

OT1

NG3004

Crypt of the Dog Witch

By Thom Wilson



Crypt of the Dog Witch is an adventure for Basic D&D™.
It is designed for four to eight players with adventurers of first to second level.

For Basic D&D™
(B/X)



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Crypt Wandering Monsters – Roll 1d10	
Result	Result
1-2	1 Zombie Thoul (AC 6, HD 3**, hp 13 each, #AT 2 – 2 claws, D: 1-3/1-3, MV 40', Save F3, ML 12, special: paralysis lasting 2d4 rounds [save allowed], turns as Ghoul, regenerates 1 hit point each round)
3-4	1d4 Ghouls (AC 6, HD 2*, hp 8 each, #AT 3 – 2 claws, bite, D: 1-3/1-3/1-3, MV 30', Save F2, ML 9, special: paralysis lasting 2d4 rounds [save allowed])
5	2d4 Skeletons (AC 7 or 3, HD 1, hp 5 each, #AT 1 – bony claw, D: 1-6, MV 20', Save F1, ML 12)
6-10	Nothing Encountered

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By Thom Wilson
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Introduction

This adventure was created for an active gaming group in the NY/CT region as a small part of a single campaign. It was designed for Basic D&D™ but can be adapted to any old-school system. The adventure is suitable for 4-8 characters of first to second level.

Crypt of the Dog Witch is meant to be played as the first of five separate adventures but may be easily adapted as a standalone adventure to be inserted into any ongoing campaign. Enjoy!

Thom Wilson

Adventure Background

The god Lupaarus has returned to the peaceful land of Otium, bringing hordes of canine creatures down on the unprepared farmers and unprotected lands. The key to stopping the onslaught is for brave heroes to find the five artifacts of Lupaarus before his minions do—the first of which is guarded by the Dog Witch! Can the adventurers make it to the crypt before their foes?

The land of Otium is no different than most fantasy settings—farmland and unexplored wilderness stretches on for leagues between civilized areas, and large towns and cities are few and far between. Small villages and hamlets dot the landscape and are often at the mercy of those who can take what they want. Brave heroes are always in demand, hired to fight menaces or protect the weak. In Otium, there are plenty of opportunities for inexperienced adventurers to win the trust of

magistrates and local officials. And there is plenty of money to be made for those willing to risk their lives.

In this particular adventure, adventurers will be recruited to find and secure the first of five important artifacts of the god, Lupaarus—two opal eyes, two ruby fangs and a diamond-encrusted dog skull are said to hold the secret to summoning *and* banishing the returning god. Lupaarus' minions are canine-based creatures; gnolls, kobolds, wolves, and other foul dog-beasts are growing in rapid number. Attacks on villages and small towns have increased tenfold since the prophecies of the god's return were discovered. Obtaining the artifacts and discovering the method of their destruction are paramount to the survival of the peaceful peoples of Otium.

The adventure starts at the Borderland Keep, with the Castellan and Keep Sage working hard to find a group of heroes willing to brave a dangerous mission several days to the south.

Adventure Design

This adventure will use simplified statistics for monsters and attribute checks for feat resolution. Additionally, encounter scratch space will be provided to GMs to write down temporary hit points and other important values.

Although the land of Otium is likely unknown by most GMs, additional material for this entire campaign will be available at a later date.

Borderland Keep

References to the “Borderland Keep” are intentionally directed to the well-known keep adventure from the earliest days of roleplaying. For those that miss this parallel, my apologies.

Adventure Start

At the start of this adventure, the Keep’s Castellan and Sage are looking for recruits to take up the challenge of searching for and finding the first artifact in a lost crypt far to the south. A recent discovery of a magical book has referenced the location of one of the artifacts, an opal eye. This ten-inch gem, along with the other four pieces, are combined to create the full Lupaarus dog skull. It is thought that the fully assembled skull will be used in a ritual to return Lupaarus, as an immortal being, to the world of Otium. The Castellan and his council all believe that they must secure as many of the artifacts as possible before Lupaarus’ minions find them. They are sure that one lies within an ancient tomb hidden in the southern end of the Slanted Mountains, and just before the Switchback Crag starts.

Assuming the characters are hired or recruited for the task, they are given supplies for 14 days of travel and a roughly drawn map of the area where the Sage believes the crypt entrance should be. Additionally, the Sage has determined (from the magical book) that the artifact was once guarded by a powerful witch that served Lupaarus in life and likely still watches over the gem in death.

Tips for the GM:

1. Start this adventure at the Borderland Keep (of your choosing).
2. Determine if the adventurers are hired or recruited.
3. Use the map on the back cover for travel (each hex is about half day travel on foot).

Travel to the Crypt

Danger increases steadily as adventurers travel the distance from the keep to the mountains—law and order kept by keep rangers and patrols ceases after a day or two travel southward. Wild and evil foes are not found within the sphere of protection of the keep, but are soon encountered on the trail south. Roll on the following wandering monster table as often as desired, after the adventurers have travelled at least one day.

Regional Wandering Monsters	
D10 Roll	Result
1-2	1d4 Gnolls (AC 5 HD 2 Att 1 dam 2-8 ML 8 Save F2)
3-4	2d4 Kobolds (AC 7 HD 1/2 Att 1 dam 1-4 ML 6 Save NM)
5	1d6 Wild Dogs (AC 7 HD 1+1 Att 1 dam 1-4 ML 7 Save F1)
6-10	Nothing Encountered

Although the map will give the characters a general idea as to the location of the crypt entrance, it will still require several hours of searching the mountains to find the actual entrance. The start of the Switchback Crag should be the first clue to finding the entrance.

Find the Strange Outcropping: roll under Intelligence (spotted instantly) or spend 12 hours searching the area.



Hidden by a pile of boulders, the entrance to the crypt can be quite challenging to find.

Find the Entrance: Elves and Dwarves have a 2 in 6 chance, others have a 1 in 6 chance. Add +1 for each 12 hours searching the area.

Note that the minions of Lupaarus are also looking for the artifact. While the adventurers are within the mountains searching for the crypt, roll on the wandering monster chart on page 2, ignoring (rerolling) rolls of 9 and 10. More frequent rolls on the table or an added die to the number of foes found (e.g. instead of 1d4 Gnolls, there may be 2d4 Gnolls) are encouraged.

Tips for the GM:

1. Help the characters understand the urgency and danger of the adventure.
2. Make it somewhat difficult to find the entrance.

The Crypt

The entrance under the pile of boulder leads to a small chamber that has only a single, circular staircase that leads downward. After a one hundred-foot descent, this staircase ends in area 1 on the map. The staircase and crypt (except for areas 13 and 19) are shrouded in complete darkness.

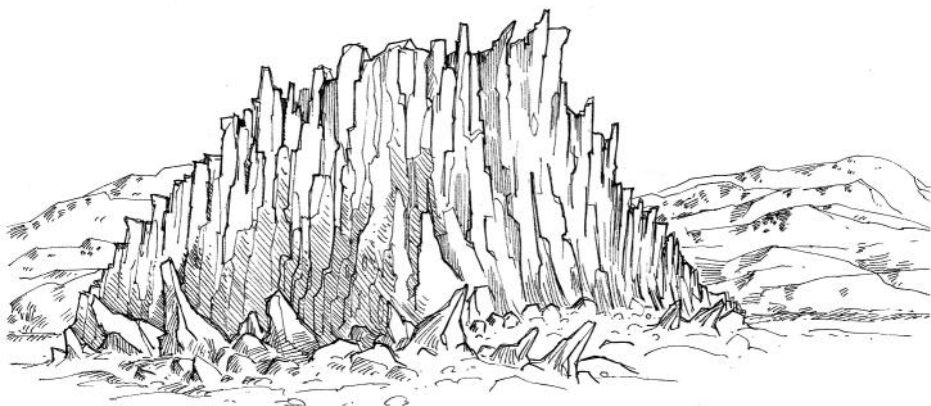
Additional background for the crypt is found in the Appendix.

Area 1: Stairs

The stairs terminate in a small, 15' square chamber. Two wooden doors, (one on the north wall and one opposite on the south wall) and two open archways (to the east and west) allow exit from the room. The northern door is locked, its mechanism rusted.

Open Lock: as Thieves Abilities, at a level disadvantage (thieves open locks percentage at one level lower).

Characters who listen in this area may hear "shuffling" to the east (skeletons and zombies in area 6) or may hear the marching of many feet in the area to the south (beyond the door).



Area 2: Medicinal Fountain

A locked door keeps **2 Ghouls** from roaming the halls of the crypt. When the door opens, they lurch forward, hungrily attacking any living thing they see.

(2) Ghouls (AC 6, HD 2*, hp 8 each, #AT 3—2 claws, bite, D: 1-3/1-3/1-3, MV 30', Save F2, ML 9, special: paralysis lasting 2d4 rounds [save allowed], XP: 25 each)

Ghoul #1

hp 8

Ghoul #2

hp 8

Amidst the broken pottery, furniture, and bookshelves, the characters can find a book on crafting potions ("*How to Make Healing Potions*") and a **scroll of Protection from Evil**.

Red liquid trickles from an ancient wall fountain into a shallow bowl that is overflowing onto the floor. A large sip of the liquid will heal 1 hit point of damage. There is enough healing liquid in the bowl for 4 long sips. It will take 12 hours to produce enough fluid for a full sip.

Area 3: Storeroom

Food and supplies were once stocked behind this locked door. The characters will find most everything deteriorated or rotted. However, a thorough search will uncover a **silver dagger** and a wooden case holding **6 darts +1**.



Area 4: Latrine

Four holes in the floor still reek of foul waste. Prolonged searching in this area increases the chance that the characters may become diseased or sickened (1 in 10 chance, saving throw versus Death Ray and Poison permitted).

Area 5: Acolyte's Bedroom

A dozen crude beds line the walls, filthy from years of decay. Four tables and several stools are seen scattered about the area, tipped over or broken. **Six Skeletons**, dressed in rotting black acolyte robes, mindlessly shuffle about the rectangular room.

(6) Skeletons (AC 7, HD 1, hp 4 each, #AT 1—bony claw, D: 1-6, MV 20', Save F1, ML 12, XP: 10 each)

Skeleton #1

hp 4

Skeleton #2

hp 4

Skeleton #3

hp 4

Skeleton #4

hp 4

Skeleton #5

hp 4

Skeleton #6

hp 4

In life, the acolytes spent much of their time here, studying and contemplating their servitude to Lupaarus, god of canines and lycanthropy. Dozens of rotting tomes and frail scrolls are found mingled with the trash found throughout the room. A careful examination of all the scrolls will reveal that three are magical—two contain a **Cure Light Wounds** spell (each) and the third scroll stores a **Light** spell. Additionally, a pouch found under one of the beds holds **55 sp** and **5 gp**.

Area 6: Mess Hall

Four tables and dozens of stools fill the room, suggesting its purpose—a dining hall for the former temple residents. Drawn to the routine of their past lives, **4 Skeletons** and **2 Zombies** mill about the area as if they have a purpose being here.

(4) Skeletons (AC 7, HD 1, hp 3 each, #AT 1—bony claw, D: 1-6, MV 20', Save F1, ML 12, XP: 10 each)

<u>Skeleton #1</u> hp 3	<u>Skeleton #2</u> hp 3
<u>Skeleton #3</u> hp 3	<u>Skeleton #4</u> hp 3

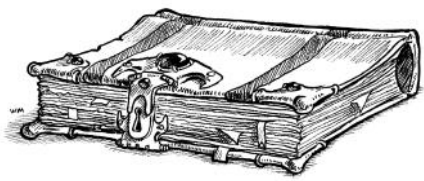
(2) Zombies (AC 8, HD 2, hp 5 each, #AT claw, D: 1-8, MV 40', Save F1, ML 12, special: immune to sleep, charm, attack last in round, XP: 20 each)

<u>Zombie #1</u> hp 5	<u>Zombie #2</u> hp 5
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Wooden bowls and cutlery are found on tables, while countertops and shelves hold empty containers. A cleaver on a nearby counter appears untouched by the ravages of time—it has been magically imbued to cut through even the toughest of bone and sinew. If used in combat, it adds an extra point of damage (damage as a dagger).

Tip for the GM:

- The undead in the mess hall often venture out in to the northern and western hallways outside the room. Some number of them may be present outside the room as the characters approach.



Area 7: Training and Study Room

An obvious study area, this room contains two tables, several stools, and large bookshelves filled with deteriorating tomes and scrolls. Although most of the written works will disintegrate when touched, several of the scrolls and two of the books appear to be in better condition than the rest. These items are easy enough to spot. If at least 10 minutes is spent in this room, there is a 50% chance that one of the items in the table below will be spotted (until all are found).

Study Room Items (roll 1d8, if desired)	
Item	Details
Scroll #1	Scroll of Bless
Scroll #2	Scroll of Cause Fear
Scroll #3	Scroll of Purify Food and Water
Scroll #4	Scroll of Find Traps
Scroll #5	Scroll of Silence, 15' Radius
Scroll #6	Scroll of Cure Light Wounds
Book #1	Magic User Spell book, contains: Charm Person, Hold Portal, ESP, Levitate and Web
Book #2	Tome of Inspiration, two weeks of dedicated study grants a Cleric with one extra first level spell

There is a one in six chance that 1d2 Ghouls may be found in this area when the group enters. Note that excessively loud searching by the characters may bring unwanted guests (roll on the Wandering Monster table).

Area 8: Guardroom

An abandoned guardroom, emptied when the temple converted into a crypt, still appears fully stocked with ancient weapons, armor, and supplies for temple elite guards. Two guards volunteered to stay behind to protect the crypt and are found here. Now **Zombie Thouls**, they remain in a slowed, dormant state (standing in the southeast corner). Any noise alerts them to intruders, sending them hunting for foes.

(2) Zombie Thouls (AC 6, HD 3**, hp 13 each, #AT 2–2 claws, D: 1-3/1-3, MV 40', Save F3, ML 12, special: paralysis lasting 2d4 rounds [save allowed], turns as Ghoul, regenerates 1 hit point each round, XP: 65 each)

Thoul #1

hp 13

Thoul #2

hp 13

Well-organized racks and stands of gear for guards line two of the walls (north and west) but display mostly rusted and deteriorated weapons and armor. Unraveling tabards faintly display a dog skull biting down on a mountain. A search of the supplies will uncover a **sling +1**, **buckler +1**, **mace +1**, **+2 versus humans**, and suits of human-sized **chainmail +1** and **leather armor +1**. The buckler acts as a shield but due to its small size only adds the +1 bonus to AC to the first melee attack each round.

Tip for the GM:

1. Zombie Thouls will continue to hunt for foes, chasing characters throughout the crypt until either they or the characters are dead.

Area 9: Witch's Bedchamber

Females were treated as equals in their servitude to Lupaarus—both men and women were allowed to supervise temples, recruit acolytes, and provide worship services to followers. This particular temple was once run by a high priestess (also considered a witch), now found in area 13.

The room has more finery than many of the rest. Black silk curtains hang from the large bed and a dark writing desk is made from exotic wood. Searches within the room will uncover nothing of interest.

Area 10: Priest's Bedchamber

The former high priest, second-in-command to the priestess, remained behind to help protect the crypt from looters. Unfortunately, he has been trapped in his bedchambers the entire time, becoming a **Ghoul** long ago.

Ghoul Priest (AC 6, HD 2**, hp 10, #AT 3–2 claws, bite, D: 1-3/1-3/1-3, MV 30', Save F3, ML 9, special: paralysis lasting 2d4 rounds [save allowed], emanates *protection from good*, XP: 30)

Ghoul Priest

hp 10

A residual spell—cast by the priest before he died—still hangs on the foul creature. As the *protection from good* spell, the ghoul priest gains a +1 to saving throws versus “good” foes. Additionally, “good” creatures have a –1 to-hit the ghoul priest.

A small box within the priest's writing desk contains a **ring of protection +1**.

Area 11: Guardroom

Four suits of empty, ornamental plate mail armor stand in the four corners of this room. As adventurers enter the area, **2 Skeletons** lying near the southern suits of armor will rise from the ground and try to climb into the armor. If allowed, they will utilize the armor the following round and attack the group.

(2) Skeletons (AC 7 or 3, HD 1, hp 5 each, #AT 1—bony claw, D: 1-6, MV 20', Save F1, ML 12, XP: 10 each)

Skeleton #1
hp 5

Skeleton #2
hp 5

The noise of combat will likely draw the attention of the two skeletons in area 12, who will try to climb into the northern suits of plate mail armor.

Area 12: Elite Guards

Hidden behind stained and faded tapestries, **2 Elite Skeletons** protect the southern entrance to the temple-crypt where their priestess sleeps.

(2) Elite Skeletons (AC 6 or 3, HD 3, hp 15 each, #AT 1—curved sword, D: 1-8, MV 30', Save F3, ML 12, XP: 35 each)

Elite Skeleton #1
hp 15

Elite Skeleton #2
hp 15

These skeletons will not chase fleeing characters, instead returning to their alcoves to wait for more intruders.

Tip for the GM:

1. The Elite Skeletons will leave their posts when characters walk through this area, or when combat is "heard" in areas 11 or 13.



Area 13: Temple-Crypt

Atop a temple dais long ago used for proper worship of Lupaarus, the high priestess now slumbers in her ornate sarcophagus. The top of her coffin lies behind her deathbed, exposing the inside of the stone and clay structure.

Three magical auras cover the entrances of the room, designed to teleport intruders to other parts of the crypt.

Magical Teleporters

Teleporter	Destination and Details
a	Area 1-a, affects first adventurer through the portal
b	First adventurer to area 18-b1, second adventurer to area b2 (south of area 19), third adventurer to area 14-b3.
c	Area 1-c, affects first two adventurers through the portal

Each magical aura triggers after the number of adventurers (listed in the table details above) pass through the portal *into* the room. Affected characters are no longer affected by the trap again (each, not all three).

Any characters that enter the room without being teleported awaken the **high priestess** from her slumber and alert her **two Elite Skeletons** standing guard nearby.

High Priestess, Wight (AC 5, HD 3***, hp 11, #AT 1—claw or special, D: energy drain or spell, MV 30', Save F3, ML 12, special: drain one level of experience, hit by silver or magical weapons only, spells, XP: 80)

<u>High Priestess</u>	<u>spells used</u>
hp 11	Cause Light Wounds ____
	Cause Fear ____
	Shield ____

Preferring to let her temple guards take care of intruders, the high priestess will cast *cause fear* and *shield* while characters are at a distance, resorting to her level draining claw attacks or *cause light wounds* if they get too close. She can only cast each spell twice per day.

(2) Elite Skeletons (AC 6, HD 3, hp 15 each, #AT 1—curved sword, D: 1-8, MV 30', Save F3, ML 12, XP: 35 each)

<u>Elite Skeleton #1</u>	<u>Elite Skeleton #2</u>
hp 15	hp 15

If the skeletons from area 12 have not been defeated, they may join the fray.

The high priestess lies in a bed of gold and silver coins, and hundreds of tiny gems. Adventurers will find **1,133 sp** and **652 gp** in the bottom of the sarcophagus. 249 rubies, emeralds, diamonds, and sapphires can be found, totaling 747 gp (3 gp per gem).

A hidden drawer under the coffin con-

tains a **potion of levitation**, a **potion of diminution**, a sacrificial **dagger +1**, a **wand of magic detection** (4 charges left), and a **medallion of ESP**.

Most importantly, the high priestess wears a necklace of nine black gems under her tattered robes. The center-most gem has been carved into the shape of a key. This key opens the magical lock in area 19.

Area 13: Secret Room

A well-hidden door behind worn tapestries leads to a small room. Sacrificial pots, knives, and other foul instruments are stacked upon a wooden table. A tray of twelve glass tubes with hardened cork stoppers sits amidst the dust-covered instruments of foul temple practices. Each tube contains a small dose of a healing potion, created from the sacrifice of non-believers. Although each tube heals 1d4 hit points of damage, there is a 1 in 20 chance that the imbiber will suddenly feel the desire to worship Lupaarus, the foul canine god of ages past. The desires can be lifted with a *cure light wounds* or *remove curse* spell.

Area 14: High Guard's Bedroom

Every temple has one guardsman responsible for the rest. Usually the toughest, smartest, or bravest (likely all three), this guard leads his or her men into battles against non-believers and intruders.

Volunteering to stay behind with a handful of elite guards and servants, the high guard has devolved into a powerful **Ghoul** that still remembers

how to use his magical battle axe with deadly precision. He stalks his room, waiting to be summoned by the high priestess. However, anyone teleported to or entering his room will instantly face his evil wrath.

Ghoul High Guard (AC 5, HD 2**, hp 10, #AT 2—weapon and bite, D: 2-9 or 1-3, MV 30', Save F3, ML 10, special: paralysis lasting 2d4 rounds [save allowed], XP: 35)

Ghoul Guard
hp 10

He wields a large **battle axe +1** in combat, striking nearby foes while still trying to bite anyone who is too close.

An open book on the old guard's desk is titled, "*Close Quarter Combat Tricks*". Any fighter or dwarf that reads this book entirely will gain 250 experience points.



Tip for the GM:

1. Skeleton guards wander the hallway around area 19. They are formed by the pile of bones at b2, reassembling every 24 hours.

Area 15: Guard Barracks

The bulk of the guards used this area to rest between shifts watching over the temple. Many of the guards are now found wandering the areas throughout the crypt, but occasionally 1d4 skeletons and zombies are encountered here (1 in 6 chance each turn).

A thorough search of the area will turn up a handful of silver coins (**29 sp**) and a diamond ring worth 100 gp.

Area 16: Temple Historian

Serving the priest and priestess of the temple, the historian was responsible for finding lore and information about forgotten religious practices and other gods. Hundreds of tomes and scrolls fill this room, many of which are now useless. The historian still stalks the room as a **Ghoul**, maintaining his habitual nature of removing books from shelves and putting them back moments later.

Historian, Ghoul (AC 6, HD 2*, hp 6, #AT 3—2 claws, bite, D: 1-3/1-3/1-3, MV 30', Save F2, ML 9, special: paralysis lasting 2d4 rounds [save allowed], XP: 25)

Ghoul Historian
hp 6

Several hundred scrolls and books fill the crumbling shelves. Nearly every book and scroll is damaged by the moisture of the subterranean facility. However, at least two dozen books are still useful. Most detail foreign or forgotten religions but one book, titled "*The One and Only God of Otium*", provides useful information about Lupaeus and his reign.

Area 17: Orphanage Playroom

Parentless children made for good acolytes when they eventually came of age. The temple took in orphans, then fed and trained them for eventual service to Lupaarus. When the temple was partially abandoned, the high priestess decided to let the children stay in their wing as they had nowhere else to go. Now, the twelve children are hungry little **zombies**.

(12) Child Zombies (AC 8, HD 1/2, hp 3 each, #AT claw, D: 1-2, MV 30', Save F1, ML 12, special: immune to sleep, charm, attack last in round, XP: 5 each)

<u>Zombie #1</u> hp 3	<u>Zombie #2</u> hp 3
<u>Zombie #3</u> hp 3	<u>Zombie #4</u> hp 3
<u>Zombie #5</u> hp 3	<u>Zombie #6</u> hp 3
<u>Zombie #7</u> hp 3	<u>Zombie #8</u> hp 3
<u>Zombie #9</u> hp 3	<u>Zombie #10</u> hp 3
<u>Zombie #11</u> hp 3	<u>Zombie #12</u> hp 3

The zombie children prefer to attack the weakest character in unison, seeking to feed more than defeat their foes. Woe be to characters teleported to the adjoining room!

Area 18: Orphanage Bedroom

Twelve small beds line the walls, each coupled with a small wooden chest for clothes and personal effects. Characters teleported to this room will hear the small zombies in the next room as they quickly approach.



Tips for the GM:

1. The bone pile at (b2) reassembles skeletons every few turns. Characters that are teleported here may teleport into a group of recently animated skeletons!
2. Skeletons are constantly marching in the hallway around area 19. They are clearly heard and can be easily avoided.
3. The two skeletons in the northern end of the hallway (marked as "S") are Elite Skeletons, similar to those found in area 12.

Area 19: Artifact Room

Although not initially set aside as the room to store the greatest temple treasure, this room was altered to such when the temple was shut down. It has been magically locked and trapped throughout to prevent looters from obtaining one of the artifacts, an *Onyx Eye* to the Lupaarus skull.

The magical door may only be unlocked with the key found on the high priestess (area 13). Spells such as *Knock* will not work on the powerful aura surrounding the locking mechanisms. Non-magical skills such as thieves' abilities will also fail to work here.

A golden chest sits upon a steel table at the northern end of the room. Unfortunately, four sets of traps span the length of the room between the door and the chest.

Traps, Area 19

Trap	Details
A	Two pressure plates shove spikes into any standing or stepping on them (deals 1d4 damage each)
B	A single rolling stone flips upward and stabs someone nearby (deals 1d6 damage)
C	A nearly invisible pane of magic spans the floor to ceiling, electrifying any who pass through it (deals 1d8 damage)
D	Magical beams detect any walking here, dropping a large stone block in each space (deals 1d10 damage each)

After characters survive the traps in the room, they will find the golden chest unlocked and safe to open. Inside, a large black gem lies within a satin and plush interior. The gem is one of the legendary *Onyx Eyes* of the diamond skull of Lupaarus (see Appendix for more information).

Unlocking the gem's secrets requires weeks of study and testing. Following this laborious work, the fortunate magic-user or elf will gain 1,000 experience points and may learn a new spell (see next column). Additionally, the gem has an inscription within it that describes where the other *Onyx Eye* can be found, however, it can only be read when the gem is lit up by the powerful light of a star or comet.

Additional material (adventures, background) to this story will be published in upcoming months. Included in this future work is an adventure with a tower that stores the remnants of a comet in its top floor.

New Spell

The *Onyx Eye* bestows the knowledge of a new spell on those that study its powers for at least two uninterrupted weeks. Only magic-users or elves may learn this new, 2nd level spell.

Transform to Canine

Level: 2nd level MU/Elf spell

Range: caster

Duration: 8 hours + caster level

When *Transform to Canine* is cast, the magic-user or elf completely transforms into the canine breed of their choice. All of their gear and clothing become part of the transformation, combining with the caster's flesh and blood. When in canine form, the caster can think and speak as their former self but cannot cast spells or use weapons and gear. They retain their armor class and hit points while in dog form but may gain the speed of movement of the chosen dog breed. The caster may end the spell early, if desired.

When the caster reaches 6th level, they may cast *Transform to Canine* on any willing target. However, only the caster can end the spell early.

Conclusion

It is likely that the characters will encounter minions of the canine god as they exit the crypt or during their transport of the artifact as they return to the keep. The lands of Otium will begin crawling with gnolls, minions, and wolves as the canine god's essence prepares for his return.

Appendix

Although this adventure can be played as a standalone encounter, it was designed and playtested as part of a much larger campaign. What follows are a few notes pertinent to the crypt and the canine god, Lupaarus.

Lupaarus was one of the original three Old Gods of Otium. Representing chaos and death, he was betrayed by the gods of Law (Sareneas) and Neutrality (Pacem). The gods separated his physical form by scattering his supernatural totem (five artifact pieces, described below) throughout the realm. Lupaarus vanished from Otium for centuries.

A recent archeological dig uncovered the diamond skull that was part of the artifact set needed to keep Lupaarus' material form tethered to Otium. If all five pieces of the artifact set are brought together during a rebirthing ritual, his material form will return. The five items of the set are a diamond skull, two onyx eyes, and two ruby fangs. The rebirthing ritual also requires the presence of the highest of all the god's priestesses, Varlena-Tagasha, now rotting within a forgotten desert crypt to the east.

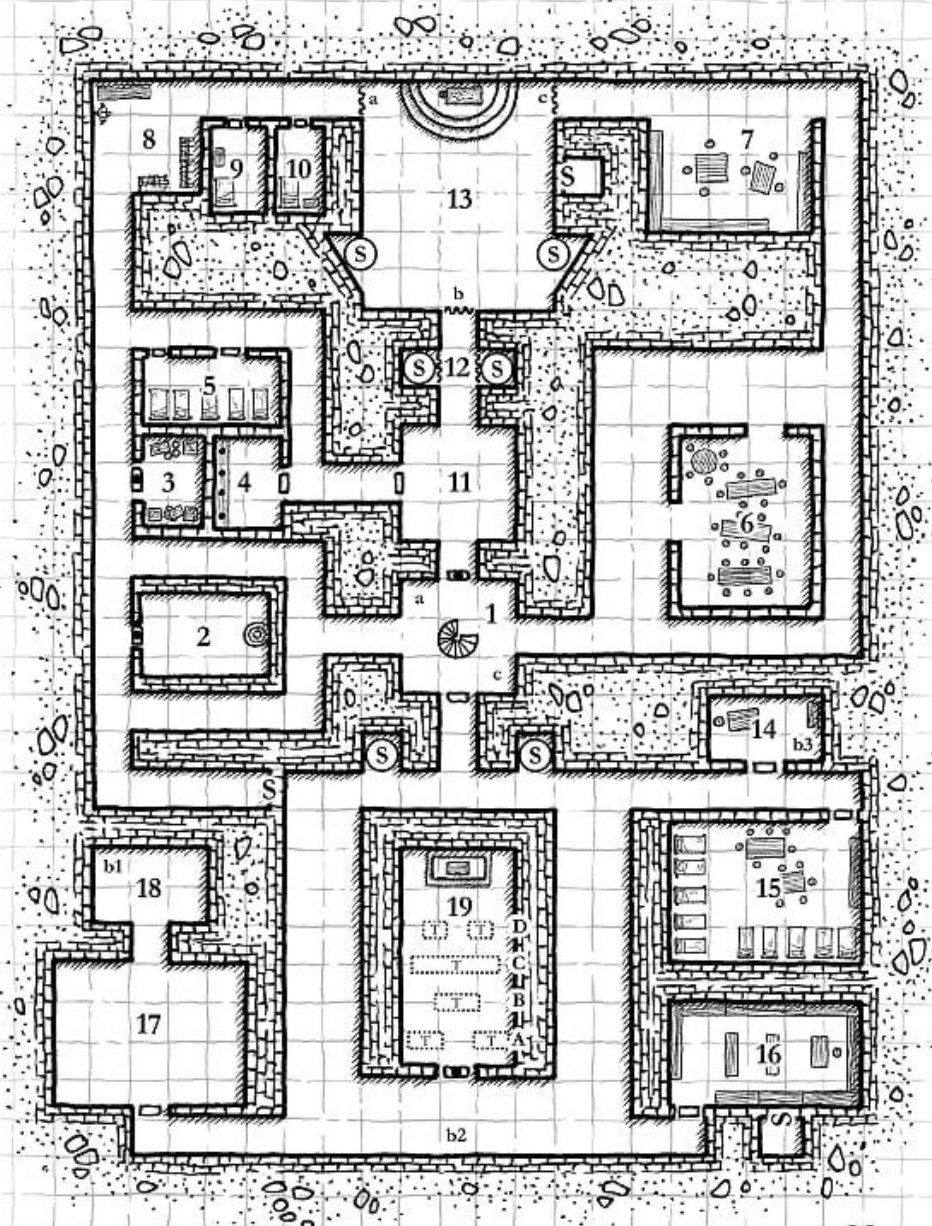
Lupaarus's temples were once found everywhere in Otium. Many of the villages and hamlets that dot the countryside have specific dog breeds that were once descendants of the old god. Years of domestication has made the dogs loyal to their masters, however, the reemergence of the canine god has

sickened domesticated dogs while strengthening wild breeds in the region. Wolves, gnolls, and kobolds have all grown stronger, bolder—and seem to be united in a common cause.

Most temples were destroyed by the followers of Pacem and Sareneas but some were either sealed or skipped in the Immortal Wars. Finding the artifact items to be indestructible by mortals, four of the five artifacts were buried within deep caverns, underground lakes and forgotten crypts. The *Onyx Eye* found in this adventure was secured by Lupaarus's followers during the upheaval and buried within one of the canine god's temples. Several temple priests, guards, and servants volunteered to stay behind to safeguard the artifact, only to die and become the undead creatures now found there. Once a wondrous temple, the place became a crypt when its worshippers perished.

While the characters search for the first artifact in this adventure, the minions of Lupaarus are scouring the realm for the remaining pieces—they already possess the diamond skull, stolen from the hapless archeologists at the dig site. They will find this crypt as well as the three artifact sites within several weeks.

Additional materials from Throwi-Games will continue the story with in-depth background, adventures and a cataclysmic conclusion to the story that may include the characters combating the canine god Lupaarus himself.



Crypt of the Dog Witch

(1 square : 5 feet)

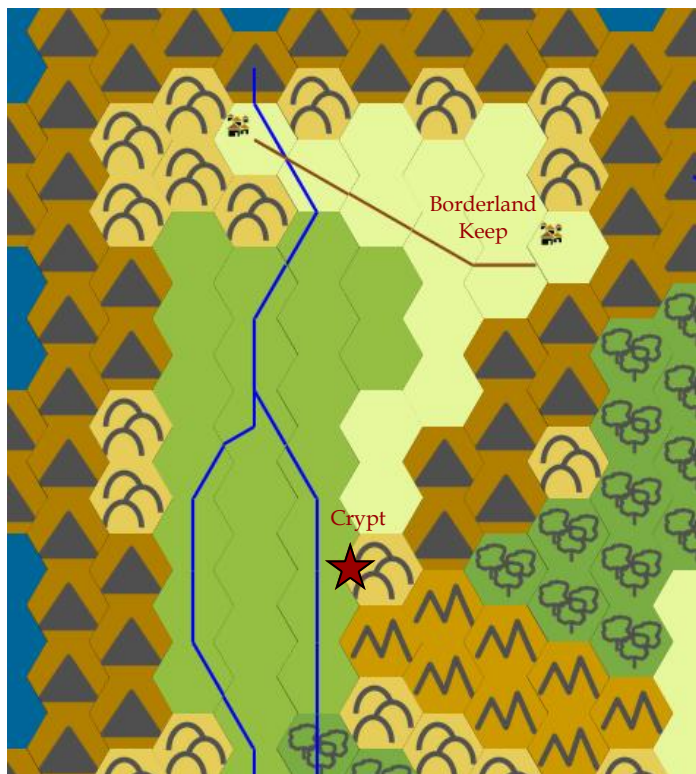
- (S) Skeleton Guard
- (---) Floor Trap



Locations marked 'a' through 'c' are described in Area 13.

Crypt of the Dog Witch

The god Lupaarus has returned to the peaceful land of Otium, bringing hordes of canine creatures down on the unprepared farmers and unprotected lands. The key to stopping the onslaught is for brave heroes to find the five artifacts of Lupaarus before his minions do—the first of which is guarded by the Dog Witch! Can the adventurers make it to the crypt before their foes?



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