



DRAGONSEED

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To Light The Shadows

By Chris M. Robert

To Light The Shadows

A Labyrinth Lord adventure for 4 to 6 characters, levels 1 to 2

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ABOUT THIS ADVENTURE

'**To Light The Shadows**' is a beginning adventure for the **Labyrinth Lord** RPG system, intended for use for a party of 4-6 player characters of Level 1-2. This adventure is best suited as the party's first adventure, in order to familiarize players with the **Labyrinth Lord** system. Alternatively, it may prove useful as a supplementary adventure for PCs who need a few more experience points in order to level up.

Labyrinth Lord Introduction

Centuries ago, the Ever Bright Order was a beacon of light in the Known Lands. The priests and warriors of the Order scoured the baronies and fiefdoms, rooting out the Chaos that lurked within. The Hierarchs that guided the Order brought the rule of Law to all corners of the Known Lands, and a time of abiding peace blessed the lives of Humans, Dwarves, Halflings and Elves.

But their noble victories would eventually come at a steep price, and the triumphs of the Ever Bright Order attracted the notice of dark powers bent on ruin. The deadly race of Shadows, lashed into a fury by their mysterious Shadow Queen and joined by savage Human cultists, hunted the Order throughout the Known Lands, terrorizing and slaying all who dared deploy the sunburst emblem. The Hierarchs marshaled their forces, and battle was joined; the cleansing flames of the Order seared many Shadows and their gibbering lackeys.

These mortal enemies, light versus dark, fought one another to a desperate standstill. The Shadows retreated to the inky depths of their murky realm to regroup, while the shattered remnants of the Ever Bright Order were scattered to the four winds, driven into hiding by the continuing depredations of the cultists, many of whom had been hidden within their own ranks. The fate of the last Hierarch – unknown, presumed slain. The Order faded into oblivion...

Until today. Vague rumors are whispered, and tenuous sightings debated. In remote hamlets, the sunburst emblem is displayed proudly and

fearlessly once again. Do the agents of the Order patrol the Known Lands with renewed vigor?

And if the Ever Bright Order has risen once again, can the fiendish Shadow Queen and her darkling hordes be far behind?

Player Characters' Introduction

The PCs will be contacted by messenger while staying over in the town of Larm, either as a group or brought together as strangers to meet for the very first time. A summons promising adventure will lead them to a meeting in an unused warehouse on a deserted side street not far from the docks:

In the center of the warehouse is a sturdy wooden crate, used as a table by the old man seated behind it, and several chairs. The old man wears the plain robes of a lowly monk: 'I am Vaynurd, the one who has called you. Please, sit down and hear my tale. I have want of those who seek adventure'

The old man reaches inside his robes and pulls forth a leather strap from around his neck. Hanging from the strap is a silver pendant crafted in the shape of a sunburst, an emblem vaguely familiar from ancient stories and obscure peasant fables. Vaynurd begins his story:

'Indeed, I have the honor of being counted a member of that glorious and lost brotherhood known as the Ever Bright Order. Not yet dead are we, but still far from the vigor that defined our toils so many hundreds of years ago.

'In these times our resources are limited, our numbers few, and needs sometimes outpace due diligence; associates and hirelings are not always examined with the appropriate rigor, and... dastards may slip into positions of confidence.

'One such was a Dwarf named Unukalhai. I shall not go into the details here, but our trust was misplaced: two of our initiates murdered, a half-dozen more innocents butchered, and the

remains of countless unfortunate souls desecrated give only partial voice to the story of Unukalhai's evil deeds.

'What I can tell you is that the Dwarf is in possession of a terrible relic of ferocious potency: the Masque of the Tomb King. A handful of these ghastly vizards were created thousands of years ago by the necromancer Gaal and distributed to his lieutenants. The filth of Unukalhai must be eradicated, and the mask must be returned to me for proper disposal. I will provide you with an artifact of great power to help you bear the mask safely back to me.

'Unukalhai, in league with our great enemy the Shadows, has discovered a long forgotten tomb complex created by our Order many centuries ago. These perverse degenerates have desecrated the tomb, and seek to use it as a base from which to enact their dark designs.

'Unknown to them, however, there are wondrous defenses built within the tomb itself. There are four shrines, their protective powers idled by age and neglect, that may be reactivated by simply placing a lit candle within them. These 'sanctified' shrines offer enormous powers to warriors of Good who fight Evil within them. They will sustain you through your most desperate travails.

'Legends speak of additional beneficial forces at work within the tomb, but the stories are fragmentary and conflicting, and there is no way to know whether these holy magicks are still potent. I will give you a sunburst emblem that identifies you as a ally of the Order, but trust in the shrines.

'I can offer you little in the way of guaranteed recompense. Should you decide to help annihilate Unukalhai and recover the mask, I can provide you with a retainer of 25gp each, to cover expenses for provisioning and travel. However, much greater treasures certainly reside in the clutches of the Dwarf – these you may keep freely and without thought for return to their proper owners, who all dream in

Death's dark slumber. I do ask that you do not pilfer any of the furnishings in the temple that have survived, or disturb the remains housed within – it is not our practice to entomb valuables with the deceased, so our crypts contain no earthly treasures.

'You may wonder how I know that I can trust you – a rather motley crew you are, hmm? Well, I shall not allow the same mistakes to be repeated that brought Unukalhai to power. You have been watched closely for several months, and I have been observing you personally for a period of weeks. There are magicks that can see what hides from the eyes, and that hear what no ear may discern. I know your hearts, better perhaps than you know them yourselves. You will not disappoint me.'

Preparing For The Tomb

Once the PCs affirm their intent to accept the mission, Vaynurd will give them each 25gp, the somewhat bulky (10lbs.) ceremonial sunburst emblem, and a piece of dirty, worn cloth that he calls the *Shroud of Rastaban*, for use in securing the mask once it has been recovered. The shroud is not much to look at, but any PC touching it will feel a tremendous sense of well-being and Good emanating from the tattered fabric.

Getting Ready

At this point, the PCs should do any shopping they require to provision themselves for the journey to the tomb complex and the adventures within. Larm has a basic range of stores, artisans and merchants and PCs will be able to find all weapons, armor and equipment listed in the **Labyrinth Lord** rulebook. The LL may wish to allow each PC to check vs. CHA in order to try to score a bargain on each item they wish to purchase:

made check exactly	standard price
each point missed by	price +10%
each point made by	price -10%

Round the final price up to the nearest copper piece in all cases. The maximum modifier is +/- 40%, and a PC may try up to three times per item; if the results of a third attempt are not accepted, the PC may not purchase that item prior to this adventure.

Getting There

The tomb complex is thirty-five miles northeast of Larm, in the rolling foothills that run towards the mountains. Vaynurd will provide the PCs with a map that will get them there in less than three days without difficulty. It is recommended that the PCs' journey to the tomb complex be without incident, and free from random encounters.

Tomb Notes For The Labyrinth Lord

Exterior

The entrance to the tomb complex is located in the middle of a section of cliff that joins two medium-sized hills. The top of the cliff is gained by traversing one of the hills, and then carefully dropping down to a cleft in the rocks. The narrow entrance is hidden from sight by an overhang.

The natural cave wanders for several yards, and then rough-hewn steps lead down into the hillside.

Construction

The tomb complex was crafted from a natural cave system. Most passageways are no more than five feet wide (sometimes much less), and are completely unfinished and rough. The various rooms are expanded from natural chambers and evidence varying levels of refinement – some rooms are smooth-walled and finished, while others have been little more than crudely hacked out from the living stone. Support timbers line the walls and ceilings, but many are rotting and the signs of small collapses are everywhere. In many places moisture runs down walls and puddles freely on floors.

Most of the original doors in the tomb are no longer intact, and those few that are have suffered from age and inattention. All remaining doors may be broken down on a d6 roll of 1-4 (additional STR adjustments may apply), and listen checks are made at one level of ability greater than usual (i.e. a Human Fighter succeeds on a d6 roll of 1-2, a 9th level Thief succeeds on a 1-5).

Originally there were enough sconces to hold torches to light the entire complex, but many have corroded away or been destroyed. PCs cannot count on leaving a trail of torches along the walls behind them.

Emphasize to the PCs (especially any Dwarves in the party) that the entire complex is in disrepair, and encourage them to exercise caution in their explorations.

Guardian Shrines

The four guardian shrines within the tomb complex are powerful and holy devices, designed to protect the remains of the Hierarchs of the Ever Bright Order from infernal pillaging. They are activated by placing a lit candle within them. Candles placed within the shrines never burn out, and may not be extinguished in any fashion; only removing them from the shrine will restore them to normal function (and evil creatures are prevented from doing so by the holy aura of the shrines). The shrines indicate both good and magic when tested by the appropriate *Detect* spell. *Dispel Magic* and *Protection from Good* have no effect.

Activated shrines 'sanctify' the surrounding area in all directions within a 50' radius (this effect persists through walls, floors and ceilings). The following spell effects apply for good creatures within all sanctified areas:

- *Bless* (LL p.21)
- *Protection from Evil* (LL p.24)
- *Striking* (LL p.26) on all weapons
- Good individuals who rest for one full day within a sanctified area will receive the effects of a *Heal* (LL p.23) spell

Evil creatures can sense the powerful aura of any sanctified areas and, unless stated otherwise, will avoid entering them. Good creatures can likewise sense the aura of

sanctified areas, and the LL can notify them when they stray outside their bounds. Activating and maintaining the shrines is crucial to the PCs success in this adventure.

KEY TO THE TOMB

Check for wandering monsters every fourth turn: a result of 6 on a d6 indicates an encounter, then roll a d4 on the Wandering Monster Table to determine type.

Wandering Monster Table

1. Giant rats (d4+2): MV40', AC7, HD $\frac{1}{2}$ (2hp each), AT1, D d3, SA disease, Save F1, M8, AL none, XP6 – These may be encountered arriving from any direction, they are endemic to this tomb complex. They will pursue until successfully evaded, or routed by a morale check.

2. Giant centipedes (d4): MV20', AC9, HD $\frac{1}{2}$ (2hp each), AT1, D none, SA poison, Save 0 level human, M7, AL none, XP6 – May arrive from any direction and are quite common scavengers. They will pursue until successfully evaded, or routed by a morale check.

3. Kobolds (2d4): MV20', AC7, HD $\frac{1}{2}$ (3hp each), AT1, D d6-1 light pick, Save 0 level human, M6, AL C, XP5 – This group is a small foraging party, and is encountered heading from the direction of Area 13. They are not looking for trouble, and must test morale every time one of their number is slain. They will not pursue the PCs should they flee.

4. Zombies (3): MV20', AC8, HD2 (12, 10, 9hp), AT1, D d4 club, SA undead immunities, Save F1, M12, AL C, XP29 – These rotting monstrosities arrive from the direction of Area 12, and are simply on their way to some routine task ordered by Unukalhai. If the PCs try to flee from them, they will only pursue until they lose sight of the party, then they will continue the way they had been going.

Area 1: Entryway

The crumbling dirt steps lead down and widen into a landing of dressed tiles cut into a sunburst motif. A narrow, natural tunnel opens to the north, disappearing into the darkness ahead of you. The sunlight is dim down here, and an alternative light source will be required in order to proceed.

There is nothing of further interest in this area.

Area 2: Chapel

When the party enters this room, **five skeletons** struggle up from the floor near the altar and attack. Two wield hand axes and two swing maces, and they wear tarnished fragments of piecemeal armor. They have been placed here by Unukalhai, their only command to attack anyone or thing not accompanied by him.

Skeletons (5): MV20', AC7, HD1 (7, 5, 4, 4, 3hp), AT1, D d6 hand axe or mace, SA undead immunities, Save F1, M12, AL C, XP13

The natural rock passageway opens into a large finished chamber that appears at one time to have been a place of worship. An altar has been carved into the living rock of the north wall, and the detritus of a ransacked chapel litters the floor: tattered parchment, broken candles, moldering tapestries, shattered remains of wooden benches. Moldering timbers brace the walls and ceiling every ten feet or so and rusted sconces hang empty at irregular intervals. Two doorways yawn open darkly in the northwest corner and the east wall, and there is a small alcove in the west wall of this room.

The PCs should find the alcove of interest:

A tiny alcove is carved into the wall, approximately three feet high and two feet deep. There is a small statue within, a somewhat crude representation of a young woman kneeling with her hands cupped before her.

This is the first guardian shrine – any PC that examines the statue closely may check vs. INT to recognize it as such. When a candle is lit and placed within the cupped hands of the statue, read the following:

The candle sputters for a moment, and then flares to an intense brilliance that lasts several seconds. The light slowly fades to that of a normal candle.

Other than the weapons of the skeletons, only d8 candles and some firewood can be scavenged from this room.

Area 3: Vestry

This small room was probably a dressing room. Below a row of hooks and pegs, a low bench lines the east wall. There is a tall wardrobe against the north wall, its doors slightly open. The floor is carpeted with small bones and desiccated remains, mostly of rats and the like.

A **giant crab spider** clings to the ceiling above the wardrobe. It will drop onto and attack the first PC who investigates the wardrobe, achieving surprise on 1-4 on d6. Each PC who states specifically that he is searching the ceiling may check vs. INT (dwarves check at INT+2) to discover the spider before it attacks; a successful check treats the spider as surprised.

Giant crab spider (1): MV40', AC7, HD2 (11hp), AT1, D d8, SA surprise/poison, Save F1, M7, AL none, XP38

The wardrobe contains assorted old, musty garments; if searched carefully, one cloak will reveal a small vial sewn into the lining; this is a *Potion of Heroism*.

If the litter on the floor is searched, it yields 29cp, 12sp, 4gp and three tiny pearls worth 10gp each.

Area 4: Storage Room

The flimsy wooden door to this small room sags on its broken hinges. It appears to be a storage room. Several brooms, two buckets, and a tangle of dirty rags lay scattered about. A pronounced musty odor chokes the air.

The rags are covered in **yellow mold**, though this is a small and less potent specimen. If the rags are handled the mold does d2 damage to exposed skin or will ruin gloves and gauntlets completely (no damage, though), and if they are disturbed in any fashion the mold will release its spores. Any PCs within Area 4 must save vs. poison or lose half (rounded down) of their current hp total. This mold is normal for the type in all other regards.

Yellow mold (1): MV0', AC always hit, HD2 (4hp), AT special, D d2, SA spores, Save F2, M12, AL none, XP19

There is nothing of value in this room.

Area 5: Common Catacomb

This large, broad chamber is obviously a burial room for cremated remains. Rows and rows of deep cubbyholes line the walls of this room, each packed with a dozen or more funereal urns. Judging by the cramped and spartan nature of the 'accommodations,' this room is the final resting place of those within the Order of lowly station and humble means. You can just make out a small alcove in the middle of the north wall, and a door in the far wall to the east.

Three shadows guard this area. They are subordinated to Unukalhai on the direct orders of the Shadow Queen, and the PCs would do well to activate the shrine here as soon as possible. The shadows will attack (note improved chance of surprise) as soon as a PC ventures more than ten feet into the catacomb, and will focus their efforts on any PCs who attempt to approach the alcove. If the shrine is activated, the shadows will attempt to flee to Area 8 to reinforce their comrades and await the PCs. If the PCs flee, the shadows will pursue.

Shadows (3): MV30', AC7, HD2+2 (13, 10, 9hp), AT1, D d4 + special, SA spell immunity / STR drain / surprise / hit by magic weapons only, Save F2, M12, AL C, XP83

The PCs will of course be interested in the alcove, and hopefully know its function already (if not, alter the below description to accommodate):

This is the second shrine, and it contains a small statue of a man holding aloft an open lantern. The candle placed within the lantern flares to a painful brilliance and slowly fades, just as before.

The PCs should be discouraged from disturbing the urns or the remains within them. There is nothing of value in this room.

Area 6: Barricaded Door

The door before you has been barricaded to prevent entry. Thick, fresh timbers have been nailed into place across the doorway, and several stones have been heaped at the bottom.

It will take one man/turn (one man can finish in one turn, two men in half a turn, etc.) to remove the stones, and two additional man/turns to dislodge the timbers from the door. This is strenuous, noisy work and the LL may roll once for wandering monsters while it takes place, with a d6 result of 3-6 indicating an encounter.

There is nothing else of interest here.

Area 7: Abandoned Passage

A putrid blast of corpse stench assails you. This passage is rough and unfinished, perhaps abandoned before completion. The door and nearby walls show evidence of bloody claw marks.

Two ghouls have been imprisoned here and lurk near the mouth of this passage; they will attack the nearest PC immediately. The ghouls were lured by Unukalhai using his mask, but proved too unruly to make proper servants and so the

Dwarf has sealed them here, in a section of the tomb complex that was abandoned prior to completion.

The efforts of the PCs in Area 6 ensure that the ghouls will never be surprised. They have been trapped here for several weeks and are addled by hunger – if they manage to paralyze an enemy, they will stop to feed rather than make additional attacks against others. While feeding, the ghouls will make a single bite attack each against the paralyzed target every round; if a paralyzed victim dies, the ghouls will continue to feed for three rounds, then look for new prey. The ghouls are reckless and will pursue fleeing PCs into sanctified areas.

Ghouls (2): MV30', AC6, HD2 (7hp each), AT3 (claw x2, bite), D d3 each, SA paralyze, Save F2, M9, AL C, XP47

There is nothing else of value or interest here.

Area 8: Common Catacomb

This is a second large catacomb chamber, identical in many ways to the first: rows upon rows of deep cubbyholes filled with urns. There has been some destruction in this area, as numerous urns are broken and the shards and ash are scattered across the floor. There is a small alcove in the middle of the west wall, and passageways open from the south and east walls.

This room is guarded by **five shadows**, and their numbers will be bolstered by any shadows that fled from Area 5. They know the shrine in this area is damaged and do not fear shrine effects: they will freely move into sanctified areas and pursue the PCs throughout the tomb complex.

The third shrine rests in the alcove in the west wall:

The alcove contains a small, rough sculpture of an ox pulling an open wagon. This sculpture has been damaged, parts of it chipped away and broken.

Placing a lit candle in the bed of the wagon will activate this shrine, but because of the damage

suffered the holy energies surge and fade unpredictably:

The candle sputters and flares crazily, and wild bursts of brilliance are consumed by shadows and darkness from moment to moment.

Each round, roll d20 to determine the current effects of the activated shrine:

1-3	Activated shrine functions as normal
4,5	<i>Protection from Evil & Striking</i> only
6,7	<i>Protection from Evil & Bless</i> only
8,9	<i>Bless & Striking</i> only
10,11	<i>Striking</i> only
12,13	<i>Bless</i> only
14,15	<i>Protection from Evil</i> only
16-20	No effect, modify next roll by +2

Shadows (5): MV30', AC7, HD2+2 (13, 10, 9, 8, 8hp), AT1, D d4 + special, SA spell immunity / STR drain / surprise / hit by magic weapons only, Save F2, M12, AL C, XP83

The shadows have collected some treasure here, down payment from Unukalhai to the Shadow Queen for services rendered. A pile of broken urn fragments in the southeast corner conceals a small sack containing a silver and emerald necklace worth 250gp, an amber brooch worth 75gp, two matching filigreed platinum rings worth 55gp each, and a spool of fine electrum thread worth 40gp.

Area 9: Partially Collapsed Passage

This section of the passageway has suffered a partial collapse. The supporting timbers are shattered, and dirt and loose stones are piled up here. It will take some effort to dig through the blockage to traverse this section.

Unukalhai intuitively realized the dangers posed by the Girding Chamber (Area 10), and so he made an effort to seal this part of the tomb complex. Any Dwarf may test vs. INT to recognize that the supporting timbers were purposefully chopped down. Any Dwarf may also make a test vs. INT to come up with a plan to safely excavate the passage and prevent further collapse.

If the test is passed, the PCs may safely continue on after twenty-four man/turns of digging, buttressing and squirming. If the test is failed, or there is no Dwarf in the group, the same twenty-four man/turns will be required to move past the collapse, but each PC moving through the collapse area has a 10% chance of causing a new rock fall. Unlucky PCs take d4 damage, and a further four man/turns of digging are required to reopen the passage. Dwarfs may test again following any re-excavation to see if a safe passage has been created, otherwise the same chance of collapse again applies.

Traversing back from south to north follows the same rules, according to whether the passageway was excavated safely or not.

Area 10: Girding Chamber

This medium-sized chamber is bare – no furnishings, no debris, no apparent additional exits. A nice place to rest, perhaps?

Exceptionally powerful holy energies enchant this room: this is the Girding Chamber of the tomb complex, used in times past for ceremonies in which warriors were prepared for battle. The room indicates both good and magic when tested by the appropriate *Detect* spell. *Dispel Magic* and *Protection from Good* have no effect here. Nothing will occur in here until all the PCs are within the room. When that happens:

A powerful draft bellows through the room, slamming shut the door and quenching all of your light sources. The darkness lasts just a few seconds, until a dazzling magical light erupts from the ceiling. The room has been transformed: lavish silken carpets cover the floor, beautifully embroidered curtains and tapestries decorate the walls, and a large stone altar with a sunburst-shaped depression in its face sits along the back wall. Four large wooden, iron-shod chests rest at the foot of the altar.

Nothing further will happen until the PCs move to approach the altar, and then:

There is a frightful pounding coming from the direction of the far wall: something is hammering through from the far side! The stones of the wall shatter and crash inward, tearing several curtains to the ground, and two dozen armed and armored skeletons charge toward your party!

Illusory Skeletons (24): MV20', AC6, HD1 (8hp each), AT1, D d8 long sword, battle axe or flail, SA undead immunities, Save F1, M12, AL C, XP6

The skeletons are a powerful illusion, although the PCs will not recognize this fact – they cannot be dispelled or disbelieved. The PCs may either flee or meet the attack.

If they flee, they may rush out the way they came and shut the door behind them. They will not be pursued, and if they return subsequently everything will repeat exactly as before, and the PCs will be faced once again with the choice to flee or fight.

If they fight, run a normal combat using the statistics provided above for the skeletons; each PC will be attacked by d6 skeletons at once, with any attacks on a PC beyond the fourth in a round counting as coming from behind. A cleric's turning ability and all magic spells or abilities will have no effect on them.

The PCs are unfamiliar interlopers, and the Girding Room is testing them. When the skeletons burst into the room, the PCs must state their intent to charge through them to the altar and insert the sunburst emblem, either as a group or with some members acting to screen others. In order to advance to the altar, PCs must use a combination of combat prowess and sheer strength. At the end of each combat round, total the STR of all surviving PCs and roll d100; if the roll is equal to or less than the total STR, the PCs may advance toward the altar. For each skeleton killed that round, apply a -10 modifier to the roll. If the PCs declare they are using tactics designed to protect the emblem-bearer and conduct that PC safely to the altar (creating a diversionary attack, using a flying wedge formation, etc.), the LL may apply further modifiers as he sees fit.

The PCs must achieve three advances, with the emblem-bearer alive at the end, in order to win their way through to the altar. If the current emblem-bearer is killed on the way to the altar, a different PC may take up the emblem. If the PCs are killed before reaching the altar, read the following:

Your party awakens on the floor of the same plain, bare chamber you entered just moments ago. You look about you uncertainly: no lavish furnishings, no skeletons, no wounds you did not already have, your torches flicker next to you...

Once the PCs stand up, everything starts over again with a gale of bellowing wind!

Should they win through, read this:

You crash through a phalanx of skeletons and hack your way to the altar, slamming the sunburst emblem roughly into place. A rumbling clap of thunder knocks you to the ground, and your sight blackens as you teeter on the edge of unconsciousness. When your vision clears, the skeletons have disappeared while the richly appointed room remains the same.

Following the successful resolution of the test, the PCs will find themselves healed completely of all damage (even any damage suffered prior to entering the Girding Room) and status effects (paralysis, poison, disease, etc.). Unfortunately, they accrue only one-half the normal XP rewards for 'killing' any of the skeletons. Do not test for wandering monsters while the PCs remain in this room.

Everything else in the room is real. Once in place, the sunburst emblem cannot be removed from the altar. PCs should be discouraged from removing any of the decorations from the room; should they insist, each PC will be completely encumbered (160lbs.) with 2d4 tapestries and rugs worth 5d100+100gp each. However the chests and their contents are open game.

The first chest contains a *Dagger +1* and a suit of Elf-sized chainmail. The second chest contains 12 *Arrows +1* and a *Potion of Invulnerability*. The third chest contains a flask of

holy water and a *Ring of Protection +1*. The fourth chest contains a suit of Human-sized banded mail and two *Potions of Healing*. The magic of the Girding Room allows the PCs to know the complete function of each of these items, and there is no need to test or have them identified.

Area 11: Common Room

The door to this room has been smashed off its hinges and lays flat on the passageway floor. This looks to have been a common room and sleeping quarters for half a dozen or more of the Order's initiates and staff. Rotted fragments and broken timbers are all that remain of several beds, chests, wardrobes and tables, and at least one bookshelf. Water seeps down the far wall and half of the floor is covered in a shallow pool, in the middle of which are several toppled barrels. The smell of mildew and decay is heavy here.

A **giant toad** nests amongst the barrels, and will attack (surprises on d6 roll of 1-3) the first PC to come within 15'.

Giant toad (1): MV30', AC7, HD2+2 (13hp), AT1, D d4+1, SA swallow, Save F1, M6, AL none, XP71

Buried amongst the refuse of the barrels are 21sp, an engraved pewter scroll case worth 12gp, and an elaborate but tarnished and dull silver dagger (may be fully restored by any blacksmith) worth 75gp. Hidden under water and mud in the southwest corner of the room is a filthy, but serviceable, *Shield of Biting* (see New Magic Items).

Area 12: Private Room

This small room has avoided the ravages sustained by the rest of the tomb complex, although there is a distinct odor of decay in the air. A small desk sits by the far wall, with an unlit lantern and a set of manacles sitting atop it.

Unukalhai leaves **three zombies** here, where they are available to run errands and perform simple tasks. They will shuffle forward from the area behind the desk and attack anyone who is not accompanied by Unukalhai.

If the PCs have encountered this group as wandering monsters, they will not be here and this room will be empty of enemies.

Zombies (3): MV20', AC8, HD2 (12, 10, 9hp), AT1, D d4 club, SA undead immunities, Save F1, M12, AL C, XP29

The lantern is half-filled with oil and operates normally, as do the manacles. Unukalhai has left some minor treasure here under the guard of the zombies. In the desk is a small coffer containing 100sp; the coffer has a false bottom that can only be found by a thief who successfully tests to Find Traps, and inside are ten matched Dwarven mithril trading tokens worth 15gp each.

Area 13: Open Chasm

Before you, a huge chasm splits the passageway in two. Faint sunlight drifts down from above, while the chasm plunges to an unknown depth below and to each side. Shorn wooden posts mark where a small bridge must have crossed the chasm long ago. There is a sturdy ladder set against a wall on the far side; it looks long enough to be placed over the chasm and allow passage.

The chasm is fourteen feet wide. There are potentially several means of traversing this obstacle, and the LL should reward player ingenuity and punish laziness and lack of common sense.

The easiest means across is for one athletic PC to jump the chasm, and then place the ladder across to allow the rest of the party over. Any PC, once stripped of all armor and items, whose STR+DEX equals or exceeds 30 can make the leap automatically. Each point below 30 is a 1-in-10 chance of failure, i.e. roll d10: 29 fails on a 1, 28 fails on a 1-2, 27 fails on a 1-3, down to an automatic failure at 20 points and below. Failure means the PC plunges into the chasm and is killed. Once the ladder is across the chasm, PCs may cross safely at the rate of one per round.

The PCs may come up with their own ideas, and the LL should use his best judgment in assigning the likelihood of success of these efforts.

This is an active area for monsters transiting the tomb. Wandering monsters may be checked for every turn the PCs are within 30' of the chasm, and an encounter is indicated on a d6 roll of 5-6 (instead of the usual 6 only).

Area 14: Shattered Seal

At one time the floor here contained a magnificent tiled seal depicting the familiar sunburst emblem of the Ever Bright Order. Now, the tiles have been uprooted and smashed and the fine work ruined. Rubble litters the passageway, making for perilous footing.

Treat the rubble as normal in all respects, and as long as the PCs are careful they can negotiate this area without hazard. There is nothing further of interest here.

Area 15: Storage Room

The door to this room is ancient, but secure. Within, there are a handful of medium-sized boxes and crates stacked against the rear wall. The room is otherwise relatively clean and featureless.

The boxes contain assorted weapons and items for arming Unukalhai's minions, most of them in shoddy but serviceable condition:

d6 clubs
d3 hand axes
d6 maces
d4 short bows
d100 arrows
3 pairs of manacles
4d20 torches
d6 flasks of oil

This room is empty of both enemies and treasure, and a quiet party may find this a good place to briefly rest and recover.

Area 16: Ornate Catacomb

This is another catacomb, although clearly more lavish than the first two and probably reserved for the higher officials of the Ever Bright Order. Numerous internment niches line the walls, well spaced and with elaborately carved doors. Two columns of sarcophagi stretch toward the far wall, five per column with a broad lane between them. Each sarcophagus is elaborately worked with intricate runes and artfully sculpted frescoes. The tops of four of the sarcophagi have been shoved aside, and they hang open darkly.

There is a small plinth holding a carved figurine in the very center of the room, and a closed door in the south wall.

More of Unukalhai's summoned minions guard this room, **six skeletons** armed with short bows. These skeletons have been given incomplete orders by Unukalhai, and thus they will only use their shortbows to fight, rising and attacking from behind the furthest row of sarcophagi once any PC steps past the first row. They will not advance or leave the room, nor will they bother to avoid the effects of the shrine if it is activated.

The sarcophagi provide excellent cover to shelter from the skeletons' bowfire. Any PC that states he is hiding completely from the skeletons is immune from their attacks. Any PC that states he is actively using the sarcophagi as shelter while approaching the skeletons to melee is attacked with a -4 modifier for cover. Additionally, the skeletons will fire their arrows steadily in the direction of the nearest PC no matter the result; they will run out of arrows after 2d20+10 melee rounds. At this point, they will not advance to attack the PCs, but will defend themselves normally if charged.

Skeletons (6): MV20', AC7, HD1 (6, 5, 4, 4, 3, 3hp), AT1, D d6 short bow, SA undead immunities, Save F1, M12, AL C, XP13

By now, the fourth shrine should be obvious to the PCs:

The plinth supports a statue of a robed, priestly figure gesturing from behind a pulpit with an open front.

Placing a lit candle into the open pulpit activates this shrine, and it behaves exactly the same as the first two intact shrines.

The sarcophagi are all empty, the occupants no doubt having already been raised by Unukalhai. There is no treasure or items of note in this room.

Area 17: Vaulted Chamber

This finished, circular chamber is taller than the other rooms, the crumbling timbers climbing the walls and meeting in the center of the ceiling. It is lit by four burning torches; there is a desk near the south wall, a crude bed with a chest next to it along the west wall, and a bookcase against the east wall. A Dwarf clothed in soiled robes and wearing a hideous mask stands from behind the desk and barks an order to what can only be a zombie standing to his right. The zombie shuffles toward you, while the Dwarf motions to cast a spell...

This is the lair of the Dwarven 'necromancer' **Unukalhai**. He is, in fact, an ordinary 4th level Dwarf, but the powers he wields by virtue of his possession of the *Masque of the Tomb King* have convinced him otherwise. Unukalhai is also quite mad, driven insane by the dark magicks he channels; he is gleefully homicidal and willfully cruel.

Unukalhai is attended by his bodyguard, a hulking **zombie** who wields a large club. The zombie will not advance more than 30' from Area 17. Unukalhai will direct his zombie to attack the PCs, while he hangs back and casts his 'spells'. These spells are his clumsy manipulation of the mask's powers. Unukalhai can summon **d4 skeletons** per round – these monstrosities will burst from walls of the Area 16 catacomb and rush to attack the nearest PC. These skeletons do not fear the effects of the

shrines, and will enter sanctified areas if necessary to attack PCs. They will pursue fleeing PCs throughout the tomb complex.

The PCs must defeat the zombie before they can attack Unukalhai in close combat. Once the zombie is dispatched, Unukalhai will charge the nearest PC and attack with his dagger, cackling maniacally as he strikes; he cannot summon skeletons while attacking. PCs may use this opportunity to try to remove the *Masque of the Tomb King* from the deranged Dwarf, and should be encouraged to do so since killing him will be very difficult. A PC must state he is trying to remove the mask, and then roll to hit. Success (no damage for the hit) allows the PC to check vs. STR in order to wrestle the mask off; if the STR check is passed, the mask is torn from Unukalhai's face.

Once his mask is removed or he falls below 15hp, Unukalhai will retreat, drink his *Potion of Gaseous Form*, and make good his escape through a small crevice in the ceiling that leads outside. The PCs will be unable to stop him. All remaining undead in the tomb complex will become inert, and all surviving shadows will depart once the mask is removed and/or Unukalhai flees.

Unukalhai (Dwarf NPC, unique): MV20', AC7 (DEX bonus and ring), HD4+1 (30hp), AT1, D d4 dagger, SA summon skeletons, Save D4, M12, AL C, XP215, carries *Potion of Gaseous Form* and wears *Ring of Protection +1*

Zombie (1): MV20', AC8, HD2 (16hp), AT1, D d4 club, SA undead immunities, Save F1, M12, AL C, XP29

Skeletons (?): MV20', AC7, HD1 (4hp each), AT1, D d6, SA undead immunities, Save F1, M12, AL C, XP13

Unukalhai's treasures (besides the mask) can be gathered by searching the room thoroughly, and they are: 52cp, 616sp, 21ep, 301gp, 25pp, 12 petty gemstones worth 15gp each, a tapestry embroidered with silver thread worth 150gp, a collection of antique books worth 100gp, a set of ivory bookends worth 90gp, a pristine spell book (contains *Floating Disk*, *Hold*

Portal, Read Languages and Knock), a small flask containing *Oil of Slipperiness*, a *Short Sword +1/+2 vs. Undead*, and *5 Arrows +2*.

Any PC that handles the mask will feel a great unease, and will be compelled to quickly wrap it in the *Shroud of Rastaban* and stow it carefully away in a sack or backpack for return to Vaynurd.

Following The Adventure

Once the PCs depart the tomb complex, the journey back to Larm should be trouble-free and uneventful. They should hasten to report back to Vaynurd as soon as possible, and indeed another messenger will contact them within hours of their return, directing the PCs to meet Vaynurd in the back of a small brewery the following day. His reaction will depend upon how the PCs have fared in their adventure:

If the PCs failed to recover the mask, their meeting with Vaynurd will be brief. He will cut off any explanations or excuses and quickly thank the PCs for their help, and express regret that they fell short of his expectations. He will then invite the PCs to leave immediately. There will be no further contact between the PCs and either Vaynurd or the Ever Bright Order.

If the PCs have recovered the mask, Vaynurd will eagerly receive it from them. He will examine it ever so briefly to ensure that it is the real item, and then secure it in a small satchel. Vaynurd will then thank the PCs profusely:

Although you may not know it, you have accomplished a task of great heroism and lasting import. You have rewarded my trust and exceeded my every expectation. Unukalhai's death was ever secondary to the recovery of this loathsome relic; without this,

the Dwarf is an afterthought. I applaud you, and the people of the Known Lands will come to sing your praises.

The Ever Bright Order is a minor organization of meager resources these days, but Vaynurd has scraped together a small reward for the PCs. Each PC receives 25gp and a pendant fashioned in the shape of a sunburst, worth 15gp: the pendant identifies the wearer as a friend of the Ever Bright Order. The two PCs deemed most helpful in securing the tomb complex and defeating Unukalhai will each receive either a *Minor Mending Charm* or a *Refreshment Token* (the LL decides who receives what, see *New Magic Items* for more details).

The PCs are now marked as friends of the Order, and set upon the path of true Good. Vaynurd and the Ever Bright Order may have need of brave adventurers again...

Additional Experience Scoring

PCs may accrue additional XP rewards if they accomplish certain goals in the adventure. They may also be penalized for failure, or for acting against the instructions of Vaynurd:

each shrine that is lit		50
no looting/disturbing remains		250
passing the Girding Room test	1 st try	250
	2 nd try	150
	3+ tries	100
recover the mask		500
receiving bonus gift from Vaynurd (to the two recipient PCs only)		200
looting/disturbing remains		-100
failing the Girding Room test		-50
not recovering the mask		-250

New Magic Items

Masque of the Tomb King – This unholy relic allows creation of and control over the undead. Its exact powers may be specified in future adventures, but for now PCs will only know it as a powerful source of unease and dread once they wrest it from Unukalhai. Under no circumstances should a PC be allowed to wear or attempt to use the mask.

Minor Mending Charm – This is a small, pure silver charm in the shape of a stylized heart affixed to a leather strap. When worn at the neck, wrist or ankle all *Cure Light Wounds* (LL p.22) spells directed at the wearer will take effect for exactly 6hp of healing AND cure the effects of any paralysis completely.

Refreshment Token – A small coin with an aquatic motif engraved on the heads side and a cup on the tails side. When placed into a container holding any liquid of two gallons volume or less, the token will transform that liquid into clean, pure drinking water in twelve

hours time. The water is normal in all respects, and the token may be used again after each twelve-hour period of immersion.

Shield of Biting – This shield counts as magical, but does not confer any additional armor bonus on the bearer. The shield may affect any weapon that strikes it in combat. If an enemy makes a melee attack against the bearer and misses by one (i.e. would have hit but for the presence of the shield), the weapon used has a 75% chance of breaking. Magical weapons are immune to this effect, as are 'natural' weapons (claws, teeth, fists, etc.). Any attacker whose weapon is broken by the shield must make an immediate morale check with a +2 modifier to the roll. The shield is normal in all other regards.

Shroud of Rastaban – This cloth is a relic as powerfully Good as the *Masque of the Tomb King* is preternaturally Evil. For the purposes of this adventure, its only use is to secure the mask for transport back to Vaynurd.

Pre-Generated Characters

Jubal Hammerforge (Lawful Dwarf 1)
S17 I9 W9 D14 C13 Ch10 hp6 25gp

Pipsy Smallbowls (Neutral Halfling 1)
S10 I9 W8 D16 C14 Ch14 hp7 12gp

Tarkh the Simple (Neutral Fighter 1)
S14 I7 W9 D12 C10 Ch9 hp7 9gp

Marfang (Lawful Magic-User 1)
S8 I14 W10 D10 C9 Ch8 hp4 20gp

Ecclesius of the Strictarians (Lawful Cleric 1)
S10 I9 W11 D9 C11 Ch9 hp6 19gp

TukTuk (Neutral Thief 1)
S9 I9 W11 D13 C13 Ch11 hp5 16gp

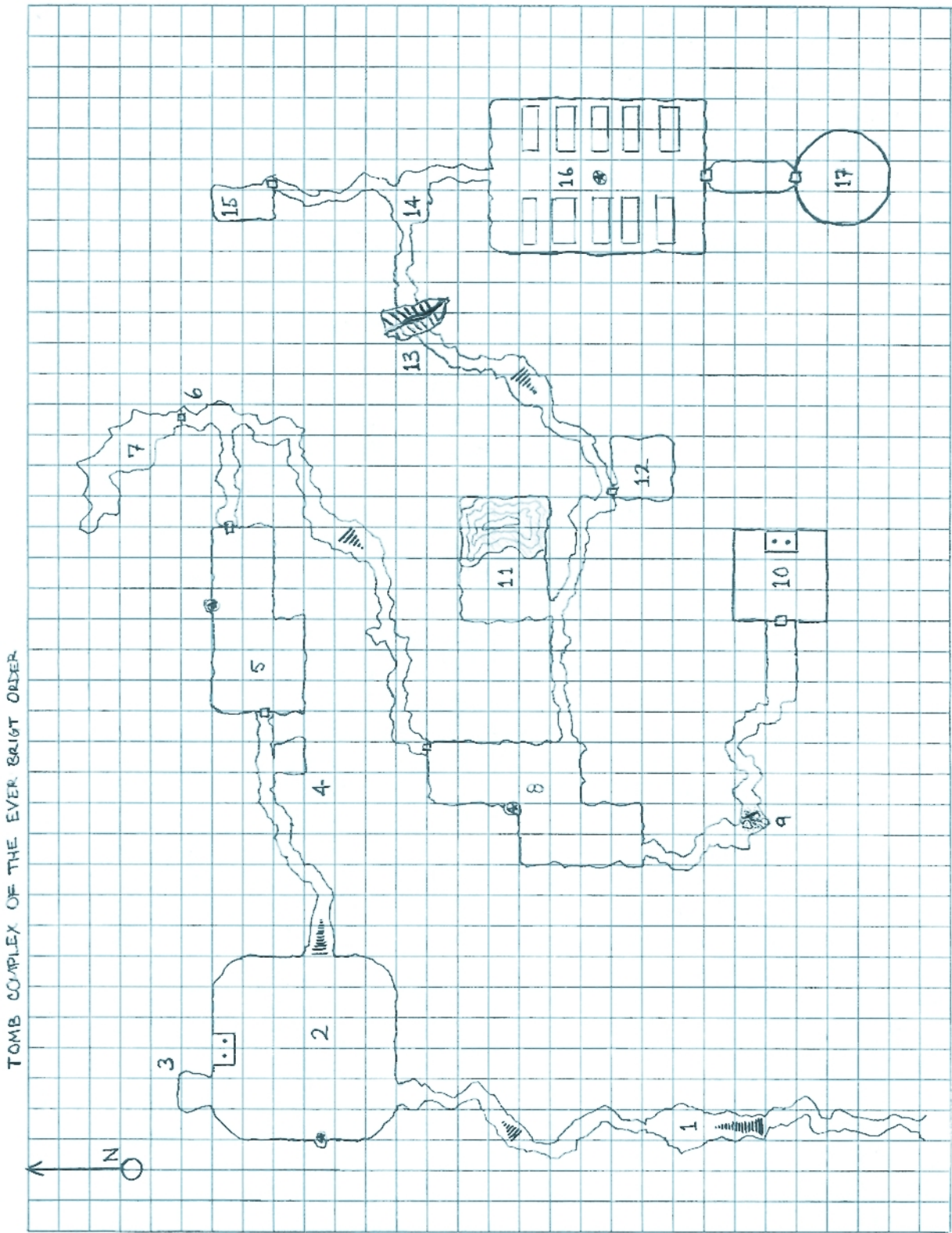
Yarrion Greatgriffon (Lawful Elf 1)
S14 I15 W8 D15 C8 Ch10 hp6 13gp

Klaven of the Cliffs (Lawful Fighter 1)
S12 I10 W9 D11 C12 Ch10 hp4 20gp

Goht-Ze (Neutral Dwarf 1)
S12 I11 W8 D9 C12 Ch9 hp7 26gp

Spellcasters may choose spells per normal character creation. All characters may shop for equipment with the gold pieces listed, plus the 25gp provided by Vaynurd. Each character may additionally make one d20 roll for an extra item from the table below (this may be done prior to shopping):

1-12	no extra item	17	dagger, silver
13	backpack	18	<i>Potion of Healing</i>
14	lantern	19	magic scroll: <i>Ward Against Undead</i>
15	rope, silk	20	<i>Potion of Invisibility</i>
16	holy symbol, silver		



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2nd Edition July 2009

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