

THE TOMB OF KINGS
AN AD&D 1ST EDITION ADVENTURE
BY JOSEPH A, MOHR

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*An AD&D 1st Edition Adventure
For Characters of 3rd to 6th Level of Experience*

By Joseph A. Mohr

Old School Role Playing © 2017

CREDITS

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BACKGROUND

Long ago when the land of Zanzia was just an idea there were kings that ruled the lands. There were many kings. Each ruled some small part of the land and they fought among themselves often. They fought for power and control over the land. One of these kings finally bested the others and took control over the vast country called Zanzia. He buried his enemies in a tomb hidden in the swampy south lands of Zanzia near the coast. The tomb has been forgotten for two hundred years or more and it's location was never revealed. Recently, however, a few ancient pieces of art from that era have been found in circulation. It would appear that someone has found the location of the tomb because these pieces of art were known to have been buried with one of these ancient kings.

Laban Oesch was a king from the early days of Zanzia. He was one of the many that fought for control of the greater country that was to form. He died in a famous battle that more or less finished the era of many kings and led to the formation of the present kingdom. It was an epic battle with a courageous but suicidal charge by a few valiant knights against many knights and men at arms. The first king of the new country known as Zanzia was Pon Vamen and although Laban Oesch had been his enemy Pon Vamen greatly admired the courage and valor of his enemy. To pay homage to his enemy he had a great tomb built in the swampy lands in the southern part of the kingdom and had it buried and hidden from the public and from potential tomb robbers. He had the most valued possessions of his enemy buried with him and soon his enemies were forgotten entirely.

Adventurers have gathered in the coastal town of Freeport with an eye towards exploring this great tomb. It's location has not been made public as of yet but a few individuals claim to know the location of it. For a price a few of these people are willing to part with this knowledge. Whether any of them actually know the true location is unknown. But a swarthy little halfling named Eberhard Fairfoot has offered to meet with the adventurers with an eye to negotiating terms for giving up the location of the tomb. He offers to meet the adventurers at the Gargoyle Arms Tavern. The tavern is a rough place. It is the sort of establishment that welcomes the roughest sort of pirate, cut-purse or bandit as much as they welcome a city guardsman. Brawls are common sport at the tavern and it is not unknown for people to be killed in the alleys near it. It is a dangerous place for desperate people.

GAME MASTER NOTES

This is an adventure written for characters that are of 3rd to 6th level in experience. There will be some new monsters in this adventure which you may or may not have seen before. Most of these are from two volumes of a very fine series of books called the "Tome of Horrors." These collections are written for D20 games but I have modified them for use with OSRIC. Each of these volumes has many new monsters with wonderful artwork.

This adventure, like all of the adventures I write, is set in the mythical land of Zanzia which is the game world that my players play the game in. It could easily, however, be set anywhere you wish in your own game world. Feel free to make

whatever changes you need to in order to facilitate the move to your own campaign.

The adventure begins at the Gargoyle Arms Tavern. Feel free to develop a tavern suitable for use in your campaign to play this scene out. Basically the adventurers will meet with a shifty looking little halfling named Eberhard Fairfoot . He is, of course, a thief. A 5th level thief to be exact. And he has knowledge of the location of the Tomb of Kings. Or so he claims. And for a price, 1000 gold pieces, he will be happy to share it.

Eberhard Fairfoot - T5; Halfling; AC 4; HP 21; AL NE; **Leather Armor +1; Short Sword +1; S10 I12 W 11 D 17 C 10 CH 9.**

The meeting is to take place at 8pm sharp. The halfling will be waiting at the bar.

OPENING ACT - THE GARGOYLE ARMS TAVERN

The tavern is busy tonight. Serving wenches are weaving between tables carrying trays of tankards filled with Zanzian ale. A rowdy group of dwarves is drinking and carrying on at the first table near the doorway. A dour group of half-orcs sits in the corner given them the evil eye. Most of the other patrons seem to be humans. A few seem to be seafaring types. More than a few have tattoos of skulls and crossbones on their arms.

The room is thick with smoke. More than a few are smoking pipes in the room including a swarthy looking little man sitting at the bar. This must be Eberhard Fairfoot .

He seems to be waiting alone smoking his pipe and enjoying a pint of ale.



A fire rages in the fireplace and some kind of stew seems to be cooking in it. An old lady stands near the fire stirring the black kettle in the fireplace. A thick and burly looking bartender stands behind the bar.

“What will it be? This place is for drinkin. If ye ain’t drinkin then ye leavin....”

The cost of an ale is 1 silver piece. Beer is 2 silvers and will get them a funny look from the bartender. Wine costs a gold piece and will get them a snicker and an insult from the bartender. Ale is man’s drink.... he will state. Wine is for women.....

Before any real conversation takes

place between the players and the halfling a fight will break out between the dwarves and the half-orcs. If and how the party responds to the fight will change the reactions of the others in the tavern towards them. Anyone who interferes in a fight is not going to be viewed favorably. Anyone who wins a fight will be viewed slightly better. Defending the dwarves might be a natural inclination but doing so will probably not make others in the bar friendly. There is a 50% chance that if the party sides with one group the rest of the Tavern will side with the other.

Table One - The Dwarves

Alfognaeth Graydelver - This stout little dwarf is a miner by trade. He has spent most of his life in the Dwarven mines in the Dragonteeth Mountains digging for gold and gems. He is here in Freeport because of rumors about Dwarven gold shipments being snatched by pirates regularly along the coast. F4; AC 10; HP 26; Hammer-Lucern,;AL CN.

Werardumlir Grimgrog - This dwarf has a long red beard and is drinking quite heavily. He normally works as a scout for the Zanzian army but is currently on leave. He is an expert in the Dragonteeth Mountains and is usually employed there by the army. His brigade is currently encamped near Freeport. F5; AC 3; HP 32; **Chain Mail (Dwarf Sized) +1**, **Shield**, **Battle Axe +1**; AL CG.

Yandurum Coinsword - This little man has a long black beard. He works for the Silversmith in town as a guard. T5; AC 7; HP 17; Leather Armor, **Shield**, **Short Sword +1**, AL N.

Norasgrum Underbeard - Norasgrum is a holy man among his people. He is a cleric

and travels Zanzia looking for Dwarves who have lost their way. C5; AC 10; HP 24;

Footman's Flail +1, AL LN, Spells Memorized: **command**, **bless**, **cure light wounds**, **hold person**, **spiritual hammer**, **chant**, **prayer**.

Table Two - Empty

Table Three - Sailors

Harper 'Two Toes' Swet - Harper is well known for having two big toes on each foot. This strange deformity made him well known and liked on his previous voyages. T6; AC 10; HP 23; **Short Sword +1/+3 versus creatures of the sea**; AL N.

Udolf 'The Calm' Sax - Udolf is reputed to be the calmest sailor in the room. He has lived through some of the roughest storms and most dangerous sea monster attacks. He is a zero level NPC with 3 hit points and AC 10. He is AL NE and carries a dagger.

Blaine 'Balding' REXX - Blaine has not a single hair upon his head. His shiny dome is usually covered by a skull and crossbones bandana. He is a M3; AC 10; HP 8; AL NE; dagger, Spells memorized: **magic missile**, **sleep**, **scare**.

Windsor 'Rum Lover' Jinx - The only thing Windsor loves more than sailing and plundering is drinking. He cannot leave a drop in a bottle once it is before him. He is a F4; AC 7; HP 27; AL CE; **Short Sword +2/+3 versus flying creatures**. Wears leather armor and carries a small shield.

Hadden 'Defiance' Godwin - Hadden is well known for being a hot head. He is easily insulted and is quick tempered. He is the most likely member of this table to be drawn into a fight. Anyone who gets near

him is likely to become the object of his anger. T5; AC 10; HP 18; AL CE; **Dagger +2/+4 versus creatures that are ethereal.**

Table Four -The Half-Orcs

Naguk Ghorlorz - This hot headed half-orc is a bully and a thug. He is frequently involved in brawls and he absolutely hates dwarves. He is heating up quickly as the dwarves nearby seem to be having fun and enjoying themselves. He will quickly boil over and pick a fight with one or all of the dwarves. F7; AC 10; HP 48; AL CE; **Glaive +1, S17 I9 W10 D10 C15 CH10/**

Gunag Obghat - This half-orc is an Initiate of One Eye. This order is cult among orcs and half-orcs in Zanzia. These half-orc priests travel the land looking for other half-orcs to convert to their cause. Their cause is to unite the orc tribes of Zanzia with those of the land to the east of Zanzia which is known only as "The Horde." There are many more orcs in the Horde than there are in Zanzia. Orc Unity, of course, would almost certainly result in a bloody war with Zanzia and the Horde which has happened in previous unification efforts. C5; AC 2; HP 30; AL CE; plate mail, shield, **flail+1/+2 versus lawful aligned creatures**; spells memorized: **curse, cause fear, cure light wounds, silence 15' radius., hold person, augury, dispel magic.**

Olur Zulgha - This orc is actually not a half-orc but a full orc. He passes easily for a half-orc though because he is rather runt like for an orc. He is not as strong or as big as most of his brethren. He is a normal orc: MV 9"; AC 6; HD 1; HP 7; # At 1; Dmg 1-8; AL LE. He carries a spear.

Traugh Gurukk - This half-orc is an assassin. He is here in Freeport with a

mission to kill the tax collector who is here sitting at the bar. Should a fight break out he will make his way over and kill the tax collector rather than engage in the brawl if he can avoid it. A6; AC 7; HP 20; leather armor, shield, **short sword +1/+2 to backstab**; AL CE.

Bugrash Gnorl - This half-orc is a fighter of great strength and renown among his people. He has been an adventurer for some time and has done many dangerous deeds. F6; AC 2; HP 43; S18 I11 W12 D11 C16 CH 8; AL CN; **Guisarme-voulge +1/+2 versus lycanthropes**; plate mail, shield.

The Bartender - Jackson Hawkins - Jackson is a former sailor and pirate. He often has a parrot resting on his shoulder while he draws ale. He has tattoos of nautical nature all over his arms and neck. He is a large and intimidating man. F4; AC 10; HP 25; AL N; he keeps a battle axe behind the bar and is not afraid to put it to use when necessary.

The Little Old Lady - Azariah Vinson - She is Jackson's mother in law. She cooks the food for guests here and occasionally is called upon to keep order. She has a streak of mischief, however, and sometimes uses her spells to instigate brawls. She is an I5; AC 10; HP 10; **dagger +2/+4 versus magic using or enchanted creatures**; AL N; spells memorized: **hypnotism, phantasmal force, color spray, gaze reflection, mirror image, ventriloquism, suggestion.**

Other Patrons (At the Bar)

Captain Whitford 'Mad Eyes' Xander - This gentleman is a pirate captain who is currently without a ship. His most recent ship was lost in a storm just off the coast of Zanzia near Freeport. His ship was thrown

on the rocks and most of his crew was lost. He is here looking for recruits to help him steal a new ship. His most distinguishing feature are his mad looking eyes. The man looks insane and most people have difficulty looking him in the eyes. This effect tends to give him control over his fellow pirates. It is a useful skill and tends to prevent mutinies. He is a F7; AC 10, HP 49; **Short Sword +2 (cutlass)**; S 18/08 I 14 W 12 D 10 C 12 CH 16, AL CE.

Halford 'No-Tongue' Viktor - This rough looking man is clearly a seaman. He wears a bandana around his head and is missing one eye which is covered by an eye patch. He has a gold earring in one ear and smells like saltwater when one gets close to him. He has the tattoo of an anchor on one arm and a skull and crossbones on the other. He is a highly skilled sailor and navigator and will soon be part of Xander's crew. Right now he is just here enjoying an ale and looking to find a new captain. His last ship was the Princess Damora which was sunk by a kraken in the Sea of Misery a few months ago. He and two others managed to get to shore floating on a small piece of wood that survived the encounter. The rest of the crew drown in the sea. He has no tongue and cannot speak. It was cut out by a previous pirate captain who did not like him questioning the split of booty. He is a F3; AC 10; HP 17; Short Sword; AL NE.

Zayden Galloway - Zayden is a city watch member who frequently comes to the Tavern looking for a good brawl. Unlike most of the patrons of the bar he wears his armor and displays his emblems showing that he is a member of the watch. He is proud of his position and is basically a bully who enjoys abusing his power. If insulted, or if he even senses weakness, he will quickly challenge one to a duel one on one. He is a F4; AC 2;

HP 29; plate mail, shield; **long sword +1/+2 versus chaotic aligned creatures**; AL CN.

Emmett Lynn - Zanzian Tax Collector - Emmet is in town checking into allegations of fraud in the city government of Freeport. The King's tax collector has heard rumors that not all of the taxes collected here are making their way to Barrowmar and the King's coffers. He just stopped in for a quick drink. P4; AC 2; HP 32; AL LG; Plate Mail; Shield; **Battle Axe +2/+3 versus undead creatures**.

Serving Wenches

Ilma - Ilma is a young woman who wears tight clothing that leaves little to the imagination. She is a thief and occasionally goes home with patrons and then robs them blind. She keeps a dagger hidden on her person at all times. She and a group of friends intend to visit the Tomb soon. She has learned about the halfling and will backstab him during the brawl to prevent him from sharing his information with others. T4; AC 10; HP 11; AL NE; Dagger. Note - if anyone looks closely at her following the brawl they will notice that she has bloody hands.

Urma - Urma is an assassin who took this job hoping to get a chance to poison a city watchman who has been hassling the local guild. That watchman is here tonight and may meet his maker by the end of the evening. A4; AC 10; HP 14; AL CE; Dagger; one dose of type c ingestive poison.

After the brawl has taken place, whether the players participate or not, the halfling will be found at the bar with a dagger in his back bleeding out. He will be dead in one round. Before dying, however, he whispers the word "Tungar." Tungar is

the local name for the swamp along the coast of Zanzia just southwest of Dagger Rock. What exactly he means is unclear. But it is possible that he is telling the party that the tomb may be found there. The tomb is, in fact, in the Tungan swamp. If the players travel there they will stumble upon the entrance within a days search as it has recently been cleared by others who were also searching for it.

RUMORS THAT MIGHT BE HEARD AT THE TAVERN

- T 1. The first true Zanzian King Pon Vamen had the tomb built a few hundred years ago for his enemies who were once kings as well
- F 2. Tomb robbers have cleaned the tomb out long ago
- F 3. The tomb is guarded by a terrible curse
- T 4. Others have gone to the tomb to explore and never returned
- T 5. Foul creatures of the night populate the tomb of kings
- F 6. One of the kings buried at the tomb, Laban Oesch, was known to possess a powerful Zanzian artifact
- F 7. Do not trust the halfling. He sells false information
- T 8. Thieves and assassins frequent this tavern
- T 9. Freeport is a haven for pirates and bandits
- F 10. The tomb is actually hidden farther north in the Dragonteeth mountains

THE TOMB ENTRANCE



The swamp lands of southern Zanzia are not extensive. After a short search you come to find a stone crypt which was buried in the swamp but which appears to have recently been cleared away. Fresh signs of activity clearly indicate that someone has been here recently clearing away the area around the entrance into the Tomb. It is probable that others are already inside searching the tomb for its treasures.

The door to the Tomb entrance is a heavy iron door which appears rusty and old. It is open, however. Someone has clearly opened it recently as there are signs of forced entry. A broken sword which was used to pry open the door lies at the foot of the doorway.

A stairway leads down into the Tomb. Down below there appears to be some light flickering. The stairs appear to be quite old and made of white stone. Layers of dust cover the stairs. Cool air flows from the Tomb below to the entrance.

RANDOM ENCOUNTERS WITHIN THE TOMB (ANY LEVEL) 1 IN 10

1. 2-5 **Zombies**: MV 6"; AC 8; HD 2; HP 9 each; # At 1; Dmg 1-8; AL N.
2. 1-3 **Wights**: MV 12"; AC 5; HD 4+3; HP 20 each; # At 1; Dmg 1-4; SA energy drain; SD silver or magical weapons to hit; AL LE.
3. 2-4 **Graves Risen**: MV 6"; AC 8; HD 3; HP 12 each; # At 2; Dmg 1-6/1-6; AL CE.
4. 1-3 **Barrow Wights**: MV 12"; AC 4; HD 6+2; HP 25 each; SA energy drain; SA insanity gaze; SD silver or magical weapons to hit; AL LE.
5. 2-5 **Zombies**: MV 6"; AC 8; HD 2; HP 9 each; # At 1; Dmg 1-8; AL N
6. 2-4 **Ghouls**: MV 9"; AC 6; HD 2; HP 10 each; # At 3; Dmg 1-3/1-3/1-6; SA paralyzation; AL CE.
7. 1-3 **Ghasts**: MV 15"; AC 4; HD 4; HP 16 each; # At 3; Dmg 1-4/1-4/1-8; SA paralysis; SA stench causes nausea; AL CE.
8. 1-3 **Shadows**: MV 12"; AC 7; HD 3+3; HP 15 each; SA strength drain; SD immune to sleep, charm, hold, cold, poison and paralysis; SD 90% undetectable in dark areas; AL CE.

KEY TO THE TOMB OF KINGS

All rooms in the Tomb of Kings are unlit unless otherwise specified. Most have sconces in the walls with torches that have

long ago rotted away to dust. All of the walls are made of white stone. All of the floors are white cobblestone. Occasionally the players may find places in the stone work where water is dripping. The tomb is located in a swamp and in parts of the complex the swamp is creeping in.

TOMB LEVEL ONE

1. Entrance/Outside of Skull Room/Braziers

The stairs lead down about twenty five feet into a very large domed room. In the center of the room is a huge skull with stairs leading up to it. The skull appears as if it was once the real skull of some gigantic creature. Now it appears as if it has been made into a room. The stairs leading up into the skull room appear to be made from human bones. The doorway to the skull room appears to be blocked by sharp teeth.

The domed roof of the main room rises nearly twenty five feet above the floor. The floor here is dusty but there are recent footprints in the dust. Two doorways lead to the east, two doors lead to the south and two lead to the west. Four large braziers burn brightly here will coals white as snow. Who set these fires is unknown. They give off little warmth here. It is cold and clammy on this level of the tomb.

Some blood trails follow the footprints in the dust which appear to have gone through the southern most doorway. None of the doors leading from this room are locked.

If anyone walks up the bone stairs to the entrance to the Room of the Skull the teeth of the skull will raise and lower allowing passage into the skull room itself.

“The keys shall lead you.”

What key the runes refer to is unknown. Perhaps the key is what was on the pillow. It appears that competitors are nearby.

3. Room of a King

The doors to this room are unlocked. Anyone listening at the door to this room will hear nothing at all.



2. Room of the Skull

This strange room appears to be the inside of some creature's gigantic skull. When the skull's teeth open up allowing passage two torches within the skull fire up on their own giving light within the skull room. At the center of the skull room is a bone white pedestal with a blue pillow sitting upon it. What sat upon the pedestal is unknown. It would appear that someone else got here first and took it.

Strange runes are painted on the inside of the skull. They read in elvish:



This circular room has a large statue in the center of it. The statue represents the long dead king Laban Oesch who was once one of the many kings who fought for control of what is now present day Zanzia.

The king is seated upon a throne and appears to be deep in thought. The room is quite dusty and it does not appear that anyone has been in this room in many years. The statue radiates magic but not evil. The floor of this room seems to be of gray stone instead of the white stone in other areas of the tomb.

The seated king statue stands about ten feet tall in the room and is on a large square base. Close inspection of the statue will reveal runes on the base of the statue written in the language of dwarves.

“He who ponders.”

Close and detailed examination of the statue will reveal that there is a key hole in the statue just inside the left eye of the king. What key goes in this hole is unknown. No other key will work and this is not a lock that can be picked. Only the Gold key found in room 9 with the wights will work in this statue.

If the gold key is placed in the statue and turned then the king will animate and ask a riddle.

“It comes in on little cat's feet,
Is neither sour, nor sweet.
Hovers in the air,
And then is not there”

The answer to the riddle is “Fog.” Should this answer be given the room will begin filling up with fog and rise to about knee high. In fact, all of this level of the dungeon will be found to have knee high fog once this answer has been spoken aloud to the statue. The king will then rise off of his throne and from beneath his seat he will take a rod and hand it to the player speaking. “This may aid you in a time of need.” he says. And then the king will sit back on the

statue and will no longer move or speak. It is a **rod of lordly might**.

Should an incorrect answer be given then the statue will crumble to dust.

4. **Gas Trap**

Anyone who steps on the trigger stone in the floor will cause a cloud of gas to be sprayed from a hidden vent in the wall and directly in the face of those at the middle of the marching order. Those in that area of effect and a five foot radius must make a saving throw versus poison or suffer 1-3 points of damage per round for 1-3 rounds from choking on the poison gas. A saving throw will mean no damage is taken or that the person managed to avoid being sprayed directly.

5. **Altar of Evil**

The door to this room is not locked. Anyone listening at the door to this room may hear the sound giggling.

When the door to this room is opened the adventurers will see a ghastly sight. The room seems to be a shrine to the Demigod Simaru. Simaru is the God of Chaos. In recent years cults of Simaru have been popping up over Zanzibar. But he is not a new god. Apparently Laban Oesch was one of the many followers of this evil Demigod long ago. A small statue of the demonic looking demigod sits upon a large altar along the south wall of the room. A ceremonial dagger studded with jewels sits upon the altar as well along with two large black candles in golden candlestick holders. The candles wax appear to have been made from human skin. The demonic statue smiles at the players as they look at it.



The golden candlesticks are worth 150 gold pieces each. The ceremonial dagger appears to be blood stained from much use in the distant past. It is still quite valuable however and has a silver blade and two green emeralds in the pommel. It is worth 1200 gold pieces in value.

Anyone who touches the altar itself, however, without shouting the name of Simaru will find themselves teleported one mile away in a random direction. Close inspection of the altar will reveal a secret compartment. Inside of the secret compartment is a potion of extra healing, a potion of restoration and a scroll with clerical spells: **neutralize poison, remove curse, cure disease, detect charm.**

6. Sarcophagus/Spectres

The door to this room is unlocked. It would appear that someone visited this room recently as the seal to the doorway appears to have been recently broken.

This dusty room has a sarcophagus in the center of the room. There are sconces in the walls here with torches which suddenly flame when the party enters the room. On the floor of this dusty room is the body of a

man who appears to have been recently killed here. He wears leather armor and has a short sword in his scabbard. His face is ash white. It looks as if he was killed within the last hour.

Suddenly the lid flies off of the sarcophagus revealing the entity that ended this poor wretches life. A spectre rises from the container and immediately approaches the party with it's hands extended as if to touch. But that is not the worst of it. Rising from the floor is the body of the thief that was recently slain. It too appears now to be a spectre.



Spectre (1): MV 15"/30"; AC 2; HD 7+3; HP 30; # At 1; Dmg 1-8; SA energy drain; SD +1 or better weapons required to hit; SA touch drains two levels; SD immune to sleep, charm, hold or cold based spells as well as poison and paralysis; SD raise dead spell destroys this creature; SD holy water does 2-8 damage; AL LE.

Spectre, Half-Strength (1): MV 15"/30"; AC 2; HD 7+3 divided by 2; HP 15; # At 1; Dmg 1-4; SA energy drain of one level; SD immune to sleep, charm, hold, cold, poison and paralysis; SD raise dead spell destroys creature; SD holy water does 2-8 damage; AL LE.

The short sword in the scabbard of the half strength spectre is a short **sword +2, +3 versus undead**. The leather armor is normal leather armor. The thief was Rupert Jackson and he was a member of an adventuring party that arrived shortly before the player characters arrived.

Should the players look inside of the sarcophagus itself they will find an inscription on the inside of the lid. "Here lies Laban Oesch. A warrior. A king." Inside the container they will also find a crown made of gold with rubies and emeralds. The crown is worth 2750 gold pieces. Inside the sarcophagus are the bones of the great king. On one hand of the skeletal remains is a shiny metal ring. It is a **ring of kings**.

There is a secret door in the southwest wall leading towards area 7.

7. Secret room/Treasure chamber

This chamber is dusty and old and does not appear to have been visited in many

years. There are no footprints in the dust here. It does not appear that the spectral thief ever found this secret area.

In the center of this chamber is a large vase which appears to be well made and quite valuable itself. It is old and appears to have strange oriental patterns which would indicate that it was not made in this land. It alone is worth 500 gold pieces due to its artistic value.

Inside the vase are gold coins. There are 423 gold dunars (an ancient currency long ago forgotten) and 65 platinum dunars.

8. The Room of Kings/Throne Room/Tapestries/Paintings/Teleporter

The door to this room is locked. Anyone listening at the door will hear no sounds coming from inside.

This old room is covered in dust. It does not appear that anyone has recently visited it. Two tapestries cover the walls. A large blue one covers the west wall and a large red one covers the east wall. Both of the tapestries represent the royal throne of Laban Oesch and date to his reign over part of Zanzibar. Each looks very old and brittle. Each is worth 250 gold pieces but have a 50% chance of crumbling to dust if handled.

Against the south wall of the room is a large stone throne. The throne is decorated with several valuable gems: two tourmaline gems (100 gold piece value), two large pearls (100 gold piece value), two amber gems (100 gold piece value) and two peridot (500 gold pieces each).

On the north wall of the room are paintings of Laban Oesch. Both are framed

in gold and are worth 500 gold pieces each to a historical collector. One depicts the great king in battle and the other is a portrait of him sitting upon this throne.



The throne radiates magical energy but not evil. Anyone who sits upon this throne but is not of royal blood will find themselves teleported to the ceiling and turned upside down. They will fall to the ground head first and take 1-6 damage from the fall. Anyone who is of royal blood who sits upon the throne will gain +1 to their primary attribute as a boon from Laban Oesch.

9. Wights

The door to this room is unlocked. Anyone listening at the door to this room may hear the sounds of grunting and growling.

This room smells of death and decay. The floor of this room has gray cobblestone instead of white stone like other areas of the tomb. The floor here is not dusty and appears to have fresh bloodstains near the doorway. Many parts of the room seem to be covered in bones. Some of the bones seem to be fresh and bloody. Three creatures in the southern end of the room seem to be feasting upon the body of a robed elf. The half eaten body of a dwarf in plate armor lies in the northeast corner of the room.

The creatures are barrow wights and they immediately notice the presence of intruders. They rise to pay respects to their newest guests. These wights were originally knights of Laban Oesch and were buried here with their king.



Barrow Wights (3): MV 12"; AC 4; HD 6+2; HD 25 each; # At 1; Dmg 1-6; SA energy drain one level; SA insanity gaze; SD immune to sleep, hold, charm, poison, cold, paralysis; AL LE.

One of the wights wears the symbol of Laban Oesch around his neck as a medallion made of gold. The medallion

bears the royal symbol and looks to be quite valuable. It is worth 250 gold pieces. Another of the wights wears a ring on his left hand. It is a **ring of protection +2**. The third wight has a golden bracelet on one hand with a garnet gem in it worth 375 gold pieces.

The body of the robed man was once an elf magic user named Tannivh Liagella. His robe is in tatters and is worthless. But close inspection of his body will reveal that there is a **wand of magic missiles with 11 charges on it** tucked into the belt of his robe. He also wears the Gold key for room 3 around what is left of his neck.

The body of the dwarf was once dwarf cleric named Doramdout Shatterpike. The plate armor worn by him has been crushed by the incredibly strong arms of the wights. Close inspection of the body, however, will reveal that his battleaxe is nearby and radiates magic. It is a **battle axe +2/+3 versus shape changers and lycanthropes**. He also has a small journal with him. It seems to be nearly covered in his blood. See Player Handout B.

There is a secret door in the west wall of the room leading to area 10.

10. Treasure chamber

This room is dusty and old. It does not appear that anyone has been here in a very long time.

The center of this room is occupied by a very old looking chest with a rusty old looking lock hanging on it. The chest is made of engraved wood and has symbols all over it indicating that it was part of the royal treasury of Laban Oesch.

The chest is trapped. Anyone who opens the lid to the chest before disarming it will be sprayed with acid from a hidden bladder of acid under the lid of the chest. The person sprayed will need to make a saving throw versus breath weapon or take 2-12 damage from the acid. They will also need to make saving throws for armor and weapons versus acid corrosion as a result of being sprayed.

Inside the chest is: three bolts of royal blue and red silk worth 100 gold pieces each, a figurines of Laban Oesch made of gold worth 425 gold pieces, three rings with the royal seal of Laban Oesch upon them worth 75 gold pieces each, a jeweled scepter made of silver with moonstones and jasper worth 550 gold pieces and a **robe of useful items**. There is also a long sword here made of pure silver and worth 100 gold pieces.

11. Coffin/Wraith

The door to this room is locked. Anyone listening at the door to this room may hear a cold wind blowing. They will feel chills and may sense that they are being watched.

A jeweled coffin lies propped up on two pedestals in the center of this room. The room is covered in dust as is the coffin. The jewels are jade and amethyst. There are ten gems in total and each is worth 100 gold pieces in value. Should anyone approach the coffin or try to pry the gems out of the coffin the resident inside will not be pleased. If they do not disturb the coffin, however, there is a 50% chance that he will just continue to rest. But this chance goes down by 10% per round spent in the room.

The resident of the coffin is a wraith named Katona Tibor. He was once a minor

king in Zanzia. He was one of the many warlords that clashed and claimed sovereignty over the land. His kingdom consisted only of a small piece of land near present day Freeport. Now he rests and wishes only not to be disturbed.



Wraith (1): MV 12"/24"; AC 4; HD 5+3; HP 28; # At 1; Dmg 1-6; SA energy drain one level; SD immune to sleep, charm, cold, hold, poison and paralysis; SD only hit by silver or magical weapons (silver only does one half damage); AL LE.

In the coffin are the dusty old bones of the old king Katona Tibor. Around his neck is a jeweled necklace with his royal symbol and studded with aquamarine chips worth 725 gold pieces. Around one of the bony fingers which remain is a **ring of**

conjunction (I) with 19 charges on it. On the partially caved in skull of the dead king is a small crown made of silver with small rubies worth 1225 gold pieces.

12. **Blade Trap**

A blood trail begins about halfway down this hallway and seems to lead northeast.

Should this not be enough of a hint the players might stumble upon the same trigger stone that members of the previous adventurer party did and be struck by a blade trap. A steel blade is hidden in the west wall and will swing at hip level (head level for smaller humanoids) and strike for 2-16 damage.

13. **Mummy/King**

The door to this room is unlocked. Anyone listening at the door will hear nothing. A blood trail leads up to this door and seems to go inside the room.

When the door to this room is opened the adventurers will see blood everywhere near the doorway. A stone sarcophagus is in the center of the room and also appears to have a great deal of blood around it. A set of stairs leads from the west wall downward. A bloody corpse lies at the edge of the sarcophagus. It wears tattered leather armor and a green cloak. The body appears to be that of a human ranger. In one hand lies a broken long sword. A quiver of arrows is tied around it's back and a long bow lies at it's feet. The long bow is a normal long bow but the arrows in the quiver radiate magical energy. There are six arrows in the quiver. Each is a an **arrow of acid**.

The stone sarcophagus has the royal seal of Hanibal Baltasar on it. Hanibal was another warlord king that once ruled a small piece of Zanzia. His kingdom once covered the Dragontooth Mountains to the western desert. It is not known how or when he died or was interned here.

If the players merely head down the stairs the resident in the sarcophagus will not rise up. But every round that they remain in the room there is a 25% chance cumulatively that he will rise up and drive away his intruders. He is a mummy.



Mummy (1): MV 6"; AC 3; HD 6+3; # At 1; Dmg 1-12; SA fear radius of 6" (anyone who sees must save versus magic or be paralyzed with fear for 1-4 rounds); SA rotting disease caused by being touched by a mummy; SD harmed only by magical weapons; SD even magical weapons do only one half damage; SD immune to sleep, charm, hold, cold, poison and paralysis; SD raise dead spell turns makes it vulnerable as a normal human; SD holy water does 2-8

damage; SD fire does damage as follows: torch 1-3 damage, burning oil 1-8 damage the first round and twice that the second round, magical fire does damage at +1 per die of damage; AL LE.

Around the arms of the mummy are two jeweled arm bands with carnelian gems circling the band. Each is worth 350 gold pieces. Around the neck of the dead king is a jeweled necklace with an aquamarine centerpiece worth 750 gold pieces.

Inside of the sarcophagus the players will find a large **warhammer (hammer-lucrn) +1/+3 versus cold using/dwelling creatures.**

Close inspection of the inside of the sarcophagus may reveal that there is a secret panel inside of it. Inside the panel is a bone scroll tube with magic user spells: **mirror image, knock, fly, lightning bolt, slow.** There is also a jeweled scepter with a large topaz at the tip worth 1250 gold pieces.

14. Stairs leading downward

The long white stairs lead downward into a room below which appears to have some sort of light flickering in it which can be seen from the top of the stairs. The stairs seem to be made of the same type of white stone that were used in the entry stairs into the tomb. There are sconces in the wall along both sides of the stairs about every five feet but none have torches remaining in them.

TOMB LEVEL TWO

1. Entry to Second Level/Brazier

This chamber is dusty and does not seem to be visited recently. There are no

footsteps in the dust yet a fire blazes in the brazier at the center of the room. How the fire was lit is a mystery.

Passages lead north, northeast, west and south from here.

On the walls of this chamber are murals depicting the burial of several of the kings who are entombed here. In several scenes different kings are laid to rest by men in white robes with the emblem of the current Zanzian king upon them. Clearly these images were made long ago. Some of the murals are chipping and are difficult to totally see any more due to their age and condition.

2. Shifting hallway

This hallway seems normal enough to one not closely looking for shifting hallways. But to a dwarf this passage will look and feel wrong. There is a $66 \frac{2}{3}$ chance of a Dwarf noticing immediately that the hallway is a shifting one (1-4 out of 6). Once noticed the dwarf can make a careful examination and will find that there is a button near the floor on the north wall of the passage. Once pressed the passage will shift northward and connect to the broken passage leading to area 3. There is a similar button in the broken hallway that connects to this one which will shift the passage back to normal again.

3. Sarcophagus/Statue

This hidden room is extremely dusty and old. It does not appear that anyone has set foot within this chamber in decades. A large statue stands on the west side of the chamber and a stone sarcophagus lies on the east side of the chamber.

This chamber appears to be the resting place for Harold Sammesbury. This was yet another ancient Zanzian warlord that claimed to be the king. He ruled a small portion of the northeast corner of the present day country including the Dark Forest near the border with the Horde and the Barbarian Lands. Sammesbury was a barbarian who came down to seize his kingdom by force with a band of his brethren.



Close inspection of the statue will reveal that it depicts the Harold Sammesbury in his younger days. Around his neck is a jeweled horn. It is said that he once had the power to use this horn to summon his followers to battle. The statue radiates magic but not evil. Nothing that the players do will cause the statue to do anything until the

bones of Harold Sammesbury Harold Sammesbury have been returned to their resting place here in the sarcophagus. Then the statue will animate.

Close inspection of the sarcophagus will show that it has not been opened in decades. It is still sealed now with the original seal. It could be pried open should one wish to look inside.

Once the lid is pried off of the sarcophagus the adventurers will discover that the container is empty.

Returning the Bones

When the bones have been laid to rest the ghost of Harold Sammesbury will appear here and then thank the adventurers for putting his bones to rest. The players will gain the experience they would normally gain for destroying a ghost in combat.

Should the players return the bones of Harold Sammesbury to their resting place here then the statue will animate and ask a riddle.

“I build up castles.
I tear down mountains.
I make some men blind,
I help others to see.
What am I?”

The proper answer is sand. If an incorrect answer is given then the statue will go solid again and silent. It will not speak again or move again regardless of anything else that the players do. Should the correct answer be given, however, the statue will speak once more.

“Look ye inside the resting place one more time and ye shall find yer reward.”

Inside of the sarcophagus the players will no longer find the bones. Instead they will now find a **staff of truth (C) with 26 charges on it.**

4. **The Ghost of Harold Sammesbury**

The door to this room is locked. Anyone listening at the door may hear the sound of someone moaning and crying inside.

This room has a brazier in the center of the room which is cold and unlit as the players enter the room. However, suddenly the brazier will burst into flames. The flames will quickly light up the room and the room will warm up fast. The room is dusty and it does not appear that anyone has been in the room in many years.

Suddenly an apparition will materialize in the room. It is a ghost of a long dead king. Harold Sammesbury was a king of the early days of Zanzia. He was one of many who battled others for control of the kingdom. This ghost does not appear to be immediately hostile. For characters of the levels of the adventurers a ghost would be a highly dangerous opponent. Should the players attack this ghost they will almost certainly regret it quickly.

The ghost will speak once the players have demonstrated that they are not immediately hostile.

“My bones have not been laid to rest like the others. They have been defiled by the other kings and must be returned to my sarcophagus. Do this for me and ye shall be rewarded for thy service to me.”

The ghost will not be able to state where his bones are or where the

sarcophagus is where they shall be laid. These things will have to be learned by the players during the course of the adventure. If questioned in detail he will remind the players that he was once a barbarian from the lands north of Zanzia and his bones and skull are much larger than a normal humanoid.



Ghost (1): MV 9"; AC 0; HD 10; HP 46; # At 1; Dmg ages victim 10 -40 years upon touch; SA even seeing a ghost can cause a person to age 10 years and flee in panic for 2-12 turns unless they save versus magic

(this effect will not take place here unless the players cause the ghost to become hostile); SA magic jar; SD only struck by silver or magical weapons (silver weapons do one half damage); SD only spells cast from an ethereal state will affect a ghost; AL N.

Returning to this room will not anger the ghost but he will consistently ask if the players have done what he has requested. He will not attack unless attacked first by them and then he will do so with all fury. He can offer no information other than that already given. Once the bones are returned he will appear in room 3 where the sarcophagus is and then will disappear forever.

There is a secret door here to room 5. Searching for the door will not anger the ghost but he will begin quietly wailing and weeping and rattle his chain impatiently. Even if his treasures are removed from area 5 he will not get angry but will begin wailing loudly and rattling his chain loudly.

5. Treasure Chamber of Harold Sammesbury

This secret chamber has a stair case leading down from here to another level of the tomb. Two large chests occupy part of the room as well. This room is extremely dusty and has cobwebs all over it. It does not appear that anyone has been here in ages. Despite the cobwebs there are no spiders here now other than a few small normal ones.

Chest #1 - Trapped and locked - A poison needle in the lock will prick the thief attempting to pick this lock who will need to make a saving throw against poison or suffer 1-4 damage per round for 1-4 rounds. Inside of this chest are a fine mink cape worth 2500

gold pieces and a jeweled chalice made of gold with Star Rose Quartz gems circling it worth 500 gold pices.

Chest #2 - Locked but not trapped. This chest has a rolled up painting of Harold Sammesbury in a long bone scroll tube worth 400 gold pieces to any collector of Zanzian historical artwork. There is also a small wooden scroll tube with druid spells: **plant door, tree, stone shape, protection from fire, dispel magic**. There is also a smaller chest inside of this one which has no lock upon it and seems to be finely engraved with royal symbols of the kingdom of Harold Sammesbury etched upon it. Inside are several potion bottles: **speed, poison (one dose of type B ingestive), levitation, growth, extra healing, restoration**.

6. Stairs leading downward

These long stairs seem to lead about thirty feet downward. From below flickering light can be seen. The air below is much fouler than on this level. It smells of death down below.

7. Cadavers

The doors to this room are locked. From within this room strange growling sounds can be heard by one listening at the door.

This room smells of death and decay. The moment that either door to this room is opened the stench from within it will be nearly overpowering. Four foul creatures of the night reside here. They were former workers who prepared this tomb and then were trapped here alive to spend their eternal days locked away in this Tomb.



These four creatures resemble skeletons or zombies but have a little flesh and hair left upon them. They wear tattered robes. Their teeth are rotting and the little bits of skin that remain are leathery and hard. These creatures hate all life and all other beings including each other. They do not work cooperatively but will charge upon any living thing that they encounter. They are **cadavers**.

Cadavers (4): MV 12"; AC 6; HD 3+2; HP 14 each; # At 2 or 1; Dmg per attack 1-6/1-6 or 1-4 + disease; SA disease upon bite unless save versus poison; SD regeneration of 1hp per round; AL CE.

8. Skull Room

The door to this room is unlocked. Anyone listening at the door to this room will hear no sounds from within.

This circular room has a grizzly pile of skulls stacked in the center of the room. One of the skulls belongs to the ghost of Harold Sammesbury. If it is returned with the bones found in room 11 to the sarcophagus in room 3 then the ghost's quest will be completed and the ghost will reward the players for doing so. This skull is much

larger than the others and is clearly the skull of a barbarian.

The room itself is bare. There are no decorations on the walls other than a few splotches of dried blood from long ago.

Buried in this pile of skulls is the skull of a gargoyle named Gozix that was slain long ago by Harold Sammesbury who fought the creature in single combat and barely defeated it. The gray skull has a glint of metal inside of it which will be noticed by anyone inspecting closely. It is a **ring of warmth**.

9. Fountain/Water Weird

The doors to this room are locked. Anyone listening at the doors to this room may hear the sound of water splashing inside the room.

On the north side of this room near the doorway is a large fountain filled with water. A statue in the center of the fountain is that of a unicorn. Water flows from its mouth up into the air and back into the fountain basin. Several shiny coins can be seen within the water basin of the fountain. Strange frescoes decorate the wall here which depict scenes of the tomb being built here in the swamps of southern Zanzia so many years ago. Large stones are being dragged into the swamps by many men in gray robes. Pits are being dug by these same men. And these same men are shown being buried alive in another scene.

There are six gold pieces, eleven silver pieces and three platinum pieces at the bottom of the water basin. Also within the water is a **water weird** which will wait until someone gets close enough and then grab them to pull into the water.



Water Weird (1): MV 12"; AC 4; HD 3+3; HP 18; # At 0; Dmg none; SA drowning; SD sharp weapons cause only 1 hit point of damage to the creature; SD blunt weapons do full damage; SD damage equal to full hit points disrupt the creature but do not kill it (will reform in two melee rounds); SD cold slows the creature; SD fire does half or no damage; SD purify water spell kills it; AL CE.

There is a secret door leading to area 10 in the east wall.

10. Secret Room

This secret room has a large treasure chest in the center of it. There is a large rusted lock which protects the chest from being open. However, the lock appears to be rusted through. It could probably be easily forced open.

The chest is trapped. Anyone opening the chest will release a hail of darts from the inside lid of the chest which will fire as a 7HD monster towards the person opening the chest. Three darts will be fired

and each will do 1-3 points of damage. The victim hit will need to save versus poison at plus three or suffer from type b insinuitive poison. The victim will suffer 25 hit points of damage in 1 to 3 rounds if the saving throw is failed. Inside of the chest are: a **bag of holding**, two golden candlesticks worth 100 gold pieces each, 250 gold pieces, 175 silver pieces and a **cloak of elvenkind**.

11. Room of Bones

The door to this room is unlocked. Anyone listening at the door may hear some rustling and growling from within. They may also hear the sounds of bones being crunched as they are being chewed on by those inside.



When the door to this room is opened the adventurers will find an awful sight. Four creatures are here and seem to be eating and gnawing upon the bones of the dead. These creatures smell of death. They are greenish in color and have long nails on their fingers and long blueish tongues hanging out of their mouths. Their teeth are sharp and nearly fangs. They are **ghouls**.

Ghouls (4): MV 9"; AC 6; HD 2; HP 9 each; # At 3; Dmg 1-3/1-3/1-6; SA paralysis; SD immune to sleep and charm; AL CE.

There are many sets of bones in the room but one set in particular look much larger than the other sets of humanoid bones. These bones are clearly those of a barbarian. They are the bones of Harold Sammesbury but they are missing the skull. These bones can be returned to area 3 to partially satisfy the quest of the Ghost of Harold Sammesbury.

Close inspection of the room will reveal that in the skull of one of the many victims of these creatures is a large pearl worth 500 gold pieces.

12. Graves Risen

This strange room is nearly filled with dirt. The dirt rises nearly three feet above the floor. A few grave stones are visible in the room but all have been turned over. It would appear that once this room contained the graves of some of the workers who built this tomb but these graves have been defiled. Some tattered robes and a skeleton lay on the ground atop the mounds of dirt here. It would appear that some magic user died here long ago.

Rising up from these graves are strange creatures that appear to be worm ridden and decaying. Each of these creatures appear to be rotting corpses. Each has dirty fingernails from clawing their way out of their own graves. There are three of these creatures. They are **graves risen**.



Graves Risen (3): MV 6"; AC 8; HD 3; HP 13 each; # At 1-6/1-6 (claws); AL CE.

Close inspection of the magic user's skeleton will reveal that in a scabbard on the belt of the skeletal remains is a **dagger +2/+4 versus fire using or dwelling creatures**.

13. Red Jester

Waiting in this choke point is a nightmare that only a child could imagine. A hideous and rotting humanoid stands here arrayed in colorful clothes, floppy shoes and a bright jester's cap. It wears a hat with jingling bells and has sharp evil looking teeth in it's smile. This creature is a **red jester**. He was once known as Ewen

Symons. He was once the court jester of Laban Oesch. It is said that he once made fun of his master. And was tortured on the rack for several weeks before dying there.

Red Jester (1): MVE 12"; AC 2; HD 5; HP 28; # At 1; Dmg 5-10; SA fear cackle; SA mace of merriment; SA deck of playing cards; SD immune to mind controlling spells; AL CN.



Around the neck of the jester is a key made from a human bone. This key is used in room 15 in the Idol of Simaru.

Passages lead north east, north west and south east from this room

14. **Frescoes**

The door to this room is unlocked. Anyone listening at the door to this room will hear no sounds from within.

This small room has frescoes on each wall. Each of the frescoes shows a scene from ancient Zanzian history. Kings fighting amongst each other over territory is shown on one wall. One king being recognized by the others as the true king is shown in another. Castles being sacked and plundered is shown in a third. And kings being buried here in shown in the last.

Should anyone touch one of the scenes they will feel magical energy from the frescoes flowing through them. Should anyone state the name Pon Vamen touching the fresco showing the true king they will notice that a hidden panel in that fresco is now visible where it was not before. This hidden panel cannot be found by any normal means including by elves. It is magically concealed.

Hidden behind the panel is a **shield +2**.

15. **Shrine of Simaru**

The door to this room is unlocked. Anyone listening at the door to this room might hear the sound of flames flickering.

Standing in the center of this room is a large idol of the demigod Simaru. He is depicted here as a large demonic figure made of red clay with large gems for eyes and holding a large bowl of flames. The flames in the bowl are real and burning hot. The statue radiates both magical energy and evil. The statue is twenty feet tall. This round room has a high domed ceiling and

the statue fits barely within the domed room. The gem eyes of the statue appear to be quite valuable and the teeth in the mouth of the statue appear to be real ivory.



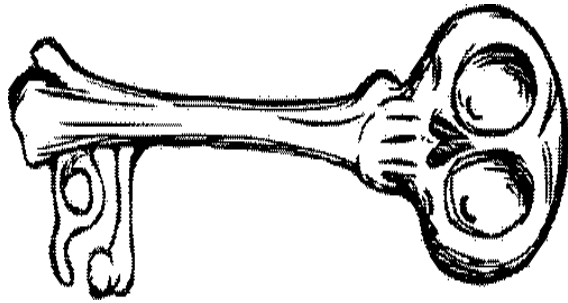
At the base of the statue is an inscription in ancient Zanzian.

“He who smiles rules all.”

One of the many names that this evil demigod is referred to is “he who smiles.” It is also well known among Zanzians that many of the ancient kings worshiped this demigod including Pon Vamen who had this tomb built.

Close inspection of the idol will reveal that inside of the left ear of the statue there is a keyhole. Should anyone put the bone key into this keyhole and turn it the demonic idol’s bowl of flames will die revealing something hidden in the coals.

Within the coals is a **mace +2/+4 versus undead**.



The gems in the idol are fire opals worth 1000 gold pieces each. The ivory teeth in the statue are real. There are twenty teeth and each is worth 50 gold pieces each. Anyone climbing the statue to take these items may notice the keyhole in the ear (25% chance) even if they are not specifically looking for it. Anyone climbing the statue will need to roll a climbing check or will fall and take 2-12 damage from the fall.

16. **The Room of Shadows**

The door to this room is locked. Anyone listening at the door to this room may hear the sounds of wailing and weeping.

This room is very dark. Even the lights of torches and lanterns barely penetrates into it. The room is very dusty and the dusty floor seems to be empty of any footprints. It does not appear that anyone has visited here in recent memory.

The flickering lights of the torches and lanterns seems to make the room look strange. Shadows seem larger than they should. Suddenly the shadows themselves seem to move as if alive. But they are not alive. They are **shadows**.



Shadows (5): MV 12"; AC 7; HD 3+3; HP 18 each; # At 1; Dmg 2-5; SA strength drain; SD +1 or better weapons to hit; SD immune to sleep, charm, hold, cold; SA surprise (they are 90% undetectable in a dark room); AL CE.

17. Puzzle Room

This strange chamber has a panel on the south wall with strange symbols in a square. This panel is represented by Players Handout A.

An inscription on the wall below the panel has words written in elvish.

“At night they come out without being
fetched
and by day they are lost without being
stolen.”

The answer to the riddle is “stars.” But speaking the word aloud will do nothing. If, however, the star symbol on the panel is touched then it will light up. The person who answered the riddle first in this manner will receive a temporary boon for one turn on the following table:

1. Shield (as per the spell at 11th level)
2. Hill giant strength (as per the potion)
3. Fire resistance (as per the potion)
4. Invulnerability (as per the potion)
5. Mirror Image (as per the spell at 11th level)
6. Heroism (as per the potion)

18. Spear Trap

A trigger stone in the floor will cause a spear trap to strike the second person going through the passage about thigh high (for a human, for a small person like a dwarf it

will be head high). The person may make a saving throw versus their dexterity to avoid being struck. 4D6 versus dexterity. A roll of equal or lower than dexterity means avoidance of the spear. Anyone struck will take 3-18 points of damage.

TOMB LEVEL THREE

1. Entrance/Stairs/Brazier

In the center of this room is a large fire brazier. It is white hot with coals burning. The room is dusty and cold despite the fire burning. Strange murals decorate the walls to this chamber. Each seems to represent scenes from the first king of Zanzia Pon Vamen. This king conquered the remaining warlord kings after years of intense fighting. He alone ruled Zanzia after finally defeating the last of the warlord kings Laban Oesch in an epic battle involving a massive calvary charge between knights on both sides. Ultimately it was the two kings themselves that decided the turn of events. Both met on the field of battle and fought each other one on one while their men were locked in struggle around them. Eventually Laban Oesch fell to a blow of Pon Vamen’s great sword which ended the battle and began the current era of Zanzian history.

These scenes of battle and the crowning of the new king are shown in the murals on the walls in this room. Passages lead north, west and south from this room.

2. Circular Room/Fountain of Glory

The door to this room is not locked. Anyone listening at the door may hear water running and being sprayed in the fountain.

This large circular room has a high domed roof over the large fountain that is

the centerpiece of the room. The fountain is a large double fountain depicting two statues of warrior kings in battle. The statue radiates magic.



Anyone who drinks from the water of the fountain must save versus poison or suffer nausea for one turn (-3 to strength and constitution for that time). Anyone who bathes in the water, however, will gain temporary invulnerability (as per the potion) for one turn.

3. Altar of Simaru/Pentagram

The door to this room is locked. Anyone who listens at the door to this room may hear chanting from within the room.

When the door to this room is unlocked the players will be mystified. There is an altar against the back wall of the room which radiates powerful evil. A fiery circle of blood burns to the left of the altar. Suddenly the fire begins burning within the circle in the form of a pentagram.

Suddenly a strange demonic entity appears within the circle of fire. A large red creature with long horns and an evil grin appears. It radiates powerful evil. It is a Glamaku. This is a minor demon known to be minions of the demigod Simaru.



Glamaku (1): MV 12"; AC 4; HD 5+5; HP 30; SA darkness and pyrotechnics; SD burning hot skin; SD 25% magic resistance; AL CE.



The demon will not attack immediately. It will taunt the players and perhaps try to extort some magical or valuable items out of them for not attacking them. If the players do not respond to these attempts it will become hostile and threaten.

“My master has sent me here on a minor errand. I am to deal with some meddling adventurers who have defiled this tomb. I presume that this is you. Leave this tomb now or I shall have to deal with you personally!”

Altar of Evil

This altar radiates powerful evil. It also radiates magical energy. Anyone who touches this altar without invoking the name of Simaru will suffer 2-12 points of shock damage and be thrown from the altar forcefully against one of the walls. Anyone who does invoke the name of the demigod will find that the altar collapses and reveals a small box that was hidden inside of the altar.

The box is very old and made of strange metals. It is locked but not trapped.

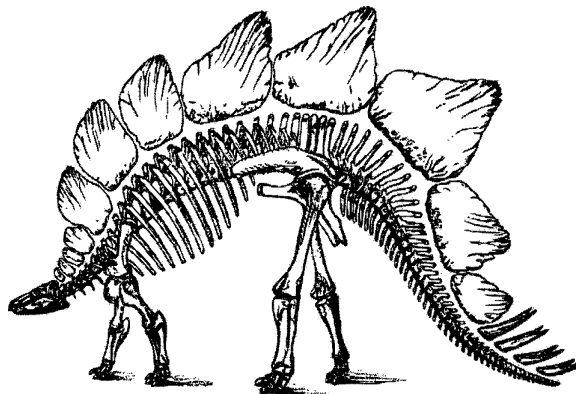
Within the box are: **two potions of restoration, one potion of extra healing, one potion of speed, one potion of frost giant strength, one potion of flying.**

4. Room of Bones

The door to this room is unlocked. Anyone listening at the door to this room will hear no sounds from within.

This large room has a high vaulted ceiling. The room seems to be filled with

bones of all kinds. Some of the bones do not even appear to be humanoid. Suddenly out of the pile of bones rises a skeletal creature. It appears to be the skeleton of some kind of ancient lizard creature. It is a dinosaur skeleton. This particular species is that of a Styracosaurus.



Dinosaur Skeleton (1): MV 18"; AC 4; HD 7; HP 32; # At 3; Dmg 1-6/1-6/2-12 (claw/claw/bite); SD half damage from sharp weapons; AL N.

Hidden within the piles of bones in this room is a bone scroll tube. It will be very difficult to find and a thorough search of the room would take many hours. A cursory search of the room, however, will present a 25% chance of discovery of the scroll tube. Add 5% per elf or half elf in the party.

Inside the Scroll tube is a scroll of cleric spells: **speak with dead, animate dead, protection from evil 10' radius, cure serious wounds.**

5. **The Skeleton King/Pon Vamen/Throne Room**

The door to this room is locked. Anyone listening at the door to this room may hear the sounds of some royal presence dictating orders to his royal court.

When the door to this room is opened the adventurers will see a vast room. It is lit by a brazier burning near the doorway and by torches in sconces every five feet along the walls of the room. Five large ornate pillars hold the roof of this room up. Along the west wall of the room is a large stone throne decorated by jewels and gems and gilded in gold. Sitting atop of this throne is a skeletal figure wearing a jeweled crown of gold and carrying a jeweled scepter.



In the north end of the room is a small fountain. It sprays water up into the air and back down into the basin. It radiates magic but not evil.

“Who goes there?” Demands the skeletal king. “This is the court of Pon Vamen. State your business here or begone!”

Whatever answer is given or business is stated the skeletal king will become angry.

“This is my royal court. I am the king of this land! How dare you invade my court! Off with their heads! Off with their heads immediately!” he shouts,

But the skeletal king is alone here. His royal court has long since died out. There is no one here to hear his orders or to follow his commands. He is Pon Vamen the former king of Zanzia and now he just rules this tomb alone. He will soon become agitated if the players do not kneel before him and pay him respect as king. He will become angry and demand that their heads be removed. Suddenly he will draw his two handed sword and begin hacking.

Pon Vamen Skeletal King (1): MV 12"; AC 0; HD 10; HP 55; # At 2; Dmg 1-10+2+strength bonus of 6; SA this king was a great warrior in life. He had 18/00 strength and still has it resulting in +3 to hit and +6 to damage); SA wields a **two handed sword** +2 in combat; SD half damage from sharp weapons; SD fear aura; AL CE.

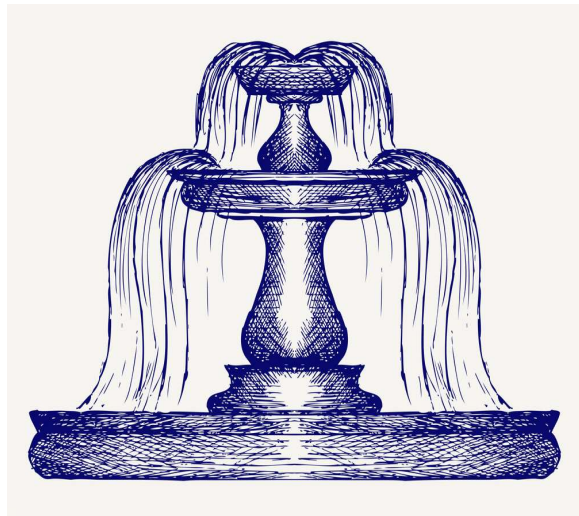
The king wields a **+2 two handed sword in combat**. He wears a crown made of gold and circled with small emeralds and rubies worth 2750 gold pieces. He carries a jeweled scepter made of solid gold and tipped with a large piece of jade worth 1500 gold pieces.

The throne is gilded in gold. The gold could be scraped off resulting in 100 gold pieces worth of gold shavings. There

are also two star sapphires worth 1000 gold pieces each, two opals worth 1000 gold pieces each and ten ambers worth 100 gold pieces each decorating the throne.



There is a secret door in the south wall of the room.



The Fountain of Kings

This fountain radiates magic but does not radiate evil. Close inspection of the fountain will reveal that there are bones in the bottom of it. Should anyone drink from the fountain they will feel as if they have been blessed with royalty. Their charisma will be raised by 1 to 3 points. This effect is temporary (1 turn) but there is a 1% chance that it will be permanent.

6. Secret Treasure Chamber of Pon Vamen

This dusty old room has not been visited in over two centuries. It is thick with dust and cobwebs. No tracks of any kind can be seen in the dust.

Three large chests occupy the center of this chamber. Each of the chests is very old and has a rusty old lock on it.

Chest #1 - Locked but not trapped - This chest is filled with coins. There are 154 electrum pieces, 543 gold pieces and 1222 silver pieces.

Chest #2 - Locked. Trapped. Anyone who opens this chest without first disabling the trap will release a large cloud of poison gas from the chest. The chest itself is empty. All those in a ten foot radius of the chest must save versus poison or suffer 2-5 points of damage from choking on the poison gas for 2-5 rounds thereafter. There is nothing of value within the chest itself.

Chest #3 - Locked. Not Trapped - Inside the chest is a royal cape made of mink worth 2000 gold pieces, there is a royal signet ring with the emblem of the first king of Zanzia worth 1100 gold pieces. There is also a **Silver Horn of Valhalla**. This was a trophy

that Pon Vamen personally took from the dead body of his nemesis Laban Oesch long ago during that ancient battle that made him the true king of Zanzia.

Thus ends the tale of the Tomb of Kings.....

If you enjoyed this adventure visit www.drivethrurpg.com and look for my other titles.

NEW MAGICAL ITEMS

Arrows of Acid - These finely made arrows are plus one to hit. Upon impact, however, in addition to the normal damage taken from an arrow the target will also take splash damage from acid contained in the arrowhead. The damage is an additional 1-6 acid damage (save versus magic for one half damage).

Ring of Conjuration (I) - This ring is made for illusionists. On the hands of anyone but an illusionist the ring seems as if it is just a shiny bauble but worthless. On the hands of an illusionist, however, the ring shines brightly and reveals its magical nature. An illusionist wearing this ring may cast shadow door, minor creation or projected image at a cost of a single charge. There are limited charges on the ring.

Ring of Kings (F,P,R) - This ring is made for a warrior to wear. On the hands of anyone who is not of a fighter class or subclass the ring will have no apparent powers. On the hand of a warrior, however, the ring shows true value. All those who stand with the wearer of this ring may save at plus one against all terror, fear or confusion type spells or effects. The wearer of this ring shows true leadership and makes all those who stand with him or her feel safe and in control. The wearer of this ring will also gain +25% to all rolls involving accumulation of followers.

Staff of Truth (C) - This finely engraved staff is made of wood but has fine carvings on both ends of the staff. The carvings depict creatures of law and order on each face of the staff. A cleric wielding this staff will realize that it has powers and abilities

which are quite useful. For a cost of one charge the wielder may cast detect lies, for two charges the wielder may cast atonement and for three charges the wielder may cast speak with monsters. Limited charges.

NEW MONSTERS

Barrow Wight

Armor Class:	4
Move:	12"
Hit Dice:	6+2
# Attacks:	1
Dmg/Attack:	1-6
Special Attacks:	Insanity gaze, Energy drain
Special Defense:	Silver or magical weapons to hit
Magic Resistance:	None
Alignment:	Lawful Evil
Size:	M

These creatures are grayish in color and their skin appears leathery. Their clothing is tightly worn as their bodies tend to bloat a little in death. They live in barrows generally but will always guard their possessions and their place of internment with ferocity and insanity. They stand nearly six feet tall and have cold skin.

These creatures are undead and are a variation of normal wights. They will generally employ their gaze attack ability initially to attempt to cause intruders into their lair to go insane. Anyone looking into the eyes of a barrow wight must make a saving throw versus magic or go permanently insane as a result of seeing these horrible creatures that should not but do exist.

Anyone touched by a barrow wight will lose one energy level the same as they would if touched by a normal wight. Like normal wights they are immune to the same things as other undead. Poison, paralysis, cold, hold, charm and hold have no effect on them.

These wonderful creations are modified from the Tome of Horrors, Volume One.

Cadavers

Armor Class:	6
Move:	12"
Hit Dice:	3+2
# Attacks:	2 or 1
Dmg/Attack:	1-6/1-6 (claws) or bite for 1-4 + disease
Special Attacks:	Disease
Special Defense:	Regeneration
Magic Resistance:	None
Alignment:	Chaotic Evil
Size:	M

These creatures are the undead remains of people who have been buried alive or who were improperly buried. Tomb workers that have been buried with their masters to prevent tomb robbers from discovering entry points are often turned into cadavers after centuries of being buried alive.

These creatures hate all creatures alive or dead. They do not work cooperatively. In combat they will charge forward to attack all that they encounter. They can use their two claws to attack or can bite. Their bite carries disease. The disease commonly caused by these foul creatures is called Filth Fever. It manifests in 1-3 days time and results in lowering the victim's constitution and dexterity until cured or until death by 1-3 points each. A saving throw versus poison will prevent the victim from catching the disease.

These creatures cannot be easily killed. They regenerate one hit point per round. Only hit points lost to silver or magical weapons or spells remain permanently gone. When the creature

regains all hit points it has remaining (other than those lost permanently through magical weapons or spells or silver weapons it will rise up again to fight once more. A bless spell cast upon the creature slows the rate of regeneration by one half.

These hellish beings are modified from the Tome of Horrors, Volume Two.

Dinosaur Skeleton

Armor Class: Variable
Move: Variable
Hit Dice: Variable
Attacks: Variable
Dmg/Attack: Variable
Special Attacks: None
Special Defense: Half damage from sharp weapons
Magic Resistance: None
Alignment: Neutral
Size: M

These creatures are undead versions of dinosaurs from long ago. These particular creatures can be any form of dinosaur and have similar abilities and variable hit dice and hit points. Like all undead, however, these creatures are immune to sleep, hold, charm, cold, poison and paralysis. Like other skeletons they take only one half damage from sharp weapons. They are turned as ghosts on the cleric table.

Glamaku (Minor Demon)

Armor Class: 4
Move: 12"
Hit Dice: 5+5
Attacks: 3
Dmg/Attack: 1-3/1-3/1-6
Special Attacks: Darkness 15' radius, Pyrotechnics
Special Defense: None
Magic Resistance: 25%
Alignment: Chaotic Evil

Size: M

These minor demons are often the underlings and minions of minor demi-gods and arch demons. These creatures typically are seen as a fiery red creature with long horns. Their skin burns brightly to the touch. Anyone who touches one of these creatures directly must save versus dragon's breath or be burned for 1-6 points of damage as a result.

Generally these creatures are sent out on minor errands for their master. Any found on the material plane are generally there for a specific message or errand such as carrying a message or assassinating someone who has offended their master. These demons are too weak to summon other demons to their own aid. None would listen.

These demonic entities are of my own imagination.

Graves Risen

Armor Class: 8
Move: 6"
Hit Dice: 3
Attacks: 2
Dmg/Attack: 1-6/1-6 (claws)
Special Attacks: None
Special Defense: None
Magic Resistance: None
Alignment: Chaotic Evil
Size: M

These creatures are worm ridden corpses wearing tattered rags. Their blackened eye sockets perform as eyes. They have long filthy nails they use to claw up from their graves.

These creatures resemble zombies but are created when a magic user bleeds out over a grave and his blood seeps into the

grave. The blood forms a bond with the dead body creating this foul creature. The creature enters combat by clawing its opponents with its long nailed hands. Anyone killed by this creature will be buried in a shallow grave after being mutilated by the creature.

These nightmarish creatures are modified from the Tomb of Horrors, Volume Two.

Red Jester

Armor Class: 2
Move: 12"
Hit Dice: 5
Attacks: 1
Dmg/Attack: 5-10
Special Attacks: Fear cackle, mace of merriment, playing cards
Special Defense: Immune to mind controlling spells
Magic Resistance: None
Alignment: Chaotic Neutral
Size: M

These creatures are extremely rare. They are believed to be the undead remains of court jesters who were put to death for making bad puns or insulting their kings with bad jokes. Red Jesters speak common tongue and generally make jokes and riddles while in the midst of combat. They sometimes disguise their undead nature by wearing masks.

It will open combat by using its cackle to cause fear among its opponents. Anyone who hears it must make a saving throw versus paralysis or flee for 2-8 rounds.

If this fails then the creature may use its special deck of many things. It uses this as a ranged attack. It will draw a card randomly and fling it at an opponent. That

opponent will either suffer or gain as the card from the deck declares. To anyone else these cards will seem as normal playing cards and have no magical powers.

If combat is close then the creature will strike with a peculiar mace with a skull at the head of the mace. If struck the victim must save versus magic or fall to the ground laughing for 1-3 rounds. Regardless of whether this occurs the victim will suffer 1-6+4 points of damage.

This terror is modified from the Tomb of Horrors, Volume Two.

Skeletal King

Armor Class: 0
Move: 12"
Hit Dice: 10+
Attacks: 2
Dmg/Attack: By weapon
Special Attacks: Fear aura
Special Defense: Sharp weapons do one half damage
Magic Resistance: None
Alignment: Chaotic Evil
Size: M

A skeletal king is a rare sight. In fact, it might even be unique. They are formed in ways similar to that of a Lich. Their insatiable need for power and glory is what propels them into an eternity as a creature of the undead. It is what preserves their essence in unlife. These creatures are powerful but can be turned by a cleric as a Lich. Unlike a Lich, however, these creatures are not former magic users or clerics. Typically, however, they were powerful warriors in life. In death they are still powerful warriors and dangerous foes.

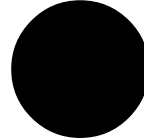
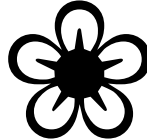
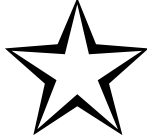
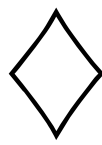
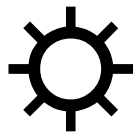
The power that causes these creatures to become eternally unliving also

gives these creatures a low armor class even without armor. Like a Lich these creatures have an armor class of 0 even without armor.

Skeletal Kings are typically fighters of at least 10th level and sometimes much higher. Like all undead they are immune to cold, charm, sleep, death magic, paralysis or charm. These creatures are also immune to polymorph, electricity and enfeeblement.

Similar to a lich the mere sight of these creatures may cause any creature under 5 hit dice to flee in panic or fear for one turn (save versus paralysis applies).

PLAYER'S HANDOUT A



PLAYER HANDOUT B

“I am beginning to suspect that this expedition is doomed. We lost the thief yesterday. He was killed by a Spectre. And now he is one. Strange things we have seen in this place. This was supposed to be a tomb of ancient Zanzian kings that once ruled this land. But signs we have found indicate more than this. It appears to be the tomb of Pon Vamen himself. He was the king of kings. He was the one who united Zanzia in battle and made it one great country. And then a couple of hundred years ago he disappeared. He was never heard of again.

His links to the god Simaru were rumored but never confirmed. But we have seen signs of Simaru in this place. His evil presence is everywhere here. If we can make it out of this place alive I will pass this information on so that others might avoid the evils of this place.”

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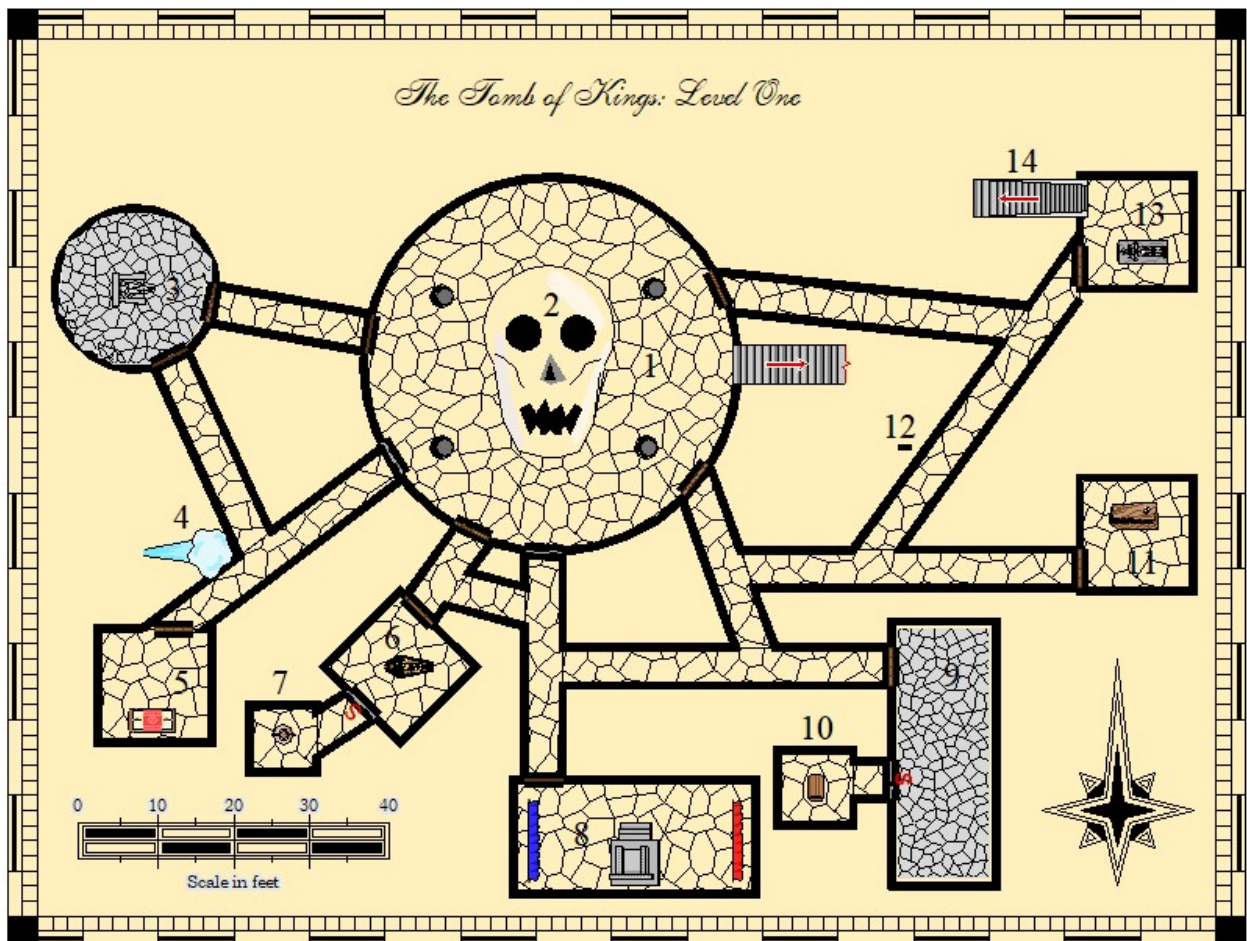
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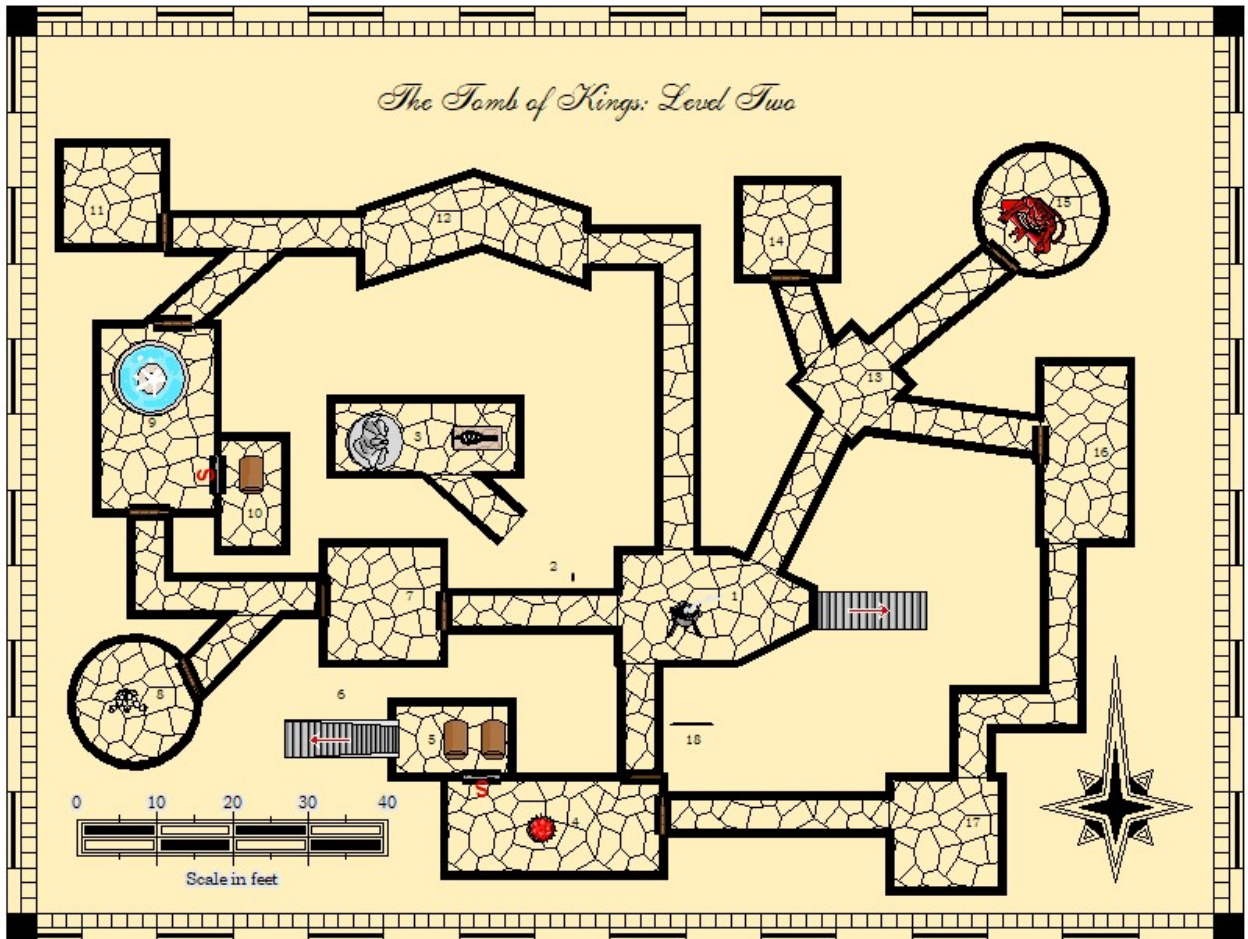
THE GARGOYLE ARMS TAVERN



The Tomb of Kings: Level One



The Tomb of Kings: Level Two



The Tomb of Kings: Level Three

