

For OSR Games

# The Charnel Pits of Reynaldo Lazendry

by Jeremy Reaban

An Adventure for Characters Levels Two to Four



*After 200 years, a bold band of adventurers plundered the first level of the dungeons beneath the ruined tower of Reynaldo Lazendry. What horrors await upon the second level of the insane mage?*

## The Charnel Pits of Reynaldo Lazendry

This is the second level of the magic-user Reynaldo Lazendry (the first and further background is in RL1 The Craft Dungeon of Reynaldo Lazendry), although it can easily be used as a stand alone dungeon.

Although not a horror module, it draws on heavily from the works of H.P. Lovecraft, specifically *The Case of Charles Dexter Ward* (which contains one of the first dungeon crawls of a wizard's lair in fiction) and Herbert West, Re-Animator. It also takes from the classic work Frankenstein as well as a story by E.F. Benson

### GM's Background

Reynaldo Lazendry fancied himself an artist and a succubus tried to exploit this fancy of his by pretending to be his "muse". When he discovered her ruse, after a bout of anger and frustration, he decided to create a muse of his own. To do this, he decided to needed to investigate the workings of life.

The first process ("revivification") he used was to reduce life to its "essential salts", turning a creature into a powder, then turning back that powder into a creature again. This ultimately proved unsatisfactory when he discovered he could not combine different parts of creatures without creating something of hideous awfulness.

The next process he hit upon was the re-animation of life using an alchemical formula, eventually learning to not only restore life to the dead, but allow separated body parts to survive on their own, and ultimately combine these disparate parts into a new entity. The problem he could not overcome was that the resulting creature was invariably maniacally insane.

Reynaldo then decided he was on the wrong tack and decided that the key to life was positive energy, from the positive energy plane. After much trial and error, he hit upon a process to bring the dead back to life as well as create new composite life forms. Yet these "re-created" creatures proved to be imperfect to his point of view, willful and often full of self-hatred that made them remarkably dangerous.

He did eventually hit on a process to create life from scratch, but that is detailed on the third level, *RL3 - The Flesh Vats of Reynaldo Lazendry*. It too was alas flawed and he continued to do research on all his methods in order to seek perfection.

## Wandering Monsters

1 in 6 per turn while in corridor or hallway. Most encounters may only occur once, as they are monsters that have wandered from their home room

**1) 4 Pseudo-Wights** MV 12"(30); AC 5(15): HD 4+3; hp 25,24,22,20; Atk 1-4 (claw); AL LE

Former guards for Reynaldo Lazendry, now psuedo-wights, creatures that look like wights, but have no magical abilities. They are hostile

**2) Reanimated Titan Head** SZ M; MV 12"(30'); AC 2(18); HD 8; hp 64; Atk: 2-12 (Chomp); SD None; AL CE

A large reanimated head of a titan rolls by the characters, paying them no heed

**3) Shoggoth** SZ M; MV 12"(30); AC 5(15); HD 6; hp 40; Atk 1-8(tentacle)x4; SA Decapitate on 20; AL CN

A five foot ball of ooze, with tentacles and eyes forming and unforming as the party watches. Unless the PCs are hostile, it will swiftly move past them, searching for something

**4) Liveliest Awfulness** SZ M; MV 12"(30); AC 8(12); HD 3; Atk 1-6 (slam)/1-4 (bite); AL CN

These were incompletely revived subjects and appear to be a misshapen human shaped mass of flesh, often with bones exposed and large gaping maws. They are ferociously hungry, even though they don't need to eat.

**5) Revivified "Guard"** SZ M; MV 12"(30); AC 8(12); HD 4; Atk 1-10 (bite); AL CE

These are strange, ape like creatures with oversized mouths

### 5) Glimpse of Mysterious Woman

A willowy pale young woman with black hair can be seen out of the corner of one character's eye. When they turn to look, she's gone.

### 6) Cat

A pure white cat strolls into view. It sits, yawns, and starts licking itself. If the PCs approach, it runs off. If they attack, it gives them a glare and runs off. If the party talks to it, it will approach and let them pet it. (This cat was formerly Reynaldo's familiar, named Tal. It has become entirely magical, able to turn insubstantial at will. It serves no real purpose, other than to befuddle the party)

## Dungeon Key

Unless otherwise noted, all rooms are dark.

### 1) Lobby of the Charnel Pits

Unlike the rest of this dungeon level, this room is brightly lit

Coming from the north is a loud cacophony of pitiful cries, angry howls, and piercing screams. A ranger or druid will not recognize them as any animal they know. An assassin (or possibly a certain sort of paladin or fanatic) would recognize it as humans who have endured grievous torture.

Coming from the south are fainter, but just as troubling noises. These a ranger or druid recognize as animals in pain, though not quite anything they've heard before.

### 2) Food Storage Room

The door to this room is made of steel and solidly locked. It cannot be broken down by anything short of a storm giant, but it can be picked.

### 3) The Torture Pits

Horrible howling and moaning comes from this room, specifically from 16 pits that are sunk into the room, each 20' deep.

Twelve of these pits contain people who Lazendry brought back from the dead using the revivification process but were incomplete or somehow not right as referred to by ancient wizards as "liveliest awfulness".

Six of the pits contain "Guards", strange pre-human beings not unlike ogres with very large mouths that are used to help control revived subjects.

**12 Liveliest Awfulness** MV 12"(30); AC 8(12); HD 3; Atk 1-6 (slam)/1-4 (bite); AL CN

**6 Revivified "Guard"** SZ L; MV 12"(30); AC 8(12); HD 6; Atk 1-10 (bite); AL CE

Occasionally one will escape from the pit (see wandering monsters)

### 4) Morgue

This room is as cold as the food storage room (the cooling device is in the wall between the two rooms). It is where Reynaldo kept the corpses he collected until he decided what to use them for.

### 5) Body Part and Organ Storage

Not all of the bodies Reynaldo collected were whole. Along the south wall are shelves (made out of a grey rock) reaching to the ceiling, with 5 rows of shelves from top to bottom. Along each shelf (every 3' or so) is a severed head, a total of 73 heads in all.

Along the north wall are a series of metal cabinets (reaching only 8') with drawers. The cabinets on the northwest part of the room are square shaped and are labeled "Hearts", "Lungs", "Livers", and so on. The cabinets on the northeast part of the room have short but deep drawers. These are unlabeled, but if opened, reveal hundreds of eyes, each one labeled with its source ("Left Minotaur Eye, Brown", "Right Halfling Eye, Blue", and so forth).

### 6) Coffin collection

In this room there are 12 coffins, stacked three high. The interior of each is pristine, not even any dust. They range from simple wooden coffins, to ornate metal, lead lined ones.

### 7) Coffin content collection and correlator.

Along the eastern wall on a table is a strange looking machine. There is a funnel on top and below are a half dozen chutes which lead into small bowls. On the machine is a crank.

Along the southern wall are two large cabinets, each with three drawers labeled: "Rings", "Necklaces", "Teeth", "Bracelets", "Wigs", and "Misc."

In the rings drawer are 11 rings: 5 silver (5 gp each), 3 gold with diamond (50 gp each), 2 gold with a ruby (100 gp each), and a steel ring, which is a ring of protection +2

In the necklace drawer are 6 necklaces: 3 silver, worth 15 gp each, 2 gold chains worth 50 gp each, and 1 electrum with garnets worth 200 gp

In the teeth drawer are 117 teeth of varying type, plus 15 gold teeth worth 3 gold total.

In the bracelet drawer are 17 bracelets: 8 copper worth a gp each, 6 silver worth 10 gp each, a gold in the shape of a serpent worth 75 gp and a pair of iron ones which are bracers of armor AC 6

In the wig drawer are 7 wigs: 3 black, 2 brown, 1 white and 1 blonde. All reek of the grave.

In the misc drawer is a stuffed parrot (green), three glass eyes (blue, brown, and hazel), an eye-patch,, and a hook hand.

The machine was used to separate the dust in the coffin, the bits of cloth and the wood dust from the coffin and so forth from the little bits and pieces of the body that fell off.

### 8) Washroom

Along the southern wall is a large counter with two very deep sinks in them. Curiously, they are still filled with what looks like water. And more disturbingly, what looks like eyeballs are floating in them. Yet the eyeballs are not always there, they shrink and grow as the party watches

They are in fact the lair of two baby shoggoths who have crept up from the floors below. They will not be hostile; in fact, if there is a middle aged male character, they may think he's their "father", Reynaldo Lazendry. This can be played for hilarity or disgustingness.

**Baby Shoggoths** SZ S; MV 9"(20); AC 4(16); HD 1; hp 5,4; Atk 1-2; AL N

### 9) Library

Along the walls are bookshelves full of books. Closer inspection reveals they are books on anatomy. *The Seven Sages Guide to Human Anatomy*, *The Seven Sages Guide to Elf Anatomy*, and so forth. While still a useful reference, they are very common books and have little value (especially being 200 years out of date).



## 10) Vending Machines

**Disclaimer:** Alleged Comedic Moment not suitable for all games

Standing eight feet tall and six feet wide are three metal boxes.

**a)** Has a glass exterior on the side facing away from the wall. Beneath the glass are 5 rows and columns containing stacks of products encased in shiny bags (plastic). Each product has a knob below it, pulling on the knob (if the correct amount of change is inserted) will result in said product falling to the bottom where it is accessible through a flap.

Corn Chips (2s)	Corn Nuts (2s)	Cheese Curls (2s)	Cheese Puffs (2s)	Cheese Puffs, Crunchy (2s)
Gnome Nibblings (2s)	Hob's Nobs (2s)	Gob's Odds (2s)	Granola Bar (1s)	Granola Bat (1s)
Goey Butter Cake (5s)	Buttery Goo Cake (3s)	Chocolate Snack Cake (3s)	Chocolate Snake (5s)	Golden Snack Cakes (2s)
Cherry Fruit Pie (3s)	Green Apple Pie (3s)	Orange Fruit Pie (3s)	Purple Fruit Pie (3s)	Yellow Fruit Pie (3s)
Atomie Stix (1s)	Brownie Stix (1s)	Lepre-chaun Stix (1s)	Pech Stix (1s)	Sprite Stix (1s)

**b)** Has a brightly colored front with a picture of a halfling wearing a Hawaiian shirt and a lei of flowers holding a bottle. On the left side of the box is a small glass door running from top to bottom. Opening gives access to the tops of 12 different bottles. However, the bottles may not be removed unless 2 silver pieces are placed in a slot.

The first 4 slots are for Frodoh-Cola, with the next 2 for Diet Frodoh-Cola, followed by Frodoh-Cola Clear, Orange Merry, Dr. Sam, and Pippin's Apple Blast.

**c)** Is similar to the first box, only it contains rows of small bags containing pipe-weed and related products.

**d)** This is a wooden statue of an elf with long hair and prominent nose.

Most of the products are from the Frodoh-Lei corporation, whose logo is that of a halfling wearing a ring of flowers, while the rest is from Crom Candy Corporation, whose logo is of a bearded man sitting on top of a mountain holding a giant lollipop.

Any tampering with the machines will cause several halflings to appear, each wearing expensive suits and gold chains and brandishing clubs and daggers. The tallest will inquire of the party, "What are youse doing? Leave dem machines alone if you know what's good fer youse."

**Additional Disclaimer:** Any resemblance to any fictional short people is completely coincidental and furthermore a parody, so by Ymir, don't sue me

### 11) Lounge

Along the southern and eastern walls of this alcove are couches, while in the center is a 8' long, 2' high table

Digging through the couches results in 37 copper pieces, 11 silver pieces, and 2 gold pieces.

### 12) Scrying Room

The western, northern, and southern walls are completely covered by a large, single mirror that acts as a *mirror of mental prowess*, operated by the person with the highest intelligence score in the room (if a tie, then the one who has the highest wisdom as well, and if still a tie, the one with the smallest feet)

Alas, the mirror cannot be removed from the room without breaking it, as the whole room is the mirror.

### 13) Dorm

A half dozen cots are in this room, used by Lazendry's apprentices who sometimes helped in the experiments.

### 14) Bathroom

Actually two sets of bathrooms, one in the north and south. They offer toilets, sinks, showers

### 15) Bedroom

Sometimes Reynaldo was too tired to climb back up to his tower (his room was on the 8<sup>th</sup> floor, after all) and he crashed here.

### 16) Chapel to Xothqua

Lazendry gained his knowledge of the revivification process by communing with the god Xothqua (better known as Tsathoggua but also known as Zhothaquah to the great wizard Eibon).

As with all rooms of this level, there is an odor of death, but in this room the stench combines with that of sweat and other spilled body fluids and with a

strange musky odor, like that of a reptile house.

Up above the small shrine in the northeast corner of the room is what appears to be a painting of a bleak and desolate landscape, with red sand and orange sky.. Similarly, up above the shrine to the southeast is a painting almost entirely in contrast, that of rain falling in a tangled green jungle.

These are not paintings, but portals to other worlds provided to Reynaldo by Xothqua, who liked him a lot better than Eibon. To enter, the window (made of glasssteel) must be pulled down, exposing the portal itself. One portal leads to fantasy (or sword & planet) Mars, the other to fantasy Venus. They are one way portals.

(My setting is a future Earth where Mars and Venus were terraformed, but then civilization collapsed leading to a drought on Mars and vegetation running wild on Venus, thus becoming the worlds of ERB and sort of a hybrid of Brackett/ERB/Moore)

### 17) Lobby/Guard Room



In the eastern half of the room is a table and a chair. One of Reynaldo's guard captains would wait here along with 2-3 other guards.

**Guard Captain** MV 12"(30); AC 2(18); HD 6; Atk 1-8+1 (+1 long sword); AL CE

**2 Guards** MV 12"(30); AC 5(15); HD 2; Atk 1-8 ( long sword); AL CE

The guard captain wears **+1 plate mail** and uses a **+1 long sword**

## 18) Office

This room looks largely disused, even back when the dungeon was active. It appears to be a little used office, with a desk and chair. Scrawled upon a paper on the desk:

*Contrary to the claims of Baron Von F., I have found that ordinary electricity provides no animating force to dead tissue except for brief twitches. However, I discovered that using electricity from the so called positive elemental plane not only provides an animating force, but causes disparate organs to merge together into one true living organism.*

*Although I first called them "living", in reality they do not seem to be. They are not undead, but not alive either. Unliving? Re-created!*

## 19) Generator Room

Along the northern wall are two glass cylinders roughly 2 yards in diameter and 3 yards tall. Each is mounted on a track, nearby which is a lever.

Inside each cylinder is a floating balloon like creature, only with eyes and tentacles. One is yellow-ish and glows a yellow-white light. The other is silver colored and radiates a purple-silver light (like a black light lamp).

Pulling down the level by the golden creature starts positive energy flowing through the system to room 20. Pulling the lever by the silver creature starts negative energy flowing to the room in 20. Pulling both down causes an arc to zap everyone in the room for 5d6 damage (saving throw vs death magic or fort for half).

## 20) Re-Creation Room

Along the northern wall of the room are three large metal platforms (eight feet by four feet), each with 4 straps). Connected to these platforms are large metal caps with wires attached that extend through the wall to the north. Each platform has a level, which allows the platform to rotate up and down like a teeter.

Along the western, southern, and eastern walls are four banks each of machinery, each with a lever beside it.

Essentially to try to re-create a corpse, you turn on the generator, put the corpse on the appropriate platform, put the metal hat on its head, then throw the corresponding switches (the western banks are the west most platform, the southern for the middle, the eastern for the east most platform). Each bank has a 25% chance (not cumulative) of re-creating the creature on the table.

## 21) Lobby/Waiting Room

Reynaldo learned that sometimes it took a few hours for a re-created creature to "wake" up. This room is full of comfortable chairs, couches, and divans along the sides of the walls, as well as with some notebooks.

One notebook in particular stands out in a cursory search.

### *Notes on the Re-Created*

*The subject does not need to eat or drink, nor even breath. The energy that gives the recreated life seems to be self-sustaining, maintaining a link to the positive energy plane*

*Although the personality is new and unique, the brain plays a large role in the disposition of the subject. Furthermore, while the subject does not retain any specific memories of the donor's past life, it does remember general knowledge and language.*

*The recreated appears to be fertile, in both male and female bodies, provided the necessary organs are there, any offspring appears to be normal living members of the same species as the reproductive organs.*

*They also appear to be able to enter a state of suspended animation at will, coming out of it at an instant or remaining in it for days, even weeks at a time. It is unknown if they are conscious during this period*

## 22) Corpse storage

This room is remarkably cold, exactly freezing, keeping the bodies to be re-created fresh as the day they were sewn together from bits.

## 23) Operating room

This is where Reynaldo sewed together the body parts to create the bodies to be re-created.

## 24) Guard Room

The re-created were very strong, so Reynaldo had some of his best guards watch over them. When the disaster struck, they were turned into pseudo-wights (essentially wights with no level drain or requiring silver/magic weapons to hit).

**6 Pseudo-Wights** MV 12"(30); AC 5(15): HD 4+3; hp 28,26,24,22,17; Atk 1-4 (claw); AL LE

## 25) Cells of the Male Re-Created

Each cell contains a bunk, table, chairs, and personal knickknacks

### a) The Bulk

Created from the torso of a minotaur, the arms of an ogre, the head of an ettin, and legs of a very tall dwarf, this creature has an incredibly bulky upper body but very small legs

**The Bulk** MV 9"(20); AC 5(15); HD 7; hp 42; Atk 1-8(fist)/1-8(fist); SD Regenerate 1 hp/round; AL CE

### b) The Brain

Created using the head of a frost giant, the torso of an ogre, the arms of a dwarf, and the legs of a minotaur this strange creature is oversized but has very short arms

**The Brain** MV 9"(20); AC 5(15); HD 4; hp 42; Atk 1-4(fist)/1-4(fist); SA Psychic Blast 2-12 10' Cone; SD Regenerate 1 hp/round; AL CE

### c) The Prince

Reynaldo thought perhaps his rejection was because his own appearance was ugly, so he thought about creating a perfect male to magic jar his soul into.

**The Prince** MV 12"(30); AC 6(14); HD 4+4; hp 21; Atk 1-6 (fist) or by weapon +4; SD Regenerate 1 hp/round AL N

## 26) Cells of the Female Re-Created

Much like the male cells, only more feminine...

### a) The Hag

Reynaldo's first successful experiment, made using parts from women who had died of natural causes. She is actually somewhat grandmotherly, inquiring about the parties well being; are they wearing sweaters? Would they like some tea? Etc.

**The Hag** MV 12"(30); AC 8(12); HD 1+1; hp 4; Atk 1-2 (fist) or by weapon; SD Regenerate 1 hp/round AL N

### b) The Whore

Not originally called that, but she was Reynaldo's first attempt at producing a suitable muse/mate. Along with various body parts, he used the brain of a nymph which resulted in a creation that was lovely, but was extremely amorous with just about everyone. She looks like Marilyn Monroe and will flirt (and more) with anyone.

**The Whore** MV 12"(30); AC 6(14); HD 4+4; hp 21; Atk 1-6 (fist) or by weapon +4; SD Regenerate 1 hp/round AL N

### c) The Princess

The follow up to The Whore, this time he used the brain of a halfling. It seemed like a good idea, they are known to be homebodies. But instead he got one that was very finicky and demanding, more obsessed with appearances than anything else.

She will nag the party to do various things for her. She looks like a debutante.

**The Princess** MV 12"(30); AC 6(14); HD 4+4; hp 21; Atk 1-6 (fist) or by weapon +4; SD Regenerate 1 hp/round AL N

## 27) Cell of The Bride

Lazendry never got around to giving her a name, simply calling her "The Bride". She represents the peak of his re-creation process, his attempt to create a perfect woman to be his muse. He incorporated parts from dryads, nymphs, sylphs, and other fantastically beautiful creatures.

Unfortunately for him, the result was far more independent than he planned, spurning him repeatedly, driving him into fits of rage. He locked her up. She is extremely intelligent and rational and will question the party about the current state of affairs and will leave.

**The Bride** MV 15"(40); AC 5(15); HD 6+6; hp 33; Atk 1-6 (fist) or by weapon +6; SD Regenerate 1 hp/round AL N



## 28) Assistant's Quarters

These quarters once belonged to his greatest pupil, Terlath. He helped Reynaldo with his experiments on this level, before leaving to strike out on his own. Reynaldo never replaced him, as his experiments took him onward (well, downward).

## 29-34- Re-animation labs

These areas have a horrible stench

### 29) Lobby

In the middle of the room is a desk with a simple, but elegant chair behind it. Sitting on the chair is a beautiful woman made of white alabaster.

She is one of the "muses" created by Lazendry, in this case, medicine, and he forced her to help him with some of his experiments. She refused and was turned into a statue.

**Alcmaea** 0-Level Human, S10 I18 W12 D10 C14 C18 hp 4, NG, Sage Abilities.

### 30) Records

Stored in cabinets here are reams of notes on creatures and people Reynaldo animated, as well as detailed anatomical observations

### 31) Re-animation Lab One

In the middle of a room is a table with headless body of a human male strapped to it. (See Room #33)

### 32) Re-animation Lab Two

In the middle of the room is a table with what appears to be the headless torso and arms of a man, with the bottom half and legs of a goat (well, half a goat). It is the body of a satyr

### 33) Re-animation Vats

The stench of this room is awful, smelling of burning lizards. It sounds as equally creepy, with bubbling and gurgling and what sounds like moans echoing throughout.

In the NW and SE corners of the room are stout wooden tables with large cauldrons on top. These are fed by tubes and strange machinery which still seems to be operating.

Inside the NW cauldron is a male human head, attached somehow to a green-gooish mass of living flesh that oozes and bubbles and the characters watch. "I say old chaps, have you seen a body lying

around anywhere?" the human head speaks in a British accent. It is the head of Knight-Captain Higgins Smythe-Wellington the III, who had been sent by the Asclian (the pseudo-English country that this dungeon is set in in my campaign worlds) to investigate rumors of Lazendry's odd behavior of late.

Inside the SE cauldron is the head of a satyr similarly attached. It will make obscene comments and suggestions towards any female members of the party or any young looking males.

### 34) Chemistry Storage

There are several casks along the sides of the walls, each labeled clearly. They are a variety of common chemicals

### 35) Interrogation Room

In the northwest corner of the room is a metal chair with straps

### 36) Torture Chamber

Sometimes the re-vivified didn't want to talk to Reynaldo. He used this to help coerce them. It's full of various torture instruments (but not an iron maiden, which apparently were never actually a thing, but a modern invention like the kilt or hygiene)

### 37) Prison

This was used before and after torture sessions.

### 38) Guard Area

These guards were known for their sticky fingers in real life, when the magical wave hit them, they were transformed into creatures that resemble mummies, but are in actuality adherers, a form of humanoid that is extremely sticky to touch.

**2 Adherers** MV 9"(20); AC 3(17); HD 4; hp 24, 17; Atk 1-3 (fist); SA Adhesion SD Adhesion, weapons become stuck and only do ½ damage, vulnerable to fire; AL LE

### 39) Circular Hallway

The floor of the circular hallway is exceptionally odd, made up of a mosaic of strangely shaped tiles that seem to form no coherent pattern or design.

It is designed to be something of a "whisper chamber" to the Outer Gods, a place where incantations to them are amplified and directed, making them easier to cast by 2.

Speaking of which, inscribed on the walls every 5 feet is a curious phrase

Y'AI 'NG'NGAH,  
YOG-SOTHOTH  
H'EE—L'GEB  
F'AI THRODOG  
UAAAH!

This is the incantation to revivify the dead (also requires a great deal of alchemical preparation).

#### 40) Revivification Room

Inlaid on the floor in silver is a very complicated eldritch symbol (that I couldn't begin to draw on the map), roughly 20 feet in diameter. Inside the symbol is a bowl, formerly apparently sitting on top of a stand, which has now fallen over and spilled out the contents, which were a greyish dust. Still upright though are 7 candles.

If the party should light the candle and speak the proper incantation, a revived person will appear after an impressive flash and burst of smoke. This should be some great historic personality in your campaign world

(Again, as mine is on a future Earth, a voice appeared from the swirling smoke saying, "Thank you, thank you very much," in a slight drawl. He of course is a maximum level bard and has the unarmed fighting abilities of a 10<sup>th</sup> level monk

Silly? Perhaps, but in the original HPL story, as near as I can figure, Merlin was the one restored).

#### 41) Materia Storage

Lining this room are shelves meant to house the jugs containing materia, the dust that made up the bodies of various dead people Reynaldo (and others) collected.

Unfortunately, the explosion that destroyed the upper tower knocked all of them off the shelves and onto the floor, cracking and spilling the dust everywhere. Separating all the dust from each other is not impossible for a skilled wizard or very determined neat freak but is beyond the scope of the players.

However, any personages you want to introduce into your campaign can have their bottles remain intact.

#### 42) General Storage

This room contains several piles of old clothing, ranging from robes to dresses to even a rhinestone jumpsuit. All has been ravaged by time. There are also a half dozen sets of black glasses made from a strange material that seems neither metal nor glass.

These are **lenses of gaze protection**. When worn, they provide an immunity to gaze attacks, be it the petrifying glare of a medusa or the deadly gaze of a basilisk. However, they incur a -4 penalty to hit while worn as they cause near blindness (only -2 penalty while outside during daylight).

When put on, each character must make a saving throw (vs magic or Will) and upon failing, nods their head for a round.

(Go ahead and watch a sunglasses commercial. They always do that when putting them on).

#### 43) Lair of the Bodak

Sometimes Reynaldo had some trouble with what he called up. When he did, he called upon a Bodak he had forced into service. As part of the binding he must remain in this room unless called upon by Lazendry

**Kador the Bodak**, MV 6"(10); AC 5(15); HD 9+9; hp 65; Atk 1-10 +2 (+2 halberd); SA Death Gaze 30'; SD +1 or cold iron to hit AL CE

#### 44) Treasure Room

Reynaldo stored some of his minor treasure here, as sometimes the revived could be bribed with it.

There are 5 chests containing 10,000 gp each. Two small chests contain 50 100 gp gems each.

There are a number of assorted magic items: **A Deck of Many Things**, **A Helm of Comprehending Languages & Reading Magic**, **Handy Haversack**, and an **Egg of Shattering**.

#### 45) Guard Room

**4 Juju Zombies** MV 9"(20); AC 6; HD 6; hp 32, 30, 25, 21; Atk 3-12; SA: None; SD Magic weapon needed to hit, half damage from piercing/blunt weapons, undead immunities; AL NE

**Note:** This section of the dungeon houses several extremely large and powerful creations of Reynaldo. The PCs are not meant to fight them (much less kill them), however they can if they really want.

Also note that by this time, Reynaldo has a really sick sense of humor. These creatures are essentially created by using the re-animation process on combined bodies, creating one creature out of many, or combining parts creatures together.

#### 46) Hallway

The doors to rooms 48 through 53 are fitting with stout steel doors, with both a viewing slot and smaller tray to allow something to be thrown into the room.

Somewhat mysteriously, sometimes these doors open and close on their own. When open, releasing the inhabitants to wander the dungeon. Equally mysterious, the inhabitant is returned to the dungeon when the door is closed.

#### 47) Hall of the Dragon Turtle Queen

Access to this room is through a pair extremely strong, well crafted doors made steel doors, reinforced with 100 lbs of mithral\*.

Inside is a huge reptilian beast with a massive wingless, four legged body, with five long scaly necks and heads of a dragon in various shades: red, black, blue, green, and white.

This is perhaps Reynaldo's greatest creation of re-animation, taking five severed heads (and necks) from chromatic dragons and attaching them to a dragon turtle's body. None of the heads retain any more than bestial intelligence and are all completely insane. They cannot use a breath weapon.

**Dragon Turtle Queen**, SZ L, MV 3"(10); AC 0 (20); HD 14+14; hp 104; Atk 3-18(Black Head Bite)/3-24(Blue Head Bite)/2-20(Green Head Bite)/3-30(Red Head Bite)/2-16(White Head Bite); SA None; SD None; AL CE

\* Mithral being a very valuable metal and something of a "hidden" treasure, likely to only be spotted by dwarves, smiths, sages who have knowledge of metallurgy, or possibly thieves. In my campaign, I use the standard 10 coins per pound, and each mithral coin being worth 25 gp

If they do take the mithral from the door, the Dragon-Turtle Queen breaks out and attacks

#### 48) Dwarf Hydra

The sound of bickering comes from this room, male

voices arguing in Dwarvish. Inside is a dragon like creature, a hydra, only its heads have been replaced by the heads of dwarves. One constantly complains. Another seems quite drowsy. But all are maddened and hungry for the flesh of the living.

Reynaldo came across seven dwarves and a young girl living in a cottage in a fortress. After "rescuing" the fair maiden he had other plans for her captors.

**Dwarf Hydra** SZ L; MV 9" (20); AC 5(15); HD 7; hp 56; Atk 1-4 (Dwarf Bite) x 7; AL CE

#### 49) Track of the Centaurpede

The thunderous sound of a stampede comes from this room and inside is a sight that would make even the most hardened retch in disgust, no fewer than twenty-five maddened centaurs conjoined together like a giant, hellish centipede

Like most people, Reynaldo really hated centaurs. So when a tribe was causing trouble nearby, he wiped them out. But he found a use for their corpses, re-animating them and linking them together to form a centaurpede. The resulting creation does not fully fit in the room, but travels round in circles, back and forth.

**Centaurpede** (25 segments) SZ L (200' long); MV 18"(50); AC 4(16); HD 4 or 3; hp 24 (4HD) or 18 (3HD); Atk 1-6/1-6; AL CE

(Optionally, there is a crossbow of speed attached to the door, allowing the person outside the door to shoot bolts at the centaurpede inside. Each segment of it killed turns into a mushroom, and if a middle segment is destroyed, the segments divide into two)

#### 50) Octotaur

This room is quiet. Inside is muscular looking human torso with an octopus for a head, tentacles and all. It carries a large axe (halberd) but simply watches the party warily. The walls of the room are covered with black and white drawings of strange, bizarre scenes and creatures.

Reynaldo was fascinated by minotaurs, using them for many of his experiments. This was perhaps one of his greatest creations. Unlike most of the re-animated dead, his alignment did not shift towards chaotic evil, but stayed neutral. It did not approve of Reynaldo's experiments so Reynaldo locked him up. It kept its sanity by creating artwork using its ink.

It will attempt to communicate with the party, but it cannot speak and only knows octopus sign language. An aquatic character (sea elf, sea druid, marine, maybe even pirate) can likely understand some basic signs.

**Otus the Octotaur** SZ L; MV 12"(30); AC 6(14); HD 6; hp 41; Atk 1-4 (tentacle) x6 + 1 by weapon +4 (strength) (1-10+4, halberd); SA Squirt Ink; AL N

### 51) Titan Head O' Here

A five foot tall head rolls about this room, using its large tongue as propulsion.

Reynaldo once helped rid a region of evil giants by sacking their strongholds. In one of those places, the giants held a titan prisoner. Reynaldo and his party freed him, but the titan died while battling the giants. Reynaldo saved the head, figuring he might find some use for it some day.

**Reanimated Titan Head** SZ M; MV 12"(30'); AC 2(18); HD 8; hp 64; Atk: 2-12 (Chomp); SD None; AL CE

(Optionally, the room is full of small white pellets, which the head eats)

### 52) Flail Snails

Inside this room is a horrible sight of large snails with six heads each...the scaly, horned heads of kobolds.

Despite many tales to the contrary, kobolds continued to be easy prey as Reynaldo grew more powerful and he collected many, many, many corpses of them. He decided to use their heads to replace the flails on flail snails

**4 Flail Snails** SZ L; MV 3"(10); AC 4(16); HD 4; hp 29, 22, 18, 11; Atk 1-4 (kobold horns) x 6; AL N

### 53) Lair of the Bearbug

A roar greets anyone peering into this room, followed by the chittering of insect feet. Upon the head of a large ant (actually an anhkheg) is the head of a large (cave) bear.

**Bearbug** SZ L; MV 12"(30); AC 2(18); HD 8; hp 52; Atk 1-12 (bear bite); AL N

### 54) Disposal Pit

There is a 20x20 pit in the floor. It is utterly black and cannot be illuminated, any light shown in just vanishes. It is a *cube of annihilation*, cousin to the sphere, only immobile. Reynaldo used it to get rid of corpses and body parts that he no longer needed.

(If your party decides to jump in, you should explain

to them why it's a bad idea to jump into things without probing.)

### 55) Garage of the Bulettemobile

Inside this room is a wedge shaped grey creature with a giant tooth filled mouth and beady eyes. It would appear dangerous, except it is legless and seems completely immobile, resting on four wagon wheels somehow attached to the sides of its body.

While being a wizard meant Reynaldo could fly and teleport and even run really fast, he sometimes needed stuff being carried on a wagon. But his horses were always too slow. So he devised something that would make them move as fast as they possibly could, in sheer fright. Unfortunately, stopping them proved to be a problem.

**Bulettemobile** SZ L; MV 0"(0); AC 3(17); HD 9; hp 40; Atk 4-48 (bite); AL CE

(Note: No xp if killed, since it's more or less harmless until the PCs are incredibly stupid)

### 56) Stairways Down to the Flesh Vats of Reynaldo Lazendry

The adventure continues in *RL3 The Flesh Vats of Reynaldo Lazendry*. At least eventually. I've got half of it written and a map.

## Notes

### Re-animation Fluid

This is an alchemical mixture that re-animates dead tissue, either whole or incomplete. Unfortunately, it requires a very fresh corpse. "Sort of dead" corpses are dead less than 2 hours and have their alignment shifted towards chaos. "Mostly dead" corpses have been dead 2-24 hours and have their alignment shifted to chaotic and one step towards evil. Corpses longer than that are shifted to chaotic evil

### Re-Created Monsters

These are essentially the same as the base creature, only they have a minimum of 6 hit points per hit dice, they regenerate 3 hit points per round

The subject does not need to eat or drink, nor even breath. The energy that gives the recreated life seems to be self-sustaining, maintaining a link to the positive energy plane

Although the personality is new and unique, the brain plays a large role in the disposition of the subject. Furthermore, while the subject does not retain any specific memories of the donor's past life, it does remember general knowledge and language.

The recreated appears to be fertile, in both male and female bodies, provided the necessary organs are there, any offspring appears to be normal living members of the same species as the reproductive organs.

They also appear to be able to enter a state of suspended animation at will, coming out of it at an instant or remaining in it for days, even weeks at a time. It is unknown if they are conscious during this period

### Incantations

Incantations, sometimes called rituals, are spells that do not need to be cast by a spell-casting class and thus are usable by anyone that performs them properly. However, they have many drawbacks, and are not as reliable as normal spells.

Incantations take several rounds to cast. Every odd round, an appropriate ability check (or skill check in some game systems) must be made. In general, rule systems where ability scores are generated by 3d6, ability checks should be similarly made by 3d6, while if the 4d6 drop 1 or other advanced edition methods are used, a d20 should be used. In either case, a lower number rolled than the ability score means it was successfully cast that round.

**Revivify Dead** – The incantor must make a successful intelligence check to speak the words of this, a fairly simple phrase that only takes a round to cast. The first time successfully cast, the caster must make a saving throw (vs death magic or fortitude) or pass out for 2-12 hours.

### Design Notes

Like its predecessor, this module was originally based on a royalty-free map by Tim Hartin of Paratime Design which I used when I decided to start up a new game and make a starter dungeon for it. Honestly, I am not great at dungeon map design, while he is. I did make a number of changes, blame any oddities on me, not him. And as these modules don't even make enough to pay me back for stock art, I can't really afford to properly commission him to re-draw it...

Speaking of that, RL1 was a flop, which explains why this is so much later, has very little art, and is rather sketchier. It's also not nearly as good, alas, or as original.

### Credits

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Random Dead Guy picture by Edouard De Beaumontillu, a dead guy himself, taken from Gutenberg. RIP, he was a good artist.

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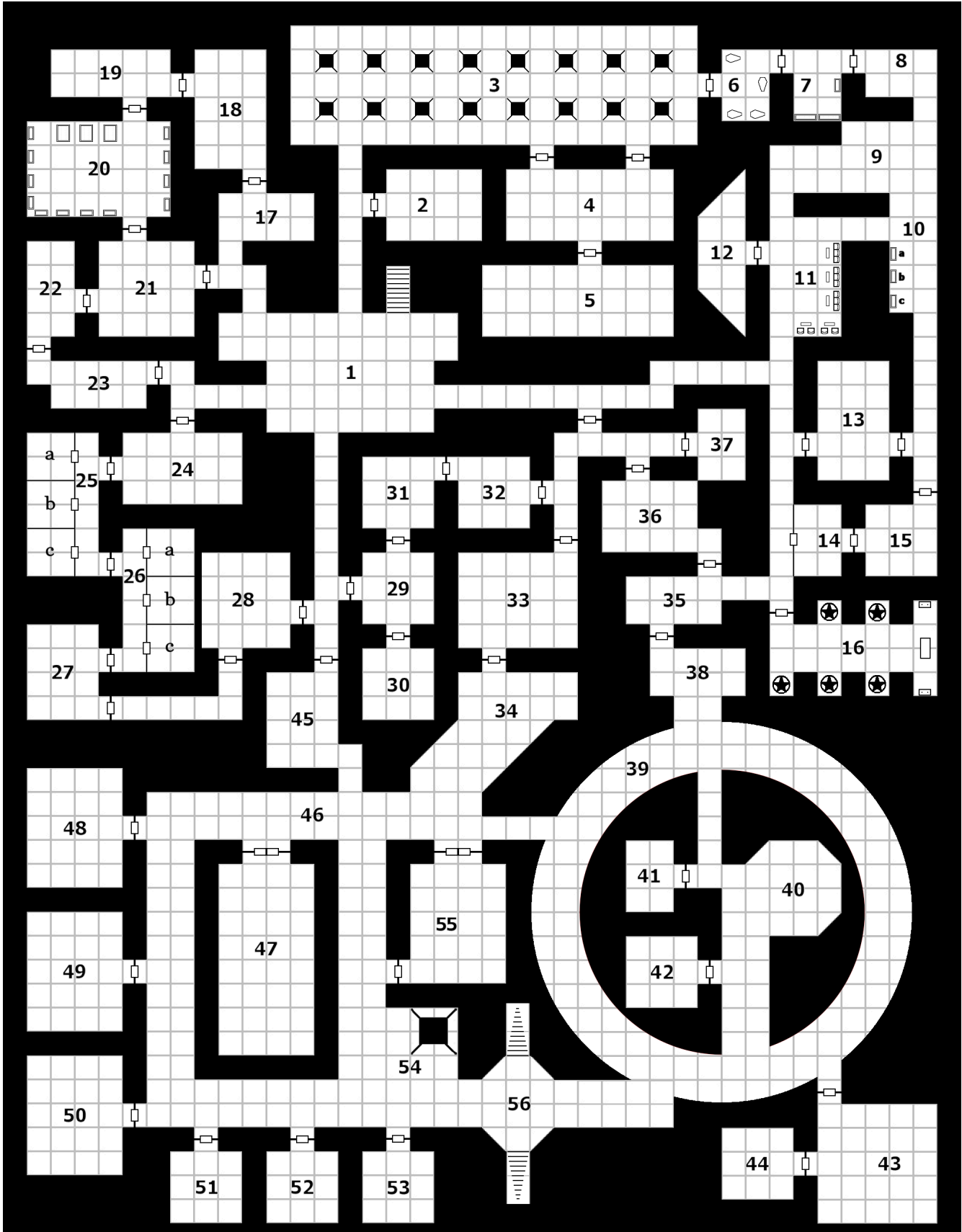
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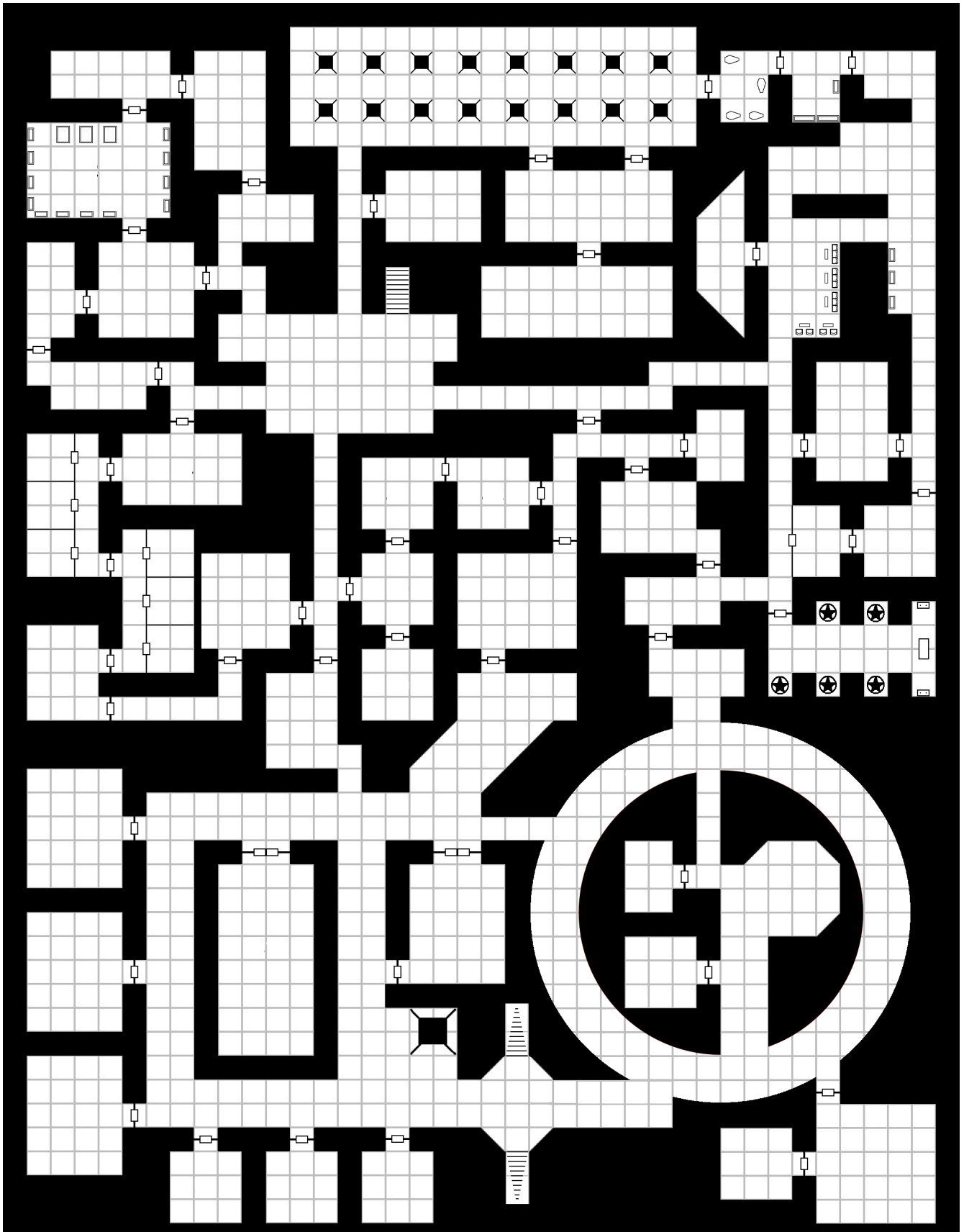
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I think I am the only one that ever reads these things. But if you read this, good for you!



GM's Map



Player's Map