# Dungeon Module CG0
# The Crypt of Rokar
## by Michael Mills

## INTRODUCTORY MODULE FOR CHARACTER LEVELS 1-3



Buried deep beneath the barrow mounds of the Wild Wood, Rokar the Terrible slumbers fitully in his sarcophagus. What terrors protect Rokar as he dreams his fevered dreams? Do you dare enter The Crypt of Rokar in search of treasures and knowledge beyond imagining?

This module is a complete adventure including maps, descriptive text, background information and encounter notes. This module is OSR compati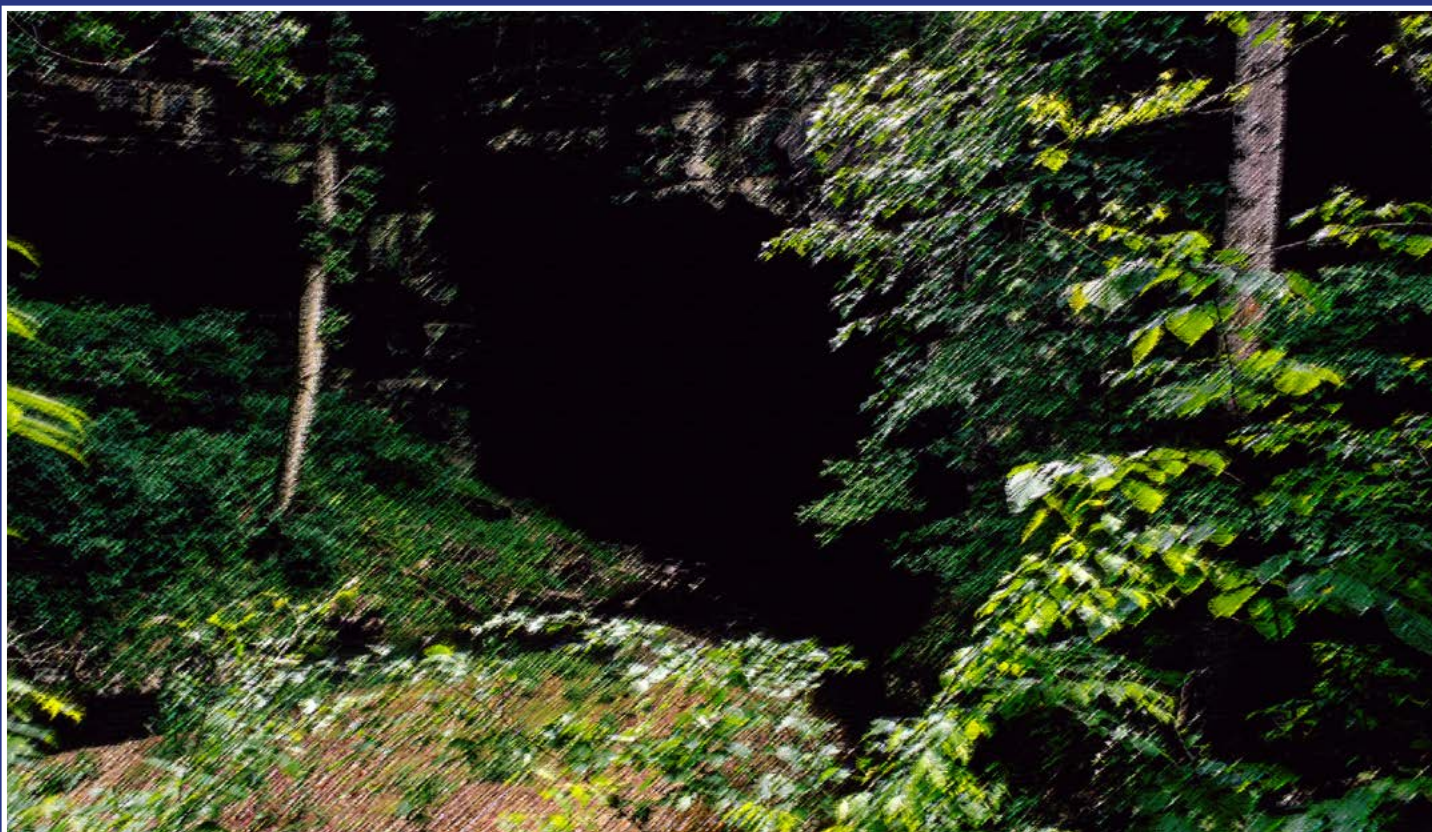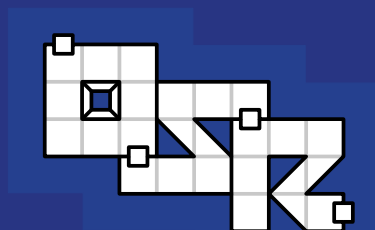ble. It was written for the classic version of the world's most popular role playing game. However, it can be used with original or even advanced rules of the game with minimal modification.

Canister & Grape Wargames

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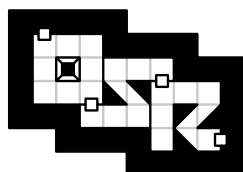**Interior Cover Illustration:** Dean Spencer
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# INTRODUCTION

The Crypt of Rokar is an attempt to recapture the essence of old school role play. The format, narrative style and recurring clichés are absolutely intentional!

So grab some of your friends, dive in head first and enjoy yourselves for an evening or two.

If you intend to participate as a player please stop reading now.

# NOTES FOR THE GAME MASTER

This module is designed for 4-8 players of starting level or slightly above. It can be used as a one-off adventure or as part of a campaign.

The players should have a reasonable chance of survival, however a certain amount of danger and risk is necessary to keep things interesting.

As game master you should adjust the number, strength and aggressiveness of encountered creatures to ensure this occurs.

When the players enter an area on the map you should read aloud the boxed text in its entirety. You may also add any additional information from the game master's notes immediately thereafter as you desire. This may be necessary if the players fail to find a crucial item, exit or other plot device.

You should encourage the players to make their own maps or somehow keep track of routes taken and locations visited. Failure to do so should result in the players becoming lost and encountering wandering monsters more frequently.

The maps provided include all key features such as doors, walls, staircases and traps. Additional features and room contents are described in the boxed text.

There is plenty of opportunity to extend the module, add additional levels and encounters or otherwise add to the fun. Go for it!
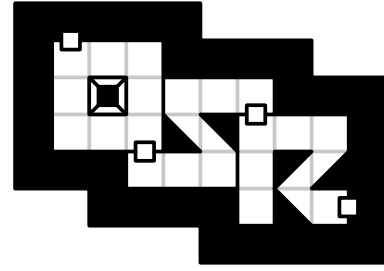
This module is OSR compatible. It was written for the classic version of the world's most popular role playing game. However, it can be used with original or even advanced rules of the game with minimal modification.

# ENCOUNTERED CREATURES

Unless stated all encountered creatures have the same statistics as normal men (NM).

Creatures are listed in the following format: Kobolds (2) – AC 7 [13]; HD 1/2; HP 4,3; AT 1; D 1-6; THAC0 19; MV 90' (30'); S NM; ML 6; AL C; XP 5.

## Stat Block Abbreviations:

**Name** (number appearing)

AC = Armour class, descending from 10, followed by ascending armour class from 10 in square brackets

HD = Number of hit dice, + extra per die

HP = Hit points

AT = Number of attacks per combat round

D = Damage per successful hit

THAC0 = To hit armour class zero

MV = Movement distance per turn in feet, per combat round in feet in round brackets

S = Saving throw as fighter of the same level as hit dice

ML = Morale, descending from 12

AL = Alignment

XP = Experience point value

## GAME MASTER'S BACKGROUND

Rokar the Terrible was once a mighty warrior and commander, feared by his foes and allies alike. His prowess in battle was equalled only by his arrogance and his callous disregard for the lives of his men.

Such leaders can command obedience through fear, but never true loyalty. He tried to bolster his position through an advantageous marriage, but had so alienated all around him that none would accept his suit. After many bloody defeats, Rokar the Terrible at last fell in battle, deserted by all but a few close followers.

His last lieutenant buried him in deep in the woods. With no successors to mourn him or honour his memory, he has lain here in an uneasy rest. Until now...

## PREFACE

Deep within the Wild Wood is rumoured to lie the Crypt of Rokar the Terrible. Once a mighty ruler, Rokar died, the last of his line, and is now nothing but a name to frighten small children. Filled with treasures and challenges worthy of many a bard's tale, his crypt is an opportunity for fame and riches...

The entrance to the Crypt of Rokar lies many miles from any road, village or living soul. Even so, a story told over a jack of ale is enough to whet the appetite of a party of hardy adventurers eager for treasure!

## Wandering Monsters

Appearing on a 1 in 6 chance per hour.
Roll 1d4 to determine what appears.

**1. Ghouls** (1-2), hunting for food.
AC 6 [14]; HD 2*; HP 12 each; AT 2 claws / 1 bite; D 1-3 / 1-3 / 1-3 + special; THAC0 17; MV 90' (30'); S F2; ML 9; AL C; XP 25 each. If hit Save vs. Paralysis or be paralysed for 2-8 turns.

**2. Skeletons** (1-6), searching for intruders.
AC 7 [13]; HD 1; HP 4 each; AT 1; D 1-6; THAC0 19; MV 60' (20'); S F1; ML 12; AL C; XP 10 each.

**3. Zombies** (1-6). wandering aimlessly.
AC 8 [12]; HD 1; HP 10 each; AT 1; D 1-8; THAC0 19; MV 90' (30'); S F1; ML 12; AL C; XP 20 each.

**4. Giant Rats** (1-8), fleeing a more powerful enemy.
AC 7 [13]; HD 1/2; HP 1-4 each; AT 1 bite each; D 1-3 + disease; THAC0 19; MV 120' (60'); S NH; ML 8; AL N; XP 5 each. If bitten Save vs. Poison or die within d6 days (1 in 4 chance).

## 1. ENTRY PORTAL

Pulling back the vines and brush you reveals a pair of heavy, iron-bound timber doors. A series of runes is carved into the stone lintel above the doors.

These doors are the only entry to the Crypt of Rokar. The runes spell out 'Here lies Rokar, Last of his Line' in a long-forgotten tongue. The doors were originally locked but now open when given a solid shove by two or more persons at the same time.

The double doors open onto a 20' wide corridor of well cut and laid stone, flanked by stone columns carved in a spiral pattern. At the far end stands another set of ornately carved iron-bound doors.

The interior doors are not locked and open easily.

## 2. STATUES

A series of stone statues in stately robes and armour stand in the wall niches at the ends of the corridors. They have glittering gems set into their eye sockets.

The statues are just that, stone statues. They represent the retinue and personal guard of Rokar who accompanied him into the afterlife. The gems are cheap paste and worthless. They crumble when pried from the eye sockets.

## 3. LIBRARY

Beyond the door a short passage leads to a crowded 20' x 20' room full of bookcases, containing all manner of tomes and scrolls. There is a smell of damp and mold and many of the books and papers appear decayed or damaged by pests.

The secret door leads to Rokar's library. This room is filled from floor to ceiling with rotting books and damaged scrolls on a wide variety of subjects.

Careful searching will reveal a scroll of Cure Light Wounds and two beautifully illustrated books on herbal remedies, worth 20gp and 15gp respectively.

One the floor in the south-west corner is a Yellow Mold (1) - AC Can always be hit; HD 2*; HP 8; AT Spores; D 1-6 + special; THAC0 n/a; MV 0' (0'); S F2; ML n/a; AL N; XP 25. If touched there is a 1-in-2 chance it will eject a cloud of spores.

Anyone within 10' takes 1d6 points of damage and must Save vs. Poison or die within 6 rounds.

## 4. EMBALMING ROOM

> This 30' x 30' room appears to have been for the preparation of bodies for interment. A large stone table stands in the centre. Shelves full of jars, wrappings and wicked instruments line the walls.

Embalmers used this room to wash and prepare the body of Rokar for interment. On the far side of the stone table lurk a group of four Zombies. These have made a home here, originally feeding on the remains from the embalming process, they now eat whatever the can catch. Zombies (4) - AC 8 [12]; HD 1; HP 10, 9, 9, 7; AT 1; D 1-8; THAC0 19; MV 90' (30'); S F1; ML 12; AL C; XP 20 each.

## 5. LARGE STOREROOM

> This 60' x 30' was obviously some sort of storeroom of foodstuffs and domestic items needed to support the owner in the afterlife. It is full of barrels, crates and sacks of varying sizes. There is a strong smell of decay and faeces.

All of the barrels, sacks and crates contain only spoiled food and sour wine. There is nothing of value in this room.

A nest of Giant Rats is hidden in the north-east corner. Searching the room will disturb them and they will attack. Giant Rats (5) - AC 7 [13]; HD 1/2; HP 4, 4, 3, 3, 2; AT 1 bite each; D 1-3 + disease; THAC0 19; MV 120' (60'); S NH; ML 8; AL N; XP 5 each. If bitten Save vs. Poison or die within 1d6 days (1 in 4 chance).

## 6. ARMOURY

> Racks upon rack of corroded weapons of all kinds stand against the far wall of this 40' x 30' room. A suit of human-sized enamelled plate mail takes pride of place on a stand in the centre.

This is Rokar's armoury and the enamelled armour is his spare set (he was buried in his best armour). The armour is not magical but is worth 85gp. The remaining weapons and armour are all worthless.

Lurking in the dark corners are six Skeletons, possibly guards who were interred here to protect their lord. Skeletons (6) - AC 7 [13]; HD 1; HP 4, 4, 4, 3, 2, 1; AT 1; D 1-6; THAC0 19; MV 60' (20'); S F1; ML 12; AL C; XP 10 each.

## 7. TRAPDOOR

> Set into the wall is a small niche containing a 6" tall icon carved from a pale green stone.

Anyone stopping to examine the stone icon in the niche for more than a few seconds causes the floor to fall away. Victims fall 10' into a steep sided pit and suffer 1d6 hit points damage.

The icon is carved from cheap peridot worth 25sp.

## 8. SMALL STOREROOM

> This 30' x 30' was another storeroom like that in Area 5. Rats skitter away into the dark when you open the door.

Most of the barrels, sacks and crates contain only spoiled food and sour wine. One crate does contain two weeks worth of iron rations for four people. There is nothing else of value in this room.

## 9. TREASURE VAULT

> Beyond the door you find a room lined with shelves, containing an array of boxes, casks and sacks. Some are falling apart with age, others are seemingly intact.
>
> Against the far wall you see a large chest, bound with brass and carved with intricate scenes of hunting, feasting and domestic life.

Hidden behind a pair of secret doors, Rokar's hoard originally contained enough treasure to keep him in regal style in the afterlife.

Most of the items on the shelves have decayed with age and are worthless. All that remains of value is:

- 1 x Dwarf-sized chainmail vest worth 40gp
- 1 x Pair of gilded goblets worth 25sp each
- 1 x Fine silver dagger worth 30gp

The chest is trapped with a poison needle. If the trap is triggered the victim is poisoned, however due to its age the poison is weak and causes only 1d4 hit points of damage plus a feeling of nausea.

Within the chest is Rokar's treasure consisting of:

- 1 x Pearl necklace worth 800gp
- 2 x Gold bracelets worth 120gp and 150gp
- 1 x Fine sword (actually a Sword +1)
- 1 x Potion of Healing
- 1 x Scroll of Charm Person
- 250gp, 135ep, 300sp and 2000cp

## 10. CHAPEL

Faded and dirty mosaics of religious scenes cover the walls of this 50' x 50' square chamber. The ceiling is supported by two massive columns. An altar stands against the southern wall.

Once this was the chapel where burial rites were administered before the dead were interred. There is nothing of value in this room. A pair of Zombies stand near the altar and will attack on sight.

Zombies (2) - AC 8 [12]; HD 1; HP 9, 8; AT 1; D 1-8; THAC0 19; MV 90' (30'); S F1; ML 12; AL C; XP 20 each. One of the Zombies has a pouch containing 5gp, 18ep, 62sp and 108cp.

## 11. HALL OF ANCESTORS

Two short corridors lead to an imposing 60' x '30 chamber lined with stone statues set into niches in the walls. Each is of a kingly aspect, wearing differing types of clothing or armour. Some of the statues are carved in a more rudimentary style and look to be much older than the others.

This hall contains statues of Rokar's ancestors, going back hundreds of years. Whilst some are very finely carved they hold no value beyond interest to scholars.

## 12. ANTEROOM

Another pair of iron-bound double doors leads into a 20' wide corridor with a further set at the other end. A set of crossed swords is carved into the floor.

This is an anteroom and is empty. The doors are not locked and swing open easily when pushed.

## 13. VAULTED HALL

This massive 60' x 60' square chamber is roofed by impressive stone vaulting, some 30' high at the peak and supported by four stone pillars. The walls were once lined with fine tapestries, but these are now faded or rotten.

A human corpse wearing leather armour lies between the southern pillars, its neck twisted at an unnatural angle. Something has been feeding on it...

The body is that of a human thief who had thought to pillage the crypt but foolishly chose to do so alone. He was killed by the Ghoul that lurks behind the south-east pillar. He wears leather armour and carries a short sword, dagger and backpack containing rotten food, a water skin, 50' of rope, iron spikes and hammer, three gems worth 5gp each and 52cp.

If the party attempt to search the corpse the Ghoul will attack. Ghoul (1) - AC 6 [14]; HD 2*; HP 12; AT 2 claws / 1 bite; D 1-3 / 1-3 / 1-3 + special; THAC0 17; MV 90' (30'); S F2; ML 9; AL C; XP 25. If hit Save vs. Paralysis or be paralysed for 2-8 turns.

## 14. THE CRYPT OF ROKAR

Another pair of timber doors set are set into an alcove leading from the vaulted chamber. Unlike the rest these are bound and studded in brass and intricately carved with the same crossed-swords motif as the floor in the anteroom.

The doors are locked. The lock will need to be picked or the doors forced open to allow entry.

Beyond the doors is a 40' x 40' chamber with a pair of niches in the walls to the north and south. The niches contain statues like those throughout the crypt. A pair of carved stone sarcophagi stands in the centre of the room. The sarcophagi are covered in dust and appear undisturbed.

The lids of the two sarcophagi are heavy but can be pushed aside by two or more persons in concert.

The northern sarcophagus is empty. It was intended to contain the body of Rokar's bride, but he died unwed and as a consequence his line died with him.

The southern sarcophagus contains the remains of Rokar, now an undead horror in the form of a Wight.

# THE CRYPT OF ROKAR

Rokar the Terrible (Wight) - AC 5 [15]; HD 3*;
HP 19; AT 1; D Energy drain; THAC0 16;
MV 90' (30'); S F3; ML 12; AL C; XP 50.

Rokar will attack the minute his sarcophagus is
opened and will continue to attack until destroyed.

If the party retreats, he will stop at the threshold and
wail as long as the party remains nearby. If the party
leaves he will return to his sarcophagus but cannot
close the lid himself.

Buried with Rokar are his most favoured possessions,
including armour, weapons and jewellery.

Rokar's personal treasure consists of:

- 1 x Two-handed sword (magical +1)
- 1 x Bejewelled dagger (magical +2)
- 1 x Gold-plated shield worth 250gp
- 1 x Amulet of Protection +1
- 2 x Gilt bracers worth 150gp each
- 1 x Gold belt buckle worth 40gp
- 1 x Potion of Healing
- 1 x Potion of ESP
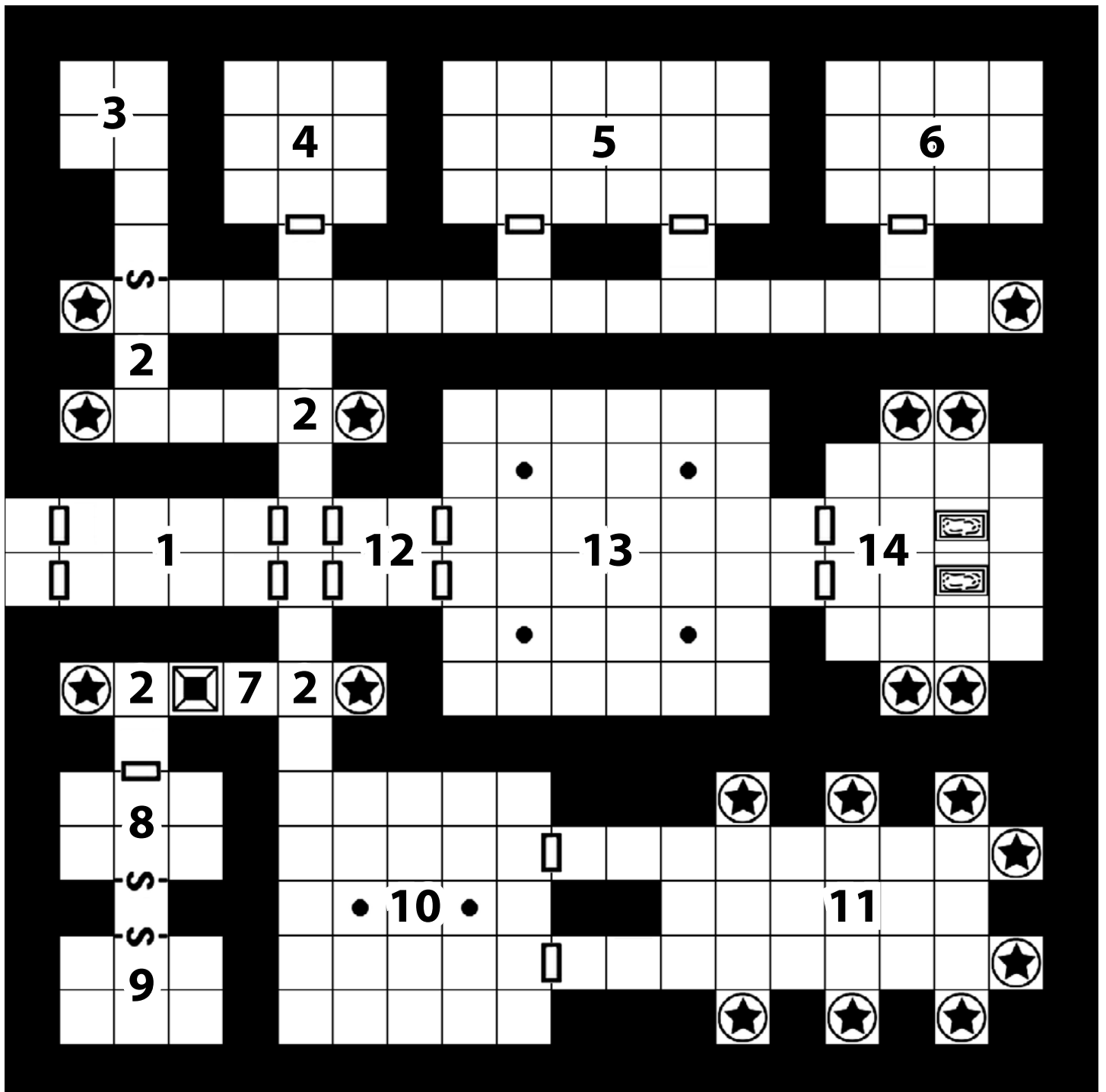
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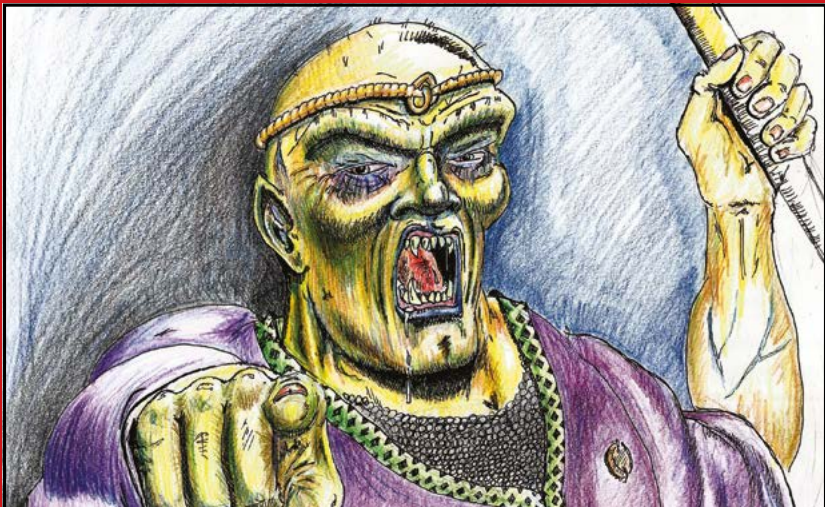
**CG1**

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# Dungeon Module CG1
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### by Michael Mills
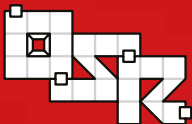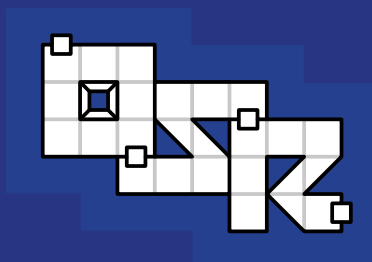
**INTRODUCTORY MODULE FOR CHARACTER LEVELS 1-3**



Largash the Lurid, scourge of the common folk and self-appointed king beneath the rocky hills, lurks deep within his lair. Who dares enter his realm to unthrone this most evil of monarchs? Can your brave party of adventurers defeat Largash the Lurid and his evil minions once and for all?

This module is a complete adventure including maps, descriptive text, background information and encounter notes. This module is OSR compatible. It was written for the classic version of the world's most popular role playing game. However, it can be used with original or even advanced rules of the game with minimal modification.

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