

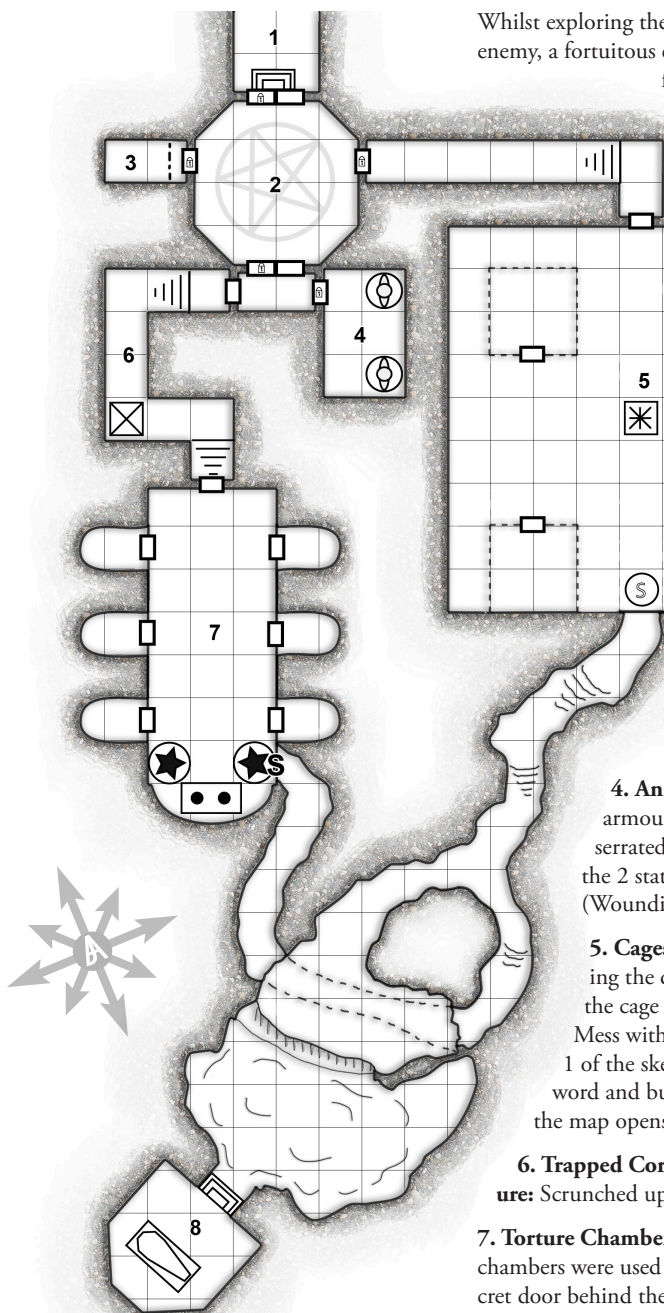
CRYPT OF THE WITCH KING

OR, WHO'S YOUR MUMMY

By J.M. Abbott

Located in the Dragonspine Mountains lie the ruins of Dorag Skel; a place of many secrets and ancient tragedy. Something within attracts fell beasts to the ruins, perhaps the abundance of would-be-heroes travelling to the region to plunder its riches and secrets? One secret, however, remained undiscovered - The Crypt of the Witch King, until now...

Whilst exploring the Dorag Skel ruins, perhaps at the behest of a patron or perhaps in pursuit of an enemy, a fortuitous earth tremor causes a section of wall to fall away, revealing the entrance to a long forgotten crypt...



1. Entry: A number of steps leads to a set of locked, ornate double doors. A warning is inscribed in an ancient language "Treasure ye seek, yet it's death ye'll find, leave me in peace or doom mankind!"

2. Main Foyer: An anti-magic circle is inscribed on the floor, it has been cast so that its effect extends to the internal walls of this room. All the doors leading off this area are locked.

3. Trapped Room: Opening this door by any means other than with the Witch King's key, which has a very irregular shape, activates the trap. When players open this door they see a 10 feet x 5 feet (3 metre x 1.5 metre) treasure vault; precious metal objects, coins, gems, and objects d'art are strewn through the room, this is an illusory wall. PC's stepping into the room beyond the wall are teleported to a 30 foot (10 metre) diameter, spherical room inside a mountain 1D10 miles/kilometres away with no visible means of escape. To their companions they appear to be examining treasure, picking items up and so on. Opening the door with the Witch King's key reveals the actual treasure; a magic weapon, magic ring and 1D20 x 200 value of coins, gem and art.

4. Animated Statues: This room contains 2 x human sized iron statues of fierce, armour plated warriors. They each hold greatswords of prodigious size, with gleaming, serrated edges. As for area 3, opening the door without the Witch King's key activates the 2 statues which attack until they are destroyed. **Treasure:** 2 x Serrated Greatswords (Wounding).

5. Cages: These 4 cages contain nothing but bones and mainly rusted equipment. Opening the doors to the cages or stepping on the trigger plate as shown on the map cause all the cage doors to open and 1D3+1 skeletons to form in each cage and attack the PC's. Mess with your players, you know you want to, and make them tougher, go nuts. **Treasure:** 1 of the skeletons (make him a boss skeleton) is wearing chain-mail and wielding a shortsword and buckler that look as though they've just been forged. A secret trap door as shown on the map opens to a rough-hewn 5 feet x 5 feet (1.5 metre x 1.5 metre) tunnel.

6. Trapped Corridor: Poisoned, Spiked Pit Trap: 20 feet (6 metres) deep; 1D4+1 spikes. **Treasure:** Scrunched up in the bottom of the pit is a Cloak of Invisibility to Undead.

7. Torture Chamber/Altar: Theses six cells contain manacles from which hang skeletal remains. The chambers were used to torture victims prior to being sacrificed on the altar for vile ceremonies. A secret door behind the eastern statue (discoverable with a difficult check) opens to a rough-hewn 5 feet x 5 feet (1.5 metre x 1.5 metre) tunnel. 1 Shadow resides in each of the statues and a Greater Shadow resides in the altar, they attack immediately when a living creature touches either statue or the altar.

8. Crypt of the Witch King: The final resting place of the Witch King... if the PC's can get to it! Disturbing the water in any way awakens the large Water Elemental that the Witch King imprisoned here aeons ago and to say it's cranky is an understatement! If the PC's manage to defeat or by-pass the water elemental, opening the sarcophagus reveals the Witch King's mummified remains. Interfering in anyway with the Mummy infuses it with evil energy and it attacks immediately, preferably with some sort of multiple target spell, then with it's melee attacks. **Treasure:** 1 Golden Key, 1 Ring of Fire Resistance.

MAP KEY

	Single Door		Animated Statue
	Double Door		Secret Trap Door
	Statue		Covered Pit Trap
	Anti-Magic Glyph		Trap Trigger
	Sarcophagus		Illusory Wall