

The Tomb
of
Raven Darkmore

by Joseph Mohr

the tomb of RAVEN DARKMORE

An OSRIC Adventure

for Characters of 9th to 12th Levels

By Joseph A. Mohr

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The legendary Grandmaster of Assassins has finally met his demise. Word has filtered out from the secretive Guild of Assassins that their notorious leader has finally been laid to rest. Raven Darkmore was a hero to many but a villain to most. Those in authority feared him. His exploits were infamous.

Virtually every untimely death in the last forty years has been placed at his hands. Perhaps many of these were not his work. No one knows for sure. He was said to be so skilled in the use of poison that his victims appeared to have died of natural causes. He was so dangerous with a blade that he could best ten of the king's guards in a fair fight. But Raven Darkmore was not known for fighting fair. He was an assassin after all.

Many a noble felt his cold steel blade striking the back just before death. More than one king made his last breath just before a crossbow bolt from Raven Darkmore penetrated their neck.

Rumors are swirling about the burial place of the Grandmaster. After all, as perhaps the greatest assassin of all time, it is a certainty that many great treasures were buried with him.

FOR THE DUNGEON MASTER

This adventure is written for six to eight characters of 9th to 12th levels of experience. A mixed group covering a wide range of skills is advised. At least one thief is highly advisable as there are many traps. One should expect many traps in a tomb of an assassin. Anyone who does not expect to find them deserves the early death they will receive.

The adventurers will have heard the story above about the death of the Grandfather of Assassins. But the tale of his demise is premature. He is actually still alive. He had the story about his death spread because he felt that his rivals would soon come for him. The life of a Grandfather of Assassins is always at risk, for those others who would become one too, are always sharpening their blades for him.

Two thieves have recently discovered a tomb that they believed to be the new resting place of the deceased Raven Darkmore. They were correct about the place but not the death of the assassin. One of the two thieves died at the entrance to the tomb from a trap placed there. The other thief quickly realized that he could not raid this tomb alone. So now he seeks help from a group of adventurers. He fully plans to betray them at the best opportunity. He knows that Raven Darkmore once possessed a magical dagger called Ruin and he intends to steal it once the party has come into possession of it. The dagger is set to be set with jewels and has a blade made from metal from a meteorite.

Xander Burke and his companion Spencer Poole discovered the entrance to the tomb in the side of a hill about forty miles west of town. Two doors lead into the side of a hill. This was suspicious enough to investigate. The thieves knew of the rumors about Raven Darkmore's death and were searching for potential resting places to raid. When they found the entrance they realized that this was the likely location of his tomb.

Spencer Poole, unfortunately, failed to detect the trap that killed him. As the leader of the two thieves he took the point and checked the doors to the hill carefully. But despite his efforts he failed to find the trigger and was killed by a rockslide. Only one door remains there now. Xander knew that he could not explore the tomb alone. He hightailed it back to town to find a group to help him. For a share of the treasure he will lead them to the tomb and help them explore it.

This adventure has no specific places listed. It can be placed in any campaign. The fact that the trap has been reset at area 1 should be a clue to the adventurers that this place is not quite what it seems. Someone is clearly still alive in this place.

Random encounters **on the way to the tomb**

The tomb is located away from any roads. It is located in a desolate stretch of wilderness far from civilization. Raven Darkmore did not want it to be easily discovered. And yet it has been discovered despite his efforts. Encounters in this wilderness should be uncommon. A random encounter chance should be rolled twice daily. A roll of a 1 on a D12 will indicate that an encounter has taken place.

1. The King's Men on patrol.
2. 1-6 brown bears
3. 1-6 giant beavers
4. A gnoll raiding party
5. 5 harpies singing in a tree
6. An escaped bandit hiding out
7. 1-4 hill giants
8. 1-6 dryads
9. 4-16 centaurs
10. The King's Men on patrol
11. 1-4 leucrotta
12. Roll twice (50% chance the two groups are fighting each other)

Most of these encounters are self-explanatory. Three are detailed below:

The King's Men on Patrol

If you are placing this adventure in your own campaign world then feel free to substitute appropriate king's soldiers. Otherwise, you may want to use this suggested group:

Lieutenant, Paladin: P3: AC 2; HP 24; plate mail; shield; heavy warhorse with plate bardings; heavy lance; **long sword +1**; AL LG.

Sergeant, Fighter: F2: AC 4; HP 16; chain mail; shield; heavy warhorse; battle axe; light crossbow; 20 bolts; AL NG.

Magic User: M4; AC 10; HP 9; grey robe; wooden staff; light warhorse; AL LG. Spells memorized: **sleep, shield, charm person, web, mirror image**.

Men at arms (20): F0; AC 5; scale mail; shield; long swords or battle axes; light crossbows; 20 bolts; medium warhorse; AL LN.

This group is out hunting for gnolls that have raided a nearby village.

Gnoll raiding party

This band of gnolls has raided a nearby village and is now trying to escape the area. They are aware that they are being pursued as they have already lost two members of the group to crossbow bolts from the king's men.

Gnoll leader, Vrabg: AC 5; MV 9; HD 3; HP 20; # AT 1; Dmg by weapon (**two handed sword +1/+3 versus lawful creatures**); AL CE; mm page 46. He wears a mink cape worth 2700 gold pieces and two gold rings worth 100 gold pieces each.

Gnoll raiders (15): AC 5; MV 9; HD 2; HP 9 each; # AT 1; Dmg by weapon (two carry two handed swords, two carry great bows, eight carry halberds and the last three carry battle axes. All carry long swords as well. The two with bows each have twelve arrows); AL CE; mm page 46.

One of the gnolls carries the loot from their raid in a large sack: two silver candlesticks worth 15 gold pieces each, a gold necklace with three amber stones in it worth 350 gold pieces, a small painting of the queen in a gilded frame worth 250 gold pieces and a scroll: **protection from petrification**.

Escaped Bandit

This desperate bandit has been on the run ever since he escaped from the king's dungeon. He is a violent and dangerous criminal. He is also a bit insane. Soon after meeting anyone he will become extremely paranoid that these newcomers are out to kill him for the reward. There actually is no reward out for him. He is believed to have died during his escape attempt. No one is looking for him at all.

Manfred Nightly: F9; AC 7; HP 57; S18/07 I12 W13 D17 C15 CH 10; broadsword; AL CE. He gets 3 attacks per 2 rounds. He gains a +1 to hit and +3 to damage due to strength. He has a deep scar across his forehead from a knife fight with another prisoner while in the king's dungeon.

He has no treasure.

Random encounters in the tomb

Encounters within the tomb should be more frequent. Guards patrol the place constantly. And certain creatures are allowed to wander to discourage unwelcome visitors. A 1-3 on a D12 will indicate an encounter. Rolls should be made every other turn.

1. Assassin patrol
2. Black pudding
3. 1-3 gas spores
4. Displacer Beast Pack
5. Assassin patrol
6. 1-3 gas spores
7. Black pudding
8. Assassin patrol
9. 1-3 gas spores
10. Displacer Beast Pack
11. Assassin patrol
12. Roll twice (25% chance the two groups will be fighting each other unless both groups are patrols)

Assassin Patrol

Two groups patrol the tomb at all times. Once both have been eliminated there will be no others. A patrol will consist of a group like this:

Two half orc fighters: F10; AC 3; HP 65 each; two handed swords; plate mail but no shield; AL NE.

One human assassin: A11: AC 1; HP 35; **leather armor +1; shield +1; short sword +3** (coated with insinuative poison type B) (save or take 30 hit points of damage in 1-3 rounds); carries a small leather flask filled with 3 doses of this poison; AL CE. He will attempt to hide in shadows if combat is initiated and then stab someone in the back. Backstab damage is quadruple damage. His stats are within normal ranges except for dexterity which is 18.

One human magic user: M10: AC 3; HP 25 (35); **cloak of protection +1; bracers of defense AC 4; wooden staff; wand of frost** (12 charges); spells: **magic missile, burning hands, hold portal, protection from good, mirror image, invisibility, detect invisibility, scare, fireball, haste, slow, confusion, dimension door, conjure elemental, wall of iron**. All of these spells are in a traveling spell book with her; AL LE. She has an imp familiar that watches from the shadows at a short distance from wherever she is. This gives her +2 on all saving throws. The hit points of her familiar should be added to hers while it is within 12". She also gains 25% magic resistance from her familiar and regenerates one hit point per round. She is actually only a 9th

level magic user but is acting at 10th level due to her familiar being within 1 mile of her. This imp will never take any risks and will stay hidden or invisible when possible.

Unos, Imp Familiar: AC 2; MV 6/18; HD 2+2; HP 10; # AT 11 Dmg 1-4; SA polymorph into animal at will; SA attacks with tail which injects poison (save or die); SA the following powers at will: **detect good, detect magic, invisibility**; SA once per day can use a **suggestion** spell; SD regenerates 1 hit point per round; SD only silver or magical weapons can hit it; SD magical attacks employing cold, fire or electricity do not harm it; SD save versus magic as a 7 HD creature; SA telepathic link with master; SA her master gains 1 level of experience when within 1 mile of Unos; SA once per week Unos can contact a lower plane of existence to help his master decide a course of action; Magic Resistance 25%; AL LE; MM page 54.

Four Hell Hounds: AC 4; MV 12; HD 6; HP 24 each; # AT 1; Dmg 1-10; SA breath fire; SD great stealth (surprise on 1-4 out of 6); SD keen hearing; SD excellent sight; SD detect invisible or hidden creatures 50% of the time; AL LE; MM page 51. Each wears a golden collar with RD engraved upon it and studded with red garnets worth 1000 gold pieces.

Black Pudding

A single black pudding is allowed to roam this tomb. The assassins know about it and use it for their defense. The patrols are careful to avoid it. They do not wish to harm it nor lose members of their group to it. There is a 25% chance that the creature will be crawling along the ceiling when encountered. Once this pudding is killed it will not be encountered elsewhere.

Black Pudding (1): AC 6; MV 6; HD 10; HP 52; # AT 1; Dmg 3-24; SA dissolve wood and metal; SD blows and lightning cause it to split; SD cold does not harm it; AL N; MM page 10.

Displacer Beast Pack

Each of these cats wears a golden collar with the letters RD engraved upon them. The collars are studded with garnet gems and are worth 1000 gold pieces each. There are five cats that are trained to act in concert together. Once they settle upon one victim (determined randomly) they will continue focusing all attacks on that one target until slain.

Displacer Beasts (5): AC 4; MV 15; HD 6; HP 25 each; # AT 2; Dmg 2-8/2-8; SD -2 on opponent's attack rolls; SD saving throws at +2 on the dice and as a 12th level fighter; AL N; MM page 28.

Gas Spores

These have the appearance of an eye tyrant. But none of those is actually present in this tomb.

Gas Spore (1-3): AC 9; MV 3; HD 1 hit point; HP 1; # AT 1; Dmg inject spores; SD will explode if struck with a weapon doing 6D6 damage to anyone in a 20' radius (one half if saving throw vs wands is made); AL N; MM page 42.

the tomb of **RAVEN DARKMORE**

The tomb no longer has two doors. The northern door was crushed in the rock fall that killed Spencer Poole. A small creek runs through the tomb from northwest to south east beginning at area one and ending at area 23. The inhabitants of this tomb use this as their primary source of water. The water is clean and pure.

The dungeon is completely dark. No areas are lit unless specifically stated in the text. No doors are locked or stuck unless specifically stated in the text.

The dungeon walls and floor are made of granite. Both are a dull gray. This tomb is not recently built. It has been re-purposed by the assassins and the previous inhabitants have been removed (with a couple of exceptions mentioned later in the text). Parts of this tomb are nearly 700 years old. Other parts seem more recently constructed.

Encounter Areas

1. Entrance/Trap

The entrance to the tomb has a set of double doors. One of these doors now lies on the ground under a pile of rocks. Also, partially buried by these rocks, is the thief Spence Burke. His body was crushed by a rock slide from the top of the hill.

Close inspection of the hill above the doorway will reveal that there are more dangerous looking rocks that could come crashing down without warning.

Spencer's Body

The body of the partner of Xander Burke lies near the doorway partially covered with rubble. His leather armor has gaping holes in it. A dagger is sheathed at his side. A **nystal's magic aura** has been cast upon this dagger to make it appear magical if detected for. A nearly invisible wire has been attached to this dagger and is the trigger for a dangerous trap that will set off another rock slide on this area.

DoorWay

A single door remains. This door has a strange symbol engraved on it with a single eye. This is the symbol of the assassin's guild. Only a member of the guild, or an assassin, would have reason to recognize this symbol.

Trap

Taking the dagger triggers this trap. A new rock slide has been set up above the entrance and will come crashing down if the dagger is pulled from the sheath. This rock slide will cause 10D6 damage to anyone within a 20 foot radius of the entrance. A saving throw versus paralyzation will indicate that only one half damage is taken.

Creek

A small creek crosses the entry hallway coming from an underground stream. This creek crosses from northwest to south east through the entire tomb. The water is only about a foot deep at the deepest point. For most places in the dungeon it is only a foot or two wide. In some places, however, it is much wider.

2. Main Hall

Murals depicting the life of Raven Darkmore cover the walls. These are recently created and are of the finest quality. Images of the greatest assassinations in history are recorded on these walls.

There are close to fifty trigger stones in this long hallway and another thirty in area 6. If any of the triggers is stepped on, then poison darts fire out of hidden panels in the murals, toward the general direction of the trigger. This results in a random shot toward someone in the group as a 10HD monster. Each dart does 1-3 hit points of damage. A saving throw versus poison must be made. Anyone failing this saving throw will take 1D6 damage per round for 2-12 rounds thereafter.

While it may be possible to detect some of these triggers it is unlikely that all of them will be found. Close inspection of the murals at each end of the hallway may reveal a hidden stud which can be pressed that will turn off the triggers. This is temporary. The triggers will re-engage after one turn. The assassins are aware of where these studs are and know that the traps will re-engage after a turn.

Avoiding the Traps

There are many ways that these traps could be avoided. Some creature could be sent in to clear the triggers. One could climb along the walls. Magical means of passing through walls might be used. This is up to the discretion of the dungeon master to determine if a method will circumvent the traps. The assassins, themselves, know of the traps and how to temporarily disable them.

3. Trophy Room

Shelves along the wall of this chamber contain the heads of several former rivals of Raven Darkmore. These assassins tried, and failed, to claim the title of Grandmaster. Each of the heads still looks lifelike. Should any of the heads be tampered with the mouths of all of the heads will open their mouths and begin spraying gas into the chamber. Hidden pipes lead to these mouths. There are twenty heads on these shelves.

This gas is corrosive. All armor and weapons and other items that are in the area of effect (virtually the entire chamber) must make a saving throw on item saving throw table (acid) or be destroyed.

4. Defiled Crypt

This area is an older area of the tomb. The original resident of this portion of the complex refused to leave. This is his home for eternity and he does not wish to find a new one. He is a ghost of a former warrior named Alastor. He was buried here nearly a century ago and his wife's bones are lost somewhere in this tomb. He will not leave without them.

Although ghosts are evil, by nature, he has no wish to harm anyone. He hates the new residents of the tomb and may help someone who does not immediately attack him (5% chance). He will not immediately attack anyone encountered unless he believes them to be with the assassins. He knows that a group of humans and humanoids have moved into the tomb and are living here. He does not know who they are.

Alastor, Ghost: AC 0 (or 8); MV 9; HD 10; HP 47; # AT 1; Dmg age 10-40 years; SA ethereal; SA mere sight of him causes one to age 10 years and flee in panic for 2-12 turns unless a saving throw versus magic is made; SA those above 8th level save at +2 versus the fear effect; SA magic jar attack; SD only attackable by silver weapons or magical ones; SD immune to spells unless caster is in the same plane as the ghost is (material or ethereal depending upon the ghost's current state); AL LE (N); MM page 43 modified.

Alastor has no treasures. The assassins have taken it all for themselves. His crypt has been smashed by hammers and lies in pieces on the ground here.

5. Smashed Crypt

This area also contained a crypt with the remains of Alastor's wife. The crypt has been smashed and the remains were removed. Close inspection of the rubble will reveal that a golden locket lies under the rubble. This locket is worth 250 gold pieces and belonged to Alastor's wife. If it is returned to Alastor he will be very inclined to help the adventurers during their final encounter with Raven Darmore (75% chance) whether he is asked to do so or not.

6. Main Hall

The main hall at area 2 bends southward here and leads to two double doors at the southernmost point. A door leading west leads towards area 10. A door leading east heads to area 11. This area is trapped the same way that area 2. There are secret studs in the murals on this side of the hall which allow the triggers to be disabled for one turn.

7. Great Hall/Stream

This area is a very large chamber with doors and exits in every direction. The stream cuts through

the middle of the room. Braziers filled with coal are located near each corner of the room and in the very center of it. None of these braziers are lit.

8. Southern Half of the Great Hall

This area appears empty. But there is a high probability (75%) that the black pudding that roams this dungeon will be encountered here. It often travels along the roof and drops down on unsuspecting victims (25% chance).

Black Pudding (1): AC 6; MV 6; HD 10; HP 52; # AT 1; Dmg 3-24; SA dissolve wood and metal; SD blows and lightning cause it to split; SD cold does not harm it; AL N; MM page 10.

9. Embalming Chamber

A short stair case leads down into this small room. The stream that crosses the tomb goes right through the center of this room. A small table has some peculiar metal instruments used for embalming. Vials of strange liquids and powders are also on the table.

None of these vials are magical potions. All contain embalming fluid and other items related to preparation of the dead for burial. Close inspection of the crack in the north wall where the stream enters the room may reveal a glint of something metal jammed in the stream (noticed on a 1 in 12 unless someone specifically states an intent to search here. This increases the odds to 8 in 12). The object is a scroll tube. Inside of the tube are the following magic user spells on a scroll: **project image, move earth, statue, passwall.**

10. Crypt of Julox

The door to this room has been spiked shut from the outside in both area 6 and area 7. Whatever is in this room someone wants to keep locked up. The assassins lost a couple of their members to the pack inside of this room. They decided that it was just better to spike the doors and keep them penned up.

Nine crypts are positioned along the walls of this room. Each stands upright. The lids have been opened but are partially closed at the moment. One of the crypts is larger and more ornately decorated than the others. This crypt belonged to a former high priest of the kingdom named Julox. Julox was executed long ago for crimes against the kingdom along with his retainers. All were interred here. This portion of the tomb is very old. Parts of the walls are crumbling,

Julox, Elder Mummy Priest: AC 0; MV 6; HD 12+6; HP 65; # AT 1; Dmg 2-24; SA fear radius of 12"; SA rotting disease if touched; SD harmed only by magical weapons; SD immune to sleep, cold, hold, charm, poison and paralysis; SD raise dead turns into a human again unless it saves against magic; SD susceptible to fire; SD holy water does 2-8 damage; SD turned as a special on the cleric affecting undead table; Magic Resistance 70%; AL LE; MM page 72 modified.. He was a 15th level cleric before death and still retains his spell casting abilities. He has the following spells memorized: **command, curse, protection from good, sanctuary, darkness, bless, detect**

good, augury, chant, silence 15' radius, hold person, know alignment, resist fire, spiritual hammer, animate dead, continual darkness, cause disease, cause blindness, dispel magic, prayer, bestow curse, cause serious wounds, divination, detect lie, protection from good 10' radius, tongues, slay living, dispel good, insect plague, true seeing, harm, blade barrier. He wears a **periapt of foul rotting** (no effect on him) and a **ring of fire resistance**. On each arm is a golden arm band with a ruby in each. These armbands are worth 1750 gold pieces each. Around his forehead is the crown of the high priest. It is made of solid gold and decorated by emeralds and sapphires. This is worth 2750 gold pieces.

Mummies (8): AC 3; MV 6; HD 6+3; HP 30 each; # AT 1; Dmg 1-12; SA fear radius of 6"; SA rotting disease if touched; SD harmed only by magical weapons; SD immune to sleep, cold, hold, charm, poison and paralysis; SD raise dead turns them into a human again unless it saves against magic; SD susceptible to fire; SD holy water does 2-8 damage to them; AL LE; MM page 72.

While in the presence of the elder mummy the normal mummies cannot be turned.

Inside of the largest crypt is a secret compartment. It is trapped with a glyph of warding painted on the inside door of the compartment. If it is opened then the first person to touch it will set off an explosion doing 30 hit points of damage. In this compartment is a bone scroll tube with a scroll inside. On this scroll are the following clerical spells: **resurrection, stone tell, wind walk**. Also in the compartment are a **potion of extra healing** and a **potion of longevity**.

11. Chapel

When this tomb was being used for it's original purpose this chapel was used to consecrate the dead. A priest performed the necessary rituals here before the body was placed into one of the crypts. An altar still stands along the north wall. The rest of the room has been looted by grave robbers.

Close inspection of the altar may reveal a secret panel in the rear of it. This panel is hidden on the side facing the north wall. To find it the altar would need to be moved. This altar is to a lawful good deity who might be offended if it is touched by someone of a different alignment (1% chance). The secret panel is not trapped. Inside this compartment is a silver holy symbol decorated with small fire opals worth 4500 gold pieces. There is also a **necklace of prayer beads** (bead of curing, bead of summons, bead of karma, bead of atonement).

12. Idol

In this room is an idol to some long forgotten god (same one from the chapel). It still appears to be in relatively good condition. Defiling this statue has a 2% chance of angering the deity in question. When this tomb was still regularly visited offerings were placed here. There is a 10% chance, per turn of searching, of finding a gold or platinum coin.

13. Stream/Water Crypt

The stream which crosses the tomb heads into this room from area 7-8. The crypt here has been bashed open. Rubble lies around the room. The stream continues moving east past some rubble along wall. If this rubble is moved one can see that there is a tunnel beyond.

14. Crypt of Joseph Powell and Emily Powell

The door to this crypt is locked.

Inside of this room are two crypts lying side by side. Runes mark the owners of each of these crypts. The Powells were minor nobles nearly two centuries ago. They died in a plague. It is no wonder that no one chose rob this crypt yet.

Crypt of Joseph Powell

If this crypt is opened, then a hidden pit between the pit and the door will slide open, dropping anyone standing there 30 feet onto spikes. The victim will take 3-18 damage from the fall and another 2-12 damage from the spikes. These spikes were poisoned long ago but it has long since dried up.

The remains of Joseph Powell still rest here undisturbed. At his side is a finely engraved silver sword with a black opal pommel. This sword is not magical but is worth 2500 gold pieces.

Crypt of Emily Powell

The remains of Emily Powell are now just dust and bone fragments. Where her hands would be there are two rings. One is made of platinum and has a blue diamond. This is worth 3500 gold pieces. The other ring is a trap. It radiates magical energy (a permanent **nystal's magic aura** spell) Anyone who puts it on will be poked by a poison needle that still contains one active dose. That poison is type D insinuative (save or die in one segment). Where her neck would be is a golden broach decorated with Star Sapphires and is worth 4250 gold pieces.

15. Shrine

This area is a shrine to a lawful good deity that was worshiped in this area long ago. Few worship that deity here now so this shrine is long forgotten. Holy symbols are painted on the walls here but are fading. The walls are old and crumbling.

Skeletal remains of a grave robber lie on the ground here. Close inspection of the bones will reveal that there is a single dart inside the rib cage. It appears that the body crawled down the stairs and into this area to die.

16. Crypt of Kian Howard

The door to this crypt is locked.

Kian Howard was the court jester of King Dominic. His crypt lies on the ground here in a thick sea of dust. No one has visited this place in several hundred years. The top of the lid is dusty but contains an outline of the person buried. Clearly this crypt belonged to a jester as the outline shows a jester's hat on the person.

Anyone opening this crypt will set off a trap. Gas will begin pouring into the room from the crypt and from hidden vents in the walls. This gas is paralyzing. Anyone failing a saving throw against paralyzation will be affected for one turn. During this time a magic mouth will appear on the south wall and begin screaming for help. This will bring a double chance of a random encounter during that time.

Crypt of Kian Howard

Kian is a Spectre and will rise once the lid is opened. He was never a popular person in court. He is still angry, to this day, at his ill treatment.

Spectre (1): AC 2; MV 15/30; HD 7+3; HP 41; # AT 1; Dmg 1-8; SA energy drain; SD +1 or better weapons to hit; Sd immune to sleep, charm, hold, cold, poison, paralysis; SD holy water does 2-8 damage; SD raise dead destroys a spectre unless it saves versus magic; AL LE; MM page 89.

17. Crypt of Dominik Ward, King and Eliza Ward, Queen

Both doors to this room are locked with extremely complicated locks (-50% penalty to lock pick attempt).

The coffins of the king and queen lie side by side in death. Dominik and Eliza were king and queen of a minor kingdom that once existed in this area. They died nearly 400 years ago during a war that engulfed this region.

Both coffins are trapped. If either lid is pried open, then both lids will explode outward, doing 6D6 damage to all in the room (save for one half). Rising out of these two crypts are a male and female vampire. The king and queen were both extremely evil at the time of their death and they caused the very war that destroyed their kingdom.

Coffin of Dominic Ward

Dominic Ward Vampire: AC 1; MV 12/18; HD 8+3; HP 57; # AT 1; dmg 5-10; SA energy drain two levels; SA 18/76; SD struck by only magical weapons; SA gaseous form at will; SA immune to sleep, charm, hold, poison and paralysis; SD regenerates 3 hit points per round; SD half damage

from cold and electricity; SD does not die at 0 hit points but instead turns gaseous; SA shape change at will into a large bat; SA charm gaze; SD summon 10-100 rats or bats to help; SD slain only be immersion in running water, exposure to direct sunlight or stake through the heart; SD holy water does 2-7 damage; AL CE. Dominic dabbled in magic during his lifetime and still retains his spell casting abilities as a 7th level magic user. He has the following spells memorized (and in a traveling spell book hidden in a secret compartment in this coffin): **shield, magic missile, ventriloquism, hold portal, mirror image, levitate, forget, lightning bolt, haste, confusion**. He wears a **necklace of strangulation** (which has no effect on him) and a ring of spell storing (Magic User Spells: **dimension door, knock, slow, fireball** all cast at 12th level). On his head is a golden crown circled with rubies worth 12500 gold pieces. At his side is a golden scepter decorated with fire opals worth 10000 gold pieces.

There is a secret compartment in the coffin with his spell book and a bone scroll tube. Inside the tube is a cursed scroll (reader is polymorphed into a monster of equal level and attacks anyone nearby).

Coffin of Eliza Ward

Eliza Ward, Vampire: AC 1; MV 12/18; HD 8+3; HP 57; # AT 1; dmg 5-10; SA energy drain two levels; SA 18/76; SD struck by only magical weapons; SA gaseous form at will; SA immune to sleep, charm, hold, poison and paralysis; SD half damage from cold and electricity; SD does not die at 0 hit points but instead turns gaseous; SA shape change at will into a large bat; SA charm gaze; SD summon 10-100 rats or bats to help; SD regenerates 3 hit points per round; SD slain only be immersion in running water, exposure to direct sunlight or stake through the heart; SD holy water does 2-7 damage; AL CE. She was once a priestess before ascending to the throne with her husband. She still retains spell casting abilities as a 9th level priestess. She has the following spells memorized: **command, protection from good, sanctuary, curse, silence 15' radius, hold person, know alignment, chant, dispel magic, prayer, continual darkness, detect lie, protection from good 10' radius, flame strike**. On her head is a golden crown circled by emeralds and diamonds worth 10000 gold pieces. Around her neck is a pearl necklace with a large black pearl center piece worth 7500 gold pieces. On her hand is a **ring of shooting stars**.

In a secret compartment in the south wall are: a golden orb with diamonds circling it worth 7500 gold pieces, a **potion of invisibility** and a **scarab of protection**.

Tactics

Both vampires will turn to gas and retreat to their alternate coffins in area 21 if they are defeated or reduced to 0 hit points in combat.

Dominic will cast haste upon his wife at some point during the combat so that she has double the chance to strike someone and drain two levels. If things go badly he will use the fireball spell in his ring knowing that he and his wife will survive the blast anyway. Eliza will use her flame strike in the room for exactly the same reason if things go badly knowing that she and Dominic

will survive the fire. Both are fully aware of the fear that adventurers have of being drained of energy levels and will use this ability to their advantage.

18. Crypt of Jasper Richardson, High Counselor to the King

The door to this crypt has been pried open from the area 8 side and is still locked from the area 17 side.

This crypt has been looted by grave robbers. The crypt was smashed open and pieces of it are all over the floor. Bits of bone and skull are also scattered on the ground here. There are signs that the crypt was trapped as there are three darts imbedded in the ceiling and wall. A faint blood trail leads toward the door to area 8.

19. Shrine

When Dominic and Emily were buried in this tomb they insisted on placing a shrine to their deity nearby. In this area is a defiled statue to that deity. It's head has been lopped off by a sword and holy water has been sprinkled all over it. A skull and a few bones lie in the corner of this room. These are the remains of Alastor (the Ghost from room 4). If returned to Alastor there is a 99% chance that he will appear during the battle in area 23 to help the party.

20. Crypt of Lord Holmes

The door to this room is locked.

Lord Holmes was a paladin who turned to evil. He was buried here after falling in battle supporting King Dominic and Queen Emily. He was captain of the guard and general of the army.

When this chamber is opened, he will be found sitting on his crypt, sharpening his sword.

Lord Holmes, Death Knight: AC -2; MV 12; HD 9; HP 74; # AT 1; Dmg by weapon (two handed sword +3/+5 versus paladins); SD cannot be turned or dispelled; SA 18/00 strength (+3 to hit and +6 to damage); SA generates fear in a 5' radius; SA at will can use the following spells or abilities: **create a wall of ice, detect magic, detect invisibility**; SA twice daily it can use the following abilities: **dispel magic, gate** in a demon type I (20%), type II (25%), type III (30%), type IV (20%) or type VI (5%) with a 75% chance of success; SA once daily it can use the following abilities: any **power word** spell, **symbol of pain/fear** and cast a 20 dice **fireball**; Speaks the following languages: common, chaotic evil, red dragon, hobgoblin, elvish, dwarf; Magic Resistance 75% (if a roll of 11 or lower is rolled then the spell is reflected at the caster; AL CE; MM page 23. In addition to his magical sword he also wears a **black helm** (see below) and pair of gold rings. These rings are both set with black sapphires and are worth 2750 each.

Black Helm of Chaos

This dark helm is an instrument of evil. Anyone wearing this helm must immediately make a

saving throw versus magic or change alignment to chaotic evil. A saving throw will need to be made each day it is worn. It confers a +2 bonus to the armor class of the person wearing it. The wearer of this helm is also given one other special ability: they can avoid taking damage from any one opponent once per day.

Crypt of Lord Holmes

The lid of his crypt is ajar. If the lid is pushed off the entire floor will drop ten feet. Everyone in the room will take 1D6 damage from this fall. The door will snap shut and lock. Gas will fill the room in 1-4 rounds. This gas is poisonous. Everyone in the room must make a saving throw or die in 1D6 rounds.

Inside the crypt is a **large tower shield +1,+4 versus missiles** and a dagger with a pommel studded with jade and tourmaline worth 2250 gold pieces.

21. Alternate Coffins of Dominic Ward and Emily Ward

The door to this chamber is locked and has had a wall created on the other side of the door to prevent entry. Cracks in the foundation of the tomb allow one in gaseous form to enter the room but penetrating the wall would be extremely difficult. This new wall is a foot thick.

Coffin of Dominic Ward

This coffin may contain Dominic if he has retreated here from area 17. Hidden inside the lid of this coffin is a **wand of fire** with 14 charges and a ring made of gold with a blue diamond center worth 5750 gold pieces.

Coffin of Emily Ward

This coffin may contain Emily if she has retreated here from area 17. Hidden inside of the lining of the coffin is a metal scroll tube with a scroll inside of it. This scroll has the following cleric spells on it: **symbol, conjure animals, commune**.

22. The Lair of Raven Darkmore

The stream leads down a tunnel towards areas 22- 23. This tunnel is only about four feet high at the highest point. Water runs from the stream towards area 23 and is about one foot deep. About two thirds of the way down the tunnel, a flicker of light can be seen, coming from area 22. Right about this point is a thin trip wire that will sound an alarm in area 22 alerting Raven Darkmore that visitors are approaching. He will then take measures to defend himself.

Once the chamber is reached light from an open fire can be seen near the south end of the cavern. Hiding in the shadows here are several of Raven Darkmore's assassins. They will continue hiding in the shadows until combat begins. They will then attempt to backstab anyone attacking their leader.

Elite Guards (Hiding in the Shadows)

Arlo Taylor, Assassin: A7: AC 2; HP 25; **long sword +1; leather armor +1; shield +1**; light crossbow; 20 bolts. S14 I12 W14 D17 C10 CH 9 AL NE. Hide in shadows percentage 36% Backstab is triple damage.

Agnes Black, Assassin: A10: AC 2; HP 32; **short sword +1** (coated with type B insinuative poison); leather armor; **shield +1**; long bow; **12 arrows +1**. S13 I16 W12 D18 C12 CH 12. AL CE. Hide in shadows percentage 59%. Backstab is quadruple damage.

Klomerkoort, Gnome, Assassin: A6: AC 4; HP 30; **spear +2**; three throwing daggers; leather armor; shield; S12 I13 W10 D17 C16 CH11 AL CE. Hide in shadows percentage 35%. Backstab is triple damage.

Mazoga, Female Half Orc, Assassin: A5; AC 3; HP 15; long sword; leather armor; shield; crossbow with **20 bolts +1**. S12 I13 W9 D18 C10 CH14 AL NE. Hide in shadows percentage 30%. Backstab is triple damage.

Chase James, Assassin: A8: AC 1; HP 31; **dagger +2**; long sword; **leather armor +1; shield +1**. S14 I13 W10 D18 C13 CH 10. Hide in shadows percentage 47%. Backstab is triple damage.

At the fire are a group of people. They are discussing plans for future operations of the guild. One of these people is dressed in black leather armor and wears a black hood. This is Raven Darkmore. Beside him is Elsa Clarke, high priestess of the guild and Benjamin Dixon, high vizier of the guild. Two men in black plate armor stand guard against the west wall. A large pool of water forms at area 23 from the water of the stream. The stream continues south down a low tunnel.

Raven Darkmore, Grandmaster of Assassins: A15: AC -2; HP 82; **dagger (ruin); leather armor +2; shield +3; Crossbow of Speed**; one **crossbow bolt of slaying** (fighter); 20 **crossbow bolts +3**. S17 I16 W12 D18 C16 CH 13. AL CE. He wears a **ring of warmth** and a **ring of free action**. Hide in shadows 95%.. Move silent 109%. Around his neck is a golden necklace with the same symbol that was on the door of the tomb. This is the symbol of the assassin guild. The chain around his neck is made of gold and the symbol is circled with diamonds. This necklace is worth 15000 gold pieces. He wears a black cape made from the finest silk with sable trimming. This is worth 2500 gold pieces. On his feet are **boots of elvenkind**.

Ruin

Ruin is a beautiful blade about nine inches long with a handle made from the finest leather. At the pommel is a large fire opal (5000 gold piece value).

Ruin is an intelligent dagger of venom. It is a +3 weapon contains 3 remaining doses of poison. The dagger's alignment is chaotic evil. It has an intelligence of 17. It can speak and communicate telepathically with it's owner. It detects invisible objects and people in a 1" radius. It detects

good in a 5" radius. It has the power to grant the wielder haste one time daily (with no aging). The dagger speaks kobold, chaotic evil and common. Its ego is 10. Anyone wielding this weapon must save versus magic each time it is held or shift one alignment closer to chaotic evil.

Elsa Clarke, High Priestess of the Guild: C12; AC -2 ;HP 55; **plate mail +1; shield +2; flail +3; ring of protection +1; S12 I10 W18 D13 C15 CH 13; AL CE.** Spells memorized: **curse, protection from good, sanctuary, cure light wounds, detect good, bless, know alignment, hold person, silence 15' radius, resist fire, chant, dispel magic, prayer, speak with dead, cure serious wounds, detect lie, protection from good 10' radius, cure critical wounds, flame strike, heal, harm.**

Benjamin Dixon, High Vizier of the Guild: MU13; AC 0; HP 24; **robe of eyes; staff of power** with 11 charges remaining; dagger; bracers of defense AC 3. S10 I18 W15 D17 C12 CH10 AL NE. Spells memorized (and in his traveling spell book): **charm person, magic missile, spider climb, shield, burning hands, rope trick, web, strength, mirror image, levitate, lightning bolt, fireball, slow, haste, phantasmal force, fear, confusion, ice storm, wall of ice, charm monster, teleport, passwall, feblemind, hold monster, conjure elemental, disintegrate.**

Guards in Platemail: F8: AC 3; HP 50 each; **halberd +1; plate mail; AL NE.** These guards are loyal to a fault and will fight to the death. 3 attacks/2 rounds.

Tactics

If things go badly Raven will attempt to escape via the stream tunnel heading south.

If Alerted

Benjamin Dixon will cast mirror image on Raven and haste on the two fighters. He will then cast conjure elemental and put a water elemental (using water from the pool in area 23) near the entrance to the cave.

Elsa will cast silence on the area near the mouth of the cave to affect any spellcasters moving into that area. She will cast chant in order to benefit her allies.

The two fighters will move towards the entry to the cave and wait for the intruders.

If Not Alerted

Dixon will cast mirror image on himself. Raven will hide in the shadows. The two fighters will advance. The assassins will try to backstab if they are successful hiding in the shadows. Elsa will cast a flame strike on the area at the cave opening. Dixon will wait until the melee is nearly over and then send a fireball towards the opening to the cave. Raven will try to backstab someone with **ruin**.

The stream leads to area 23 and beyond. The area at 23 is deeper than other parts of the stream and forms a pool which is about 13 feet deep. The water is clear and cool. Anyone inspecting closely along the edge near the south of the cavern may notice some ropes tied to rocks and leading off into the water. At the end of these ropes, within the water, are two water proof chests. Both are locked.

Chest #1: 5000 gold pieces, a golden statue of Tiamat with rubies for eyes worth 15000 gold pieces, a suit of **elfin chain mail +2**, a dwarf sized suit of **plate mail +2**.

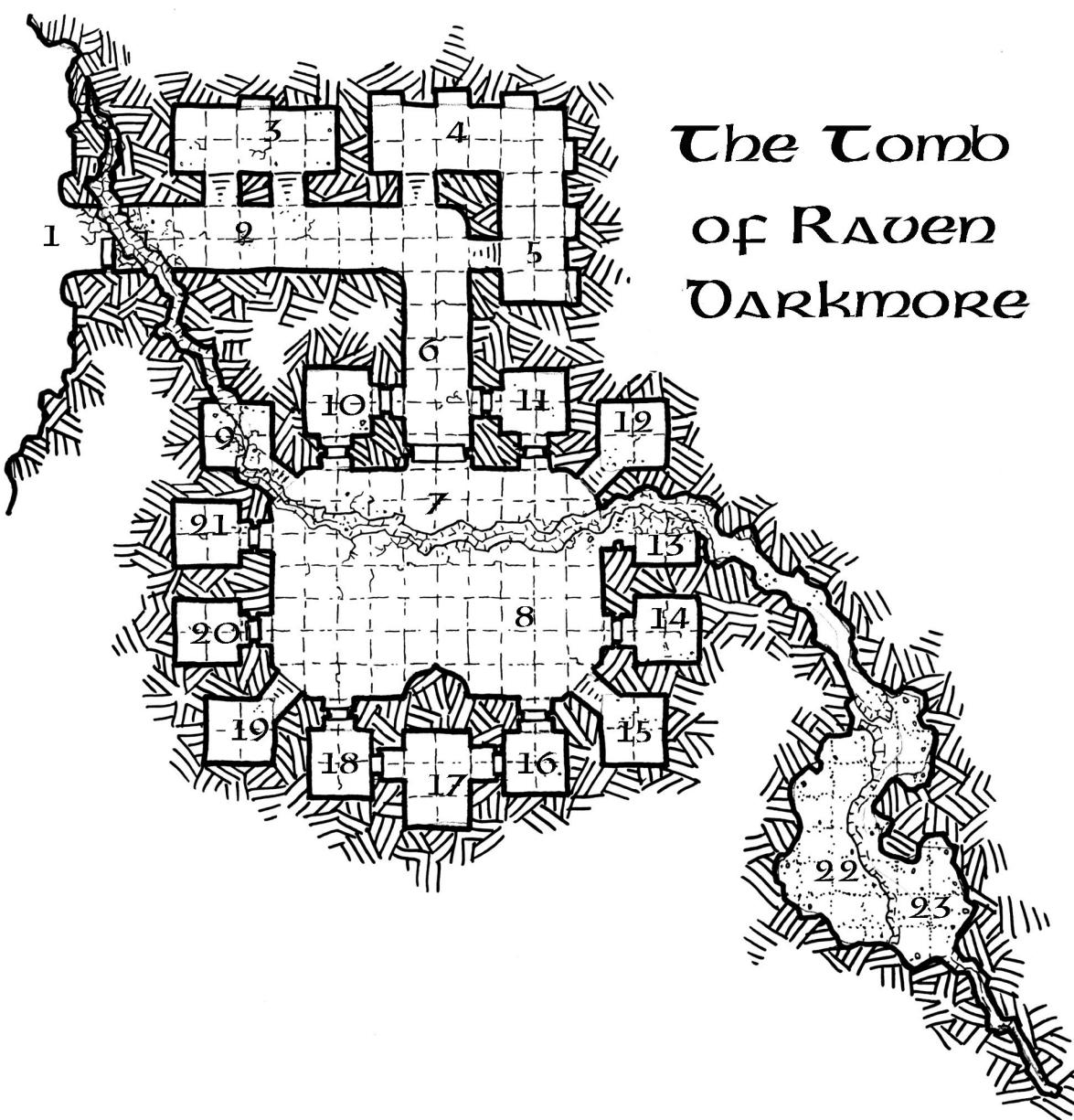
Chest #2: 4000 platinum pieces, an ivory statuette of a lawful good deity worth 1500 gold pieces, a small portrait of Emily Ward (Queen) worth 750 gold pieces, a finely polished oriental emerald worth 10000 gold pieces and a **long sword -2, cursed**.

The tunnel heads south from here and is four feet high at the highest point. The tunnel extends for another five hundred yards and ends at a covered pit in the woods.

DUNGEON MASTER NOTE

For purposes of this adventure I would advise the Dungeon Master to avoid using the assassination skill to eliminate player characters during combat. Technically the PHB would allow it on a surprise attack. I would stick with backstabs because with this many assassins in the dungeon it might seem a bit unfair to have so many instant kills. But suit yourself. It in your hands now.

Xander Burke, Thief: T8: AC 4; HP 36; **short sword +2/+3 versus magic using or enchanted creatures; leather armor +1**; AL CN. S12 I14 W13 D17 C15 CH10. Thief skills: PP 70 OL 67 F/RT 55 MS 67 HS 54 HN 25 CW 96 RL 40. Backstab triple damage. He has a **ring of invisibility** which he will use when the time is right to betray the party. It stays on a leather string around his neck (and hidden under his armor).



*The Tomb
of Raven
Darkmore*

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