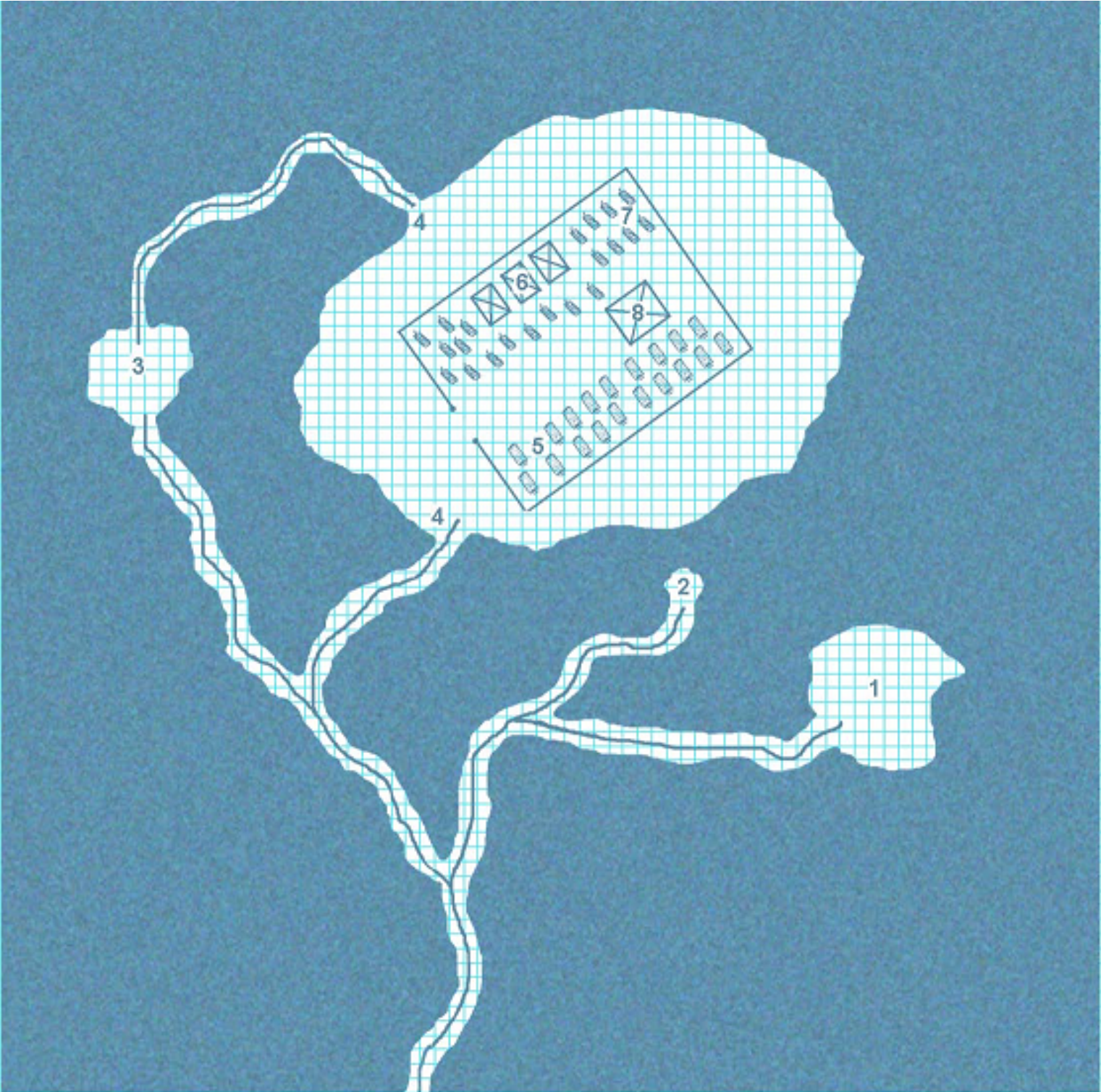




The Corrupt Crypt of Ilmater

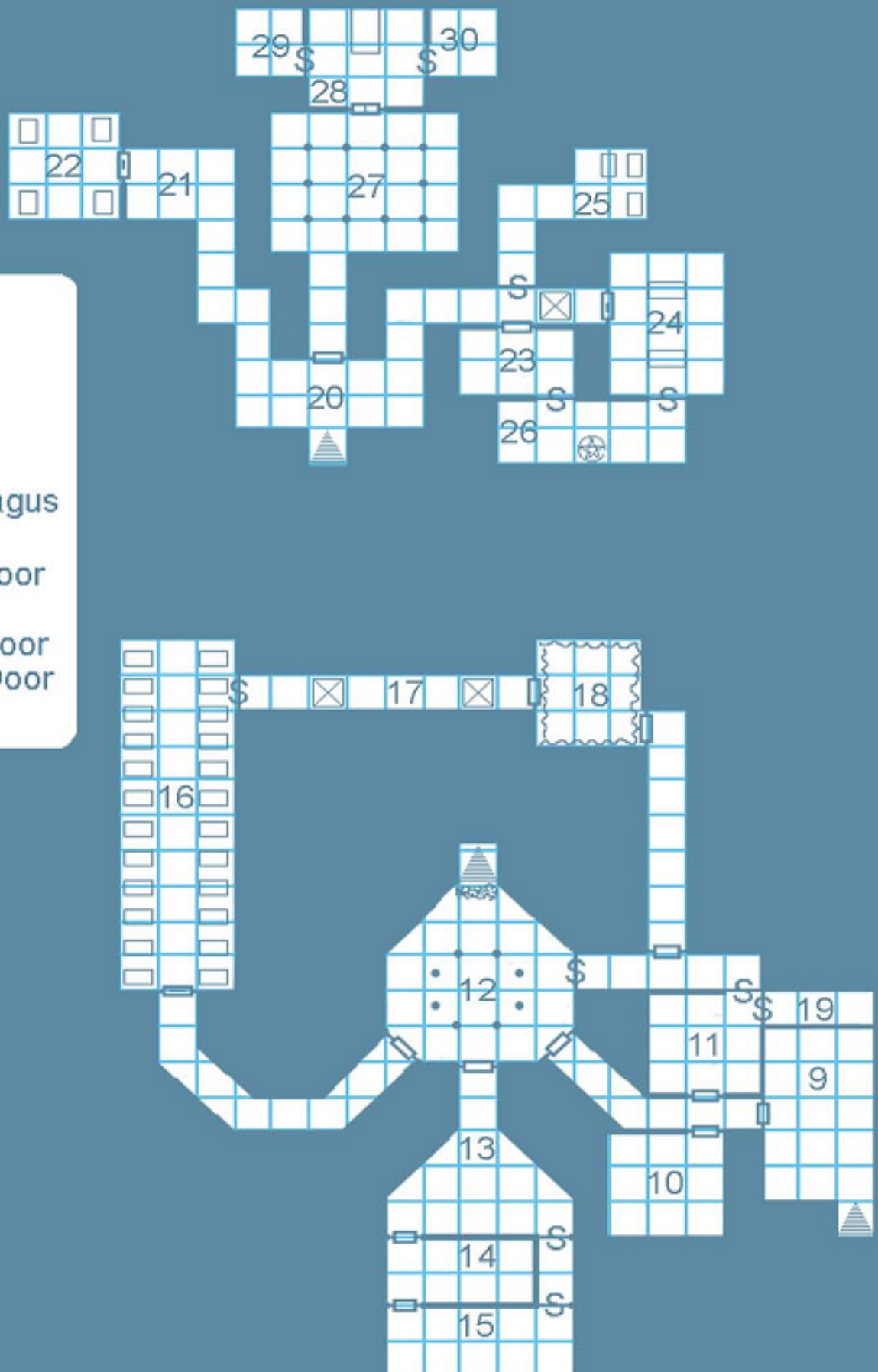
**An Adventure for Parties of Level 4-6
Designed 1st or 2nd edition AD&D**

Author: Jesse Muir



Legend

-  Stairs
-  Pit Trap
-  Column
-  Curtain
-  Sarcophagus
-  Statue
-  Secret Door
-  Door
-  Double Door
-  Locked Door
-  Rubble



The Corrupt Crypt of Ilmater, Overland

1. DRUID'S GROVE

Ahead is a large 100 foot wide clearing, the grass wild 4' tall. Near the center of the clearing is a dead remains of an ancient massive oak tree, broken off about 30' high.

The hollow oak tree is home to Corrik (8th level druid – S 12, I 10, W 16, D 12, C 14, Ch 15 – leather armor +2, shield +1, spear +1, 49 hit points, typical spells below). The entrance to his home is camouflaged with grass and wood (treat as a hidden door with respect to chance to find). If the party damages any of the trees in the forest around the crypt, the druid will seek to hinder the party in any way he can while avoiding direct confrontation (set traps, summon animals, etc). If the party finds the hidden entrance to his home and the party seeks to parlay, he will give them directions to find the graveyard and offer them safe food and drink, but will not assist them directly. He is not aligned with the denizens of the crypt, but they do not bother him so he leaves them alone.

- 1st Level:** **Animal Friendship, Entangle x2, Speak With Animals x2, Faerie Fire**
- 2nd Level:** **Barkskin, Charm Person Or Mammal x2, Cure Light Wounds, Obscurement, Trip**
- 3rd Level:** **Plant Growth, Snare, Summon Insects**
- 4th Level:** **Call Woodland Beings, Speak with Plants**

2. SPIDER GROVE

A 20' wide clearing in the trees is ahead. Thick brush surrounds the edge of the clearing, however there is no vegetation in the

clearing itself. In the center of the clearing, on a small rise, is a small pile of coins and gems.

The brush surrounding the clearing is thick thorn briars, the only opening is where the path meets the clearing. It takes 5 rounds to hack through the brush, anyone trying to force their way through suffers 1d6 damage and must save vs paralyzation or become stuck in the brush (1d4 rounds to free themselves). Hidden in the trees are 8 Huge Spiders (HP: 8, 9, 11x2, 14, 15x2, 17) who will wait for the party to approach the pile before leaping from the trees to attack (-6 to party surprise roll), and attempt to block escape from the clearing. The pile in the center contains 5 cp, 10 sp, 6 gp, 9 pp, and 3 gems: 1 Peridot (500 gp) and 2 Amber (100 gp each).

3. WERERAT GATHERING SPOT

The grass in this 60' clearing is matted down, and five skeletons are scattered about, some in suits of armor.

If the party enters area 3 during night, there will be 4 wererats (HP: 9, 14x2, 17) and 10 giant rats (HP: 1x5, 2x2, 3x2, 4x1) will be mingling in the clearing. During the day, the clearing is unoccupied. Amongst the skeletons are a suit of plate mail, a suit of splint mail, and a clerical scroll (Prayer, Remove Curse, Find Traps). Trampled in the grass near the skeleton in plate mail is a **ring of protection +1** (will only be found by a detailed search).

4. ENTRANCE TO GRAVEYARD

In the center of the 250' wide field, a 10" high ivy covered stone wall can be seen. In the south west side a 10' iron gate lies broken on the ground, the hinges and gate rusted and bent. Several dozen gravestones are arranged in rows inside the walls, three small tombs and a large crypt are the only structures inside the graveyard.

The graveyard is unoccupied, though wandering monsters may be encountered.

5. LAY SERVENTS GRAVES

The gravestones are marked with the names of low ranking priests.

There are 40 graves in total, and if the graves are dug and opened, the following table can be consulted to determine what is found

Dice Roll	Contents of Grave
1-5	nothing
6-8	1d10 gp
9-10	gold ring (50 gp)
11	1-2 vials of holy water
12	pearl of wisdom

Only one pearl of wisdom will be found, roll again if a 12 comes up twice. For each grave that is robbed, there is a 1-in-6 chance that Crypt Thing will be summoned, which will attack the party immediately.

6. NOBLE'S TOMB

Three ornate tombs stand near the center of the northwest wall of the graveyard. Each has three marble steps leading to a locked iron gate, behind which is a large sarcophagi

The locks are heavily rusted (-10% chance to pick). Inside the sarcophagi of each is a necklace worth 250 gp, and in the center is mace +2. The lids of the sarcophagi weigh 500 lbs apiece.

7. FRESH GRAVES

Four graves in the northern corner corner of the graveyard look to have been recently opened. Dirt is strewn about, and in each pit is an empty wooden coffin.

If the coffins are examined, it will be clear that they are old and rotten, not new. Examination of the sides will reveal claw marks. Four ghouls (HP: 7x2, 10x2) are hiding behind the pillars of the crypt nearby. They will attempt to attack the party when they investigate the graves.

8. CRYPT OF THE PRIESTS OF ILLMATER

A large 30' square structure dominates the graveyard, its fine marble walls covered in a thick layer of dirt and grime, through which detailed carvings can be made out. A statue of Ilmater lays on the ground, broken into pieces. A massive bronze door stands open.

The door leads to a stone stairwell, leading down to the Upper Works of the crypt.

The Corrupt Crypt of Ilmater, Upper Works

9. ENTRANCEWAY

At the base of the stone stairs is a large chamber. The floor and walls are covered in thick green moss. A single door is to the left, hanging partially open.

If the players investigate the moss on the floor, they will discover many sets of rat like footprints, approximately 12"

10. WAITING ROOM

A long stone bench lines the far wall, which is painted with a faded and chipped fresco of the ocean. Four giant rats are chewing on the bones of an animal in the corner.

A waiting room for visiting family. One of the giant rats is actually a were-rat in rat form. The

were-rat (HP: 9) and rats (HP 4, 2x2) will attack immediately.

11. WAITING ROOM

A long stone bench lines the far wall. Bits of faded paint can be seen on the walls.

The room is empty. Two secret doors are in the far corner.

12. CENTRAL CHAMBER

A large chamber with a vaulted central area and a circle of columns. The area outside the columns is 10' high, with the domed ceiling inside the circle peaks at 15'. A skeleton is at the base of the western most column. To the north, a set of stairs heading down are blocked by a pile of rubble and furniture.

Above the skeleton at the peak of the column is a spider nest. If the skeleton is disturbed, a Hairy spider (HP: 6) will drop down and attack, defending an egg sac. Otherwise it will leave the party alone. Under the skeleton is a small leather pouch containing 10 pp. The were-rats have built a barrier at the top of the stairs, to keep the undead from bothering them in the upper chambers. A 2' gap at the top of the barrier allows the vampires below to escape when in bat-form. The vampire allows the were-rats to roam the upper floors, as they offer protection against curious visitors. Occasionally the ghouls below will break or crawl over the barrier, thus the ghoul entry on the wandering monster table.

13. PRAYER ROOM

Two rows of collapsed wooden pews are in the center of the room, and on the south side a 3' high dais stands. On the dais is a raised altar, around which are gathered eight rat-like humanoids.

The eight were-rats (HP: 23, 19, 16, 14, 13, 3x11) in hybrid form are gathered around the dais. Five are armed with short-swords, two with daggers, and one with a club. If overwhelmed, they will attempt to summon a swarm of rats (75%) or giant rats (25%) and turn into rat form, then flee into the embalming chamber and hide in the secret room (See room 7)

14. ALCOVE

Six musty robes hang on a line of pegs on the north wall, and against the far wall are stacks of crates

The crates contain ceremonial pewter plates, cups, and candle holders of no value to the party. The second robe has a hidden pocket containing a gold medallion worth 200 GP. If the forth robe is infected with a yellow mold and if disturbed, a cloud of spores will be released (50% chance). The north and south wall are lined with a series of 6 inch holes along the floor, big enough for giant rats to pass freely from room 5 through 7.

15. EMBALMING CHAMBER

Two large stone tables are against the south wall. Various rusty hooks, saws, picks, and knives are hanging from an iron framework on the south wall. An iron tub lies between the two tables.

If any were-rats fled from room 5, half will have fled into the secret chamber through a hole in the wall. The other half will be in human form, lying on the floor, acting as if prisoners of the were-rats. If attacked again, they will flee north again and try to escape. If believed, they will attempt to isolate a party member and kill them off one at a time. Under the tub, which was used to wash the bodies after preparation for burial, is a platinum earring (150 GP)

16. LONG GRAVE ROOM

A 50' long by 15' wide room, along each wall are a dozen stone sarcophagi, the tops carved with the likeness of a human form. The names of the interred are etched into the base of each sarcophagus along with a short epithets.

Investigation of the carvings will reveal scratch marks around the eyes, as if something had removed from each of the lids. Inside the graves are the bones of the lower priests of the church, who had the most interaction with the non-members. They were buried in the upper floor, so as to be easily visited by pilgrims and travelers. A secret door can be found between the last two graves on north east side.

17. BACK PASSAGE

On the wall to the left is an engraved message in Elven, below the same message in common: "This area is for church members only, turn back"

A pit traps in the center of the hallway can be disarmed by pressing a hidden button by the door to room 8. If not disarmed, there is a 50% chance the trap doors will open when stepped on, dropping the character 10', and slamming shut behind them. Inside second pit-trap is the body of a would-be thief, carrying a potion of plant control and a potion of poison, as well as a bag pouch containing 48 quarts stones worth 25 gp each (the eyes from the sarcophagi).

18. HIGH PRIESTS CHAMBER

The walls of this small chamber are lined with tattered silk tapestries. A wooden throne sits in one corner next to a small table with several drawers. Across from the throne is a small bed with an ornately carved wooden frame. On the throne sits a large were-rat, along with four others sitting about the room.

The were-rat on the throne is the leader of the tribe, with 28 HP. He is armed with a magical +2 short sword (see "Half Blade"), which he uses with both hands, dealing 1d6+5 damage and gaining +4 on attack rolls, and a potion of extra healing. The other four were-rats (HP 16, 11, 10, 9) will join their leader in combat, but will though the far doorway if over matched. In a chest behind the throne is hidden the were-rats treasure (1200 cp, 600 sp, 150 gp, 20 pp, and a golden icon worth 250 gp).

19. STORAGE CHAMBER

Behind the hidden door is a narrow passage, piled high with iron candelabras, crates of wax candles, chairs, and blankets.

If the crates are disturbed, seven giant centipedes will move out to attack (HP 7x2). Hidden in the back under a crate of candles is a silver chalice (See "Cup of Healing")

Monsters:

Were-rat: AC 6, Move 12, HD 3+1, Thac0 17, XP 270

Rat: AC 7, Move 15, HD ¼, Thac0 20, damage 1, XP 7

Rat, giant: AC 7, Move 12, HD ½, Thac0 20, damage 1d3, XP 15

Centipede, giant: AC 9, Move 15, HP 2, Thac0 20, save vs poison or paralyzed for 2d4 hours, XP 35

Spider, Hairy: AC 8, Move 8, HD 1-1, Thac0 20, save vs poison or -3 dex -1 attack/AC, XP 65

New Magical Items

Half-Blade: This enchanted short-sword appears as the base of a shattered sword. The remaining blade is about 20 inches long, and the hilt long enough to be held with two hands. Even though it is oversized, the blade feels light when held, and can be used effectively by

anyone who can use a short-sword. The blade has a +2 enchantment, and if held in both hands grants the user a strength of 18/51 for 1d4+1 rounds (can be used 1/day, and the blade must be held in both hands or the effect dissipates).

Cup of Healing: This item may appear as any cup or mug that an adventurer might come across, from plane wood to jeweled platinum. Once per day, a command word can be spoken, and any water inside the cup will be blessed with healing energy. If the entire cup of water is taken in a single drink, the imbibor will be healed 1d6+1 HP. If it is shared between two people, each are healed 1d4 HP. If it is split more than two ways, each who take a sip (up to 10 individuals) will be healed 1 HP each.

A second command word will purify any water placed into the cup, making it drinkable. Any non-magical diseases or poisons in the water will be removed. Holy and Unholy water are unaffected, as are acids and magical poisons and diseases. This power can be used unlimited times.

When the command word is spoken by a cleric of the god who originally blessed the cup (Ilmater), healing values are doubled.

Wandering Monsters

Wandering monsters are encountered on a 1 in 10, roll 1d10 for the type

- 1-4: 2d4 giant rats
- 5-6: 3d10+3 rats
- 7-8: 1d4 were-rats
- 9: 1d4+2 ghouls
- 10: 1 Phantom

The Corrupt Crypt of Ilmater, Lower Works

20. LOWER FOYER

The chamber at the base of the stairs has three doors. Only the center door, made of bronze, remains. The other two doors, made of wood, are shattered on the floor. Thick spider webs hang from the ceiling, draping like lace curtains.

The makers of the webs are harmless common spiders.

21. SMALL ROOM

Bits of broken pottery are spread about the room. Several bone piles can be seen as well.

If any of the bone piles are approached, four skeletal wolves (HP 2x6, 2x4) will rise and attack the party. The pottery shards are the remains of vases that contained the ashes those that died for Ilmater. One bronze urn remains undamaged. If disturbed, the spirit of the shadows in room 14 will attack. The urn contains nothing but ashes, but is worth 25 gp.

22. CURATES TOMB

Four massive stone sarcophagi are spaced evenly in this room. The walls are painted a light yellow, with scenes of four elves fighting demons, giants, and other evil creatures. The sarcophagi are elaborately carved, and have several inlaid gemstones.

There are a total of 10 gems on the sarcophagi, which must be pried out with a pry bar or dagger (if a dagger is used there is a 25% chance the dagger will snap, -10% for each +1). Six of the gems are lapis lazuli (50 gp each) and four are Turquoise (100 gp

each). Inside the north most tomb is a cloak of protection +1. If any of the tombs are disturbed, 4 shadows will rise and attack the party (HP: 20, 18, 15, 13)

23. RUINED CRYPT

The walls are filled with empty alcoves, and the shattered remains of multiple coffins are scattered about the chamber, bits of stone and ceramic everywhere. Four gaunt rotting humanoid corpses are squatting in a corner of the room, gnawing on dried bones.

A group of four ghouls (HP: 13, 9, 8, 7), not able to get to the upper reaches to feed, have resorted to tearing through the remains of the long dead priests buried in this chamber. They've broken into the graves and torn apart the remains of the dead. They are ravenous, and will attack the party on sight, fighting to the death. There is nothing of value in the room.

24. PATRIARCHS TOMB

A heavy bronze door leads into an ornate crypt. A pair of massive stone tombs is present, one with a heavy copper lid. The lid of the other is lying against the wall, the tomb open. Several arms and legs can be seen protruding from the open sarcophagus, and two elf bodies are lying on the ground.

In the open tomb are the bodies of three elves, and the two bodies on the floor are zombies (HP 7, 12), who will rise and attack if the party enters the room. Hiding behind the closed tomb is a feral vampire spawn (21 HP). The vampire will be invisible when the party enters the chamber, and the vampire will seek to attack the weakest looking of the party to feed on. He'll wait for the first round after the zombies attack the party, to choose his target. On the body of one elf is a pouch with 200 sp. The lids are stone, with a thin layer of hammered copper. If the copper is somehow

removed, it will be found to be enough to be worth only 100 cp.

25. SEALED TOMB

Behind the secret door is a chamber containing four elaborate sarcophagi. The stone is painted with thick ochre, and look unopened.

If the lids are removed, the party will find the following along with the skeletons of the interred:

A: Gold ring (100 gp)

B: Silver bracelet with Onyx (250 gp)

D: A pair of amethyst earring (200 gp each)

26. RITUAL ROOM

From the 20'x10' chamber radiates a warm comforting aura. On the far wall is a 10' statue of Ilmater, at the base of which is a 6' by 3' pool of water. On the table next to the statue is a thick dust covered tome, along with 4 crystal vials and a silver chalice.

This is an ancient ritual room, blessed by the followers of Ilmater. The entire area radiates good, and no undead will enter. If the basin is investigated, the party will find that the water is 3' deep and opaque. At the base of the water are a pair of rubies worth 500 gp each, but the cannot be seen from the surface (they must be felt for). The chalice is ornately engraved and has four inlaid opals, with a total value of 1000 gp. The vials are empty, but prepared to be storage vessels for holy water. The tome is written in elvish, and details several rituals which can be performed using the basin by a good character.

1: The water in the basin is holy, and if placed in the crystal vials can be transported.

2: If the body of a dead good character or follower of Ilmater is placed in the basin, and an item of significant power sacrificed, and a

passage of prayers read, Ilmater will *resurrect* the character. The item sacrificed must be of at least 15,000 GP in value (though the tome does not say this).

3: If a character that has been drained of levels lies in the basin, and a sacrifice is made, they will benefit from a *restoration* (an item of at least 10,000 GP must be offered)

4: If a character that has been poisoned, diseased, or cursed is placed in the basin, and an item sacrificed, they will be healed of their ailments (an item of at least 5000 GP must be sacrificed).

In all cases, if the blessing is granted the item is consumed. If the blessing is denied or the item is of insufficient value, the item will remain. Artifacts will always be rejected. Each blessing can be preformed only once per week, with the exception of receiving holy water, in which case only 5 vials worth can be taken per week, any more will not retain its blessing. The basin will magically refill each week.

27. GUARD ROOM

A downward sloping passage leads to a large, dark chamber. In the room stand 10 skeletons, one of which is holding a massive two handed sword and wearing tattered pieces of plate armor hanging loosely from its frame.

There are nine skeletons (HP: 8, 7, 6, 2x5, 3, 2x2, 1) in this chamber, along with one skeleton warrior (HP: 33). The vampire beyond possesses the circlet with gives it complete control over the skeleton warrior, which is uses as its personal guard. It sees everything the skeleton sees, and thus will be completely aware of the party. If it sees the party is weak, it may enter and join in the fight. If it fears they are too powerful, it will seek to hide in some way in the chamber beyond (either in bad form, or hiding in one of the two secret rooms).

28. HIGH PRIESTS TOMB

Past the large double bronze doors is a 15'x15' chamber. In the center is a single large ornate sarcophagus, on a 3' high raised dais with stairs leading up to it.

This is the home of the vampire (HP: 30) who has corrupted the crypts. The vampire is wearing a ring of protection +2, giving it AC 2, and wields a +1 long sword which it will use as its primary attack. Because the vampire can see through the eyes of its guard, it will be fully aware of the parties approach, and will have prepared to face them. It will seek to catch them off guard by hiding in or around the casket in gaseous form, in behind one of the secret doors, materializing and attacking the party from behind.

29. TREASURE ROOM

This small room contains two large wooden chests

The chests are unlocked. The first contains good quality furs worth 200gp, wrapped around a +1 shield. The second contains 2500 cp, 750 sp, 432 gp, and 23 pp.

30. FALSE TREASURE ROOM

There are three chests in this room, the room is otherwise unadorned

The secret door to this room is poorly hidden, and chances of finding the door are double the norm. This room contains traps the vampire set to protect his treasures, in case the wererats or adventurers got too curious. Each of the three chests is trapped. The first chest is empty and will release of poisonous gas when opened, filling the 10' room (save vs. poison or fall violently ill for 1 turn, lose 1d6 strength for 1 day). The second chest contains 250 copper

pieces, which are coated in a contact poison (save vs. poison or suffer 1d4 damage/round for 10 rounds). The third is empty, and will cause a heavy stone block to drop, sealing off the chamber. The stone can only be lifted by a successful lift-gate check (1 attempt per character).

Monsters:

Skeletal Wolf: AC 8, Move 6, HD 1-1, Thac0 20, XP 65
Ghoul: AC 6, Move 9, HD 2, Thac0 19, XP 175
Vampire Spawn: AC 5, Move 12, HD 4+1, Thac0 15, XP 1000
Shadow: AC 7, Move 12, HD 3+3, Thac0 17, XP 420, drain strength
Skeletal Warrior: AC 2, Move 6, HD 9+1, Thac0 11, XP 4000
Skeleton: AC 7, Move 12, HD 1, Thac0 19, XP 65
Vampire Youngling: AC 3, Move 12, HD 6+2, Thac0 13, XP 4000
Zombie: AC 8, Move 5, HD 2, Thac0 19, XP 65

New Monsters:

Vampire Youngling

CLIMATE: Any Land
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Special
INTELLIGENCE: Very to High (11-14)
TREASURE:
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-6
ARMOR CLASS: 3
MOVEMENT: 12 FL 18 (C)
HIDE DICE: 6+2
THAC0: 13
NO OF ATTACKS: 1
DAMAGE: By Weapon or 4-9
SPECIAL ATTACKS: Energy Drain
SPECIAL DEFENSES: +1 or better magical weapons to hit

MAGICAL RESISTANCE: See below

SIZE: M (5 ½ - 6 ½)

MORALE: Champion (16)

Vampire Younglings are those vampires who have only recently been turned into vampires (i.e. 10 years or less). They are often the thralls of more powerful vampires, but occasionally are found on their own. In combat, they fight much like full vampires, but often use weapons in place of fist-strikes due to their lower strength (18/01). If they strike their opponents with their fists, they deal 1d6+3 damage, and drain 1 level from the victim. Also, like full vampires, they can be struck only with magical weapons. They regenerate 1 HP per round, and if brought to 0 HP they are forced into their gaseous form, and must return to its coffin (see *Vampire*). They also have the vampires shape change and charming powers, but lack the ability to summon vermin and beasts to their aid.

Vampire Spawn

CLIMATE: Any Land
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Special
INTELLIGENCE: Average (10-11), *Feral: Low* (6-7)
TREASURE:
ALIGNMENT: Chaotic Evil
NO. APPEARING: 2-12
ARMOR CLASS: 5
MOVEMENT: 12
HIDE DICE: 4+2
THAC0: 15
NO OF ATTACKS: 1, *Feral 3*
DAMAGE: By Weapon or 2-7, *Feral 1-3/1-3/1-6*
SPECIAL ATTACKS: See Below
SPECIAL DEFENSES: See Below
MAGICAL RESISTANCE: None
SIZE: M (5 ½ - 6 ½)
MORALE: Steady (11-12)

Vampire Spawn are half-crazed monsters that arise when a human or humanoid is drained of all life by a vampire or vampire youngling, and not buried. If a person thus slain is left above ground and exposed to a full moon, they awake as a vampire spawn. Spawn are easily enthralled by more powerful vampires, and if so retain some of their intelligence, fighting by hand strike (17 strength) or by weapon. If not under the control of a more powerful vampire, they quickly turn feral, attacking like a wild animal with claw/claw/bite. They are unable to drain life levels like true vampires, nor can they charm or turn gaseous, and if slain instantly turn to dust. Being undead, they are immune to *sleep*, *charm*, and *hold*, as well as poisons and paralysis, and take only half damage from cold. In feral form, they are able to climb across walls and ceilings at their full movement speed.

Wandering Monsters

Wandering monsters are encountered on a 1 in 8, roll 1d10 for the type

- 1-3: 1d6 skeletons
- 5-6: 1d4 ghouls
- 7-8: 1 shadow
- 9: 1d6 were-rats
- 10: 1 phantom