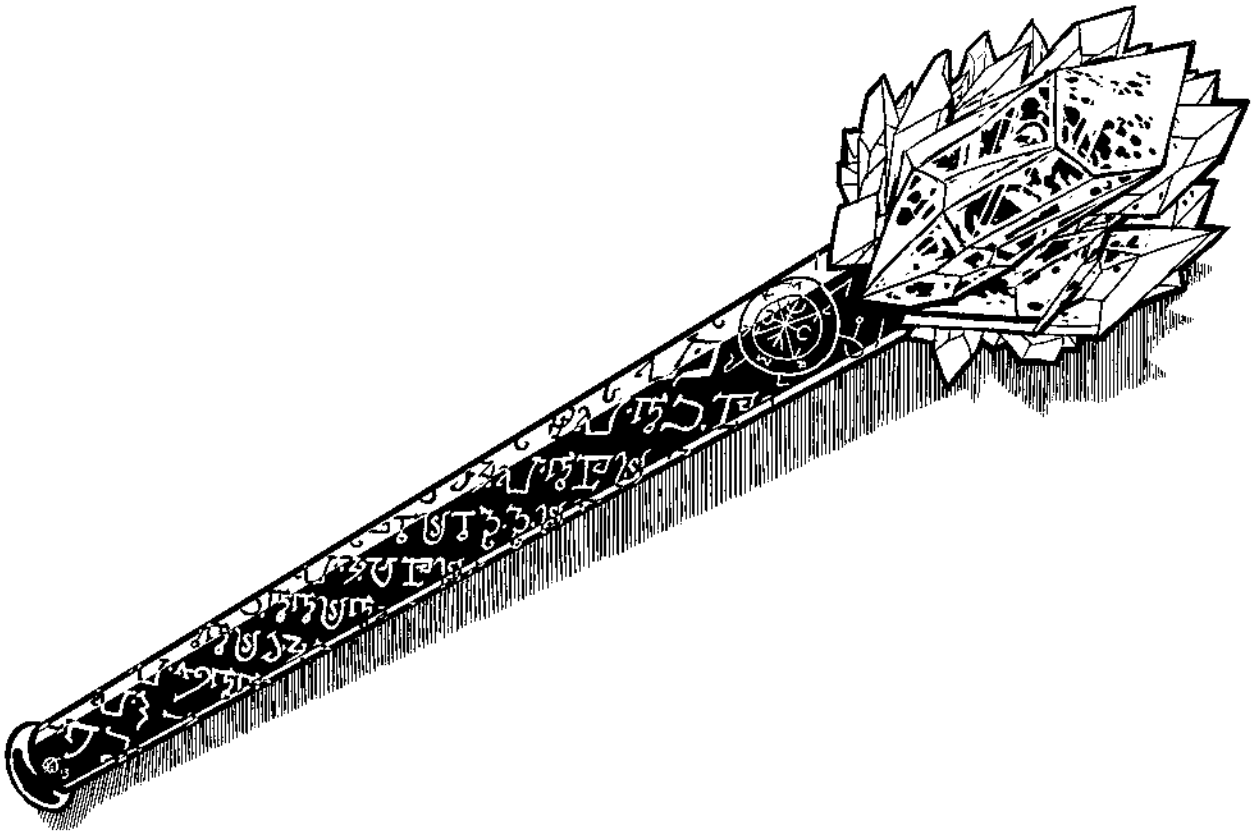
The retainer lived out the rest of his life in this room, venturing out occasionally to find a means of exiting the tomb, but he was unable to find a way out as he was affected by the runes sealing the entry cave. Eventually the supplies ran out and he starved to death. His skeleton can be used to speak with dead and learn the information above.

On a shelf near the door an obsidian glass holy symbol of two entwined dragons rests against an empty ceramic pot. This is the holy symbol the cook (spectre) Unwin from **6. RUINED KITCHEN** will request be returned to him. It is worth 75gp.

11. RAKOSS' INNER SANCTUM:

This is a small roughhewn chamber. Strewn about are broken philters, jars of unguent, urns and there are sigils scribbled on the walls with what appears to be charcoal. There are no furnishings apart from a makeshift table made from two empty crates and a wooden plank. The room is notably warmer than the others and yet the cloying feeling of evil that permeates the rest of the tomb is even stronger here.

This room was used as a preparation room for Rakoss' planned transformation into a lich. There is no evidence here whether or not he was success-



ful in completing that transformation. The sigils are indicative of evil and undeath.

The chamber is outside the area of Rakoss' curse, however any adventurers attempting to rest here will be awakened by terrible nightmares. The nightmares consist of horrific visions of battlefield carnage, and the rape and torture of captives. At some point during each nightmare, the adventurer will become aware that they are a victim as well, viewing the scenes from the vantage point of an impaling spear, crucifixion tree, hangman's noose, or other high vantage point. Although healing can be conducted here, adventurers will receive no rest, and spells cannot be recovered either by prayer or memorization.

If the adventurers take time to search the profuse amounts of broken glass, crystal and pottery they 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 will reveal the presence of 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 adventurers, but are clearly necromantic in nature. A wizard, priest or sage with knowledge of necromancy can determine that the runes deal with soul or essence. The cylinder is seemingly indestructible and highly resistant to magic (90%).

The Dungeon Master is free to decide if this is a false or real phylactery for Rakoss. Regardless the adventurers should be made to face some hard choices about what to do with the cylinder.

Anyone in possession of the cylinder for more than 1 turn (10 minutes) will develop an unreasoning desire to protect it. This desire effect will bypass most precautions, even for example storing it in a **bag of holding**. The new "owner" will protect the cylinder from any attempt to destroy it, even going so far as to attack friends, allies or family who attempt to harm it. Anyone who tries to harm the cylinder becomes a threat and an enemy.

Furthermore, the "owner" will gain a +1 bonus to AC and saving throws, along with an additional 10 hit points. The adventurer will be convinced that this relic must be protected and preserved going to great lengths to do so if necessary. The owner retains her alignment and rational ability in regard to everything except this cylinder. They will not ap-

pear to be under the effects of any mind altering curse or spell.

Whether the Dungeon Master decides to make this a true or false phylactery, Rakoss' intent behind making this item was to preserve it. That is why it appears to be beneficial. As a phylactery the continued preservation of the cylinder is essential to Rakoss' continued existence as a lich. Even if it is a false phylactery, the cylinder can be a springboard for conflict within the adventuring party if some members believe it is a phylactery and should be destroyed.

12. DEMONIC TEMPLE:

The door is locked. The mechanism is frozen so it is -10% chance to pick. Once the door is opened read the following aloud:

This large rectangular room is lit by torches around the room placed at even intervals. A large crimson tapestry depicting a demonic form hangs behind an altar of bloodstained granite at the southern end of the room. Two large stone pews are in the northern end of the room along with a stone table. A third pew flanks a woven rug similar in design to the tapestry.

The tapestry and rug are worth 100 gp each. Behind the altar on the floor is inscribed a **glyph of warding**. Anyone entering that area triggers a **monster summoning VI** spell gating in three **bar-lgura**. The demons will attempt to destroy the adventurers immediately, and keep them from the secret door. They will appear around the glyph.

The secret door is well concealed. Attempts to locate it are 1 less than the usual chance, but never less than 1. The torches are normal torches with **continual light** spells cast upon them. They can be removed from the sconces.

Lying atop the altar its blade covered in dried blood is a simple cleaver. This was used by Rakoss to perform a sacrifice on this altar, and is one of two items requested by the cook (spectre) Unwin from **6. RUINED KITCHEN**.

Bar-Lgura (3): AC -3; MV 9"@15"; HD 6+6; hp 44, 38, 36; #AT 3; Dmg 1-6(x2)/2-12; SA can divide attacks among 3 opponents; type iv or greater are immune to non-magical weapons; spells: darkness, teleport (no error), and gate; SD change color, can't be subdued; infravision; half dmg from cold, electricity, dragon or magical fire, and gas.

converse with any intelligent creature; MR 45%; AL CE; SIZE M; XP 6355; MM2 p.37.

CAVERNS

The curse effects and the cold do not extend into the caverns. The ceiling of the caverns is between 40 and 50 feet high. There is a natural shaft in the ceiling that eventually leads to the surface. The floor is rough, but level.



13. CAVERN ENTRANCE:

After the freezing temperatures of the tomb, this cavern feels warm. The cavern walls are irregular, but the floor is mostly flat. Passages branch off to the northeast, the northwest and west.

The ceiling of this cave is riddled with seven piercers. Their positions on the ceiling are marked on the map with an X. When adventurers pass beneath them they will attack by dropping on the group.

Just south of where the cave branches off is the skeleton of a large winged beast. Those with knowledge of monsters will be able to determine that the skeleton was a mantichore. It probably fell victim to the piercers while trying to enter or exit the cave by way of the shaft in the ceiling.

Piercer (7): AC 3; MV 1"; HD 4; hp 23, 19, 14, 16(x2), 11(x2); #AT 1; Dmg 4-24; SA 95% chance to surprise; AL N; SIZE M; XP 860; MM p.78.

14. EASTERN CUL-DE-SAC:

The cavern splits to the east in a large cul-de-sac. Near the eastern end of the cavern is a desiccated body. The corpse is positioned spread eagle and still wears a shiny suit of chain mail along with green doe skin boots. Next to the body is a staff and a small sack.

An adventurous elven ranger not long ago made his way into the caverns by way of the ceiling

shaft only to perish. Several bony spikes lie nearby. Perhaps the elf fell victim to the mantichore. The deceased ranger wears **+2 elven chainmail**. The nearby staff is a **+2 quarterstaff**, and the sack has 23 gold towers (gp) inside.

Lore: The **+2 elven chainmail** is an ancient suit forged by the elven smith Oderenion, during the reign of King Tirithedain. The chain links of this armor are shaped like white oak leaves instead of the standard circle links. Something about the magic of the armor keeps the links from catching and bunching up. It always falls out to its full length when worn. Depending on season, the links are either tinted green (spring/summer), reddish-orange (fall), or brown (winter).

The **+2 quarterstaff** has a head carved to resemble a blue spruce cone.

15. WESTERN CUL-DE-SAC:

This section of cavern splits off to the northwest. A musty smell of animal suffuses the area. The floor at the far end of the cavern is covered with the bones of dead animals.

This area is the home of a mantichore; the mate of the one who died in the central cavern. There is treasure scattered among the detritus of the mantichore lair. A thorough search will turn up the following:

250 gold towers (gp)
1 amethyst worth 100 gp
1 tiger-eye worth 100 gp
1 **potion of restoration**

Mantichore: AC 4; MV 12"/18"; HD 6+3; hp 27; #AT 3; Dmg 1-3(x2)/1-8; SA 4 volleys of 6 tail spikes (1-6/spike); AL LE; SIZE L; XP 741; MM p.65.

16. TREASURE CHAMBER:

The secret door to this chamber is very cleverly disguised as natural cavern wall. A lever in a fist sized hole in the wall to the left of the door will cause the stone to slowly sink into the floor when pulled.

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

The chamber dates back to the dwarven occupation of this complex. There is a trap guarding entry into the room. If the secret door is opened before someone steps on the pressure trigger directly in front of the door, the trap is disabled (easy to do if you know where the door is, and how to open it).

If someone steps in the space in front of the door before it is opened, the trap will be sprung.

When the trap is triggered a spear launches out of a small hole in the secret door at anyone standing directly in front of it. The spear attacks as a 5th level fighter, doing 1d6+3 damage. Make attack rolls against all adventurers standing in the path of the trap until one is hit (stopping the spear), or all are missed.

The treasure in the room is contained in three stone chests carved out of the cave floor itself. The chests cannot be moved by conventional means. The treasure consists of the following:

100 Platinum Mountains (pp)
500 Gold Forges (gp)
600 Electrum Hammers (ep)
a **+2 light crossbow**
a **+2 shield**
a suit of dwarf-sized **+1 mithril chain mail**

Lore: The **+2 light crossbow** is a weapon known as **Hröðvind**. It was designed by the dwarven weaponsmith **Arnór Rockhammer**. The wood is grey in color and appears to be stone. Carved into the sides of the stock are intricate knotwork patterns. The hardware is made of burnished nickel.

The **+2 shield** is **Vörður**. Created in **Móta Bæinn** by **Finnur Blackforge** this shield is a dwarf-sized tower shield. The symbol on the shield is a stern looking male dwarven face (the symbol of **Tollur**, dwarven god of duty and obligation).

The **+2 mithril chain mail** is a suit of mail created for **Thane Haraldur Hammerfall** of **Móta Bæinn** by **Finnur Blackforge** and passed down through the Hammerfall Thanes for centuries. The mail is made of fine mithril chain links so as to appear to be made of shimmering, silvery cloth instead of metal loops. The mail is adorned with semi-precious stones around the neck. Any living members of the Hammerfall line of Thanes would pay dearly to recover this piece of their history.

ENDING THE ADVENTURE

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 magic imprisoning him, and escape the gruesome fate that befell the rest of his retinue.

When the party returns to Caddock in Caer Arail, he

will be somewhat disappointed in the outcome (even with the recovery of the books and maps), 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 Dungeon 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 his captors, 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!

NEW MAGIC ITEMS

Potion of Restoration: A restoration potion reverses the effect of **energy drain**, or the loss of a life energy level as the result of the touch of undead such as spectres, wights, or vampires as the seventh level cleric spell **restoration**. Only one such level can be regained per potion consumed. As the cleric spell, quaffing a restoration potion will restore the intelligence of a creature affected by a **feblemind** spell. **XP Value:** 700 **GP Value:** 5,000

NEW MONSTERS

ANCIENT STONE WARRIOR

FREQUENCY: Rare
NO. APPEARING: 1
AC: 5
MOVE: 6"
HD: 8
% IN LAIR: 0%
TREASURE TYPE: Nil (see below)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-12
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: see below
MAGIC RESISTANCE: Standard
INT: Non-
ALIGNMENT: Neutral
SIZE: L (8' + tall)
XP: 900 + 10/hp

Ancient Stone Warriors are a type of golem often created as guardians, or sometimes to act as soldiers

or body guards to powerful generals who are spell casters. An Ancient Stone Warrior can be created by a spell caster of any alignment of at least 14th level. The spells used to create these constructs and the procedures to animate them have been lost over time, however, all require the use of a large ruby of at least 500gp value. The ruby is taken into the body of the construct during creation and rests in the center of its chest as a "heart" of sorts. These rubies can be recovered when the ancient stone warrior is destroyed.

The creator of the Ancient Stone Warrior can give it simple commands that are conveyed via thought. The Ancient Stone Warrior need not be in earshot to obey, but the limit of this communication is determined by the spell caster's prime attribute (INT or WIS) in tens of yards (ex. A magic-user with INT 17 can communicate with an ancient stone warrior of his own creation up to 170 yards away). They can also be given nested commands if worded correctly, such as "if anyone enters this room attack, unless I or my lieutenant are

with them." The extent of these instructions in number of words cannot exceed the spell caster's prime attribute x2.

Ancient Stone Warriors are affected by normal weapons, but piercing and slashing weapons cause only 1/2 damage to them. They can sense hidden, concealed or invisible creatures within 60 feet as if they were in plain sight. As nonliving constructs they are immune to sleep, charm, poison, disease and energy drain.

PRE-GENERATED CHARACTERS

The following pre-generated characters are designed on an experience point base of 3753 XP. Multi-class characters with two classes have 1876 earned experience points per class. The only multi-class character with three classes has 1251 earned experience points per class.



Berwyn Hier – Human Magic-User 5 – Male

STR	8	to hit:+0 damage:+0	Alignment:	Lawful Neutral
INT	17	spells:75% min:8 max:14	Movement Base:	12" (12")
WIS	10	magical attack adj:+0	Armor Class:	4
DEX	14	react/attack:+0 defense:+0	Hit Points:	17
CON	14	hits:+0 sys:88% res:82%	Height:	6'0"
CHA	10	reaction adj:+0%	Weight:	161 lbs



Items: dagger +2, bracers of defense (AC 4), robe, spell components, spellbook, leather backpack, waterskin, cloak, rations, leather boots, bedroll, belt pouch, grapnel, lantern, oil flask, bandages, coil of rope, 7 pp, 90 ep, 167gp, 23 sp, 23 cp.

Other: Spellbook:
 Level 1: Charm Person, Enlarge, Erase, Find Familiar, Light, Mending, Read Magic, Shield, Sleep, Unseen Servant, Ventriloquism
 Level 2: Audible Glamer, Darkness 15' Radius, Esp, Forget, Invisibility, Knock, Rope Trick, Shatter, Stinking Cloud
 Level 3: Blink, Clairaudience, Clairvoyance, Fireball, Haste

Weapon Proficiencies:

Languages: common, lawful neutral, hill giant, orcish, elvish, storm giant, dwarvish, hobgoblin.

Spells: Magic-User Spells: 4, 2, 1

Saving Throws:

Paralyzation/Poison/Death	14
Petrification/Polymorph	13
Rod/Staff/Wand	11
Breath Weapon	15
Spells	12

dagger.

Brynja Darkaxe – Dwarf Thief 6 – Female

STR	12	to hit:+0 damage:+0	Alignment:	Neutral Good
INT	10		Movement Base:	12" (9")
WIS	8	magical attack adj:+0	Armor Class:	6 (8)
DEX	16	react/attack:+1 defense:-2	Hit Points:	36
CON	16	hits:+2 sys:95% res:96%	Height:	3'10"
CHA	10	reaction adj:+0%	Weight:	110 lbs



Items: dagger, shortsword +1, +3 vs. regenerating creatures, padded armor, thieves picks & tools, leather backpack, waterskin, cloak, rations, leather boots, bedroll, coil of rope, pocket knife, tinder box, grapnel, torch, iron spikes, 10 pp, 227 gp, 122 ep, 19 sp, 15 cp.

Other: 3 x damage with backstab, infravision 60', detect slope 75%, detect new construction 75%, detect sliding walls 66%, detect stonework traps 50%, determine depth 50%, +1 to hit half-orcs/goblins/hobgoblins/orcs, -4 on ac vs. giant monsters, +4 on saving throws vs. rods, staves, wands, spells, and poisons.

Weapon Proficiencies:

Languages: common, neutral good, thieves cant, dwarvish, gnome, goblin, kobold, orcish, dryad, halfling.

Saving Throws:

Paralyzation/Poison/Death	12
Petrification/Polymorph	11
Rod/Staff/Wand	12
Breath Weapon	15
Spells	13

shortsword, dagger, darts.

Thieving skills:	Pick Pockets:55%	Open Locks:62%
	Find Traps:60%	Move Silently:47%
	Hide/Shadows:37%	Hear Noise:20%
	Climb Walls:82%	Read Languages:25%

Faelwen Eregeth– Elf Paladin of Maethor 5 – Female

STR	16/33	to hit:+0 damage:+1	Alignment:	Lawful Good
INT	14		Movement Base:	12"(6")
WIS	15	magical attack adj:+1	Armor Class:	0(3)
DEX	16/54	react/attack:+1 defense:-2	Hit Points:	40
CON	14/02	hits:+0 sys:88% res:92%	Height:	4'6"
CHA	18/00	reaction adj:+35%	Weight:	80lbs



Items: lance, bastard sword +2, plate mail, horse, saddle, leather backpack, waterskin, cloak, rations, leather boots, bedroll, shield, bandages, sack, lantern, oil flask, iron spikes, 10' pole, 16 pp, 368 gp, 198 ep, 27 sp, 24 cp.

Other: detect evil, 60' range, +2 on all saving throws, immunity to all forms of disease, protection from evil 10' radius, cure 1 diseases/week, lay on hands for 10 hp, turn undead as lvl 3 cleric, special warhorse, bonus damage with lance, special parry ability, mounted attacks as if 1 level higher, determine worth of steed, immune to fear, 90% resistance to mind attacks, +2 on saves vs. illusions, weapons of choice, 89% unlikely to be thrown from saddle, protection from fear 10' radius, able to function at neg. hit points, vault into saddle with bulky armor and have steed underway in single segment, handle and ride a unicorn as a steed, urge mount to an additional speed of 2' bonus to movement rate for 6 turns, 90% resistance to sleep/charm spells, +1 to hit with bow and sword, infravision 60', detect secret doors on a 2 in 6, detect concealed doors on a 3 in 6, surprise on 4 in 6 if unarmored.

Saving Throws:

Paralyzation/Poison/Death	11
Petrification/Polymorph	12
Rod/Staff/Wand	13
Breath Weapon	13
Spells	14

Weapon Proficiencies: lance, longsword, broadsword, bastard sword, shortsword.

Languages: lawful good, elvish, gnomish, halfling, goblin, hobgoblin, orcish, gnoll, undercommon, silent tongue.

Turn Undead: skeleton:4, zombie:7, ghoul:10, shadow:13, wight:16, ghast:19, wraith:20

Gwenfrewi Yates – Human Cleric of Heigion 5 – Female

STR	9	to hit:+0 damage:+0	Alignment:	Neutral Good
INT	10		Movement Base:	12"(9")
WIS	17	magical attack adj:+3	Armor Class:	3(4)
DEX	12	react/attack:+0 defense:+0	Hit Points:	22
CON	15	hits:+1 sys:91% res:94%	Height:	5'6"
CHA	14	reaction adj:+10%	Weight:	145lbs



Items: mace +2, necklace of prayer beads, sling, 12 sling stones, banded mail, spell components, holy symbol(silver), leather backpack, waterskin, cloak, rations, leather boots, bedroll, shield, wooden mallet & stakes, pocket knife, belt pouch, iron spikes, mirror, 12 pp, 281 gp, 150 ep, 19 sp, 12 cp.

Other: can't use edged weapons, turn undead.

Turn Undead: skeleton:T, zombie:T, ghoul:T, shadow:4, wight:7, ghast:10, wraith:13, mummy:16, spectre:20

Saving Throws:

Paralyzation/Poison/Death	9
Petrification/Polymorph	12
Rod/Staff/Wand	13
Breath Weapon	15
Spells	14

Weapon Proficiencies: mace, hammer, sling.

Languages: common, neutral good, satyr, halfling.

Spells: Clerical Spells: 5, 5, 2

Kalgas Barzel – Half-Orc Cleric of Kerav 4/Fighter 4 – Male

STR	17	to hit:+1 damage:+1	Alignment:	Chaotic Good
INT	10		Movement Base:	12"(9")
WIS	14	magical attack adj:+0	Armor Class:	2(3)
DEX	12	react/attack:+0 defense:+0	Hit Points:	32
CON	15	hits:+1 sys:91% res:94%	Height:	5'5"
CHA	10	reaction adj:+0%	Weight:	167lbs



Items: hammer +2, trident, chain mail +2, spell components, holy symbol(wooden), leather backpack, waterskin, cloak, rations, leather boots, bedroll, shield, lantern, oil flask, bandages, iron spikes, grapnel, coil of rope, 10 pp, 241 gp, 128 ep, 11 sp, 20cp.

Other: turn undead, infravision 60'.

Turn Undead: skeleton:T, zombie:T, ghoul:4, shadow:7, wight:10, ghast:13, wraith:16, mummy:20

Saving Throws:

Paralyzation/Poison/Death	14
Petrification/Polymorph	15
Rod/Staff/Wand	16
Breath Weapon	17
Spells	17

Weapon Proficiencies: hammer, dagger, trident, morning star, bow.

Languages: common, chaotic good, orcish, red dragon, halfling.

Spells: Clerical Spells: 5, 2

Laurelin Ninneth – Half Elf Cleric of Balanedaur 4/Ranger 4 – Female

STR	16	to hit:+0 damage:+1	Alignment:	Neutral Good
INT	17	spells:75% min:8 max:14	Movement Base:	12"(9")
WIS	16	magical attack adj:+2	Armor Class:	3(4)
DEX	13	react/attack:+0 defense:+0	Hit Points:	26
CON	15	hits:+1 sys:91% res:94%	Height:	5'2"
CHA	14	reaction adj:+10%	Weight:	100lbs



Items: hand axe, bow +1, 14 arrows +1, sling, 12 sling stones, banded mail, spell components, holy symbol(wooden), leather backpack, waterskin, cloak, rations, leather boots, bedroll, shield, mirror, 10' pole, pocket knife, iron spikes, lantern, oil flask, potion of extra-healing, 10 pp, 227 gp, 122 ep, 15 sp, 29 cp.

Other: turn undead, surprise opponents on 3 in 6, only surprised 1 in 6, tracking ability, +4 damage vs. giant class, 30% resistance to sleep/charm spells, infravision 60', detect secret doors on a 2 in 6, detect concealed doors on a 3 in 6.

Turn Undead: skeleton:T, zombie:T, ghoul:4, shadow:7, wight:10, ghast:13, wraith:16, mummy:20

Saving Throws:

Paralyzation/Poison/Death	9
Petrification/Polymorph	12
Rod/Staff/Wand	13
Breath Weapon	15
Spells	14

Weapon Proficiencies: sling, hand axe, dagger, bow.

Languages: common, neutral good, elvish, gnome, halfling, goblin, hobgoblin, orcish, gnoll, xorn.

Spells: Clerical Spells: 5, 4

Macsen Rhydderch – Human Cleric of Seren 5 – Male

STR	15	to hit:+0 damage:+0	Alignment:	Lawful Good
INT	11		Movement Base:	12"(9")
WIS	16	magical attack adj:+2	Armor Class:	3(4)
DEX	13	react/attack:+0 defense:+0	Hit Points:	21
CON	14	hits:+0 sys:88% res:92%	Height:	6'0"
CHA	12	reaction adj:+0%	Weight:	175lbs



Items: flail +1, hammer, ring of warmth, banded mail, spell components, holy symbol(silver), leather backpack, waterskin, cloak, rations, leather boots, bedroll, shield, grapnel, mirror, torch, lantern, oil flask, bandages, scroll of protection from cold, 15 pp, 355 gp, 190 ep, 22 sp, 14 cp.

Saving Throws:

Paralyzation/Poison/Death	9
Petrification/Polymorph	12
Rod/Staff/Wand	13
Breath Weapon	15
Spells	14

Other: can't use edged weapons, turn undead.

Weapon Proficiencies:

hammer, flail, staff.

Languages:

common, lawful good, cloud giant, medusian.

Spells:

Clerical Spells: 5, 5, 1

Turn Undead: skeleton:T, zombie:T, ghoul:T, shadow:4, wight:7, ghast:10, wraith:13, mummy:16, spectre:20

Neirin Blevins – Human Fighter 5 – Male

STR	18/60	to hit:+2 damage:+3	Alignment:	Chaotic Good
INT	12		Movement Base:	12"(6")
WIS	9	magical attack adj:+0	Armor Class:	0(3)
DEX	16	react/attack:+1 defense:-2	Hit Points:	50
CON	17	hits:+3 sys:97% res:98%	Height:	5'11"
CHA	14	reaction adj:+10%	Weight:	204lbs



Items: morning star +2, trident, plate mail, leather backpack, waterskin, cloak, rations, leather boots, bedroll, shield, wooden mallet & stakes, tinder box, lantern, oil flask, iron spikes, sack, stone of good luck, 19 pp, 428 gp, 230 ep, 10 sp, 10 cp.

Saving Throws:

Paralyzation/Poison/Death	11
Petrification/Polymorph	12
Rod/Staff/Wand	13
Breath Weapon	13
Spells	14

Other:

Weapon Proficiencies:

morning star, trident, spear, shortsword, lance.

Languages:

common, chaotic good, dwarvish, minotaur, copper dragon.



Retsah Hayati – Half-Orc Fighter 4/Assassin 4 – Male

STR	18/43	to hit:+1 damage:+3	Alignment:	Lawful Evil
INT	12		Movement Base:	12" (12")
WIS	9	magical attack adj:+0	Armor Class:	4(8)
DEX	17	react/attack:+2 defense:-3	Hit Points:	32
CON	17	hits:+3 sys:97% res:98%	Height:	5'2"
CHA	7	reaction adj:-5%	Weight:	150lbs



Items: shortsword +2, of quickness, bow, quiver, 20 arrows, leather armor, thieves picks & tools, leather backpack, waterskin, cloak, rations, leather boots, bedroll, shield, iron spikes, tinder box, pocket knife, torch, bandages, ring of mind shielding, dust of disappearance, 12 pp, 288 gp, 154 ep, 15 sp, 17 cp.

Other: chance of killing instantly, ability to use disguises, ability to spy, 2 x damage with backstab, infravision 60'.

Weapon Proficiencies: shortsword, dagger, broadsword, morning star, bow.

Saving Throws:

Paralyzation/Poison/Death	13
Petrification/Polymorph	12
Rod/Staff/Wand	14
Breath Weapon	16
Spells	15

Languages: common, lawful evil, orcish, gold dragon, guardian naga.

Thieving skills:	Pick Pockets:35%	Open Locks:44%
	Find Traps:30%	Move Silently:26%
	Hide/Shadows:20%	Hear Noise:15%
	Climb Walls:91%	Read Languages:0%

Zala Greenmeadow – Halfling (Tallfellow) Fighter 4/Thief 5 – Female

STR	14	to hit:+0 damage:+0	Alignment:	Neutral Good
INT	11		Movement Base:	12" (9")
WIS	13	magical attack adj:+0	Armor Class:	3(8)
DEX	18	react/attack:+3 defense:-4	Hit Points:	22
CON	15	hits:+1 sys:91% res:94%	Height:	2'9"
CHA	13	reaction adj:+5%	Weight:	56lbs



Items: bow +1, quiver, 18 arrows +1, battle axe, padded armor, thieves picks & tools, leather backpack, waterskin, robe of blending, rations, leather boots, bedroll, shield, lantern, oil flask, needle & thread, wooden mallet & stakes, pocket knife, torch, 10 pp, 227 gp, 122 ep, 10 sp, 15 cp.

Other: 3 x damage with backstab, determine grade or slope 75%, determine direction 50%, surprise on 4 in 6 if unarmored, +4 on saving throws vs. rods, staves, wands, spells, and poisons, infravision 30'.

Weapon Proficiencies: darts, morning star, longsword, bow, battle axe.

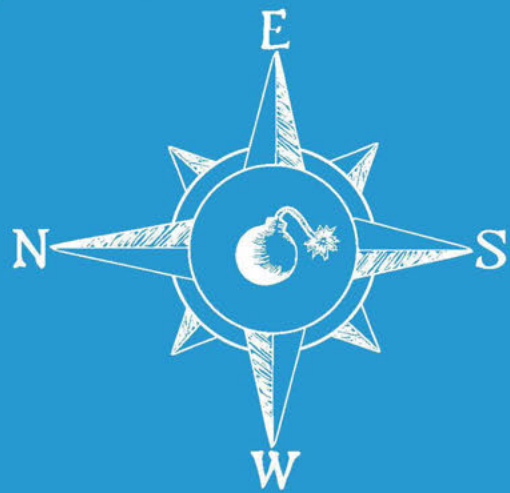
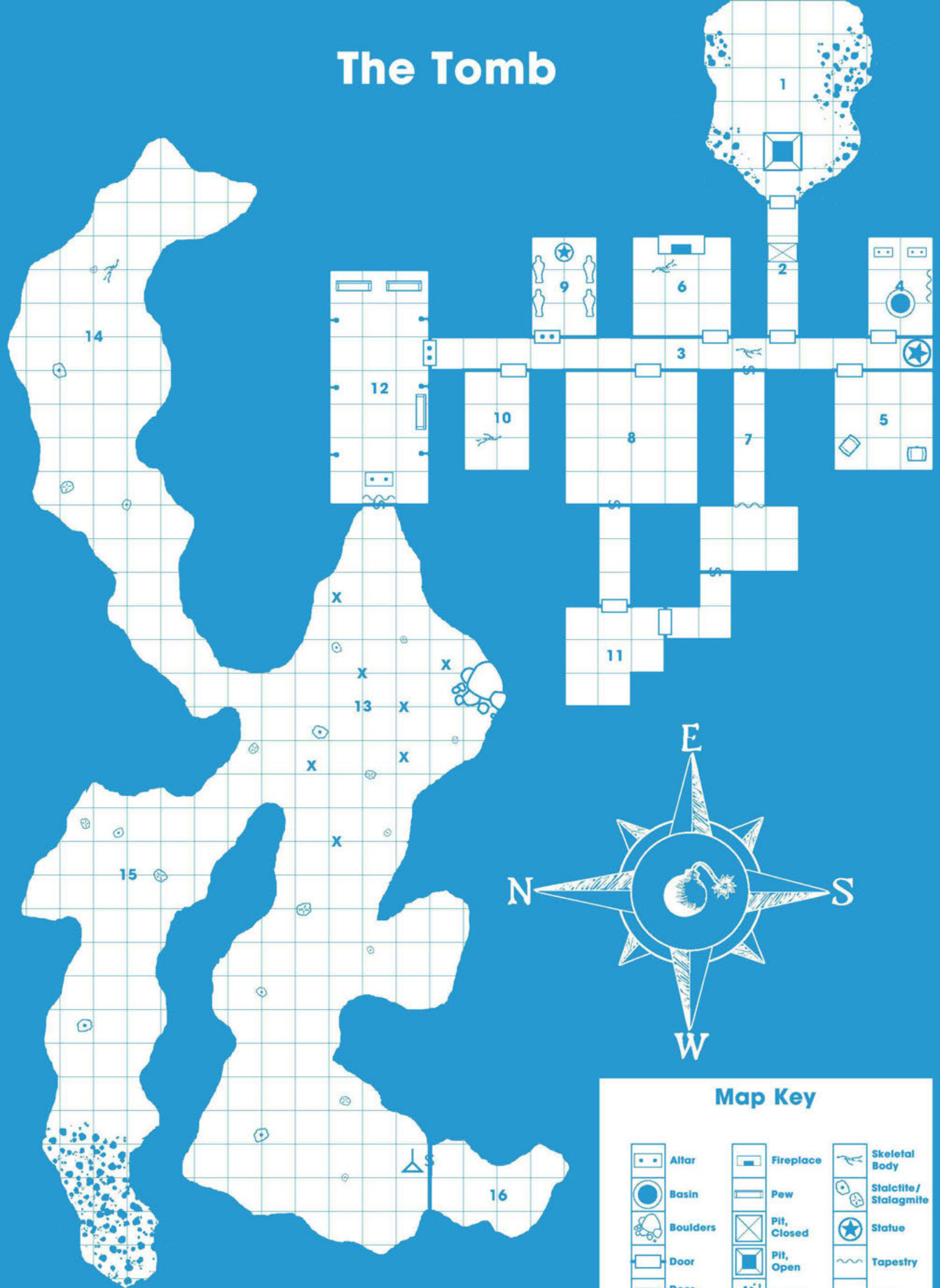
Saving Throws:

Paralyzation/Poison/Death	12
Petrification/Polymorph	11
Rod/Staff/Wand	12
Breath Weapon	15
Spells	13

Thieving skills:	Pick Pockets:65%	Open Locks:62%
	Find Traps:50%	Move Silently:60%
	Hide/Shadows:56%	Hear Noise:25%
	Climb Walls:75%	Read Languages:20%

Languages: common, neutral good, thieves cant, dwarvish, elvish, gnome, goblin, halfling, orcish.

The Tomb



Map Key

	Altar		Fireplace		Skeletal Body
	Basin		Pew		Stalctite/ Stalagmite
	Boulders		Pit, Closed		Statue
	Door		Pit, Open		Tapestry
	Door, Locked		Rubble		Torch
	Door, Secret		Sarcophagus		Trigger

Scale: 1 square = 10 feet

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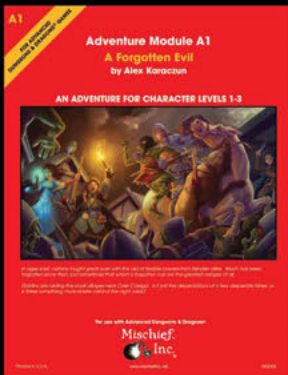
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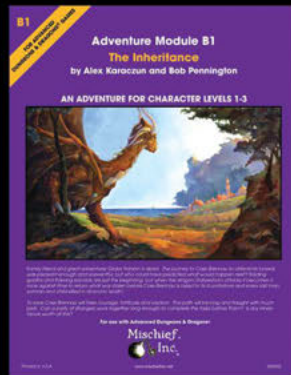
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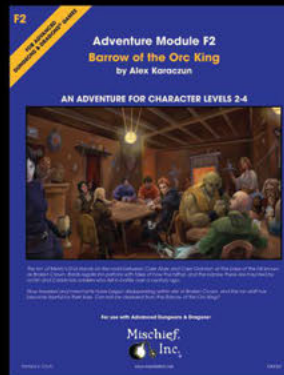
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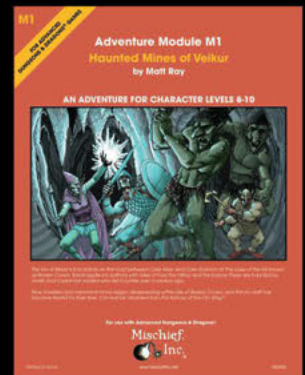
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B1 The Inheritance
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