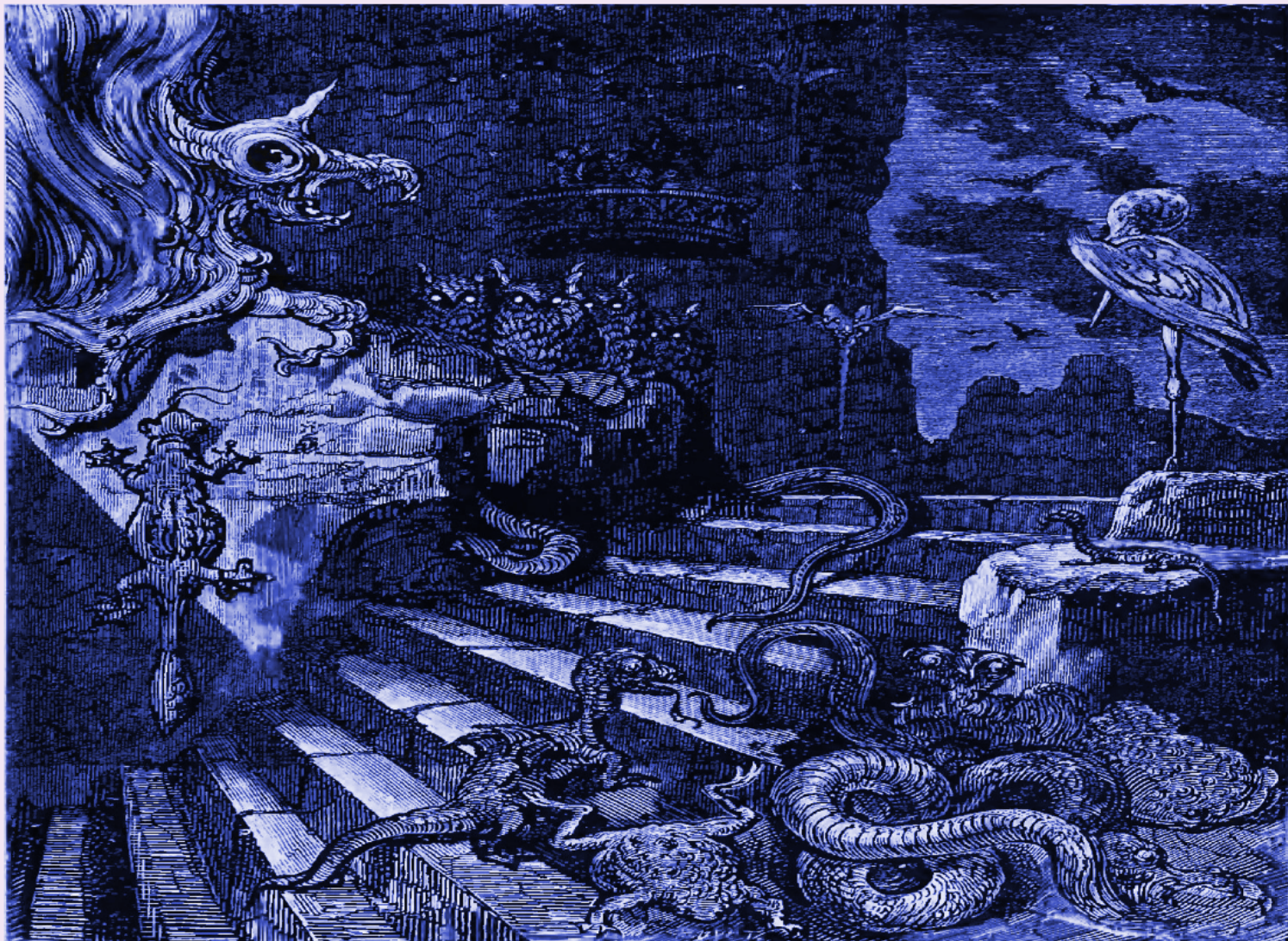


OLD SCHOOL RULES



Dungeon Module HS2
The Forsaken Burial Vaults
By Jeremy Reaban

The Forsaken Burial Vaults

This is a follow-up to my first module, **HS1 – The Lost Shrine of Sirona**, which was essentially a simple hack and slash dungeon. This is a bit more of a traditional dungeon where the players will have to use common sense, choosing when to fight and when not to.

It should be placed close, but not too close to a large town or small city. I've tried to keep it as culturally neutral as possible so as to be placed anywhere.

I use some open content from the *Teriatic Tome*, so you may wish to peruse that for more details on those monsters herein. Other monsters are converted from an OGL book, *Into the Black*. Thankfully both are 100% open content text wise, so I can both quote and refer to them.

As there are many nonstandard undead, if a cleric attempts to turn, simply pick an undead type with similar hit dice (10 HD as Ghost, 11 HD as Lich, 12 HD as Special)

Some crypts probably shouldn't be opened (especially from an alignment point of view). There is also a remarkably convenient *rod of resurrection* found in the vaults which could prove useful against the undead, restoring them to life in some cases, but requiring a to hit roll (mace is the most obvious proficiency) and at your option, a saving throw.

Note: As with my previous module, this is largely intended for 1st Edition and modern simulacrum games that separate class and race, though it shouldn't be too difficult to work with other OSR games. It was tested with 6th and 7th level characters, but may be more suitable for 8th to 10th in basic or original based games.

The stat block should be self-explanatory, with AC given first as ascending (which I use) and then descending, starting from 10. Movement is given first using the value from the SRD, then a more traditional value (though you have to drop a zero for 1e).

It was run with a party consisting of a 7th level Paladin, 6th level Cleric/Ranger, 6th Level Cleric, 6th level Magic-User/Thief, 7th Level Bard, and 6th level Witch. Weapon specialization rules were used and the fighting types all had magical plate and shields as well as 18 strength and +2 to +3 weapons. They cleaned out the accessible areas, but had to rest before opening any sealed tombs.

Background

Hundreds of years ago the people of the region buried their dead in vaults, tombs, and mausoleums far from their town. This soon became both impractical and out of fashion, and the dead were removed from their vaults and re-interred in graves in traditional graveyards just outside of town, the materials used in the vaults and tombs re-used.

However, not every resting place was touched. Some burial grounds were used to house the truly evil, despicable criminals that deserved no veneration by the living, or people that were best left forgotten, at least in the eyes of the living. These were left untouched and eventually forgotten. At least by the law abiding.

Tomb robbers first opened the vaults two hundred years ago. Some of the graves were opened and looted, while some robbers perished at the now transformed inhabitants of the vaults.

Next, a necromancer, Zar-Thogar visited the vaults. His stay was relatively brief, thanks to a necromantic experiment gone awry, which led simply to a dragon skeleton, not a dragon lich.

Eventually, the vaults became home to a handful of monsters who make it their lair. However, the further regions of the vault are still under the sway of the undead.

Recently (about a week before) a low level (3rd-ish) adventuring party entered the vaults. They cleaned out a few of the early rooms, but soon met their doom.

The PCs may be hired to discover what happened to them, they might stumble across the place, or perhaps they are commissioned by a church to cleanse the place of evil. It could also be the hiding place for a magic item



The Dungeon

Note: The walls of the dungeon contain burial niches and alcoves, two or three placed vertically on top of one another for every 10 feet of wall.

These niches have largely been looted and the bodies crumbled to dust and bones, though there are some bodies that have dried up and are still relatively whole.

The PCs may decide to check the niches for loot, if so, they have a 1% chance of finding a piece of jewelry worth either 10 gp (30%), 50 gp (50%), 100 gp (19%), 500 gp (1%).

Wandering Monsters

Check every hour they are in the vaults (1 in 6). Entries #1-4 can happen multiple times (as the vaults are full of dead bodies that animate from time to time), but #5 and #6 only happen once.

1) 1-6 Skeletons MV 30(120); AC 13(7); HD 1; hp 5 each; Atk 1-6; SD Undead immunities, half damage from piercing/slashing weapons; AL N

These will crawl from the burial niches in the walls, potentially surprising characters

2) 1-3 Juju Zombies MV 20(90); AC 14(6); HD 6; hp 27 each; Atk 2-12 (slam); SD +1 or better weapon to hit; half damage from piercing or blunt weapons; Undead Immunities; AL NE

These will also come out from the wall niches.

3) 1-3 Ghouls MV 20(90); AC 14(6); HD 2; hp 9 each; Atk 1-3(claw)/1-3(claw)/1-6(bite); SA Touch causes paralyzation unless save; AL CE

These will be carrying piles of bones, which they break and suck the marrow out of.

4) 1 Mummy MV 15(60); AC 17(3); HD 6; hp 27; Atk 1-12 (slam); SA Fear, Mummy Rot SD Undead Immunities, Magic Weapons to hit, ½ damage from weapons (round down), Vulnerable to Fire; AL LE

This will be shambling, possibly murmuring something about a "coin".

5) The Feznor Sisters (from Room #12)

If they have not met the party, they will introduce themselves. If they have, they will tag along.

6) A Spriggan (from Room #16)

The Spriggan will use its thief abilities to hide and perhaps try to steal from a PC

The Forsaken Burial Vaults Key

1) Entrance

A ranger or similarly skilled character will be able to spot muddy tracks: large feline paw prints to both the west and east. A successful tracking roll will also reveal traces of a mixed party (a group of adventurers) moving east and returning minus one party member, then west and returning with one less party member, then south and never returning.

The party will hear a loud woman's voice yelling to the west, being answered by grunts and bleats.

2) Crypt (Empty)

Broken coffins and bones are strewn all over the floor. Close inspection will show that some of the bones have been eaten.

3) Crypt (Mostly Empty)

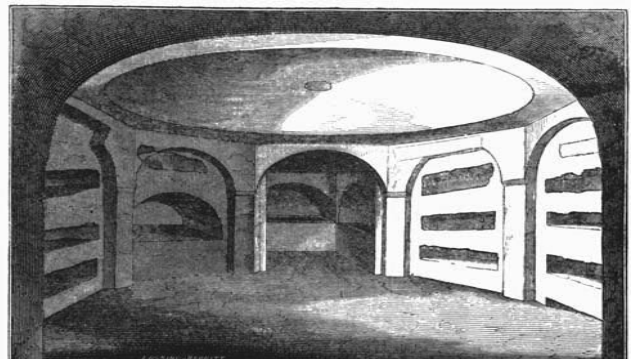
Like room 2, this largely contains debris and chewed bones. Characters will notice that they seem to be charred, and on the floor is the burnt corpse of an elf, a member of the adventuring band, who succumbed to yellow mold, which was then destroyed by the rest of the party.

If brought back from the dead (most likely using the rod of resurrection found later), she will be surprised (since elves usually can't be) but grateful, possibly becoming a henchman. She is quiet, moody, and aloof, very tall for an elf with a slim, almost emaciated build and with scraggly shoulder length black hair. As she has lost all her gear (including spellbook), she's not particularly helpful, and will sigh a lot.

Emalie 3rd Level Elf Magic-User, S6 I16 W10 D16 C13 C10 hp 9; AL N

4) Sphinx Litterbox (Empty)

This room is full of pulverized stone and clay and sphinx droppings.



5) Sphinx Lair

Inside this room two large criosphinxes are menacing a gynosphinx whom they have tricked into entering their lair. She is fending them off, while loudly shouting for help.

2 Criosphinxes SZ L; MV 30(120)/Fly 60(240); AC 20(0); HD 10; hp 54, 47; Atk 2-8(claw)/2-8(claw)/3-18(head butt);

Gynosphinx SZ L; MV 40(150)/Fly 60(240); AC 21(-1); HD 8; hp 35; Atk 2-8(claw)/2-8(claw); SA Spell Use



Treasure: 600 pp. *Ring of Fire Resistance*, *Carpet of Flying* (2 Person)

The gynosphinx (named Hedjent or Heddy for short) will help the PCs in combat, and afterward be friendly to the PCs, possibly joining the party (in exchange for a share of any gems they find, which she keeps in a purse attached to a belt around her body). She is somewhat chatty

6) Crypt (Former Spider Lair)

This crypt was emptied by looters and turned into a lair by a giant spider. A weeks ago when the party of adventurers entered the tomb, they killed the spider, but having one of the party members, a female halfling thief, die from a poisonous spider bite.

The corpse of both the thief and the spider remain in the room, rotting, and left alone by the neighboring monsters because of the poison.

If raised somehow, the thief will be both grateful (possibly joining as a henchman) and irked at her old party. She is somewhat sarcastic and now has a phobia of spiders. Tall and lean for a halfling, her brown hair is braided.

Adila 3rd Level Halfling Thief S10 I9 W7 D17 C16 C13 hp 20; AL NG

7) Crypt (Former Giant Rat Lair)

As with previous crypts, this has been thoroughly looted. It was a lair of a swarm of giant rats who were dispatched by the adventuring party

The floor is a mess of debris, chewed bones, rat droppings, and only a few giant rat bodies, the bulk having been fed to the chimera cubs in room #8.

8) Chimera Nursery

Unless the party proceeds very quietly, the chimeras in Room #9 will detect any approach from the west and move to protect the nursery, with one adult chimera moving to the entrance of the nursery, one staying in the entrance to room #9, and the last (if it is present, 30% of it being out hunting) moving to the south corridor. The chimera in the entrance of room #9 will launch its breath to the west down the corridor, and the other two will wait and hope to attack the party from three sides.

2 Chimera Cubs SZ L; MV 20(90)/Fly 40(180); AC 15(5); HD 5; hp 20, 16; Atk 1-2(claw)/1-2(claw)/1-3(horn)/1-3(horn)/1-6(bite)/1-10(bite); SA Breathe Acid 2-16 20' line

Treasure: 7000 sp, 8000 gp, and 24 gems (7 x 10 gp, 6 x 50 gp, 2 x 100 gp, 6 x 500 gp, 3 x 1000 gp)

9) Chimera Lair

3 Chimera SZ L; MV 20(90)/Fly 40(180); AC 17(3); HD 9; hp 46, 36, 46; Atk 1-3(claw)/1-3(claw)/1-4(horn)/1-4(horn)/2-8(bite)/2-12(bite); SA Breathe Acid 3-24 40' line; AL CE

These chimera do not have the usual red dragon head, but instead black dragon, and their breathe is a 40' stream of acid, not cone of fire. The stream is narrow and will only hit one column of the party.

10) Roper

In the very center of the room is a roper attempting fairly successfully to look like a pillar.

Roper SZ L; MV 10(30); AC 20(0); HD 12; hp 54; Atk 4-24 (bite); SA 6 poisonous strands that grab SD 80% Magic Resistance, Half-Damage from Cold, No Damage from Lightning

Treasure: Inside the roper's gizzard are 10 pp and 6 gems (3 x 100 gp, 2 x 500 gp, 1 x 1000 gp). Nearby the roper are the remnants, or at least the items they dropped, of an adventuring party who ran into the roper and were consumed. On the ground are two shields (one +2), two long swords, a mace, and a +2 short sword of giant slaying (which belonged to the halfling thief in Room #6).

11) Crypt (Locked, but not sealed)

This is the present home two a pair of faux-vampires, Count and Countess Feznor, creatures who have all the appearance (and stats) of vampires but without the supernatural abilities or actually being undead.

The Feznors are on a family vacation from their castle. They are currently resting in a pair of coffins, each holding a two-handed sword on their chest, but will awake when the door is opened. They will greet the party with caution, but will not attack unless provoked.

Count & Countess Feznor, Faux-Vampires MV 30(120); AC 14(6); HD 8; HP 40, 38; Atk 1-6+4 (Bite) or 1-10+4 (two handed sword); AL CN

The Count Feznor, Borys is a tall mustachioed man of around 40. He is somewhat goofy and prone to flirt with any attractive female, even in front of his wife, Malica. She is thin, raven haired, looking about 30 (but much older), and is somewhat aloof, especially when her husband flirts with other women.

12) Crypt (Locked, but not sealed)

These are the Feznor's two daughters, (apparent) age 18 or so. Like their parents, they sleep in coffins holding greatswords.

If awakened, they will be somewhat friendlier than their parents. While both women are quite pale and wear their long hair in pigtails, Wenticia has black hair and is somewhat morbid in personality, and Arilyn is blonde and cheerful.

Wenticia Feznor MV 30(120); AC 14(6); HD 8; HP 35; Atk 1-6+4 (Bite) or 1-10+4 (two handed sword); AL CN

Arilyn Feznor MV 30(120); AC 14(6); HD 8; HP 33; Atk 1-6+4 (Bite) or 1-10+4 (two handed sword); AL LG

As both girls are bored (and frequently mention it), it's possible they will join the party for a while. If the party should attack their parents, they appear after 2 round and help their parents. Similarly, their parents will help them if any combat occurs.

13) Two-Headed Troll Lair (Former Ossuary)

From this room comes clouds of foul smelling smoke. Inside the room are a pair of two-headed trolls preparing their dinner in a pot over a fire in the middle of the room.

As the PCs enter, the trolls get up and attack, first

throwing the pot at them, splashing a 1-3 party members with boiling hot water (and some remains of a half-orc they were using to make stew) causing 1-6 damage (saving throw applicable).

2 Two-Headed Trolls SZ L; MV 30 (120); AC16(4); HD 10; hp 39, 47; Atk 1-6(claw)/1-6(claw)/1-10(bite)/1-10(bite); SD Regenerate 1 hp per round

Treasure: 3000 sp, 2000 gp

The half-orc remains are the adventuring party's half-orc barbarian (or fighter) who ran away from the roper and whom when the proverbial frying pain into a literal cooking pot. Should the party resurrect him, he will be quite alarmed and flee (possibly getting killed again)

Surkk 3rd Level Half-Orc Fighter (or Barbarian) S18 I6 W6 D16 C17 C10 hp 30; AL CN

14) Crypt (Sealed)

This crypt has not been opened, and its door is sealed with mortar, requiring some effort (and at least a hammer) to open. A plaque on the door reads "Here Lies Zakria the Courtesan, Murdered by Persons Unknown".

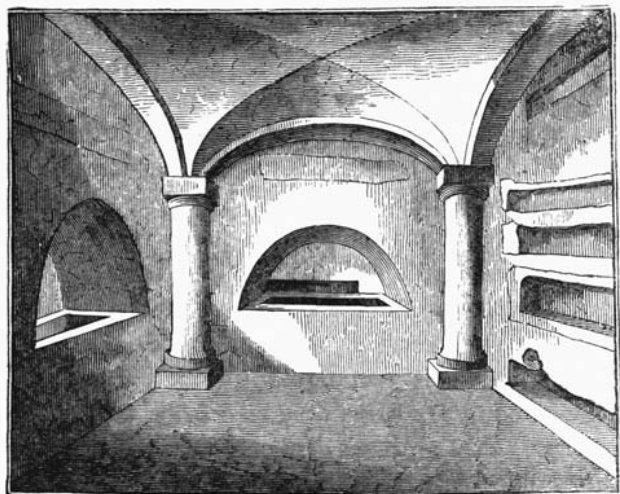
Inside the crypt is indeed Zakria. Her body has been taken over by a Demimondaine, a spirit which seeks vengeance upon people who wronged, similar to a revenant.

The demimondaine appears as the rotting corpse of a woman. Its eyes have been gouged out, and foul black liquid seeps from its mouth and nostrils. The legs have been transformed into huge grey claws. It reeks of sewage

If the party opens the crypt, Zakria will slowly crawl out of her coffin in the center of the room. She will not attack, as she only goes after that harmed her in life, which she will proceed to do after the party gets out of her way. In this case, the primary target is her murderer, an elf in the closest city, and she also has a few dwarves and a gnome (her pimp) on her hit list that are still alive after all these years.

Zakria the Demimondaine MV 30(120); AC 18(2); HD 9; hp 60; Atk 2-12+3(claw)/2-12+3(claw)
SD Undead Immunities, Only struck by silver or magic weapons, 45% Magic Resistance; AL N

Treasure (worn by Zakria): *Periapt of Health*, two 500 gp rings.



15) Crypt (Door ajar)

This crypt was long ago opened by tomb robbers. However, the inhabitant, a mohrg killed them and turned them into zombies. A mohrg is essentially a smart, exceptionally tough and fast zombie, sometimes created spontaneously when an exceptionally vile and brutal murderer dies. Anyone killed by a mohrg becomes a zombie and the mohrg is healed for 1d6 per hit dice of the being slain.

Mohrg MV 30(120); AC 23(-3); HD 12; hp 63; Atk 2-12(slam)/2-12(slam) or Paralysis 1d4 rounds(Tongue); SA Strikes first in round SD Undead Immunities; AL CE

3 Zombie Grave Robbers MV 20(60); AC 12(8); HD 2; hp 10, 7, 6; Atk 1-8; SA Strikes last in round SD Undead immunities; AL N

Treasure: 50 gp, 3 hammers and chisels.

16) Spriggan Lair (Former Ossuary)

This room appears to be the home of five exceptionally ugly male gnomes. In truth, they are spriggans, evil gnomes who can turn into giants, and all of whom answer to the name Noddy which can prove confusing to outsiders.

They do not attack at first, claiming to be the caretakers of the tomb (Heddy the Sphinx will know this isn't true and say so loudly), and demanding an entrance fee (say 100 gp), as well as returning any gems or jewelry the party might have taken.

If the party does not comply, they will consider attacking if they think they can win (probably not if they are outnumbered), or will simply say "Fine, this time we'll make an exception," and then trail the PCs using their thief abilities and hope to rob them or ambush them when the PCs are fighting someone else.

5 Spriggans (Gnome Form) MV 20(90); AC 17(3); HD 4; hp 19, 14, 18, 18, 17; Atk 1-4(dagger)/1-4(dagger); SA 8th Level Thief Abilities, Cast *shatter*, *scare*, *affect normal fires* at will; AL CN

5 Spriggans (Giant Form) SZ L; MV 40(150); AC 15(5); HD 9; hp 46, 37, 43, 44, 41; Atk 1-8 (sword)/1-8 (sword); AL CE

Treasure: The gnomes have looted many of the crypts, and there are obvious piles of treasure about the room. 4000 sp, 2000 ep, 19 gems (5 x 10 gp, 4 x 50 gp, 5 x 100 gp, 5 x 500 gp), and 20 pieces of jewelry (4 bracelets worth 100 gp, 500 gp, 1000 gp, and 2000 gp; 8 rings worth 100 gp, 300 gp x2, 500 gp x3, 1000 gp, and 2000 gp; 6 earrings worth 500 gp x2, 1000 gp x2, and 2000 gp x2; and 2 fancy necklaces worth 2000 gp and 5000 gp). There are also a half-dozen dead giant rats, which the spriggans use to distract the roper in room #10.

17) Burial Vault (Sealed)

The door has been mortared up, so requires some tools and effort to open. There is a plaque on the door with a crest, but the name and crest have been effaced. Inside are three dozen coffins, all closed.

Inspection of the bodies will reveal that many were misshapen or stunted

18) Burial Vault (Sealed, Locked)

The door has been mortared, but the mortar seems more recent than the type used on other doors. It still takes some effort (and tools) to open. On the door is a plaque with the name "Mezzagano" and a worn crest in which a dagger can still be made out.

This crypt belonged to a crime family, who sometimes used the vault for purposes other than to hold its deceased members. Amongst the two dozen coffins that contain the usual deceased (any valuables were taken by family members), is one that is locked and trapped (poison needle trap whose poison has long dried up, causing only 1-6 damage on failed save). Inside the coffin is 5,000 gp, a set of books that details (in code) the families activities, and a treasure map leading to their main cache of loot.

The family died out about 100 years ago in a gang war, but given the long lived nature of some races, some might find the information in the books to be dangerous.

There are also six large barrels which appear to be full of some liquid. They are in fact full of brandy. They are also each filled with a dead body, murdered by the family.

19) Crypt (Sealed)

Like other sealed crypts, the door has been covered over with mortar, requiring some effort to be made to open it, along with at least a hammer. A plaque on the door reads, "Here lies Kreb the Bard".

Kreb has been turned into a *xarualac*, an undead monster who kills people (worldly, rich, and/or powerful preferably) and turns their corpses into musical instruments

A gruesome undead entity, the xarualac appears as a humanoid with long stringy hair and a mouth that takes up its entire face. In place of legs, it has a second pair of arms; all four hands feature long fingers tipped with talons. There's a large orifice in the xarualac's belly, and four bladders full of air float beside it.

As Kreb has been stuck here, he greatly desires to kill the PCs and turn them into instruments and will attack.

Kreb the Xaralac MV 15(60); AC 14(6); HD 10; hp 40; Atk 1-8+2(claw)/1-8+2(claw); SA Cast change self, charm, hypnotism, invisibility, and sleep at will; Sing once per day, causing anyone in 30' radius who fails saving throw (vs Spells or Will) to do nothing for 1-6 rounds; SD: +1 weapon needed to hit, 15% Magic Resistance; AL CE

Treasure: A magical bardic lute, necklace worth 1000 gp.

20) Crypt (Locked)

The mortar that had sealed this crypt has been removed, but the door is locked. A plaque reads, "Here Lies Mochlari the Miser, who took his fortune with him". Close inspection of the wall opposite the door will show traces of impact marks and bits of blood and brains, as someone had been thrown very hard against it and had his skull crushed.

Indeed Mochlari did take his money with him, but much of his fortune went into the building of a Crypt Guardian, a golem like being whose sole purpose is to guard over the tomb of Mochlari. It stands 9' tall and weighs nearly a 1000 lbs., and is a perfect likeness of Mochlari, an elderly man with a beard.

The crypt guardian attacks anyone who is in Mochlari's tomb.

Crypt Guardian SZ L; AC 24(-4); HD 12; hp 60; Atk 2-12+6(slam)/2-12+6(slam); SA Crush – if both slams hit, victim takes additional 4-40, save for half (petrification or Fort); SD +1 or better weapon to hit; Immune to all spells except Raise Dead or Resurrection, which do 10d6 damage.

Treasure: 4 chests, each containing 5,000 gp (20,000 gp total) and a coffin full of 40 gems (10 x 50 gp, 10 x 100 gp, 10 x 500 gp, 8 x 1000 gp, and 2 x 5000 gp blood opals, placed in Mochlari's eye sockets)

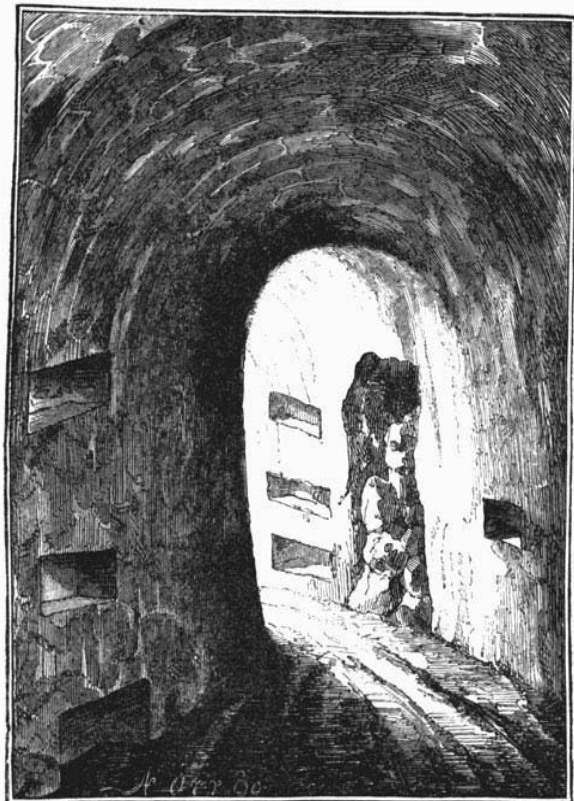
21) Undead Dragon Lair

Here lay Zar-Thogar's reason for visiting the vaults. He brought with him the corpse (and horde) of a red dragon (which he had recently killed) in the hopes of using the necromantic energy of the vaults to create a dracolich. Alas, it failed, and he merely created a very large skeleton. He left in disgust, leaving it and the vaults behind.

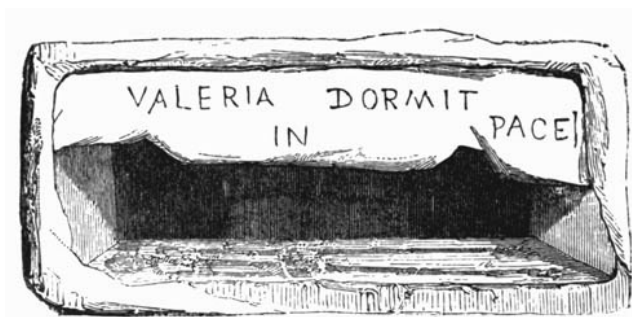
Red Dragon Skeleton SZ L; MV 10(30); AC 22(-2); HD 12; hp 96; Atk 1-8(claw)/1-8(claw)/3-30(bite); SD Undead Immunities; Half damage from slashing weapons, no damage from piercing.

Treasure: Rod of Resurrection (43 charges), 6,000 gp, 15,000 sp

Note: If Heddy the Sphinx is with the party, she will remark on the rod and identify it. "Hey, look at this! I've heard about these – they bring back people from the dead."



22) Crypt of Valeria



In life, Valeria was a mighty paladin. At least until she discovered her husband cheating. In a fit of rage, she killed them both, then in a fit of remorse, killed herself. She was quickly buried in disgrace.

The necromantic ritual of Zar-Thogar failed in part because part of its energy was siphoned off by Valeria, turning her into an undead knight, the ex-paladin equivalent of a lich.

Although animated, she was sealed in the crypt. Despite being fallen and her alignment turned to chaotic evil, she does not wish to be. While compelled to fight the party, she will pull her punches as much as possible, not using her fireball or other magic powers at first (at least five rounds), giving the party a chance to get away (and urging the party to do so).

While it's certainly possible for the PCs to defeat her in combat, at the same time, the easiest, and perhaps best solution is to use the Rod of Resurrection on her, which will restore her to life, causing her to stop fighting and becoming a neutral 9th level Fighter

Valeria, Demonic Knight MV 30(120); AC 20(0); HD 9; hp 80; Atk 1d8+8 (+2 long sword and strength); SA 20d6 Fireball 1/day, Each Power Word Spell 1/day SD Undead Immunities, Unaffected by turning, Magic Resistance 75%; Items: +2 long sword (former holy avenger); AL CE

Valeria, Human Fighter S18 I12 W14 D16 C17 C17; MV 30(120); AC 12(8); HD 9; hp 70; Atk 1d8+6 (+2 long sword and strength); AL N

Treasure: None

23) Crypt (Sealed)

As with previous sealed tombs, this requires a hammer to remove the mortar to unseal the door. On the door is a plaque, "Here lies Vasila, Unlucky in Love".

Vasila was a woman who thought she found the

perfect man. Unfortunately, on their wedding day, he jilted her, and she killed herself. She returned as a vengeful spirit, a hellscorn, who tries to track down happy couples and kill them. As there are no happy couples handy, the party will have to make do.

She appears as she did in life, a portly, middle-aged woman in a wedding dress, spouting blood from her wrists and her neck.

Although she can turn incorporeal like a ghost, the walls of the vaults were made to keep the incorporeal in. If she is losing the battle, she will do her best to flee past the characters out into the vault, then escape through the entrance.

Vasila, Hellscorn MV 30(120); AC 16(4); HD 11; hp 51; Atk 1-6+Touch of Betrayal (touch) or Kiss of Death (Kiss); SA Touch of Betrayal causes touched person to make saving throw (vs Death Magic or Will) or spend the next 1d6 turns doing nothing but sobbing and crying; Look of Longing – causes -4 penalty to hit for duration of combat; Kiss of Death – if used on a character suffering from Touch of Betrayal, they must make another saving throw (vs Death Magic or Will) or die. Successful save does only 5d6 damage and removes Touch of Betrayal and makes them immune to further attempts from her; SD Undead immunities; +1 or better weapon to hit; AL CE

Treasure: 50 gp engagement ring.

24) Crypt (Sealed)

While the other crypts have been sealed with mortar, this crypt has been sealed with lead. It will take at least an hour to open the crypt using a hammer and chisel (not just a hammer). There is a plaque on the door with no writing, only a circle with a vertical line running through it. It is a plague symbol.

And for good reason, inside are the remains of two dozen plague victims, including a very powerful undead being called a Walking Disease.

Although it retains its basic humanoid anatomical structure, the creature barely resembles its previous self. Numerous colonies of fungi, bacteria, and viruses inhabit the festering corpse transforming its pale, flaccid skin into a mottled landscape of enormous pustules, ulcerous sores, and asymmetrical tumors. Despite its terrible limp and its drawn, emaciated appearance, the creature demonstrates remarkable physical strength and surprising litheness.

Walking Disease MZ 30(120); AC 23(-3); HD 15; hp 58; Atk 1-6+4(slam)/1-6+4(slam); SA Wave of Parasites – a once per day 20' cone attack that spews parasites, causing 3-30 damage, save (breath

or reflex) for half; Massive Infection – if both slam attacks hit, the victim must make a saving throw (death or Fortitude) or take 1d6 damage, and then must make another saving throw every round or take another 1d6 damage until a saving throw is finally made.

Treasure: None

25) Burial Vault (Sealed, Locked)

This door has been sealed with cheap plaster, requiring just a few smashes of a gauntlet to open. There is a plaque reading, "The Followers of Xirarix."

Xirarix was the head of a necromantic cult who disappeared, but not before draining the life of all his followers.

12 Juju Zombies MV 20(90); AC 14(6); HD 6; hp 30, 35, 24, 24, 29, 23, 24, 25, 28, 36, 19, 27; Atk 2-12 (slam); SD +1 or better weapon to hit; half damage from piercing or blunt weapons; Undead Immunities; AL NE

Treasure: None

26) Lamia Noble Lair (Former Burial Vault, Locked)

The door to this room is clear of any mortar, but locked. If the party fumbles at the door, trying to unlock it, the door immediately opens and they are confronted by an elegantly appointed half-elf butler.

"May I help you?" he inquires of the party. If asked, he informs them that this is the residence of Lord Drahar, a reclusive wizard (which is somewhat true, he is a noble lamia with 6th level magic-user ability.) If they ask to see his master, he tells them to wait a moment to see if his master is in. After a moment, he returns and lets them in.

Upon entering, the room appears to be a luxuriously appointed sitting room, inhabited by a richly attired 30-ish man sitting at a table reading a book. There appears to be further rooms beyond this one. However, the room is really a former burial vault, everything the PCs see is an illusion.

As the party enters, he puts down the book and welcomes them to sit down. A maid then appears, and he asks if they wish something to drink. Whatever the reply, she goes off and gets drinks, serving them to Drahar and the PCs. Should the PCs actually drink their glass, most will find it to be brandy, but one will drink a *philter of love*, presumably the first person they see being Drahar and thus charmed by (and in love with) him.

Realizing he is probably outclassed if they made it

this deep into the vaults, he makes no move to attack, but will try to be friendly and charming as possible, discreetly touching the besotted character, such as touching their elbow or back. He may also discretely use his magic abilities, but does not wish to provoke the party by an obvious use of his powers.

If forced into combat, he will order his butler and maid to attack while he casts hold person at a likely target, then web, then Darkness 15' at which point he flees using the various powers of his *cloak of the bat*. If he cannot escape the party, he will cast *feign death* and play dead.

Drahar the Noble Lamia MV 20(90); AC 19(1); HD 10; hp 51; Atk 1-6; SA *Cast charm person, mirror image, suggestion, illusion* (as wand); Cast Spells as 6th level Magic-User; Touch drains 1 point of Wisdom Items: *Cloak of the Bat, Ring of Protection +3*; AL CE

Spells: 1st: Friends, Sleep x2, Spider Climb; 2nd: Darkness 15' Radius; Web; 3rd: Feign Death, Hold Person

Vedis the Butler 4th Level Fighter/Thief (or Bard); MC 30(120); AC 13(7); HD 4; hp 25; Atk 1-6 (club); AL N

Berem the Maid, 4th Level Monk MV 40(150); AC 17(3); HD 5; hp 25; Atk 1-6 (fist); SA Monk abilities; AL LN

Without the illusion, both are in ragged, dirty clothing and are emaciated. If they survive any combat, they will be quite aimless, obeying pretty much any order the PCs should give them.

Treasure: 4000 gp, 6 gems (2 x 100 gp, 2 x 200 gp, 1 x 500 gp, 1 x 1000 gp) ; 2 pieces of jewelry (worn) – necklace worth 2000 gp, jade & platinum ring worth 2000 gp

Aftermath (and further possibilities)

It's quite possible that the PCs will have unleashed some powerful undead on a nearby city. If any PCs are followers of good gods, those gods will likely be none too happy with the PCs. They will likely have to track down those undead to redeem themselves.

If the party was friendly to the Feznors, they might get an invitation to visit them at their castle, which is mysterious and spooky, if not altogether ooky. The count might consider some of the PCs to be suitable suitors for their daughters, who after all, are getting a bit up in years.

If treated well, Heddy the sphinx might permanently attach herself to the party (for a share of gems and jewelry), at least until they come across a single

Androsphinx. She will automatically be able to answer any riddle they might come across as well as figure out most puzzles. At least if your players hate puzzles and riddles like mine. She will generally just give hints, not spell it out unless necessary.

The treasure map in room #18 might very well lead to an unlooted treasure cache. However, it's protected by a dungeon or some complication.

Drahar has probably escaped (he did in my playtest) and likely will make mischief in the neighboring town.

Xirarix escaped the wrath of local authorities by somehow teleporting to a comet then in the sky. Now the comet has returned, along with Xirarix who has now become a strange monster that eats brains, but regains his human appearance for 12 hours after a meal.

Monster Experience:

2 Criosphinxes - 4000
3 Chimeras - 4000
2 Chimera Cubs - 1000
Undead Dragon - 2500
2 Two-Headed Trolls - 5000
Walking Disease - 3500
Valeria the Demonic Knight - 3500
Vasila the Hellscorn - 4000
Zakria the Demimondaine - 3000
Crypt Guardian - 5000
12 Juju Zombies - 2500
Drahar the Lamia Noble - 3000

Credits:

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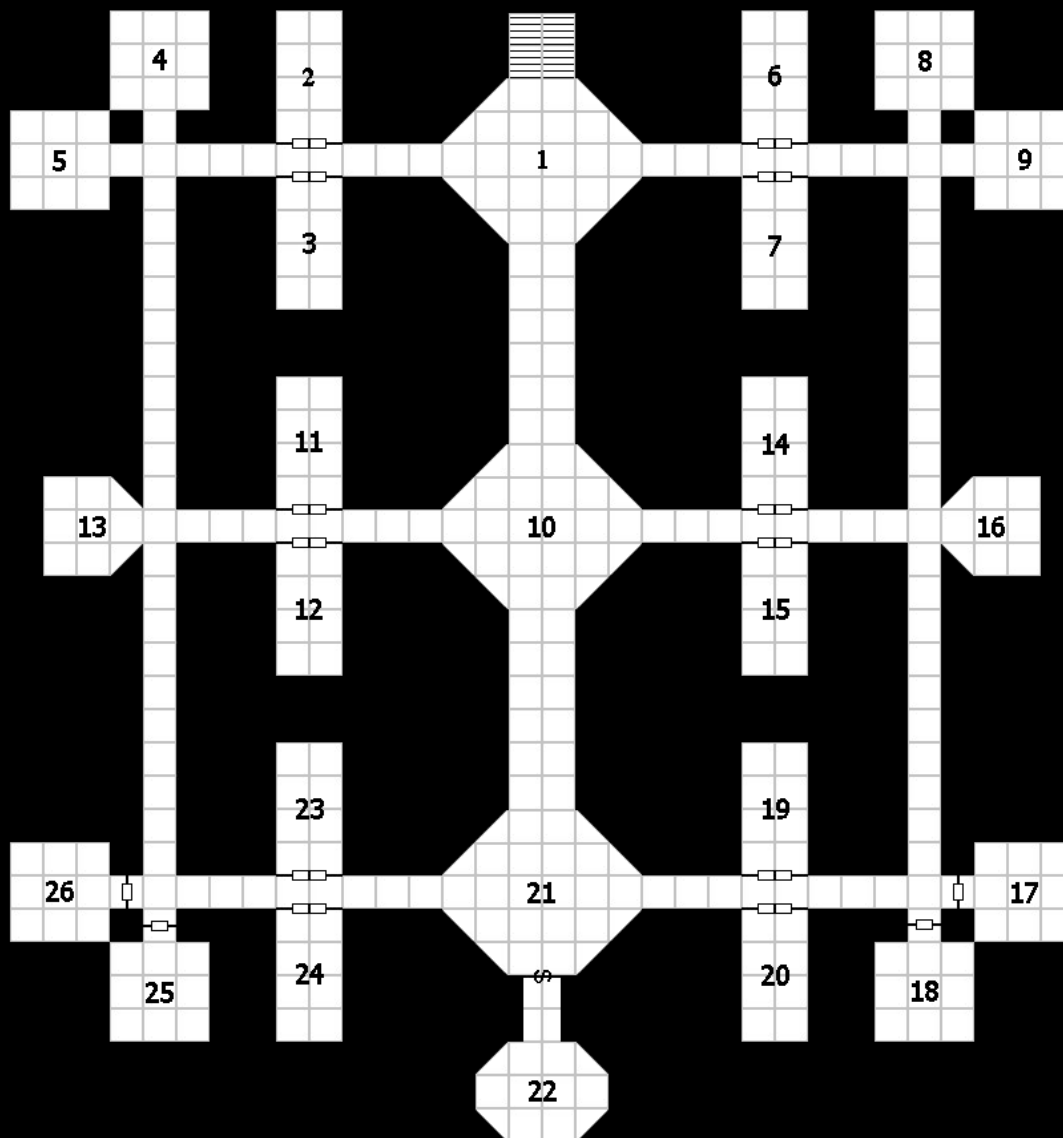
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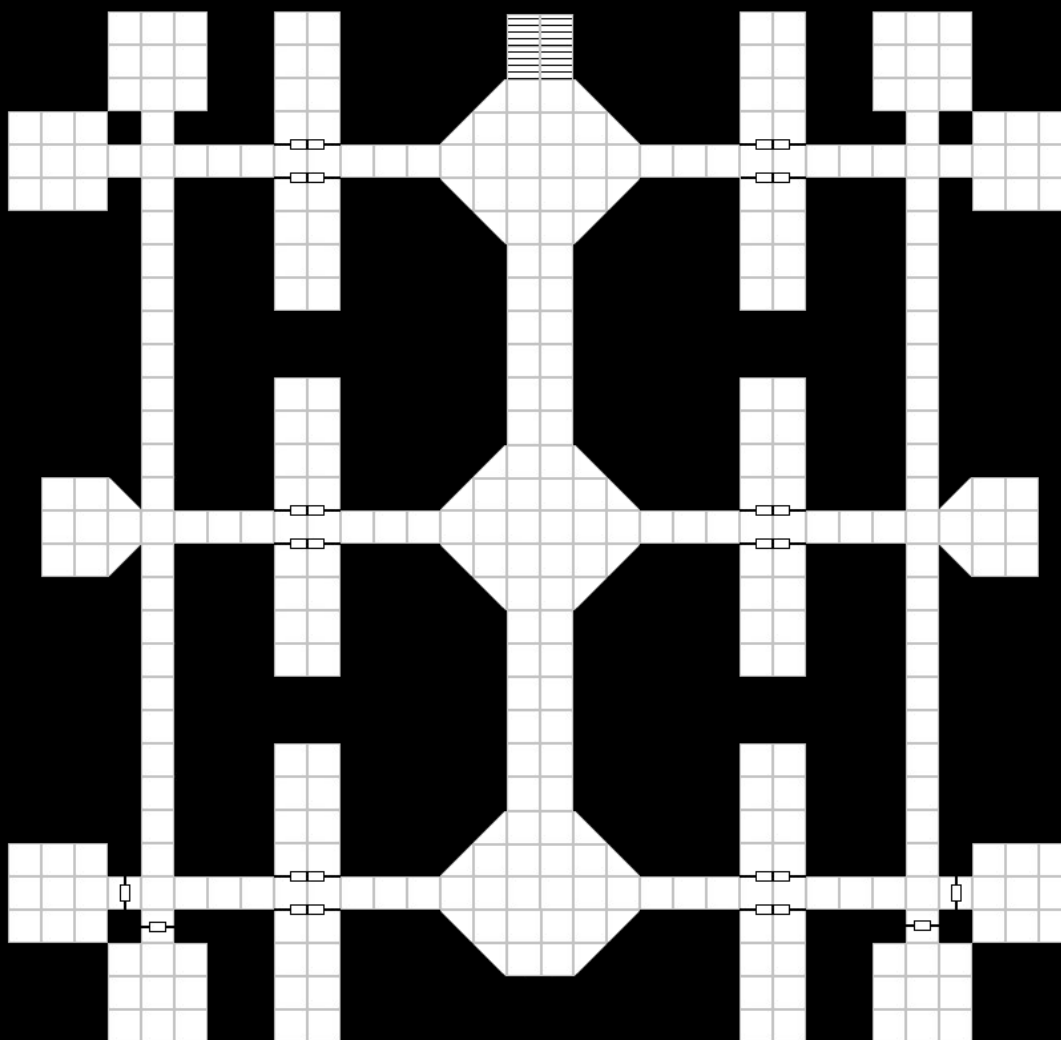
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