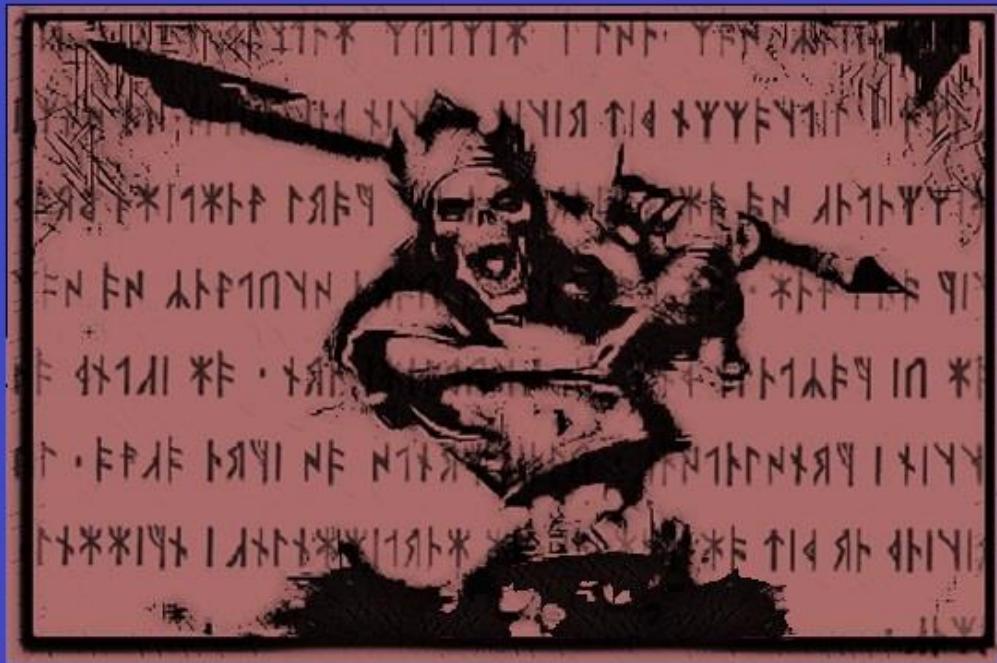


CL1  
Homebrew for  
1st ed. AD&D

Dungeon Module CL1  
**The Cursed Crypt of Lochinvoor**

by Chris Larr

AN ADVENTURE FOR CHARACTER LEVELS 2-4



*Deep within a Gnomish silver mine, a hidden and mysterious tomb was unearthed. Fabulous riches await those adventurers who are brave and cunning enough to defeat the horrid monsters, arcane magic, and deadly traps found within the ancient crypt. Are you up to the challenge?*

*This module is designed for **experienced** players and contains the full adventure, maps, illustrations, background information, pregenerated characters, and an appendix containing new monsters and magic items.*

Written 1987. Revised 2015.

# THE CURSED CRYPT OF LOCHINVOOR

By Chris Larr

**DM NOTES:** *The Cursed Crypt of Lochinvoor* is a challenging module designed for **experienced** AD&D players who are running beginning-level characters (levels 2-4). It is recommended that the party be well-balanced and **minimally** consist of 8-10 characters (in addition to any henchmen and/or hirelings). To succeed, the party will need to be adequately equipped and provisioned for an extended excursion in both the wilderness and underground elements. Players should be prepared for their characters to spend several nights in the wilderness zone as well as the Crypt itself. Furthermore, strategic thinking will be just as important as hack-and-slash prowess with regards to the successful completion of this dungeon. Finally, knowing when to fight versus when to flee is also critical to survival and success.

**BACKGROUND:** Millennia ago, the evil warrior-cleric Lochinvoor, ruled the lands with an iron fist, using his fanatical armies and powerfully arcane clerical magic to crush all who opposed him. At the height of Lochinvoor's power, none dared to oppose his might. Living sacrifices were made to his dark god and all lived under its terrifying shadow. Eventually, as is always the case, a hero was born; the oppressed peoples rebelled, a long and bloody war was waged, and a hard-fought freedom was won.

His armies driven away and his power shattered, Lochinvoor retreated to the dark mountains in a faraway western land. Even the wisest of sages know not where. He spent his final days building a crypt, a final testament to his waning power. The crypt was filled with all manner of horrid undead, terrible traps, and deadly obstacles; all designed to destroy anyone who would disturb his final slumber.

As the centuries passed, truth became legend and then legend turned into folklore. The once great and fearsome might of Lochinvoor became a mere shadow, a boogieman which parents used to frighten children into good behavior. Now, in this age, even his name has been forgotten to all but the oldest and most learned of scholars.

**INTRODUCTION AND SETTING:** The Gnomish mountain village of Kentara has discovered an ancient structure deep within one of its silver mines. Within 8 days of the discovery, all contact was lost with the silver mine. Two expeditions were sent to investigate, but neither has returned. It is rumored, but not confirmed, that some Goblins have taken over the silver mine and are currently plundering its wealth. The Kentara Gnomes are also concerned that this could be the staging ground for further attacks deeper into Gnomish territory. The Gnomes have sent someone to recruit a well-balanced and experienced party to investigate and explore.

The PCs contact will be **Tinzi Kalane** (Gnome, F2/Thf1; HP 13, AC6, Align-CG. S-15, I-11, W-9, D-16, Con-16, Cha-9) Possesses Ring mail, Map of the Gnomish territory (including the location of the silver mine), short sword, *+1 dagger*, thieves tools, and a pouch containing 37gp, 112sp, tourmaline 30gp, spinel 45gp). He also has a *Potion of Fire Resistance (2 doses)* in a small metal flask. Personality = Serious, proud, honest, fiercely loyal to his tribe. He will accompany the PCs on their mission and will be naturally distrustful of them – the PCs are going to have to earn his respect!

Tinzi Kalane will present the PCs to the village Elders who present the contract to the PCs.

### **The Conditions:**

- Explore the mine and ancient structure. Discover its secrets. Map the area.
- Find Gnomish or Dwarven expedition survivors and ensure their safe rescue.
- Eradicate any hostile forces (Goblin or otherwise) that are occupying the caverns.
- Must allow Tinzi to accompany the party (but the PCs will lead the expedition).

### **The Terms:**

- Kentara village will pay each character 200gp upon successful completion of the mission.
- Kentara will provide 1 month's lodging within the village and basic provisions during the mission (including territorial map [held by Tinzi], 4 donkeys, packs, rations, tinderboxes/flint, tobacco, and furs). If the mission is successful, the remaining provisions are to be returned.
- Free use of provision stations during the mission.
- All treasure found is split 60/40 in the village's favor.
- NOTE: Savvy PCs can negotiate superior terms via roleplay. Attempts to manipulate the Gnomes via spells, if detected/discovered, will be met with outrage and possible hostility.

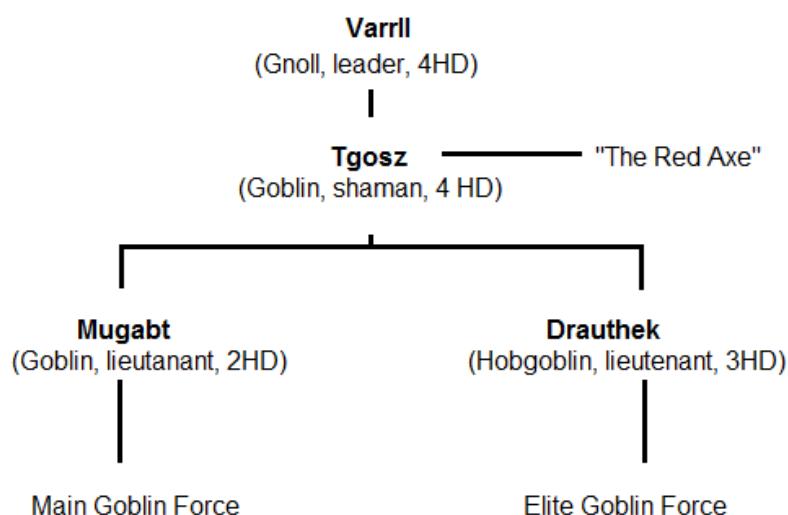
Tinzi has a map of the Gnomish lands and the location of their silver mines. He will guide the PCs to the mines, but will not allow them to look at the map (in fact, he will be very secretive about it). If the map is destroyed, Tinzi can still find the mines based on his knowledge of the Gnomish lands. However, if both Tinzi **and** the map are destroyed, then the PCs will have to find the cavern by alternate means (interrogating rogue Goblin marauders, returning to Kentara and beseeching the Gnomish elders for assistance, random luck, etc...). The DM will need to improvise this.

**Special Note – Goblin Force:** Approximately a month ago, a sizable force of Goblins took over the silver mine and laid claim to the crypt. They have been plundering what wealth they can easily acquire, but have lost numbers from a combination of exposure, wandering monsters, and traps. They have also been responsible for attacking, capturing, and killing members of the 1<sup>st</sup> and 2<sup>nd</sup> Gnomish expeditions that have made it to the mines.

Led by a clever (and sadistic) Gnoll named **Varrll**, his *modus operandi* has been to systematically explore the crypt, learn its secrets, and loot it dry. There are some traps and monsters they have not been able to overcome, so the preference is to capture intruders and use them to test traps and act as cannon fodder against monsters. However, they will not hesitate to kill intruders if they appear to pose a threat. The Goblins have made it as far as the 2<sup>nd</sup> level of the Crypt, but haven't explored it entirely. Finally, the Goblins have not associated the seemingly worthless statues (refer to **Special Note – Statues, THE CRYPT OF LOCHINVOOR**) as keys to unlock the final area of the Crypt (in fact, they have ignored them altogether, seeing them as potential traps).

Please note that the Goblins are of low-average intelligence (per the *Monster Manual*). Their lieutenants (**Tgosz**, **Mugabt**, **Drauthek**) are even more intelligent and cunning. As a DM, they should not be treated as stupid hack-n-slash fodder. Under their direction, they will utilize intelligent tactics such as hit-and-run, ambushes, stalking, and strategic withdrawals. If the Goblins find that a fight is going against them, they will attempt to retreat and warn Varrll or one of the lieutenants – typically returning with a larger and more prepared force. The one exception to this rule are the **Red Axe Goblins** (see below and refer to **Room 5 – Mural Room, THE CRYPT OF LOCHINVOOR**) which will always fight to the death.

### Goblin Force Hierarchy



Varrll keeps his cohorts in the dark regarding the dungeon (after all, he doesn't want them taking over or looting without his sanction). To the Gnoll, it's simply a matter of maintaining power. The following is what the typical (non-lieutenant) Goblin knows (should the PCs capture and interrogate any of them):

- The traps magically reset at the end of the day.
- There are a lot of undead lurking within the pit – skeletons and ghouls (and a few of their numbers were even turned into ghouls). Any undead they manage to kill are removed from the crypt and burned.
- 8 of their numbers have died of some strange, unknown disease (refer to **WANDERING MONSTER #8 [Huecava], THE CRYPT OF LOCHINVOOR**). They have burned the bodies outside of the mines to prevent its spread.
- They currently have 2 prisoners being held on the 2<sup>nd</sup> level of the Crypt – a Gnome and a Dwarf.
- The main force is headquartered on the 2<sup>nd</sup> level of the Crypt.
- Their shaman, Tgosz has been unable to control the undead. This has created noticeable tension between Varrll and Tgosz.

**Red Axe Goblins:** There is a small cadre amongst the Goblin force known as the **Red Axe** (named for their devotion to the Goblin deity, Maglubiyet). These Goblins are recognized for their distinctive black tunics with red axe symbol emblazoned on them. They only wield battle-axes (1d8 v S/M/L) which are painted in the blood of their enemies. While their stats are similar to the other Goblins, **Red-Axe Goblins receive a +1 bonus to hit when attacking due to their fanaticism. They are 1HD monsters (instead of 1-1 of typical Goblins).** They only obey the orders of Tgosz, even over that of Varrll (which is also a point of contention between the Varrll and Tgosz).

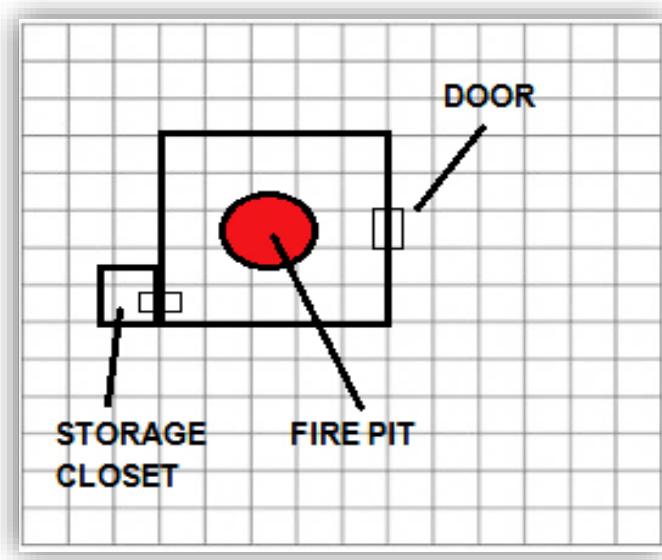
### WILDERNESS ADVENTURE

Journey to the Tomb: The journey from Kentara to the Crypt is, minimally, a 3 day trek. At the end of each day's travels is a provision station (refer to map 1). ***Keep in mind that the "each day's travel" assumes that the PCs have been able to maintain a relatively steady, interrupted pace.*** Certain encounters or events may slow the party down and extend the time to reach the Gnomish Silver Mines.

Environmental Considerations: The territory surrounding Kentara is mountainous, cold, and snowy. Waist high snow and -10 degree F temps are not uncommon at night. Wind chill can

bring this temp down to -50 degree temps. Due to the extreme cold, unless adequate attempts are made to keep the party warm (furs, fire, etc...), there will be no HP healing during rest. Steeds and pack animals will also need to be kept warm. Both PCs and steeds/pack animals will suffer HP damage from prolonged exposure per standard rules.

**Provision Stations:** Each provision station is a small shelter consisting of a single room (25 ft wide, 25 ft long, 5 ft high) with a fire pit and a 5x5x5 cellar area where provisions can be found. Typical provisions include 2 weeks of iron rations, 4 barrels of ale, 10 blankets, tinderbox/flint, 30 torches, and skinning knife. Stacked up against the outside of the station is a pile of 1d4x10 logs. It is the local laws that all who stay are welcome, but must compensate the villages of Kentara, Ragonai, or Brecka at a rate of 1gp/day. The provision stations are restocked once a month.



Map (Provision station, each square = 5x5 ft)

**WANDERING MONSTERS (WILDERNESS AREA):** 40% base + 10% per day outside the village. Check for wandering monsters 1-2 times a day (DM discretion) during wilderness travels. Roll 1d6 if encountered. There is only one of each encounter (reroll if a particular wandering monster was already encountered).

1. **Goblin Raiding Party:** 8 Goblins (AC 6, HP: 7, 5, 5, 5, 4, 4, 3, 2; ATK1, DAM 1-6 or weapon) looking for easy targets to attack or scavenge. If possible, they will stalk the PCs and attack when the opportunity is best. If reduced by 50%, they will scatter and flee into the wilderness. Each is armed with a short sword, dagger, furs, and minimal survival supplies. The leader (7hp) has a pouch with 14gp and 82sp.

2. **Wild Horse:** AC7, HP 12, ATK (1-3); will attack for food. The horse can be subdued and eventually tamed (barely). Although very hungry and skittish, it will stop attacking if offered food.
3. **Wolves:** A pack of 4 large wolves looking for easy prey. AC7, HP 18, 13, 12, 9, ATK 1 (2-5). Howling will occur within 1-6 rounds before they attack. Fearful of fire and will have to check morale if attacked with it.
4. **Large Bear** (black bear stats): AC 7, HP 29, ATK 3 (1-3/1-3/1-6, Bear Hug 2-8). Will attack. If PCs are hiding in a provision shelter, the bear can bash down the door within 2-5 rounds. Its pelt can be used or sold for 10gp if not too mangled.
5. **Giant Owl:** AC6, HP 28, ATK 3 (2-8/2-8/2-5), Surprises on 1-5; attacks from the air. If slain and area searched, a nest on a mountainside can be found. Inside is 2 eggs, cloak (dirty), 16gp, 85sp, and an unpolished onyx worth 40gp (double if cut and polished by an expert jeweler).
6. **Berzerkers:** 7 Berzerkers (AC 7, HP: 12, 9, 8, 7, 6, 5, 5; ATK 1 at +2 or 2 without bonuses, DAM by weapon type) are actively seeking, based upon limited information from interrogated victims, the specific location of the Gnomish silver mines. They have attacked both Goblin and Gnomish teams sent to the mines. They have basic, looted provisions (which appear to be Gnomish in origin) and are armed with battle axes (1-8 S/M/L) except for the 12 HP **Leader** (AC 5, equipped with chainmail) who is armed with a long sword (1-8 S/M, 1-12 L). They do not need to check morale and will fight to the death. They have no interest in negotiating with the PCs or anyone else for that matter. Collectively, they have a total of 91gp and 108sp among them. The leader also had a small, unpolished amethyst worth 40gp (85gp if cut and polished by an expert jeweler).

### KENTARA SILVER MINE

Once the mountain trail is climbed, roll for wandering monsters. The entrance to the mine can be seen. It is abandoned. Inside is a small tunnel that leads to the Crypt. If Tinzi is with the PCs, he can escort them straight to the Crypt's entrance.

1. **MAIN MINING CAVERN:** A large cavern that is obviously the site of a well-organized mining operation. Mining scaffolding and tracks can be seen. There is damaged and

abandoned equipment strewn about. Several frozen Gnomish corpses can be seen. If scavenged, 2 pick-axes, shovel, 50 ft. rope, and 11 spikes can be acquired. If the corpses are merely looted, thus disrespected, the PCs can expect a protest from Tinzi if he is present.

2. **EMPTY CAVERN:** A medium sized empty cavern. A gnome corpse, stripped of armor and weaponry, can be seen on the ground. No treasure or loot.
3. **SILVER MINE:** An empty cavern. Along the cavern walls is a significant vein of silver. It would take significant manpower, time, and equipment to mine the silver in this room (the vein is worth 2500sp). Tinzi, if present, will do anything in his power to prevent theft (and being a thief, he knows all the tricks).
4. **CRYPT ENTRANCE:** A small cavern. At the far northern end is a stone arch, obviously out of place in this dour cavern. The arch has carvings in Common, Dwarven, and Gnomish that reads: *“Beyond lies the sacred Crypt of the Mighty Lochinvoor. Violate the tomb at your peril! Turn back that you may live long upon the face of the world.”*

Camping and guarding at the entrance to the Crypt are 9 **Goblins** (AC 7, HP 7, 6, 6, 5, 4, 4, 3, 3, 2; ATK1, DAM 1-6 or weapon) armed with short swords and bucklers. If not alerted by the PCs, only three will be semi-alert. The remaining will be drinking, gambling, or eating. If they are spied upon, there is much discussion about the undead and other monsters that lurk about the Crypt. If alerted, they quickly snuff the fire and wait to ambush the PCs. The Goblins are led by a **Red Axe Goblin** (AC 6, HP 8, ATK1, SA: +1 to hit, DAM 1-6 or weapon) armed with a battle axe (1d8 vs S/M/L) and wearing studded leather armor under his tunic.

A small fire is visible in the center of the cave, with a rabbit roasting on a spit. Strewn about the camp area are bones, dice, and miscellaneous camping supplies (including a 50ft. coil of rope, 10ft. pole, flask of oil, flint/tinderbox, blankets, wineskins with foul [but drinkable] wine, and iron rations). Collectively, between the Goblins, are 29gp and 97sp).

Beyond the arch are well carved steps leading to **the Cursed Crypt of Lochinvoor**.

## THE CRYPT OF LOCHINVOOR

**Standard Dungeon Features:** All corridors in the Crypt, unless otherwise stated, are 10 feet in height and have been carved from the very rock. All doors in the Crypt, unless otherwise stated, are 8'x8' and made of strong, preserved, lacquered oak which are bound in iron. Due to the weight of the doors, it takes a combined strength of 20 to open them. It is extremely cold in the crypt (average temperature 35F), but there is no wind chill. **All pit traps (refer to maps), unless specified, are 15 foot pits with spikes, enough to trap a full sized individual. The fall causes 2d3 + 2 points of damage.** Finally, all traps reset after 24 hours of being triggered.

**Special Note – Statues:** Part of the objective of the adventure is to collect 6 special statues that are distributed within the Crypt. Each statue is small (about the size of a beer bottle), poorly carved, and appears to be made of worthless pewter or lead. The statues are surprisingly sturdy and can withstand a significant degree of punishment (after all, these are the keys to **Lochinvoor's Final Resting Place** [room 21] ). Weights of the statues are as follows: Turtle/Zephyr (50gp), Unicorn/Dragon (40gp), Lion/Lamb (30gp). Outside of their purpose in this dungeon, they are completely worthless items.

**WANDERING MONSTERS – LEVELS 1 or 2 (there are NO wandering monsters on Level 3):** An encounter occurs in a 1 in 10. Check each turn, roll 1d8 to determine encounter. There is only one of each encounter (The DM, at his/her discretion, may elect to reroll if a particular wandering monster was already encountered):

1. **Goblin Patrol + Lieutenant:** **9 Goblins** (AC 6, HP: 6, 5, 5, 5, 4, 4, 4, 4, 3; ATK1, DAM 1-6 or weapon) are patrolling the area under orders from **Varrll** (refer room 12, level 2). Each is armed with a short sword, dagger, furs, and minimal survival supplies. Collectively, they have 26gp and 42sp. The leader (10hp, treat as 2HD monster) is a minor lieutenant of Varrll named **Mugabt** (AC 5, HP 13, ATK 1, DAM 1-6 or weapon, treat as a 2HD monster). He has a lower AC as he wears looted scale mail and utilizes a shield). Unlike **Drauthek** (see Wandering Monster #5 below), Mugabt is rather cowardly. He leads from the rear and keeps all the best gear for himself. However, he is a capable scavenger and adept at sneak attacks that would make a Kobold proud. If aware of the PCs, he will have his patrol stalk the PCs and ambush (preferably from behind).

If Mugabt is slain **and** their numbers are reduced by 50%, they will scatter and flee (their goal to reach either Varrll or Drauthek). Any that are captured and interrogated will confess that they learned about the Crypt from the Gnomish miners and are seeking to

plunder the wealth for themselves. Their knowledge of the crypt is very limited (Varrll wants it this way) as they were charged with watching over a limited section of the Crypt. They are extremely fearful of Varrll as well as the numerous undead that are lurking about the Crypt.

2. **Skeletons:** 6 armed skeletons in rotted armor are lurking about and will attack all intruders on sight (AC 7, HP 6, 5, 4, 4, 3, 2; ATK 1 (1-6), immune to charm, hold, sleep spells,  $\frac{1}{2}$  damage from sharp/edged weapons). They have no treasure outside of the short swords they carry.
3. **Huge Spider:** A huge spider (AC6, HP16, ATK1 (1-6), SA: Poison, Surprise 1-5, Leap 3") that has adapted to be the same dark, grey color as the walls of the Crypt is search of prey. It will attempt to hide until passed and then attack from above or behind. This poisonous bite is weaker and only causes paralysis for 2d4 rounds followed by weakness (weakness will cause attacks and damage to be at -1. This effect will persist until the victim receives at least 6 hours of uninterrupted rest). Save vs poison is at +1.
4. **Ghouls:** 3 large ghouls are roaming the halls of the Crypt looking for victims. (AC6, HP: 12, 10, 10; ATK3 (1-3/1-3/1-6), SD: immune to charm, sleep. SA: Touch causes paralysis [except for elves]). They will savagely attack any living creatures they see.
5. **Elite Goblin Patrol + Lieutenant: 8 Goblins** (AC 5, HP: 7, 7, 6, 5, 5, 5, 5, 4; ATK1, DAM 1-6 or weapon) are also patrolling the Crypt. Each is armed with a short sword, dagger, furs, shield, and improved rations. They have 79gp and 110sp collectively between them.

The Elite Goblins are led by a particularly fearsome **Hobgoblin** named **Drauthek** (AC5, HP 18; ATK1, DAM 1-8 or weapon, treat as a 3HD monster) who is armed with a military fork (1-8 vs S/M, 2-8 vs L) and a short sword (1-6 vs S/M, 1-8 vs L). He will favor the military fork over the short sword, but will use whichever the situation deems more practical. Drauthek also possesses a *Potion of Healing* (2 doses) and a pouch containing 92gp, 194sp, and a well-cut and polished onyx (200gp). As long as Drauthek is alive, the Goblins never need to check morale. If Drauthek is slain **and** their numbers are reduced by 80%, they will scatter and flee, immediately seeking to alert Varrll of the intruders.

Drauthek is under orders from Varrll to explore the Crypt and report findings back to him. If other humanoids are encountered, he is to capture or eliminate them (his preference is to eliminate the stronger opposition and capture the weaker foes).

Tactically, Drauthek is adept and will use intelligent tactics against foes, including setting up ambushes, false retreats, and dividing-and-conquering. He is not stupid as to blindly charge an enemy force (DM note: Treat Drauthek as an intelligent adversary and not a dumb hack-n-slash monster). As befitting his Hobgoblinish heritage, Drauthek will never surrender in combat.

6. **Ghast:** Lurking about the Crypt is a rather foul looking Ghast (AC4, HP22, ATK 3, DAM 1-4/1-4/1-8, SA: stench 10' radius that causes retching/nausea unless save is made [failure results in -2 to hit penalty], touch causes paralyzation (including elves); SD: immune to sleep, charm; cold iron weapons inflict double damage). Although the ghast is decayed and revolting, around its neck is an exquisite gold necklace worth 150gp if polished.

Unlike the Ghouls that are lurking about the Crypt and attacking whatever they see, the Ghast is very intelligent, choosing to stalk its prey. It prefers to pick off stragglers or sleepers (it is not stupid and will not commit a frontal attack on a well prepared and alert party). If harmed by 50% of its HP, it will flee and return later (at a time determined appropriate by the DM) with 1d3 **Ghouls** (AC6, HP: 11, 9, 8; ATK3 (1-3/1-3/1-6), SD: immune to charm, sleep. SA: Touch causes paralysis [except for elves]).

7. **Gelatinous Cube:** This horrid monster has been successful in cleaning out the crypt of minor vermin for many years. It is non-intelligent, merely seeking out sources of sustenance for itself. It recently devoured 3 Gnomes from the first expedition and their treasure is still inside of it (AC8, HP31, ATK 1, DAM 2-8, SA: Paralyzation, surprise on 1-3, SD: Immune to electricity, fear, hold, paralyzation, polymorph, sleep. Immune to cold unless save fails, in which move is slowed 50% and damage is reduced to 1d4). Treasure includes 16gp, 48sp, 2 gems (beryl 20gp, sapphire 30gp), and a *Potion of Speed* (1 dose) in a metal flask.
8. **Huecuva:** This hellish creature has been a guardian of the Crypt since its creation (AC3, HP 17, ATK1, DAM 1-6, SD: Resistant to all mind-influencing spells, can only be hit by silver or magical weapons; SA: Disease. Turns as a Wight). Unlike the other undead that inhabit the Crypt, it will use its *polymorph-self* ability to mimic a friendly or “damsel/hostage in distress” with the objective of getting close enough to deliver its damaging and disease-dealing touch (saving throw applicable).

The Huecuva has been successfully stalking and attacking members of the 1<sup>st</sup> and 2<sup>nd</sup> Gnomish expeditions as well as the Goblin force.

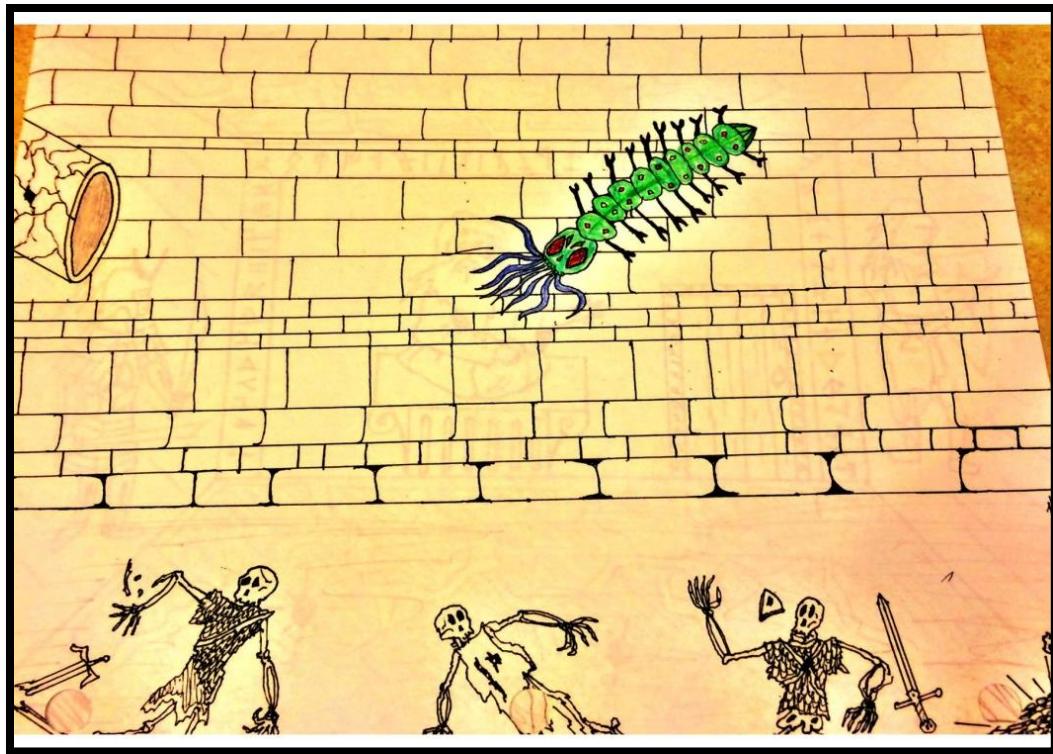
Note, the disease effects of the Huecuva's touch become fatal in 4d4 days. A *cure disease* spell will completely reverse the effects.

### **THE CRYPT OF LOCHINVOOR – LEVEL 1**

1. **ALCOVE:** The walls and floors of this room are well-carved and smooth. At the far end is a closed gate, blocking further advance. On each side are two statues, carved from the rock. The statues are of animal-monster figures holding metal two-handed swords.
  - If the sword of the left statue is removed, the gate will lift.
  - If the sword of the right statue is removed, the gate stays shut and another gate will fall from the ceiling, by the crypt entrance, blocking escape. The gates have to be manually lifted.

The gates are heavy (too heavy for a single person), but can be lifted using sufficient combined strength and manpower (30 points of strength combined), the bars, however, can be bent per strength rules. The Goblins have figured out how the gates work and "reset" the mechanism whenever they enter/leave the crypt (to prevent more Gnomish expeditions from stumbling into the Crypt). The gates are non-magical.

2. **SMALL PRAYER ROOM:** In the corner of the room is a large stone statue (carved from the rock) of a human cleric. The statue's face looks towards the FALSE DOOR. In front of the statue is a small pedestal that has nothing atop it. The door, if opened, activates a PIT TRAP (can be disarmed by a successful Find/Remove traps roll by a thief). The trap is a sliding tunnel going 20 feet downwards into room 3. The tunnel ends close to the floor of the pit, so no damage is taken by falling into the pit (refer to room **3 – THE PIT**).
3. **THE PIT:** A small pit littered with Goblin and Gnomish skeletons in tattered armor and broken weapons. Attached to the ceiling is a large **Carrion Crawler** (AC: 3/7, 23hp, ATK 8, paralysis attack). Because of the height of the ceiling and the darkness, the Carrion Crawler cannot be seen normally unless the PCs have infravision or adequate light source. Tossed about is a treasure of 333 ep, short sword, morning star, a quiver of 5 arrows (one of which is a *+2 arrow*), *Scroll (3 spells, Cleric, 7<sup>th</sup> level ability: Neutralize Poison, Cure Disease, Create Food and Water)*, and the **TURTLE STATUE**.



4. **ROOM OF CAGES:** On the far end of the room is a 6ft tall pillar. Atop of the pillar is the ZEPHYR STATUE. On the floor are two Goblin corpses (short swords and bucklers are by their sides). Hanging from the ceiling are two cages. Each cage has 4 **Skeletons** (AC 7, HP 7, 6, 5, 4, 4, 3, 3, 2; ATK 1 (1-6), immune to charm, hold, sleep spells, ½ damage from sharp/edged weapons). Unless the pillar is weighed with 50gp (the exact weight of the ZEPHYR statue), the cages will open and the skeletons will descent and attack the PCs.
5. **MURAL ROOM:** Immediately noticeable is the large carved mural on the walls. It shows six magical creatures against a backdrop of both the sky and a grassy field. The creatures detailed in the mural are as follows:
  - An evil DRAGON and a noble UNICORN fighting in the air.
  - A savage LION attacking what appears to be a docile LAMB on a grassy field.
  - A fast ZEPHYR racing against a slow TURTLE on the grassy field.

**NOTE:** There is a *Wyvern Watch* spell cast upon the entryway at 4<sup>th</sup> level ability (30% detectable in torchlight; will strike the first person who enters the room, save vs paralysis. Successful save prevents paralysis, but keeps the spell in place for the next victim. Paralysis can be reversed by a *Dispel Magic* or *Remove Paralysis* spell). There are 5 hours left on the spell.

Inside the room are the **Red Axe Goblins** (8 Goblins, AC 6, HP: 8, 8, 7, 7, 6, 6, 5, 4; ATK1, SA: +1 to hit, DAM 1-6 or weapon). They are all armed with battle axes (1-8 vs S/M/L) – the axes are coated with dried blood and have a rusted-red color to them. Their tunics are also black with a red axe emblazoned on it. These are the fanatical warriors of the **Goblin Shaman, Tgosz**, a confidant (and rival) of Varrll.

The Red Axe Goblins are removing the armor, weapons, and equipment from several Goblin corpses (all of whom have viscous claw marks all over them and even a couple appear to be decomposing early, as if by some horrid disease). Tgosz stands behind the Goblins while holding up an unholy symbol and chanting in some arcane form of Goblin (he is conducting a funeral rite/prayer).

Once the PCs enter, Tgosz will give the order to attack and begin to *Chant* (as the 2<sup>nd</sup> level Clerical spell). **The Red Axe Goblins in the room are fanatically loyal to Tgosz and will fight to the death – they never need role for Morale. In fact, they gain a +1 “to hit” bonus in all their attacks due to their fanatical loyalty to their shaman and devotion to their deity, Maglubiyet.**

**Tgosz:** Cleric/Shaman: 4, AC4, HP28, ATK 1, DAM 1-6 or weapon. He is armed with a flail (2-7 vs S/M, 2-8 vs L) and is wearing Goblin chainmail (covered with a tunic with a bloody-axe design on it). Treat as a 4HD cleric in terms of attack/defense. He possesses the following: Unholy symbol (a small red-axe emblem, useless as a weapon), pouch with 56gp, 2 gems (tourmaline 30gp, turquois 20gp), *Elixir of Health* (1 dose), *Scroll (4 spells, Clerical, 6<sup>th</sup> level ability: Endure Cold, Invisibility to Undead, Dispel Magic, Create Food & Water)*.

Tgosz also has the following Clerical spells available to him:

- **First Level: cure light wounds, cause light wounds, fear**
- **Second Level: chant, (already cast Wyvern Watch)**

Tgosz will be furious at the invaders who have interrupted his sacred funeral rites. He will neither flee nor surrender.

6. **SPARKLING POOL:** This circular room has a pool of blue sparkling water. Six stone statues, carved from the rock, of humanesque water bearers surround the pool. Each statue has a jug in their hands and water is flowing from the jugs and into the pool. Above each statue is carved the following message (each in a different language):

Common, Dwarven, and Gnomish): “*Ye may drink of the sacred waters of the pool only once! Ye may be cursed or blessed! The choice is yours. May the Gods be merciful.*”

If the water is consumed in the room, roll 1d8 for the following effect:

1. Player gains a point to a random attribute (roll 1d6: 1=Str, 2=Int, 3=Wis, 4=Dex, 5=Con, 6=Cha) for the duration of the adventure.
2. Player loses a point to a random attribute (roll 1d6: 1=Str, 2=Int, 3=Wis, 4=Dex, 5=Con, 6=Cha) for the duration of the adventure.
3. Player gains a Hit Point from his/her total HP for the duration of the adventure.
4. Player loses a Hit Point from his/her total HP for the duration of the adventure.
5. Player receives the benefit of a Bless spell (+1 to hit) for the duration of the adventure.
6. Player receives the penalties of a Curse spell (-1 to hit) for the duration of the adventure.

The effect only occurs once and only if the water is consumed in the room. Subsequent drinks have no effect. If the water is removed from the room, it becomes drinkable water, but possesses no special properties.

7. **LAMB STATUE:** A small pillar has the LAMB STATUE. If removed without being weighed (30gp), 2 gates fall, trapping the PCs in the corner (the gates can be lifted/bars can be bent per standard strength rules). Furthermore, once the gates fall, gas will begin to fill the area (completely filling it in 1 turn). The gas is a poison that causes weakness that reduces STR, DEX, CON by 2 points (save vs poison to reduce by only 1 point). A *Neutralize Poison* or 8 hours of interrupted rest will reverse the effects.

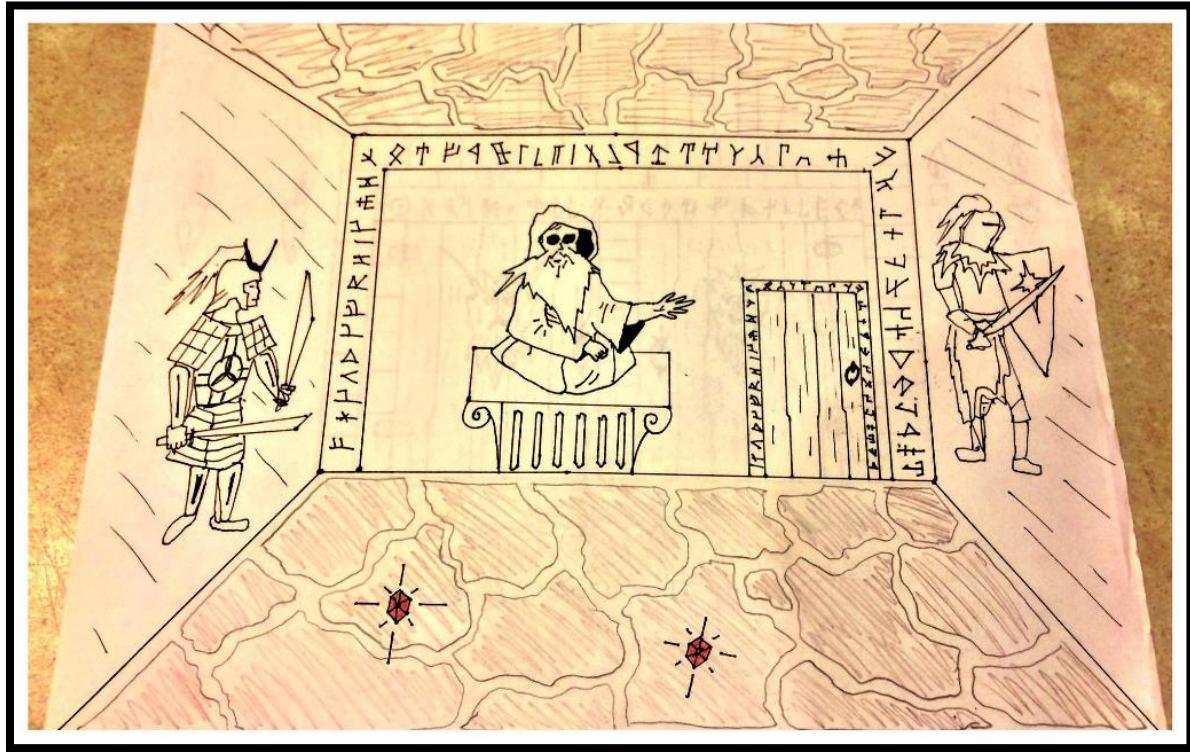
Another option for escape is a secret door against the western wall (can be detected per normal rules). If the secret door is opened, the gates will instantly lift and the gas will begin to evaporate. The secret door leads to room 8.

8. **EYELESS STATUE ROOM:** The walls of the room are lined a mural of humanoid fighters, carved into the very rock. In the center of the room is a carved stone statue of a wise man. The statue has large empty eye sockets and is gesturing to a carving of a door on its right. It cannot be opened, not even by use of a *Knock* spell.

On the floor, before the statue are 2 large rubies (each worth 3000gp). If the rubies are placed into the statue's eye sockets, the rubies will turn to worthless stone, but the door

carving will open, leading to a small secret room. Inside is a small, locked, non-trapped, chest containing the following:

- *Scroll with 4 spells (6<sup>th</sup> level, cleric: Create Water, Cure Disease, Find Traps, Glyph of Warding [fire])*
- *Potion of Climbing (1 dose)*
- 2 vials of Holy Water



9. **CHESSBOARD ROOM:** Above the entrance to this large room is carved in Common, Dwarven, and Gnomish “Room of the Knight”. The floor is tiled as a chessboard, each tile is 5x5. As long as the player moves in a 3 horizontal + 1 vertical or 3 vertical + 1 horizontal (like the Knight piece in the game of Chess), the player can advance. If they do not, they are teleported back to the entrance of the room. The strange magics of the room prevent flying, teleportation, levitation, or any similar means of travel. The walls, also imbued with the same magical properties, prevent climbing (magical or otherwise).

On the opposite side of the room, each standing on opposites of the exit, are two large **Skeletons** (each 10ft tall, one in white ring mail + helm and one in black ring mail + helm). AC 7, HP 20 each; ATK 1 (1-6 or weapon type), immune to sleep, hold, charm.  $\frac{1}{2}$  damage from sharp/edged weapons. They are armed with Glaives (1d6 vs S/M, 1d10 vs

L). Because these skeletons are more powerful, they turn as Wights. They also are forced to move in a similar pattern. Once destroyed, they will magically reform in 24 hours. Multiple XP value x3.

At the northwest corner of the room is a secret door leading to room 10.

10. **SECRET ROOM:** Appearing to be part of the wall, the door to the secret room is sealed without any apparent mechanical lock. It will radiate magic if detected. A faint vibration can be felt if the door is touched. A *Knock* spell will open the door without activating the trap (see below).

Alternatively, the door can be opened with a successful STR role (Open Doors) or an appropriate level of simple brute force. However, if this method is used, it will activate an *Ice Blast* trap that will cause 2d4 points of damage to the first person(s) directly in front of the door. If anyone is in single file behind the first person(s), then 1d4 damage to anyone directly behind them; 1d3 damage to the 3<sup>rd</sup> person(s) directly in line; 1d2 damage to the 4<sup>th</sup> person(s) directly in line. A saving throw is applicable to reduce damage by half.

A small room with the following treasure:

- A small locked (but not trapped) chest containing 250gp and 3 gems (emerald [200gp], agate [130gp], carnelian [80gp])
- 2 javelins (normal)
- 3 ornately carved silver daggers (normal, each worth 50gp)
- *Potion of Healing (2 doses)*
- *Scroll with 4 spells (4<sup>th</sup> level, magic user: Shield, Dancing Lights, Web, Levitate)*
- *Wand of Shifting (7 charges)* – see appendix (New Magic Items).

At the top of the steps are 3 goblin and 2 gnome corpses (stripped of all items). Taking the steps from the CHESSBOARD ROOM lead to **level 2**.

## THE CRYPT OF LOCHINVOOR – LEVEL 2

11. **GHOUL PIT:** Steps lead downward into the darkness. In the darkness, clawing and scampering sounds can be heard, like a wild animal. Halfway down is a cleverly constructed (Find/Remove traps penalized by 15% reduction) trigger-plate that leads to a slide-stair trap. Anyone on the stairs when activated will descend into the pit in 1 round (2 rounds if at the top of the stairs). The fall will cause 1d4 points of damage.

Inside the darkened pit are 3 **Ghouls** (AC 6, HP 13, 9, 8; ATK 3 (1-3/1-3/1-6), SD: immune to charm, sleep. SA: Touch causes paralysis [except for elves]). Scattered about the pit are several skeletal remains, damaged/worthless equipment, the LION STATUE, 98sp, 51ep, and a tarnished, ornately carved ceremonial silver dagger (non-magical, worth 100gp if polished).

12. **PRISON ZONE:** The room is a prison area. Inside the room is a very large and rather cunning **Gnoll** named **Varrll** (AC 4, HP 34, ATK 1, DAM 2-8 or weapon, treat like a 4HD monster). He is armed with a wicked looking morning star (2-8 vs S/M, 2-7 vs L) and is wearing a *+1 Ring of Protection*. **Varrll drank from the pool (ROOM 6) and is under the effect of a Bless spell.** He is the leader of the Goblin expedition to the Crypt. Hanging around his waist are the keys to the gate for room 13, a blood-encrusted scourge (1d3 vs S/M/L), and a pouch containing 142gp and 2 small tiger-eye gemstones (30gp each).

Also in the room are 2 **Elite Goblin bodyguards** (AC5, HP 8, 7; ATK1, DAM 1-6 or weapon). Armed with short swords and possessing shields, helm, and furs. As long as Varrll is alive, they need not check morale.

When the room is entered, if the PCs are silent, they will find Varrll and his bodyguards focused on the prisoners in room 13, snarling at them and threatening them (Varrll will promise them the scourge... again). Surprise is possible. If the PCs are not quiet, they will be alert, ready, and will vigorously defend the room. If the numbers are significant against them or if hard pressed, they will shout for help (from the goblins in room 14).

If already alerted by any of the Goblin patrols (see Wandering Monsters), he absolutely will be ready and have the Goblins in room 14 rallied and ready to ambush the PCs upon entering the 2<sup>nd</sup> level.

Also in the room is a small table with a bottle of foul wine, a plate of rotting meat, and a random assortment of gnawed bones. There is also a small pouch with some bone dice, 18gp, and a small agate (20gp). The room is lit by torches hanging from the walls.

13. **PRISON:** There are two prisoners in this room, behind bars:

- Dwarf (**Barunin**, Ftr-2, Align: LN, HP: 11 [currently at 4], S: 15, D: 13, I: 9, W: 8, Con: 16, Cha: 10)
- Gnome (**Yoslin Yaenir**, Thf-1, Align: CG, HP 5 [currently at 2], S: 6, D: 16, I: 10, W: 9, Con: 14, Con: 14, Cha: 11).

Both are visibly beaten and injured, but if healed and equipped, they will readily assist the PCs. The Dwarf will be particularly adamant about exacting revenge against the Goblins.

The Gnome and Dwarf were part of the first expedition to the Crypt. They were captured by a Goblin raiding party residing in the Crypt. Other members were slain, escaped (to freeze in the wilderness), or captured and used to test traps and monsters. These two are the only captives remaining. They have knowledge of rooms 11-15 and secret room 10 (on level 1 – they know there is a secret door, but was captured before they could open it. They are not aware of the *Ice Blast* trap or the treasure within). How they bypassed the traps and monsters on level 1 is a mystery to them.

They also know, from overhearing conversations, that more Goblin forces are *en route* with the eventual goal of plundering the entire tomb, and from there, leading an attack on Kentara itself.

14. **MAKE-SHIFT QUARTERS:** Another empty mural room (images of humanoid fighters and battles). On the floor are 6 sleeping pads and various items strewn about. The room is dimly lit by torchlight. In the center are 12 **Goblins** (AC 6, HP: 8, 7, 6, 6, 5, 5, 5, 4, 4, 3, 3, 3; ATK1, DAM 1-6 or weapon). They are as follows:

- HP 8 – a **Red Axe Goblin** sitting in the back corner, facing the door, holding his battle axe (1d8 vs S/M/L) reverently. His eyes are closed and he is quietly chanting a prayer. **+1 on “to hit” rolls when attacking.**
- HP 7 – sitting in the other back corner, facing the door, sharpening a short sword. He is alert and itching for a fight.

- HP 6, 6, 5, 5, 4, 3, 3 – sitting in a circle in the center of the room, playing a dice-game involving bones. There are coins and gems in the center. They have short swords and bucklers by their sides. They appear loud, rowdy, and mildly intoxicated (they will react and attack at -1).
- HP 4 – sleeping against the wall. His short sword is under his sleeping pad, within easy reach.
- HP 3 – leaning against the wall, observing the game. His sword hangs from his belt.

Unless alerted, the goblins can be easily surprised. Assorted treasure includes a pile of 18gp, 34sp, 51cp, 3 gems (30gp, 15gp, 10gp values). There are 3 coils of rope (each 50 foot long), a spear, animal pelts (filthy and worthless), filthy cooking pot, and several wine skins.

**15. ROOM OF SILVER AND GOLD:** The large, closed double doors have inscribed (in Common, Dwarven, and Gnomish): *“This is the room of silver and gold riches. Silver shall be thy friend while gold is thy bane. May glory smile upon thee.”*

The entire floor appears to be inlaid with gilded gold; however there are zones where the floor is silver (neither can be scrapped off nor removed). The room is cold and hums with a strange buzzing sound. If detected, the entire room radiates magic.

In the central area of the room are 3 gnomish corpses (dead on the floor) and a human corpse (floating eerily in a gold zone). They have vicious (and fatal) stab and slashing injuries. They are unarmed and unequipped.

There are also lots of pieces of beautiful, gold-colored armor, helmets, and bastard swords (3 of them if counted) randomly strewn about the room; the apparent remains of some great battle. Some of the pieces are floating in the gold zones.

If the SILVER AREAS are touched/walked upon, nothing will happen. However, the GOLD AREAS are NULL ZONES where gravity and magic are nullified. Any PC who steps on a gold area will float aimlessly within the area, unable to move without assistance. Magic spells and effects are instantly dispelled. Magic items are rendered inoperative while in the field (but will function normally once outside the field). There are 3 primary features:

- The western alcove is a small pillar with a silver key.
- The eastern alcove is a small pillar with a gold key.

- The northern end, across from the doors, is a pillar with the DRAGON STATUE atop of it.

The “gold armor” is actually **3 magically animated suits of gold-colored armor** (MV 10’, AC 5, HP 20 each, ATK 1 (by weapon type), attacks as a 5HD monster) and wielding gold-colored bastard swords (2-8 S/M, 2-16 L). There is no living being within the armor. The joints in-between the armor is nothing but empty space. No hands hold the weapons, but they move as if held. They are immune to charm, hold, sleep spells. They are not undead, so they cannot be turned.

Once a key or statue is touched, the pieces of armor will quickly rise, assemble, and form humanoid shape (takes 1 melee round, so the PCs will always have the first move). The swords will fly into their invisible hands. The next round, they will attack the PCs. They are COMPLETELY IMMUNE to the effects of the room; however a Dispel Magic cast will remove the magic from the one of the armor sets, causing it to collapse in a heap (Note, using Dispel Magic will only affect 1 suit of armor - it has to be cast multiple times to affect multiple suits of armor). Also, if the suit is fully in a NULL ZONE, the spell won’t have any effect (the armor has to be on a silver area to be affected by spells or magic items). The armor cannot function outside the room (and will not leave the room willingly). In fact, if the armor or swords are removed from the room, they will quickly rust, corrode, and break apart.

When defeated, either by spell or melee combat, the animating force will vanish and the armor/swords will collapse in a heap and shatter, completely unusable. After 24 hours, the room will magically “reset itself” and a new set of gold armor/swords will appear.

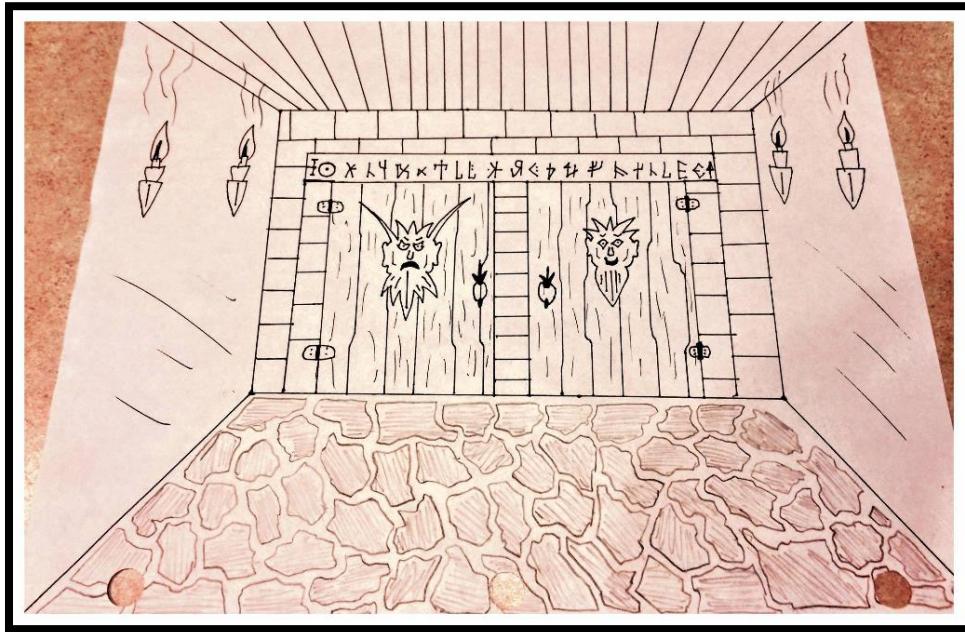
16. **ROOM OF TWO DOORS:** This is an empty room except for 4 dead goblins (stripped of valuables). At the opposite end are two doors with a stone engraved face (one jolly and one angry). They speak in unison, in respective jolly and angry tones, “The door of truth leads to salvation and the liar’s door leads to destruction.”

- The **Jolly Door** says, “*I tell the truth. The other door is a liar!*”
- The **Angry Door** says, “*Am not! Am not!*”

The PCs can question the doors, but they will answer cryptically (never giving any valuable information about the dungeon).

- THE JOLLY DOOR ALWAYS LIES – if opened, it leads to room 17.

- THE ANGRY DOOR ALWAYS TELLS THE TRUTH – if opened, it leads to steps and the PCs and proceed to **level 3**.



**17. HALLWAY OF SKELETONS:** If the Jolly Door is opened, 7 armored **Skeletons** armed with short swords will charge out (AC: 7, HP: 7, 6, 5, 4, 4, 3, 3 ATK 1 (1-6),  $\frac{1}{2}$  damage from sharp/edged weapons, immune to charm, sleep, hold spells) and attack until turned or destroyed. At the far end of the hallway, past the skeletons, is a small chest containing the following:

- 300 "gp" (worthless, fake gold, but impossible to tell unless magic detection is used or that PC is skilled in metallurgy successfully analyzes the metal).
- 3 arrows (cursed, -1 to hit/damage).
- *Potion of Foul Stench (1 dose)* – see appendix (New Magic Items).

### THE CRYPT OF LOCHINVOOR – LEVEL 3

**18. ROOM OF SPHERES:** This room is completely made of perfectly reflective and smooth silver. The walls cannot be naturally climbed. 5 silvery, reflective soccer-ball sized spheres hover in the room (about 6 feet high). Each sphere can sustain 25 points of damage and have an AC of 8. If hit, but not destroyed, it will bounce and ricochet off of walls and other spheres (causing them to similarly move). Once movement starts, AC

will drop to 5 and will continue for 2d4 ricochets. If hit and destroyed, contents will drop out of each and are as follows:

- Sphere 1: **Green Slime** (AC 9, HP 6) will spray out of the sphere. A successful DEX roll (-3 if the sphere is in motion) will allow the victim to successfully dodge.
- Sphere 2: 1000 sp and 4 gems (aquamarines; each worth 50 gp) will drop out of the sphere.
- Sphere 3: Acid will spray out of the sphere causing 1d4 damage + 1 additional point per round for 1d3 rounds. A successful DEX roll (-3 if the sphere is in motion) will allow the victim to successfully dodge.
- Sphere 4: UNICORN STATUE
- Sphere 5: Potion of Diminution (2 doses), in a fragile glass bottle. A successful DEX roll (-3 if the sphere is in motion) will allow the PC to catch before the bottle before it falls on the floor and shatters.

19. **SECRET DOOR:** If discovered and opened, it leads to a small alcove with two large bronze double doors that are engraved with the same mural as in room 5. The doors have no lock or visible hinges. They cannot be opened by strength or use of a Knock spell.

On each side of the door are two statues, carved from the rock.

- **LEFT SIDE:** Stone statue of a humanoid female warrior in full armor. The right hand wields an ornately carved glowing GOLD longsword while the left is outstretched, palm up. The gold longsword appears as if it can be easily removed and radiates magic if detected. The longsword is worthless as a weapon, but worth 300gp value.
- **RIGHT SIDE:** Stone statue of a humanoid female scholar in arcane robes. The left hand wields an ornately carved glowing SILVER staff while the right is outstretched, palm up. As with the first statue: the silver staff can be easily removed from the statue, is worthless in combat, radiates magic, and worth 300gp value.

If the GOLD Key from room 15 is placed in the GOLD statue's outstretched hand (and similarly for the SILVER Key to the silver statue), then the hands will close around the keys and doors will open.

If placed in the wrong hand, or if the PCs attempt to remove the GOLD longsword/SILVER staff, then the statues will animate. The statues are are actually a **Caryatid Column** (AC 5, HP22, ATK 1, DAM: 2-8, SD: Normal weapons inflict only ½ damage, magic weapons inflict full damage, but without the magic bonus. There is a 25% that any weapon that hits will snap (-%5 for each 'plus' of the weapon, if magical), All saving throws at +4; Attacks as 5HD creature). The Caryatid Column will attack until slain or if the PCs flee (they will not leave room 19 under any circumstance)..

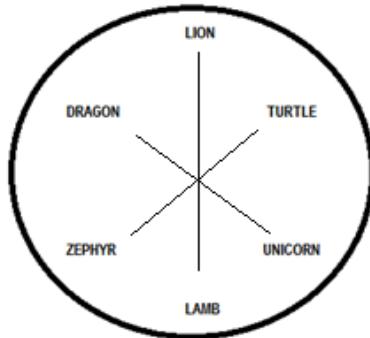
If the Caryatid Column is destroyed, the doors will open.

20. **ROOM OF BALANCE:** This large room is lit by 4 glowing green spheres (each equivalent to a torch) that hang in the air. The spheres can be moved and manipulated. If struck for 3 HP, it will be shattered and become useless. The spheres will not function outside this room.

Along the opposite wall is a large metal (reflective and silver in appearance) mural, the same that is in room 5.

In the center of the room is a large metal (silvery, reflective color) basin. Along the wide rim, carved in Common, Dwarven, and Gnomish are the words "PRESERVE THE BALANCE". Inside the basin are what appear to be a swirling, reflective, liquid metal and a balancing plate, also made of the same, reflective, silvery metal. Along the plate are 6 small indentations, each the same size as the base of each statue (LION, LAMB, TURTLE, ZEPHYR, DRAGON, UNICORN). The base of each statue is the same size and diameter.

The statues must be placed in the correct sequence (the actual placement along the plate doesn't matter, only the opposite pairings (Lion vs Lamb, Turtle vs Zephyr, Dragon vs Unicorn) :



If the proper sequence is placed, the mural will melt away off the wall, revealing a hidden tunnel leading to room #21.

If the proper sequence is not placed, then the basin will tip over and the statues will fall into the liquid. The liquid will not harm the statues. Touching the liquid will not cause any harm (unless consumed, which will cause retching and vomiting for 2d8 rounds).

**21. THE FINAL RESTING PLACE OF LOCHINVOOR:** The entrance of the room overlooks an ornately carved stone sarcophagus. At the opposite end of the room are steps leading up to 3 chests. To enter the room, the PCs will have to descend about 30 feet.

The sarcophagus is large and inlaid with ivory, gold, silver, and precious gems (if worked out would all total about 3000gp, but it would be a time consuming task). If it (or the treasure chests) are disturbed IN ANY WAY, a **Guardian Spirit** (AC 5, HP 40 [attacks as a 5HD monster], ATK 2, DAM 1-6/1-6 [or weapon type], cause Fear, immune to charm, hold, sleep spells. Turned as a vampire.  $\frac{1}{2}$  damage from sharp/edged weapons. Regenerates 3 hp/6 rounds) will rise out of the sarcophagus and attack the PCs. As it attacks, the Guardian Spirit will speak in an Ancient Common tongue, *“Fools! Thieves! Defilers! You shall perish for disturbing my eternal rest! May the very ground curse and burn thy bones!”* [Players with an INT of 15+ can roll their INT to understand the language]

The Guardian Spirit possesses (and utilizes) two very special items:

- **Hrofgrün** (+1 longsword [+2 vs Thieves], No INT/EGO properties: *The blade permanently glows an eerie red light that possesses equivalent illumination to that of a torch [the light can be hidden by simply sheathing the sword]. If the hilt is grasped by a thief, the sword will let out a continuous loud, shrieking wail until dropped or silenced by means of spell. The shriek has a doubles the chance of attracting wandering monsters.*
- **Einar** (+1 medium, sturdy, wooden shield with metal bands bolted across it. *In addition to the AC bonuses, Einar also acts as a Ring of Protection +1 with regards to all Saving Throw bonuses when wielded. The metal on the shield is magically immune to all forms of degradation (e.g. Rust monster, crystal brittle, disintegrate, transmute metal to wood, etc...).*

The Guardian Spirit will fight until destroyed.

If the Guardian Spirit is defeated, the chests can then be accessed:

- **Chest 1 – Wood:** Locked with a dart trap (fires 2d3 darts, each causing 1-3 points of damage). Smash %/round = 35%. Contents:
  - 1000 copper pieces
  - 150gp jade necklace
  - *Robe of Useful Items*
  - *Scroll (3 spells, Clerical, 9<sup>th</sup> level ability: Cure Disease, Sticks to Snakes, Cure Serious Wounds).*
- **Chest 2 – Iron:** Locked with a blade trap (swings for 2d3 points of damage). Smash %/round = 25% (if smashed, there is a 50% chance the potion bottle will be shattered). Contents:
  - 750sp, ruby (100gp)
  - *+2 Dagger*
  - *Ring of Warmth*
  - *Potion of Water Breathing (2 doses).*
- **Chest 3 – Steel with Iron Bands:** Locked with gas trap (acid cloud that explodes out causing 1d3 points of damage + additional point/round for 1d3 rounds). Smash %/round = 10% (if smashed, the gas trap will activate (all items within the chest must save or be destroyed; 75% chance that potion bottle will shatter).  
Contents:
  - 25gp emerald
  - 50gp topaz
  - 100gp diamond
  - *Malachite Steed* (see appendix: New Magic Items)
  - *Potion of Gaseous Form (1d3 doses)*
  - *Scroll (4 spells, Illusionist, 6<sup>th</sup> level ability: Gaze Reflection, Blur, Improved Phantasmal Force, Fear).*

## APPENDIX

### New Monsters

#### GUARDIAN SPIRIT

- Frequency: Very rare
- No. Appearing: 1-2
- Armor Class: 6
- Move: 12"
- Hit Dice: 40 HP (attacks as a 5HD fighter)
- % in Lair: 100%
- Treasure Type: E
- No. of Attacks: 2
- Damage/Attack: 1-6/1-6 or weapon type
- Special Attacks: Fear
- Special Defenses: Immune to sleep, hold, charm spells. Turned as Vampire.  $\frac{1}{2}$  damage from sharp/edged weapons. Regenerates 3hp/6 rounds.
- Intelligence: Non (only obeys commands of creator [up to 21 words])
- Alignment: Neutral
- Size: Large (8ft)
- Psionic Ability: Nil
- XP Value: 360 xp



Guardian Spirits are undead entities, created by long-forgotten, ancient magic, to guard treasures and tombs. They tend to be inactive skeletal remains, but once disturbed, they rise, glow fiery red, and attack. Their fiery aura, while harmless, but can CAUSE FEAR, per the clerical spell at 5<sup>th</sup> level ability (save vs spells to resist effect). They can also speak through their creator's voice (magic mouth). Holy water does 2d6 points of damage. Because of the potent magicks involved in their creation, they are turned as Vampires. Guardian Spirits regenerate 3hp every 6 rounds.

## New Magic Items

**MALACHITE STEED:** This item appears as a lump of malachite, roughly carved into the shape of a horse. When placed on the ground and the command word spoken, the stone becomes a light riding horse with green eyes (the same color as the stone). The steed will obey its master's verbal commands, regardless of language. When riding, the Malachite Steed never fatigues, traveling at a basic rate of 24' on land. The steed requires neither food nor water.

If the "horse form" is slain, the Malachite Steed will revert back to its stone form and is unusable for 1 month. If the stone itself is destroyed, then the item is permanently lost. The steed can be used three times a week for a period of up to 12 hours each summoning.

Stats: AC 7, HD 2, HP: 16, AT: 2, DAM 1-4/1-4, SIZE: L, INT: Animal (but obeys all basic verbal commands).

XP Value: 1800xp. GP sale value: 3000gp

**WAND OF SHIFTING:** This wand can be used by either a Magic User or Illusionist. In the hand of an Illusionist only, the character will appear blurred and distorted, making them harder to strike and effectively lowering their AC by a factor of 2. While the AC bonus does not expend any charges, the wand must possess at least a single charge for the bonus to take effect.

The wand also has 2 separate functions (usable by either Magic User or Illusionist):

- Blink: The user of the wand can cast Blink (per the Magic User spell) upon him/herself or another single individual – friend or foe (saving throw applicable to negate the effect). The effect lasts 1d4 rounds per charge expended.
- Mass Blink: When used, *all* living creatures in a 10 foot sphere will be blinked. The effect expends 3 charges and lasts 2d3 rounds + 1 round/additional charge (e.g. if 5 charges are expended, the effect would last 2d3 + 2 rounds). Saving throw is applicable to negate the effect (but each creature caught in the effect must save individually).

Each function requires 2 segments per charge expended. The wand can be recharged.

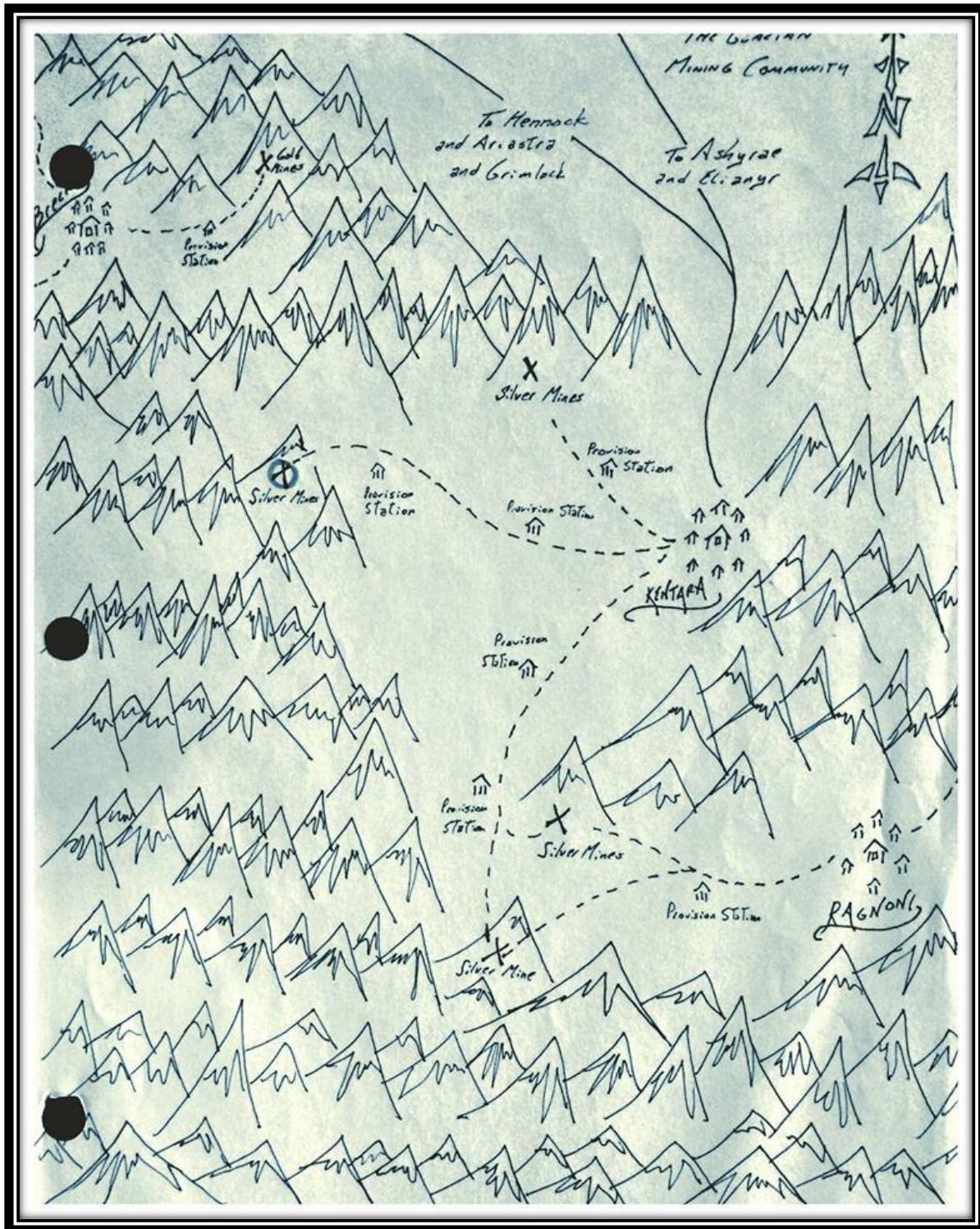
XP Value: 2500xp. GP sale value: 10000gp

**POTION OF FOUL STENCH:** A pink colored potion that smells of roses and tastes of honey (in fact, if identified, it will be seen as a random beneficial potion). However, once consumed, within 1d4 rounds the drinker will begin to exude a foul stench. So foul is the disgusting that the drinker's attacks receive a penalty of -2. The AC of the drinker will also be penalized by +2. Finally, the chance of attracting wandering monsters is doubled. The effect lasts 3d6 turns.

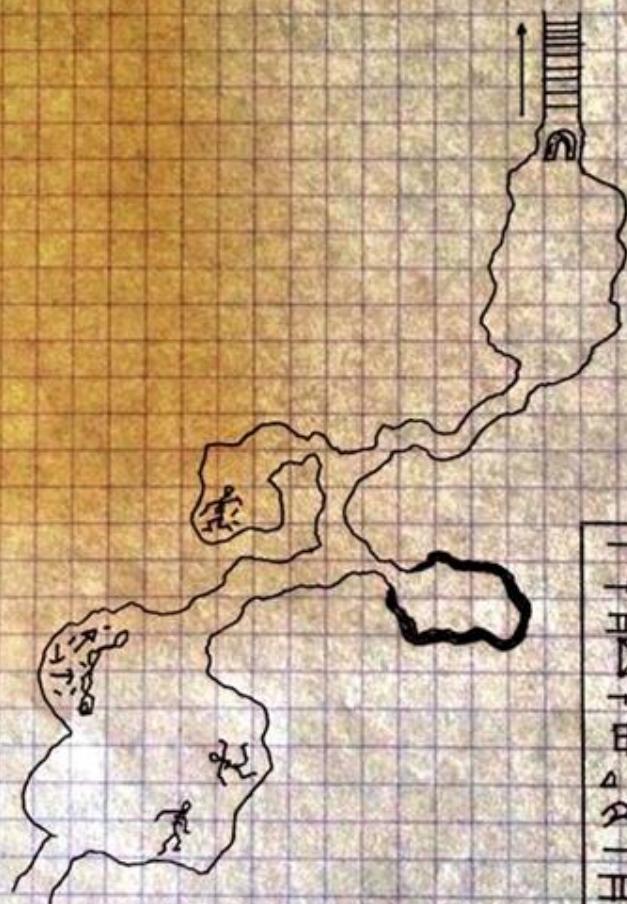
XP Value: ---

GP sale value: 100gp

## Maps



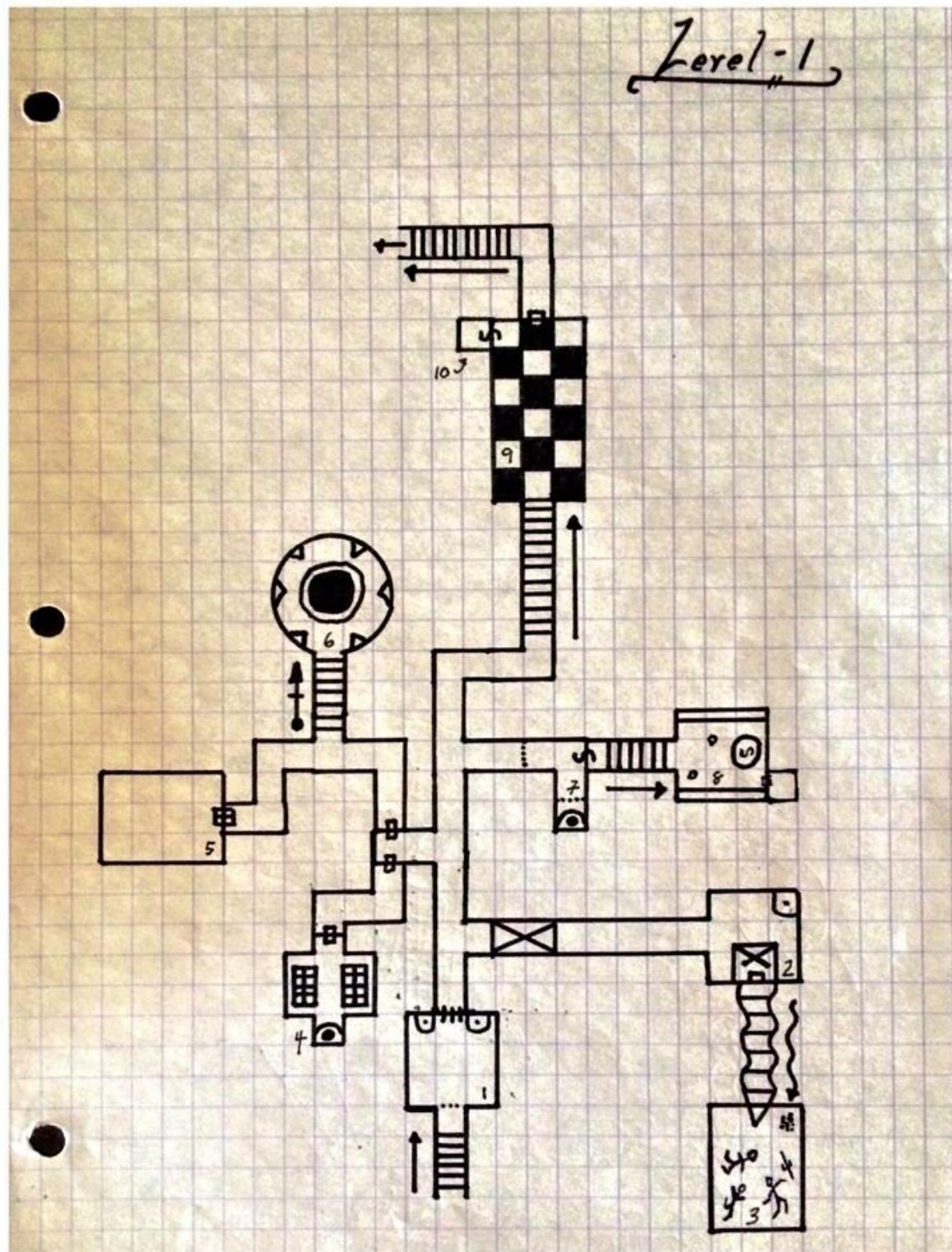
The Silver Mines -



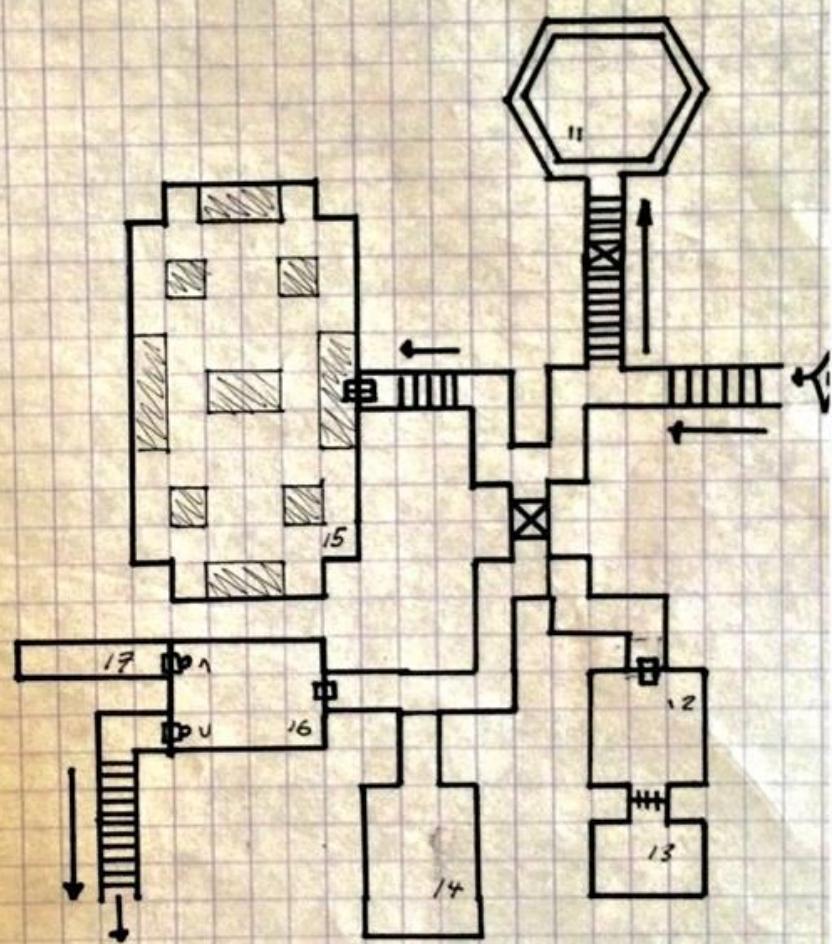
Key ↗

—□—	Door
—□—	False Door
	Steps
—□—	P.t
	Gate
	Cage
△ ○ ⊙	Statue
△△△	Chute
—→—	Secret Door
	Slide Steps
—→—	Down
—←—	Up
—□—	Double Doors
—□—	Sorophaguer

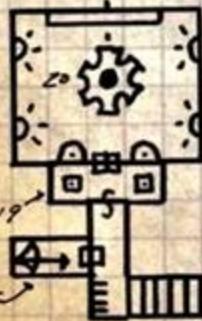
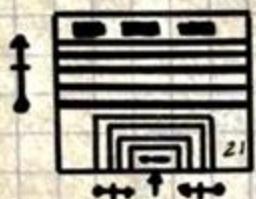
Level-1



• Zeropl-2



Level 3

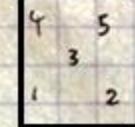


#### CROSSBOW TRAP

When door is opened, a loaded crossbow will fire (if the trap is not first disarmed). Damage is 1d6 vs S/M/L.

#### SLIDING STAIRS TRAP

When the pressure plate is activated, the stairs will form a steep slide. At the bottom are rested spikes. Anyone hitting the spikes receives 2d4 points of damage.



Arrangement of spheres

## Pre-Generated Characters

NAME	CLASS	RACE	LVL	HP	STATS	MAGIC ITEMS
<b>Sir Brün of Rotendale</b>	F	Human	4	31	S: 17, I: 10, W: 9, D: 12, Con: 16, Cha: 7	Ring Mail +1
<b>Hrothgar the Sullen</b>	F	Dwarf	3	25	S: 18, I: 9, W: 8, D: 10, Con: 17, Cha: 10	Warhammer +1
<b>Azdurin Xurrah</b>	F	Elf	2	19	S: 15; I: 12, W: 10, D: 18, Con: 16, Cha: 15	Longsword +1
<b>Y'Lea Verdigris</b>	Ranger	Half-Elf	2	13	S: 14, I: 9, W: 16, D: 16, Con: 15, Cha: 10	Longbow +1
<b>Simon Greylon</b>	MU	Human	3	9	S: 10, I: 17, W: 12, D: 11, Con: 9, Cha: 9	Ring of Protection +1
<b>Acacia Tragacanth</b>	MU	Elf	2	6	S: 7, I: 16, W: 9, D: 16, Con: 6, Cha: 15	Dagger +1, Scroll of Protection from Cold
<b>Miradon Bogbinder</b>	III	Gnome	3	10	S: 6, I: 17, W: 8, D: 17, Con: 11, Cha: 16	Staff +1, Potion of Gaseous Form (1 dose)
<b>Alarick of the Sixth Circle</b>	Cleric	Human	3	17	S: 15, I: 9, W: 16, D: 9, Con: 8, Cha: 18	Mace +1
<b>Daela Faenir</b>	Cleric	Elf	2	12	S: 13, I: 11, W: 17, D: 16, Con: 15, Cha: 9	Shield +1
<b>Kael Mithra</b>	Druid	Human	2	11	S: 9, I: 13, W: 15, D: 15, Con: 11, Cha: 17	Scimitar +1 (+2 vs creatures larger than man-sized)
<b>Carela Silversharpe</b>	Thief	Halfling	4	20	S: 15, I: 14, W: 11, D: 17, Con: 15, Cha: 14	Sling +1, Oil of Slipperiness (1 use)
<b>Drex</b>	Thief	Human	3	18	S: 7, I: 9, W: 7, D: 18, Con: 16, Cha: 15	Short sword +1 (to hit only, no damage bonus)
<b>Habble Knockson</b>	Thief	Halfling	2	9	S: 10, I: 15, W: 9, D: 16, Con: 10, Cha: 8	Leather Armor +1

## DM NOTES

# ADVANCED DUNGEONS & DRAGONS®



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