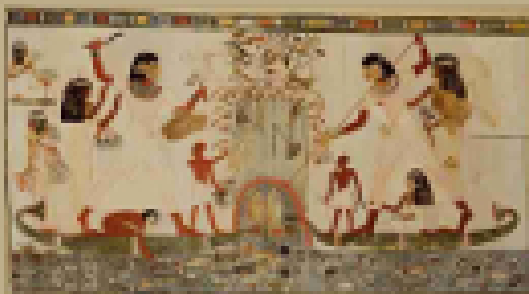


CATACOMBS OF DEATH

by re pinnell



Adventurers investigate a group of skeletons who mysteriously vanished from their village, leaving nothing behind but a few scattered bones. The party is given instructions about the cave and told they can reach the bottom if it is too high. During the journey, the party is told that the cave is the entrance to the "Catacombs of Death" and that the party must be careful not to enter the cave.

This adventure includes both wilderness and dungeon levels to explore, and comes with maps & handouts for the players.

EXPERT-COMPANION ADVENTURE

CATACOMBS OF DEATH

For Characters Levels 12 - 15

INTRODUCTION

This adventure is designed for characters at the upper range of the "Expert" levels of play--12 to 14. Players running demi-human types should have attained at least **Attack Rank C**, as provided in the Companion Manual of instructions, that their characters may be able to experience the adventure on a more or less equal footing with the human types.

This is a potentially deadly scenario. Though it is not overflowing with encounters, those presented will be more than a comfortable challenge, even for groups of these levels. You're the DM-- its arbiter. As such, do not let it destroy your players' excitement and fun by laying waste to their characters through unfortunate rolls of the dice. Be as fair as possible, letting the chips fall where they may only if players persist in having their characters take foolish actions, and/or ignore potentially dangerous signs. That is not to say that, even when they are doing everything *right*, that death might not befall one or more of their group. Such a thing (or things) might occur, and you must adjudicate the circumstances and results of such things.

Characters of the levels mentioned are likely to have an arsenal of magic weapons, armor, and items for their use. It is up to you to disallow the inclusion of such items, should the obtaining and/or possession of such be *suspect*, and not of your own dispensation. In some cases you may simply inform the player that the item his/her character intends to use, is not responding. Use your common sense and DM experience when dealing with this aspect of the adventuring group of players.

Notes for the DM

This scenario can be run with most (if not all) fantasy role-playing/medieval game rules. That is to say, you can likely employ what are known as "classic" or "advanced" game mechanics; rules from companies other than TSR might need more tweaking, but can still be used. Since it is written with the Mentzer manuals in mind, use of that system will provide an easier handling of the material to follow.

Your role as the DM is to conduct the players, via their characters, through *this* scenario. **This is not a sandbox setting; borderless and freewheeling.** It is expected that the player-characters will explore the dungeons provided, for the reasons revealed in the text. If you need more incentive to keep them there, then it is up to you to create such. Should your players get bored and wish to exit the scenario and go in search of other things, then, stop the adventure. Put it aside until your players are ready and willing to spend the needed time and energy to complete the module.

The terminology used carries the expectation that you are fluent in the mechanics of the game and able to implement them. It does not include definitions of every aspect of the game, nor of all the rules found in the various available manuals. You are expected to have such materials in order to run this adventure; if you do not, doing so may prove difficult.

This adventure includes encounter matrixes, maps and pre-rolled characters should the players lack one of the necessary level.

BACKGROUND (Ye ole' Plot)

Years ago, when the characters were younger, full of ambition and desire to develop their skills and powers, their explorations took them to many forsaken places and dungeons. It was during one such expedition a member of their party happened to come across a bit of treasure and not tell the others. So enchanted was she by its luster and an overpowering sensation to keep it for herself, the thief hid the item away in her pouch and never told the others what she had found.

Not long after having found the item the thief began to act--different. She secluded herself from the others whenever they returned to a town or village after an adventure. To everyone's surprise, when plans to begin a new expedition arose the thief sent a message informing them she would not be going with them. Saddened and perplexed, the others imagined an array of reasons but, in the end, decided it best to respect her wishes, and found a replacement before heading off. They never saw or heard from her again.

Many years passed, and the surviving members of that adventuring group each went on to achieve a status within his or her profession, and a place of comfort within their chosen communities. A few retired, content to reap the benefits of all those years of exploring; others became scholars, and mentors to those that sought them out in their own desire to adventure.

Now it is, that a mysterious note reaches each of these former comrades. Arriving by strange means--a crow bearing a parchment attached to its claw, or to the tail of a black cat, or to the shaft of an arrow that appears out of nowhere, striking a nearby wall--the message is delivered. To each recipient shock and recognition explode simultaneously--it is from Eluvia!

To each of them, the fighter, cleric, mage, dwarf, elf and hobbit, an image from long ago begins to emerge from the depths of their memories. Eluvia!

The pale, thin, auburn-haired girl they use to tease, and treat as their own sister. Eluvia, who had opened locked doors that they could not, climbed walls with a skill beyond their own, and virtually disappeared from sight when lurking in the shadows. Eluvia, who had laughed at their boyish jokes and drank ale with all of them. Eluvia, who had changed, somehow, after one harrowing expedition--was alive! Eluvia! But where was she? What had she been doing all these years? The message would explain.

At this point you should allow the players to read the following message. (Note that while it is addressed to all of them as a group, each received his or her own copy by a means earlier described.)

Dear Friends--

I hope that this note finds you all comfortable and well...my soul depends upon it!

I am sorry for abandoning you so long ago. I owe you an explanation, no doubt. But time is of the essence, and such will have to wait until we meet.

What I can tell you is that once long ago, during one of our adventures, I withheld from you a piece of treasure we found. My lust for coveting the bauble has resulted in my ruin ever since.

Now, I must somehow rid myself of "it", for it is an evil thing, altogether. I have consulted with a wise and learned Sage, and he informs me that I must destroy the thing. I cannot do it alone. I need your help; that is why I contact you now.

But it is a dangerous thing I seek to do. Agents and minions of the thing follow me as I try to avoid them. I am now being hidden by the holy men of an ancient tribe--friends of the Sage--and from here I must enter the nearby catacombs where the means to destroy the thing is said to be.

Please, help me. Attached is a map to the jungle forest. Follow the trail to the village, where I will be waiting. But be careful, the enemy's minions are likely to be looking for me as well and may already be near.

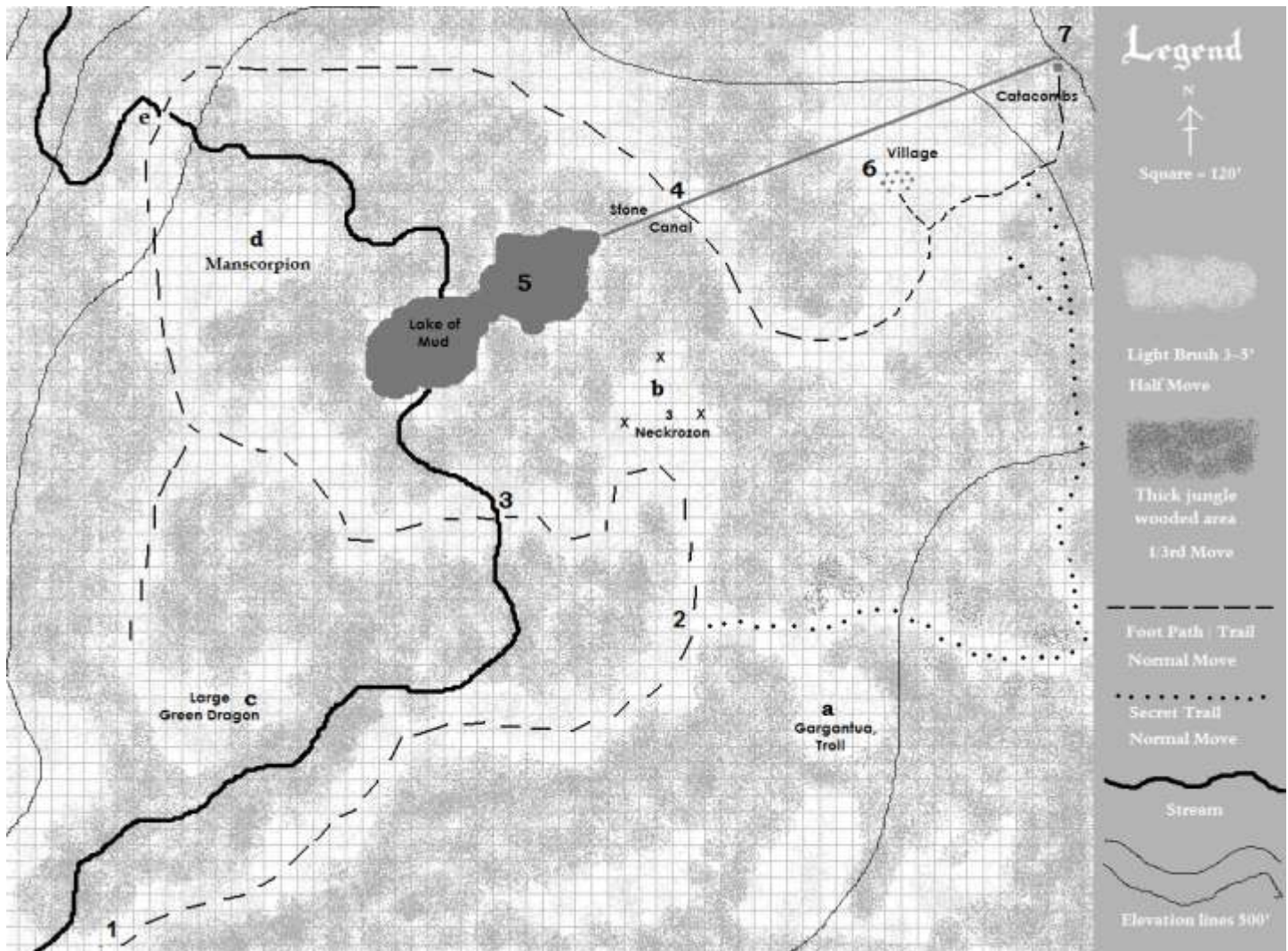
I know it is asking a lot. I cannot think of anyone else who I would dare ask of such. I only hope you have not forgotten me. I can only hope you can forgive me.

Please, come.

Eluvia (signed)

(This appears later as a handout for the players.)

DM'S MAP OF THE WILDERNESS



GETTING STARTED

Once the players realize the scope of their mission you may allow them time to organize their group for the task ahead; equipping themselves and getting spells ready and so on.

It is not necessary that they spend any of their available playing time journeying to this jungle location unless you wish to implement some kind of activity/encounters before they reach it. Otherwise, simply allow them to begin at area 1, at a time of their choosing.

The following conditions exist regarding this jungle:

(1) flying over it will not reveal anything; a thick canopy prevents seeing anything on the ground below—even the trails.

(2) it is impossible to walk up the stream; its bottom is a thick, silt mud that will quickly suck anyone attempting to down to their death. (If anyone tries doing this, use whatever mechanics you wish to deal with the issue—which may include the rescue of those involved.)

(3) staying on the trail does not attract encounters with any monster-creatures; those shown on the map above are met only *off-trail*.

(4) various encounters are automatic in the thick jungle areas. (See chart to follow)

Automatic Events/Thick Jungle-woods

Immediately upon entering the thick jungle woods as shown on the map the group will be met by one of the following: (1) a creature, or (2) event. Once /if resolved, continuing to move through these areas will continue to generate such a result for every 3 Turns spent negotiating the dense foliage.

Random Creature Encounter table

1-6.	6 Spectral Hounds (CM36)
7-10.	1 Slug, Giant (M38)*
11.	1 Revenant CM37)
12.	10 Sasquatch (M38)**

Spectral Hounds appear as ghostly, translucent dogs with black eyes like formless pools. These are minions Eluvia described in her message.

The *Giant Slug* is a wilderness variety, but otherwise identical to its dungeon cousin.

Revenants appear similar to zombies; only quicker. It, too is a minion Eluvia mentioned.

The *Sasquatch* are tall, ape-like creatures.

Each creature above can be found in manuals of the Mentzer set. CM stands for Companion, and M for Masters; the page # being each location therein. You should determine all hp and other matters regarding these creatures before the game even begins.

Roll a d12 to determine which creature appears.

* This creature will only attack the characters if it is surprised by or attacked by them first.

** The Sasquatch will attempt to guide characters back to the trails, knowing the woods are not safe for wandering about in. They will defend themselves if attacked, only.

Random Event table

1-6.	Heavy branch falls doing 3d8 damage.*
7-9.	Character steps into pit-trap.**
10.	Character trips net/ spring-snare.***
11.	Deadfall trap does 4d8 damage.*
12.	Noxious gas cloud erupts from ground****

Roll a d12 to determine what Event might occur.

* Determine a character/target randomly. Either a weak limb has suddenly given way, or some kind of device has been triggered to strike at the location where the victim stands.

** A small 1'Wx1L'x2'D pit is set with 1-3 wood spikes. Each spike, doing 1d6 damage, is coated with a toxic substance requiring a Save vs. Poison for each spike; failing any one results in the victim becoming infected with a internal disease. Curable only by a **Cure-all** or **Heal** spell; the former being a L6 cleric spell, and the latter a L9 magic-user one. Those infected will suffer a debilitating deterioration of their muscles, causing a loss of 1 point of Dexterity per day for a span of 1d6+6 days; unless their Dexterity reaches 3 before then, at which point it stops automatically. (Note, you should make sure that your players with high enough level clerics are aware of the Level 6 cleric spell list found in the Companion manual.) Should a character reach 3 Dexterity before a spell is cast to counter the effect, then only a Wish will restore the lost ability score.

*** The net/spring snare is either one, determined as you desire. A Net roughly 20'x20' made of rope vines will drop down upon the area catching beneath a random number of beings or creatures, trapping them there like a "Web" spell. You may allow the characters a chance to avoid being caught by rolling their Dexterity scores or less; those that do managed to dodge aside at the last moment. The snare trap will entangle the ankle of only one of the characters--which you should determine randomly. Once snagged, the victim will be lifted up into the air where s/he will dangle upside down until freed.

**** From time to time the ground will be breached by toxic fumes rising up from below. The surface area involved is either 4'x4', 6'x6', 8'x8', 10'x10' or 12'x12' square(round if you wish). These form into a noxious cloud that, when inhaled, is poisonous to any living thing. Anyone caught in such an event must make a Save vs. Poison or suffer the damage caused by the inhaled poison fumes: 4d6, 6d6, 8d6, 10d6 or 12d6--or half if the save succeeds. This gas rises quickly and dissipates once it is above tree level.

Set Encounters--Wilderness

In addition to those previously described, it is possible that the characters will enter an open area off the trail (a-b-c-d) where certain creatures have recently taken up residence. These creature are often found in jungle-forest settings but, because of the unusual nature of this particular location, each actually varies slightly from its usual type (See text to follow).

1. Characters enter the jungle-woods here. They will immediately feel the warmer, humid air going into their lungs with each breath. It is thicker than the air outside the reach of the forest canopy, and also dimmer; for every 120' ventured deeper into the jungle the light grows fainter, until--or by the time--they reach area (3) when it will appear as if it is dusk at midday. (Use this condition to implement any particular handicaps or penalties upon the characters as you desire. Or ignore it.)

2. It should take approximately 24 Turns to reach this spot along the trail. The party should rest after each 3 Turns of movement, at which time you may have them be assaulted by minor annoyances such as swarms of insects, unusual smells and/or sounds; nothing harmful, but enough to keep them thinking if something else is going on than what it is. Also, it is suggested that you randomly contact a character mentally with messages from Eluvia. For you now know, and they do not, that she is dead! But her spirit continues to aide them as much as it can. These messages should not reveal her demise, but be cryptic, or warning. Use the following, and make up your own to personalize her relationship with each character contacted.

1. Please, hurry. I fear the enemy is nearby and knows where I am hiding.
2. Among you all I always felt a kind of spark between you and I that the others did not share.
3. There is a shorter way east that is hidden. But it is guarded and surely dangerous.
4. There are monsters off the trail. Be careful.
5. The villagers have been good to me. You can trust them.

Make up any other message you feel Eluvia might attempt to "send" to the characters, but not the fact that she is dead.

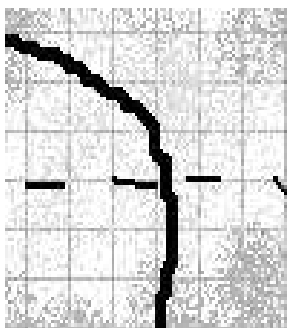
While other things might persist to annoy them when they stop to rest, messages from Eluvia will cease once they cross the stream at (3).

Also found at this location is a secret trail heading east. It can be found by elves according to their *Detect Secret Doors* ability. Following this will take the characters to the village in a shorter time (see previous map). It heads east then turns north, and eventually forks; either one leading back to the main trail, and in sight of the village to the west.

2a. There is a 4 in 6 chance that they will be spotted along the secret trail by a **Troll, Gargantuan**. Having 204 hp and regenerating 12 hp/round, this creature is capable of destroying the party. Experienced players will recognize the creature and should be able to form a group effort to defeat it. Or outrun it, at least. See X/CM manuals regarding this creature.

2b. North of where the trail bends into an arc and heads west is a pack of 3 **Neckrozon** (hp 42, 40, 38). They will attack anything they see moving along the trail on a 3 in 6 chance. See M manual for details.

3. Flowing south from a muddy lake to the north the characters must cross a flowing stream here of sludge 50' wide. Though it is only 15' at its deepest--a narrow 10' band that runs down its center--thick flowing silt moves steadily(and strongly) south right up to its banks. Once the stream exits the jungle-forest the silt settles to the bottom as the stream becomes a river and narrows to 35'. Entering the stream is like walking into quicksand. There is no way to physically walk across it without magical means, thus some type of floating vessel must be employed, unless the characters have the ability to fly across. **Stilts will not work!** You should create whatever penalties--the maximum resulting in death!--needed to implement, should characters attempt to walk or swim across this feature. A boat of some kind will easily transport the group across, if it is launched upstream of where they wish to end up.



Examination of the area (map above) shows that only 6 squares of the stream are breech able; the deep jungle-forest being to the north and south. Since the surface sludge moves at a rate of 1 square per turn, to get across the group must be expedient. Complicating this is the fact that the viscosity of the silt is not consistent, and the time needed to cross can vary between 1 to 4 turns.

Should they attempt to float atop the surface, be prepared to do some linear calculating when the players' characters cross. In addition, any kind of movement at all upon or through the stream is likely to attract an encounter with a **Mud Golem** (48 hp). Summoned by an evil attempting to locate Eluvia, the creature will launch itself against and attack any human or demi-human. If destroyed, another will appear in 12 hours to replace it.

3c. The trail splits with a branch veering south until it reaches this location. Nestled herein is a **Green Dragon, Large--**, recently arrived at the jungle. It can be avoided should the party retreat upon detecting its presence. But once it is attacked or disturbed it will respond in like. It has 96 hp and casts 4 first, 4 second, and 3 third level spells as follows:

- L1: Charm Person--Magic Missile x2--Sleep
- L2: ESP--Mirror Image--Web x2
- L3: Fire Ball--Lightning Bolt--Invisibility 10' radius

Its bite does 3d8+4 damage, while its 2 claws do 1d8+1 each. If you wish to include more mechanics for it to implement, consult the CM p.29-31 for those and all other pertinent information about this creature.

3d. Unable to cross the stream to the north or east, a strange creature is skulking about this location trying to figure out how to. Sent by evil powers seeking to find Eluvia, this, bizarre man-creature is frustrated to say the least. There is a 2 in 6 chance it will spot the characters following the trail during the day, and 4 in 6 at night if illuminating devices are used by the group. In either case, it will attack ferociously, giving no quarter. The creature is an elite **Manscorpion**; meaning it is also a 13th level cleric. Having 50 hp, the creature's poison and spell ability make it a dangerous foe. Consult the CM manual p.34 for more details regarding it. Use the following spell list:

- L1: Cure Light Wounds x3--Detect Magic--Resist Cold
- L2: Blight--Hold Person x2--Resist Fire--Silence 15' radius
- L3: Cause Disease--Curse x2--Striking
- L4: Cure Serious Wounds x2--Dispel Magic
- L5: Commune--Finger of Death
- L6: Speak with Monsters--Word of Recall

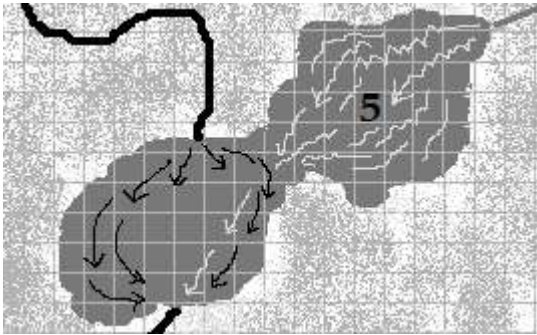
If it is defeated, immobilized but not destroyed, it will yield no information to interrogation other than it is the minion of a powerful evil, sent to find a girl and destroy her. (It does not know Eluvia is, in fact, already dead.)

3e. The stream at this location is not full of muddy silt, but is rather deep and moving much quicker than the crossing to the southeast(3). Too deep to walk across, and too swift to swim through or boat over without some kind of magical assistance, the party will need to figure out the means to traverse the impeding span somehow.

4. The trail passes beneath a stone aqueduct at this location. Built in a degrading slope going from NE to SW, the underpass here where the trail dissects it is only 6' in height; arched columns spaced roughly 30' apart support the actual flue through which a muddy silt slides; this sludge comes from within the mountains to the northeast, to be deposited in a lake to the southwest (5). This device is maintained by the villagers of the jungle, but for what reason is not apparent.

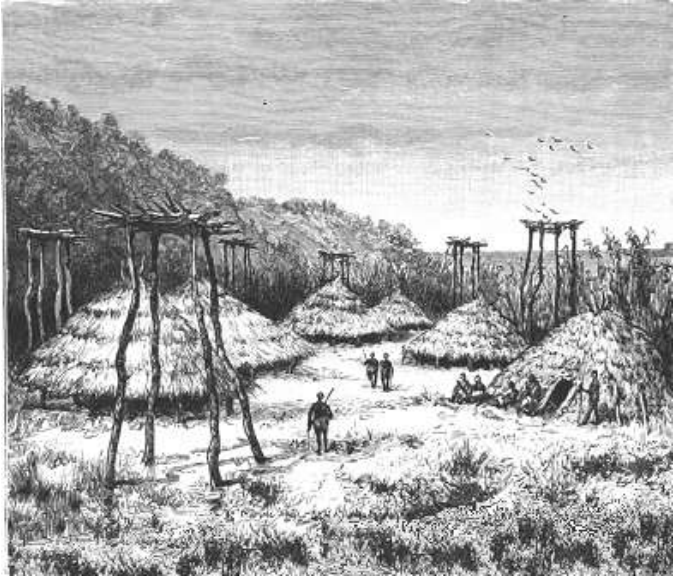
5. Stretching from northeast to southwest, a figure eight-shaped lake at this location holds the secret to Eluvia's quest. The northeast half is the depository of a constant flow of mud from deep within the mountains to the east; the southwestern half being somewhat clearer, as a river from the north empties into it, and exits out the south bank. The aqueduct conducting the muddy flow was built long ago by the ancestors of the village folk; the descendents maintain it to this day, though they have long forgotten why their ancestors created the device.

How this unusual feature figures into the plot will be revealed later. For now, the characters should note only that creatures do not approach the northeast part of the lake at all. Should they prod or probe it themselves they will be immediately struck with a heavy feeling, surrounding them, warning them not to molest the feature. They will sense a kind of consciousness, benevolent, and powerful. Should a character attempt to take any action that might appear to defile the lake, a long (30' to 60') pseudo-pod of mud will reach out and strike at the offender. Such tendrils range from 8 to 16 HD for attack purposes, doing 1d12 damage +1 per HD. These defenders are treated as AC0, though only +4 or better magic weapons can harm them. Spells of 4th level or less have no affect on them, and of those remaining, only spells that will directly impact an Elemental are useable. If the offense is extreme, the tendril will grab the offender and take him immediately into the lake, and to his death! his body never to be seen again. (There is no save against this action.)



To repeat(the previously underlined): Make sure the players sense the folly of molesting this feature. Give them ample warning!

6. **SHAKA-RU** The jungle village. A sub-Saharan type



of people reside at this location. The name of it means, "the People of Ru". They are what would be thought of as typical jungle tribes folk. (For the purpose of this scenario, use the general guidelines found in B34 regarding **Neanderthals** in respect to the general population.

Comprised of 125 members plus a Shaman, the villagers are primarily hunter-gatherers; they do not farm. 45 males, 60 females and 20 young inhabit the village, broken down into the following age categories:

Males	Females	Young
3x 40-45 years	7x 40-45 years	2x 11-15 years(m)
6x 35-40 years	7x 35-40 years	2x 11-15 years(f)
6x 30-35 years	13x 30-35 years	4x 6-10 years(m)
10x 25-30 years	13x 25-30 years	4x 6-10 years(f)
10x 20-25 years	10x 20-25 years	4x 1-5 years(m)
10x 15-20 years	10x 15-20 years	4x 1-5 years(f)

The leader, a L4 shaman, and the 3 eldest males are the "elders" of the tribe. They constitute the legal body that rules the village; with the shaman, Babutu being supreme authority in religious issues.

Babutu is the eldest of the elder males in the tribe. It's likely he is in his 90s; but he is spry and limber and moves and acts with the youth of middle-age. While he has the powers of a L4 cleric, being a Shaman, he can only cast 2 first and 1 second level spell per day; but his spell list is restricted to the following:

1st Level Spells	Found in manual& page #
Cure Light Wounds	B26, X5*
Detect Magic	B26
Light	B26, X5*
Protection from Evil	B27

2nd Level Spells

Bless	X5
Hold Person	X5
Snake Charm	X6
Speak with Animals	X6

* The double listing is provided because uses of the noted spell are expanded in the Expert manual.



Babutu has 20 hp, but otherwise follows the AC, Move and other stats noted in the manual under **Neanderthals**; do not treat him as a 6HD giant type "leader".

Though he is weak in spell use compared to the characters, he possesses a **Snake Staff** and **Ring of Water Walking**; both given to him by Eluvia after she returned from one of her trips to the catacombs. He uses these to augment his spell powers and keep the villagers in awe of him.

The 3 elder males are named, **Cebota**, **Kokoru**, and **Machewa**. Each has 2 hd (hp in order: 9, 7, 10) but all are old and do not wear armor or use a shield or weapon; however they do carry or wear a ceremonial version of the latter as a sort of symbol of rank.

The general population of Shaka-Ru is non-war like. They are a peaceful people, capable of defending themselves against most of the jungle threats when such arise. All members from the age of 11 on learn the use of the stone knife; this is applied to normal, everyday tasks such as the skinning and slicing of food. Those of ages 15 and up are trained to use the short bow or sling; the former for males and latter for females. Adult males initiated into the Za-Ru cult are also trained in the use of the short spear. These males also gain the benefit of shields that are decorated with symbols of their rank.

The tribe resides in 7 huts as shown on the large, wilderness map. The shaman, Babutu resides in the Council hut, which is a combination temple and community center. The rest are distributed among the 6 remaining huts according to rank. Note: you should pre-determine this culture and its daily activities as you see fit if you wish to have such be an integral part of the adventure, and plan to expand the module to include additional scenarios for the player-characters.

Upon Reaching the Village

The characters will be greeted by the tribes folk and Babutu with enthusiasm, for they have been awaiting the arrival of the outsiders for weeks. To make communication easier, consider Babutu as being fluent in the Common tongue.

It is possible to spend a lot of time having the villagers greet and interact with the characters upon their arrival. Just communicating with the tribe folk would slow things dramatically--save for the one villager able to speak directly to them. And if such is along the lines of your style of refereeing, then by all means, incorporate that as you like.

For swifter play and exposition, it is recommended that you apply the following: the *brief*, and the scroll.

The Brief (For You)

As revealed earlier, Eluvia had stolen a treasure and kept it hidden from her companions. After years of possessing it, the item brought her misery and suffering she had never anticipated. Wanting to rid herself of it, she consulted a hermit-sage who informed her that the item was an evil artifact. In order to be rid of it, she would have to travel to the temple from which it sprung, then bury it and the entire temple within the earth, incased in mud if possible. Though not truly understanding the whole of what the sage advised her, she set her mind to the task after he provided information regarding the temple's location.

After weeks of searching, Eluvia located the jungle village and was befriended by Babutu and the tribe folk. At first she resisted informing the shaman of her mission, afraid that he and his people would chase her away. But knowing she might need to call on them should her quest go wrong, she explained her reason for appearing at the village. Babutu was visibly shaken by her disclosure, but agreed to help her if he could.

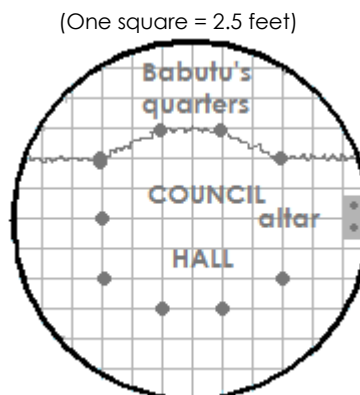
It was then that Eluvia began her journeys to the catacombs. Her first attempt at locating the temple failed, and she barely escaped with her life from the dungeons. It was after her second attempt also failed that she decided to attempt contacting her former comrades, asking their assistance. Along with those letters, she wrote a scroll to all of them and instructed Babutu to present it to her former friends upon their arrival, should she not return from her next foray to the catacombs.

Her third try was the last, for during it she was assaulted by a monster that left deep and festering wounds within her. It was from these that she eventually died (mummy rot!)

Unable to prevent her death, Babutu was deeply saddened by her passing. With the elder council in agreement, the village gave Eluvia a proper burial. And placed within a sarcophagus fitting her status, she was taken to the lake of mud and lowered into its depths. But the old shaman, following Eluvia's instructions, made sure to remove the cursed artifact from around her neck and keep it safe until her friends appeared. And it is this (shown around his neck in the illustration) along with the scroll that he will present to them when they arrive.

When the characters enter the village they will be surrounded by tribe folk, filled with smiling faces and cheery vocalizations unfamiliar to them. In 1 to 2 rounds Babutu will arrive, profusely overjoyed with their presence. He will attempt to hurriedly guide them to the council hut, where--he says--he will explain everything to them.

Only Babutu and the 3 elder tribes men will enter the hut with the characters. Straw mats scattered around the center of the main hall are obviously meant for sitting. Babutu will gesture for them to do the same as he and the others squat down upon the mats.



1 to 3 turns after everyone is seated, four tribe women will enter carrying baskets and trays of food and water. They will put these down among the seated men and quickly depart.

But Babutu will begin speaking immediately as everyone begins to sit. You can elaborate on this conversation--adlibbing if necessary--if you wish to expand its content into precise language. To make this swifter, the following points are ones Babutu will convey, in random order if you like, informing the characters about Eluvia, and all that has happened since her arrival.

1. Eluvia arrived 3 full moons ago, on a mysterious quest. Babutu was immediately taken by the girl, and soon looked upon her as a kind of--step daughter.

2. Almost at once she began exploring to the east, following an ancient trail that had long been abandoned by the tribe folk on orders of the reigning shaman. Generations have passed with each such elder passing the instruction forward; Babutu does not know what the trail leads to, only that his people should not follow it.

3. Before her last exploration east, she spent an evening writing upon several scrolls, asking that some of them be taken out of the jungle to the nearest habitation of the white man; these were the letters the characters received. She then gave the last scroll to Babutu, to give to her friends, should they ever arrive.

4. She returned from her last expedition, wounded, and on death's door. There was nothing Babutu could do to save the girl. After she expired, they bathed her body and dressed her in fresh clothes, placed her in a casket, then took her to the lake of mud where she was returned to the land. She was prayed over in the name of **MARU**, their creator.

Once all the preceding information has been given to the player-characters, you may have Babutu present to them the scroll. Once they read it, he will hand over the necklace.

The Scroll (See handouts for the Players)*

Dear Friends--

If you are reading this* then my last attempt to get rid of the evil that has plagued me these past many years has failed, and I am dead. But perhaps it is not too late, since you have reached the village. You must destroy the cursed thing. If not, then I fear someone else will fall under its enchantment, and use its dark powers.

Long ago, during our last adventure together, I came across a treasure that I did not inform you of. Being a woman, and it being a necklace, I thought you might not be too annoyed by my action, as it seemed a, plain little thing.

But it soon became much more than that. I quickly found myself obsessed with it. After a short while, I could not bring myself to remove it for even small periods of time, for it gave to me wondrous powers. I found myself able to heal wounds on others or myself, to block my mind from mental inquiries, and that at times I felt protected from all creatures. It also improved my ability to open locks and devices. Greatest of all, I found I could depart this world, and journey to another realm...another plane of existence. But it also brought me much despair. I became reclusive, losing all my means of support. It drained me, physically, spiritually, mentally.

With the last of my will I contacted the sage, Morbius, who was able to identify the thing for what it is. Evil! And he was able to instruct me as to its destruction. In order to accomplish this, I needed to find the village--which I did--and locate, in the nearby hills, the ancient catacombs of a long forgotten race of beings. Which I did. But, I obviously failed to destroy the object.

According to Morbius, there is a chamber beyond some steps rising out of the mud. Within the chamber is a stone figure; The *thing* must be draped upon it, then entirely buried in mud. Why, I do not know, and he did not say. But, at least I did locate the catacombs, and there seems to be one level below the main one that I was able to explore. I have sketched a crude map to accompany this scroll, to assist you. Please, take the necklace and destroy it, before it destroys anyone else...as it did me. Do not keep it! None of you!

Babutu is a good man, and he will help you all he can.

Good luck, my friends. I hope you succeed, and that, someday you may forgive me for what I have done.

Eluvia

*(or) You may have the shaman read the scroll to the characters. In either case, once the scroll is read Babutu will hand them necklace and Eluvia's catacomb map; guiding the artifact, if he can, towards a clerical type.

At this point, the players are now in the position of deciding what to do. Clearly, your goal is to get them to continue the quest, but they may have other plans; including keeping the artifact. How you deal with this is up to you. If they are *stumped* what to do next, you may have Babutu suggest to them that once they find the stone figure they take it and the necklace to the mud lake to bury them; thus entrapping the artifact.

7. The Catacombs (See next section)

The Catacombs of Death

Quick Historical Glimpse of the Catacombs

The Catacombs is an underground complex of three dungeon levels. The history behind them has been lost in antiquity, and not even Babutu knows of the original makers nor their intentions for building them.

For your own knowledge, the catacombs began as a Temple (level 1) to the Earth God MARU. The ancestors of the current villagers to the west were a farming culture, and kept the jungle back from the rich soils they cultivated with the aid of their deity and its minions. Disputes over the roles of the shaman of MARU and the village royalty led to a schism that resulted in a war that nearly destroyed the village folk.

This sent the clergy into hiding within their temple retreat where they quickly became decadent, descending into grotesque and violent rituals as a means of survival. Until eventually, they abandoned their physical bodies, seeking life beyond the "living." In the centuries since, the village has lacked the power to stop the encroaching jungle.

For this adventure, the catacombs simply serve as the environment in which Eluvia met her end, and the characters must negotiate in order to complete the quest.

The Catacombs

The original caves of the complex were expanded and dug to form their current shapes. Walls built out of stone blocks were erected and reinforced with buttresses. Ceiling heights run from 8' in the smaller chambers to 12' in larger ones; exceptions can be found in chambers 2/16, 3/17, 8-9, 11 and 12.

The walls, floor and ceilings will have sporadic clumps of growth appearing; mossy grasses and/or fungus protruding from the earth beyond. This will be wet, and contribute to the heavy, thick moist air within the complex.



Entrance to the catacombs is through a single opening in the side of the hill. (See Wilderness Map for location thereof.) A long flight of stone steps quickly descends into the pitch black below.

After every 3 Turns the characters expend there is a 1 in d6 chance that a random encounter will occur. Consult the following table to determine what such might be.

RANDOM ENCOUNTERS

Die Roll	Creature Type Encountered
2-3	WIGHT (1-4) B39
4-6	ANT, GIANT (2-24) B25
7-9	SCORPION, GIANT (1-8) X55
10	GRAY OOZE (1) B31
11	MUMMY (1-2) X54
12	SPIDER, BLACK WIDOW (1-2) B38

The letters B-X denote the dungeon master's manuals and the # the page therein where you will find complete info regarding the creatures shown above. You will have to provide the hp for all such encounters. If characters are *wading through* these encounters, you may increase the number of creatures given.

DUNGEON LEVEL 1

1. ENTRY CHAMBER

A 10' wide walkway runs completely around the perimeter of this room. Most of it is taken up by a large pool of warm, steaming mud; stone columns rising from within support the ceiling high above. Within the pool, isolated from its own race deep within the hills, is a KOPRU (64hp). It is old, and longs for death having been separated from its kind for over a century. (Details of the creature will be found in the appendix following the text. Or, you can consult Expert Adventure X-1 **Isle of Dread**.) It knows the history of the village folk, and will divulge such if characters can figure out how to speak to it and convince it to reveal what it knows.

The mud pool is 6' deep, and scattered across its floor lie 8000 PP, and 3 metal containers. Each of the containers holds a potion (#1: **Agility**; #2 **ESP**; #3 **Fortitude**). If the characters can figure out a way to search through the mud, they can easily retrieve 300-1300 per turn spent; completely emptying the pool will reveal the coins and containers as muddy clumps. (Potions are explained in the CM manual.)

Two square devices in the north floor of the walkway will open the doors in the walls at **a** and **b**; note, similar devices are on the north side of the walls beneath the letters as well.

2/16. OCTAGONAL CHAMBER

Inspection of the lower part of this chamber (2) will reveal it to be filled with stone posts and columns. The posts are smaller (1' diameter) and support a network of planks 15' above the floor (see diagram at 16). The columns are 2' across and reach the same height as the planks. The "walkway" created by the planks appears to allow passage from south to north/north to south, as it seems to be entering tunnels (above) at these locations.

Upon entering the chamber the characters will immediately encounter (2-8) **Giant Ants**. These creatures will attack immediately and, for each round thereafter, 2 to 8 more will appear from the holes in the walls leading to their lair (g-k). A total of 60 such creatures reside within their lair, which is littered with bones and copper pieces (5,000).

If characters spend 3 rounds looking up at the plank walkway above, there is a 3 in 6 chance that they will spot the rotten wood at area 'X' (See level 1 blue map, and area 16 text regarding this.)

3/17. OCTAGONAL CHAMBER

Atop the planks 15' above in this chamber (3) are 6 **Crab Spiders**. They will surprise intruders on a roll of 4 in d6, and ravenously attack until they are all destroyed. There is no treasure in this chamber.

4. ODD SHAPED ROOM

A small square device in the floor will open the door in the west wall where indicated; beneath the (c) on the other side is a similar device for operating the door from that side. You may roll for a random encounter to occur here if you wish; or place one of your own design.

5. BATHING POOL ROOM

Directly west of the entry door is a pool in the floor. This is 3' deep and filled with warm, semi-clean water. Terrace ledges 4' above look down upon this on the north and south side, having a short flight of steps leading up to them at the west end of the terrace. The western section of this chamber runs north to south and includes two alcoves. Floating in each of these (l, m) is a **Blast Spore**. These creatures will issue forth once the pool has been disturbed, or intruders get within 10' of them, to attack.

On the bottom of the pool are the last remains of a skeleton. Barely visible from the entry door, it lies halfway between the west and east ends of the pool. Still wrapped around its wrists is a pair of bracelets; value 15,000 GP for the pair. Around the skeleton's waist is a gold belt worth 10,000 GP. On its ring finger of its left hand is a **Ring of Holiness**. (See CM p.52)

At the foot of the north wall in the western section is a small hole, about 2' wide and high. If entered, a person can crawl north until emerging in another chamber(10-B.) Shields will not fit within the tunnel, and long weapons will have to be pushed ahead or dragged behind. Crawling movement rate is 1/3rd normal move. (Halflings do not suffer this penalty!)

6-7. ANTECHAMBER

This and the one east of it (7) are mirror images of each other. Both have smaller alcoves off of them, and both are the southern extremes of room (8) to the north. The dotted rectangles just north of these indicate a shelf-like ledge to the windows of the rooms directly above these (see 14/15 on the map).

There is a 3 in 6 chance that 2 **Mummies** will be in the small alcove of each room. If so, the creatures will shamle forth 2 rounds after the doors to the south have been opened. If intruders are spotted they will attack and fight to the death.



8-9. LARGE OPEN CHAMBER

Several features are located within this huge room, as well as a creature. The doors (d, e) shown on the map are modified versions of those at (a, b). They do not have counterparts, and the opening device is on one side only as shown on the map. Thus, one cannot pass through (d) going south, unless the device has been triggered from that side. Nor can one pass through (e) and go north, unless the device on that side has been triggered.

The main floor is two-tiered as steps show the northern section is 3' higher than the floor in the southern half. Area 8 is a terrace overlooking both the southern half, and the, apparently, bottomless chamber to the north (9). Above the floor of the southern half is a bridge like plank going west to east. This is 15' above the floor, and looking south from the terrace, characters will see it easily, along with the windows at locations 14-15.

Standing on the terrace at (8) is a strange creature not likely encountered by the characters before. It appears to be made out of metal, has a barrel chest and long, barbed, double-jointed arms and legs. It is a **Mek** (16HD, 88hp). It is described fully in the Master's Manual, p.35, as well as the appendix following the adventure. It will attack anything that gets onto the terrace area.

North of the terrace the absence of a floor shows what appears to be a bottomless pit. This actually reaches the lowest dungeon level, 120' down. But getting down it will require some problem solving. (Note that there appears to be a hole in the north wall, about 8' above the terrace, with a what appears to be a trail of dried mud that had once flowed out and down the wall, into the pit.

A door in the south wall of this large room leads to steps going up (A). These ascend to an upper level of the complex.

10. SQUARE ROOM

The only feature of interest in this chamber is the door in the south wall (f). It can only be opened if the device in the floor is trigged in a small chamber (B) on the other side of the south wall.

11. LONG DOG-LEGGED CHAMBER

Stepping through an archway going west leads to this odd shaped room. The main chamber (11) goes west a bit, then completely turns diagonally and continues northwest. Stairs along the south wall lead up to a walkway that runs along the perimeter wall at a height of about 8'; stone columns and buttresses support it. Standing against the north wall between the two columns (just above the # 11) are 4 **Mummies**. They will move toward and attack any-living thing that enters the chamber.

12. ALCOVE & LOFT

This chamber is only accessible from the walkway in room 11. A large square section of the floor (C) looks and feels like it is not part of the true floor. There is a lever in the NW wall of the loft 12' above the square that will operate this elevator device. Pegs in the wall allow anyone to easily climb up and get access to the loft.

If the lever is guided downwards the elevator device at (C) will slowly descend into the depths of the level below. Up to 8 man-sized figures can fit upon the device easily; 10 if 2 of them are halfling, elf or dwarf sized as well.

THE UPPER LEVEL

13. LARGE OPEN CHAMBER

Stairs enter this chamber from room 8 below. A walkway 6' above the floor runs along the walls supported by stone columns. Stairs lead down into the chamber, and a small archway in the south wall indicates an exit there. Corridors leading north from the walkway access areas 14-15. The ceiling is a full 20' above the floor of the room and in the middle stands what appears to be a fire giant, made of bronze! It is, in fact, a **Bronze Golem** (120hp). This construct cannot leave the area to pursue those that flee its wrath, but it is capable of dealing much damage when the opportunity is at hand. Beneath the walkway along the south wall there appears to be a narrow opening in the; this extends 10' to the south then widens into a corridor that turns west.

14-15. SMALL ROOM

Each of these appear to have been a sleeping chamber at one time. The furnishings are all rotted and useless now. A small window with a ledge in the north wall of each looks out and down onto the chamber (8) below.

16-17. OCTAGONAL ROOMS

Essentially these areas are the upper half of the rooms below (2-3). Wooden planks lay atop the smaller posts beneath, working their way across each room from south to north. The planks are only 1' wide and appear old and worn. Solid stone columns 2' wide reach as high as the wooden plank walkways, as seen on the map, and can be leaped onto, if desired.

The plank is in its poorest condition at the area marked X. Anyone attempting to cross at this point will cause it to break and collapse, sending them to the floor below and suffering 2d10 hp of damage. If a DEX check succeeds, the character manages

to leap across the expanse to safety. After this section has collapsed, other means will have to be found to cross to the north side of chamber 16; jumping from column to column is possible as long as a DEX check succeeds. (Note: if there are any creatures below that have not been destroyed, they will climb up the posts and columns to attack anyone attempting to cross above them. If such should occur, characters will melee at -4 to their attacks and damage, and their AC will be minus their DEX bonus and shield as they attempt to balance on the planks/columns and combat the monsters. A short passage in the wall leads north to the next chamber. Should the spiders in (3/17) not have attacked the characters previously, they will do so when the intruders attempt to cross this area atop the plank walkway. A 10' wide passage in the north wall can be reach once 17 is crossed; this goes north, then east, then north, then east again (see map) until it comes out in room 8/9, where it crosses the span to the eastern side. Walking across it, the characters will see the chamber below, and other features previously mentioned. Once across it enters a passage that goes due east for 170'.

18. OCTAGON ROOM

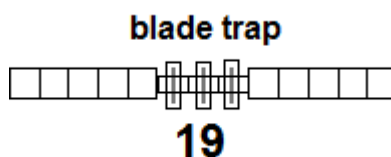
Symmetrically octagonal, this large room is usually entered from the west archway. The floor is sunken 8' below the entrance, where a walkway 3' wide wraps around the room; an exit directly across from the west entrance appears in the east wall.

On the floor of the chamber, in the middle, is what looks to be a wooden cage. Inside appears to be a *Wight*, only transparent. But as soon as they get within 10', a swirling mist will rise up and engulf the creature and anyone within the area. At this point, the creature--a **Phantom-Apparition** (50hp) --will slip through the bars and attack. Information regarding it will be in the appendix following the adventure, as well as the CM manual, p35.

The creature has amassed a treasure trove that lies on the bottom of the cage: 4 gems (2x5,000 GP; 1x10,000 GP; 1x20,000 GP). 2 potions: (**Antidote** vs. all poisons; **Sight**). 1 scroll (of **Seeing**). Note: see the CM manual regarding these items.

19. CORRIDOR BLADE TRAP

Exiting area 18 and going east will take the characters down a 10' tunnel that will turn north at 40', then go 80' and turn west again. 50' further and they will come to a narrower part of the passage, about 3' wide, where 3 curved blades seem to swing back and forth, dissecting the tunnel ahead for about 30'. Each blade is capable of inflicting 12 hp of damage, and the characters must avoid all 3 in order to proceed west.



Looking west, characters will see the blades come down from the north, swing south and disappear into the wall, then return from the north side again. This is because each is connected to a device that swings them in a clockwise motion. The mechanism is strong, and the blades cannot be stopped simply by the blocking of a body; you must determine if additional crushing damage is inflicted should a character be trapped by a blade.

A small 'safe space' exists on each side of the center blade. Only 5' square, and room enough for one person, but quickly dodging past a blade will allow a character to pause before continuing on.

The blades do not always pass through this section of the tunnel at the same time. To determine when they do, roll a d6 for each blade whenever someone attempts to rush through the passage. Let the player roll a d6 before his attempt to get past a blade, and if he rolls less than the number for the blade he succeeds; if he fails, he takes 1d12 hp of damage from being sliced. If he "passes" at the same time as the blade, he takes full damage.

Once all the characters are west of this device, the tunnel continues for 100'+ when it becomes a staircase descending to below. It goes another 30' then turns south, become steps again for 50', and ends at the bottom where a floor device (e) will open the door in the wall there.

DUNGEON (LOWER) LEVEL 2

This level is filled with doors and floor triggering devices like those found in the level above, but most are concentrated in and around the first room to be entered. It also includes stone columns that will rise to certain heights when certain floor devices are triggered. Please carefully read the text to follow for the explanation of these features.

1. ENTRANCE CHAMBER

This is a rectangular chamber, 50' wide by 80' long. The northern 30' section is a terrace overlooking the southern, which includes 6 stone columns rising out of a pool of steaming hot mud. From the edge of the terrace, facing south, characters will be able to see 10' wide walkways running north to south above the pool. Jutting out from each, hanging above the pool, are stone shelves that appear to have the same floor devices the characters have previously encountered. (These and all such devices will be explained.) Beyond the stone columns, high in the south wall, appears to be an opening. It is within this that the stone figure is located. There is a stone step in the northwest section of the pool, just below the terrace of the northern section; it can be reached from the muddy pool should anyone fall in.

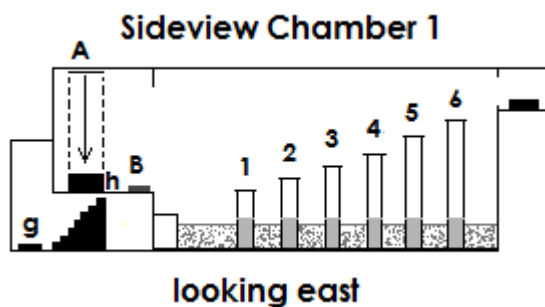
The elevator device (A) found on the level above will gently lower the characters to this location. Looking south they will see everything previously described, as well as two floor triggers at (B) and (C). Unlike those in the level above, once all the floor devices are triggered on this level, the doors will remain open for one week.

Looking north, characters will see a lever similar to the one they have already encountered, jutting out beneath a mask mounted on the wall



Floor trigger-devices

- B.** Stepping upon this causes columns 1 and 3 to rise out of the steaming mud pool to their maximum height. (See level 2 map, & side view below.)
- C.** Opens doors d-e-f.
- G.** Opens the door at h-i-j.
- K.** The device south of it opens this door.
- L.** Same as above.
- M.** Raises columns 4 and 6 to their max. heights.
- N.** Raises columns 2 and 5 to their max. heights.
- O.** Opens the door at q.
- P.** Opens the door at r.



Once the characters realize the columns rise upon triggering certain floor devices, they may attempt to jump from column to column to reach the small chamber in the south wall. You should allow clever players to utilize their characters' abilities and skills if such should have means of bypassing the need for the columns.

Those using the columns must roll their Dexterity or less on a d20 in order to jump from the terrace at B to the first column; the sweltering moist heat in this chamber will make each next jump more difficult, as characters can possibly lose their footing on the slippery tops of the columns. Thus, with each leap up, characters suffer a +1 penalty to their throw. (Thus, accruing a +5 to their roll to reach column 6.)

Should anyone fall into the hot mud he will suffer a d10 damage, and an additional 3d12 hp for each round it takes to get to the shelf below the terrace (see illustration above.) Because of the viscosity of the mud, the characters can only move 1/3rd their normal move rate.

The small room in the south wall is a decoy!

The sage told Eluvia that a "chamber beyond some steps rising out of the mud" was where she would find the stone figure. He did not mention columns that could be raised, or required leaping from one to another. The true location of the stone figure is on the lowest level of the catacombs.

To make matters worse, claiming the chamber as its lair is a **Hand Druj** (56hp). It will attack intruders with claw and spells until destroyed. Details about it can be found in the appendix after the adventure, and in the CM manual p37.

2-5. MUMMY CHAMBERS

Each of these rectangular rooms contains 2 to 4 sarcophagi, and within each is a **Greater Mummy!** These unique creatures are treated as *Haunts* when Turn attempts are made against them. They Save as L7 fighters (having 7+3hd each). Otherwise, they conform to and possess the abilities of a normal mummy.

When each room is entered all the creatures within will burst open their sarcophagus and rush to attack intruders. Their hp--beginning with chamber 2 and going to 5--are as follows: 46, 44, 42, 40; 38, 36, 34, 32; 30, 28; 26, 24.

6. NEARLY SQUARE ROOM

This chamber is currently occupied by one of the few non-dead creatures that became trapped in the dungeon levels. A **Black Pudding** (55hp) found its way here just after Eluvia's last visit and the doors were in the open position for a week. It has gone without sustenance since then and is hungry to say the least. It will attack any living thing approaching it.

7. SECRET ROOM

Accessible via secret doors from the north and south corridors, this chamber appears as if it served as a storage/depository at one time. Six wooden chests stand about the chamber; all are now rotted and about to crumble/collapse if handled roughly. Each is 3' long by 2' wide and 2' high; none appear to have locks. Within each is a 9" layer of dust and crystal splinters/shards--all that remains of the gems that once filled the containers.

The color of the splinter-shards/dust varies from chest to chest, as each contained different gems. Having no real value on a common market now, the contents might be of use by high level types for spell research, and you will have to determine if such is the case. The gem remnants are designated according to each chest as follows.

Chest #1 Opal	Chest #2 Emerald
Chest #3 Topaz	Chest #4 Sapphire
Chest #5 Ruby	Chest #6 Diamond

8. LARGE CHAMBER & ALCOVES

10 alcoves ring the perimeter of this chamber, but only 7 are accessible on the ground level (**a-g**); the 3 at the north end of the chamber are more like shelves, being 7' off the floor and set back into the wall. Within each of the alcoves at floor level is a narrow, rectangular box with a lid; basically, just a coffin. 3 contain disintegrated remains, skeletons with wooden spikes driven into their chest cavity, their lower jawbones broken off or smashed to bits, with tiny bits of scroll paper filling their mouth; these having faded symbols and runes barely visible on them. But 4 still contain occupants, and these will burst forth from their resting receptacles and attack as soon as intruders enter the chamber. A, E, F, and G still contain a **Vampire!** (All are 7HD, having 30, 23, 16 and 9 hp.) These were former adventurers or NPC that succumbed long ago, and are now *free agents*, as their Master left the dungeon decades ago for greener pastures. Make sure to consult the Expert manual p.57 for more details.

Whatever treasure they once had was taken from them long ago by their Master and hidden away. With the following exceptions: in coffins B, C and D there is a total of 90 large pearls (each worth 500 GP); assume there are 30 in each receptacle. A search must be made of each, requiring one Turn before finding the treasure.

The alcoves H, I, J will require characters to find a way up and into them. Doing so will reveal these to be 10'w x 10' deep and 5' in height. They are now filled mostly by dust and cobwebs, and whatever their purpose might have once been, is not clear now.

9A/9. THE WINDING CORRIDOR & THE PIT

When the characters reach this location they will easily discover a trail of dried muddy foot prints beginning (at **X**) and going east. Following this, they will jog south, then west, then south then east again until they reach a long flight of ascending steps. The mud trail is less obvious across the steps, but picks up again at the top to the east. When reaching this position, the trail appears to vanish and they have reached a dead-end. Locating a **S** door is required for them to access the adjoining tunnel to the east.

Once at the top of the stairs the characters are actually above the elevation of the entry level. In fact, the tunnel going south at this point ends to a hole overlooking the open pit (9) in chamber 8 of the entry level. The wall north of the secret door was hastily erected long ago by the ancestors of the village folk.

When the great schism between the shaman and village nobility occurred, the tribe nobles ordered the wall constructed, to prevent the warm cavern waters within the mountain to pass through the chutes and into the temple. The cavern water with all its mud was then re-routed down the stone aqueduct to the lake. Pressure from the solidifying mud has caused cracks to appear in the wall. Should the wall be sundered the corridor will be deluged with thick, gooey mud as it passes south and flows into the pit below (at 9). Anyone caught in this muddy flow will be swept south, and crushed to death against the wall. After 9 rounds the wall *there* will crumble, allowing the flow of mud to drop into the pit.

If the pit is filled with mud there will be no easy access to the lowest dungeon level (3) below. But if the characters look out the hole(south) and down into the pit (9) they will see what could be doors in the sides of a protrusion jutting north, into the pit. If a torch is dropped there is a 30% chance it will land head first and go out; but a 60% chance it will fall on its side and remain lit long enough to clearly reveal the doors to the characters. There is a 10% chance it will land erect, its end sticking into the mud and allowing it to remain lit for its duration.

DUNGEON LEVEL (LOWEST) 3

The chambers and tunnels on this level are like those previously negotiated: carved out of natural caverns and expanded, with walls, ceilings and floors built from stone blocks, columns supporting the ceilings and buttresses where necessary. The air here is colder, thicker, and after a few breathes leaves a dirty feeling in one's mouth. That's because the floors are covered with a layer 3" to 5" thick of nearly dried mud.

The denizens of this level will be encountered within their lair. Thus many of the chambers will be empty; those with designations are described more in the actual text. Empty rooms are left for you to stock--if you wish to do so.

1. ENTRY CHAMBER

A flight of muddy steps to the north leads up into this chamber. 4 stone columns support the ceiling 18' above the floor. A two-tiered stone riser fills up the center of the south wall where a 10' alcove is located. Within this is a stone figure of a strange looking creature. Standing on a small pedestal, the 2' tall figurine resembles an amphibious creature. similar in form to the KOPRU encountered earlier--but different. Less detailed/distinct features; more like a sculpting of soft clay that began to warm and lose shape. Yet it is made of stone...solid and firm!

Floating about near this chamber at one of the marked locations (x) will be the guardian of the stone figure--an **Undead Beholder!** Having 20HD (100hp) and multiple abilities/attacks, it will be one of the most difficult monsters for the characters to defeat. Make sure to research all its functions in the Masters Manual, p.25 before actually running this encounter.

Defeating the creature will allow the characters to remove the figurine, otherwise they must somehow manage to sneak in and steal it. Either way, once they have possession of it, they can then finish the quest as per the means suggested by Eluvia and/or Babutu. They can, of course, continue exploring the level for treasure and such--at their own risk!

The creature's treasure can be found in the large rectangular chamber to the east (2).

2. BEHOLDER'S TREASURY

Over the centuries the undead beholder has only been able to accumulate a slight amount of treasure; and this only from curious explorers and busy bodies. At present it can all be found laying loosely about this chamber. This includes the following-- 8 gems(total value 50,000 GP); 8 potions (*Fortitude*, 2 x *Giant Strength*, 2 x *Invisibility*, 2 x *Luck*, *Sight*); and 4 scrolls(*Protection from Elementals*, *Illumination*, *Shelter*, and *Trapping*). The scrolls are described fully in the MM p.50-51

Unfortunately, also found within this chamber will be the insanely angry spirit of a dead adventurer; who has over the decades become a **Poltergeist!** (60hp) Consult the CM manual, p.32-33 regarding this creature. It cares little about the beholder's treasure--but will attack any living being or thing that enters out of its own lunacy.

3. SQUARE ROOM & TRAPPED DOORS

Basically just a large, empty square room that has 3 corridors leading out of it; one goes due west while the others go north and south. The two latter passages lead to 2 each, with all of them turning west again. All the corridors end at 10' west of the main chamber (3) where doors block further egress. The door due east of chamber 3 is locked, while all the others are false-doors, and booby-trapped!

Each of the false-trapped doors will release its damaging effect if/when an attempt to open it occurs. Thieves will notice the difficulty of the traps, as they will suffer a +20% penalty to their Find and then Remove traps rolls; also, only one such action per door is allowed.

Door **C**: shoots a freezing blast east, down the passage equal to a huge white dragon. 72/36*

Door **D**: releases a poisonous cloud 10'x10'x20' causing damage equal to a huge green dragon. 96/48*

Door **E**: launches a 10' wide lightning bolt eastward doing damage equal to a huge blue dragon. 108/54*

Door **F**: belches a hot fireball into the passage causing damage equal to a huge red dragon. 120/60*

* In all cases, a Saving Throw for the lesser damage is allowed by those caught in the effective area.

3b. CRYPT & VAULT

The main, large chamber, is plain and unfurnished. Though the walls all have tapestries, they are so old, faded and rotted, that nothing can be identified about them; if there was writing, symbols or images upon them at one time, it has all long disappeared back into the material. A large sarcophagus stands against the west wall. Inside it rests a **Royal Mummy!** Having 9+3HD (50hp), it is unique, and capable of using magic-user spells as if it were L9. (Note: You should carefully select which spells it will use before the adventure begins.) It will exit its receptacle and attack intruders that gain access to the chamber.

Behind a low hanging tapestry on the north wall is a narrow opening--almost like a crack--about 2' wide. Halflings will have no difficulty slipping into this and finding the vault beyond (**g**); all other races--including elves--must remove all their gear in order to do the same, or expand the opening somehow. Scattered about inside the vault chamber will be found the following. 8,000 CP(loose); 12,000 SP (in a small chest); 6,000 GP (loose); 9 gems in a leather bag(2x10,000 GP--3x5,000 GP--4x1,000 GP); 7 pieces of jewelry(1x50,000 GP--1x30,000 GP--2x15,000 GP--3x7,500 GP, all laying loosely about); a potion (**ESP**); a **Lamp** (of Long Burning); a silver colored **Egg** (of Wonder/containing a giant ferret). Note: the two latter items are found/described in the CM manual on page 53.

4. SMALL SECRET ROOM

This is the secret treasure room of the Lich (see next entry). Stacked within it is the following: 3 average chests (each with 8,000 CP); 1 large chest (holding 100,000 SP); 4 average chests (each with 10,000 EP); 6 average chests (each having 10,000 GP); 5 small chests (each holding 4,000 PP); 1 small coffer (filled with 100 gems); 1 large coffer (having 40 pieces of jewelry); a heavy **Rod** (of the Wyrn/Black Dragon); an **Ear Ring**. Note: the latter 2 items are found and described in the CM manual, on page 52. You can determine the value of each gem/jewelry item if you wish, using the CM manual, page 43. You may, if you want, allow the Lich (at #5) to have the Rod in hand when confronted by intruders.

5. CHAMBER OF THE FALLEN

This is a large chamber and has 6 alcoves around its perimeter. A two-tiered terrace rises up to the mid-section of the north wall, where atop of this stands a regal throne. It is upon this that the lord of the catacombs sits, contemplating his past, present and future. This **Lich** (44hp) is the former chief shaman of the village folk. It was he that organized the resistance against the tribe nobles centuries ago, and it was he who first gave his soul and loyalty to the dark force he and the lesser shaman discovered when excavating the lower levels.

Able to function as a L21 cleric, the Lich can also use a touch attack; with paralysis as a possible bonus afflicted upon its victims. It can cast 7 1st, 6 2nd, 5 3rd, 5 4th, 5 5th, 4 6th and 3 7th level spells; it will always use the reverse of curing types of spells against its enemies and/or attackers. In addition to its abilities, the Lich will use its personal magic items in its defense as well. These include the **Rod** (at location 4), an **Amulet of Protection from Crystal Balls and ESP**; a **Broom of Flying**; a **Displacer Cloak**. Be sure to thoroughly read the description of this creature in the Masters Manual, pages 33-34 before the player-characters encounter it.



It is not necessary for the characters to slay and/or defeat all the creatures on this dungeon level; only the Undead Beholder must be overcome for them to take possession of the stone figure. Everything else is for added experience and fun!

CONCLUDING THE ADVENTURE

Once the characters possess the stone figure, they may then take it and the necklace to the mud lake and dispose of it as suggested by Babutu. They can, of course, come up with their own solutions as to how to rid the world of this artifact; you should allow them to be creative and come up with such ideas, permitting those that might work. Once a solution is reached, the adventure can conclude with the characters returning to the village where a grand celebration in their honor is being held.

APPENDIX

--the Artifact, Monsters, Handouts, pre-Gens, Maps

(Some of the following material is intended to be photocopied and provided to your players for their use. Such will be noted when it appears.)

The Necklace of Harmonia--

Max. # Powers 8 (A/2, B/1, C/2, D/3)

Max. Power Invest. 100

Recharge Rate: pp 30/hour 5/turn

Handicaps: 1 Penalties: 1

Functions:

A: Poison Gas Breath; Blight

B: Plane travel (self only)

C: Clone; Open Locks 120%

D: Heal; Mind Barrier; Protection vs. all creatures

Handicaps: Operating Cost 10% treasure lost

Penalty: Withdrawal

Detailed information regarding each aspect shown above can be found in the Masters Manual pages 47-50. If you do not have this item, then use whatever resources you do have to create the artifact; it should be a baneful item, bringing woe upon the possessor.

Monsters--

Kopru, The--

AC: 3

No. Appearing 1-3(1-3)

HD: 8+4

Save As: F9

Movement: 30'(10')

Morale: 9

Swimming: 150'(50')

Treasure Type: I+N

Attacks: 1 bite/1 tail

Alignment: Chaotic

or Charm

Damage: 1-4/3-18

Having great intelligence and power, the Kopru is a race of cold-blooded amphibians usually found residing in warm mud-caves heated by volcanic activity from beneath. They have torsos like humans, but with large, bulbous heads, and webbed hands; instead of legs they have 3 fluke-like tails, each ending with a sharp claw.

Their main attack in combat is their bite, and as they attempt to grapple their victim they simultaneously try to wrap their tail-flukes around their prey, causing a crushing force equal to the creature's current hp; a separate attack roll is needed to achieve this, and once successful, the damage is automatically delivered each round thereafter.

But they are very clumsy out of water (mud), and will thus use their powerful Charm ability to draw potential victims to them. A Kopru may use this power once per opponent within 30', and if the character fails to make his save vs. Death Ray, he or she then becomes totally obedient to the creature's commands.

Anyone charmed by a Kopru will act normally (using his or her normal skills and abilities), but, being under the creature's control, will be totally committed to its interests and defense. The creature can only control one subject at a time, but there is no restriction of distance at which it may control its victim. Characters under such control are allowed an attempt to *break free* with each game month passed. However, the charm can be broken by the creature's death, or a Dispel Magic cast upon its victim.

More information regarding this creature can be found in the EXPERT Adventure module X1 The Isle of Dread.

Ants, Giant--

These creatures are found in the Basic (DM'S) Manual, p.25

Blast Spore--

AC: 9	No. Appearing: 1-3(1)
HD: 1*(1 hp)	Save As: F1
Move: 30'(10')	Morale: 9
Attacks: 1	Treasure Type: Nil
Damage: Disease	Alignment: Neutral
--only	

This creature strongly resembles the beholder and is almost always mistaken as one (90% likely). Only when the potential victim is within 10' of it is there a 25% chance of noting the difference between the two species.

It does not attack, per se, but once it is itself harmed in any way it will explode, causing 6-36(6d6) damage to anyone within 20 feet of the explosion. Those affected may attempt to make a Save vs. Wands and if successful will take only half the damage generated.

Arguably, its only true attack is a spraying of spores at creatures approaching it. This mucus-like shower covers everything within a 20'x20'x20' area around it. Those caught within the spray must make a Save vs. Poison to avoid being infested by tiny spores penetrating their skin. Those that fail will have 1 to 6 spores growing within them, causing death in 24 hours unless a *cure disease* is cast upon them within that time.

Mummy--

These creatures are found in the Expert (DM'S) Manual, page 54.

Mek--

AC: -4	No. Appearing: 1
HD: 11-16	Save As: F36
Move: 90'(30')	Morale: 12
Attacks: 2	Treasure Type: see below
Damage: 6-60/6-60	Alignment: L(with master)
+paralyzing breath	C(without)

The Mek is a strange, metallic construct created by an unknown race; legends tell of them being inhuman sorcerers.

Its usual attack is via its heavy limbs and breath weapon; the latter releasing a 20' diameter paralyzing gas cloud around it. Anyone within the cloud must make a Save vs. Breath Weapon each round when within it, or become paralyzed for 1-3 Turns.

Cold-based attacks will slow it by 1/2, but they are immune to all other spells except, disintegrate.

It is not intelligent; responding only to simple verbal orders given it by its master. It will carry these out until told to do something else.

Golem, Bronze--

This creature is found in the Expert (DM'S) Manual, page 50.

Phantom, Apparition--

AC: 0	No. Appearing: 1
HD: 10	Save As: L10 magic user
Move: 180'(60')	Morale: 10
Attacks: 2 claws	Treasure Type: (L), N, O
Damage: 3-8/3-8	Alignment: Chaotic

Immune to charm and cold spells, the Apparition is only harmed by magical weapons. The sight of it causes Fear in anyone failing his Save vs. Spells, and Turning attempts against it are handled different than usual (see manual on these for specific information).

Initially it will appear as ethereal/transparent Wight, until it attacks with its *entrancing* mist. Those caught within the mist that fail their Save vs. Spells will be unable to take any action until the mist disappears after 12 rounds; those that make their save must continue to do so each round they remain within. Once it catches victims within the mist it materializes and physically attacks; it receives a +4 bonus to attack an *entranced* victim.

Any human/demi-human slain by the apparition becomes one within a week; casting a *dispel evil* on the victim before casting a *raise dead* (all within the week's time) will avoid this.

Spirit, Druj/Hand--

AC: -4	No. Appearing: (1)1 or 2-5
HD: 14	Save As: F14
Move: 90'(30')	Morale: 11
Attacks: 1 or 4	Treasure Type: L, O, V
Damage: see below	Alignment: Chaotic
+ poison	

Spirits are powerful and evil creatures. See Companion Manual (DM'S) for general information regarding all types in addition to the following.

Very intelligent, the creature can split its essence, thus making 4 identical versions of it; though it can only be done once per night. Each of these can attack on their own--but only one will be able to cast spells(*darkness*, *silence* 15' radius, *cause disease*, *animate dead*, *finger of death*/once per round at will) and it is easily determined by its *hanging-back* posture while the other versions do the attacking. If the spell casting unit is slain, another will take up the role in its place, able to use all spells not already cast.

All 4 units are poisonous, and when any hit a target in hand-to-hand combat the victim must make a Save vs. Poison or die; saves must be made for each attack. Each Hand inflicts 1-4 hp of damage and thereafter holds onto its victim. This allows it to continue damaging the victim in hp equal to the AC of its victim—ignoring dexterity/shield bonuses, plus 1-4 points. If the AC of the victim is known as a negative integer (i.e., -4) then simply apply 1-4 hp damage per found.

Spells below 4th level have no affect on them, nor do magic weapons of less than +2 enchantment.

The Spirit, Druj/Hand, can be found in Companion Manual(DM'S) on page 37.

Mummy, Greater--

These creatures are found in the Expert (DM'S) Manual, p.54; the only difference being that they have 7+3HD and save as a F7.

Black Pudding--

This creature can be found in the Expert (DM'S) Manual, page 46.

Vampires--

These creatures are described in the Expert (DM'S) Manual, page 57.

Beholder, Undead --

AC: -4/-2/3	No. Appearing: 1
HD: 20	Save As: L20 magic-user
Move: 60'(20')	Morale: 12
Attacks: 1 bite + special	Treasure Type: L, N, O(x2)
Damage: 2-20 + special	Alignment: Chaotic

The Undead Beholder is very much like a living one. It looks similar (4' in diameter, covered with tough skin, with 10 small eyes on stalks protruding from its surface, a large central eye and gaping mouth), but is more vicious. It is extremely intelligent, speaking many languages, cannot be harmed by magic weapons less than +2 enchantment and is immune to all charm, hold and sleep effects/illusions/death rays/and poison.

This creature regenerates 3 hp per round and if reduced to 0 hp is forced into a gaseous form, like a vampire; but it can also assume this form at will. Its front eye always casts a ray of reflection, which it will always attempt to turn to face a cleric trying to "turn" it!

Attacking characters must declare the part of the creature they are aiming for: body, large eye, or eye stalk, as each has its own AC and hit points.

Each eye-stalk has the following functions:

- Eye 1: animate dead (range 60')
- Eye 2: charm(as vampire, 120', -2 penalty to saves)
- Eye 3: continual darkness (range 120')
- Eye 4: death spell (range 120')
- Eye 5: energy drain 1 level (as wight)
- Eye 6: energy drain 2 levels (as spectre)
- Eye 7: paralysis(as ghoul, 20' range; elves are immune)
- Eye 8: animate object (60' range)
- Eye 9: dispel magic (26th level)
- Eye 10: telekinesis

There is more information regarding this creature than can reasonably fit into this appendix. Thus I strongly recommend that you research this before conducting the game. What has not been covered can be found in the Masters (DM'S) Manual, page 25.

Haunt, Poltergeist --

AC: -1	No. Appearing: 1-4
HD: 12	Save As: see below
Move: 60'(20')	Morale: 11
Attacks: 2 missiles	Treasure Type: E, N, O
Damage: age 10 years + see below	Alignment: Chaotic

The Haunt is an undead encountered, usually, near the spot where its body died. They are not harmed by magical or natural sunlight, but usually avoid it. Only +2 or better magical weapons can harm them and they are immune to all spells except those that affect evil.

The creature has a **Gaze** that will paralyze its victim (for 2-8 rounds) should the target fail its Save vs. Spells, and **Aging** attack as noted above. The latter comes via the throwing of common items easily picked up, and a if a Save vs. Spell succeeds the attack is avoided; though anywhere from 1 hp to 3-18 hp of physical damage may be inflicted upon the target victim.

Its usual form is of an Ectoplasm with multiple protruding tentacles. There is a special way of *Turning* the creature, as described in the Companion (DM'S) manual, found on page 33.

Mummy, Royal--

These creatures are found in the Expert (DM'S) Manual, p.54; the difference being that they have 9+3HD, cast spells and save as a MU12.

Lich--

AC: 0	No. Appearing: 1
HD: 9+	Save As: C26
Move: 90'(30')	Morale: 10
Attacks: 1 touch or spell	Treasure Type: see-- below
Damage: 1-10, plus paralysis, or spell	Alignment: Chaotic

It is not possible to run this creature based on the little information given in its location listing. Nor can this appendix hold all the vital data you will need in order to conduct this encounter.

If you do not have access to the Masters (DM'S) Manual, or Rules Encyclopedia, you might consider other sources that include data on this creature; the 1st/2nd Edition *Advanced Monster Manuals* can be used if available to you.

Spells--

7 x1st, 6 x2nd, 5 x3rd, 5 x4th, 5 x5th, 4 x6th, 3 x7th
It is impossible to pre-select the most efficient spells for you to implement through this creature. Such would only be an arbitrary guess, and result in you having to make changes and substitutions anyway. Thus, it is recommended you take the time before conducting this adventure to choose the spells you wish the Lich to employ.

Fear--

The mere sight of this creature will cause *fear* in all characters lower than 5th level. (There is no Saving throw vs. this.)

Paralysis--

Should it successfully Touch its target, the victim will suffer 1-10 hp of damage and paralyze the person for 1-100 days; Saving throw is allowed vs. this.

Turning--

While it can be *turned*, it cannot be destroyed.

Resistances--

Like most undead, it is immune to *charm*, *sleep*, *feeblemind*, *polymorph*, *cold*, *lightning*, and *death* spells.

Summoning--

While it is capable of using this ability to call for help, such should only be considered if the Lich is being soundly defeated by an extremely well played group of characters. It is my opinion that you should only allow it once!

Die Roll	Creature Group-type (# appearing)
1-5	Spectres(2-8)
6-9	Vampires(1-6)*
10-12	Phantom, Shade(1-3)
13-15	Haunt, Ghost(1-2/Chaotic)
16	Haunt, Poltergeist(1-2)
17	Spirit, Druj
18	Spirit, Revenant
19	Nightshade(any 1)
20	Undead Beholder

The Lich simply need concentrate to summon one of the types listed. The type will take 1-100 rounds to reach the Lich, and can only be summoned once per day.

* I do not recommend including MU abilities for these types.

AFTER WORD

It is easy to allow the dice to dictate your game to you. It is also easy to bend results of things when the dice trash the monsters in favor of the characters. If you intend to influence results, make sure to do so in the attempt to create fun, excitement, and the thrill of adventure for your players.

It is not possible in a work of this magnitude to get everything *right!* I'm sure there are typos, mistakes and omissions that will be glaring up from the page. It is now in your hands. What you make of it at this point, is up to you.

Note: while the **Basic**, **Expert**, **Companion** and **Masters** manuals have been used in the design of this adventure, it is possible to substitute the *Rules Cyclopedia* for them, when/where the information is basically the same.

Players' Handouts--

The following should be photocopied and given to the players for their use.

#1

Dear Friends--

I hope that this note finds you all comfortable and well...my soul depends upon it!

I am sorry for abandoning you so long ago. I owe you an explanation, no doubt. But time is of the essence, and such will have to wait until we meet.

What I can tell you is that once long ago, during one of our adventures, I withheld from you a piece of treasure we found. My lust for coveting the bauble has resulted in my ruin ever since.

Now, I must somehow rid myself of "it", for it is an evil thing, altogether. I have consulted with a wise and learned Sage, and he informs me that I must destroy the thing. I cannot do it alone. I need your help; that is why I contact you now.

But it is a dangerous thing I seek to do. Agents and minions of the thing follow me as I try to avoid them. I am now being hidden by the holy men of an ancient tribe--friends of the Sage--and from here I must enter the nearby catacombs where the means to destroy the thing is said to be.

Please, help me. Attached is a map to the jungle forest. Follow the trail to the village, where I will be waiting. But be careful, the enemy's minions are likely to be looking for me as well and may already be near.

I know it is asking a lot. I cannot think of anyone else who I would dare ask of such. I only hope you have not forgotten me. I can only hope you can forgive me.

Please, come.

Eluvia (signed)

#2

Dear Friends--

If you are reading this* then my last attempt to get rid of the evil that has plagued me these past many years has failed, and I am dead. But perhaps it is not too late, since you have reached the village. You must destroy the cursed thing. If not, then I fear someone else will fall under its enchantment, and use its dark powers.

Long ago, during our last adventure together, I came across a treasure that I did not inform you of. Being a woman, and it being a necklace, I thought you might not be too annoyed by my action, as it seemed a, plain little thing.

But it soon became much more than that. I quickly found myself obsessed with it. After a short while, I could not bring myself to remove it for even small periods of time, for it gave to me wondrous powers. I found myself able to heal wounds on others or myself, to block my mind from mental inquiries, and that at times I felt protected from all creatures. It also improved my ability to open locks and devices. Greatest of all, I found I could depart this world, and journey to another realm...another plane of existence. But it also brought me much despair. I became reclusive, losing all my means of support. It drained me, physically, spiritually, mentally.

With the last of my will I contacted the sage, Morbius, who was able to identify the thing for what it is. Evil! And he was able to instruct me as to its destruction. In order to accomplish this, I needed to find the village--which I did--and locate, in the nearby hills, the ancient catacombs of a long forgotten race of beings. Which I did. But, I obviously failed to destroy the object.

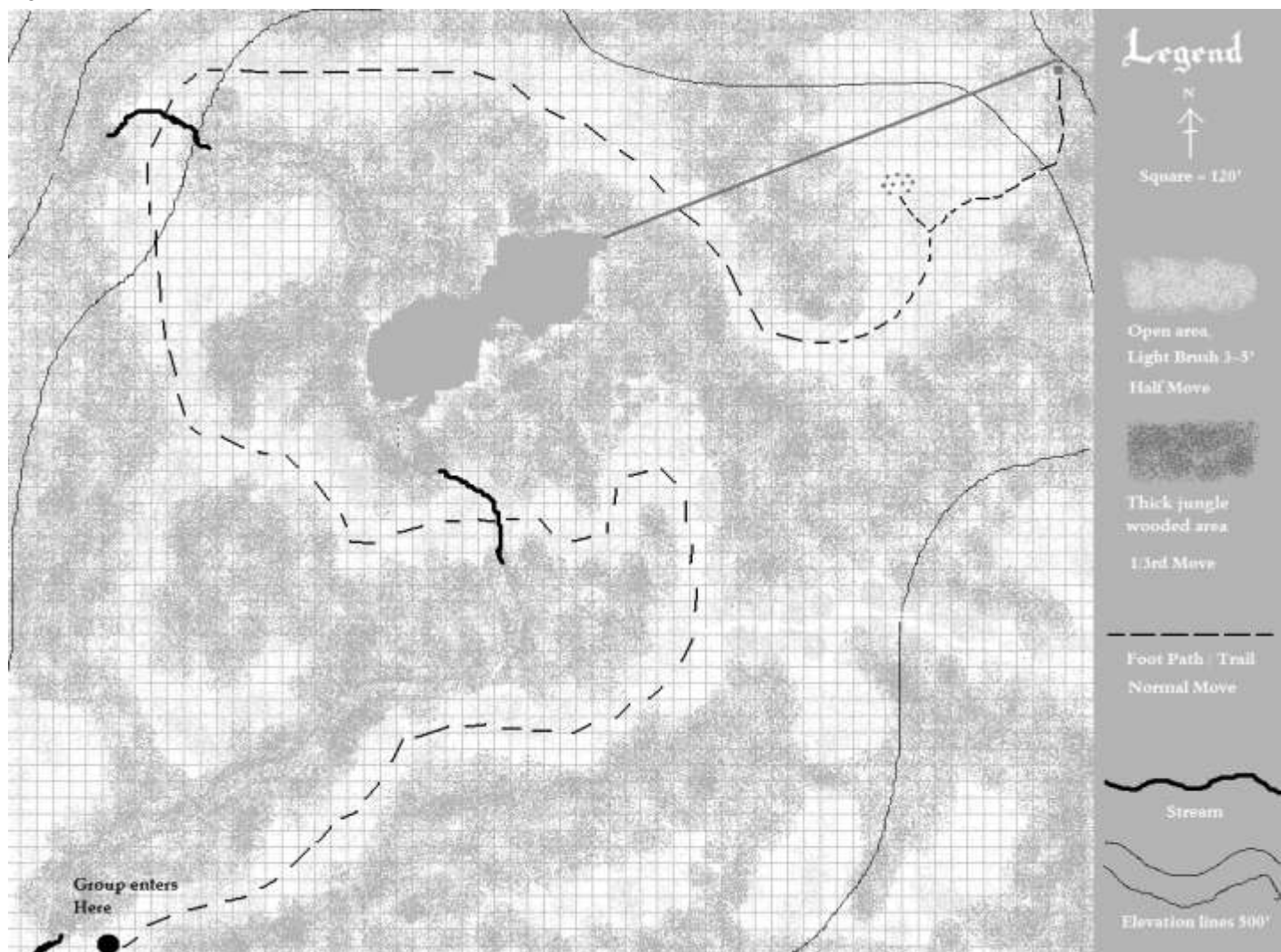
According to Morbius, there is a chamber beyond some steps rising out of the mud. Within the chamber is a stone figure; The thing must be draped upon it, then entirely buried in mud. Why, I do not know, and he did not say. But, at least I did locate the catacombs, and there seems to be one level below the main one that I was able to explore. I have sketched a crude map to accompany this scroll, to assist you. Please, take the necklace and destroy it, before it destroys anyone else...as it did me. Do not keep it! None of you!

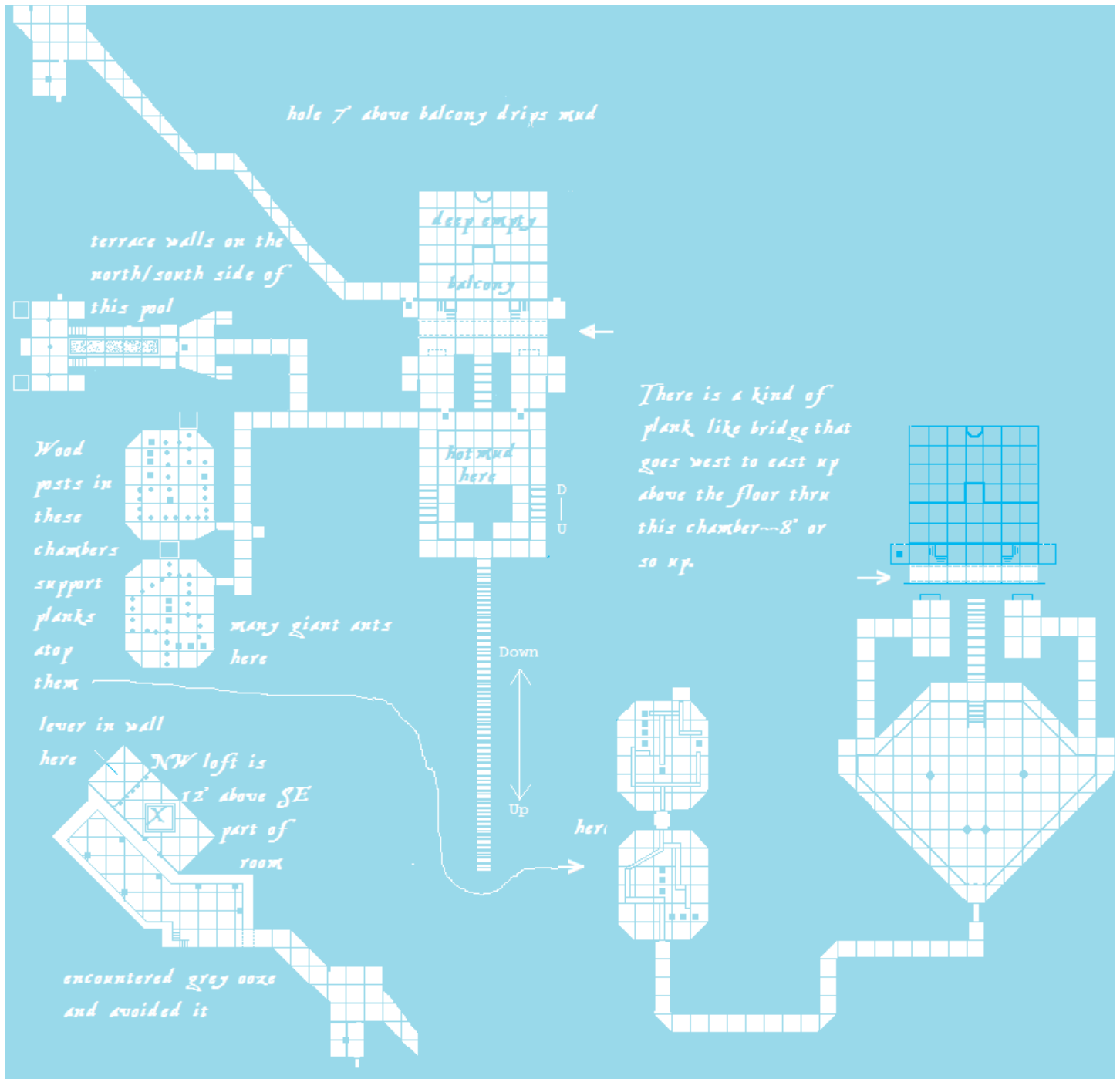
Babutu is a good man, and he will help you all he can.

Good luck, my friends. I hope you succeed, and that, someday you may forgive me for what I have done.

Eluvia

Handout
#3





Pre-Generated Characters

NO.	Class	Level	Race	S	I	W	D	C	CH	Spells
1.	Cleric	12	H	14	12	17	13	11	15	4-4-4-3-2-1
2.	Cleric	13	H	16	10	16	14	14	12	5-5-4-3-2-2
3.	Fighter	12	H	17	9	10	15	16	10	
4.	Fighter	13	H	18	7	12	9	13	10	
5.	Dwarf	12	D	17	9	12	10	18	10	
6.	Elf	10	E	16	16	9	13	13	14	3-3-3-3-2
7.	Elf	10	E	15	16	11	15	13	13	3-3-3-3-2
8.	MU	12	H	12	17	12	15	9	12	4-4-4-3-2-1
9.	Thief	13	H	13	13	14	17	13	17	

NO.	HP	Armor-worn/shield	AC	Weapon(s)	Other Items
1.	43	+2 plate mail/+2	-3	+1 Mace, +2 Staff	Staff of Healing, Ring of Fire Resistance
2.	50	+2 chain mail/+3	-2	+2 Mace	Ring of Water Walking, Boots of Levitation
3.	72	+2 plate mail/+3	-4	+2 Sword, +1 Bow	Rope of Climbing, Potions of Healing (x3)
4.	80	+3 plate mail/+3	-4	+3 Handaxe, Crossbow of Speed	Scarab of Protection, Cloak of Elf-kind
5.	74	+3 chain mail/+4	-3	+2 War Hammer, +1 Short Sword	Bag of Holding, Potions of Healing (x4)
6.	58	+3 chain mail/+2	-2	+1 Sword, +2 Bow	Boots & Cloak of Elf-kind, Wand of Cold(7C)
7.	53	+3 chain mail/+1	-1	+1 Sword	20 +1 arrows, Wand of Trap Detection(9C)
8.	24	None	6*	+2 Dagger	Wand of Fireballs(12C), Ring of Telekinesis
9.	40	Leather armor	4**	+2 Short Sword	Bag of Holding, Potions of Invisibility(x3)

* The MU'S AC is the result of wearing a +1 **ring** of protection and **Cloak of Displacement**.

** The thief's AC benefits from his(or her) high Dexterity, and +1 **ring** of protection.

Spells--

Such will obviously have to be decided before game time by you with regards to the two elf characters and the magic-user. Random determination by the rolling of dice is quick, but should not be allowed to produce results you disagree with; overrule to your satisfaction.

Equipment--

Normal gear for characters of these levels should be no problem for them to possess. All them what you feel is reasonable, and reasonable to take into a dungeon setting.

Languages--

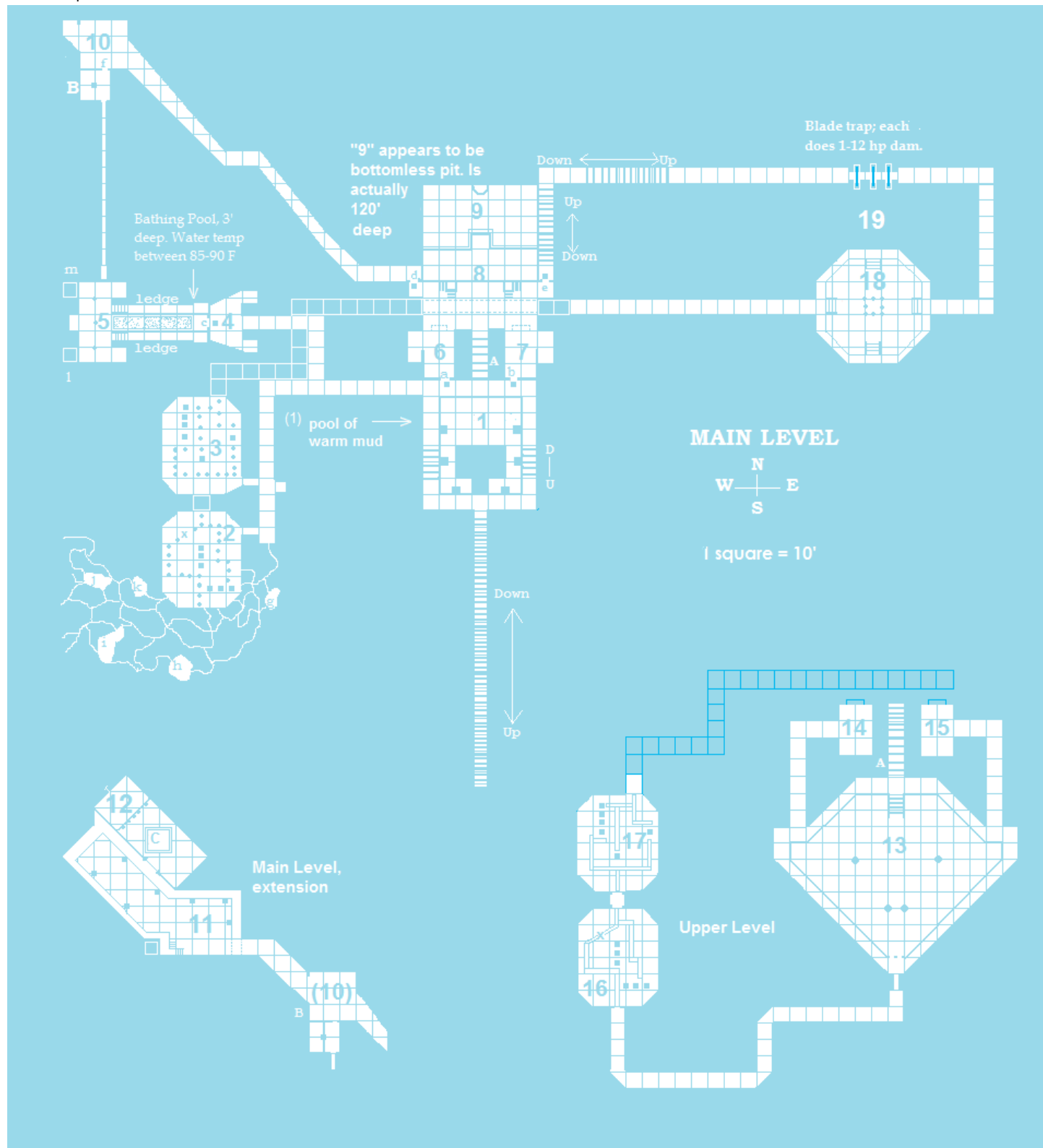
These should be determined ahead of time if you think the use of such will be important in the playing of the adventure.

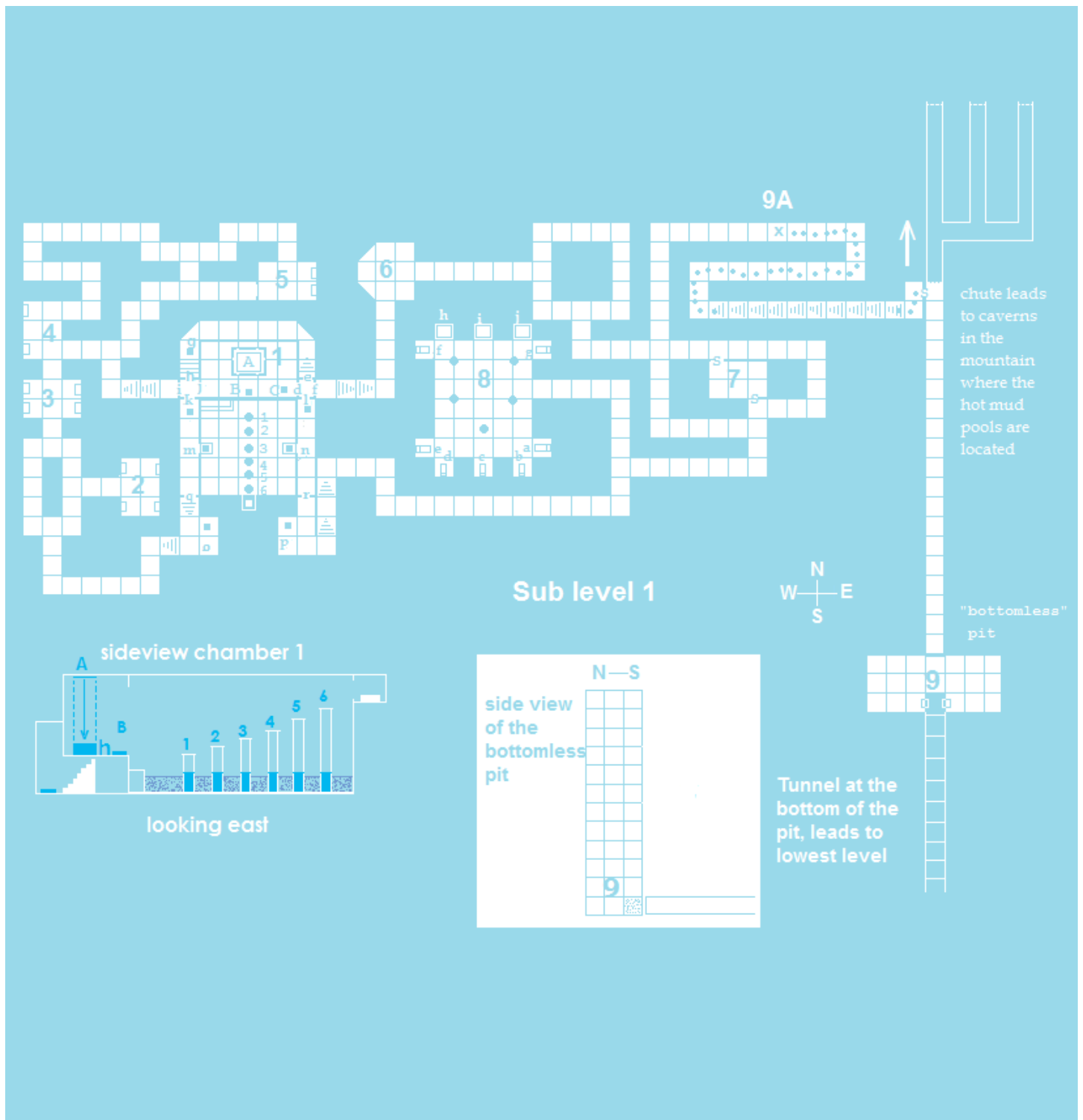
Scrolls--

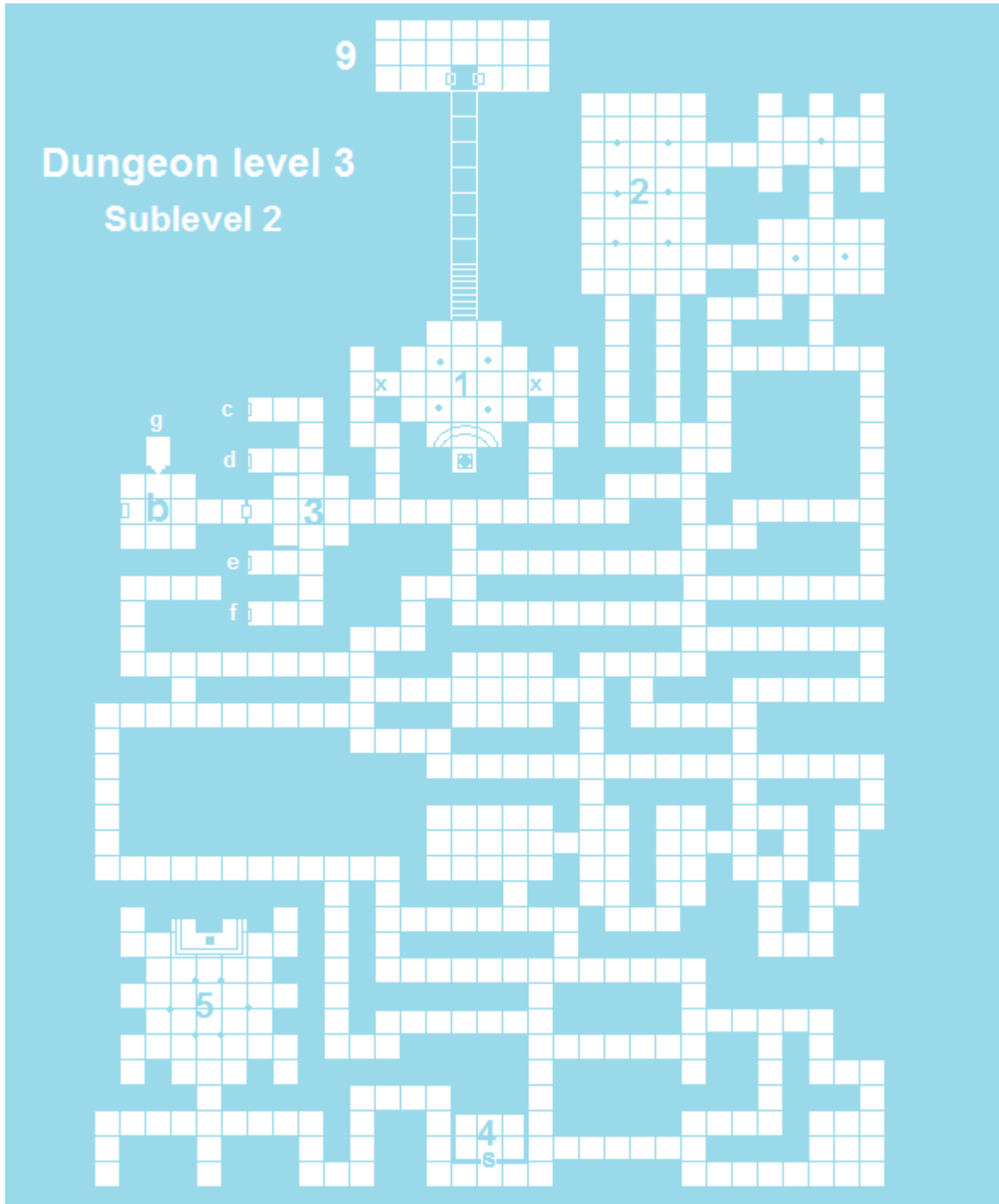
You should allow those capable of producing such items to each take up to 6 with them; you should limit the scrolls to no more than 2 spells per parchment. Naturally, they cannot have made a scroll of a spell they do not know. If you wish them to possess scrolls above their ability, limit the item to 1 spell/scroll.

You are encouraged to altar and exchange any of the items, or stats with those you prefer.

The Maps--







CATACOMBS OF DEATH

by rc pinnell



Expert-Companion Adventure

CATACOMBS OF DEATH

