

KILL THE MONSTERS KTM3T TAKE THEIR TREASURE

A KTM3T MINI MODULE by R. LAWRENCE BLAKE

Treasure Crypt of the Salstine Pirate

A Labyrinth Lord™ Adventure for Character Levels 1-3



BACKGROUND

The legend of the Salstine Pirate tells of a sea captain who turned pirate, killing off most of his crew and taking his treasure to land. Salstine found an abandoned tomb within the Dwarven Mountains to hide his stolen goods, and meant to stay there to avoid getting caught by the military he betrayed. However, what he found in the tomb was a horror that would keep the Salstine Pirate trapped within forever.

1. Tomb Entrance

The double doors open to a 20x20-foot room sending once-settled dust swirling into the air. Words roughly carved into the north wall spell out "Beware the Salstine Curse". The door to the west is jammed, requiring a successful attempt at opening locked doors.

2. Hallway

At the corner of this L-shaped hall is a pressure plate, that when stepped on will release a spear trap from the north wall. Characters have a 3 in 6 chance of setting it off. The spear hits as a 3 HD monster for 1d6 hps of damage.

3. Orc Lair

This large area is occupied by 4 orcs (AL: C, AC: 6, HD: 1, HP: 8, 7, 7, 4, #ATT: 1, DMG: 1d6, SV: F1, ML: 8). The 8 hp orc wields a short sword +1. They have a chest containing 2,500 gps, 4 gems worth 200 gps each, a necklace with 6 embedded jewels worth 1,200 gps.

3a. Dead Orc

The lone corpse of an orc is sprawled out in front of the south door. It was killed by the Yellow Mold in area 6.

There are some spores on the orc's body and if disturbed (searched, etc), the Mold (AL: N, AC: N/A, HD: 2, HP: 8, #ATT: Spores, DMG: 1d6, special, SV: F2, ML: N/A) will cause damage with a 50% chance of ejecting more spores into the air.

4. Memorial Room

Tapestries that once hung along the walls are torn and strewn about the area. A broken statue of an unknown dwarf lays in pieces. Nothing of value is in here.

5. Skeletons

To the south, there are 6 rotting pine coffins laying on the dirt floor. The previous occupants of those coffins will attack (6 skeletons (AL: C, AC: 6, HD: 1, HP: 6 each #ATT: 1, DMG: 1d6, SV: F1, ML: 8). One of the coffins contains a Ring of Protection +1 and a gold key (to area 13).

6. Deadly Webs

Two dead giant black widow spiders are curled up close the area's entrance. Characters will notice a small layer of yellowish mold (Yellow Mold, AL: N, AC: N/A, HD: 2, HP: 13, #ATT: Spores, DMG: 1d6, special, SV: F2, ML: N/A) covering portions of each of the spiders' bodies. Aging webs cover the west side of the room. The body of an elf is tangled in the webs. On it's body, the elf has 230 gps, 11 pps, longsword +1, a Wand of Magic Missiles (8 charges), and a Potion of Healing. The body and the webbing are all tainted with Yellow Mold. There is a 35% chance that setting fire to the mold will destroy the potion and the wand.

7. Room of Doors

This twisted shaped area has nothing of value in it. The door leading west in the long northbound hallway is trapped with an arrow which will shoot out from the wall in area 8 (hits as a 2 HD monster for 1d6 hps of damage).

8. Shadow Doom

A stone coffin rests in the middle of this dark room. It will take a combined strength of 30 to lift the coffin lid. The coffin is the lair of 2 Shadows (AL: C, AC: 7, HD: 2+2, HP: 13 each, #ATT: 1, DMG: 1d4 + special, SV: F2, ML: 12) which will spring forth and attack, surprising with a 1-5 on the d6. Inside the coffin, characters will find 4,000 eps, 3,000 gps, 1,300 pps, Potion of Giant Strength, Potion of Water Breathing, Scroll with Neutralize Poison, Scroll with Cure Serious Wounds, and Dust of Appearance.

9. Hall

A 10-foot deep spiked pit trap is hidden at the end of this hall. Whoever falls in will take 1d6 hps of damage plus an addition 1d4 hps for the poisoned spikes (save vs. poison or die in 2 turns).

10. Ghoul Guardian

Two ghouls (AL: C, AC: 6, HD: 2 (turn as 3), HP: 12, 10, #ATT: 3, DMG: 1d3, 1d3, 1d3 + paralysis, SV: F2, ML: 9) guard the room exits (door to the east and descending stairway to the west). Their treasure is with the other treasure in area 13.

11. Flame Pit

A set of stairs lead down about 10 feet to a 20x20-foot area. The stairs are damp and slick and the floor at the bottom is ankle-deep with filthy water and sludge. A thin layer of oil covers the stairs and floats on the water. Characters who miss a Dexterity check will fall down the stairs for 1d3 hps of damage.

Another set of stairs ascend to the south, leading to an iron lever on the wall. When this lever is pulled, it prevents the arrow traps in area 12 from springing. However, the lever also triggers a different trap, setting the oil in the room ablaze! The oil will burn for 2 rounds causing 1d8 hps of damage per round (saving throw cuts damage in half).

12. Hall of Arrows

This hall is a long passage of pressure plate triggers (eight all together). Characters who go through here have a 2 in 6 chance of triggering an arrow trap (hits as a 3 HD monster for 1d6 hps of damage).

The door to area 13 is locked, requiring the gold key from area 5.

13. Treasure Room

A large treasure chest sits in the southwest corner. Guarding the area are 4 zombies (AL: C, AC: 8, HD: 2, HP: 12, 11, 11, 8, #ATT: 1, DMG: 1d8, SV: F1, ML: 12) and 1 wight (AL: C, AC: 5, HD: 3, HP: 16, #ATT: 1, DMG: energy drain, SV: F3, ML: 12). The wight is actually Salstine, dressed in his captain's uniform while the zombies wear tattered sailor outfits. Salstine and his crew met a group of undead within the tomb's passages after they settled in.

The chest is trapped with a poisoned needle (save vs. poison or die in 2d4 rounds). Inside, it contains 8,000 cps, 4,000 eps, 1,500 gps, shield +1, and a mace +2.

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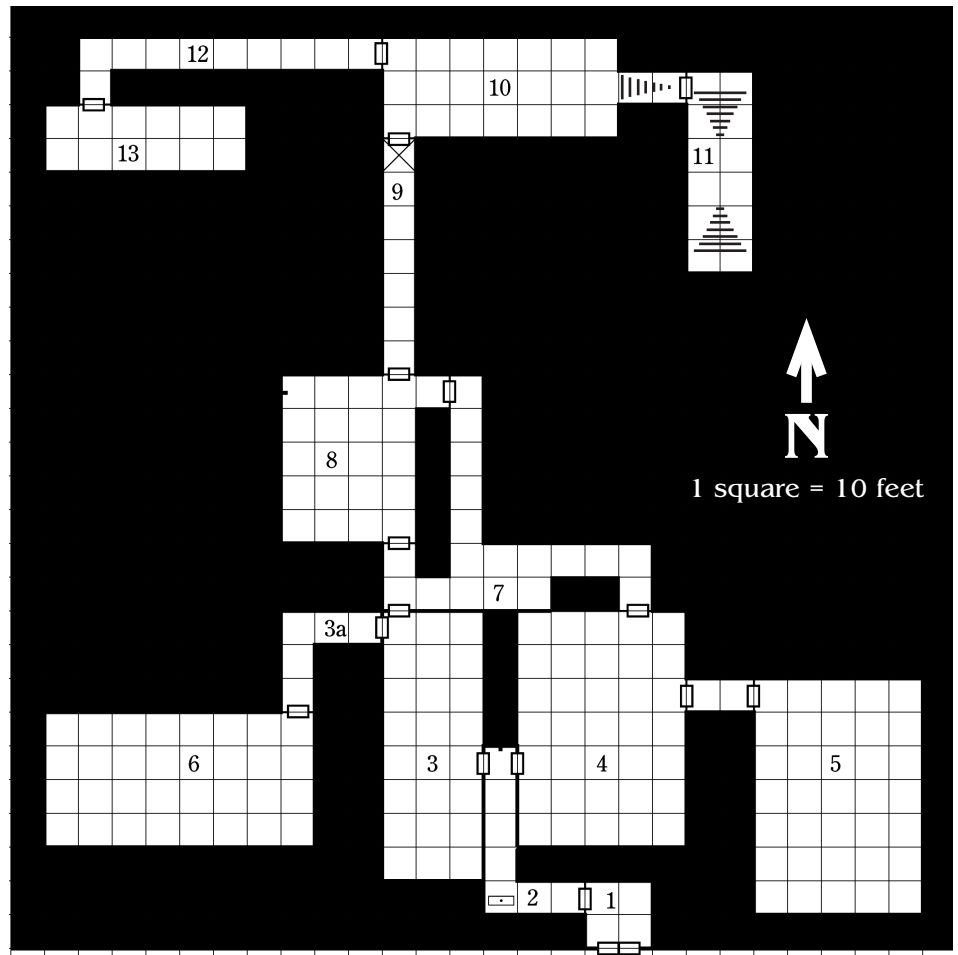
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