

Crypt of the Shadow Lord

A solitaire dungeon crawl adventure for the Labyrinth Lord™ Fantasy Role Playing Game

BY
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Labyrinth Lord
Compatible Product

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Thousands of years ago a powerful sorcerer ruled these lands. His dark, terrible magic influenced all the great military and political leaders of the time. These men were not necessarily evil, but ultimately, they were no match for the Shadow Lord's devious charms and spells. They easily succumbed to his will, worked (often unknowingly) as his agents, and a dark age endured for many, many generations. It is not known how or when he met defeat, but, over time and the ages, his name has faded and been forgotten. The stories about him, if remembered at all, are considered nothing more than ancient legend. This sorcerer was cunning, however, and had planned for his own eventual demise. The time has come; the plan in its final stages. His spirit has awakened! An appropriate vessel captured, and soon, the revival ritual will be complete! Then, all shall tremble and despair before the Shadow Lord - *Bwana wa Kivuli!*

Crypt of the Shadow Lord is written for one, first-level, lawful cleric. With little to no adjustment, the Basic Rules from other, similar Fantasy Role Playing Games may also be employed successfully. Although designed as a solitaire, this adventure also plays well as a duet (one player and one referee), and is intended as something of an introduction for both novice players and game referees.

DPC-RPG

INTRODUCTION

Crypt of the Shadow Lord is a solitaire dungeon crawl adventure, written for one, first-level, lawful cleric. To play this adventure you will need: a set of polyhedral dice (having a few extra 6-sided dice will be helpful), a few sheets of paper, a pencil and eraser (or erasable pen), and a copy of the Labyrinth Lord™ Basic Rules (which you can download for free here: <http://goblinoidgames.com/index.php/downloads/>). With little to no adjustment, the Basic Rules from other, similar Fantasy Role Playing Games may also be employed successfully. Although designed as a solitaire, this adventure also plays well as a duet (one referee and one player). More about duet play can be found in the Special Rules Section.

HOW TO USE THIS BOOK

This adventure has been written so that the storybook (with some assistance from you) plays the role of referee. It is not unlike the “choose-your-own-path” books of yesteryear, though, a bit more involved; in addition to making decisions about where to go and what to do next, you will also control your character during combat scenarios. The crypt offers numerous ways for a first-level character to meet their doom, however, if they do complete this adventure successfully, there is a very good chance they will have won enough experience points (by slaying monsters and finding treasure) to advance a level.

Using the Labyrinth Lord™ Basic Rules, create a first-level, lawful cleric, and, based on your initial treasure roll, equip him or her as you normally would (prioritizing armor is recommended). Read the “Special Rules” and “About the Crypt” sections below, then proceed to the adventures beginning; “*No dilly-dallying, young acolyte!*” and follow the in-game instructions from there. During combat, in addition to your character, you are also responsible for controlling any monster(s) encountered, rolling for their initiative and attacks. If you find yourself wondering about a specific rule, monster, or item detail, consult the Labyrinth Lord™ Basic Rules. If that is of no help, do as any good game referee - use your own best judgment.

It is recommended that you keep an ordered list of which numbered paragraphs you visit during your explorations of the crypt. It is quite possible to “get lost”, backtrack, or cycle around, to arrive in a room that you’ve already visited, and, if there are monsters (or treasures) in that room you will know, by referencing your list, that they need not be re-fought (or re-collected). It is also a good idea to make note of any monsters defeated and/or treasures collected. Having this information readily available will be most helpful to you after the adventure has been completed and you begin to calculate the number of experience points to award.

Obviously, the player should never, ever, under any circumstances, look ahead to check the potential outcome of a decision, or, redo an unfortunate roll of the dice. Doing these sorts of things is most definitely cheating, and takes all the fun out of playing the adventure in the first place! That being said, this *is* a particularly deadly dungeon, and so, a special allowance is offered here: once per adventure, as a “Divine Saving Grace”, you may redo one fatal decision or roll of the dice.

SPECIAL RULES

-COMBAT: The monsters in the crypt, due to their close proximity to an awakening evil, are extremely aggressive. They attack with little to no provocation, and always fight to the death. Unless instructed otherwise, monsters make one attack per round. No reaction or morale rolls are necessary in this adventure.

-INITIATIVE: The Individual Initiative Rule applies unless otherwise instructed.

-RETREAT: At the beginning of their turn in combat, instead of making an attack, and, if there is an open exit available, the hero may attempt a retreat. As they flee, each active monster makes one last attack, this one with a **+2 bonus to-hit**. Disregard any AC bonus that would apply due to carrying a shield while running away. If retreat is successful, the hero backtracks to the previous room (numbered paragraph). Although monsters will fight to the death, they will not pursue the hero beyond their area.

-SPELLS: The hero is unable to cast spells during this adventure; an unfortunate restriction caused by an ancient evil nearby. The special ability “Turn Undead”, however, may still be utilized.

-HEALING POTIONS, SCROLLS & MAGIC ITEMS: You might, over the course of this adventure, find or be given helpful magical items. Consult the Labyrinth Lord™ Basic Rules for details about these items. Healing Potions and Scrolls may be used any time the hero is not actively engaged in combat.

-DUET PLAY: This adventure can be played as a duet (one referee and one player). When doing so, simply have the referee read the adventure to the player, paraphrasing where they see fit. When necessary, the referee should prompt the player to make their choice, proceed to and read the corresponding paragraph, and then follow any instructions found there. Continue in this manner until the adventure is completed, either in resounding success or gruesome defeat. During combat, the referee controls all monsters encountered, rolling for their initiative and attacks.

ABOUT THE CRYPT

The crypt is a hidden, ancient temple that is partially carved out of rock, and partially tunneled into the ground. All areas of the crypt are dimly lit, either from a source of natural light coming from somewhere, or, from long-burning, mysteriously prepared torches, which have been placed strategically throughout the deeper, darker regions. Carrying a torch, or lantern, is not necessary, nor would it help with visibility during exploration. Unless described in some other manner, the walls and ceiling of the crypt are made of stone; the floors are a mixture of stone and dirt. In general, the rooms and chambers are barren, empty of any furniture and with little or no decoration. Hallways are made of stone and have high-ceilings. They are fairly wide and very stable. Corridors are lower-ceilinged and narrower than hallways, but are also made of stone and quite stable. Tunnels are just large enough for human sized creatures to pass through easily. They are made almost entirely of dirt, and are not especially stable.

Monster Attack Table

	Attack Value for Armor Class													
Attacking Monster HD	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1 or less	20	20	20	20	19	18	17	16	15	14	13	12	11	10
1+ and 2	20	20	20	19	18	17	16	15	14	13	12	11	10	9
2+ and 3	20	20	19	18	17	16	15	14	13	12	11	10	9	8
3+ and 4	20	19	18	17	16	15	14	13	12	11	10	9	8	7
4+ and 5	19	18	17	16	15	14	13	12	11	10	9	8	7	6
5+ and 6	18	17	16	15	14	13	12	11	10	9	8	7	6	5

Weapon	Variable Damage
Club	1d4
Flail	1d6
Flail, Heavy*	1d8
Hammer, Light	1d4
Hammer, War*	1d6
Mace	1d6
Morningstar	1d6
Quarterstaff	1d6
Sling with bullets	1d4

*These are classified as two-handed weapons.

Turning Undead Table

	Cleric Level
Undead HD	1
1	7
2	9
3	11
4	-

"No dilly-dallying, young acolyte!" you recall the Grand Abbot stressed in his final instructions. "And when you do arrive, report to the village priest, Father Markus. I am sending you to answer his call for aid. Go, and help him as best you can. May Divinity bless you, child."

Now, after three days travel through the countryside, you've nearly reached the village. You've never been so far from the monastery before, and, despite the Grand Abbot's specific instructions, you did, maybe, perhaps, sometimes, take a bit more time "dilly-dallying" than he surely would have approved. Like when you stopped to watch those puffy clouds float across the bright blue sky yesterday afternoon. Or the morning before, when you faintly heard that waterfalls roar and followed a little stream off from the main path to find, and sit, and enjoy its' majesty. Or just earlier this afternoon, when you stopped to help that merchant whose cart had gotten stuck in the mud, and then stayed and shared lunch with his family and dogs. You know that you are young, and inexperienced in many ways (this *is* your very first quest, after all), but you also know, in your heart, that these things - the wonder and beauty of nature, and the kindness of others - are what most inspire and delight you.

It's nearly dusk when you arrive in the village main square. There are only a few buildings, so finding the chapel is easy. You approach the front door and... *KNOCK! KNOCK! KNOCK!... KNOCK! KNOCK! KNOCK!* A soft voice from inside answers, "Yes, yes. One moment, please, one moment." Presently, the door opens, and there standing before you is a tall, lanky, elderly man. He seems perplexed, at first, as he looks you over. Then, he brightens, and says "Ah! You must be a scout for that party of warrior-priests I messaged the Grand Abbot about. When will the others arrive, child? The situation has gotten worse, and there isn't much time!"

You tell the man that you were, indeed, sent by the Grand Abbot, but not to expect any warrior-priests. You are the only one who was sent. Learning this, the man seems a bit dispirited. "Yes, I see... I see..." he says, "Well then, come on inside. It's about time for supper." He leads you through the sanctuary and into the little room used as a kitchen. He motions for you to sit at the small table there, and says, "I am Father Markus, priest and healer of this little village. Thank you for coming here, young acolyte. I fear this is a very serious matter, however, and just the two of us may not be enough to successfully meet its challenges."

Father Markus begins to prepare a simple supper and continues, "I suppose you'd like to know why I sent a message to the G.A. in the first place, hmmm? Well! Listen then, child! A little over three weeks ago one of our local farmers disappeared!" He pauses and looks out into the distance before continuing, "The farmer left one morning to go work his fields and has not returned. Multiple search parties

have failed to find any sign of him, and, he is now presumed dead. People do not just disappear in this little, close-knit community! The folks here are neighborly and kind and I should know - I've been teaching, healing, worshiping, and preaching here for nearly sixty-five years!" He's become too excited now, and pauses to catch his breath. After a moment, he goes on, "And that's just the beginning. A few days after his disappearance, an alarming number of villagers inundated the chapel complaining of frightening, recurring dreams. They had hoped I would be able to charm the nightmares away with a prayer, or a spell. I did what I could, of course, but to no effect. The nightmares continue, and have intensified. They've spread to everyone in the community. Why, this last week, even I, Father Markus, have had some troubling dreams!"

He brings a full portioned dish and a spoon over to the table and sets them before you. Then, while preparing his own dish, he continues "Some of the villagers haven't slept at all in days. Now, as you might imagine, these simple people are frightened, exhausted, and incredibly short-tempered. They are, I would say, dangerously close to madness." He stops and shakes his head, then brings himself and his supper to the table. "There have been break-ins too!" he says, "Firewood, flowers and herbs, a few tools - little things, but, *BURGLARY?? HERE??* It's unthinkable! And yet, it's happening. What's worse, just recently, some of the smaller farm animals have gone missing. Folks are quick to accuse their neighbors. Those accused are insulted, and nastily respond in kind. Tensions are sky-high, and, I'm afraid that if something isn't done about it soon, there's going to be a bloody riot!"

He says a short prayer of thanks, and then there is mostly silence for a little while as you both enjoy your suppers. When finished you help Father Markus clear the table, and then he says to you, "Get some rest, and sleep well, child. We will come up with a plan in the morning." You sleep soundly all that night.

Early the next morning you awake to find Father Markus already up and ready for action. He's wearing a tunic of old chain-mail, and carrying a big, deadly-looking mace. You must have an odd expression on your face, because, he chuckles as he explains, "Ah, yes. Well, when I was young, a long, long time ago, I also did some adventuring. It seemed to me that the best work I could do in this world was to seek out evil and destroy it. I was quite successful for some years, too! Then, one day my travels brought me to this little village in the countryside, and I knew - here was a place where I could grow and nurture Divinity's goodness." You've been getting dressed as he is telling you all this. As you finish, he says, "After the morning meal, I think we should explore the last known

location of the missing farmer - his fields just north of the village. But first - breakfast!"

After the morning prayers and a helping of biscuits, honey, and fruit, you and Father Markus are just about to start for the fields when a young woman comes running towards the two of you. She's carrying a small child, and she calls, "Father Markus! Father Markus!! Father Markus, I saw Mel last night!" At this, Father Markus is visibly startled. The woman is closer now. She puts the child down, and says, "After all these weeks of such horrible nightmares, last night he appeared to me, so warm and hopeful, in a peaceful vision! He said a savior had arrived, and gave me instructions on how to help!"

Father Markus points your way and tells the woman, "This young acolyte was sent by the Grand Abbott and arrived just last evening. We're on our way now to investigate your husband's disappearance."

The woman steps over to you. She drops to her knees, and grasps your hand. "Please, please save my Mel." she cries, "I know he is still alive... In the vision he said I should give you this." She pulls a ring from a pocket in her apron, "This ring has been in my family for generations. There is something special about it, I think. We've always called it our 'lucky ring'." She gives it to you, grabs the child, and runs off, doing her best to hold back tears.

Father Markus examines the ring, and says, "Why, it's magical - a Ring of Protection! Wear it well, child." *It is a Ring of Protection +1.*

The walk takes a little longer than you expected, but presently, you and Father Markus reach the fields north of the village and begin your search. After just a few minutes, Father Markus exclaims, "Did you hear that?!" and he runs north toward the trees. You didn't hear anything, and say so, but he is too far away to hear you. You're impressed the old man can move so quickly and start after him. Suddenly, there is a terrifying scream! You look up to see Father Markus has fallen and sprint towards him. As you get closer you see him there on the ground, writhing in pain, screaming, and shaking uncontrollably. His torment continues for some minutes before the spell passes. He is alive, and calm, but unresponsive to your calls. Then, he blinks, and looks at you with wide, confused eyes.

He says in a soft, weak voice, "I heard a child's cries for help and ran towards them. Suddenly, the child's voice was gone, in its place a hollow, raspy whisper. It was chanting something horrible in a strange language, and now, I am terrified. There is nothing but fear and despair inside me, and, I... I am so ashamed. I can go no further." He looks down, covers his face with his hands, and begins to weep.

"I will go on, Father Markus." you say. "I am not afraid."

Father Markus looks up at you. Slowly, a small, hopeful smile begins to appear on his wrinkled face and he struggles to his feet. He says to you, "Dear child... perhaps the Grand Abbot knew just what he was doing, sending you to our aid. Here, take my mace - it has some magic, and served me well all those years ago." You exchange your weapon for his mace. "Take the items in my satchel, too. They could prove helpful." *The mace is a magical weapon (+1); in the satchel you find three Potions of Healing and a scroll inscribed with one Protection from Evil spell.* "Continue along this path, and, may Divinity bless you, child. I will remain here, and pray for your safe return".

You leave Father Markus and continue on as he directed, following the path north into a thick forest. You've walked about another mile when suddenly, everything seems different. A sharp drop in temperature makes you shiver. Everything is quiet - there are no chirping, whistling, buzzing, or growling sounds from any animal. The air is still. A little further along the path you find a newly trodden, slightly hidden trail that leads off into a rockier area of the forest. You follow the trail to its end at a narrow opening on the side of a giant boulder. The opening is just large enough, so, you step through and find yourself at the mouth of a tunnel. A few steps into the tunnel there is a set of descending stairs. You begin your descent, and after about 30 steps reach a landing. A 90 degree turn and the stairs continue another 30 steps before leveling out and leading you down a short tunnel. At the end of the tunnel there is an ornately decorated open doorway. You continue through, and find yourself in a large room made of stone.

Go to 1.

1.

This must be some sort of crypt or temple. The walls, floor, and ceiling of this large room are made of stone, and there are three massive stone pillars along both the left and right walls. You see two doorways on the East wall, and one on the West wall. On the wall directly in front of you (North) and up a few stairs, is a large, ornately decorated doorway, clearly more important than the others. If you take the

- North doorway, **go to 15**
- West doorway, **go to 40**
- North East doorway, **go to 11**
- South East doorway, **go to 29**

2.

You make your way down this narrow corridor. After about 20 feet it curves to the left, then, after another 40 feet you arrive at a small open doorway. **Go to 72.**

3.

Make a Saving Throw vs. Spells - if successful, **go to 47**; otherwise, **go to 35**

4.

You step into a medium sized, square chamber, empty except for four open, stone tombs - one in each corner. There is an open doorway on the East wall and you make for it. When you've reached the center of the room a loud creaking sound stops you frozen. You look around to see a skeleton rising from each tomb. There is no escaping; you must fight! *Roll for initiative each round.*

SKELETONS (4) - AL: C, AC: 7, HD: 1, HP: 3, DG: 1d6, XP: 52
 -If you defeat the Skeletons, **go to 60**; otherwise, **go to 33.**

5.

After about 25 feet this hallway narrows and becomes more of a tunnel. Another 40 feet of gradually curving to the right and you arrive at a fork. If you

- take the Left Path, **go to 54**
- take the Right Path, **go to 19**
- backtrack to the empty room, **go to 40**

6.

You enter a large rectangular room. There are open doorways

on the North, South, and West walls. If you take the

- North doorway, **go to 32**
- South doorway, **go to 41**
- West doorway, **go to 73**

7.

The coordination of that last attack completely surprised you. They've knocked you to the ground and continue to make successful attacks at your neck and face. The dozens of bites take their toll, and, after a great loss of blood, all goes dark. %

8.

You've walked into a long, rectangular room. There are four medium-sized stone pillars along both the North and South walls and an open doorway on the West wall. If you take the

- West doorway, **go to 89**, or
- return to the large, empty room, **go to 68**

9.

Roll 1d6. If you roll 1 or 2, **go to 58**; otherwise, **go to 30.**

10.

You examine the walls of the pit and find a rope ladder that allows you to climb up to a small platform. From here you have a great view of the wreckage below. There is a ledge about 10 inches wide along the perimeter of the room. It must have remained when the rest of it fell. You shimmy along the ledge to the nearest doorway and proceed down a long, narrow tunnel. After a ways the tunnel widens into a hallway, continues for 60 feet, and then ends at an open doorway. You step through into an empty square room. There are two open doorways on the East wall, and one each on the North and West walls. If you take the

- North East doorway, **go to 21**
- South East doorway, **go to 64**
- West doorway, **go to 83**
- North doorway, **go to 18**

11.

The North East doorway leads down a hallway. After about 20 feet you find a Side Passage along the North wall. If you

- take the Side Passage, **go to 62**

-continue straight, **go to 36**

12.

It's a much longer walk than you expected, but you finally reach the doorway at the end of the tunnel. **Go to 61.**

13.

You open the chest. As you lean over to see what treasure lies within a ball of flame bursts up from inside and explodes in your face! *Take 1d6+1 hp dg.* If you are still alive, **go to 81**; otherwise, **go to 55**

14.

There wasn't any warning and now you're caught under a large pile of dirt. The ceiling has fallen on top of you. *Take 1 hp dg.* If you are still alive, go to **101**; otherwise, **go to 87.**

15.

You climb the steps leading to the landing before the large doorway. Looking through you see a descending staircase carved into the stone floor. If you descend the staircase **go to 31**, otherwise, **go to 1.**

16.

This room is unlike anything else you've seen in the crypt. The walls are stone, but the floor and ceiling are mostly wood and dirt. While thinking about how strange that is, you keep close to the wall and slowly make your way to the nearest object - an ornately carved 4 foot tall stone pillar. On its top there is a metal sphere - like a ball the size of your hand. If you

- examine the sphere, **go to 50**
- explore the room, **go to 94**

17.

The Giant Snake does not respond to your movements and as you get nearer, the illusion fades leaving only a stone pedestal in its place. The pedestal is three feet tall and on its top there's a switch of some kind. With a look around the chamber you notice there are a few long rows of tiny holes embedded into the left and right walls. If you

- flip the switch, **go to 92**
- examine the walls, **go to 46**

18.

This hallway leads straight for 30 feet then curves to the right. After continuing straight for another 30 feet, there is an open doorway. You step through and find you've returned to the Main Entryway Chamber.

If you take the

-North doorway, **go to 15**

-West doorway, **go to 204**

-North East doorway, **go to 11**

-South East doorway, **go to 29**

19.

This short, narrow tunnel twists and turns until it opens into a small, empty square room. There are open doorways on the East and South walls. If you take the

-East doorway, **go to 2**

-South doorway, **go to 45**

20.

Victory! The four skeletons are now just bones scattered around the chamber floor. A search of the chamber reveals some treasure - you find **50 sp** and **100 gp**. You continue to the opposite wall doorway. **Go to 63.**

21.

This cramped, narrow tunnel curves to the right after about 20 feet. Suddenly, there is a sharp turn to the left and a small doorway opens into a medium-sized, square chamber. You step inside. **Go to 82.**

22.

You've successfully defeated those little beasts. The chest is still unguarded and unlocked in the center of the room. If you

-open the chest, **go to 3**

-leave the room, **go to 93**

23.

A swing of your mace and you've killed the last of the Giant Rats. You can collect the **50 sp** and **50 gp**, which drew you over to the corner in the first place. There is nothing else of interest here, but there are doorways on the North, South, and West walls. If you take the

-North doorway, **go to 32**

-South doorway, **go to 41**

-West doorway, **go to 73**

24.

You are being attacked by eight Normal Bats. *Treat the eight bats as one Monster. If you are attacking with a sling & bullets, roll for initiative; otherwise, the bats will attack first each round.*

NORMAL BATS (8) - AL: N, AC: 6, HD: 2, HP: 12, DG: 1d3, XP: 33

If you defeat the Normal Bats, **go to 51**; otherwise **go to 7**

25.

Make a Saving Throw vs. Spells - if successful, **go to 39**; otherwise, **go to 13**

26.

You follow the tunnel down its long, twisty path. It stops suddenly at a dead end. If you

-go back to the pit, **go to 10**

-search for a Secret Door, **go to 67**

27.

You move cautiously, expecting some sort of trap, but make it safely to the center of the room, near the chest. A closer look reveals that the lock has already been sprung. The chest should open easily. If you

-open the chest, **go to 3**

-leave the room, **go to 93**

28.

You turn right and proceed down the hallway. After about 30 feet it ends at an open doorway and you continue into a small, square chamber - *make a WISDOM check* - if it is successful **go to 48**, otherwise, **go to 75.**

29.

The South East doorway leads down a long hallway. After about 90 feet it curves to the left, then continues straight for another 30 feet. Here, the hallway opens into a large, empty room. There are doorways on the North, South, and East walls. If you take the

-North doorway, **go to 49**

-East doorway, **go to 77**

-South doorway, **go to 90**, or

-search for a Secret Door, **go to 84**

30.

You don't find anything.

Go to 32.

31.

The stairs go on and on, deeper and deeper, sometimes twisting, sometimes turning, and after what seems like an hour, you've reach the steps end. The tunnel is the only way forward, and soon you see the light of a doorway a ways in front of you. **Go to 12.**

32.

The North doorway opens into a small rectangular room. On the floor in the center of the room is a chest. The only doorway is the one you've just used to enter the room. If you

-examine the chest, **go to 44**

-leave the room, **go to 6**

-search for a Secret Door, **go to 9**

33.

That last stab by the skeleton found its way through your armor and cut a fatal wound. You're bleeding heavily and stumble over. The attacks keep coming, *SLASH!! SLASH!! STAB!!* Soon you are hacked to bits. Pieces of your bloody flesh plop onto the chamber floor and your quest is at its end. %

34.

"Why would anyone dig a tunnel to nowhere?" you keep asking yourself as you make your way back to the pit. **Go to 10.**

35.

Indeed, the chest is very easy to open. As you lean over to see what might lie within, you find instead that your eyelids have become so very, very heavy. **Go to 56.**

36.

You continue straight down the hallway. After about 10 feet the hallway curves to the right, then continues straight for another 30 feet, where it opens into a large, empty room. There are open doorways on the North, South, and East walls. If you take the

-North doorway, **go to 49**

-East doorway, **go to 77**

-South doorway, **go to 90**, or

-look for a Secret Door, **go to 84**

37.

You don't find anything.

Go to 59.

38.

You continue walking down what appears to be a very long corridor. Suddenly, there is a loud *SNAP!*, and you are quite shocked when eight large spikes spring from both sides of the hallway and are driven deep into your torso. You are stuck and bleeding heavily. No one is there to hear your feeble calls for help, and soon you lose consciousness. Your quest has come to its end. %

39.

You open the chest and lean over to see what treasure lies within. As you do a ball of flame bursts up from inside and explodes in your face! *Take ½ of 1d6+1 hp dg* If you are still alive **go to 81**; otherwise, **go to 55**

40.

The West doorway leads down a straight hallway for 30 feet then curves to the left. After another 30 feet the hallway ends at an open doorway and you proceed into an empty square room. There are two open doorways on the East wall and one on the West wall. If you take the
-North East doorway, **go to 21**
-South East doorway, **go to 64**
-West doorway, **go to 5**
-North doorway, **go to 18**

41.

The South doorway leads down a hallway for 60 feet and ends at a "T" intersection. If you
-turn left, **go to 79**
-turn right, **go to 28**
-go back up the hallway, **go to 6**

42.

You continue down the hallway for about 30 feet where you find an open doorway. You proceed into a small, square chamber - *make a WISDOM check* - if it is successful **go to 48**, otherwise, **go to 75**.

43.

Something is coming at you, but you're too slow to dodge it. The bats first attack-dive is a direct hit. *Take 1 hp dg*. If you're still alive, **go to 24**; otherwise, **go to 99**.

44.

You carefully approach the chest in the center of the room, eyes and ears straining for any sign of a trap. Either because of your caution, or because there are no traps to be sprung, you make it safely to the center of the room, near the chest. Now that you have a closer look, you see that it isn't even locked! You reach out and lift the lid. **Go to 25**.

45.

You go through the door and follow a narrow, twisty tunnel. After 30 feet it widens into a hallway. You continue forward and shortly the hallway ends at an open doorway. You step into an empty square room. There are two open doorways on the East wall, and one each on the North and West walls. If you take the
-North East doorway, **go to 21**
-South East doorway, **go to 64**
-West doorway, **go to 5**
-North doorway, **go to 18**

46.

Just a few steps away from the pedestal and you realize, too late, that you've made an awful mistake. You hear the darts whistle as they fly through the air, and when two prick your neck, pray that they are not poisonous. Unfortunately, they are *very* poisonous and within seconds you are on the floor, gasping for breath. Shortly, all goes dark. %

47.

You easily open the lid to the chest. As you're looking in to see what lies inside, you feel a little dizzy. A few shakes of the head and you're okay. You find **50 sp**, **100 gp**, and a **Scroll** inscribed with one **Cure Light Wounds** spell. There is nothing else here. You return to the previous room. **Go to 93**.

48.

As you step into the small chamber, seemingly out of nowhere, a Giant Snake appears just before you, in the rooms' center. This serpent is HUGE and its hypnotic stare is fixed on you.

You're terrified, but remain completely still. After a few moments you perceive that there's something odd going on here. You say a prayer and walk directly toward the beast.

Go to 17.

49.

The North doorway leads down a hallway for 30 feet, then curves to the left and continues straight for another 30 feet. You proceed through the doorway at the end of the hallway and find yourself back in the Main Entryway Chamber. **Go to 1**.

50.

A closer look at the sphere and you decide it could be a trigger of some kind. You grab it and pull up. Suddenly, there is a loud creaking noise, and you turn around just in time to watch as the room collapses into a pit 20 feet deep. A portion of the floor, about 10 inches wide, remains around the rooms' perimeter, along with another 12 inches around where you are standing near the pedestal. Looking at the disaster below you see a small opening on the far side of the pit. If you
-drop into the pit and explore the opening, **go to 69**
-shimmy along the wall and leave the room, **go to 112**

51.

A final hit and the last of the bats drops dead to the ground. This room is empty aside for a staircase in the North West corner. There is also an open doorway on the East wall. If you take the
-staircase, **go to 109**
-East doorway, **go to 76**

52.

You're making your way down a very, very long corridor. Out of nowhere, you get a weird feeling, and stop still. You're positive that something isn't quite right and you wait for a moment. There is nothing so you slowly begin to make another step. As you gently put some weight into the step, there is a loud *SNAP!* Instantly,

eight heavy, large spikes spring from either side of the corridor just in front of you. Getting caught in that trap would have been certain death. You let out a long breath of relief. Now that the trap has been sprung the illusion of the long hallway has disappeared. This is just a dead end. You backtrack to the "T" intersection. If you
-continue straight, **go to 42**
-turn right, **go to 6**

53.

You take a hard fall, but luckily, the heaviest parts of the roof and rubble miss landing on top of you. With a few bumps and scratches, you stand up and take in your surroundings. The bottom of this pit is also the end of a tunnel. There is a small opening on the East wall. If you
-explore the tunnel, **go to 26**
-try to find a way up and out of the pit, **go to 10**

54.

You follow the narrow tunnel as it twists and turns. Eventually, it ends at an open doorway and you continue through. **Go to 4.**

55.

There was blinding flash, and a loud POP! Something must have thrown you backwards because you're on your back and maybe 10 feet away from the chest. You can't see very well, and you are in excruciating pain. Thankfully, it only lasts for a few minutes as you breathe your last breaths and quietly expire. %

56.

You're startled awake by fierce squeaking and scuttling noises. How long have you been asleep? The chest lid has closed, but you're much more concerned about the source of those awful sounds - RATS! And they're already crawling all over you! *Treat the eight rats as one monster. The rats make the first attack, then, roll for initiative before each round.*

ORDINARY RATS (8) – AL: N, AC: 9, HD: 2, HP: 12, DG: 1d3, XP: 40

If you defeat the rats **go to 22**; otherwise, **go to 98**

57.

You don't find a Secret Door, but during the course of your search, you do find something - a pair of Giant Beetles, and they are coming right at you! *Roll for initiative before each round of combat.*

GIANT BEETLES (2) – AL: N, AC: 4, HD: 1+2, HP: 7, DG: 2d4, XP: 30

If you defeat the Giant Beetles, **go to 70**; otherwise **go to 85**.

58.

After a thorough search, you've found a Secret Door on the West wall! Looking through you see that it leads down a tunnel. If you explore the tunnel, **go to 113**; otherwise, **go to 6.**

59.

You are in a large, empty room. There are open doorways on the North, South, and East walls. If you take the

-North doorway, **go to 49**

-East doorway, **go to 77**

-South doorway, **go to 90**

60.

A frightening foursome, but now they're just bones, scattered about the chamber. You search their tombs and find **50 sp, 4 pieces of jewelry** (worth **150 gp** each), and a **Scroll** inscribed with one **Cure Light Wounds** spell. You continue to the East doorway. **Go to 72.**

61.

You walk into a large, strangely familiar looking room. Confused, you realize that you are back in the Main Entryway Chamber! **Go to 1.**

62.

The side passage is narrow and dirty. It twists and turns for about 60 feet, then ends at a small open doorway. You continue into a large, rectangular room and have just taken your first steps inside, when you hear a loud fluttering sound - *make a DEXTERITY check* - if successful, **go to 88**; otherwise, **go to 43.**

63.

This doorway leads down a narrow tunnel. After 30 feet it curves to the left, then suddenly, turns right and opens into a large, empty room. Aside from how you've just entered, there is only an open doorway on the West wall. If you take the
-West doorway, **go to 8**
-North doorway, **go to 86**, or
-search for a Secret Door, **go to 91**

64.

You're making your way down this narrow, dirty tunnel. Suddenly, the ceiling collapses! *Make a DEXTERITY check* - if successful, **go to 97**; otherwise, **go to 14**

65.

This small dirty tunnel twists and turns for about 60 feet before widening into a larger hallway and continuing. It ends at an open doorway. **Go to 1.**

66.

You've found a Secret Door on the East wall. It opens into a small square room. After a quick search, you find **50 sp** and **100 gp**, and then exit the room. **Go to 59.**

67.

Roll 1d6. If you roll 1 or 2, **go to 80**; otherwise, **go to 95.**

68.

You've entered a large, empty room. Aside from how you've just walked in, there is only an open doorway on the North wall. If you take the
-West doorway, **go to 8**
-North doorway, **go to 86**, or
-search for a Secret Door, **go to 91**

69.

You examine the platform and discover a rope ladder attached to one of the walls. You descend to the floor of the pit and approach the opening. It's a small doorway that leads down a long tunnel. **Go to 26.**

70.

You smash the second beetle and it rolls over dead. "Why would anyone dig a tunnel to nowhere?"

you keep asking yourself as you make your way back to the pit.

Go to 10.

71.

You don't find anything. If you

-try again, **go to 100**

-take the West doorway, **go to 8**

72.

You step through the doorway and walk into a large, circular, impressive-looking room that is filled with some heavy, old furniture and other knick-knacks.

Make a WISDOM check - if it succeeds, **go to 16**; otherwise, **go to 94**

73.

This doorway leads into a large, empty, square room. There are open doorways on the North, South, and East walls. If you take

-the North doorway, **go to 49**

-the South doorway, **go to 90**

-the East doorway, **go to 6**

74.

Roll 1d6. If you roll 1 or 2, **go to 80**; otherwise, **go to 57**.

75.

You step into the small chamber when seemingly out of nowhere, a Giant Snake appears. Startled, and intending to dodge the serpent's strike, you jump to the side. You didn't see the snake move, but a sharp pinch in your neck means failure. The poison is potent and acts quickly. Within seconds you are on the floor, gasping for breath, and then all goes dark. %

76.

You go through the East doorway and enter a small, square chamber. There is a chest in the center of the room. If you

-examine the chest, **go to 27**

-leave the room, **go to 93**

77.

You walk through the doorway and into a large rectangular room. There is something shining in the corner and you go to investigate. It's treasure! As you're reaching down to collect, something large and furry jumps at you. It's a Giant Rat, and there's a second one attacking you too! *The first Giant Rat gets*

the first attack, then, roll for initiative before each round.

GIANT RATS (2) - AL: N, AC: 7,

HD: 2, HP: 8, DG: 1d6. XP: 40

If you defeat the Giant Rats, **go**

to 23; otherwise, **go to 98**

78.

If it had just been the fall you probably would have been okay. Unfortunately, a good portion of the ceiling landed directly on top of you. Parts of you are crushed, and you are in incredible pain. You're also trapped under the heavy stone and rubble from the crash. You can't move, no one can hear your calls for help, and eventually, it becomes too difficult to breathe, then all is darkness. %

79.

You turn left and walk down the hallway for about 30 feet. *Make a WISDOM check* - if it is successful, **go to 52**; otherwise, **go to 38**.

80.

You've found a Secret Door! You slide it open and walk into a small, rectangular room. On the floor in the center of the room there is a chest. The only other doorway, aside from how you've just entered the room, is on the South wall. If you

-examine the chest, **go to 44**

-return to the pit, **go to 10**

-take the South doorway, **go to**

77

81.

It takes a few minutes for your eyesight to return. When it does you find **50 sp** and **100 gp** in the chest. If you

-take the South doorway, **go to 6**

-search for a Secret Door, **go to 9**

82.

You peer into the chamber. It seems empty, so you make for the open doorway on the opposite wall. Once you've made it to the center of the room, however, you hear the scraping of bone against stone and metal. Don't look now but, you're surrounded by Skeletons! *Roll for initiative before each round of combat.*

SKELETONS (4) - AL: C, AC: 7,

HD: 1, HP: 3, DG: 1d6, XP: 52

If you defeat the Skeletons, **go to 20**; otherwise, **go to 33**.

83.

You are walking down a hallway when after about 60 feet it curves to the left and narrows considerably. A little further and the hallway becomes very cramped, more like a tunnel. You have to really squeeze through at a few points to continue. The tunnel ends at small opening halfway between the floor and ceiling of a long, rectangular room. There are four, medium-sized stone pillars along both the North and South walls and open doorways on the East and West walls. You drop into the room and proceed to the

-East doorway, **go to 102**

-West doorway, **go to 89**

84.

Roll 1d6. If you roll 1 or 2, **go to 66**; otherwise, **go to 37**.

85.

These giant bugs have dodged your mightiest swings, and now they are attached to you. You suffer multiple fiery bites to the face, and after a series of their searing attacks, you slump over.

The pain is excruciating, but does not last long. Presently, your eyes close and all is darkness. %

86.

You've walked a good ways along the path when you find the tunnel blocked with a huge pile of dirt and stone. There must have been a cave-in! **Go to 63**.

87.

You are trapped under a massive pile of dirt, stone, and rubble.

You can't move and no one can hear your calls for help.

Eventually, it becomes too difficult to breathe, and then all goes dark. %

88.

You duck just in time and the bat whizzes past your head. You're not in the clear though. There are seven more bats in the air and they attack. **Go to 24**.

89.

You proceed toward the West doorway. When you're just beyond the rooms' mid-point a loud piercing shriek fills the air. Something drops on top of you! (*Take 1 hp dg*) You push whatever it is off, and back away to discover that you're being attacked by a Giant Crab Spider! *Roll for initiative before each round.*

GIANT CRAB SPIDER (1) – AL: N, AC: 7, HD: 2, HP: 9, DG: 1d8, XP: 38

If you defeat the Giant Crab Spider, **go to 123**; otherwise, **go to 107**.

90.

The South doorway leads down a hallway for 30 feet, where it curves to the right and continues straight for another 90 feet. You proceed through the doorway at the end of the hallway and find yourself back in the Main Entryway Chamber. **Go to 1**.

91.

Roll 1d6. If you roll 1 or 2, **go to 114**; otherwise, **go to 71**

92.

This switch hasn't been used in a very long time, but after some struggle, you've loosened it to the point where you can slowly pull it to its other side. Once you do a panel on the wall in front of you slides away revealing a hidden door. You look through the doorway and see that it leads down a tunnel. If you
-explore the tunnel, **go to 138**
-backtrack to the large rectangular room, **go to 6**

93.

This room is empty aside for a staircase in the North West corner. There are also open doorways on the East and South walls. If you take the
-staircase, **go to 109**
-East doorway, **go to 76**
-South doorway, **go to 65**

94.

You wander into the center of this unusual room, gawking at all the elaborate furniture and curious items. When you've just

about reached the rooms' center, a loud creaking sound fills your ears. Suddenly, the entire room collapses! You fall, along with the rest of the room, and land 30 feet below, at the bottom of a pit. *You take 2 hp dg in the fall.* If you've survived, **continue to 53**; otherwise, **go to 78**.

95.

You don't find a Secret Door. If you would like to keep searching, **go to 74**; otherwise, **go to 10**.

96.

You walk through the doorway and into a large, rectangular chamber. You get an eerie feeling, and experience a shiver as you proceed into the room. You're getting a better look at things now. There's movement! You watch as three humanoid figures slowly stagger from the shadows. Zombies! *You always take initiative vs. Zombies.*

ZOMBIES (3) – AL: C, AC: 8, HD: 2, HP: 8, DG: 1d8, XP: 87

If you defeat the Zombies, **go to 133**; otherwise, **go to 117**.

97.

You continue down the tunnel and after a few twists, arrive at a small open doorway. **Go to 82**.

98.

You never really recover from the surprise of that first attack. One of the rats leaps onto your chest, then quickly climbs up to your neck and bites deep into your jugular vein. You stumble over, bleeding heavily, and soon all goes dark. %

99.

The bats attack dive hits you in the face and you tumble backward, blood spewing from your nose and mouth. The bats smell the blood, and in frenzy, all at once they attack your face in a flurry of biting and scratching. It happens so fast and when it is all over your still, faceless corpse remains on the crypt floor. %

100.

Roll 1d6. If you roll 1 or 2, **go to 114**; otherwise, **go to 125**.

101.

You get up and brush some of the dirt out of your armor. The tunnel behind you has completely collapsed. There is no other way, so, you continue forward. Shortly, you arrive at a small, open doorway and proceed through into the next room. **Go to 82**.

102.

You quickly make your way to the East doorway and step through the threshold. **Go to 68**.

103.

You open the lid. Just as you do, you hear a loud CRANK! *Make a DEXTERITY check* - if successful, **go to 147**; otherwise, **go to 122**.

104.

Both of those big, nasty beasts are dead, thanks to you. A search of the room reveals **50 gp**. If you take the

-West doorway, **go to 136**

-North doorway, **go to 111**

105.

"I have no hands, yet I grasp so tight, caught there, you lose the will to fight. Both the mighty and the low do know me well, for in the hearts of men is where I dwell. What am I?" If you think you know the answer, write it down, then **go to 119**; otherwise, **go to 172**

106.

You are surprised to find that the box contains only one small piece of jewelry: a silver chain necklace with a spiral pendant made of some unknown metal attached. It's a bit mesmerizing, and you are compelled to pick it up. The necklace is incredibly light - practically weightless! It now also has a dim glow about it. If you
-wear the necklace, **go to 152**
-put the necklace away in your backpack, **go to 197**

107.

The spider is incredibly fast. It easily dodges your attacks and leaps up onto you, wrapping all its many legs around your torso. With your limbs caught, you promptly fall over. The spider does not release you,

unfortunately, and instead begins its dinner with your horrified, screaming face. %

108.

Make a **STRENGTH** check (apply a penalty of 8 points) - if it is successful, **go to 141**; otherwise, **go to 166**.

109.

You descend straight for about 10 minutes, and then the stairs make a 45 degree turn to the left and continue. After another 10 minutes descent you reach another 45 degree left turn then continue down the stairs for another 10 minutes until you reach their end. You continue down a short tunnel that opens into a small, square room. Aside from the stairs, there does not appear to be any other exit. In the center of the room there is a four foot tall, stone pyramid. If you

-examine the pyramid, **go to 171**
-search for a Secret Door, **go to 139**

-take the staircase, **go to 134**

110.

There are no Secret Doors in this room. You proceed through the West doorway. **Go to 227**.

111.

This large, rectangular chamber is empty aside for a small, stone pedestal which is centered on the floor before three open doorways on the West wall. There is also an open doorway on the South wall. If you take the

-Right doorway, **go to 129**

-Center doorway, **go to 144**

-Left doorway, **go to 161**

-South doorway, **go to 148**

-East doorway, **go to 202**, or

-examine the pedestal, **go to 135**

112.

You shimmy along the ledge and go through the nearest doorway. It leads down a long, narrow tunnel that, after a ways, widens into a hallway. You continue and eventually the hallway ends at an open doorway. You step into an empty square room. There are two open doorways on the East

wall, and one each on the North and West walls. If you take the

-North East doorway, **go to 21**

-South East doorway, **go to 64**

-West doorway, **go to 83**

-North doorway, **go to 18**

113.

You follow the long, narrow tunnel down its twisty path. After perhaps 90 feet the tunnel ends at a large, semi-circular chamber.

Make a **WISDOM** check - if successful, **go to 140**; otherwise **go to 131**.

114.

You've found a Secret Door on the East wall. It slides open and reveals the entrance to a small, square room. There is a staircase in one of the corners, and a four foot tall pyramid made of stone in the center of the room. If you

-take the staircase, **go to 134**

-examine the pyramid, **go to 171**

115.

This large, unusual, five-walled chamber has a sort of primitive elegance about it. The walls are smooth, and an elaborate pattern is tiled into the floor. Standing in the center of the room, made of iron, is an eight foot tall statue of a brawny human warrior. You step into the chamber. Suddenly, the doorway slides closed behind you! There are no other apparent exits. The statue has just turned its head toward you, and now it's walking in your direction. *You have just enough time to use a Scroll or Healing Potion before it is close enough to attack. Roll for initiative before each round. The Animate Statue attacks twice each round.*

ANIMATE STATUE (1) - AL: N, AC: 4, HD: 4, HP: 12 DG: 1d8/1d8, XP: 200

If you defeat the Animate Statue, **go to 198**; otherwise, **go to 177**.

116.

You approach the small, stone pedestal. There is some writing carved into its top. It is an ancient language, but you basically understand what it says. The first line reads "*Speak the*

answer aloud and pass in safety".

The second line is a riddle.

Roll *1d6*. If you roll

-a 1 or 2, **go to 170**

-a 3 or 4, **go to 189**

-a 5 or 6, **go to 201**

117.

The monsters overwhelm you! A pair of cold, strong hands grabs and pin you down as the others continue their assault. It doesn't take long, and the result is your being bitten, beaten, and brutalized to death. %

118.

You touch the glowing circle above the first symbol and find your eyelids have suddenly become very heavy. **Go to 167**.

119.

The answer is "FEAR". If your written answer matches, apply a bonus of 8 to your next roll.

Go to 172.

120.

You touch the glowing circle above the second symbol. The pyramid brightens with a pulsing glow and a hidden drawer opens from its base. In the drawer you find **50 sp**, **4 gems** (each worth **50 gp**), and **1 piece of jewelry** (worth **500 gp**). After a few moments the drawer closes and the glow fades, leaving the pyramid barren. The symbols are gone. If you

-take the staircase, **go to 134**

-search for a Secret Door, **go to 139**

121.

Each bite from that awful bug burns something awful. It also seems to dodge every attack. Finally, the scorching pain from its bites has worn you down and you collapse. The last sounds you hear are the chirping and scuttling noises of the beetle as it climbs onto your torso. Then all goes dark. %

122.

Well, there was that unpleasant sound you had been expecting. You had not, however, expected a large, heavy, steel cage to drop through what's an apparent false ceiling and trap you, but that's

what happened. You take a moment to examine the bars of the cage. There is no door, but it might be possible to bend the bars just enough to squeeze through. The chest is still here in the cage too. If you
-try to bend the bars, **go to 108**
-look inside the chest, **go to 149**

123.

That big bug didn't know what it was getting itself into. One last mighty hit and you leave the Giant Spider with a crushed head and bloody, mangled body. You search the room and find **100 gp**, and **3 gems** (each worth **50 gp**) and then continue through the West doorway. **Go to 96.**

124.

This is an ancient language and although you can read some of the words, you don't understand their meaning. If you ignore the writing and take the
-Right doorway, **go to 129**
-Center doorway, **go to 144**
-Left doorway, **go to 161**
-South doorway, **go to 148**, or
-continue to focus on the writing, **go to 159**

125.

A thorough search does not reveal a hidden door. You do, however, find and disturb a trio of Giant Rats. They are not happy with you and attack! *Roll for initiative before each round.*
GIANT RATS (3) - AL: N, AC: 7, HD: 2, HP: 6, DG: 1d6, XP: 54
If you defeat the Giant Rats, **go to 145**; otherwise, **go to 98**

126.

You are still trapped in the cage. If you
-drink the potion, **go to 160**
-try to bend the bars, **go to 108**

127.

You follow the long, narrow tunnel along its twisty path and arrive back at the pit. **Go to 10.**

128.

You call out the answer, and then watch as two of the three doorways fade away. You proceed through the remaining doorway. **Go to 169.**

129.

Go to 161.

130.

"I am always in front of you, yet I cannot be seen. What am I?" If you think you know the answer, write it down, then **go to 195**; otherwise, **go to 172**

131.

You hear a deafening crunch and the tunnel collapses on top of you. Parts of you are crushed, and you're in incredible pain. You are also trapped under the enormous stone and rubble from the crash. You can't move, and no one is there to hear your cries for help. Eventually, it becomes too difficult to breathe and all goes dark. %

132.

You carefully search the walls and find a few loose stones that hide **50 sp**, and a **jewel** (worth **150 gp**). If you haven't already, you can open the chest (**go to 103**), or you can leave the room (**go to 111**).

133.

The last of the zombies cries a horrible scream as you deliver your final attack - "*Bwaanna wa Kiiivuuullllii!!!*" **Go to 111.**

134.

You begin to climb the staircase. After 10 minutes the stairs make a 45 degree turn to the right, and then continue for another 10 minutes before making another 45 degree right turn. Another 10 minutes climb and you've reached the top. You can only proceed down a short tunnel and then into an empty, medium sized room. There are open doorways on the East and South walls. If you take the
-East doorway, **go to 76**
-South doorway, **go to 65**, or
- go back down the staircase, **go to 109**

135.

You approach the small, stone pedestal and see some writing is carved into its' top. *Make an INTELLIGENCE check* - if successful, **go to 146**; otherwise, **go to 124**

136.

You step into a small, square chamber and find a large, wooden chest on the floor in the center of the room. If you
-examine the chest, **go to 158**
-leave the room, **go to 111**

137.

If you hadn't been taken by surprise this might have turned out differently. The giant insect slips by your sluggish attack, and scores a deep bite into your neck. Blood is flowing from the wound and you topple over. The monster does not hesitate. It climbs on top of you and continues to drink the life from its helpless prey. %

138.

The tunnel leads down a narrow, twisty path and ends at an open doorway. You pass through and a hidden panel closes the doorway behind you. You are in a small, square room. A staircase in the one of the corners appears to be the only way out. In the center of the room is a four foot tall, stone pyramid. If you
-take the staircase, **go to 134**
-examine the pyramid, **go to 171**
-search for a Secret Door, **go to 139**

139.

Roll 1d6. If you roll 1 or 2, **go to 165**; otherwise, **go to 179.**

140.

A search of the curved wall at the end of the tunnel reveals a metal handle attached to a chain hanging from the ceiling. You're examining the handle closely, and, without really thinking, you give it a good pull. **Go to 153.**

141.

You pull, and sweat, and strain. "*AAARRRRHHGGHH!!!*" you bellow as the bars finally bend. You have to remove your backpack and armor to slip through the bars, but you get them back on and leave the room without incident. **Go to 111.**

142.

A hard fought battle and the four skeletons are now just bones scattered about the chamber

floor. A search of the chamber reveals some treasure. You collect **50 sp** and **50 gp** and continue to the doorway on the opposite wall. **Go to 182.**

143.

There wasn't any warning and now you're caught under a big pile of dirt. The ceiling has fallen on top of you! *Take 1 hp dg*, and if you are still alive, go to **156**; otherwise, **go to 87.**

144.

Make a **WISDOM** check - if successful, **go to 190**; otherwise, **go to 161.**

145.

You've killed the last of those dirty rodents. Still no Secret Door, so, you proceed to the West doorway. **Go to 8.**

146.

This is an ancient language, but you can basically understand what it says. The first line reads "*Speak the answer aloud and pass in safety*" then below is a riddle.

Roll 1d6. If you roll

-a 1 or 2, **go to 130**

-a 3 or 4, **go to 105**

-a 5 or 6, **go to 178**

147.

You quickly leap aside as a large, heavy, steel cage drops over the chest. What a devious trap! If you haven't already, you can search the walls (**go to 132**), or you can leave the room (**go to 111**).

148.

You go through the South doorway and enter a small, dirty, rectangular room. There is an open doorway on the West wall, and two big furry rodents running along the rooms' perimeter. The Giant Rats are enraged, and attack at once! *One of the Giant Rats gets the first attack, then, roll for initiative each round.*

GIANT RATS (2) - AL: N, AC: 7, HD: 2, HP: 6, DG: 1d6, XP: 40
If you defeat the Giant Rats, **go to 104**; otherwise, **go to 98**

149.

Inside you find **50 sp**, **3 pieces of jewelry** (2 pieces worth **100 gp** each, 1 piece worth **500 gp**) a

Scroll inscribed with one **Cure Light Wounds** spell, and a small vial that contains an awful smelling, **Light Brown Potion**. **Go to 126.**

150.

You are still in the small, square room. There is a staircase in the corner, and a four foot tall stone pyramid in the center of the room. If you

-examine the pyramid, **go to 171**

-take the stairs, **go to 134**

151.

Make an **INTELLIGENCE** check - if successful, **to go 168**; otherwise, **go to 185.**

152.

You put the necklace over your head and let it lie around your neck. You suddenly feel quite a bit lighter on your feet (*apply a bonus of +3 to your DEXTERITY while wearing the spiral pendant*). **Go to 197.**

153.

You hear a loud creaking sound and turn around just in time to watch as the tunnel chamber fills with the collapse of the ceiling and contents of the room above.

If you

-search for a way up and out of the pit, **go to 10**

-go back to the other end of the tunnel, **go to 26**

154.

The answer is "A SKELETON". If your written answer matches, apply a bonus of 8 to your next roll. **Go to 172.**

155.

With a mighty smash the Giant Carnivorous Fly drops dead to the floor. **Go to 124.**

156.

You proceed down the tunnel and after a few twists arrive at a small open doorway. You continue through and enter an empty, square room. Aside from how you've just entered, there are two other doorways: one on the North wall, one on the West wall. If you take the

-North doorway, **go to 18**

-West doorway, **go to 5**

-East doorway, **go to 193**

157.

Roll 1d6. If you roll 1 or 2, **go to 165**; otherwise, **go to 191.**

158.

You cautiously approach the chest in the center of the room. You're expecting to hear a click, or a snap, or something that will require a quick reaction, but there is nothing. You don't see any sort of lock on the chest, and can't help but be a little suspicious. Getting to the chest was too easy. Maybe you should search the room. If you

-open the chest, **go to 103**

-search the room, **go to 132**

159.

Make an **INTELLIGENCE** check - if successful, **go to 146**; otherwise, **go to 183.**

160.

You drink the potion. It has an awful, bitter taste that makes you want to wretch and your eyes water. After gagging for a few moments, you realize that you're feeling super strong. You walk over to the cage bars, reach out, grab them, and easily bend them wide enough so that you can exit the cage. After a few moments the surge of strength fades. You step out from the cage and leave the room. **Go to 111.**

161.

You start toward the doorway. As you approach, suddenly, you're seized by an unseen force and quickly pulled through the threshold. In an instant, the hallway, the crypt, everything is gone and you're trapped in a grayish-white void. You have a vague sense of falling, but here you are helpless. There is no escape, and your adventure has come to its end. %

162.

You touch the glowing circle above the first symbol and experience a little bit of dizziness. After a moment you're fine. If you touch the circle above

- the first symbol, **go to 196**
- the second symbol, **go to 120**
- the third symbol, **go to 184**, or

-ignore the pyramid and take the stairs, **go to 134**

163.

The answer is "DARKNESS". If your written answer is correct, apply a bonus of 8 to your next roll. **Go to 151.**

164.

You do not find a Secret Door, but while you're searching a soft noise pricks your ear and you turn just in time to see the Giant Carnivorous Fly as it leaps at you. *The Giant Carnivorous Fly makes the first attack, then, roll for initiative each round.*

GIANT CARNIVOROUS FLY (1) – AL: N, AC: 6, HD: 2, HP: 9, DG: 1d8, XP: 29

If you defeat the Giant Carnivorous Fly, **go to 229**; otherwise, **go to 137**

165.

You've found a Secret Door on the West wall! It slides open and you proceed into a large, empty room. The door slides closed behind you. There are open doorways on the North and West walls. If you take the -North doorway, **go to 194**
-West doorway, **go to 8**

166.

For all your effort, the bars don't budge. If you haven't already, you can search the chest (**go to 149**), or try to bend the bars again (**go to 108**).

167.

You're startled awake by loud chirping and scuttling noises and feel something moving about your feet. How long have you been asleep? You open your eyes and look down to see that a Giant Beetle has found you napping. It sees you're awake and attacks! *Roll for initiative before each round.*

GIANT BEETLE (1) – AL: N, AC: 4, HD: 1+2, HP: 7, DG: 2d4, XP: 30
If you defeat the Giant Beetle, **go to 200**; otherwise **go to 121.**

168.

You call out your answer, and then watch as two of the three doorways fade away. You proceed

through the remaining doorway. **Go to 213.**

169.

You walk down a short hallway and then into a medium sized, square chamber. The chamber is empty except for a pint-sized, stone rectangular box, like a miniature tomb, in center of the floor. The lid to the box is also made of stone but there is no lock. Lifting and sliding the lid will open the box. *Make a STRENGTH check* - if successful, **go to 192**; otherwise, **go to 218.**

170.

"I lurk close behind you. I creep on the ground. I follow you home, and I don't make a sound. I am the part of the bird that is not in the sky, which can swim in the ocean, and will always stay dry. What am I?" If you think you know the answer, write it down, then, **go to 219**; otherwise, **go to 151**

171.

As you approach the pyramid you detect a shimmering on each of its three visible sides. You get closer and see that the shimmering has morphed into symbols. Above each symbol, near the tip of the pyramid, is a glowing circle. The first symbol looks like a "Z", the second symbol is a vertical line with two curved lines meeting at the center, and the third symbol is three circles, one atop the other two to form a triangle. If you touch the circle above the -first symbol, **go to 196**
-second symbol, **go to 120**
-third symbol, **go to 184**, or -ignore the pyramid and take the stairs, **go to 134**

172.

Make a WISDOM check - if successful, **to go 128**; otherwise, **go to 199.**

173.

You don't find a Secret Door. If you would like to try again, **go to 212**; otherwise, **go to 227.**

174.

For all your struggle and effort, you can't move the stone lid.

Frustrated, you exit the chamber the only way available to you - back down the hallway. At the end of the hallway there is a small stone pedestal on the floor. It's centered in front of three open doorways on the wall in front of you. **Go to 211.**

175.

You also find a **Large Key** made of **Iron**. **Go to 203.**

176.

You peer into the chamber and then slowly step forward. The room looks to be empty, so you make for the open doorway on the opposite wall. Once you've made it to the center of the room, however, you hear the rattling of bone against metal. Don't look now - you're surrounded by Skeletons! *Roll for initiative each round.*

SKELETONS (4) – AL: C, AC: 7, HD: 1, HP: 3, DG: 1d6, XP: 52

If you defeat the Skeletons, **go to 142**; otherwise, **go to 33.**

177.

This creature is shockingly quick for something so massive. When its powerful fists connect they inflict heavy damage. **SMASH!** The statue brings both of its fists down on your head! And your block has no effect! You're on the floor defeated. Then, the statue delivers the fatal hit and all goes dark. %

178.

"Before my birth, my master binds me. He has never seen me, yet he will always find me. With him day and night, as he grows older, all his burdens, are mine to shoulder. My fate is to be my master's slave, until the day he lies dead in his grave. What am I?" If you think you know the answer, write it down, then, **go to 154**; otherwise, **go to 172**

179.

You don't find a Secret Door. If you would like to try again, **go to 157**; otherwise, **go to 150.**

180.

You're making your way through this cavernous room when you come to a stop. Did you just hear

something? You did. A soft, slow, flapping sound, but it's quickly getting louder and you prepare for battle. With a fierce screech, the first of the Giant Bats makes an attack dive. *Roll for initiative before each round.*

GIANT BATS (2) – AL: N, AC: 6, HD: 2, HP: 8, DG: 1d4, XP: 40
If you defeat the Giant Bats, **go to 220**; otherwise, **go to 208**.

181.

Go to 161.

182.

You're making your way down this narrow, dirty tunnel when suddenly, the ceiling collapses! *Make a DEXTERITY check* - if successful, **go to 156**; otherwise, **go to 143**

183.

While you are focused on the writing, working out what it might possibly say, you hear a soft shuffle behind you. You turn just in time to see the Giant Carnivorous Fly as it leaps at you. *The Giant Carnivorous Fly makes the first attack, then, roll for initiative each round.*

GIANT CARNIVOROUS FLY (1)
– AL: N, AC: 6, HD: 2, HP: 9, DG: 1d8, XP: 29

If you defeat the Giant Carnivorous Fly, **go to 155**; otherwise, **go to 137**

184.

When you touch the glowing circle above the third symbol a hidden door on the West wall slides open. The shimmering fades away, leaving the pyramid barren. You go through the doorway and enter a large, empty room. The door slides closed behind you. There are open doorways on the North and West walls. If you take the

-North doorway, **go to 194**

-West doorway, **go to 8**

185.

You call out your answer to an eerie, quiet stillness. Nothing happens. There are no other ways out of the chamber. **Go to 116**.

186.

The West doorway leads 30 feet down a straight hallway then

curves to the left. After another 30 feet the hallway ends at an open doorway and you proceed into an empty square room.

There are two open doorways on the East wall, one on the West wall. If you take the

-North East doorway, **go to 21**

-South East doorway, **go to 64**

-West doorway, **go to 83**

-North doorway, **go to 18**

187.

Make a STRENGTH check - if successful, **go to 192**; otherwise **go to 218**.

188.

Roll 1d6. If you roll 1 or 2, **go to 110**; otherwise, **go to 173**.

189.

“Chiseled in stone or delivered by breath, it is I whom most, scare heroes to death. What am I?”

If you think you know the answer, write it down, then, **go to 207**; otherwise, **go to 151**.

190.

You make for the center doorway, quickening your pace as you approach. You're just at the threshold when there is a sudden blinding flash! An unseen force pushes you back about 15 feet. After a few minutes your eyesight returns. **Go to 111**.

191.

You don't find anything. **Go to 150**.

192.

With some struggle you are able to lift, and slide, the heavy stone lid then, you look inside. **Go to 106**.

193.

You've walked a good ways along the path when you find the tunnel blocked with huge piles of dirt and stone. The tunnel must have collapsed! **Go to 156**.

194.

This cramped, narrow tunnel curves to the right after about 20 feet. Suddenly, there is a sharp turn to the left and then a doorway that opens into a small, square chamber. **Go to 176**.

195.

The answer is “THE FUTURE”. If your written answer is correct,

apply a bonus of 8 to your next roll. **Go to 172**.

196.

Make a Saving Throw v. Spells - if successful, **go to 162**; otherwise, **go to 118**.

197.

There is nothing else in the chamber, so you take the only available exit- back down the hallway. At the end of the hallway there is a small stone pedestal on the floor. It's centered in front of three open doorways on the wall in front of you. **Go to 116**.

198.

After a hard fought battle, you've broken the statue into many pieces, and it is no longer a threat. You search around the chamber and find **150 sp**, **100 gp** and a **Scroll** inscribed with one **Cure Light Wounds** spell. *Roll 1d6*. If you roll 1 or 2, **go to 203**; otherwise, **go to 175**.

199.

You call out your answer to an eerie quiet and stillness. Nothing happens. If you take the

- Right doorway, **go to 129**
- Center doorway, **go to 144**
- Left doorway, **go to 161**
- South doorway, **go to 148**, or
- examine the pedestal, **go to 146**

200.

You're startled into action and with a few powerful strikes from your mace; the beetle is a dead, mangled, shell. The pyramid is unchanged. If you touch the circle above the

- second symbol, **go to 120**
- third symbol, **go to 184**, or
- ignore the pyramid and take the stairs, **go to 134**

201.

“In daytime I lie pooled about, at night I cloak like a mist. I creep inside closed boxes, and inside your tightened fist. You see me best when you do not see, for I do not exist. What am I?” If you think you know the answer, write it down, then, **go to 163**; otherwise, **go to 151**.

202.

You've entered a long, rectangular room. There are four, medium-sized stone pillars along both the North and South walls and an open doorway on the East wall. If you

-take the East doorway, **go to 68**
-go back to the room with three doorways, **go to 111**

203.

When you defeated the Animate Statue, a hidden doorway on the East side of the chamber slid open. There are no other exits, so you proceed through the doorway into a large, empty square room. There is an open doorway on the West wall. If you

-take the West doorway, **go to 227**

-search for a Secret Door, **go to 188**

204.

The West doorway leads 30 feet down a straight hallway then curves left. Another 30 feet and the hallway ends at an open doorway and you proceed into an empty square room. There are two open doorways on the East wall, and one on the West wall. If you take the

-North East doorway, **go to 21**
-South East doorway, **go to 64**
-West doorway, **go to 83**
-North doorway, **go to 18**

205.

You follow the tunnel along its path for about 90 feet. There is a fairly steep incline throughout, but it levels out, and then there is a sharp right turn. The tunnel continues, curving to the right, then to the left, then back to the right, always keeping at a slight incline. It eventually ends at an open doorway. **Go to 209.**

206.

You must have triggered some sort of spell or trap! The flash was surprising, but not nearly as surprising as being surrounded by three Zombies! They lurch toward you! *You always take initiative vs. Zombies.*

ZOMBIES (3) – AL: C, AC: 8, HD: 2, HP: 8, DG: 1d8, XP: 87

If you defeat the Zombies, **go to 230**; otherwise, **go to 117.**

207.

The answer is "A RIDDLE". If your written answer is correct, apply a bonus of 8 to your next roll. **Go to 151.**

208.

These flying monsters are fierce, and surprisingly coordinated in their attacks. That last one knocked you off your feet. You're so weary, and before you can get back up, one of the bats pins you down and takes a deep bite into your jugular. Your blood flows onto the crypt floor and then all goes dark. %

209.

You are in a very large rectangular room. From where you've entered you can't see if there are any other exits. You step forward and explore the room, finding open doorways on the North, South, and East walls. If you take the

-North doorway, **go to 221**
-East doorway, **go to 235**
-South doorway, **go to 217**

210.

You smash the last of the rodents and now they are all dead. You search the room and find **four gems** (three worth **100 gp**, one worth **300 gp**). There are open doorways on the East (**go to 240**) and West (**go to 222**) walls.

211.

The pedestal is barren. If you take the

-Right doorway, **go to 129**
-Center doorway, **go to 181**
-Left doorway, **go to 161**, or
-go back and try to open the stone box, **go to 187**

212.

Roll 1d6. If you roll 1 or 2, **go to 110**; otherwise, **go to 164.**

213.

This hallway is a lot longer than you remember, and you're a bit baffled when it ends at a stairway. You take a moment to catch your breath, and then begin to climb. The stairway isn't especially long, and you get the sense that you're making a wide,

constant curve to the right. You reach the top and step through an open doorway into a large, five-sided chamber. **Go to 115.**

214.

You walk into a large square room. Aside from the how you've just entered, there are open doorways on the West and South walls. A few piles of rags are scattered about the floor, otherwise the room is empty. You take a few steps into the room, and then there is a weird sizzling sound. Suddenly, a flash!

Go to 206.

215.

You keep straight at the "T" and follow the tunnel to an open doorway. **Go to 233.**

216.

Roll 1d6. If you roll 1 or 2, **go to 234**; otherwise, **go to 249.**

217.

The South doorway leads down a long tunnel. It curves to the left, then to the right, then back to the left, and throughout there is a slight, but steady decline. Suddenly, the tunnel makes a sharp turn to the left and continues. There is a steep decline in this stretch of the tunnel and after another 90 feet you've reached a "T" intersection. If you

-turn Left, **go to 228**
-turn Right, **go to 233**,
-go back the way you came, **go to 205**

218.

You strain and struggle with the stone lid, but with no success. After taking a few moments to catch your breath, you're ready to try again. If you

-try to remove the lid, **go to 187**
-leave the room, **go to 174**

219.

The answer is "A SHADOW". If your written answer is correct, apply a bonus of 8 to your next roll. **Go to 151.**

220.

The last of the Giant Bats falls dead to the floor. Further exploration of the room reveals two open doorways, one on the

East wall, and one on the South wall. If you take the
-East doorway, **go to 235**
-South doorway, **go to 217**
221.

The North doorway leads straight down a tunnel for 15 feet, then, curves to the left and continues for another 30 feet. At the end of the tunnel there is an open doorway. You proceed through and enter the five-sided chamber. The Animate Statue is still in pieces scattered about the floor. There are no other exits. If you
-search the room, **go to 275**
-return to the large rectangular room, **go to 209**
222.

You take the West doorway and follow the tunnel back to the "T" intersection. If you
-continue straight, **go to 236**
-turn left, **go to 205**
223.

Roll 1d6. If you roll 1 or 2, **go to 281**; otherwise, **go to 242**.
224.

The ghoul strikes, and now you can't move. You struggle to swing your arms, turn your head, move your legs, *anything*, but it is useless. The ghoul continues its attacks while you are helpless. Claw! Claw! BITE!! Claw! Claw! BITE!! Then all goes dark. %
225.

You enter a large square room. Aside from the how you've just entered, there are open doorways on the East and South walls. If you take the
-East doorway, **go to 245**
-South doorway, **go to 270**
226.

Yes, there is a soft whisper. It says, "*Ugonjwa! Huzuni! Maumivu! Kifo! Ugonjwa! Huzuni! Maumivu! Kifo!*" then, "*Kukimbia! Kukimbia, mtoto mdogo! Kukimbia!*" You are trembling, and for the first time in your life you are completely petrified with terror. Fright begins to well up inside you. It builds, and builds, and builds until you feel you're about to scream... and then it passes. *Apply an additional +1 to*

the spiral/rectangle pendant's Saving Throws bonus. Shaken, you proceed down the hallway. **Go to 274.**

227.
The West doorway leads into a narrow, low-ceilinged, stone tunnel that curves to the right after 30 feet. It then continues straight for another 15 feet and opens into a very large, rectangular room. You can't see if there are any other exits from where you've entered, so you walk into the room. **Go to 180.**

228.
You turn left and proceed down the tunnel. It curves to the left for about 15 feet, and then continues another 30 feet before ending at an open doorway. **Go to 214.**

229.
A final bash with your mace and the Giant Carnivorous Fly drops dead to the ground. If you
-look for a Secret Door, **go to 188**
-leave the room, **go to 227**
230.

They were frightening, and cruel, but now those undead creatures are gone from this world. A quick search and you find **50 gp** and a **jewel** (worth **300 gp**). There are open doorways on the West, South, and East walls. If you take the
-West doorway, **go to 241**
-South doorway, **go to 270**
-East doorway, **go to 245**
231.

Roll 1d6. If you roll 1 or 2, **go to 281**; otherwise, **go to 249**.
232.

You examine the six stone tablets and find they are identical in size and shape. Any of these tablets should fit into the bottom column of the wall chart. Each tablet has a different number of dots. Which will you choose? If you take the tablet
-with 20 dots, **go to 283**
-with 15 dots, **go to 253**
-with 13 dots, **go to 277**
-with 18 dots, **go to 295**
-with 12 dots, **go to 247**

233.
You enter a large, rectangular room and stumble directly into a huge rats nest. They aren't happy about it and attack immediately! *Treat the Ordinary Rats as one Monster that attacks twice each round. Roll for initiative each round.*

ORDINARY RATS (21) – AL: N, AC: 9, HD: 2, HP: 20, DG: 1d6/1d6, XP: 84
If you defeat the Ordinary Rats, **go to 210**; otherwise **go to 98**
234.

You walk into a large, strangely familiar looking room. Confused, you realize that you're back in the Main Entryway Chamber! There is something different about the large, elaborate doorway on the North wall and you go to investigate. **Go to 263.**
235.

You go through the East doorway into a small, rectangular chamber. In the middle of the room you see a bunch of stone tablets. There appears to be something carved into the wall in front of you. If you
-examine the carvings and stone tablets, **go to 273**
-leave the room, **go to 209**
236.

You keep straight at the "T" and follow the tunnel as it curves to the left for about 15 feet. After the curve, the tunnel continues straight for another 30 feet, and then stops at an open doorway. **Go to 214.**

237.
Make a Saving Throw vs. Poison - if successful, **go to 248**; otherwise, **go to 260**
238.

You remember that horrible voice, and that you ran away, but then everything is a blur. Now you find yourself outside the crypt and lost somewhere in the forest. Eventually, you find your way back to the trail, but the sky has darkened. Powerful thunder and lightning fill the heavens. There is a tremendous wind! The air is electric! The tension builds

to a climax when five lightning bolts strike simultaneously. It looks like the lighting landed near the underground crypt! Then the earth trembles! The ground splits! The trees are on fire, and you are frozen with fear as the Lich emerges from the flame and smoke. His sights are on you, and he does not waste time. With the wave of a hand your head is crushed and you fall over dead. Now begins the new rule of the Lich King who calls himself the Shadow Lord - *Bwana wa Kivuli*. %

239.

The Shadow is so very quick, and incredibly difficult to see. The voice continues to taunt you during battle, and every hit you absorb makes you feel so weak. The Shadow lands a fatal strike against you, and as you slip into oblivion you hear its sinister laugh followed by these last words, "*Bwana kivuli huleta mwisho wako*". %

240.

You go through the doorway on the East wall and enter a small, square room. You find **250 sp**, and a pair of **Gauntlets of Ogre Power** laying on the floor, otherwise, the room is empty. **Go to 222.**

241.

The West doorway leads down a short, narrow tunnel and opens into a small, empty, square room. If you
-look for a Secret Door, **go to 223**
-return to the large, square room, **go to 225**

242.

You don't find a Secret Door. If you would like to try again, **go to 231**; otherwise, **go to 225.**

243.

You never recover from that first surprising attack. After suffering numerous fiery bites to the face and neck you slump over. The attacks do not stop, and you are in agony until darkness overcomes you. %

244.

A voice whispers, "*Ua! Yeye ni mwovu! Umwue!*", but you were expecting something like that. Rather than your mace, you show the man your open hand and the Ring of Protection. "Our lucky ring!" he exclaims, surprised. You've spared the man. As he is backing away he shouts, "A shadow! It caught and possessed me. It's here in the chamber!" A careful look about and you do make out some movement in the darkness. **Go to 292.**

245.

You take the East doorway and follow the tunnel back to the "T" intersection. If you
-continue straight, **go to 215**
-turn right, **go to 205**

246.

It was a fearsome and deadly monster, but you've slain the ghoul. Its body lies still on the floor. You take a closer look at the pedestal and find that the shining you saw emits from an unusual piece of jewelry: a small rectangle, empty in its center except for a few vertical and horizontal lines (which form a few smaller boxes within the rectangle). As you reach down to retrieve the rectangle it begins to glow and shake. If you
-are wearing the silver necklace with the spiral pendant, **go to 261**
-put the silver necklace with the spiral pendant into your backpack, **go to 286**

247.

Go to 269.

248.

That hissing sound spurs you into action and you quickly back away from the wall. You are coughing heavily, but make it to the doorway. Looking back into the room, through the thick, cloudy gas, you see that the wall has gone blank. **Go to 209.**

249.

You don't find anything. **Go to 225.**

250.

You take the Large Iron Key and place it into the keyhole. It fits

and the door unlocks easily. You push open the large, heavy iron door and enter the room. **Go to 284.**

251.

The spider is no pushover, but you connect with a few brutal swings of your mace, and it falls dead to the floor. Now you can collect that pile of treasure. In it you find **50 sp**, **150 gp**, and a **gem** (worth **300 gp**). There is nothing else of interest here, so you backtrack to the large, square room. **Go to 225.**

252.

You don't find anything. If you would like to keep searching, **go to 275**; otherwise, **go to 287.**

253.

Go to 269.

254.

Make a Saving Throw vs. Spells - if successful, **go to 278**; otherwise, **go to 289.**

255.

While you are wearing the combined spiral/rectangle pendant, apply a +5 bonus to all Saving Throws. **Go to 294.**

256.

It's a longer walk than it seemed, but you finally reach the doorway at the end of the tunnel. You take a moment to collect yourself and then step through the doorway. **Go to 234.**

257.

A voice in your head screams, "*Ua!! Yeye ni mwovu!! Umwue!!*" and your mace bashes in the man's head. He lies dead at your feet, and all is quiet. Then you get the feeling that something isn't quite right. Suddenly, you are hit in face! *Take 1 hp dg, and subtract 1 from your STRENGTH. If you are still alive, Go to 271.*

258.

You arrive in the village to find the villagers in the streets hugging and crying. All the anger, hate, and tension had suddenly disappeared, and now everyone is feeling so very sorry for how awful they'd been to their families and neighbors. When they see you and Father

Markus, and they recognize Farmer Melbert, there is a great shout of surprise and celebration. He is happily reunited with his family, and is quick to tell all who will listen (which is everyone) about how he had been working in the fields one day and heard a child's cry for help, how he had been tricked and enslaved by an evil shadow, and how you came to rescue him, and indeed, the whole village, and very likely many more lands beyond! He praised how you spared him in battle, and especially exalted your bravery in facing, and conquering the evil ghost. As he tells his story, you watch the villagers and how their expressions change as the story unfolds. Their eyes widen and mouths gape with his descriptions of your heroics. With the story complete there is a great cheer! Another round of hugging and crying and the villagers all retire to their homes to experience the first good night's sleep they've had in weeks and weeks. **Go to 299.**

259.

A thorough search of the room reveals a **Large Key made of Iron** hidden by a few scraps of the Animate Statue. There is nothing else here, so you leave the room. **Go to 209.**

260.

Heavy streams of a thick cloudy gas start billowing out from the "dots" on the chart. Within seconds the entire room is filled. You can't breathe and struggle to find a way out of the room, but it's too late. You suffocate and your lifeless body lies still on the crypt floor. %

261.

You feel something tugging at your neck and look down to see the spiral pendant on the silver necklace you're wearing is also shining. It's not-so-gently pulling you toward the pedestal. As you get closer, the glowing rectangle on the pedestal slides a little closer to you, and then, suddenly,

it flies through the air. With a bright flash the rectangle connects and melds with the spiral pendant. You examine the new piece of jewelry with amazement. It's like the two pieces were never separate.

Go to 280.

262.

You are exhausted, but don't want to stay in the Shadow's chamber, so, you slowly climb up the staircase then walk down the hallway and into the Main Entryway Chamber. It's a bit of a slog, but you make it. As you're starting across to the temple's exit, you see a figure running toward you. It's Father Markus! "There you are, my child!!" he exclaims. "Suddenly, all my fears and doubts vanished! I knew you must have succeeded in your quest and ran after you. I found a little trail and it led me here. What an incredible temple this is! Oh, here, child. Let me help you." and with that Father Markus casts a healing spell on you. **Go to 296.**

263.

The doorway is no longer so large and impressive looking, but is now just as plain as the others in the chamber. You climb the steps to the landing just before doorway and look through to see a long straight hallway. You're about to proceed when you hear a voice. *Make a Saving Throw vs. Spells* - if successful, **go to 226**; otherwise, **go to 289.**

264.

The air about you is lighter now and all is calm. The farmer crawls out from behind the pillar where he had hidden himself, and says to you, "That was incredible! *Uughh...ooow...* And you're wearing our ring! That was amazing! *ooowwww...* And just when I thought the shadow was... *Uughh...oww...* Going to get you... *ooowww...* there was that flash! I felt a shock go through me all sudden, and now it's gone! *Ooowwww.*" **Go to 290.**

265.

You arrive in the village to find the villagers are in the streets hugging and crying. All the anger, hate, and tension suddenly disappeared, and everyone is so very sorry for how awful they've been to their families and neighbors. When they see you and Father Markus there is a shout of surprise and celebration. Father Markus tells all the villagers about how he feared that a sinister evil had come upon them and that he had sent a plea for help. "This young acolyte came to us and is solely responsible for conquering the evil and saving the village!" He continues on to retell the stories that you had told him just moments ago! As he tells his version of your story you watch the villagers' expressions and how they change as the story unfolds. Their eyes widen and mouths gape with his description of your heroics. With his story finished there is another great cheer! Then, after another bout of hugging and crying, the villagers all retire to their homes for the first good night's sleep they've had in weeks and weeks. **Go to 299.**

266.

A voice cries "*Kifo kwa mpumbavu mwema!*" You turn to see a man charging you. He was hiding in the shadows and is rapidly approaching. Although you were expecting an attack, his urgency overcomes your defense. *Take 1 hp dg, and if you are still alive, roll for initiative before each round. The Berserker receives a +2 bonus to-hit.*

BERSERKER (1) - AL: N, AC: 7, HD: 1+1 HP: 6, DG: 1d6, XP: 30
If you defeat the Berserker, **go to 293**; otherwise **go to 285**

267.

As the three of you are walking back to the village, the farmer tells of how he had been working in the field one day when he heard a child's call for help. The cries led him to the crypt, where

he was attacked and possessed by the Shadow. He has no idea how long he's been gone, and aside from a constant feeling of dread and helplessness, can recall few details about his enslavement. He also tells the Father all about your heroics in the crypt, and the incredible bright flash that destroyed the Shadow. At the mention of the flash, you look down and discover that the pendant has vanished (along with all its bonuses) leaving you with just the silver necklace (worth **100 sp**). **Go to 258.**

268.

You bring your mace down hard and split the Giant Beetle's shell into pieces. Now the big bug lies dead at your feet. If you
-search the room, **go to 275**
-leave the room, **go to 209**

269.

You take the stone tablet and place it into the empty space at the bottom column of the wall chart. It is a nice, snug fit. Once the tablet is in place you hear a hissing sound. **Go to 237.**

270.

The South doorway leads down a long hallway that descends deeper into the ground. After 60 feet the hallway levels, curves to the left, and then continues for another 30 feet before ending at a large, iron door. This door is much bigger than all the others you've encountered, and is decorated with a big, five-pointed star. At the star's center is a large keyhole. If you have the
-large iron key, **go to 250**
-vial of awful smelling, light brown potion, and want to drink it now, **go to 282**, or
-you do not have the large iron key or the vial of awful smelling, light brown potion, **go to 291**

271.

The hit surprises you, and somehow, you also feel much weaker. Looking into the darkness of the chamber you dimly see a Shadow darting about. The voice says, "*Kwa kuzaliwa kwangu tena maisha*

yanahitajika! Mimi ni Bwana Wa Kivuli" and the Shadow comes in for another attack. *Roll for initiative each round. When the Shadow makes a successful attack subtract 1 from your Strength (applies for 8 turns) in addition to normal damage. If your Strength is reduced to zero or less you become a shadow.*

SHADOW (1) - AL: C, AC: 7, HD: 2+2, HP: 14, DG: 1d4 + special, XP: 103

If you defeat the Shadow, **go to 298**; otherwise, **go to 239.**

272.

The air about you is much lighter now and all is calm. The monster has been defeated, and a peaceful stillness falls over the chamber. You look over to see the farmer's body just as it dissolves to nothing. **Go to 262.**

273.

You get a closer look and see that a rectangle has been carved into the wall. Two horizontal lines carved within the rectangle create three horizontal columns. The top column is separated into four boxes and within each box are a number of dots. From left to right, there are one, one, two, and three dots in the boxes. The middle column is split into two boxes, the one of the left has five dots; the box on the right has eight dots. The bottom column of the rectangle is an empty space where a missing piece must fit. **Go to 232.**

274.

The hallway continues straight for 90 feet and then ends at a descending spiral staircase. You proceed down the steps and after a long descent arrive at their end. Before you there is a short tunnel that leads to an open doorway. **Go to 254.**

275.

Roll 1d6. If you roll 1 or 2, **go to 252**; otherwise, **go to 259.**

276.

The Shadow is ferocious, and devious, and fierce throughout the fast-paced battle. You've never been so light on your feet,

however, and your powerful mace connects time and time again. The pendant around your neck has been shining throughout the fight, and as your opponent weakens, it grows brighter and brighter. You strike the Shadow with your final attack. The instant your mace connects, the pendant flares and the chamber fills with a blinding white light. You hear a final, faint curse, "*Laana juu yako! Mbwa!*", then all goes silent. **Go to 264.**

277.

You take the tablet with thirteen dots and slide it into the empty space at the bottom of the wall chart. It's a perfect fit! You step back and watch as a hidden door is revealed next to the wall carvings. You step through the hidden door and walk into a small, square room. Scattered about you find **50 gp**, and **3 pieces of jewelry** (worth **200 gp** each). There is nothing else of interest here, so you go back to the large, rectangular room. **Go to 209.**

278.

A voice whispers this chant, "*Upweke! Wasio na msaada! Uovu! Upweke! Wasio na msaada! Uovu!*" A chill runs up your spine. "*Upweke! Wasio na msaada! Uovu! Upweke! Wasio na msaada! Uovu!*" The chant is primal and frightening, and for a moment you are nearly overcome with despair. It is only for a moment, however, and you steel yourself before continuing through the open doorway. *Apply an additional +1 to the spiral/rectangle pendant's Saving Throws bonus.* **Go to 297.**

279.

Make a Saving Throw vs. Spells - if successful, **go to 244**; otherwise, **go to 257.**

280.

While you are wearing the combined spiral/rectangle pendant, add +5 to all Saving Throws. **Go to 294.**

281.

You've found a Secret Door on the East wall! You slide the door open and walk into a small, square chamber. There is a pile of coins and other treasure on the floor near the far wall and you head for it. You're about to collect the loot when you hear a loud piercing shriek, then suddenly, something drops on top of you! (*Take 1 hp dg*) You push whatever it is off, and back away to see that you're being attacked by a Giant Crab Spider! *Roll for initiative before each round of combat.*

GIANT CRAB SPIDER (1) – AL: N, AC: 7, HD: 2, HP: 11, DG: 1d8, XP: 38

If you defeat the Giant Crab Spider, **go to 251**; otherwise, **go to 107**.

282.

You drink the potion. It has an awful, bitter taste that makes you want to wretch and your eyes water. After gagging for a few moments, you're feeling super strong. You reach out, grab the handle, and try to force the door open. When that doesn't work, you try pounding it down with your fists. No effect. After another few moments the surge of strength fades. If you have the **Large Iron Key**, **go to 250**; otherwise, **go to 291**.

283.

Go to 269.

284.

You walk into a large, square room. There is a 4 foot tall stone cylindrical pedestal in the rooms' center. Even though you're a good distance away, you see something shining on the pedestals top. You start forward, and have taken about 15 steps into the room, you hear the door slam shut. You turn around and see that a GHOUL was hiding behind the door. There is no other way out, so you must fight! *Roll for initiative each round. The GHOUL makes three attacks each round (claw, claw, bite), each attack will do 1d3 hp damage, and*

if it makes a successful attack you must Save vs. Paralysis. If the save fails you are paralyzed for 2d4 turns while the Ghoul continues to attack.

GHOUL (1) – AL: C, AC: 6, HD: 2 (*turn as HD 3*), HP: 11, DG: 1d3/1d3/1d3, XP: 67

If you defeat the Ghoul, **go to 246**; otherwise, **go to 224**.

285.

You don't fully recover from the man's first attack. He clearly is not a warrior, but fights as though possessed. Your attacks have no effect, and finally his sword finds a crack in your armor and pierces a wound deep into your torso. You fall forward, and your blood flows. The man continues to stab at you, and now there is an evil laugh followed by the last words you ever hear "*Bwana kivuli huleta mwisho wako*". %

286.

You feel something moving around forcefully in your backpack. You open it and see that the spiral pendant on the silver necklace is shining. It's also what is causing the ruckus. As you take the spiral pendant out, the rectangle piece on the pedestal glows brighter, and slides a little closer to you. Suddenly, it flies through the air, and, with a bright flash, melds with the spiral pendant. You examine the piece of jewelry with amazement! It's as though the two pieces were never separate. You put the necklace over your head and let it lie around your neck. **Go to 255.**

287.

You've searched this room up and down and haven't found anything of interest. **Go to 209.**

288.

You don't find anything, and while you were searching and distracted, you didn't notice the Giant Beetle sneak into the room. When you turn and see it, the bug attacks! *Roll for initiative before each round of combat.*

GIANT BEETLE (1) – AL: N, AC: 4, HD: 1+2, HP: 8, DG: 2d4, XP: 21
If you defeat the Giant Beetle, **go to 268**; otherwise **go to 243**.

289.

"Ugonjwa! Huzuni! Maumivu! Kifo! Ugonjwa! Huzuni! Maumivu! Kifo!" the voice whispers urgently. *"Ugonjwa! Huzuni! Maumivu! Kifo! Ugonjwa! Huzuni! Maumivu! Kifo!"* it repeats. *"Ugonjwa! Huzuni! Maumivu! Kifo!"* again and again, louder and louder goes the chat until there is nothing else but these words and you are trembling. *"Ugonjwa! Huzuni! Maumivu! Kifo! Ugonjwa! Huzuni! Maumivu! Kifo! Ugonjwa! Huzuni! Maumivu! Kifo!"* Louder still, *"Ugonjwa! Huzuni! Maumivu! Kifo! Ugonjwa! Huzuni! Maumivu! Kifo!"* and then, *"Kukimbia! Kukimbia, mtoto mdogo! Kukimbia!"* and you run screaming. **Go to 238.**

290.

You and the farmer help each other up the staircase, down the hallway, and into the Main Entryway Chamber. It's a bit of a slog, but you make it. As you're starting across to the crypts exit, you see a figure running toward you. It's Father Markus! "There you are, my child!!" he exclaims, "Suddenly, all my fears and doubts vanished. I knew you must have succeeded in your quest. I ran after you, and found a little path that led me here. Oh, Farmer Melbert!! You're alive!! And badly hurt!" With that, Father Markus casts a healing spell on the farmer. He then casts one upon you too. **Go to 267.**

291.

After some thought and experimentation, you determine that this door will not open without the key. You backtrack to the large square room. Aside from the how you've just entered, there are open doorways on the East and West walls. If you take -the East doorway, **go to 245** -the West doorway, **go to 241**

292.

You can barely make out the Shadow as it's darting about the room. The voice says, "*Kwa kuzaliwa kwangu tena maisha yanahitajika! Mimi ni Bwana Wa Kivuli!*" and the Shadow comes in for an attack. *Roll for initiative each round. When the Shadow makes a successful attack, in addition to normal damage, subtract 1 from your Strength (for 8 turns). If your Strength is reduced to zero or less you become a shadow.*

SHADOW (1) – AL: C, AC: 7, HD: 2+2, HP: 12, DG: 1d4 + special, XP: 103

If you defeat the Shadow, **go to 276**; otherwise, **go to 239**.

293.

Though he clearly is not a warrior, this man fights like a berserker! Your attacks seem to have no effect on him, but finally, your mace connects with a good whack and he stumbles over. He is no longer able to defend himself. You step close, lift your weapon, and are about to deliver the fatal blow when you perceive a sudden change about the man. He looks up at you, his eyes wide with fright, and he begs, "*Please, please, spare me. Please, don't kill me. My wife, my child... Oh, please...*" he is sobbing, wounded, and helpless before you.

Go to 279.

294.

When you defeated the Ghoul a doorway on the South side of the chamber opened. There is no other exit, so, you proceed through the doorway and down a narrow, long, twisty tunnel. After you've walked for about 15 minutes, the tunnel ends at a descending staircase. The stairs go on and on, deeper and deeper, sometimes twisting, sometimes turning, and after what seems like an hour you reach the steps

end. The tunnel continues, though, and it is the only way forward. Soon you see the light of a doorway a ways in front of you.

Go to 256.

295.

Go to 269.

296.

As you and the Father are walking back to the village he asks you about what happened in the crypt. You do your best to humbly recall all of the monsters, traps, and puzzles you bested.

"And the Voice?" he inquires.

Although it pains you to remember the voice and its evil whispers, you tell of how you heard its wicked chanting three times, and how it tricked you

into killing the farmer from the village. The Father comforts you, "Do not be ashamed, my child. By vanquishing the shadow, you've saved that man's soul! By Divinity! With your deeds today, you've saved the entire village! And perhaps, many more lands beyond!" You continue to tell of the final battle with the Shadow, and of the pendant, and the blinding white flare! to show Father Markus the pendant, you now look down to discover that it has vanished (along with all its bonuses), leaving you with just the silver necklace (worth **100 gp**). **Go to 265.**

297.

You step into a large five-sided chamber. There is a pillar in each corner, and a large, open stone tomb on the opposite side of the room. On the floor in front of the tomb a large spiral has been painted in blood. Some animal bones are arranged in pagan symbols about the floor. You slowly proceed into the chamber, ears and eyes open wide for the danger you know is here.

Go to 266.

298.

The Shadow is fierce and devious throughout the fast-paced battle. You've never been so light on your feet, though, and your powerful mace connects time and time again. The pendant around your neck has been shining throughout the fight, and as your opponent weakens, it grows brighter and brighter. You strike the Shadow with your final attack. The instant your mace connects, the pendant flares and a blinding white light flashes throughout the chamber. You hear a final, faint curse, "*Laana juu yako! Mbwa!*", then all goes silent. **Go to 272.**

299.

The next day there is much activity and merriment. The villagers invite you to stay for a week of thanks and celebration. Father Markus also invites you to stay, suggesting that you might consider becoming his successor - though he expects you have more adventuring to do. He bids you to keep the mace, as his gift of thanks. **Go to 300.**

300.

Congratulations, Hero! Your quest has been a great success! You've defeated the evil Shadow Lord, saved the village (and indeed, many more lands, too!), gained some valuable experience, and collected some treasure as well. Where you go from here is up to you. Perhaps, you should return to the monastery and report to the Grand Abbot. Or maybe the charm of this little village has gotten to you and settling down doesn't sound so bad. Or maybe it's time to wander the countryside, in search of another adventure. %

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Thousands of years ago a powerful sorcerer ruled these lands. His dark, terrible magic influenced all the great military and political leaders of the time. These men were not necessarily evil, but ultimately, they were no match for the Shadow Lord's devious charms and spells. They easily succumbed to his will, worked (often unknowingly) as his agents, and a dark age endured for many, many generations. It is not known how or when he met defeat, but, over time and the ages, his name has faded and been forgotten. The stories about him, if remembered at all, are considered nothing more than ancient legend. This sorcerer was cunning, however, and had planned for his own eventual demise. The time has come; the plan is in its final stages. His spirit has awakened! An appropriate vessel captured, and soon, the revival ritual will be complete! Then, all shall tremble and despair before the Shadow Lord - Bwana wa Kivuli!

Crypt of the Shadow Lord, a solitaire dungeon crawl adventure for the Labyrinth Lord™ Fantasy Role Playing Game, is written for one, first-level, lawful cleric. With little to no adjustment, the Basic Rules from other, similar Fantasy Role Playing Games may also be employed successfully. Although designed as a solitaire, this adventure also plays well as a duet (one player and one referee), and is intended as something of an introduction for both novice players and game referees.

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