

Tomb of the Lovelorn



A four-hour adventure for 3rd-4th level characters compatible with Labyrinth Lord and other old school RPGs and retro-clones of the greatest RPG ever.

by M. Greis

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Introduction

Tomb of the Lovelorn is a fantasy adventure written for the greatest RPG ever designed and contains stats and references based on **Labyrinth Lord** for a single session of about 4 or 5 hours for a party of level 3-4 characters.

Monsters and magic items are described at the end of the adventure.

Background

In an age long past, two lovers, Phedrios and Meriadme, were interred in the same tomb, and yet they were kept apart by the jealousy of a powerful wizard, Glaumvorax, who forced them to be ever apart, even in the afterlife.

The wizard used the family tomb of the two young ones as his trap, and he transformed loyal servants of the family into undead caretakers, who would forever maintain the tomb and make sure, that Phedrios and Meriadme though close, who not find each other again.

Tomb of the Lovelorn is a dungeon adventure that takes place in a tomb mostly inhabited by undead. Once the tomb was part of a much larger complex of graves, where families for generations could come and bury their relatives. Now, the tomb lies almost forgotten, but its residents continues their unlife timelessly, and the lovers have been kept apart for generations. That, however, is about to change.

Design notes

The adventure was originally designed for use at Danish RPG-conventions such as Fastaval, Viking-Con and Con2 as part of a living campaign called *Hinterlandet* ("The Hinterlands"), and it has been rewritten for use here. The adventures always begin at The Lonely Fortress – which can be placed anywhere with a sparse population, wide swaths of wilderness, and ancient ruins.

This adventure is not a balanced adventure. The encounters are not set up, so each can be beaten in a straight fight. Instead the players will have to find another way round them – trickery, stealth, negotiation, bribery – and if this is not a playstyle, your players are familiar with, you might want to warn them.

House Rule: Exploration Experience Points

If you want to play the adventure *Hinterlandet*-style, you might want to introduce the following house-rule:

- No experience for killing monsters

- Experience points are gained for exploring rooms. For each room explored the characters receive 100 XP once they leave the dungeon.

The XP-model is designed to lure the players to deep into dungeons and focus on exploring the dungeon rather than just killing everything that moves. In the same vein the players will discover, that most monsters will not attack on sight, and parlaying will solve challenges.

Urban or Wilderness?

The tomb can be placed either in the wilderness, where the entrance lies in overgrown ruins or in the depth of an ancient city, where generation upon generation has built on top of the past.

Urban: The tomb was originally part of a large complex, a necropolis, that began as a sprawl of graves and tombs, and slowly larger and larger underground areas were added. Through generations families would enter their loved ones, when they passed away (and in a few cases before they passed away; such is the power struggles between the nobles), but after the long wars and the plague, when large parts of the city were depopulated the practice of using the necropolis was abandoned. A few generations later the city began to rise again, but customs had changed, and the new city was built on top of the old. The parts of the necropolis lying above the ground was cleared away and the parts beneath was either forgotten or filled with rubble and left.

Every now and then explorers and treasure hunters unearth old maps or chronicles with descriptions of the old graves and their grave goods, which leads them to search for the graves. Sometimes they find them, sometimes there are treasures, and sometimes they do not return.

For long the tomb of this tale was ignored and lay forgotten, though its servants maintained it, but recently a group of treasure hunters gained access and though they did not leave alive, they did leave the entrance open. Now the tomb's servants are harvesting the locals for spare parts ...

Wilderness: The tomb was part of a necropolis belonging to a major city. Long ago the city was razed by troll armies and plundered by a dragon. The surviving inhabitants fled the city, and within a few generations nature took over. With the passing of centuries, the land changed, new kingdoms arose and disappeared again, and the city lay forgotten and overgrown. There was no one to remember the place.

Recently settlers have been taken new land under the plow, and whenever they till the land, they find large pieces of stone, that the remains of buildings, and when they hunt in the forests or go there to search for fire wood, they find the remains of walls and roads almost all but overgrown. This has aroused their curiosity but with no one around to tell the history of the place and being simple farmers, they had no way of learning the history of the place. Instead they used the stonework from the forest to build their farmhouses and their mills, and one day they unknowingly removed the stonework, that had hidden the entrance to a tomb. Now the tomb's servants have begun to explore the world outside the tomb – and people have begun to disappear.

Hooks

A Prophecy: If a character is a proponent of love and justice, for instance a paladin or some such do-gooder then the character one night has a strange dream: In the dream the character is walking through a dark and misty landscape. The PC can hear a woman's voice call out '*Phedrios! Phedrios!*', and then suddenly she appears in front of the character and asks '*Have you seen my fiancé? My beloved Phedrios? He promised, he would meet me here.*' If asked where here is, she explains that they had agreed to meet in the afterlife, and this is the afterlife, and she cannot find him. Then she asks the character to go visit Phedrios' grave and look for him there.

Then the character awakens – or if the character is having a near death experience (being reduced to 0 or less hit points, depending on what rules you use), then the character regains consciousness remembering the strange events.

From here either an instinctive sense of the grave or research in old archives will point the adventurer to the entrance of the dungeon.

Sitting at an inn minding their own business:

While spending time at their favorite tavern with their favorite ales and pastimes, they notice three young men, dirty and bloodied, enter the tavern and with a mixture of pride and furtive glances stride up to the desk and ask for a bottle of the best wine. The doubtful bartender asks for a payment, and one of the young men presents him with a golden chalice decorated with red jewels and asks, if it will do?

If the PCs are curious and friendly, the youngster will reveal, that they found the chalice, when they

explored (wilderness) some of the ruins in the old forest outside of town / (urban) the tunnels under an abandoned palace in the old town, where only beggars and homeless reside. Down there they found several entrances to forgotten tombs and in one, they found the chalice. Their plan is go to back later, but now they want to celebrate their first find.

From the stories of the youngsters the adventurers can easily deduce where to go, and it is obvious that other patrons of the tavern has gotten the same idea. They better go early, if they want to find treasures.

Local Heroes: As the adventure is not for 1st or 2nd level characters, there is the chance, that the adventurers have already begun earning themselves names as local heroes.

If such is the case, then the locals may very well contact the adventurers with a plea for help: People have begun to disappear, and the disappearances seems tied to local spot, that no one dares investigate.

Perhaps it is the characters own family members, who come to ask them to do a good deed, and the disappearances may be people already known to the characters.

A variant of this is the caravan or the travelers gone missing, and the local heroes are asked to go find the missing travelers.

Travelling through the wilderness: As the adventures are passing through an old forest, they keep running across remnants of walls heavily overgrown, but also fallen pillars and ruined statues.

If they decide to investigate the ruins further a bit of exploring suddenly reveals an opening in the ground, and most unsettling the opening seems to have been opened recently. There clear indications of someone coming and going.

Wandering in the city: While doing a bit of urban exploration the adventurers comes to a poor part of the town, however, quite unusually the squalid homes of the poor are build on the remnants of palaces and temples. The residents explain, that they live here, as there are plenty of ruined building to create a home in, as none with money wants to live in the old town – or should one say *ancient* town? – and recently people have begun to disappear at night. The locals can point to an old sewer entrance, that is rumored to be where people disappear. Following the foul smelling and dank passage leads into empty tunnels, and then suddenly to a set of stairs leading down to an evil place.

On behalf of the Commander: The adventurers are summoned to the office of commander Lucinius of the Lonely Fortress – *or you can insert any other figure of authority here* – for an important mission.

The adventurers are summoned to the office of Commander Lucinius, whose spacious office is filled with reports from scouts and travelogues from adventurers.

Recently scouts reported back, that they were attacked by undead during the night, when they had set up camp near the old forest. The undead dragged off with some of the scouts and any attempts to find them were without result. The commander needs the adventurers to explore the area, where the scouts were attacked, find the cause, rescue the scouts, if any survived, and stop whatever is causing the harm.

The Lonely Fortress

The Lonely Fortress is the remnants of a glorified but failed project that attempted to bring an unruly province under control of the local lords. Now a small garrison maintains the fortress.

It is a five-day journey through a wilderness of rolling hills and open forests with scarce game and few travelers to The Lonely Fortress. The land just waits for farmers to arrive and settle the land but for now it lies empty.

Around the walls of the fortress a small camp has arisen catering to the needs of adventures seeking adventure buying treasures from successful adventurers and selling needed equipment and supplies at overprices.

The commander of the fortress is the retired general Lucinius. As to why he has chosen a position at the fortress far from local courts is a bit of a mystery, but he protects the region exceedingly well given his meager resources often using the daring and lust for fame among adventurers to limit the incursions of bandits and evil monsters.

The camp outside the walls of the lonely fortress can function as a base for adventurers seeking to explore the wilderness.

In the Previous Episode

This adventure can be tied into the previous Hinterlandet adventures, as most of the adventures are tied together from each originally having been written for a Danish living campaign.

Tomb of the Lovelorn can be placed in the same necropolis and sewer system as the adventure **One Night amongst the Necromancers**. The necromancers might even revere the tomb for its powerful necromantic secrets, and they are perhaps planning to enter the tomb and steal its secrets. Adventurers involved in the Hinterlandet storyline of kobolds, cultists and The Dragon from the adventures **Tomb of the Dragon's Heart** and **The Flooded Temple** will notice a familiar name in the tomb, and the adventure can be used to bridge Tomb of the Dragon's Heart and The Flooded Temple, as this tomb reveals a tidbit about The Dragons possible origin.

If the adventure is played as a follow-up to **Grave of the Heartless**, then the adventurers might have met Meriadme on the border to the Realm of the dead, where she asked them to find her beloved and bring him to her.

Gathering Information

While at The Lonely Fortress or in the village of Colonia, the adventurers may spend time gathering rumors before entering the wilderness.

A charisma test 10 or the expenditure of 1d6 silver pieces will let the PCs to pick up a rumor.

1d6 Rumor

- 1 A grizzled old farmer speaking with a heavy dialect slowly repeats himself, as he explains has seen strange figures at night moving about. He was almost overcome with a stench of rot and death, and then he was nearly knocked out from the stench. When he came about, he heard screams nearby as someone was shouting that their husband had gone missing. That was the most evil thing he had ever encountered.
- 2 Two soldiers from the local militia is overheard explaining to worried people, that if just people would stay indoors at night and lock their doors, then nothing will happen. One of the onlookers exclaim loudly before hurrying off: *"There will be no rest, until the lovers rest again!"*
- 3 In the midst of a crowd an old woman grabs the hand of one character and she stare knowingly into the characters eyes, while stating *"The Lady of the Roses awaits her beloved, and until he rests, no one will rest."* Then she disappears into the crowd.
- 4 Two locals are exchanging news, and one tells the other, that recently when he is out and about, he has not spotted one carcass anyone. It is as if something is picking the area clean for all the carcasses usually lying around from rats to birds.
- 5 Overheard at the inn but who said is not known: *"I've bet, that no one in here knows that this whole area was once a huge graveyard dedicated to nameless goddess of death, and her servants are bound to keep the graves filled, which is why people are disappearing."*
- 6 An angry old man at the market explains, that this is nothing but robbers and thieves and scoundrels kidnapping people or people running off joining bandits, and no one has really gone missing.

The Journey

If the tomb is in the depths of the city, it is a few hours of moving through sewers and small passages, before the adventurers find the tomb's entrance.

If the tomb is in the wilderness, it lies beyond the fields of the village inside the forest about three or four hours of walk through the dim of the forest. Tracks in soft ground will continuously lead the adventurers to the entrance.

In most cases the entrance is a few hours walk from civilization, and it is likely that the adventurers get there and back in a day.

The Tomb

In the past the tomb was part of a large underground complex sprawling under a necropolis formed from ancient graves. The topsoil is filled with the remnants of bones, and any digs into the dirt surrounding the tomb, leads to the remnants of graves with buried corpses.

Underneath the graves were dug a sprawling necropolis of tombs with great halls leading into chambers, where families could bury their members generation after generation. Most is gone now, and what is left have slowly grown from precisely cut corridors with shrines to deities of death and chambers with sarcophagi to worn down corridors dirty with grit and dust, where dirt from graves are slowly gathering.

What the PCs are entering is an old dungeon, what has been in use for centuries, but it is also slowly being worn down by time and two timeless servants.

A note regarding rules

The references to rules are generally referencing **Labyrinth Lord** with two exceptions. The text uses *tests*, which is the players rolling 1d20 against a certain difficulty using their bonus from a relevant ability score – this is a bit like skill checks from D&D 3rd edition and onwards. If not using these tests, then have either the players roll against their characters ability scores or handle actions as they usually do, and when the text calls for a test, consider it a suggestion as to how something unpleasant may happen, should the adventurers be unlucky. The other rule is *advantage/disadvantage* concept introduced in D&D 5th edition. Basically, if you have *advantage*, when rolling a d20, you roll an additional d20 and pick the best result. Vice versa with *disadvantage*, where you keep the worst result, and *advantage* and *disadvantage* cancel each other out. If you do not use this system, consider *advantage/disadvantage* to be a +4/-4 modifier.

Inside the Tomb

The dungeon is fairly simple in its structure, as it built around to main corridors, that both connect to the same hall but at different levels.

The dungeon is maintained by two undead servants, who kidnap living creatures and force them into the depths to restock traps and graves. They have been doing this for ages.

Restocking the dungeon

If the players choose to leave the dungeon, without bringing an end to its residents' activities, the undead servants of the tomb will begin restocking the place, and new creatures will be attracted to the dungeon.

If the characters are merely regrouping for one or two nights, then the servants will have begun repairing the damages, and they have thrown refuse next to the entrance, and grabbed whatever living creatures they could find and have them strapped on their workbenches for mummification.

If the players simply abandon the dungeon, rumors will flourish for the next couple of months about travelers disappearing mysteriously in the night, and then everything will be quiet again, as the undead servants have reset their traps and sated their needs.

Wandering Monsters

Check every 30 minutes for wandering monsters. On a 1-2 on a d6 something appears. If the PCs have just entered the tomb, roll 1d6 to see whom, they meet, and if they deeper into the tomb roll 1d8, as something might catch up with them.

1d6/1d8 Who & Why

1	Khnamitus (1) – Out maintaining the tomb
2	Stimenoptit (1) – Out maintaining the tomb
3	Giant Tomb Rats (1d8) – Looking for food
4	Restless spirit (1) – Seeking rest by locating its body
5	Local treasure hunters – 1d4+1 terrified commoners (Ole, Jorge, Bent, Lise & Annie) who went too far with their pitchforks and torches. They are ready to flee from everything.
6	Swarm of bats – the flock is going out on a hunt; the adventurers risks being trapped in the darkness as the swarm may ruin their light

7

Corpse Consumer (1) – following the tracks of the PCs the ever-hungry Corpse Consumer is looking for food. Any remnants of corpses or fallen foes will distract it, and it likely to be heard in the distance munching on remains of the dead.

8

Kobolds (1d4+1) – Having found an open door into the depths the ever-cowardly kobolds are drawn to the darkness. They are spooked by the aura of evil, and when encountering the PCs they will initially assume them to be ghosts, that must be warned or bribed off

#0 The Entrance

The entrance is a flight of stone steps descending into the darkness. The gaping maw of an opening is at the foot of the stairs bidden explorers welcome.

A foul stench hangs heavily in the air.

The stone faces around the stairs are decorated with reliefs of roses, almost worn away, but still visible, especially in the flickering light of torches, that deepens the shadows.

#1 By the Foot of the Stairs

Light: Daylight; **Monsters:** None

The reek of rotting flesh greets you, as you approach the stairs into the darkness. Swarms of fat flies fills the air. The worn stone steps are covered in thick foul-smelling liquids and prints from something with claws and oddly shaped feet can be discerned. On the walls on both sides of the steps you see etchings almost worn away.

The etchings in the stone wall are a pattern of roses with long thorny stems.

At the bottom of the worn stone steps lies several rotting orc corpses. They have been dragged down the stair, leaving a putrid fluid to cover the steps. The prints are from the corpse consumer, that dragged the bodies down.

The seven orc corpses are soft from rot, and their belongings are covered in putrescence. The rot and the stench require a Saving Throw vs Poison to avoid choking and throwing up.

Scene: Corpse Consumer ambush

If the adventurers did not encounter the corpse consumer, when they explored the dungeon, then it has returned to its lair, when the adventurers are leaving the dungeon, and it steps forward to investigate. It can be distracted with offerings of rotting meat and juice bones.

#2 Nook at the Foot of the Stairs

Light: Little bit of daylight; **Monster:** Corpse Consumer

Darkness clings to the roughly hewn stone walls. The stench of rotting flesh remains powerful even here, and the air is filled with the buzzing of fat flies. Bones covers the floor, and they seem to be arranged in a pile.

This is the lair of the corpse consumer. It is a disgusting as the area just outside. The bones have been cleaned by the corpse consumer, that seems to sleep among them in a large pile. Investigating the pile of bones reveal a golden necklace with a thin chain and attached to it is a tear-shaped blue crystal (15 gp).

#3 The Entry Chamber

Effect: Tears of the Dead

The darkness retreats from your light and reveals a square stone chamber with two other exits. In the northern corner stands to slim pillars build from bones and skulls, that seem to have been fused together as were the clay in the hands of the potter. The empty eye sockets and the hideous grins have flowed into visages that seems like they are screaming with fear. Yet the chamber is silent.
At the foot of the slims pillars are two puddles of water.

The pillars: They are made from bones fused together in an unknown process. From the empty eye sockets flows tears gently to the foot of pillars. They taste salty and burns with pain.

The Tears of the Dead: Any spellcaster or scholar can identify the water as *Tears of the Dead*. Each puddle contains one dose if scooped up.

#4 The Northern Room

Effect: Magical Aura

The first half of the room is cut from stone. The air is cold, and it forces its way through clothing and armor. The second half of the room lie a few steps lower and a set of steps leads to down to a table or altar built from skulls. The walls surrounding the altar are covered with bones and jutting out from the walls are empty iron sconces. The skulls forming the upper part of the altar are stained with red.

An ancient deity of death is being worshiped here by Khnamitus and Stimenoptit, who for a thousand years have performed their duties here. Their ceremonies have infused the second half of the room with a powerful magical aura.

Which Deity?

You can pick your favorite deity of the dead be it Dis Pater, Thanatos or Woden, or perhaps an ancient forgotten deity from a long-gone civilization, whose last worshippers maintain this altar – or perhaps it is merely an unknown aspect of a common god of the dead. Perhaps an older version of a common cult? In that case you can use the altar to foreshadow the true nature of the cult.

Living or undead creatures entering the second half of the room is influenced by the *sacred aura*.

Sacred Aura: Deathly Quiet

The distant half the room hosts an aura, that creates a strange quiet in the living and the dead, as fear of death ceases. Influenced by the aura, death is merely seen as the next logical step, and no one under the influence of the aura will attempt to cure wounds, treat diseases etc., but will bid death welcome.

Living creatures will only leave the area, if they succeed a Saving Throw vs Spells. If the saving throw fails, they lose the will to leave and will sit on the ground waiting to die. They can be dragged from the area, as they will not resist neither attacks nor attempts to move them. Once outside the aura's influence, they will shake off the effect after one hour or a hearty meal.

Treasure: Behind the altar Khnamitus and Stimenoptit keeps a ceramic vase decorated with images of the living and the dead dancing. Inside is a metal glove spun from fine and silver threads (40gp; used for ceremonies) and a *Wand of Starlight*.

XP for Treasure

Add a statuette depicting dancing goddess made of green crystal with gold embedded in eyes and on hands (500 gp).

#5 The Northern Cave

Light: Flickering torches. **Monsters:** Khnamitus, Stimenoptit

A large cave with uneven walls lit by flickering torches each held by a skeletal hand jutting from the wall as a sconce blackened by soot. The light reflects pale fragments of bones embedded in the walls. The sound of the sputtering flames from the torches echoes quietly through the grotto, and the uneven light forms shadows dancing on the walls.

A bit further into the grotto:

An intense stench of rotting flesh makes the air feel filthy. Mixed with the rot is a vague sense of spices and herbs. The stench originates from several wooden tables overflowing with torn entrails, and haphazardly balancing among entrails turning green and black are several clay urns.

This filthy grotto is dug into the earth through centuries of graves, and the bones jutting from the walls are remnants of ancient bone pits. The tables are the workbenches for the two undead servants maintaining the grave, **Khnamitus** and **Stimenoptit**, who uses this area to embalm and prepare corpses.

When not roaming the corridors Khnamitus and Stimenoptit can be found here, and if the adventurers have not yet encountered them, they can be introduced here.

As caretakers of the tombs maintaining and the passages and replenishing graves is the duty that consumes the eccentric servants, who has no sense of the passing of the time feeling neither hunger nor exhaustion. They are not immediately hostile, mostly merely curious about their guests, whom they expect will donate their bodies to the maintenance of the graves – *“Do you not wish to be embalmed and interred here now? I do have a coffin whose previous owner is all but gone now”*.

Questions about their work will distract the servants from doing their actual work as they enjoy the opportunity to talk about it.

Looking for missing people?

If the adventurers are looking for missing people, then this is the most likely place to find them, but do not expect to find them alive. The servants have most likely already prepared their bodies for burial for to be added to Phedrios' unliving body (see area #6a).

If there are survivors, then they are kept here, most likely strapped to tables being prepped for embalming.

Treasure: The two servants have not need for material wealth, and they deposit items of the corpses, that they treat, in hollow in the wall. In a rusty mess of rotting clothes and metal items can be found four slightly rusty chain mails, six leather armors, six spears, three shots swords, two swords and the great sword **Wolf Tongue**, five daggers, two broken long bows, 19 arrows and the clothing from about twenty people.

XP for Treasure

Among the clothing lies 763 loose gold coins from various ages. Some are merely 5 or 10 years old, but several are ancient, and they reveal the names of forgotten kings and emperors. Two coins are from the period of Emperor Emphalographicus the 'Loonark' (i.e. The Loony Monark), and among collectors they are 100gp each. Nearest collector and her rival resides two weeks from here.

#6 The Great Hall

Monsters: Giant Tomb Rats

You have a sense of being in a large hall. Your light does not reach the ceiling, nor the distant ends, and a faint echo from your boots reveals, that this place is large. The walls around you are carved from huge stones.

From somewhere in the distance you hear sharp claws against stone, and the squeaking of rats. Then you see their eyes glowing red from the reflected light from your torches. Their eyes are everywhere both to the sides and in the darkness above you.

As the characters step into the hall, they are surrounded by **giant tomb rats** (at least 20) scurrying about just out of range of the light. Some are crawling on the walls, others are running along on the floor outside the light. Their claws scraping on the stone floors and walls.

The rats live off the remnants of corpses tossed in here by Khnamitus and Stimenoptit. When the rats are encountered, they at first assume, they will be fed, and they are gathering in the darkness waiting for treats (any food and edibles from the characters will do). If the giant tomb rats are fed, they will pile upon each other fighting for morsels and then run off to eat them. If the giant tomb rats are not fed they will gather all around waiting for an opportunity to pile upon a single victim and ideally drag their prey away – the giant tomb rats are smart enough to surround and distract their victims.

Kidnapped by giant tomb rats!

The situation can escalate into one gory battle against a huge force of giant tomb rats, however you can also turn the situation into more than a mere combat.

The giant tomb rats will attempt to 'grab' a target using their bite attack, but instead of causing damage, they merely bit to grab hold. A 'grabbing bite' does no damage and is made with a +4 attack bonus.

One rat is needed for every three points of Constitution of the victim (a scrawny wizard with Con 9 can be grabbed by three giant tomb rats). Once a victim is grabbed, the rats will attempt to drag their victim off (preferably up along the walls, giant tomb rats are apparently great climbers).

The rats will settle for dragging off one victim, and they will all attack the prey, and once it is killed, they will tear it apart, struggling with the others to get their own part and rush off and eat it alone.

#6a Collapsed Room

Monsters: Phedrios

Amidst rubble from which broken statues juts, in between collapsed stone walls and huge slabs of stones is an open stone sarcophagus from which pulsates a quivering mass of rotten flesh glistening from rotten fluids, that seems to be shaped from several headless corpses that have merged together. The huge mass rotten meat overflows the sarcophagus, and it feels neither alive nor dead. On the surface grows pustules bulging with liquids on the edge of bursting. Squeezed in between folds of flesh and the side of the stone coffin glints coins of gold and silver.

Most the room have collapsed burying everything beneath tons of stones. Once this was an elaborate catacomb lined with treasures and statues, now all that remains is the stone sarcophagus and the strange being, that is **Phedrios**. The rotten body of Phedrios remains in a necrotic state between life and death and filled with the energies of the unliving it continues to grow by absorbing flesh and corpses, and it has swollen into a formless mass of rotten, headless corpses covered in whitish pustules. It fills the sarcophagus, and has crushed and squeezed all the gifts, that Phedrios was interred with. Retrieving the treasures requiring removing the mass, that is Phedrios.

The servants Khnamitus and Stimenoptit feeds the bloated mass new bodies, though headless to make sure no other personalities enters the mass and keeps the mass in an unliving state forever trapping Phedrios in this state.

The Bloated Mass of Unliving Flesh

As the adventurers enter, the mass is in a slumbering state, where it rises and falls with the rhythm of a sleeping body, and from the sleeping mass gropes a tentacle formed from veins and flesh aimlessly.

Deep inside the mass sleeps the mind of Phedrios, and it can be awakened. If the mass is attacked, Phedrios will immediately awaken and be confused, and from deep inside he will yell for the attackers to stop. If they don't he will go berserk.

The Slumbering Phedrios

Deep inside the pustule-covered and glistening mass of rotten flesh is the slumbering mind of Phedrios, who barely registers, what is going on around him.

Phedrios is not aware of his condition or his body. He feels as if he is lying under a warm blanket or in a bathtub with warm water, and has just been awakened from a dream forgotten – *he believes himself to be alive, and that Meriadme is alive as well, and in just a moment she is going to step in and join him* – and his drowsy state protects him from realizing, that Meriadme is dead, and that he is a trapped in a unliving state unable to ever join her in the afterlife.

If the adventurers convince Phedrios, that he is dead, and that he exists as a grotesque creature, it will shatter his mind, and in his crazed condition, the bloated mass of quivering rot will go berserk, and several tentacles formed from the rotting flesh will emerge flailing about.

If the adventurers can convince Phedrios, that his beloved Meriadme is dead and buried, his mind will collapse from sorrow, and the bloated mass will inflate and slowly die. The depressing news will finally give Phedrios a release.

Speaking to the Blob?

It may not be obvious for the players, that the blob of unlife contains any intelligence, and you might want to signal it to the players. Here are three suggestions:

A gentle snoring sound: As they look around, the PCs can hear a snoring sound, and looking for its origins, they discover it is from somewhere in the center of the mass among folds and wrinkles.

"Who's there?": As the PCs explore the room or just look around one of the accidentally makes a noise, that awakens Phedrios, and from the center of the mass comes a weak voice: "Who is this? Is anybody there?"

"Are you sure?": As the PCs look around and debate what to do, a voice suddenly answers a random comment from the PCs. It is Phedrios, who half asleep heard something and answered it, even though he was unaware, that the voice was not addressing him.

Treasures: Crushed under the body inside the sarcophagus is several items, that was given as grave gifts: 10 flattened silver trays (20gp each), 10 lumps of gold barely recognizable as chalices (15 gold each), 40 pieces of partial silver cutlery (the acidic body juices have eroded the ivory handles) (1 gold each) and two worn golden candle holders (50 gold each) and *The Spear of Victory*.

XP for Treasure

A crushed rod, whose wooden parts have rotted away. Remaining is gold plates decorated with small opals. There are seven pieces for a total of 500 gold pieces.

#7 Antechamber to the Grave

Effect: Trap

Though your light shines into the room, it stays the gloomy. The black-painted walls seem to absorb your light. The ceiling and the floor are black as well, covered with tiles of black marble. In the distant end of the room you notice the contours of a black marble door flanked by two black columns, that depicts the spirits of the dead whirling and twirling about, as they are sucked into the realm of the dead. The door itself reminds you of a door to the realm of the dead. Next to it is a grey plaque with an inscription.

The room is the antechamber to Meriadmes grave and has been constructed to lead the thoughts if visitors towards the realm of the dead. Of interests in the room is the door, the plaque and of course the trap.

The Door: The stone door is unlocked and immense. It screeches loudly as it scrapes against the floor. To push open the door is required a difficult strength check (if rolling against difficulties, roll against 16). A combination of 28 strength points will automatically push open the door, but at most two persons can push at the same time.

The Plaque: In several ancient languages is written:

Here lies Meriadme, daughter of Helliandoros, wife of Phedrios, son of Pluthanatos, entered into the grave next to her beloved Phedrios, who fell in the war against the nine kingdoms of the orcs. An eternal curse upon thee, who disturbs the grave.

If there is a wizard or an elf or perhaps a dwarf in the party, at least one of the characters should be able to decipher at least one of the ancient

inscriptions. They all state the same but in different common tongues from a distant age.

The Trap: One of the tiles in the center of the room is pressure sensitive. When it is stepped on, a loud click is heard, as the tile is pushed down. When the tile is released a poison gas from several small, hidden openings in the ceiling will release a poison gas. The gas stays active in the room for three rounds dealing 3d6 damage each round – a saving throw vs poison every round will half the damage and protection mouth and nose with a piece of cloth or some such strategy grants a +4 bonus. If the pressure plate is not released (for instance by placing something heavy on it), the poison gas is not released.

#8 Meriadmes Grave

Effect: Traps

White columns decorated with paintings of roses encircling them enlightens the room. The floor is covered with black and white marble tiles. Leaning against the wall at the end between two marble columns is a dust covered glass coffin. The glass is completely black, as if something on the inside hides what or who is buried in the glass coffin.

A long time ago the wife of Phedrios, Meriadme, was interred here, however time has not been merciful, and where Phedrios exits in a state of unlife, has the grave of Meriadme deteriorated. Her body rotted away, when a corpse fungus infected her grave.

The Glass Coffin

Arranged so it is leaning against the wall stands a glass coffin. The position would have allowed people to look into the grave and at the corpse. Now the glass is covered with dust on the outside, and seemingly does a layer of black 'dust' cling to the inner side of the glass coffin as well.

Inside the coffin a corpse fungus has completely consumed the body, and its spores now covers all surfaces inside the coffin. If the coffin is opened or broken, the spores will release in a cloud infecting anything within 10 feet. Inside are the blackened bones of Meriadme, and between them lies treasures (see below).

The fungus spores: If exposed to the spores, the victim must succeed a saving throw versus poison. If it fails, the victim is infected and begins to cough, and after a minute the victim begins to cough up blood. From here after the victim suffers 1d4 damage every round from violently coughing up blood, until either cured with a *cure wound* or

disease spell or the spores have dealt 10 points of damage. If the spores are not cured at this stage, they will begin to grow inside the victim, who every day loses 1d8 hit points, that cannot be cured as long as the person is infected; a *cure disease spell* or the like will remove the infection – or perhaps an herbal mix costing a 100 gold. If the victim dies, the fungus will consume the whole body in a week, and afterwards release a new cloud of spores.

The blackened bones: The bones have been infected with fungus spores, and handling the bones have the same effect as being exposed to the spore cloud. Victims already infected by the cloud suffers no further from the bones.

Treasure: Among the blackened bones lies a necklace of gold (50 gold) and *The Dagger of Meriadme*. Mounted on the skull is a silver tiara (20 gold).

#9 The Shrine

Effect: Sacred Aura

In this small room is arranged a series of small dusty alters, barely a foot high, still with the remains of what looks like offerings. The walls are decorated with images, some colorful, others somber and dark. A strange sensation of quietude rests upon you, and you will a pleasant calm wash over you.

A supernatural aura is upon the room, and it exudes its influence over the characters making them feel calm.

The altars are a series of small altars all associated with a natural death and journey to the realm of the dead, and their positions are tied to the wall paintings: These shows the passage of the living into the lands of the dead, they reveal furthermore, that however bonded in life, will find each other again in the realm of the dead – and that undead creatures cannot find rest here.

Sacred Aura of Natural Death: The aura washes away nervousness and bestows a pleasant calm on the living. The aura creates an imbalance in undead, who does not willingly enter the room, and any actions by undead in the room is heavily penalized (-4 penalty).

The party can rest in the room without being disturbed by undead.

#10 Chamber of the Haunted Chandelier

Monster: Ghost

The walls are decorated with paintings, and on the center of the floor is a ring formed from many small lumps of candle wax. They seem to originate from a chandelier hanging in a rusty chain. The chandelier is made from bones, and in the center is a grinning skull. Remains of wax candles can be seen.

This room is haunted by an angry ghost, whose bones were used to make the chandelier.

The wall paintings depict life in the realm of dead, and the paintings show that the dead gather around grave goods.

The candles and the candlewax are there nothing unusual about, and besides being made from human bones, there is nothing unusual about the chandelier.

Shortly after arriving in the room **the ghost of Androikitus** appears. Androikitus was a servant ordered to guard the tomb, but he was soon killed thereafter by the other servants, who used his bones to build the chandelier. His goal is to find rest, and until his bones are buried or cremated, he cannot find rest. He will attempt to force or posses the adventurers to do his bidding.

#11 Chamber of the Ancestors

Effect: Magical trap

At lot of faces on the walls stare back at you. They are old and wise and seems to be contemplating – and they are not faces on the walls, but rather masks painted as the faces of old people. Several small dry and withered husks from small animals covers the floor – you recognize rats, squirrels and several other species.

This room is set up to revere the ancestors. In this case it is the ancestors of Pheidros, whose faces are depicted on the masks, that are mounted on the walls. Into each of the masks are bound a bit of the ancestors' spirit, so they can maintain the mask and remain present for members of the family, and by bringing the masks small gifts and offers, they would gain life force to maintain the mask and their presence. Now the masks are hungry as the undead servants of the tomb often forgets to feed them.

Trap: Masks and Lifeforce

When an adventurer step into the room, there is a quiet sigh from the masks, as the spirits prepare to gain lifeforce. On the next round each masks mouth opens with a creaking sound, and they begin to suck the life out of all living beings in the room. Each living creature must succeed a Saving Throw vs Wands or be paralyzed and lose 1d4 hit points. Each round the victim can attempt to tear themselves lose by succeeding a new saving throw.

Once the masks have drained 10 hit points, they are sated, and they will stop their consumption. They will stay sated for one month.

Mask (50): AC 10; HP 1

Memories of the Ancestors

Once the masks are sated, they will gain more color and seem more alive, and their will be a slight whispering sound. If one steps close to one of the masks, it will tell anecdotes from its life.

One of the masks will tell the story of Pheidros:

Pheidros was a young man, who loved Meriadme. He was a general for the people of Milena, whose majestic city was build here. He was betrayed by the wizard Glaumvorax, who had seen the beautiful Meriadme and in his greed desired her. He tricked the people of Milena into a costly war with the orcs of the Nine Kingdoms, and planned it so, that Pheidros would be killed in battle. Pheidros fell, and when the news reached the city, Glaumvorax declared, that he would marry the grieving widow, but Meriadme took poison, so she could travel to the realm of the dead and be with her lover again. Furious at having been foiled, Glaumvorax vowed to keep the two lovers from each other forever. He transformed the corpse of Pheidros, so it would remain forever unliving trapping Pheidros between the realm of the living and of the dead. Forever the two would be kept apart.

Other stories?

You can plant rumors, information, spells and other tidbits in the room. You can use this to foreshadow coming events or adventures, grants answers or even let a character research the past.

#12 The Bridge

Monsters: Swarm of Bats

A small bridge of stone crosses a vast dark and empty space. The bridge is small, has no railing and it glistens in the light, as if it was slippery. Across the bridge you can se an opening in the wall across the open space.

The bridge is easy to cross, when nothing distracts. A fall from the bridge will cause 5d6 damage.

On the ceiling above the bridge is a **swarm of bats**. Their quiet chittering can easily be heard in the emptiness of the hall. If the swarm is attacked or disturbed – and it is disturbed if a torch is held high, while crossing the bridge – will cause the bats to flitter around the bridge causing confusion.

Characters in the swarm must succeed a Saving Throw vs Wands or panic and loose their balance. If the saving throw is failed by 6 or more, the character falls off for 5d6 damage. If the saving throw fails with 5 or less, the character loses the balance but manage to grab the bridge holding on with the fingertips (any items held are dropped). A difficult strength check (-4 or against difficulty 16 is needed to pull up by themselves. Another character can successfully do so with an easy strength check (+4 bonus or against difficult 8) – unless they disturbed by the bat swarm, then the difficulty is +0 or 12.

#13 Chamber by the Bridge

Effect: Enchanted Statue

The walls are covered with black tiles, that warps the reflection of your torches, In the center of the room is a statue made from black glass, and it seems to draw light to itself. The statue appears as an elderly woman with a stately posture and a powerful gaze. She stretches her hand towards the stars.

The statue is made from enchanted glass, which radiates a powerful magical aura – any spellcaster can sense this even without using a *Detect Magic-spell*.

The statue contains several spirits of the dead, who wanted another chance to live. They appear as misty smokeforms swirling about inside the glass. When the statue is touched, the spirits begins to gather around the touched part of the statue, and one can drag the spirits around inside the statue by moving around it while touching it. If the contact is maintained in the same position for two rounds, a spirit will attempt to move from the statue into the person touching the statue. The person must succeed a Saving Throw vs Spells. If it fails, the spirit and the victim trades places, as the spirit enters the body and the victim is trapped inside the statue. Once this happens, the statue changes face to reflect the face of its latest victim.

Destroying the statue sends all the spirits back into the realm of the dead.

Switching Places

If a spirit trades places with a character, it will attempt to remain in its new host body, and it will lie and try to run off at first opportunity. Its main disadvantage is, that it has no knowledge of its host nor of the present age, so it will have difficulty remaining undetected in its hosts body. If the spirit runs off with the body, you can have a new villain in the campaign.

Alternately you may use this opportunity to let a player replace their present character with a new character. The character retains its physical stats (STR, DEX, CON) but otherwise are abilities, skills, levels, class etc. replaced by the new character. Ask the player if he or she would like to play something new, who happens to possess knowledge dated by several centuries (but might happen to know, where treasures then were hidden).

Appendix: Monsters

Corpse Consumer

A ten feet long, multi-legged insectile creature with a mouth full of tentacles or feelers of two foot in length.

AC 7; HD 3+1; HP 16; THAC0 17; Attack 8 tentacles; Dmg 0 + paralysis; Save F3; ML 8

Paralysis: Any successful attack forces it victim to save vs paralysis or be paralyzed for 2d4 turns. Any cure spell can remove the paralysis

Climb: The Corpse Consumers many legs and clawed feet allows it to crawl on walls as an insect, and it often drags its victims off to a hiding spot under the ceiling to consume them.

Giant Tomb Rat

A huge rodent, four feet long, with dark fur and enormous claws glinting in the light. The eyes glow red with malign intent. A long naked tail keeps its balance, and the sleek head reveals a long set of jaws with protruding front teeth ever growing and only worn down by tearing armor to pieces.

AC 7; HD 1/2; HP 2; THAC0 20; Attack 1 bite; Dmg 1d3+disease; Save F1; ML 8

Climb: Giant Tomb Rats are climbers and they can drag heavy objects with them and work in concert. They usually do this to carry food away into hiding, but it is rumored, that they sometimes drag away live victims as well.

Disease: Whenever bitten by a giant tomb rat, there is 5% risk that the bite is infected, and the victim becomes sick and is bedridden after one day. The victim must succeed a saving throw vs poison. If it is successful, the victim remains bedridden for 30 days, and if it fails, the target dies in 1d6 days. A *Cure disease* spell will remove the effect.

Agoraphobic: Giant tomb rats will never venture into the open unless it is dark. They prefer to hide in nooks and crannies, until they can rush forward.

Kobolds

Small scaly snout filled with rows of sharp teeth, rust red fur and eyes black and evil. About three feet tall and wearing tattered leather armor sewed together from many different pieces. Armed with a frail wooden shield and an oversized dagger.

AC 7; HD 1/2; HP 2; THAC0 20; Attack Weapon; Dmg 1d4; Save NM; ML 6

Bat Swarm

Small winged mammals with brown fur and almost black wings.

A swarm of bats consists of 3d20+40 bats flittering about in a confusing mass of high-pitched screeches. The tiny bats do not attack and any damage from them is mere incidental.

AC 6; HD 1/8; HP 1; THAC0 20; Attack: Confuse; Dmg nil; Save NM; ML 6

Confusion: When flittering about the swarm will confuse attackers. Any attack roll within the swarm is at a -2 penalty, spell casting is impossible, and there is 30% chance risk, that one or more bats will collide with open light sources and extinguish them.

Panic: Any creature surprise by the sudden rush of flittering s bats must succeed a saving throw vs wands or run off in panic for 1d3 rounds.

Restless spirit

Pale manifestations of the spirits of people. The body is torn and is continuously leaking ectoplasm as the ghostly body is constantly dissolving slowly flowing off into nothingness.

Many restless spirits are the victims of the tombs servants, who have torn the spirit from the body and forced it to serve as an undead guardian until it dissolves. The restless spirits are in pain and often mindlessly lashes out against the living, as their minds often already have evaporated.

AC 7; HD 2; HP 7; THAC0 18; Attack Icy touch; Dmg 1d6+fear; Save F2; ML 10

Restless spirits are incorporeal undead, and they can be turned as wraiths.

Fear: Anyone touched by a restless spirit must succeed a saving throw vs death ray. If it fails, they are overcome with dread and suffer disadvantage on their attacks against the restless spirit, until they either flee out of sight for two rounds the spirit is slain.

Knhamitus – Undead servant

A withered corpse wearing ragged clothing. A strong odor of chemicals emanates from the dried skin, which is stretched taut about the yellowed bones. Drops of blood is visible on the black tongue, that hangs loose from a mouth that cannot quite close, as most the skin has rotted away. In the bloodshot, yellow eyeballs are obvious signs of intelligence.

Knhamitus was turned into an undead along with Stimenoptit to maintain the tomb through the centuries. Both are worshippers of a forgotten deity of the dead, and both carry on their endless project with glee, that is maintaining the tomb and adding new corpses to the ever-swollen body of Phedrios.

Knhamitus is eccentric and dangerous, but rarely hostile when encountered, as any visitors are a welcome change of pace, though Knhamitus expect them to stay and add their corpses to the collection of bodies in the tomb. He is ever so disappointed, when they instead attack or run away.

AC 5; HD 5; HP 27; THAC0 15; Attack *Soul rend*; Dmg 1d6+special; Save E5; ML 10

Knhamitus is a corporeal undead with the immunities that follows. Can be turned as a spectre.

Soul rend: The claws do hit the targets body, but instead the targets soul, which is rendered briefly visible as the claws tears into the victim. The victim suffers 1d6 hit point damage and 1d3 wisdom damage. If the target is reduced to 0 wisdom, Knhamitus tears the soul loose from its body, and it becomes a *restless spirit* under Knhamitus' control.

Instead of attacking with his claws, Knhamitus can use one of the following attacks, but he never uses the same special attack twice.

Hypnotic Gaze: Knhamitus can attempt a gaze attack against any foe within 10 feet of him, if he can see them. Each target must succeed a saving throw vs paralyzation or enter into a trance for 1d3 rounds. Any physical attack or physical interaction will release the victim from the trance. Knhamitus can automatically hit a victim in a trance with his *Soul rend-attack*, and this will not interrupt the trance.

Flowing Blood Scream: Twice pr day Knhamitus can issue a high-pitched shriek at the edge of human hearing. Living creatures within 15 feet of Knhamitus begins to bleed from their ears and suffers 2d8 damage. A successful saving throw vs death ray halves the damage.

Stimenoptit – Undead servant

The walking corpse is wrapped in flayed gauze and blackened skin with patches of blue mildew can be seen underneath. Long unkempt hair, deathly grey in color, flows from the head tightly wrapped in tattered bands of rotten cloth. From jagged holes cut in the cloth stares cruel eyes.

Stimenoptit was turned into an undead guardian along with Knhamitus with the task of maintaining the tomb. Stimenoptit is fascinated by the mummification process, that he helped develop and it was applied to himself. He pretends to be distanced from he undead nature and cruel work and likes to make his victims believe, that he is a civilized and reasonable creature, who will not unduly harm anyone. He also likes to mummify people but to his great anger, he has never been able to animate any of his victims.

AC 6; HD 6; HP 31; THAC0 14; Attack 2 claws; Dmg 1d6+wound; Save E5; ML 10

Stimenoptit is a corporeal undead with the immunities that follows. He is not a mummy and as such he is not particularly vulnerable to fire. He can be turned as a spectre.

Wound: Both claw attacks cause bleeding wounds, when they hit and deal damage, as they create deep gashes in their victim. Bleeding wounds cause 1 point of damage each round – any cure spell will immediately stop the bleeding. Any successful treatment of the wounds will also stop the bleeding (requires a successful wisdom test versus difficulty 12).

Malform body: Stimenoptit can bend and twist bones as if it was clay.

If both Stimenoptits attacks hit, he grabs his victim and can choose to use his Malform body ability the following round on the target.

The grabbed victim as has limb (arm, leg) twisted completely out of shape. The twisted limb cannot be used, and the victim is in severe pain (*disadvantage* to any action). The effect is permanent until undone by Stimenoptit or a cure serious wounds spell is applied.

Phedrios – Trapped in unlife

An oozing mass of flesh from several merged headless bodies with a sickening stench of rot. The quivering flesh is covered in leaking pustules from which acidic liquids flow. The popping sound is when one of the pustules explodes in a spray of liquid.

AC 9; HD 8; HP 38; THAC0 12; Attack Pseudopod; Dmg 1d8; Save F8; ML 8

The mass of rotting flesh is several bodies merged together trapped somewhere between life and death. The mass is considered a corporeal undead in regards to immunities, but it cannot be turned. Inside the mass is the insane mind of Phedrios tricked into believing a lie, that he is merely on the edge of sleep.

Pseudopod: The mass can create a pseudopod of flesh and veins, that blindly can feel its surroundings and stretch several feet away from the mass attacking as club or with whip-like lashes.

The pseudopod can attack once per round.

Exploding pustule: In combat 1d3 pustules explode each round releasing a spray of acid. 1d3 random targets are exposed to the acidic blast and must succeed a saving throw vs wands. If it fails, the target suffers 1d6 acid damage, and small but harmless pustules grow from the damaged skin, until the wound is healed.

If Phedrios goes berserk: If Phedrios goes berserk, he manifests several **grotesque limbs of rotting flesh:** 6 attacks with a reach of up to 30 feet.

Each round he can make six separate attacks with them (at most two against the same target), and each limb does 1d8 damage + special.

The Special Damage (roll 1d6): 1-2) Acid flows from the limb causing 1d10 to the victim. If the victim is wearing non-magical armor, the armor loses 1d4 points of defensive value (if the armor is reduced to 0 defensive value, the armor is destroyed).

3-4) Drains lifeforce: The attack drains lifeforce from the victim, who loses the ability to use the affected limb (d6: 1-2 – right arm; 3-4 – left arm; 5 – right leg; 6 left leg) until is cured using any curative magic.

5-6) Absorption: The limb grabs the victim and lifts the victim high in the air. The victim can spend an action to come free (succeeding either at strength or a dexterity test against difficulty 10). Otherwise, Phedrios will absorb the victim into the bloated mass of flesh adding the victim to his bodymass; he gains 1/3 of the victim's remaining hit points. The victim is still conscious, while the body has been absorbed, and the victim can attempt to interrupt Phedrios' attacks. With a successful intelligence or charisma test against difficulty 12, 1d6 of Phedrios' attacks are disrupted.

Phedrios has no movement as such, but if he manifests his grotesque limbs, he can use them to drag in the swollen body around. Any body, living or dead, that he passes is added to his mass.

The Ghost of Androikithus

The translucent figure of the young man is unsettling, as he is clearly visible appearing as when he was alive, and yet he is also entirely translucent. His face is pale, and he looks distraught and sad.

The ghost of Androikithus desires nothing but being laid to rest, and there is a sense of desperate urgency about him, as he tries to force the living to understand his issues. His temper easily flares up, and objects begin to fly around him.

AC 4; HD 5; HP 21; THAC0 15; Attack 2 telekinetic blows; Dmg 1d4; Save F5; ML 9

The ghost of Androikithus is an incorporeal undead, that only can be harmed by silver or magic. He can be turned as a wraith. If eliminated or destroyed, he will reform in 24 hours, until he finds rest.

Telekinetic blows: Each round Androikithus can perform to separate attacks flinging stones or objects at people, strangling them with invisible fingers etc. He can use his attacks, while conversing, and his attacks are 'invisible', that is they do not seem to originate from him.

Aura of drowsiness: An invisible aura of drowsiness emanates from the ghost of Androikithus. Any living creature within 10 feet of Androikithus must succeed a saving throw vs spells or become drowsy. If the saving throw fails, the victim falls asleep 1d4 rounds later (it is a normal sleep from which, they can be roused). If the saving throw is successful, the victim is immune until dawn.

Possession: If a living creature within 20 feet of Androikithus is unconscious or asleep, he can attempt to possess the target. This requires his full attention, and he can make no other attacks this round. The target must succeed a saving throw vs spells. If it fails, then Androikithus has possessed the victim, until he is banished or chooses to leave the body. A *Dispel Evil* Spell will automatically banish him, and he cannot possess a target protected by a *Protection from Evil* spell.

New Magical Items

Tears of the Dead

A liquid with the light of a pale moon and unsettlingly cold to touch, which occurs in tombs of the old empire. It is not known, if this is a natural phenomenon occurring within the rocks of the tombs, or if it is truly the tears of the dead.

Effect: Distract intelligent undead – when presented to intelligent undead, the tears gains the attention of the undead, who becomes fascinated with the tears.

The tears can be used as a bargaining chip, and a distracted undead is more easy to sneak by. Gain *advantage* on stealth checks or a +30% bonus on Move Silently.

The Dagger of Meriadme

A curved dagger with an ivory handle. The blade is decorated with engravings of roses, and between the roses a sentence in the old language reads '*For my ever beloved in the memory of loving kisses under the roses*'.

The dagger is enchanted and possess the following powers:

Plantkiller: +4 hit and damage against plant creatures

Drain life: On a natural 20 on an attack roll, the damage dealt by the dagger heals the user as life is channeled from the victim to the user.

Lovely Fragrance of Roses: A pleasant and lovely smell of roses fills the area calming people and creatures within 20 feet of the dagger. If creatures are not under attack or otherwise distracted, the pleasant smell grants +2 bonus on negotiations and reactions as the fragrance calms people. After being exposed to the fragrance for 2 minutes, all creatures in the area must succeed a saving throw vs poison. If it fails, they become drowsy and fall asleep within 1d4 rounds.

The power can be used twice pr day and the scent lasts 10 minutes.

Summon Roses: The rose engravings on the dagger springs to live and grows to large thorny roses. The roses attacks on behalf of the wielder (who is considered having attacked, when the roses attack), and they can reach an opponent up to three feet away. The roses have THACO 15. If they hit, they do 1d8 damage, as the thorns tear into the victim. The roses tries to grab the victim, who must succeed a saving throw vs paralyzation or be grabbed by the roses. Grabbed victims suffer 1d8 damage each

round until killed or freed from the roses (a new saving throw can be attempted each round). If the roses kill their victims, a rose bush will sprout from the corpse in 1d4 rounds, and the bush will attack any creature, that comes within its reach.

Wand of Starlight

An enchanted piece of crystal of about 1 foot in length. Inside are 10 globules, that glow with starlight, when shaken. Whenever the powers of the staff are used, a globule disappears.

Starlight: A soft and pleasant light flows from the staff illuminating an area of 10 feet from the staff. The light lasts for 30 minutes, and the wielder and the wielder's allies have +6 bonus on saving throws against lycanthropy, poison, disease and infections, while illuminated.

Star Sun: The globule flies from the staff and hovers above the wielder, where it grows in size, until it is 3 feet across, and it sends a burning glare dissolving the darkness around it. Undead, demons, devils and shadow creatures within 20 feet are burned for 2d8 damage and may save vs wands for half damage. After the attack the globule fades away.

Star Mist: A many-colored cloud of star-stuff flows from the staff in a cone 20 feet long and 10 feet broad. Any creature in the area must succeed a saving throw vs wands or be distracted by the star-stuff for 1d6 rounds. While distracted the creatures do not pay attention to their surroundings unless attacked.

Wolf Tongue (Bastard Sword)

Wolf Tongue is a great sword, that once belonged to the hero Ivan of Threshold, who defeated the goblin armies of Dunkelskov. He later disappeared in the mountains to the north while searching for a legendary lost valley. The songs of his exploits and his companion, Wolf Tongue, are still being song among The Wandering Folk.

The sword is to have thirst for blood, and once it has begun its hunt for its victim, it only becomes more dangerous.

Wolf Tongue has the following powers:

Enchanted sword: Wolf Tongue is an enchanted sword, that grants +1 to hit and damage.

Tasting Blood: If Wolf Tongue misses its attack, it gains *advantage* the next round on its attack roll against the same opponent.

Bloodthirsty: If Wolf Tongue wounds it foe, but the opponent survives the attack, then the following round Wolf Tongue has +2 damage bonus.

Wolf bite: On a natural 20 on an attack roll, Wolf Tongue knocks its opponent prone and has *advantage* on its next attack roll and a +2 damage bonus.

Spear of Victory

The Spear of Victory was used in the wars against The Orcs of the Nine Kingdoms, where it rallied the armies of mankind.

It is a metal spear, that feels heavy and yet not too heavy and it is perfectly balanced. The spearhead is long and slim, and it radiates a golden light and a promise of power.

The Spear of Victory is an enchanted spear, and it grants its wielder the following powers.

Life Victorious: If The Spear of Victory was used in combat, then when enemies are defeated, captured or driven off, the wielder of the spear can lift the spear high aloft, and the golden light from the spearhead will heal the wielder and all allies within 300ft 1d6+1 hit points.

Can be used once per day.

Roar of War: The Spear of Victory lets loose a powerful and fearsome lion roar echoing far and wide on the battlefield. The wielder and allies within 300ft hearing the roar gain advantage on saving throws vs fear effects, and a +2bonus to intimidate foes.

The power can be used once per day, and The Spear of Victory will attempt to use it at least once per day, if there is any fighting. It will preferably attempt to use its roar at the first engagement, but the wielder can coax the spear to withhold its roar to a later battle the same day with a successful charisma test versus difficulty 10.

Awe: On a natural 20 on an attack roll. The spear deals maximum damage, and the opponent loses the will to fight and must immediately make a morale check.

No Cowards: If the wielder retreats dishonorably from combat or otherwise shows cowardice, then the wielder will soon after accidentally lose the spear, as it seeks out a new owner.

