

THE CRYPT OF TABOR

AN OSRIC ADVENTURE FOR 1ST LEVEL CHARACTERS



BY JOSEPH A. MOHR

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Joseph A. Mohr

CREDITS

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GAME MASTER

NOTES

Crypt of Tabor is a low level adventure intended for 1st level characters beginning a campaign or beginning the game itself. It is designed for 4-7 characters at starting level. A decent mix of characters is suggested. There should be at least one cleric, fighter, thief and magic user in the party. The other characters could be of any class. There will be traps in this adventure. There will be a need for healing. There will certainly be plenty of hand to hand combat and need for magical assistance. It would also probably be a good idea for the party to contain at least one elf or half elf in order to assist with finding secret and concealed doors. A balanced party is essential in any Dungeons and Dragons game but in a low level game it is essential for survival.

Play begins at a village or town in the land of Zanzia or some place in your own campaign world. I would suggest a small village or town. Near the town is a small cemetery where a local hero named Tabor is buried. Tabor was a well known adventurer and wizard of some repute. No one actually knows exactly how or when Tabor died. They all know, however, that he was brought back home for burial about a year ago. They know that he was wealthy and seemed to be somewhat powerful. Truth be told.... most of the townspeople really do not know much about Tabor. He went away years ago to a life of adventure. He has not been back since. Except to be buried.

He has a crypt in the local cemetery. Recently there have been disturbing signs of activity in or around the cemetery. Graves have been disturbed. Some bodies even appear to have been eaten. The crypt seems

to have been vandalized. Someone or something seems to have broken the seal to the crypt and gone inside. No one around the village is brave enough or foolhardy enough to go inside and take a look. Heros are needed.



The villagers ask that the players investigate the crypt and put a stop to whatever or whoever is doing the damage to the cemetery and the crypt. Anything that the players find or loot along the way is payment for the job.

What the players will find out is that Tabor is still alive. He is evil and is using the crypt as the perfect hideout for his nefarious activities. Everyone thinks that he is dead. But he is still quite alive. It is his friends that are dead...Undead that is.

BACKGROUND FOR THE PLAYERS

A local hero named Tabor was brought back home to be buried in a crypt not far from the village where you are staying. Tabor was a wizard who went out on many great adventures. He was rumored to be quite wealthy and powerful. He was a local boy who became a legend. He was brought home to be buried about a year ago. No one that you speak to can say exactly how he died or from what. In fact no one really knows very much about Tabor except that he was a young boy when he left the town years ago to go learn the ways of magic. Who or what he became when he left is kind of unknown around here because he never really returned until he was brought home to be buried. All that is known is that he has an expensive looking crypt in the local cemetery.



Recently, some disturbing things have happened in and around the cemetery. Graves have been violated. Bones and body parts been dug up and eaten by someone or something. And even the crypt of the famous Tabor has been violated. Someone has broken the seal and gone inside. No one in the village is brave enough to go look inside. The villagers are looking for heroes willing to go in and put a stop to the menace.

The village is not a prosperous one. The primary business here is farming. There is very little money to hire adventurers or mercenaries. However Tabor was reputed to be quite wealthy. Anyone who would dare go explore in the crypt might find great riches inside. The villagers suggest that this should be ample reward for the risks one might face inside.

You can find normal provisions, weapons and armor in the town. There are no magic items for sale. Magic is rare in this world. It must be earned by taking great risks. You can sleep at the local inn and memorize the spells needed for the adventure. And if you need to recover you can always return to town which is nearby and safe.

RUMORS

1. Bandits have broken into the crypt and are using it as a hideout F
2. Zanzia is about to be invaded by orcs F
3. Zanzia is run by an evil king and queen who only seek to enslave the people F
4. Tabor was evil T
5. Recent storms are what disturbed the graves in the cemetery and nothing more F

6. Tabor looted the famed Zanzian Blue Diamond F
7. The claims about graves being disturbed are unfounded rumors F
8. Tabor was a good kid. He was always doing nice things for people F
9. The cemetery is haunted by the ghost of Tabor F
10. Vampires live in the crypt F
11. The crypt has been invaded by ghouls, goblins and other foul things T
12. Ghouls are eating the bodies T
13. The blacksmith is really a spy for Zanzia's enemies F
14. One can buy magic items at the general store for the right price F
15. Lots of strange creatures have been seen around the cemetery at night T
16. Tabor was well known to be an extremely powerful and high level wizard F
17. Tabor was famous for looting the Fire Opal of Prince Obar a long deceased member of the royal family of barbarian hordes of the far north T
18. The town is cursed and so is the cemetery F
19. People buried in the cemetery are all ghouls and zombies F
20. Tabor is still alive! T

RANDOM ENCOUNTERS

1. **Stirges (1-4):** AC 8; MV 3"/18"; HD 1+1; HP 5 each; # At 1; Dmg 1-3; SA drain blood; AL N.
2. **Gelatinous Cube:** AC 8; MV 6"; HD 4; HP 18; # At 1; Dmg 2-8; SA paralysis; SA surprise on 1-3; SD cold will slow them if they fail saving throw and do 1-4 damage; SD

6. immune to electricity, fear, hold, paralyzation, sleep, polymorph.
7. **Rattling Chains** - the sound of rattling chains can be heard. The sounds seem to come from all around the players. It is impossible to determine exactly what direction the sounds are really coming from.
8. **Homonculus** - AC 6; MV 6"/18"; HD 2; HP 10; # At 1; Dmg 1-3; SA bite causes sleep for 5-30 minutes; SD saves as a 5th level magic user, SD Tabor will take 2-20 damage if the creature is killed since it is his familiar; AL CE.
9. **Dripping Water** - water drips at various points in this dungeon. Sometimes water drips from the ceiling and at other times it seems to dribble down walls.
10. **Ants (1-4):** AC 3; MV 18"; HD 2; HP 9 each; # At 1; Dmg 1-6; AL N.
11. **Rust Monster:** AC 2; MV 18"; HD 5; HP 20; # At 2; Dmg rust metal; SA rust metal on impact; SD 10% chance of survival of metal per plus of magic; AL N.
12. **Littered Bones** - bones which have little bits of meat still left upon them seem to be littered on the ground here. Perhaps these bones came from the graves in the yard above the crypt.
13. **Blood Trails** - trails of blood are seen at various points on the floor of the dungeon. It is difficult to tell whether the trails are coming or are going.

10. **Slamming Doors** - from somewhere down the halls the players hear a door slam loudly. But it is impossible to determine what direction the sound is coming from.
11. **Orcs (1-4):** AC 6; MV 9"; HD 1; HP 5 each; # At 1; Dmg 1-8; AL LE.
12. **Goblins (1-4):** AC 6; MV 6"; HD 1-7 hp; HP 4 each; # At 1; Dmg 1-6; AL LE.
13. **Kobolds (1-4):** AC 7; MV 6"; HD 1-4 hp; HP 2 each; # At 1; Dmg 1-4; AL LE.
14. **Hobgoblins (1-4):** AC 5; MV 9"; HD 1+1; HP 6 each; # At 1; Dmg 1-8; AL LE.
15. **Goblins (1-4):** AC 6; MV 6"; HD 1-7 hp; HP 4 each; # At 1; Dmg 1-6; AL LE.
16. **Kobolds (1-4):** AC 7; MV 6"; HD 1-4 hp; HP 2 each; # At 1; Dmg 1-4; AL LE.
17. **Orcs (1-4):** AC 6; MV 9"; HD 1; HP 5 each; # At 1; Dmg 1-8; AL LE.
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19. **Stirges (1-4):** AC 8; MV 3"/18"; HD 1+1; HP 5 each; # At 1; Dmg 1-3; SA drain blood; AL N.
20. **Gelatinous Cube:** AC 8; MV 6"; HD 4; HP 18; # At 1; Dmg 2-8; SA paralysis; SA surprise on 1-3; SD

cold will slow them if they fail saving throw and do 1-4 damage; SD immune to electricity, fear, hold, paralyzation, sleep, polymorph.

KEY TO CRYPT OF TABOR

All of the walls in the crypt are made of stone. The floors are cobblestone. The doors are wooden. The secret doors are made of stone. There are sconces in the walls every ten or twenty feet. None have torches in them. No parts of the dungeon are lit unless otherwise specified. There is a thick layer of fog about knee deep in every level of the crypt. The walls and the floor are damp and cold. Water drips from the ceiling in random places in the crypt.

KEY TO DUNGEON LEVEL ONE

There are two large stone doors with steel rings that are used to pull the doors to open them. The doors stand wide open. There are stairs which lead down into the crypt. On either side of the entrance to the stairs are torch holders with torches in them. The torches are not lit. The stairs leading downward are made of white stone. The staircase is dark and the area down below seems to be dark as well. The air coming from the crypt seems foul smelling, cold and damp.

1. **Entry**

This large room has four large ornate pillars which hold the roof up. There is an unlit brazier in the center of the room. The floors here are cobblestone. The walls are white stone. Here in the entry chamber of the crypt there are murals on the walls. Each seems to depict a young looking wizard in

various scenes. Presumably these murals represent Tabor. He appears to have died a relatively young man.

In one mural he is shown riding a black mare into battle. He seems to be casting a spell from atop his horse at enemies not scene in the mural. In another he seems to be casting some kind of spell for defense. Arrows seem to be just bouncing off of him in the scene. A third mural shows him opening treasure chest with companions and finding vast riches. A fourth mural shows him being put to rest in this crypt by his companions.

On the floor here there are some trails of blood. It appears that someone or something has dragged in something bloody not to long ago. There also appears to be a few bones scattered about in the room. Some appear to have been chewed on. The bones appear to be human.

There are sconces in the walls here to hold torches. And there are torches in the sconces. But none of these torches is lit.

2. Vase

This room seems to have one central feature in it. There is a very large vase in the center of the room. Like the previous room this one is not lit. The room is quite dark except for whatever light sources the players bring with them. A few more blood trails can be seen on the floor here as well as a few more bones and scraps of meat. The meat appears to be human skin.

The vase is quite beautiful. It appears to have an intricate design and pattern. It might be quite valuable. But it is also quite heavy. The vase itself would be worth at least 250 gold pieces but it weighs at least

500 lb. Inside the vase are ashes. Ashes from what is unclear.

3. Open Sarcophagus

This room has an open sarcophagus in the center of it. It has braziers just east and just west of it and unlike the previous rooms these braziers are lit. Red hot coals keep the room well lighted. There is a human body in the sarcophagus and two creatures here are feasting upon that body. Each of these creatures is some kind of foul creature of the night. They are greenish in color and have long red tongues and bright fiery yellow eyes. Each has long sharp fingernails or claws. They smell of death and decay.

These creatures are busy eating body parts in the sarcophagus and could be surprised by the party. They will not surprise the party given that they are paying attention right now to their own feeding frenzy.



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

The ghouls have no treasure of their own but if the party searches the sarcophagus they will find that the body was female and that her head is adorned by a jeweled silver tiara worth 250 gold pieces.

4. Webs

The Door to this room is locked. The room is dark and unlit. Anyone listening at the door here will not hear anything moving or making sounds inside.

This room is very dusty and does not appear to have been visited in a while. It is thick with cobwebs. It appears to be a plain and empty room. If anyone goes inside the room however they will quickly find that they are not alone in the room. Some spiders have made a nest here and will defend their home from invaders.



Large Spiders (2): AC 8; MV 6"/15"; HD 1+1; HP: 5 each; SA Poison (very weak save at +2); AL N.

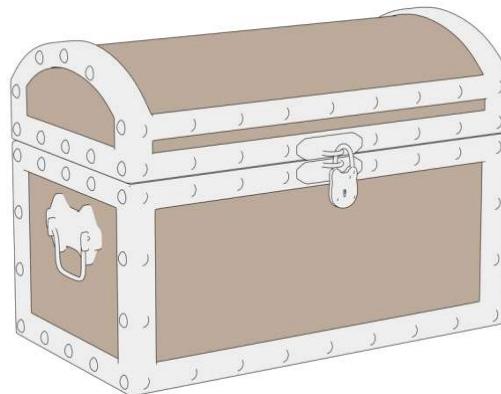
Close inspection of the webs will reveal that there are a few bones in the south east corner of the room. These bones are small and

humanoid in size. They are goblin bones. If closely inspected the players will see a glint of metal in the pile of bones and web. This glint comes from a silver comb that the goblin had looted which is worth 15 gold pieces.

There is a secret door here to area 5.

5. Treasure Room

This secret room has three small chests in the center of the room. Like most of the other rooms on this level this one is unlit. The chests all have big rusty looking locks on them.



Chest #1: This chest is locked but not trapped. This chest has two copper candlesticks worth 10 gold pieces each and a silver chalice worth 25 gold pieces. There are also two beaver pelts worth 5 gold piece each and a silver serving bowl worth 15 gold pieces.

Chest #2: Trapped and locked. This chest has a poison needle trap which is relatively weak poison. Anyone pricked by the needle will save at +3 versus poison or suffer 1-4 damage per round for 1-3 rounds or until the poison is cured or neutralized. This chest has

200 copper pieces and 100 silver pieces inside.

Chest #3: This chest is locked but not trapped. This chest has a quiver with **4 Arrows +1** as well as a jeweled ceremonial dagger worth 150 gold pieces.

6. Fountain

The door to this room is unlocked. One listening at the door here will hear the sounds of water splashing. Inside the room is not lit.



There is a large fountain in the room. In the center of the fountain is a statue of a gargoyle which sprays water from its mouth into the basin of the fountain. The statue and fountain both radiate magic. Neither radiates any evil. The water looks pure and clean. There are a few scattered coins in the fountain which might be valuable.

There are six silver pieces and 14 coppers in the fountain basin.

If one drinks from the fountain a random effect will take place:

1. Player is paralyzed for one turn
2. Player is blessed for one turn
3. Player is cursed for one turn (reverse bless spell)
4. Player feels that thirst is satisfied and will not drink again today
5. Gaseous form for 1 turn
6. Player is protected from evil for one turn
7. Invisibility for 1 turn
8. Player falls asleep for one turn
9. Temporary infravision for 1 turn
10. Player is healed 2-8 hit points

7. Double Portcullis

This section of hallway is blocked by a double portcullis. The portcullis winch is on the northwest side of the hallway and cannot be reached from the other side. It would take a combined 30 Strength to lift this barricade.

Lifting this portcullis either by winch or by brute strength is likely to be loud. When it is lifted it will stay in the up position for 1-4 rounds and then come down on its own. If it is not let down easily it will slam down and echo loudly through the hallways bringing a random encounter on a 1 in 3.

8. Statue

The door to this room is locked. There will be no sounds to be heard coming from this room. The room is unlit.

In the center of this circular room is the statue of a wizard in long flowing robes with a pointed hat and carrying a long

withered staff in both hands. The room is domed and the ceiling here is twenty feet high at the center of the dome. The statue radiates magic but not evil. The base of the statue has runes on it written in elvish. If anyone in the party can read elvish the inscription says:



“I am light as a feather and I can be strong, short and deep. I bring life, yet none can hold me for long.”

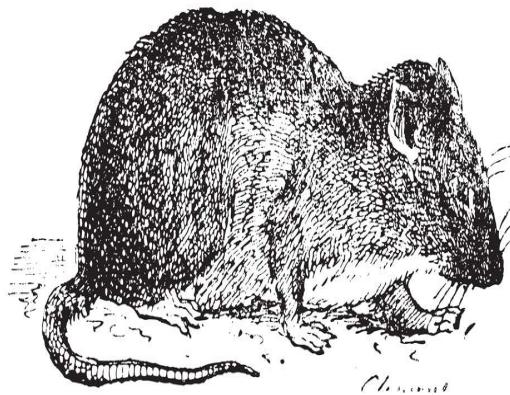
If someone speaks aloud the word “Breath” then the statue will point the staff at the player answering and the tip of the staff will begin to glow white hot. Suddenly a flash will temporarily blind everyone in the room. The person answering will receive one point of a random attribute.

If someone speaks any other word aloud to the statue a stone door will slam shut closing the players into the room. Soon it will become apparent that there is not

much air in the room in which to breath. The door can be broken open by using weapons but it may take some time to do so. The door can be considered AC 10 with 100 hit points. Anyone striking the stone door will need to make item saving throws for their weapons. Air will run out in the room in 10 rounds.

9. Rats

The door to this room is not locked. If someone listens at the door they may hear the sounds of creatures scurrying around. The room is unlit.



This room has a table and five chairs. There are pewter plates and tankards on the table which seem to have been left in a hurry. Scraps of food are still present on the plates and some ale is still in the tankards. The walls here are bare but there are a pair of knucklebones (dice) on the table. Someone has been here recently and seems to be using this room for passing the time.

The room itself is filthy. There is garbage on the ground near the table and food scraps on the floor of the room. At some point the players will realize that there

is something else alive in this room other than themselves. Three giant rats are on the floor under the table and eating scraps left here.

Giant Rats (3): AC 7; MV 12"/6"; HD 1-4 hp; HP 2 each; # At 1; Dmg 1-3; SA Disease 5% chance per bite that someone comes down with a serious disease unless they save versus poison to avoid; AL NE.

If the players dig through the refuse in this room they will find that there is a jeweled arm band here worth 125 gold pieces. It is made of silver and has pearls set in it.

10. Trap Door

The door to this room is locked. If anyone listens at the door they will hear nothing at all.

When the players enter this room they will find a large trap door in the floor made of iron. There is a large iron ring in the door which one can use to pull the door open. The door is nearly sound proof and the space beneath is actually quite shallow. If the door is pulled open three wild dogs below will spring out of the shallow pit they are held in and seek to escape. They will attack anyone who is in their way. If no one interferes or attacks them they may (25% chance) just run off down the hallway.

Wild Dogs (3): AC 7; MV 15"; HD 1+1; HP 5 each; # At 1; Dmg 1-4; AL N.

One of the dogs wears a collar studded with 3 small cats eye gems. The collar is worth 45 gold pieces. There is no other treasure here.

11. Double Portcullis

This section of hallway is blocked by a double portcullis. The portcullis winch is on the east side of the hallway and cannot be reached from the other side. It would take a combined 30 Strength to lift this barricade.

Lifting this portcullis either by winch or by brute strength is likely to be loud. When it is lifted it will stay in the up position for 1-4 rounds and then come down on its own. If it is not let down easily it will slam down and echo loudly through the hallways bringing a random encounter on a 1 in 3.

12. Double Portcullis

This section of hallway is blocked by a double portcullis. The portcullis winch is on the north side of the hallway and cannot be reached from the other side. It would take a combined 30 Strength to lift this barricade.

Lifting this portcullis either by winch or by brute strength is likely to be loud. When it is lifted it will stay in the up position for 1-4 rounds and then come down on its own. If it is not let down easily it will slam down and echo loudly through the hallways bringing a random encounter on a 1 in 3.

13. Double Portcullis

This section of hallway is blocked by a double portcullis. The portcullis winch is on the south side of the hallway and cannot be reached from the other side. It would take a combined 30 Strength to lift this barricade.

Lifting this portcullis either by winch or by brute strength is likely to be loud. When it is lifted it will stay in the up position for 1-4 rounds and then come down on its own. If it is not let down easily it will

slam down and echo loudly through the hallways bringing a random encounter on a 1 in 3.

14. Open Coffin

The door to this room is unlocked. Anyone listening at the door will hear nothing. The room is unlit.

In the center of this room is a wooden coffin resting upon a low wooden table. The coffin lid is open and inside are the skeletal remains of a man wearing chain mail with his shield and a short sword. The shield bears the royal crest of Zanzia. The chain mail seems to be in relatively good condition as does the sword. Around the neck of the man is a silver key.



Suddenly the skeleton rises out of the coffin and attacks!

Skeleton (1): AC: 7; MV 12"; HD 1; HP 8; # At 1; Dmg 1-6; SD Sharp weapons do only $\frac{1}{2}$ damage; SD Blunt weapons do normal damage; SD Immune to sleep, charm, hold and cold based spells; SD Holy water does 2-8 damage; SD Fire does normal damage; AL N.



The chain mail is normal and could be worth as much as 50 gold pieces if brought back for sale. The sword is a **short sword +1, +2 versus magic using and enchanted creatures**. The silver key is needed for the keyhole in the statue in room 23 that opens up area 25. The key itself is worth 25 gold pieces.

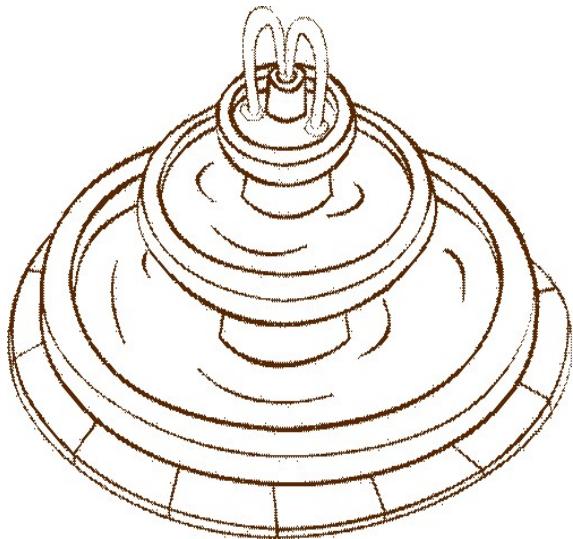
15. Fountain

The door to this room is locked. Anyone listening at the door may hear the sounds of bubbling water. The room is unlit.

This room has a large circular fountain of water in the center of the room. It has a statue of a unicorn in the center of the fountain spraying water from its mouth into the fountain basin. The unicorn is made of shiny white marble and it radiates powerful magical energy. Engraved upon the base of the fountain are runes written in the language of dwarves.

“I can fly yet have no wings,
I beat down mountains, I conquer kings,
At once three different things am I,

As a continuous, whole I cannot die.”



The water is normal unless the word “Time” is spoken before drinking from the fountain. If the word is spoken aloud the water will heal the person speaking for 2-8 damage (one time only per day). If any other word is spoken before drinking from the fountain it will just taste like normal water and have no magical effect at all.

16. Evil Altar

The door to this room is locked. It is also stuck. If anyone tries to open it they will need to use brute strength to force it open. They will discover that a wooden block has been wedged under the door frame to keep the door from being easily opened. Forcing the door open will be noisy and will bring a random encounter check at double the normal rate of encounter. Anyone listening at the door may hear the sound of flames burning in the brazier. The room is well lit by the flaming coals of the hot brazier in the center of the room.

At the south end of the room is an altar made of black stone. It has a white top which seems to be reddish from constant use for sacrificing humans and humanoids on its surface. There is a ceremonial dagger laying upon the altar which is also bloody from recent use. The dagger is made of silver with a solid gold handle and two quartz stones in the pommel. It might be worth as much as 75 gold pieces.

The altar radiates evil as well as magic. Close inspection of the altar will reveal that it has a secret panel in the side of it. The panel is protected by a poison dart trap that will fire out at anyone who opens the panel without first disabling it. The dart will fire as a 5HD monster and do 1-3 damage upon impact. Anyone struck will need to save versus poison at +2 or suffer 1-6 damage from poison.



Inside the secret compartment is a **potion of healing**, a **potion of speed** and a

scroll with two cleric spells: **command**, **slow poison**.

There is a Secret Door to area 17 in the west wall.

17. Secret Room

There is a wooden chest here with a large rusty lock on it. The chest is trapped. When the lid of the chest is raised gas will flood out of the lid quickly filling the room. Anyone close to the chest will need to save versus poison or fall asleep. A random encounter check will need to be rolled during this time. Anyone who falls asleep will not wake for 2-11 rounds.

Inside the chest are 300 copper pieces, 100 silver pieces and a golden chalice with 4 malachite gems in the sides of it. The chalice is worth 125 gold pieces.

In the south wall of the room are stairs leading downward. The stairs are dark and unlit. The air from below is cooler and no noises can be heard from below.

18. Stairs

The stairs are dark and unlit. Cool air blows from down below. The stairs are made of the same white stone material that all of the walls are made of on the first level. There are torch holders in the walls along the stairs leading downward but none have torches in them. The stairs are about fifteen feet long.

The stairs are trapped. Once more than two hundred pounds of pressure are on them they will collapse into a slide dropping the players who are on the stairs hard into area 1 on the second level where they will take 1-6 damage from the fall unless they

make a saving throw of 4D6 against their dexterity to avoid the fall by grabbing onto something.

19. Pit Trap

This is a pit trap with a trap door that will snap back up into place and lock. In order for the trap to trigger more than seventy five pounds of pressure must be on the trap door for it to drop. The pit is ten feet deep but there are no spikes below. The fall will do 1-6 damage to anyone who is unlucky enough to step onto the trap door and trigger it.

The pit trap is occupied currently by the body of another unfortunate adventurer. It appears that he fell into this trap quite recently. His body is partially decomposed and smells awful. It would appear that he was once a thief. He wears some badly torn leather armor and has a bent short sword in one hand and a broken lantern in the other. He has a purse with 7 silver pieces in it and wears a shiny ring on his right hand. It is a **ring of delusion**. Anyone taking the ring and wearing it will believe it to be a ring that would be most beneficial to them based upon their class.

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21. Pool

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



In the center of this room is a small pool of water. The pool is just a shallow depression in the floor that has collected moisture and pooled up. Water seems to drip from the ceiling here. Anyone who drinks from this pool will taste the purest tasting mineral water they have ever had. Drinking from the water in the pool will add one point to normal healing by way of rest. This room would be an excellent place for a party to stop and rest for the night. Random encounters here are one half the normal rate.

22. Green Slime

The door to this room is unlocked. Anyone listening at the door to this room will not hear anything. The area inside is dark and unlit.

This room appears to be a storage area of some sort. There are barrels here filled with water, ale and beer. There are also a few casks of dried and salted meats as well as a few bags of grain. Two fifty foot coils of rope and two ten foot poles are hanging on the wall. The room seems a little

moist and the south side of the room seems more moist than it should given the conditions of the other rooms visited so far. Some kind of greenish mold seems to be growing there. Close inspection will reveal that it is also on the ceiling over most of the room.

If anyone disturbs any of the barrels the vibrations will cause the slime to drop on that player.

Green Slime: AC 9; MV 0"; HD 2; # At 0; Dmg in 1-4 rounds it will turn the creature it landed on into a green slime; SA it can be scraped off but the weapon used would need to be discarded; SD Cure disease will kill it; AL N.

23. Statue

This circular shaped room has no doorway. It is well lit but the source of the light is a mystery. There is actually a permanent cure light spell cast into the room years ago which lights it up.

In the center of the room is a statue which stands prominently as the only real item of interest in the chamber. The ceiling here is domed and stands twenty feet high. The statue is that of a wizard with a staff in one hand and a book in the other. He wears a long flowing robe and a pointed hat.

The statue radiates neither magic nor evil.



Close inspection of the statue will reveal a strange hole in the book held by the wizard. It seems to be shaped like a keyhole.

The keyhole in statue is used to unlock area 25. If the silver key is placed in the book here the players will hear walls moving elsewhere in the dungeon but can not ascertain exactly where the sounds are coming from. Once the key is turned area 25 will be open when the players arrive there. Otherwise it cannot be opened any other way even if found.

24. Kobolds

The door to this room is locked. Anyone listening at the outside of the door may hear the sounds of arguing going on inside. Unless the player listening speaks kobold it is unlikely that they will know what they are hearing. The room is lit by a lantern on a table in the center of the room where the creatures are dividing the spoils from a recent conquest. The kobolds are distracted and could be surprised if the lock were picked and someone burst in.

These creatures are dark brown skinned and wear red vests. They have no hair but have small horns on their heads. Each of them is armed but all of them are quite short in stature. None of them is taller than 3 feet.

Kobolds (4): AC 7; MV 6"; HD 1-4 hp; HP

2 each; # At 1; Dmg by weapon (one has a spear, one has a short sword, one has a mace and one has a battle axe); AL LE.

The loot they are dividing is on a table in the center of the room next to the lantern which is lighting the room. There are the following items on the table: Two silver candlesticks worth 10 gold pieces each, A silver jewelry box that makes music when opened worth 50 gold pieces, A small sack with 100 copper pieces and a Star Rose Quartz gem worth 50 gold pieces.

There is a secret door here which can only be opened if silver key put in keyhole in statue in area 23 and turned. The door might be found by searching but the method of opening it will not be known. The kobolds did not appear to have discovered it or if they had they did not seem to be able to find out how to open it. However, if the party discovers and turns the key before finding the kobolds then the players will find them dividing up the loot in area 25 as well as what they had in this room.

25. Treasure Chest

This secret room can only be reached if the silver key is turned in the keyhole in the statue at area 23. The door could be found by normal means but the method of opening it will still be a mystery. This room is unlit.

In this room is a single large treasure chest. The chest is trapped. Anyone opening the chest without disabling the trap will trigger it. Out of the lid of the chest 3 darts will fire at the person opening as if they were a 5HD monster. Each will do 1-3 damage upon impact. They were poisoned but the poison has long since dried up.



Inside the chest are: 250 copper pieces, 100 silver pieces, 25 gold pieces and a scroll with three magic user spells on it: **identify, spider climb and knock.**

26. Goblins

The door to this room is unlocked. Anyone who listens at the door here may hear the sounds of talking in some strange language. Unless the person listening speaks the goblin tongue it is doubtful that they will understand what they are hearing or recognize the language being spoken. The room is well lit inside by four torches on sconces in the walls. There is also a fire in the center of the room being used for cooking. From outside of the room one

might smell the meat cooking if the players inquire about such or you might give a percentage chance like say 20% that they notice the smell of it.



Four goblins have made this room their home and they seem to be quite comfortable here. Each of them has made a bed out of dirt and hay brought from outside. These goblins have a small fire going in the center of the room and are cooking some kind of nasty meat.

Goblins (4): AC 6; MV 6"; HD 1-7 hp; HP 4 each; # At 1; Dmg 1-6 (short swords and goblin sized morning stars); AL LE.

These goblins have been searching the crypt but so far have not been too lucky. They have a small sack with them that has 34 copper pieces and 17 silver pieces. They also have a broken silver ladle that would be worth 5 gold pieces for the silver content.

KEY TO DUNGEON LEVEL TWO

1. Entry

If the players do not disable the trap on the stairs they will fall hard into this room and directly into combat with some zombies that are waiting in this room patiently. Their master has ordered them to stand guard here for intruders and to kill anyone who they do not recognize as friends of the master.

Zombies(2): AC 8; MV 6"; HD 2; HP 9 each; # At 1; Dmg 1-8; SD always strike last in the round; SD immune to sleep, cold, hold, charm based spells; SD holy water does 2-8 damage to them; AL N. Each wears a silver medallion with the letter "T" imprinted upon it that is worth 10 gold pieces.



2. Pedestal/Ear Seekers

The door to this room is locked. Anyone listening at this door will not hear anything but will get a nasty surprise instead. An **ear seeker** has made it's nest in this rotting wooden door. Anyone listening at the door will be attacked by this insect.

Ear Seeker: AC 9; MV 1"; HD 1 hp; HP 1; # At 1; Dmg infestation of the ear; SA lays eggs then crawls out to die; SA eggs will hatch in 4-24 hours; SA the host will die 90% of the time when the larvae hatch and burrow into the brain and other important bodily organs; SD cure disease will kill them; AL N.

The room itself inside the door is unlit. There is a white pedestal in the room in the center. Upon this pedestal is a Golden figurine of a mighty dragon. It appears quite valuable. The pedestal is, of course, trapped. If the weight of the figurine is lifted from the pedestal gas will begin filling the room quickly. The gas is a paralyzing nerve agent. Anyone in the room will need to save versus poison or be paralyzed for 2-11 rounds. Meanwhile the sounds made when the gas begins blowing into the room will alert possible guards to come investigate. There will be a random encounter roll at this time at double the normal rate of encounter.

The golden figurine is worth 75 gold pieces due to the gold content in it.

3. Kneeling Statue

This circular room has a high domed ceiling above it. In the center of the room is the statue of a powerful wizard kneeling on the ground with a quarterstaff in both hands on the ground before it. On either side of the statue are two braziers with white hot burning coals in each of them which light up the room.

The statue radiates both magic and evil.

Etched on the base of the statue are runes in the common tongue.

“Where ever you start,
it’s all the same,
With no beginning or end,
whatever the game,
For a symbol of eternity I’ve been used,
In many guises for you to muse.”

If anyone speaks the word “circle” to the statue it will animate and rise to it’s feet and point it’s mighty staff at the direction of the person speaking. “Fare thee well!” it will shout and then the staff will glow white for a minute and then sparks will fly as it shoots a bolt into the player that does no harm to him. In fact the player will find that he or she is now blessed with one additional point to a random skill attribute. The sound of the shouting statue, however, will raise interest with wandering monsters in the area. Roll a random encounter at this point.



If any other word is spoken to the statue it will stand as before and raise it’s staff but then swing the staff at the player answering as a 16hd monster and doing 1-6 damage. Then it will kneel back down and turn solid again but not before speaking these words quite loudly “I curse at thee!” This will echo through the halls of the dungeon and bring a random encounter roll with double the normal chance of encounter.

4. Pit Trap/Hallway

There are signs in the intersection of the hallways of some kind of battle that must have taken place here. There are some blood trails leading away from the intersection and heading eastward from there. They quickly fade and cannot be followed for long. There are a couple of dented and discarded weapons laying on the ground here as well as a large spiked club which seems to be missing a few spikes now.

In the center of this hallway is a pit trap with a trap door that will snap back up into place and lock. In order for the trap to trigger more than seventy five pounds of pressure must be on the trap door for it to drop. The pit is ten feet deep but there are no spikes below. The fall will do 1-6 damage to anyone who is unlucky enough to step onto the trap door and trigger it.

5. Spear Trap

This long hallway is dark. There are torch holders in the walls here but there are no torches in them. About half way down the hallway there is a trigger stone on the floor that when stepped upon will cause a spear trap to be triggered. A normal spear is projected outward by a powerful spring from the west side of the hallway towards the east side of the hallway at about thigh level.

Anyone struck by this spear will take 1-6 damage from it. It will strike as a 5hd monster but the persons in the line of fire may roll a dexterity save to avoid being struck of 4D6 versus dexterity. A roll of equal to or less than dexterity means avoidance of the spear. Anything over means a hit and damage taken will be rolled.

6. Orcs

Standing guard in this dark room are three orcs. They are alert and listening for approach. The room is unlit. There are no doors to this room it is open on both ends. With their infravision they can see quite well in the dark. They will attempt to ambush anyone coming down the hallway towards them by surprise.



Orcs (2): AC 6; MV 9"; HD 1; HP 5 each; # At 1; Dmg by weapon (one has a halberd, two have long swords); SA infravision; AL LE.

Each of them has 10 silver pieces and no other treasure.

The walls here are bare stone. There are no furnishings of any kind and there are no decorations of any kind. This is just a guard post.

7. Statue

This circular chamber has a domed roof that rises about fifteen feet above the floor. In the center of the room is a statue of a young wizard. Presumably this statue represents the young Tabor before his death. The statue depicts the wizard wearing a long robe and holding a staff high above his head as if he was invoking it's magic. The room is unlit.

The statue radiates both magic and evil.

Anyone who touches the statue will need to make a saving throw versus magic or be aged by 1-10 years. If the players closely inspect the base of the statue they may find a secret panel. Inside the compartment is a lever. The lever can be pulled without the aging effect and the base of the statue can be touched as well without causing the aging. When the lever is pulled the aging effect will stop and the statue itself may be touched.

If the players investigate closely they may find that the staff held by the statue is a little bit loose and may be pried loose without much effort. The staff is still made of stone like the rest of the statue but inside something appears to be rattling around. If the staff is broken the players will find a **wand of illumination** inside with 9 charges on it.

8. Bugbear

The door to this room is locked. If anyone listens outside of the door they may hear the sounds of some creature rustling within the room but they will hear no voices. The room inside is dark and unlit.

Resting in this room is a single creature. It is slightly wounded and is recuperating here from recent combat with some of the other creatures in the dungeon. He is alone and frightened but is still quite fearsome to a low level party. He has a large sack of treasure here which he seized from a few hobgoblins at the cost of some of his own fur and blood. He has made a nest here in some refuse and useless junk that he collected along the way. Around his neck there is a thin piece of leather with a golden key at the end of it. If he hears anyone coming he will hide in the refuse and attempt to surprise anyone who enters the room.



Bugbear: AC 5; MV 9"; HD 3+1; HP 14 (21 before his injuries); # At 1; Dmg 2-8 +1 (battle axe); SA Surprise on 1-3; AL CE. He carries a **battle axe +1, +3 versus lycanthropes and shape changers.**

Inside the sack he has 151 copper pieces and 43 silver pieces. There is also a rolled up painting of the king of Zanzia in a bone tube worth 50 gold pieces.

The Gold key he wears is the key that opens up area 16. The key is used in the keyhole in the mural in area 14. The key itself is made of solid gold and is worth 50 gold pieces.

9. Fountain

The door to this room is unlocked. Anyone listening outside the door to this room will hear the sounds of water from the fountain being shot up into the air and landing back in the fountain basin. The room is unlit.

In the center of this room is a large fountain. Inside the basin of the fountain are two statues facing each other which spit water into the basin. One of the statues depicts a gargoyle. The other statue depicts a couatl. The fountain radiates powerful magical energy. It does not radiate evil.

Anyone drinking the waters from this fountain will suffer random effects as follows:

1. Invisibility for 10 rounds
2. Poison for 1 point damage per round for 1-6 rounds unless save versus poison
3. Bless for 10 rounds

4. Temporary insanity for 10 rounds
5. Silenced for 10 rounds
6. Healed for 2-8 hit points
7. Cure disease
8. Cure blindness
9. Neutralizes poison
10. Shield for 10 rounds (as per the mu spell)
11. Enfeeblement (as per the mu spell)
12. Sleep for 10 rounds
13. Diminution for 10 rounds
14. Gaseous form for 10 rounds
15. Barkskin for 10 rounds (as per the druid spell)
16. Paralyzed for 10 rounds
17. Gain one point to their primary attribute
18. Lose one point of a random attribute
19. Lose 250 experience points
20. Gain 500 experience points

10. Stairs Down

The door to this room is unlocked. If anyone listens at the door to this room they might hear the slithering sounds of the creature within. The room is dark and unlit.

Piled high in this room are bones. Bones of many people are scattered all over the room in thick piles. None of the bones seem to have any flesh left upon them. That is because a creature is here that seems to be feeding off of the flesh of those bones. This creature is a ghast and it is currently enjoying one of the many bones in the room as the players arrive.

The creature looks similar to a ghoul but it's horrid smell gives it away as being something much more powerful and evil. Anyone who enters the room will be hit

immediately by the foul smell of it and will need to make a saving throw versus poison or suffer a penalty of -2 to their "to hit" rolls due to the nausea they will suffer during the combat.

Ghast: AC 4; MV 15"; HD 4; HP 20; # At 3; Dmg 1-4/1-4/1-6; SA Paralyzation on touch unless saving throw is made; SA stench mentioned above; SD immune to sleep, cold, hold, charm; SD Cold iron does double damage to ghosts; AL CE.



There is a secret door here to area 11 in the southwest corner of the room. Stairs lead downward here from the west wall. Those stairs are dark and unlit. The air coming from below seems fresher and slightly colder.

11. Secret Room

This hidden room is unlit. There are three sacks here with treasures long forgotten:

Sack #1 - 500 copper pieces

Sack #2 - A bone tube holds a painting of the queen of Zanzia which is rolled up inside of it worth 50 gold pieces, a silver necklace with a moonstone as the centerpiece worth 125 gold pieces and two copper candlesticks worth 5 gold pieces each.

Sack #3 - 200 silver pieces and 50 gold pieces



12. Hobgoblins

The door to this room is locked. Anyone listening outside of the door may hear the sounds of snoring. The room is dark but there is a single candle lit in the room that gives off some light.

Resting here are three hobgoblins. With them are the bodies of two of their companions who were killed recently in combat with a bugbear over treasure. The hobgoblins lost and retreated here to lick their wounds and recover. Two of these hobgoblins are resting while the third stands guard. He is sleepy but is still awake and watchful. He could still be surprised if the party is able to bust in or pick the lock quietly.

Hobgoblins (3): AC 5; MV 9"; HD 1+1; HP 5 each; # At 1; Dmg 1-8; AL LE.

These hobgoblins have no treasure any more. It was stolen from them by the Bugbear in room 8.



13. Illusion

This room is circular shaped and has a domed roof that rises fifteen feet above the floor. When the party arrives here they will see an exceptionally powerful looking orc in black armor wielding a shiny long sword. It will charge immediately and begin attacking.



This orc is actually an illusion but it will fight as if it is real. Once it is struck it will disappear and reappear three rounds later. While the orc is just an illusion the sword it wields is real. It is a **long sword +1, +2 versus creatures that are water breathing.**

If a player is struck down by the illusion they will not be killed but will merely be asleep when the illusion is finally dispelled. They will sleep for 10 rounds and then awaken.

14. Gold Key Room

The door to this room is unlocked. The room is unlit and dark. Anyone listening at the door to this room will hear nothing at all.

In several places in the room are five large mushrooms. Each stands from four to

six feet tall and each is slightly different in color and shape. These creatures will begin wailing and shrieking when any movement is detected in the room. This will draw a random encounter 50% chance per round. The shrieking will last for 1-3 rounds.

On the walls of this room are several murals regarding the life and times of the wizard Tabor. One of these murals shows the wizard casting a spell against a band of human enemies at a castle. Another mural shows the wizard studying magic and practicing spell craft with his familiar in the background looking on. The familiar is a homonculus. It is more or less humanoid in shape but has bat like wings. It is greenish in color and looks about a foot and a half tall.



Close inspection of the wizard in the second mural will show that there is a keyhole in the forehead of the Homonculus which looks like a wart but is really a keyhole. This keyhole is for the gold key worn by the bugbear. If the players turn this key then the secret door to area 16 will slide open on its own.

While the secret door can be found by normal means it will not be opened without the key.

Shriekers (5): AC 7; MV 1"; HD 3; HP 15 each; # At 0; SA shrieking brings random encounters; AL N. These creatures have no treasure of their own.

15. Sarcophagus

This open chamber is not lit. In the center of this room is a sarcophagus with a closed lid. No sounds can be heard from this room and no evil will be detected here.

Hidden inside of this sarcophagus is not a body but instead is the following: 100 copper pieces, 100 silver pieces, five banded agate gems worth 10 gold pieces each and a chess set made of fine oak with pieces carved out of obsidian (the black pieces) and fine marble (the white pieces) worth 150 gold pieces.

16. Secret Room

This secret room can only be reached by using the gold key in room 14. This room is unlit.

There are three large vases here which appear to be cheaply made and worthless. But each is filled with treasure:

#1 153 copper pieces

#2 54 electrum pieces and 10 gold pieces, six pieces of turquoise worth 10 gold pieces each.

#3 104 silver pieces, 5 platinum pieces

17. Bodies

The door to this room is unlocked. It is unlit and quite dark. No sounds will be heard coming from this room but it is possible (15% chance) that someone outside the door to this room will smell the death and decay within.

On the floor of this room are two dead bodies. One appears to be that of a human magic user and the other appears to have been a dwarf cleric wearing chain mail and holding a mace. The bodies do not radiate any magic. Both of these individuals appear to have dragged themselves into this room from some battle in the hallway. There are some faint blood trails here leading from the doorway. Both appear to have died here from their wounds.

If anyone attempts to search the bodies they will find more than they bargained for. Both of the bodies are infested with rot grubs.

Rot Grubs (2): AC 9; MV 9"; HD 1 hp; HP 1; # At 9; Dmg 0; SA burrow into victim and kill them in 1-3 turns unless fire is applied or cure disease is cast; SA fire applied will cause victim 1-6 damage as well as killing the rot grub; AL N.

Close inspection will reveal that the mace is damaged and worthless and the chain mail has a deep cut across the chest which makes it worthless as well. If the magic user is rolled over however, it will reveal that he was holding a **potision of healing** at the time of his death (but had no idea that he had the means of saving his own life in his hand).

There is a secret door here to area 18.

18. Secret Room

This secret room has two large open chests spilling over with coins. Combined there are 546 copper pieces, 241 silver pieces and 45 gold pieces between the two chests. Mixed in with these coins are a silver brooch with a blue zircon gem worth 45 gold pieces, a gold buckle worth 25 gold pieces and a silver pendant worth 15 gold pieces. There is also a **potion of disease curing** and a **potion of polymorph self**.

19. Cage Trap

This square room has passages leading three directions. In the center of this room, however, is a trigger stone for a trap. If the stone is stepped on several metal rods will shoot up from the floor creating a cage blocking anyone caught inside of the trap from escaping. The rods will be solid steel rods. The noise created by this will almost certainly bring a random encounter to investigate the source of it (double chance random encounter).

When the stone is stepped upon anyone who is within five feet either direction from the person who hit the stone must save versus their dexterity to see if they managed to jump back or jump forward to escape being trapped within. It is also possible that they could jump right or left to escape as well. In any event they will need to roll 4D6 versus their dexterity. Anyone who rolls higher than their dexterity will be caught within the cage.

Escape from the cage is possible. A person with great strength might be able to bend the bars. Or someone from the group who is not caught in the trap could go to area 20 and use the winch to lower the bars.

Meanwhile roll the random encounter chance.

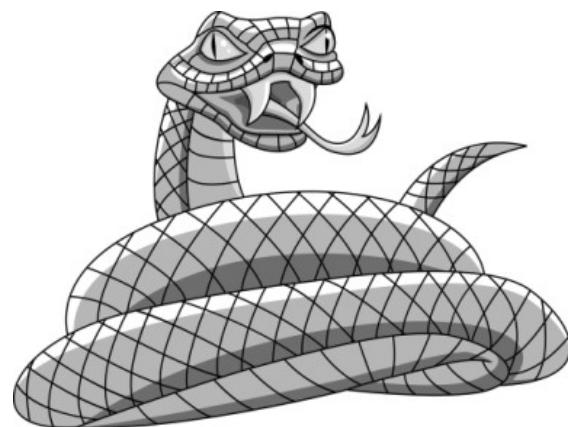
20. Winch

In the center of this room is a large winch that raises the cage in area 19. The winch has a rope attached to it which seems to lead under the stone floor to a powerful spring that controls the cage trap mechanism.

Winding the winch also makes a great deal of noise. Roll a random encounter chance again during the time the winch is being used. The chance of encounter is double due to the loud noises being made.

21. Snakes

The door to this room is locked. The room is dark. There are torch holders in the walls here but no torches are present.



In the center of this room is a large woven basket which seems to be made of some kind of bamboo like material. The basket is about a two foot wide at the base

and widens out to about six feet wide at its widest point. The room itself is unlit.

Rising up from this basket is a large cobra. He rises slowly out as he sees the light sources of the party approach. He is a spitting cobra.

Giant Spitting Cobra: AC 5; MV 12"; HD 4+2; HP 18; # At 1; Dmg 1-3' SA spits poison up to 3" (save versus poison at +3 or take 1-3 damage per round for 1-3 rounds); SA bite also is poisonous but the poison in the bite is much stronger (save with no bonus or take same damage); AL N.

Hidden within the basket itself is a bag with ten gems inside of it: two azurites (worth 10 gold pieces each), four moss agates (worth 10 gold pieces each), one lapis lazuli (worth 10 gold pieces), two blue quartz (worth 10 gold pieces each) and one amber (worth 50 gold pieces).

KEY TO DUNGEON LEVEL THREE

1. Statue

The staircase from the second level leads to this large circular chamber. This room has a domed roof that rises twenty feet above the floor. In the center of this room is a statue of a wizard. To the immediate north and south of the statue are two large braziers which are burning white hot with coal. The light from these braziers gives the room more than enough light to see quite well.

As the players arrive they will notice that the statue seems to be staring right at them as they descend the stair case. The statue radiates magic but not evil.

Strange murals decorate the walls of this room and the dome of it as well. Scenes

depict a great young wizard flying in the air overlooking a vast army below him. He seems to be directing the men and creatures of this army forward to battle. Other scenes depict him casting spells from a book. Clearly these scenes are showing the progress of the great Tabor in becoming a powerful wizard.

As the players are looking about the room they will notice all at once that the statue begins to move towards one of the players. The statue is a guardian left here by the master to guard against intruders in the crypt. It is a living statue.

Living Statue : AC 4; MV 6"; HD 3; HP 14; # At 2; Dmg 1-6/1-6; AL N.



2. Trap

This room seems to be completely empty.... at first.... until a steel door slams down behind the player or players who enter the room blocking their escape. It is triggered by a loose stone in the floor. Anyone close to the doorway when this occurs may roll a dexterity saving throw of 4D6 against their dexterity to see if they

managed to dive back into the hallway and escape the trap.

Anyone who does manage to escape may not participate in any discussions about solving the riddle as they are not in communication with their party members. In fact, they may be defending themselves at that time as the sound of the door slamming down will raise a double chance of a random encounter due to the noise.

Inside the room the ceiling will begin moving downward to crush anyone inside the room. It will take ten rounds to reach the point where the players will be crushed to death.

“Ruled by the heavens and Neptune’s will,
Always changing, never still,
Raging, roaring, placid or calm,
My conflicting emotions can soothe or
alarm.”

If the word tide is spoken within the room the trap will reset. The ceiling will rise and the steel door will rise up. Several attempts may be made before the ceiling will touch the floor.

3. Ogre

The door to this room is locked. Anyone listening at the door to this room may hear the random grunting noises made by the creature residing within. He is alone so they will not hear voices. The room is lit by a single candle in a holder on the table at the center of the room.

The single inhabitant of this room is a large humanoid. He has matted looking black hair and yellowish skin. His skin seems to have warts in random places and he seems quite large and strong. He carries a

large bone spear and wears nasty looking furs and hides as clothing. His teeth appear to be a mixture of normal and black rotting. He is an ogre. Around his neck is a platinum key.

Ogre: AC 5; MV 9"; HD 4+1; HP 24; # At 1; Dmg 1-10; AL CE.



He wears a platinum key worth 100 gold pieces. It can be used to open the keyhole in the floor in room 10. This will in turn open the secret door to area 11. He also has a large sack nearby with 250 silver pieces in it.

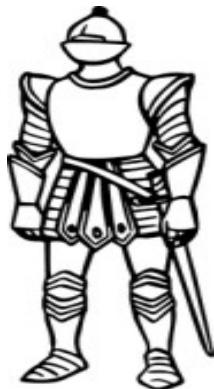
There is a secret door in the west wall leading to a secret passage.

4. Secret Corridor

This secret passage does not appear to have been used in quite some time. It is filled with dust and cob webs. No footprints can be seen in the dust.

5. Animated Armor

The door to this room is locked. No sounds can be heard from within the room should anyone attempt to listen at the door. The room itself has no sources of light. It is completely dark except for the light sources that the party bring with them.



When they arrive they will see a metal object in the west end of the room. It is a suit of plate mail standing upright. The visor is flipped up and there is no one inside of it. Suddenly, however, the visor flips down all on its own and the armor begins moving. It raises a large two handed sword above its head and moves directly towards one of the players to strike.

Animated Armor: AC 2, MV 6"; HD 3; HP 15; # At 1; Dmg 1-10; AL N.

When the armor is destroyed the players may find a large gem inside of the suit of armor. It will be damaged and cracked. It was once a valuable diamond. Now it is a cracked and flawed gem but is still worth 100 gold pieces to a gem cutter who might salvage some usable small gems from this one.

6. Poltergeist

The door to this room is unlocked. Anyone listening at the door to this room will not hear any noise. Not yet. The creature within waits silently. The room is dark and there are no sources of light here other than those brought by the party.

A poltergeist resides here. One of Tabor's henchman was murdered in this very room by Tabor and now haunts this room forever. Close inspection of the floor here might reveal some bloodstains in the southeast corner of the room where the murder took place. The remains of the body have rotted away and been eaten by various inhabitants of the dungeon.

The room has a few furnishings. There is a bed here as well as a large wooden chest at the end of the bed. The chest is empty. It appears that it has been looted previously by others. The bed seems to have been cut apart by swords as if someone else was searching for something that might have been hidden within the mattress.

There is a broken table here and a shattered lantern on the ground nearby. There are some paintings on the walls here that were slashed by swords or weapons. Some of the paintings lay on the ground near where they once hung. Three wooden chairs remain in the room and the fourth appears to have been shattered to pieces by some crushing blow.

After a few minutes of searching in the room the players will realize that they are not alone here. They will at first get a chilled feeling and then feel a wind suddenly whipping up within the room. Suddenly a

wooden chair flies across the room towards one of the players.

Poltergeist: AC 10; MV 6"; HD 1-4 hp; HP 3; # At none; SA fear; SA throws objects as a 5hd monster; SD is invisible (-4 to hit); SD turned as a ghoul; SA anyone struck by an object hurled by the creature takes no damage but must make a saving throw versus fear for flee in terror for 2-24 rounds; SA anyone fleeing has a 50% chance of dropping anything they were carrying at the time; AL LE.

There is a secret door here to area 7.

7. Secret Room

This secret area is not lit. This room contains two large chests. Both of the chests are locked. The rest of the room is empty. It would appear that whoever had been searching the previous room failed to find this secret chamber. Whatever they were looking for might have been hidden here.

Chest # 1 - Trapped. Anyone lifting the lid of this chest without disabling the trap will cause three darts hidden in the wall to fire out randomly into the room. They will fire as a 5hd monster towards anyone present within the room. Each will do 1-3 damage upon impact but the poison on these darts has long since dried up and will do no damage. This chest has 500 copper pieces, 200 silver pieces and 100 gold pieces inside of it. There is also a small diary. Some of the excerpts of this diary are still legible but most of the pages are crumbling away to dust. See Player Handout A for these excerpts.

Chest # 2 - Trapped. Anyone lifting the lid of this chest without disabling the trap will cause gas to spray out of the lid towards the

person opening the chest. That person will need to save versus poison or take 1-3 damage per round for 1-3 rounds from poison gas exposure. All others are safe as long as they are outside of five feet from the person who opened the chest. If they are not outside that range they may save versus poison at +3. Inside of this chest is the Fire Opal of Prince Obar. It is a very valuable gem which may well be noticed if and when it is sold and recognized for what it is. It is quite possible that thieves will seek out the owner of this gem or anyone who sold it. The gem is worth 1000 gold pieces. The rest of this chest is empty except for a large red pillow that the gem rests upon inside of it.

8. Zombies

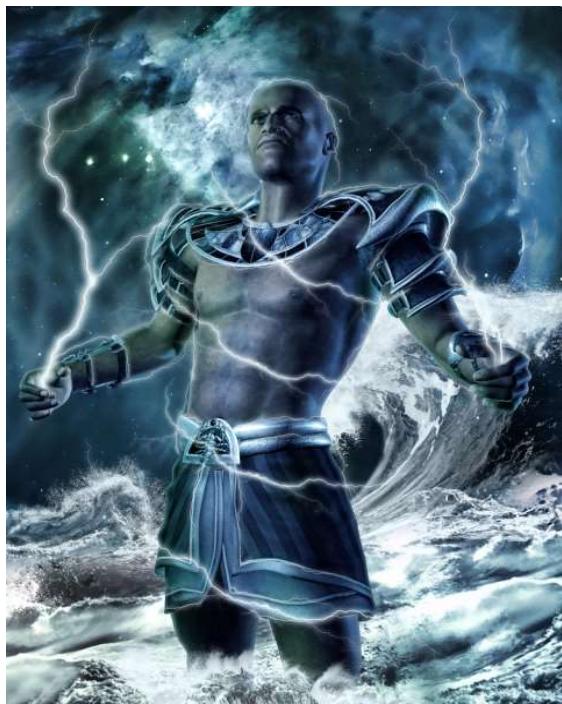
The door to this room is unlocked. The room is large and is quite dark. Anyone listening for sounds within this room will hear nothing at all.



Once the door to this door is opened the smell of death and decay will become quite noticeable. Waiting here patiently are three zombies. The room itself is littered with bones.

These creatures were once members of Tabor's gang. He decided not to split the proceeds of their adventures and slay all of them personally. He then animated them and ordered them to defend his lair from intruders. If the zombies join combat in this room Tabor will hear the combat from his secret hideaway in room 9. He will then slip into the room and join the combat himself thinking himself in a great advantage by doing so. If his familiar has not already been found and killed in a random encounter he will arrive during the third round of combat and attempt to defend his master.

Zombies (3): AC 8; MV 6"; HD 2; HP 9 each; # At 1; Dmg 1-8; SD Immune to cold, hold, sleep and charm spells; SD always strike last in round; AL N.



Tabor the wizard: MU 5; AC 10; MV 12"; HP 14; wooden quarterstaff, red robes, a dagger +1, spells memorized: **magic missile, hold portal, shocking grasp,**

spider climb, scare, darkness 15' radius, hold person. He has a spell book with him that contains these spells as well as **burning hands, light, jump, pyrotechnics, forget, suggestion, tongues, fly.**

Homonculus: AC 6; MV 6"/18"; HD 2; HP 10; # At 1; Dmg 1-3; SA bite causes sleep for 5-30 minutes; SD saves as a 5th level magic user, SD Tabor will take 2-20 damage if the creature is killed since it is his familiar; AL CE.

There is a secret door here to area 9 which will stand open if Tabor enters the fight.

9. Tabor Hiding Place

Tabor the Wizard hides in this secret room. This room is set up comfortably and has a bed, a table, a chair, a small desk and a chest.

The chest - is locked and trapped. Anyone opening the chest without disabling the trap first will cause a vent in the ceiling above the chest to pour boiling oil on the person opening the trap causing 2-8 damage to the person unless they make a saving throw versus dragon breath to take one half damage. Inside the chest are 450 silver pieces and 120 gold pieces.

The desk - has a drawer that is locked and trapped. Anyone attempting to open the drawer without first disabling the trap will be stuck by a poison needle and must save versus poison or suffer 1-4 damage for 1-4 rounds. Hidden inside of the drawer is a **potion of healing** and a **ring of swimming**.

The mattress - if the players cut up the mattress in the bed they will find a purple amethyst worth 150 gold pieces and a deep green jade worth 250 gold pieces.



On the table is the wizard's dinner. He appeared to be eating a fine meal as the players arrived to disturb him. There is a crust of freshly baked bread, a slab of some reasonably good smelling meat, a hunk of fresh cheese and some fine wine in a pewter vessel on the table.

10. Platinum Key Room

The door to this room is locked. Anyone listening outside the door of this room may hear the sounds of men talking and gambling. The room is well lit by torches in sconces on the walls of the room. A couple of normal sized rats scurry around the edges of the room looking for scraps of food.

The floor of the room has a peculiar design etched into it. Someone or something has carved the face of a rat into the floor of this chamber. In the location of where the mouth would be on the design there is a small keyhole where a tooth would be on the rat. This is the keyhole for the platinum key. Once the key is turned the secret door to area 11 will slide open. The secret door can be found by normal means but it cannot be opened without the platinum key.



The men in this room sit around a small table and seem to be playing knucklebones. They can be surprised by anyone bursting into the room. There are coins scattered on the table which seems to be the stakes of the game. There are 42 copper pieces, 23 silver pieces and 14 gold pieces scattered on the table. There are three men at the table. One of the "men" seems to have the face of a rat. The other two men seem normal enough. Suddenly their faces change shape as well and it appears that they are all were-rats.

Were Rats (3): AC 6; MV 12"; HD 3+1; HP 13 each; # At 1; Dmg 1-8 (long swords); SD one of the were rats has a **+1 shield** and an AC of 5; SD +1 weapons required to hit; SA lycanthropy can be contracted from a bite from one of these creatures; SA surprise on a 1-4 however these were-rats are distracted and they will not achieve surprise; AL LE.

All of their treasure is on the table being gambled for.

11. Secret Room

This secret room can only be reached by using the platinum key in the design in room 11. This room is unlit.

This room contains a large treasure chest filled with coins and gems. On top of the coins and gems is a suit of chain mail that is about the size of a dwarf or a gnome and seems to shimmer with magical energy. It is a **+1 suit of chain mail (dwarf or gnome sized)**. The coins are: 435 copper pieces, 322 silver pieces and 141 gold pieces. There are three eye agate gems worth 15 gold pieces each, two citrine gems worth 50 gold pieces each and one amethyst worth 125 gold pieces.

This is the end of the adventure.

NEW MAGICAL ITEMS

Battle axe +1, +3 versus lycanthropes and shape changers - This axe is similar to the sword of the same type.

Long sword +1, +2 versus creatures that are water breathing - similar to other magical long swords this one is more effective than others against creatures that live and breathe in the water.

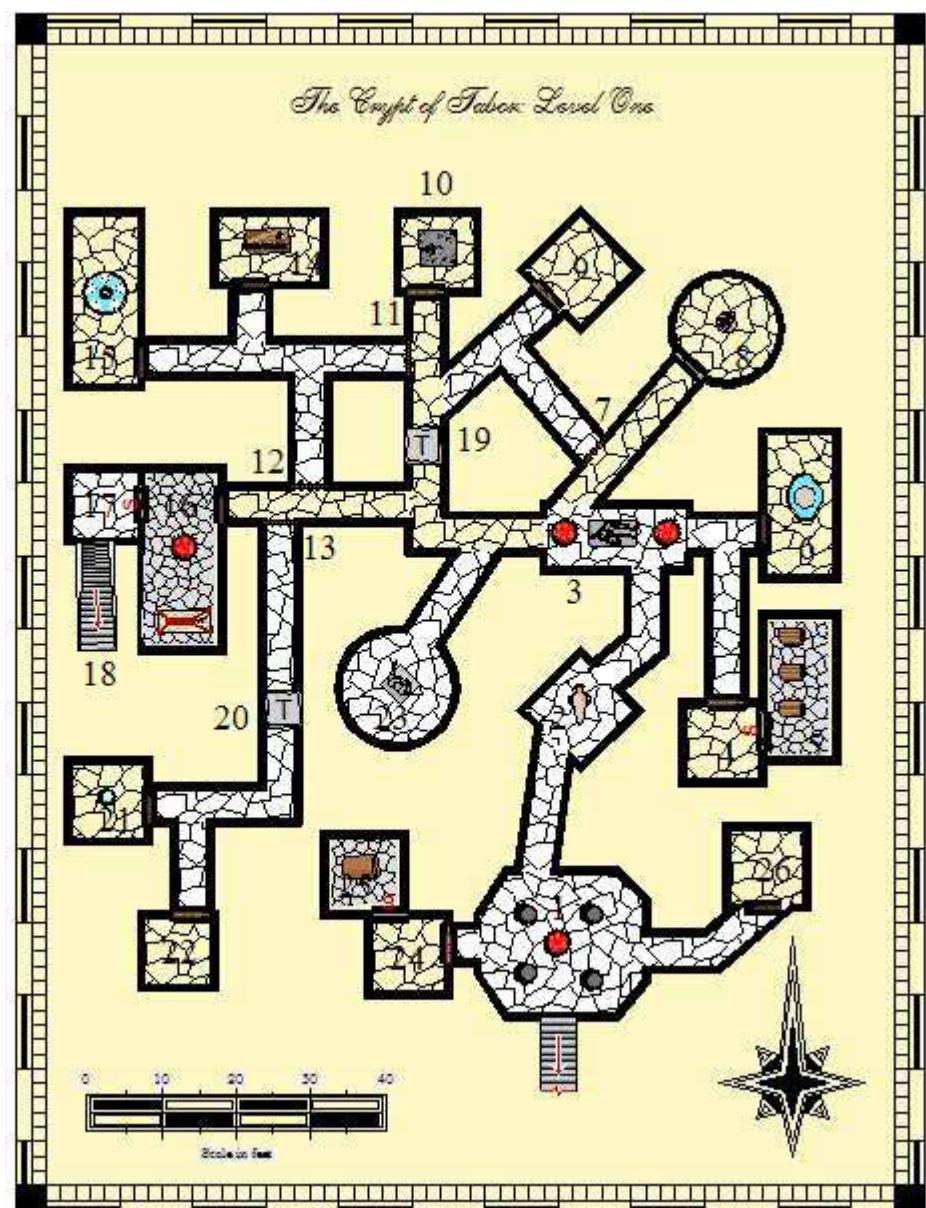
Potion of Disease Curing - similar to the spell cure disease this potion is aimed at relieving the pain and suffering of ailments of all kinds.

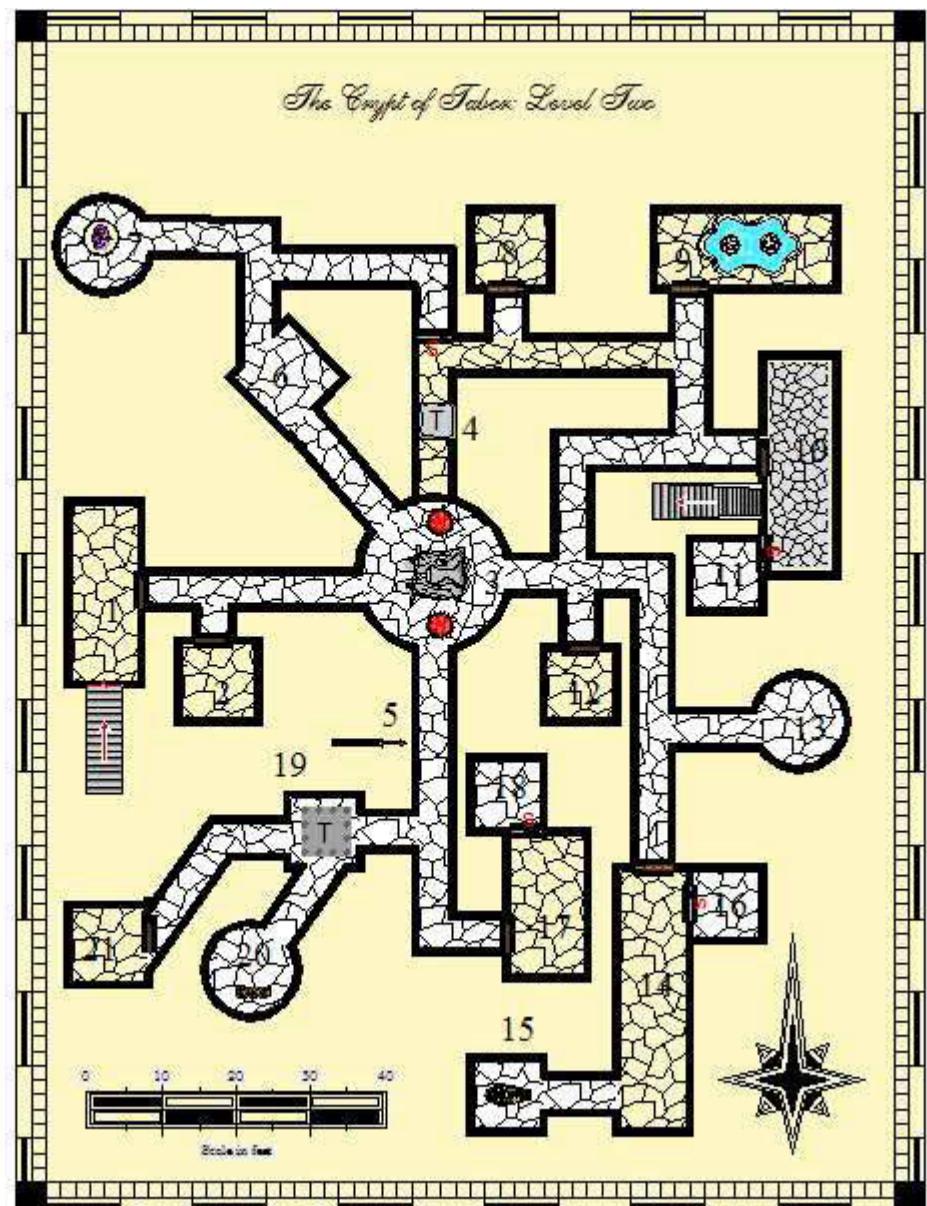
PLAYER HANDOUT A

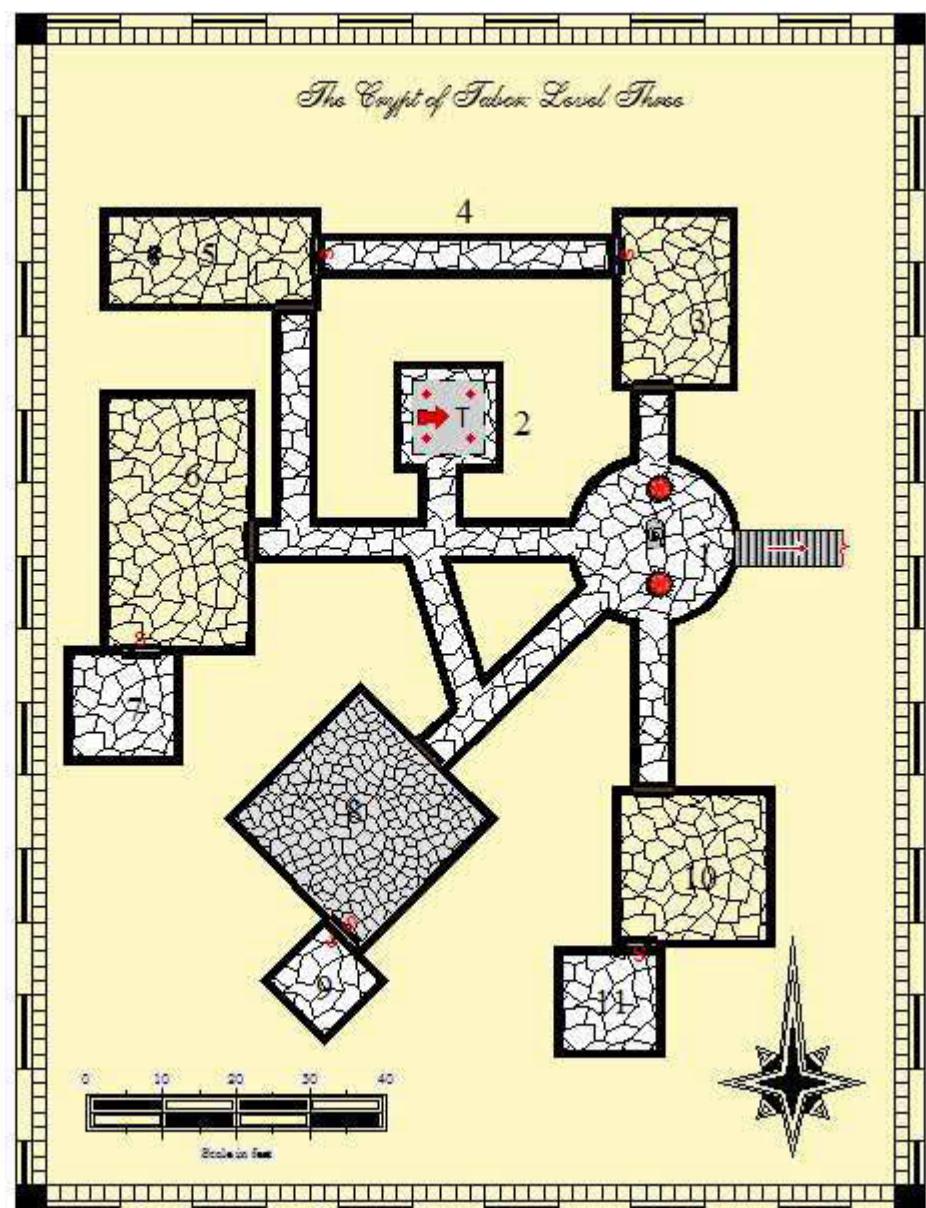
DIARY EXCERPTS

“I do not trust this Tabor. He is an evil man with evil intentions. He faked his own death and brought the gang here to hide away until the king’s men stopped looking for us. It is only a matter of time before he betrays me.”

“He clearly does not trust me any more. So I have taken the opportunity to hide it away from him. He obviously never intended to share this with us.....”







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