

Westgate Adventures!

Module JMD01

“DUNGEON RAIDERS!” SERIES

AN ADVENTURE FOR 4-8 CHARACTERS OF LEVELS 2-4

Beneath the Ghoul Lair

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INTRODUCTION TO DUNGEON RAIDERS! GAMES

Dungeon Raiders! is a series of adventures which are designed to be story "light." In their most basic form, *Dungeon Raiders!* modules are meant to be used by GMs as either a simple dungeon adventure for a fun one to three nights of play or developed further by a GM for use in a campaign. There are no extraordinary plot twists, no excessive running around, just simple dungeon exploration and rewards for the survivors! Game on!

PLAYERS STOP READING AT THIS POINT! The rest of the material of this module is intended for the Game Master's eyes only. Players who have any knowledge of the material after this point are in danger of damaging the entire role-playing experience for themselves and the rest of the players, as a large part of the experience of role-playing exists in the exploration and discovery of the material written hereafter. Knowing things before they happen outside of an "in-game," character-perspective context is the realm of video game walkthroughs and movie trailers, not the rich, social hobby of role-playing games.

NOTES FOR THE GAME MASTER:

Like all *Dungeon Raiders!* modules, this book was left intentionally sparse in an effort to give GMs a chance to flesh out the game as needed or to more easily insert it into their

ongoing campaigns. There is still much to be found in these pages, however, but the GM must do extra prep work to ensure the game is complete to his or her standards before attempting play. Notably, we have stuffed the ghoulish lair with treasures. It is highly suggested that not all the treasure listed in this module be found or even placed where it is indicated. The treasures listed in locations are placed as ideas of what sorts of treasures could be found in such a stash or hoard. Therefore, GMs are encouraged to edit the treasure well in advance to a play session to ensure the proper rewards for their players relative to their campaign. Even as a tournament module, this module would be slightly over-treasured for the difficulty presented. If all treasure is to be given out as listed in these pages, it is then suggested that GMs reduce the XP reward accordingly to the difficulty their particular players had in going through the dungeon complex. See Part III for more XP details.

ADVENTURE BACKGROUND:

A few days ago, a local ranger and his allies were besieged during camp by a pack of foul ghouls. The group was able to destroy most of the ghouls at the cost of two of their party, but a handful of ghouls retreated for some unknown reason. The ranger decided that packs of roaming ghouls were unwelcome in any land and tracked the surviving ghouls back to an old tomb, hidden in a small cave. His party was weak, however, and decided not to pursue the ghouls deeper into the lair. Instead, the ranger has sent word that adventurers are needed to rid the area of these ghouls and that

he can provide the directions to the lair at any time a group is willing to do the deed. There is no particular reward, but the adventurers may keep anything they find as their own payment.

HISTORY OF THE GHOUL LAIR:

The lair was once a tomb for priests from a clerical order of the Orindian peoples who were among the first of the old continent's explorers to settle the area. The temple and town nearby were destroyed many centuries ago, and the tomb was left forgotten. Additionally, below the tomb lies yet another tomb from an even earlier Hikkatian settlement. The Hikkations were the indigenous native people of the new continent who died out long before the Orindian peoples came. In a few places of the ghoulish lair, the tomb floor can actually give way into the structure below. This area is mostly unmapped for this adventure, but the GM may certainly expand the complex deeper with much more dangerous monsters.

In the past few months, a group of orcs have moved into the ghoulish lair. These orcs worship Wakkush-mal, the orc god of undead and decay, which allows them safety from most of the inhabitants of the lair (see below) and allows the orcs to perform ghastly rituals free from the intrusions of adventurers. The orcs had to bust through the magically sealed tomb door (area 5) in order to enter the complex, which immediately awoke a ghost and number of ghouls and allowed them to escape and seek fresh victims. The presence of the orc cult and the offerings at the shrine to Wakkush-mal has caused a general restlessness of the undead in the crypt, which occasionally forces new

Abbreviations used in this module:

GM	Game Master	ML	Morale rating
PC	Player Character	XP	Experience point value
NPC	Non-Player Character or Monster	SZ	Size
d[x]	die type (i.e., d10 = a single 10-sided die is rolled)		T = Tiny (under 2')
d%	Percentage die roll (2d10)		S = Small (2-4')
AC	Armor class		M = Medium or Man-sized (4-7')
HD	Hit dice, generally a d8; + or - indicate modifications to the final roll. Ex: HD 1-1 is 1d8 -1 for a total of 1-7 hp. Hp can never be less than 1 per HD.		L = Large (7-12')
hp	Actual hit points (full hp in parentheses)		H = Huge (12-25')
#AT	Number of attacks per round	MV	Movement
D	Damage inflicted per hit		Cl = climbing rate
SA	Special attack		Sw = swimming rate
SD	Special defense		F[I-VI] = flying rate and maneuverability rating
AL	Alignment		D = digging/burrowing rate
	L = Lawful	St	W = web-crawling rate
	C = Chaotic		Strength
	N = Neutral	Dx	Dexterity
	G = Good	Cn	Constitution
	E = Evil	In	Intelligence
WA!	Westgate Adventures! Campaign Setting alternate or expanded rules (from OSRIC)	Ws	Wisdom
		Ch	Charisma
		Ap	Appearance

undead to rise and seek out something living to kill, increasing the amount of wandering encounters in the crypt and surrounding wilderness. If the cult is wiped out and the shrine destroyed, no new undead will raise from the tomb, but the currently active undead will continue to be a threat until destroyed.

THE GHOUL LAIR IN THE CAMPAIGN:

GMs should have no problem inserting this lair into any existing campaign. We have made every effort to leave this game neutral in terms of direct references to any other ongoing stories. Ideally, this adventure could be inserted into any world setting and easily manipulated for a fresh or authentic feel.

THE DISEASED ORCS OF WAKKUSH-MAL:

Many of the orcs encountered in this module are carriers of an infectious disease as part of their worship of the god Wakkush-mal. Diseased orcs are noted in the text. Any successful attack against a PC involving claws or bites of a diseased orc require an immediate save vs. poison at -1 (elves and other sylvan creatures have a double penalty of -2). A successful roll negates the infection, but a failed roll will infect the PC with the disease through the wound. It is advised to continue to make PCs roll these saves as further attacks occur (make those PCs sweat), although the initial infection is all that will affect the PC. The infection will affect a PC in 1d6 hours. After this time, the character will lose 1d4 points of each physical attribute (Strength, Dexterity, and

Constitution; Appearance will also be affected if this optional attribute is used). Further, the PC's saves, attack rolls, and AC suffer a -1 penalty. The disease will last 3d4 days. If the duration roll is "12," the character will die from the disease and will re-animate as a ghoul in 1d4 days after death. The disease manifests as a series of sickly greenish boils that appear on the skin, oozing yellowish fluids. The skin of the victim tends to turn a pasty white color.

All followers of Wakkush-mal are granted a boon against the undead. Undead of 5HD and below (5HD+ monsters are immune) will ignore the followers unless one attacks an undead creature. Should that happen, any undead in the line of sight of the offense will immediately attack the violator and any of the violator's allies.

Table 1: Wandering Encounters in the Ghoul Lair (All levels)

Roll (2d12)	Number	Encounter
2	1d2	Poltergeist: AC 10; HD 1-1 (1d4 hp); #AT None; D Incidental; SA <i>Fear, telekinesis</i> ; SD Silver or magic weapons needed to hit, immune to cold, enchantments, <i>sleep</i> and <i>bold</i> spells; MV 60'; SZ M; AL LE; ML Undead; Monster Level 2; XP 35 + 1/hp.
3-4	5d10	Ant, Giant Worker: AC 3; HD 2; #AT 1; D 1d6; MV 180'; SZ S; AL N; ML Animal -1; Monster Level 2; XP 30 + 1/hp. <i>Note: 1 Giant Soldier Ant will be present, in addition, for every 5 Giant Worker Ants rolled</i>
5-6	(01-50%) 2d12	Huge Rat: AC 8; HD 1-1 (1 hp); #AT 1; D 1-3 + disease (5% chance per hit); MV 120'; SZ S; AL N; ML Animal -1; Monster Level 1; XP 5 + 1/hp.
	(51-89%) 2d8	Rat, Giant: AC 7; HD 1-1 (1d4 hp); #AT 1; D 1-3 + disease (5% chance per hit); MV 120'; SZ S; AL N; ML Animal; Monster Level 1; XP 7 + 1/hp.
	(90-00%)	Huge and Giant Rats (As above in number)
7-8	1d12	Centipede, Huge: AC 9; HD 1-1 (1d2hp); #AT 1; D None; SA poison; MV 150'; SZ S; AL N; ML Animal -2; Monster Level 2; XP 30 + 1/hp.
9-10	3d4	Skeleton: AC 7; HD 1; #AT 1; D 1d6; SD Immune to cold, enchantments, <i>sleep</i> and <i>bold</i> spells, half damage from slashing weapons, piercing weapons do 1d2 damage, holy water does 2d4 damage; MV 120'; SZ M; AL N; ML Undead; Monster Level 1; XP 15 + 1/hp.
11-12	1d3	Blow Fly, Giant: AC 6; HD 3; #AT 1; D 1d8+1; SA Disease (20%), Tactical Attacks; SD Jump; MV 90'/ 300' Fl (III); SZ M; AL N; ML Insect; Monster Level 3; XP 40 + 3/hp.
13	1d2	Snake, Poisonous (Meadow Viper): AC 6; HD 2+1; #AT 1; D 1 + poison (+2 save, death if failed); MV 150'; SZ S; AL N; ML Animal -1; Monster Level 5; XP 255 + 3/hp
14-15	1d4	Carcass Creeper: AC 3(7); HD 3+1; #AT 8; D Paralysis; SA Paralysis; MV 120'; SZ L; AL N; ML Animal; Monster Level 3; XP 105 + 3/hp.
16	2d4	Ghoul: AC 6; HD 2; #AT 3; D 1d3/1d3/1d6; SA Paralyzation; SD Immune to cold, enchantments, <i>sleep</i> and <i>bold</i> spells; MV 90'; SZ M; AL CE; ML Undead; Monster Level 3; XP 70 + 2/hp.
17-18	3d4	Zombie: AC 8; HD 2; #AT 1; D 1d8; SD Immune to cold, enchantments, and <i>bold</i> spells; MV 60'; SZ M; AL N; ML Undead; Monster Level 2; XP 30 + 1/hp.
19-20	3d4	Orc: AC 6; HD 2; #AT 1; D 1d6 (mace); SA Disease; MV 90'; SZ M; AL LE; ML Humanoid +2; Monster Level 1; XP 30 + 1/hp.
21	2d4	Shadow: AC 7; HD 3+1; #AT 1; D 1d6; SA Ability Drain; SD +1 or better to hit, Immune to cold, paralyzation, enchantments, <i>sleep</i> and <i>bold</i> spells; MV 90'; SZ M; AL CE; ML Undead; Monster Level 4; XP 250 + 4/hp.
22	1	Wight: AC 5; HD 4+3; #AT 1; D 1d4+level drain; SA Level drain; SD Silver or magical weapons needed to hit; immune to cold, enchantments, <i>sleep</i> and <i>bold</i> spells; MV 120'; SZ M; AL LE; ML Undead; Monster Level 6; XP 590 + 4/hp.
23	1	Ghast: AC 4; HD 4; #AT 3; D 1d4/1d4/1d8; SA Paralyzation, Stench, Climb Walls; SD Immune to cold, enchantments, <i>sleep</i> and <i>bold</i> spells; MV 150'; SZ M; AL CE; ML Undead; Monster Level 4; XP 210 + 4/hp.
24	1	Ghost, Least*: AC 3 (special); HD 5; #AT 1; D Wither; SA Wither; SD Magic weapons needed to hit, spells ineffective if incorporeal, immune to cold, enchantments, <i>sleep</i> and <i>bold</i> spells; MV 90'; SZ M; AL CE; ML Undead; Monster Level 5; XP 450 + 6/hp.

* Least Ghosts are detailed in the module APS01 Watchtower on the Hill. If you do not possess the module, this entry may be a normal ghost at half hit dice and no magic jar ability.

PART I: THE GHOUL LAIR, LEVEL I

Use Map A for Rooms 1–24

GETTING TO THE LAIR

The lair is about two days ride through rolling hills and some light forest from the village in which the ranger and his party currently reside. Ideally, the PCs will be in this town and have been already briefed by the ranger before heading out to the lair.

WILDERNESS WANDERING ENCOUNTERS

Around the ghoulish lair, wandering encounters are scarcer, due to the appetite of the ghouls. Thus, checks for any wandering encounters are made at either half their normal rate (if running this game as part of a series), or only once per day and night. An encounter should occur only on a roll of 1 on a 1d12. Rangers and druids should be keenly aware of the lack of encounters. No wilderness wandering charts are provided in this module.

DUNGEON WANDERING ENCOUNTERS

Encounters within the lair are frequent. Check for wandering encounters every two turns. An encounter will occur on a 1 in 1d6. Should the orc cult be destroyed or driven off, the wandering encounters will reduce immediately to 1 in 1d12 and need only be checked once per hour.

The population limits are those imposed for wandering encounters only and do not include the monsters found in individual descriptions.

Table 2: Population Limits

Monster	Population*
Carcass Creeper	6
Centipede, Huge	30
Ghast	2/0
Ghost, Least	2
Ghoul	U/24
Orc	30/0
Poltergeist	4
Shadow	16
Skeleton	U/24
Wight	1
Zombie	U/20

* The number before the slash is the population limit while the orc cult is active and the shrine still exists; the number after the slash is the limit after the cult is destroyed. A "U" means "Unlimited" and a "0" means that the encounter will not occur.



LAIR CONSTRUCTION

The lair's stone constructed passages are thin, measuring about 5' wide in most places, but stand 10' high. The bodies of the dead are crammed into small cubby-holes about 1.5' in diameter and about 2.5' deep. The holes run from the floor to the ceiling and from wall to wall of the rooms marked with the dotted white lines on the map. The dotted area is simply the back end of the holes. Many bodies have been disturbed or are outright missing, and many holes had grave goods left with bodies that the undead had no use for. Any PC searching through the holes has a base 1 in 20 chance of finding some loose coins, usually 2d8 sp. Every time a PC finds some coins, there is a base 10% chance that something more valuable will be found, such as jewelry or a one-time use or low-powered magical item.

In all chambers where there are no burial holes, the walls are painted with murals depicting daily clerical life for the order while alive. No writing will accompany any of the paintings unless otherwise noted.

LAIR KEY

1 Entrance

The entrance to the lair is non-remarkable other than a few human bones scattered around. Until one reaches area 2, the lair's entrance might seem to be simply a bear cave.

2 Greetings from Hades

A large black marble statue of the god Hades is placed in this cave chamber as a sign and warning to visitors or explorers as to what is to be found further in. The statue has a welcoming posture, inviting one past the threshold, but the statue's face carries an expression as if it holds a dire secret. The statue is covered in crude white handprints of a clawed creature. Each handprint has

three white-green dots painted on top of each hand. One hand was slapped firmly over the face of the statue. There is an inscription written in Old Orindian (ancient language) on the pedestal, which reads, "The Underworld Awaits Those Who Pass Beyond My Gaze."

3 Remains of Recent Victims

A number of mutilated and partly-eaten bodies dominate this area. The remains are fresh, at least within the past two weeks, and the stench is unbearable. Staying in this area longer than a turn may require a normal disease check. If the party is exploring this area at night, a ghoul and two zombies are present, feeding on a freshly caught farmer from the nearby village. Additionally, the grisly devouring has peaked the interest of two giant blow flies. The blow flies will not attack the PCs unless a PC takes a wound from a zombie or ghoul, in which case the blow flies will focus their attacks on the fresh meat. Because the blow flies were just munching on carrion, their chance of inflicting a standard disease is doubled.

Zombie (2): AC 8; HD 2 (hp 9, 10); #AT 1; D 1d8; SD Immune to cold, enchantments, and *bold* spells; MV 60'; SZ M; AL N; ML Undead; XP 30 + 1/hp (XP value: 39, 40).

Ghoul: AC 6; HD 2 (hp 7); #AT 3; D 1d3/1d3/1d6; SA Paralyzation; SD Immune to cold, enchantments, *sleep* and *bold* spells; MV 90'; SZ M; AL CE; ML Undead; XP 70 + 2/hp (XP value: 84).

Blow Fly, Giant (2): AC 6; HD 3 (hp 14, 17); #AT 1; D 1d8+1; SA Disease (20%), Tactical Attacks; SD Jump; MV 90'/300' Fl (III); SZ M; AL N; ML Insect; XP 40 + 3/hp (XP value: 82, 91).

4 Forward Ghouls

Another small area covered with remains of the freshly dead, this room contains two

ghouls awaiting trespassers. If adventuring at night, there is only a 50% chance of this encounter. If the party is in combat with the undead from area 3, these ghouls may surprise the party with a +1 to their surprise check.

Ghoul (2): AC 6; HD 2 (hp 5, 15); #AT 3; D 1d3/1d3/1d6; SA Paralyzation; SD Immune to cold, enchantments, *sleep* and *bold* spells; MV 90'; SZ M; AL CE; ML Undead; XP 70 +2/hp (XP value: 80, 100). *Treasure*: one ghoul wears a small silver pendant in the shape of a grape vine worth 150gp.

5 Crypt Doors

These solid wooden doors have been ripped apart and torn from their hinges and loosely hang in the door frame. At one time, some sort of symbol was nailed into the top portion of each door, but all that is left is a strange oval outline. White orc hand prints are haphazardly splashed all over the cave walls and the remains of the doors here. A successful *spellcraft identification* check will find evidence that at one time a protective spell had been cast on this door, but the spell has since been destroyed.

6 Offering Chamber

This chamber was once used as an offering area for visitors to the crypt. There was once a wash basin and a series of ceramic pots lining the walls of this room. The pots now lay mostly shattered and the basin's bowl is missing. The room is otherwise littered with fragments of fabric and bones. After spending five rounds in this room, two ghouls appear from area 15 and attack the party. If the PCs immediately move from this room, the two ghouls will be added to the enemies in area 15 when explored later.

Ghoul (2): AC 6; HD 2 (hp 3, 10); #AT 3; D 1d3/1d3/1d6; SA Paralyzation; SD Immune to cold, enchantments, *sleep* and *bold* spells; MV 90'; SZ M; AL CE; ML Undead; XP 70 +2/hp (XP value: 76, 90). *Treasure*: one ghoul carries two small rubies in a pocket (200gp each).

7 Commoner's Burials I

These burials have been heavily disturbed by ghouls and orcs. Burial debris and pieces of a few offering and body preparation tables lay scattered throughout this area. Other than any standard grave goods found, little else of value is in this chamber. Three ghouls inhabit the north side of the room. In the south side, eight skeletons will animate and attack any PC entering the south end of the chamber. The skeletons will follow PCs only into areas 6, 8, 9, and 15.

Ghoul (3): AC 6; HD 2 (hp 5, 10x2); #AT 3; D 1d3/1d3/1d6; SA Paralyzation; SD Immune to cold, enchantments, *sleep* and *bold* spells; MV 90'; SZ M; AL CE; ML Undead; XP 70 +2/hp (XP value: 80, 90x2).

Skeletons (8): AC 7; HD 1; hp 1x2, 2, 4x2, 6, 8x2; #AT 1; D 1d6; SD Immune to cold, enchantments, *sleep* and *bold* spells, half damage from slashing weapons, piercing weapons do 1d2 damage, holy water does 2d4 damage; MV 120'; SZ M; AL N; ML Undead; XP 15 +1/hp (XP value: 16x2, 17, 19x2, 21, 23x2).

8 Internment Chamber

The clerics of the religious order who once facilitated the tomb used this area as a body preparation chamber. There were once tables lining the walls in this room where bodies would be ritually cleansed and prepared for their final rest. There are still a number of tables in the room, although most have been destroyed by time and vandalism. The walls are painted with images of the underworld gods advising clerics as to what to do to the bodies and where the souls of the departed will go with the help of the priests.

A careful search of this room will uncover a **divine scroll** in a pewter tube containing the following spells: *augury* and *remove curse*.

9 Commoner's Burials II

Like the first set of commoner burials, this area has been disrupted by scavenging orcs and vile undead things. Haunting this area are 4 ghouls and 6 shadows. The shadows have accumulated a good collection of treasures from ghoul victims.

Ghoul (4): AC 6; HD 2 (hp 5x2, 7, 10); #AT 3; D 1d3/1d3/1d6; SA Paralyzation; SD Immune to cold, enchantments, *sleep* and *bold* spells; MV 90'; SZ M; AL CE; ML Undead; XP 70 +2/hp (XP value: 80x2, 84, 90).

Shadow (6): AC 7; HD 3+1 (hp 12x2, 13, 14, 16, 19); #AT 1; D 1d6; SA Ability Drain; SD +1 or better to hit, Immune to cold, paralyzation, enchantments, *sleep* and *bold* spells; MV 90'; SZ M; AL CE; ML Undead; XP 250 +4/hp (XP value: 298x2, 302, 306, 314, 326; Total: 1,844 XP).

Treasure: 243sp, 3,792gp, **curved harpoon +1*** (user must vomit salt water after each use, causing a +2 initiative penalty and a -1 to all rolls for 1 round after use; *remove curse* required to rid user of the harpoon), **a potion of healing**, and an unusual suit of **leather armor +1, +4 against genies and genie-kind**.

* If using the *Westgate Adventures!* additional class rules, mariners do not suffer the cursed effects of the harpoon, but the weapon must still be removed by spell.

10 Ghast Lair

This area is a middle-class burial area suited to be the lair of the tomb's resident ghast. The ghast may investigate any commotions it hears in nearby areas but prefers to wait here for lunch instead. This particular ghast

can *climb walls* as a 5th level thief and may decide (40% chance) to surprise foes by dropping on them from the ceiling. Doing so will give the ghast a +1 to its surprise rolls.

A 5' section of the southern wall of this chamber has collapsed naturally, revealing a small fungus-filled cavern. The undead of the tomb generally avoid the cavern area.

Ghoul (4): AC 6; HD 2 (hp 3, 9, 12); #AT 3; D 1d3/1d3/1d6; SA Paralyzation; SD Immune to cold, enchantments, *sleep* and *bold* spells; MV 90'; SZ M; AL CE; ML Undead; XP 70 +2/hp (XP value: 76, 88, 94).

Ghast: AC 4; HD 4 (hp 15); #AT 3; D 1d4/1d4/1d8; SA Paralyzation, Stench, Climb Walls; SD Immune to cold, enchantments, *sleep* and *bold* spells; MV 150'; SZ M; AL CE; ML Undead; XP 210 +4/hp (XP value: 270).

Treasure: 243sp, 3,792gp

11 Mysterious Cave

This is a naturally occurring cave. About a century earlier, the wall of the tomb collapsed from a natural earth movement and opened the cave to the tomb. In this section of the cave, the party will see small pools of a violet slime and smell a horrible rotting stench. A successful tracking roll will reveal human-sized, booted footprints passing into this cave recently, but not returning to the tomb.

12 Lost Adventurer

This area is covered in a purplish slime. Searching through the muck, the body of a lone adventurer can be found. The poor fighter was afflicted by the violet fungi spores (area 13) and died a few minutes later in this section. The only thing remaining of the adventurer is his **banded plate +1**, a **small shield +2 saves vs. cold** (no defense bonus), and 32pp.

13 Fungus Cave

This area of the cave has a strange dim phosphorescent purple glow. The southeastern end of the cave holds two violet fungi hiding among a series of other large, non-dangerous mushrooms.

Fungi, Violet (2): AC 7; HD 3 (hp 8, 13); #AT 2 and 4; D Special; SA Rot; MV 10'; SZ M; AL N; ML Plant +1; XP 50 +1/hp (XP value: 58, 63).

14 Initiate Burials

This area was a special burial section for clerical neophytes and initiates who died before advancing much farther in the clergy. This section has not been as well defiled by the orcs or ghouls due to an irritating shrieker mushroom which wandered in from the cave (area 11). The shrieker will, of course, alert any of the tomb's inhabitants to the party's presence. The shrieks can be heard as far as the antechamber in the lower level of the tomb (area 25).



Shrieker: AC 7; HD 3 (hp 9); #AT None; D None; SD Noise; MV 10'; SZ M (4'); AL N; ML Plant; XP 50 +1/hp (XP value: 59).

Searching the initiate's burials for 3 turns will uncover a **divine scroll** with *cure light wounds* and *cure disease*, and a **scroll of wards vs. devils**.

15 Merchant Class Burials

This burial area was where secular patrons of the clergy were buried, as well as any other deceased merchant or tradesman. This area has been well picked through by the orcs and sacked by the ghouls, though occasional coins may be found with enough search time. Otherwise, this corridor is eerily silent and devoid of monsters unless a wandering monster appears.

16 Crypt of the High Class (Locked -10%)

The door to this room is a rotting oak door. The lock is still very good, however, and resists picking attempts with a -10% penalty. This crypt chamber houses six sarcophagi which are the resting place of six heads of the wealthiest noble families existing at the time when this tomb was in use. The half-orc thief and the half-orc assassin raided this chamber well before the party arrives, enraging the restless dead within.

The moment the door to this chamber is opened, the undead in the chamber, now furious at their missing grave goods, attack anyone entering. The undead will not venture far into area 15 before returning to their rest but will follow PCs further into areas 17, 18, or 19 if necessary. Although the undead here are skeletons, their anger has improved the normal statistics for skeletons (as noted below), and they must be turned as *type 2* undead.

Skeletons (6): AC 6; HD 2+1 (hp 5, 10, 11, 12x2, 13); #AT 1; D 1d6; SD Immune to cold, enchantments, *sleep* and *bold* spells, half damage from slashing weapons, piercing weapons do 1d2 damage, holy water does 2d4 damage; MV 120'; SZ M; AL N; ML Undead; XP 30 +2/hp (XP value: 40, 50, 52, 54x2, 56). **Treasure:** Two 3'tall alexandrite statues depicting an elven husband and wife (worth 2,500gp as a set, 1,000gp separately).

There is a secret door to the south of this chamber. The sarcophagus directly in front of it makes it hard to find the switch mechanism to open the door, but the secret door can otherwise be found and opened normally. When opened, a section of the stone wall will slide backwards and then open inwards (into the first landing of area 18), releasing a great deal of dust into the air and making a very loud stone grating sound.

17 Crypt of the Old Rulers

This chamber was made to house the bodies of two old rulers of the region where the tomb was located. The bodies were originally taken from another tomb and re-interred here. The murals on the walls describe these events and depict the rulers as ancient heroes, beloved by their people. The other coffins in this room are scattered, somewhat haphazardly, and house the remains of other bodies found with the rulers when the bodies were moved. None of the lesser coffins are marked.

As the party enters this area, an ochre jelly is just beginning to ooze its way down the staircase towards the chamber entrance and will attack the PCs on sight.

Ochre Jelly: AC 8; HD 6 (hp 24); #AT 1; D 3d4; SD Separation, Immune to electricity and acid; MV 30'/ 10' Cl; SZ M (6'); AL N; ML Average; XP 120 +3/hp (XP value: 192).

Treasure (found in sarcophagi): 2,482sp, 832gp, 25pp, silver crown with sapphires (1,800 gp), **amulet of protection +2**, and **2 potions of healing**.

18 Secret Stairs

See area 16 for details on opening this door.

These ancient stairs descend 40' south and are broken by two landings before ending in an open chamber below. When the PCs pass the first landing and the first set of statues, four stone torches will magically alight (with magical fire) on the four statues in area 19. The torches will snuff when the last PC passes the two statues again in the opposite direction. When the PCs pass the second set of statues, a *magic mouth* will voice a series of warnings to the PCs, such as: "Go no further," "You are unwelcome here, trespassers," and "The underworld is unready for you. Turn back now!" If even one of the PCs happens to don robes from any of the priests who once administered the tomb, the *magic mouth* will not sound. The *magic mouth* speaks in Old Orindian, making it unlikely that the PCs can even

understand the warning. All four statues in the staircase depict spear-bearing warriors in an Old Orindi style (roman-spartan). The statues are made of black marble and stand 9' high on 1' pedestals, just brushing the ceilings of their niches.

Along the ceiling of the staircase, a series of tree roots have broken through and hang overhead. Small piles of broken ceiling stone litter the stairs.

19 Crypt of a Duke

This crypt is fairly unremarkable other than the four statues in the corners of the chamber, each holding a magically flaming stone torch. No paintings adorn the walls, but a stone sarcophagus sits at the room's center. Draped over the sarcophagus is a linen shawl which will mostly disintegrate if disturbed. The lid of the sarcophagus is very heavy and requires at least 3 PCs with above-average Strength scores to slide it off. Inside the sarcophagus are the skeletal remains of a long-dead duke of the region, Duke Argo. The body is surrounded by bags of precious coins and gems, two sealed ivory scroll tubes, four potions, and two small statuettes. Lying on top of the body is a well preserved but non-magical bronze long sword, and a bronze helmet similar in style to a Spartan design tops the duke's skull.

Once the party has a feel for the room, the ghost of Duke Argo will manifest out of the shadows cast by the torches. The duke will appear in his military armor with a ghostly sword and demand to know why the party has summoned him back from the dead. The party may be able to converse with the duke. Any delay by the party in answering the duke's request will cause the duke to attack the party in an effort to drive them from his tomb. If the PCs are able to converse with the duke, they learn that the ghost is aware that it is a ghost but does not know why it appeared. He has only been a ghost for about three weeks. If the party agrees to try and put him to rest (by destroying the orc priest's shrine in the lower level), he allows them to have his treasures when successful, but they must leave his sword. He may be coerced into allowing the party to take one treasure early.

Ghost, Special (Duke Argo): AC 0 (8 if attacker is ethereal); HD 10+4 (hp 47); #AT 1; D 1d6+4 cold/negative energy damage (ghostly sword) or special; SA Aging (2d12 years when ethereal/5d12 years non-ethereal), ethereal form; SD +1 or better to hit or bronze (if not ethereal), immune to cold, paralyzation, enchantments, *sleep* and *bold* spells, most other spells; MV 60'; SZ M; AL LN; ML Undead -3 (-15%); XP 3800 +12/hp (XP value: 4,364). **Special:** Duke Argo's ghost may be struck by the duke's sword. The sword will cause only 1 point of damage if the ghost is ethereal or will cause full damage if the ghost becomes corporeal. Striking the duke with his own sword will infuriate him. Additionally, the duke has a ghostly version of his sword and begins any

attack with that weapon. The ghostly sword does cold damage which also is considered negative material energy. Duke Argo has not yet learned how to perform the standard magic jar ability of ghosts and his experience points for defeat are reduced to reflect this limitation.

Treasure: 6,000sp, 7,000gp, 300pp, 8 gems (500gp x7; 1,200gp x1), a **scroll of wards vs. petrification**, an **arcane scroll*** with the spells *magic missile*, *shield*, *acid arrow*, and *strength*, a **potion of dragon breath** (red), a **potion of heroism**, a **potion of growth**, a **potion of healing**, 2 quartz statuettes of hunting dogs (120gp each), and a bronze open-face helmet (150gp).

* If using the *Westgate Adventures!* additional class rules, this spell scroll may optionally be an invoker specialist scroll written in *liturgical script*.

20 The Lady's Coffins

This corridor is littered with unmarked and very rotten wooden coffins filled with the bodies of long-dead women. These women were servants, wives, and concubines of the rulers of an ancient tomb who were moved and were intended to be re-interred in this tomb. The priests who administered the temple did not have time to see to these burials properly and simply left the coffins here when the tomb was sealed. The walls of this corridor are also left unpainted and fairly unremarkable. Among the coffins, three have risen as zombies and will burst from their coffins and attack any PC who walks close enough to grab.

Zombie (3): AC 8; HD 2 (hp 7x3); #AT 1; D 1d8; SD Immune to cold, enchantments, and *bold* spells; MV 60'; SZ M; AL N; ML Undead; XP 30 +1/hp (XP value: 37x3).

21 Coffin Storage

This room was a storage room for unused coffins sent from the nearby coffin-maker in the village. PCs rummaging through the coffins will disrupt a number of huge centipedes.

Centipede, Huge (8): AC 9; HD 1-1 (hp 1x4, 2x4); #AT 1; D None; SA poison; MV 150'; SZ S; AL N; ML Animal -2; Monster Level 2; XP 30 +1/hp (XP value: 34x4, 38x4; Total: 288 XP)

22 Crypt of the Countesses (Locked -10%)

Two countesses are buried here. This room was well prepared for their death and is covered in murals depicting the good deeds the women supposedly performed in life for the lower-class community. In reality, the countesses were wild women, prone to excessive drinking, dance, and affairs. Their husbands are buried in another tomb. The volumes of burial fabrics wrapped around the countesses and their monumental alcoholism has turned the ladies into lesser mummies.

Because the countesses' husbands wanted to make absolutely certain that these women would never sully the world again, the men hired a necromancer to inscribe a special protection circle which would forever keep these lecherous whores sealed in their tomb together. This 10' circle of protection is carved into the floor directly inside the doorway. This circle of protection is highly unusual as it protects from both evil and good - permanently. Only creatures of neutrality (LN, TN, or CN) can pass through the circle unassaulted. Undead and extraplanar creatures cannot pass through the circle, although living creatures from this plane of existence can. A living creature will be affected by the effects of a *protection from evil* or *protection from good* spell, depending on his or her alignment. The effect of the spell will remain potent while



the creatures are in the room. Once one affected by the spell leaves the room, the effect will wear off in 1d3 rounds. The edge of the circle butts right up against the door. A slight bluish-purple glow always emits from the circle, even from under layers of dust. This light can be seen if a PC looks beneath the door.

Mummy, Lesser (2): AC 6; HD 3+2 (hp 13, 18); #AT 1; D 1d6; SA Fear; SD Immune to cold, enchantments, *sleep* and *bold* spells; MV 60'; SZ M; AL CE; ML Undead; XP 150 +4/hp (XP value: 202, 222). *Special:* When turned, these mummies will return to their sarcophagi. If *raise dead* or *resurrection* is cast on these mummies, the mummies will return to their former selves (not recommended).

Treasure: 4,502cp, 3655sp, 620ep, 4982gp, 209pp, 10 gems (3x50gp, 3x200gp, 2x500gp, 2x750gp), a gold ring (50gp), a silver ring (35gp), a gold and emerald necklace (2,300gp), a silver and ruby necklace (3,100gp), a **philter of persuasiveness**, and a **philter of love**. All gems, jewelry, and philters are found inside the sarcophagi, but the coins are locked in an iron chest between the sarcophagi. The chest's lock is normal but there is a poison needle trap in the lock. The poison is weak granting a +3 save and can be disarmed easily with a +10% bonus to a thief's roll.

23 Cleric Dormitory

When the tomb was administered publicly, there were six clerics who performed the daily upkeep and actually lived in the tomb. Four clerics slept in this common room while two other clerics had their own chambers (23A and 23B). Little is left to this room except four broken beds.

23A Almoner's Room (Stuck)

The Almoner was the clerical officer in charge of collection and redistributing offerings left to the clerics. The Almoner's role in the tomb was to make certain grave goods were not stolen and to replace any grave goods with collected money when found disturbed. A careful search of this room will uncover a secret compartment under the bed under a loose stone. The compartment has a small wooden lockbox. Inside the box is 50gp, a pair of gold earrings with moonstone settings (200gp set), and 2 vials of **holy water**, still potent.

23B Sexton's Room (Locked)

The sexton is the clerical officer in charge of the tomb. This room has been heavily destroyed. Lying under a piece of broken bed is the Sexton's **mace +1**. The mace's design is standard, although there is a screaming ram-horned man's face on three sides of the head of the mace. This is an aspect of Hades.

24 Antechamber to the Lower Crypts

This room was meant to be a chamber where a visitor would wait for clerics to arrive and take the visitor below to see the more important burials in the lower chambers. In practice, the chamber was used more for storage of materials and tools for the upkeep of the complex. The walls are painted with images of the Moirae, also known as the Fates: Atropos, Clotho, and Lachesis.

The center of the room had a special pressure plate trap installed in case the priests ever had to seal the lower level. The trap was found set and disarmed by the half-orc thief who accompanied the orc priests to the temple. Once the plate is stepped on, portcullises made of three bars of golden-painted steel drop from the ceiling and block both exits from this chamber. From the space around the pressure plate, a gas floods the chamber over a course of 5 rounds. The gas is freezing cold and will

force characters to sleep if a save vs. breath weapon is failed. All characters in the gas will suffer from the effects of a slow spell due to the freezing temperatures for the next 15 minutes. Sleeping characters may be forced awake after 1d3 rounds. The gas will flow down the stairwell into the lower level over the next 10 rounds but the gas will remain potent enough that any other characters entering the flow will suffer the same sleep and cold effects as those caught in the trap room. The portcullises raise automatically after 1 hour or may be forced open by a successful major test (Strength). Once the portcullises raise (either by force or normally) the trap will be reset. The only manner of disarming the trap is the level in the stairwell (see below).

A lone orc guard is stationed at the top of the stairwell here. If the guard hears or sees the PCs, he will set the trap (lever on the first stairs landing, concealed in a secret niche) and flee downstairs to alert the other orcs. A special pulley-handle next to the concealed level can be pulled to lock the portcullises in their "down" position, effectively blocking off the lower level. The guard will only lock the trap if a morale test is called for and is failed.

Orc: AC 6; HD 1 (hp 6); #AT 1; D 1d6 (mace); SA Disease; MV 90'; SZ M; AL LE; ML Humanoid +2; XP 10 +1/hp (XP value: 16). *Treasure*: 18sp, 6gp, 1 day of iron rations.

PART II: THE GHOUL LAIR, LEVEL II

Use Map B for Rooms 25–48

The lower level has far fewer undead threats than the upper floor. However, one of the most challenging undead enemies is here, as well as the entirety of the orc cult. The cultists, once aware of the PCs' presence, will flock to the party in an attempt to wipe them out. This particular cult is known to chant a strange and terrible verse from their holy tablets while pursuing their enemies. This chant is often demoralizing, as the "prey" begins to understand that the orcs intend to use them for heinous sacrifices. GM's are encouraged to institute *fear* effects on party members chased by members of the orc cult, should this occur.

Some tomb or crypt entries below list a name in parentheses after the room's title. The name refers to the deity the interred priest or cleric revered in life. Rooms such as these are decorated and designed to honor the deity named.

25 Antechamber to the High Priests

Originally, the lower level of the tomb complex was to be reserved for specially designed crypts to the high priests of the clerical order. In time, the Sexton and his administrators expanded the entire tomb complex beyond the high priest's burials for more commoner burials, although the latter plan was never fully realized. This antechamber was put in place as a gathering area for visitors to the high priest's tombs and was later re-designed for commoner visitation.

The four columns in this room are standard Romanesque design. There is a statue of Persephone, the goddess of marriage, innocence, fertility, and the underworld, against the northern wall, and two false doors are worked into the masonry to either side of the statue. The false doors are representative of the transitions between the living world and the underworld. The walls are painted with murals depicting loved ones meeting another across the Styx or in pleasant underworld locations.

The orc cult placed a magical trap in front of the corridor to area 28 and 29, marked by the magic circle icon on the map. This trap is a *glyph of warding* which allows orcs and half-orcs safe passage when the name of their god Wakkush-mal is spoken, but it will explode and cause 10 points of pure chilling negative energy damage to anyone not verbalizing the deity's name. A saving throw will halve the damage. The explosion will alert the orcs to the party's presence if not already alerted. Note that the glyph of warding marked on the dungeon map is not visible to the party without magical aid.

In the middle of the room, lying in a circle with feet towards the center, are a party of 6 adventurers who have recently succumbed to the evil of the temple. The

entire group died about 3 hours before the party arrived and have not been fully scavenged by the orcs yet. This group set off another *glyph of warding* which was set for the middle of the chamber between the pillars. The group consists of a human fighter, a dwarf fighter, a halfling thief (female), a half-elf fighter/mage (female), a human cleric, and a human illusionist*. These adventurers were all new to adventuring and at only 1st level when killed. Their equipment is only standard starting equipment, but if looted, the party may find some good rations, sacks, and a few scattered coins.

* If using the *Westgate Adventures!* additional class rules, the human fighter was an archer and the cleric was a priest of Byread (the sun god).

26 Crypt of High Priestess Flavia and Archpriest Brutus (both *Hermes*)

An orc priest and his guards have taken over this area. They have already sacked the sarcophagi in both this area and area 27 but have slid the lids partially back on. These orcs will investigate any sounds heard in area 25. If any PCs are found, the orcs will try and send at least one of their squad past the glyph of warding in area 25 to alert the other orc groups.

Orc (priest 2): AC 5 (chain); HD 2 (hp 11); #AT 1; D 1d6 (mace); SA Disease; MV 90'; SZ M; AL LE; ML Humanoid +2; XP 40 +1/hp (XP value: 51). Spells: *blight* (reverse of *bleed*), *cause light wounds*. *Treasure*: 4sp, 8gp, holy symbol, 2 vials (un)holy water.

Orc (8): AC 6; HD 1 (hp 1, 2, 3, 4x2, 5, 6x2); #AT 1; D 1d6 (short swords); SA Disease; MV 90'; SZ M; AL LE; ML Humanoid +2; XP 10 +1/hp (XP value: 11, 12, 13, 14x2, 15, 16x2; Total: 111 XP). *Treasure*: 65sp, 47gp, 1 gem (25gp).

Treasure: 385cp, 328sp, 144gp, 2 gems (100gp each), and a gold, opal-encrusted amulet (3,400gp)

27 Crypt of High Priest Octavian (*Zeus*)

This crypt's walls were once brightly decorated with images of the lightning god of justice. The orcs have been using this room as a sleeping chamber and more recently as a refuse dump. There is little in this chamber any longer other than filth and the remains of a great deal of food.

28 Crypt of High Priest Lucius (*Feronia*)

This chamber is the tight living quarters for another orc cleric, his guards, and a half-orc assassin. They will form a line of defense against the party if the party bypasses the glyph of warding. The orc guards will fire crossbow bolts from behind the sarcophagus, and the assassin will attempt to assassinate PCs from the hallway into area 29.



Orc (priest 2): AC 5 (chain); HD 2 (hp 10); #AT 1; D 1d6 (mace); SA Disease; MV 90'; SZ M; AL N; ML Humanoid +2; XP 40 +1/hp (XP value: 50). Spells: *blight* (reverse of *bless*), *protection from good*. *Treasure*: 8sp, 12gp, holy symbol, 2 vials (un)holy water, **divine scroll: cure light wounds**.

Half-Orc (assassin 3): AC 8 (leather); HD 3 (d6) (hp 14); #AT 1; D 1d4 (dagger); SA Disease, assassin skills; MV 90'; SZ M; AL LE; ML Humanoid; XP 65 +2/hp (XP value: 93). *Treasure*: 4cp, 13sp, 75gp, ferret skull, **potion of healing**.

Orc (7): AC 6; HD 1 (hp 1x2, 4, 5, 6x2, 8); #AT 1; D 1d6 (short swords) or 1d4 (light crossbow); SA Disease; MV 90'; SZ M; AL LE; ML Humanoid +2; XP 10 +1/hp (XP value: 11x2, 14, 15, 16x2, 18; Total: 101 XP). *Treasure*: 23sp, 33gp, 1 gem (45gp).

Treasure: 143sp, 54ep, 355gp, 6pp, 3 gems (50gp, 175gp, 250gp).

29 Prayer Hall of Nyx

This corridor is painted to appear as if the walker is moving through desolate and frightening areas of the underworld. At the end of the north side of this passage is a large (9') black marble statue of Nyx, the demi-god of night, torture, and dark places. At the end of the hall is the reliquary behind a bronze portcullis (see area 30). The orcs in this passage are simply moving through the area on guard against intruders, and they will join in any fray.

Half-Orc (thief 4): AC 8 (leather); HD 4 (d6) (hp 18); #AT 1; D 1d4 (dagger) or 1d3+1 (magical darts); SA Disease, thief skills; MV 90'; SZ M; AL NE; ML Humanoid; XP 65 +2/hp (XP value: 93). *Treasure*: 49cp, 3sp, 6ep, 90gp, set of bone dice, **potion of delusion** (he believes it is a water breathing potion), **5 darts +1**.

Orc (4): AC 5 (chain); HD 2 (hp 7, 8, 12x2); #AT 1; D 1d8 (long swords) or 1d4 (light crossbow); SA Disease; MV 90'; SZ M; AL LE; ML Humanoid +2; XP 20 +1/hp (XP value: 27, 28, 32x2; Total: 119 XP). *Treasure*: 67sp, 125gp, 2 gems (10gp each).

30 Reliquary

The murals on the walls in this room are torturous images of the lives of the unworthy in the underworld. These are meant to keep thieves away from the relic in the brazier at the center of the room. The portcullis is made of pure bronze and may be lifted only by a secret button worked into the statue in area 29. The button is the letter "N" in the name "Nyx" printed on the base of the statue.

Inside the brazier is a rectangular cherry wood box about 1' long and 6" wide. The relic inside is a finger from an ancient high priest of Hades from the old continent. The finger was said to possess the power to "reverse the night" and "bring breath back

to the dead," but only for a short time. The finger in this module has no actual power, but if the GM wishes it, the finger could have a limited ability to cast *light* and a form of *raise dead* that raises the dead for only 2 weeks +1 day per level of experience (for adventurers). The finger should be considered a minor relic if used in this fashion.

31 Vestibule of Niobe

This sad chamber is painted to represent the area of the underworld where victims of tragedy, murder, and suicide end up. A variety of terrible acts and mourning relatives are depicted on these grisly walls. The secret door to area 32 is opened by turning the brazier on the floor clockwise a full turn. The orcs have not yet figured out how to open the door, but they are aware of it.

A small group of strong orcs are stationed here to guard the high priest in area 32. They may come to the aid of the orcs from area 29 but only if called for; otherwise, they will alert the orcs in room 34 to aid the combat down the hall.

Orc (4): AC 5 (chain); HD 2 (hp 7, 8, 12x2); #AT 1; D 1d8 (long swords) or 1d4 (light crossbow); SA Disease; MV 90'; SZ M; AL LE; ML Humanoid +2; XP 20 +1/hp (XP value: 27, 28, 32x2; Total: 119 XP). *Treasure*: 67sp, 125gp, 2 gems (10gp each).

32 Treasury of Niobe

This special treasury was built to store gifts for victims of tragedy. It was custom for families who had suffered a suicide to donate the belongings of the deceased to the temple in an effort to both comfort other people's tragedies through redistribution and to attempt to gain a favor for their lost family member in the underworld with the gods there through Niobe's patronage.

Treasure: 41,502cp, 17,304sp, 11,208ep, 2,402gp, 14 gems (all very good quality amethysts, 150gp each), single gold earring (120gp), silver clasp (25gp), electrum ring with topaz (290gp), *Night Songs* (ancient music book written supposedly by an extraplanar servitor of Niobe named Ixilius and given to the priests of this temple; good condition, 16 pages, Wt 1 lb., Bulk 50cn, value 550gp), silver and platinum circlet (1,200gp), a pair of once-fine gloves (rotten and valueless), 10'x18' rolled tapestry depicting a noble's feast (poor condition, Wt 35 lb., Bulk 800cn, value 18gp), copper amulet (7gp), **potion of hill giant control**.

33 Crypt of High Priest Caius (Niobe)

This chamber is the resting place of Caius, the high priest of Niobe of this clerical order. It was his duty to comfort the victims of tragedy, and his kindness was known far and wide. The murals on the walls depict many of his acts of mercy.

The orc high priest of Wakkush-mal decided this was a good chamber for setting

up the shrine to his dark god. The shrine sits about 3' tall, directly in front of Caius' sarcophagus. The shrine is made up of a few human skulls, a pile of diseased rat entrails, and a number of bound sticks, making the shrine very fragile. Many of the bones are taken directly from Caius' body. Destroying the shrine will stop any further undead raising to occur in the tomb and will put Duke Argo back to rest (area 19).

Orc (priest 5): AC 5 (chain); HD 5 (hp 10); #AT 1; D 1d6+1 (**mace+1**); SA Disease; MV 90'; SZ M; AL NE; ML Humanoid +2; XP 40 +1/hp (XP value: 50). Spells (3/3/1)*: *blight* (reverse of *bless*), *protection from good*, *cure light wounds*, *silence 15' radius*, *bold person*, *resist fire*, *animate dead*. *Treasure*: 195sp, 223gp, holy symbol, 2 vials (un)holy water, **divine scroll: bestow curse**.

Orc (6): AC 5 (chain); HD 2 (hp 7, 8, 12x2); #AT 1; D 1d6+1 (spears); SA Disease; MV 90'; SZ M; AL LE; ML Humanoid +2; XP 20 +1/hp (XP value: 27, 28, 32x2; Total: 119 XP). *Treasure*: 18sp, 57gp, 1 gem (100gp). Special: One orc is wearing **enchanted chain mail** which has no AC modifier but saves vs. fire at +3.

* The priest has special spell slots granted as he is in favor of Wakkush-mal.

Treasure: In three wooden chests, all locked but not trapped. In total: 1,302cp, 2,019sp, 4,201gp, 78pp, 13 gems (4x120gp, 5x150gp, 4x300gp), 3 silver chalices (85gp each), gold and lapis lazuli bracelet (430gp), 6 gold rings (40gp each), silver ankle (25gp), **cloak of the elvenkind** (sized for a gnome), **dust of appearance**, **wand of magic detection** (23 charges remaining).

34 Crypt of High Priestess Lydia (Tyche)

A group of orc guards use Lydia's tomb for their quarters. This area is cold and the brazier here is almost always alight. The orcs present will probably be encountered earlier by the party, but their stats are listed here. There is little to offer parties in this chamber other than refuse from the orcs. The treasures of Lydia were taken to the orc's main treasure collection in area 33.

Orc (4): AC 5 (chain); HD 2 (hp 7, 8, 12x2); #AT 1; D 1d6 (short swords) or 1d4 (light crossbow); SA Disease; MV 90'; SZ M; AL LE; ML Humanoid +2; XP 20 +1/hp (XP value: 27, 28, 32x2; Total: 119 XP). *Treasure*: 14sp, 94gp, 4 gems (50gp each).

35 Crypt of the Close

This area was a special series of crypts for secular patrons to the temple-tomb. Only a few burials were ever interred here. The hallway leading into this area is protected by an unusually vicious blade trap that slashes at the legs and chest of anyone entering the area, causing 2d12 damage, or 1d12 damage per blade. The trap can be disarmed by

Map A:
THE GHOUL LAIR
 Level 1



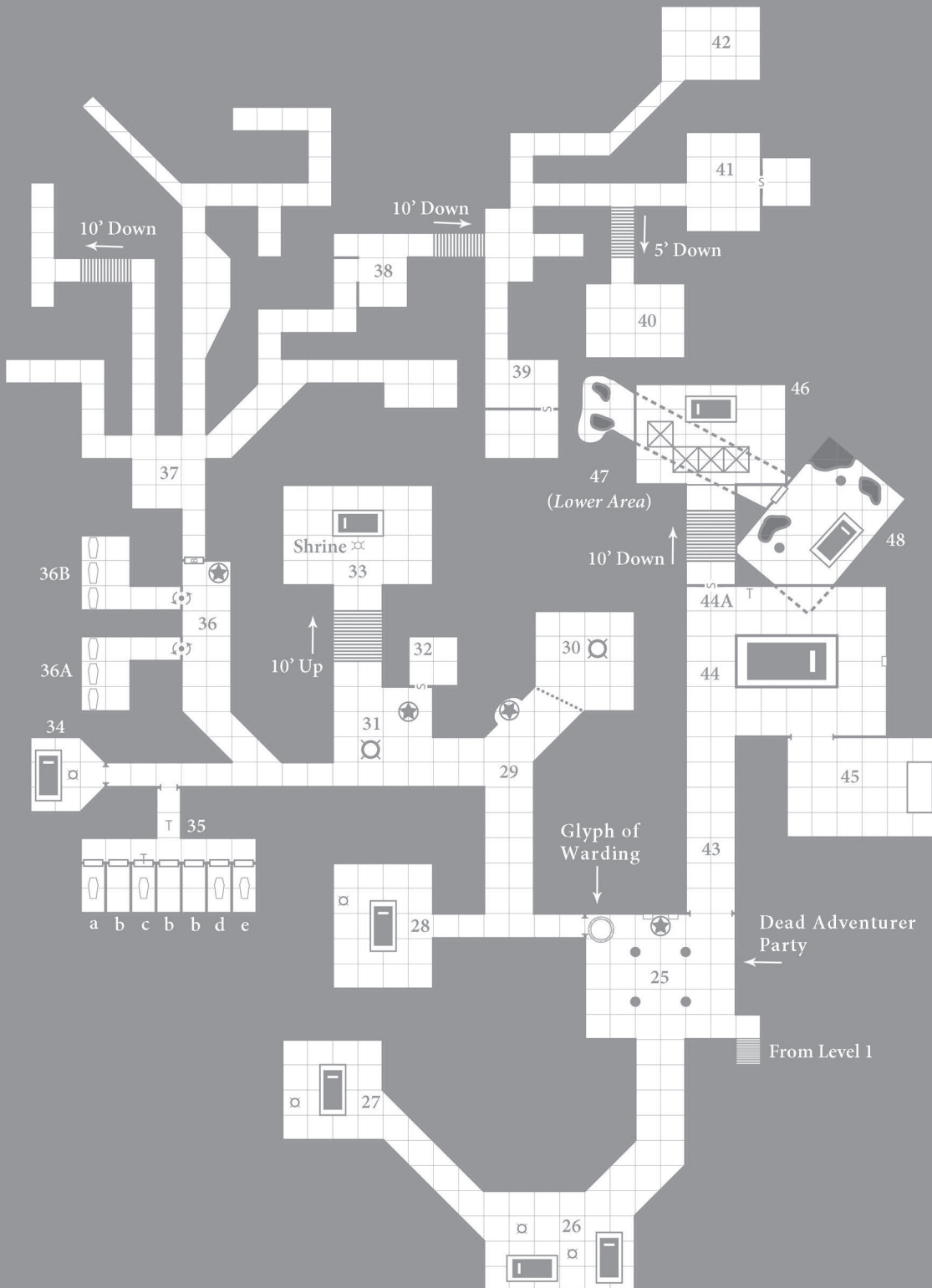
GHOUL LAIR MAP KEY

	Door		Statue
	Door, Locked		Table
	Door, Barred/Stuck		Altar/Shrine
	Door, False		Brazier
	Door, Revolving		Pillar
	Secret Door		Magic Circle
	Concealed Door		Protection/Glyph Circle
	Archway		Sarcophagus
	Portcullis/Gate		Bed
	Stairs Up or to Same Floor		Coffin
	Stairs Down		
	Trap Area		
	Pit Trap		

1 Square = 5'



Map B:
THE GHOUL LAIR
 Level 2



a secret lever found behind the archway leading into this hallway.

The doors in this room are stone plugs with brass handles measuring about 2' square. There are a series of four such plugs per 5' square, stacked on top of one another. Inside the holes, the body would be placed on a sliding slab of thin black marble. Once slid into the hole, the slab locks into place and cannot be slid back out. The map shows only a general overview of placement and not each plug. Overall, there were only ever four total burials. The GM may place the actual burial where he or she wishes. On the list of burials below, all unused slots would be considered burial type (b).

Burials:

- (a) Sir Rufus, Knight of the Eastern Pass; *Treasure:* **two-handed sword +0, +1 vs. undead** and a small diamond worth 500gp.
- (b) An unused slot.
- (c) Senator Mateus; This plug is trapped so that any disturbance will shock the thief with 1d6 electrical damage. The trap resets after 1 turn. *Treasure:* gold amulet (200gp) and a **ring of protection +2**.
- (d) Dame Elenore; *Treasure:* platinum and emerald necklace (4,800gp)
- (e) Baron Von Kreigzan; *Treasure:* gold and diamond ring (1,200gp), gold and sapphire ring (800gp), platinum brooch (450gp), and a gold-tipped mahogany cane in good condition (240gp).

36 Hebe Crypts

This corridor is of newer construction than the rest of the tomb. There is a statue of Hebe here, the goddess of youth and vigor. These burials were meant to be the burial place of the children of wealthy families when a child died young. There are murals along the walls which suggest the early death of a beloved child.

The doors to 36A and 36B are turn-style doors made of horizontal iron bars. The doors move in only one direction. A close inspection of the walls around either door will reveal a series of 1" holes in a vertical pattern up the side of each door. Inside these holes are iron bars which are part of an ancient trap system. If anything is moved within these cells, the bars snap forward, effectively imprisoning anyone inside, while anyone from outside may still gain entry. There is a release lever behind the Hebe statue which will release both sets of bars at once. The orcs have left these rooms alone, as the half-orc thief identified the door trap but not exactly what the trap would do.

36A Unmarked Girls

This room has little in it other than a few stacked coffins, still containing the dead. The room has a strange sort of calm mood to it when entered. A few grave goods may be found by rummaging through the coffins, but the PCs should find little else than 20sp, 10gp, a silver brooch (10gp), a silver comb (15gp), and a copper ring (1gp).

36B Unmarked Boys

The center coffin houses a coffer corpse which will spring forth from the coffin, surprising PCs. This young man was hurriedly thrown into a coffin and rose as a coffer corpse soon after the tomb was originally sealed. Oddly, this room has no grave goods except a few ceramic bowls of little value.

Coffer Corpse: AC 8; HD 2 (hp 12); #AT 1; D 1d6; SA Strangulation SD Enchanted weapons needed to hit; immune to cold, enchantments, and *bold* spells; MV 60'; SZ M; AL CE; ML Undead; XP 30 +2/hp (XP value: 54).

37 Unfinished Catacombs

This area is relatively newer than the rest of the tomb complex. The order's popularity and the advance of the religion in the area increased the number of internments the clerics needed to perform. Thus, the clerics expanded the catacombs deep into the earth. The catacomb area was barely used at all. No actual burials were ever interred here, but some early treasures and objects were left by wealthy individuals who were preparing for their boat ride down the Styx.

38 Lair of the Rust Monster

A lone rust monster has made its way deep into the ca

Rust Monster: AC 2; HD 5 (hp 21); #AT 2; D None; SA: Rust (10' area); MV 120'; SZ M (5'); AL N; ML Animal +3 (+15%); XP 185 +4/hp [XP value: 269]

39 A Forgotten Secret

This chamber was built to secretly hide the crypt of a paranoid minor official of the local demesne. The tomb was never used, and there is nothing in this room except the secret door. The door opens by pressing on a stone button hidden in the eastern masonry. Pressing the button slides the door to the right with a dusty grinding.

The secret room beyond has a simple wooden chest covered in dust and cobwebs. The lock on the chest is old and loose, granting a +15% chance to pick the lock. Inside the chest is a silver tiara encrusted with diamonds (5,700gp) sitting on a velvet pillow.

40 A Chilling Descent

For an unknown reason, this room is bitterly cold. Anyone spending more than a round in the room will begin to suffer cold damage. The PCs must make a save vs. paralyzation or take 1 point of cold damage per round. PCs must continue to make the saving throws if they succeed. PCs who fail a roll need no longer roll and will simply take damage. If the orc shrine is smashed, this room remains



cold. The ties to the negative energy plane are strong here, although no monster is found other than standard wandering monsters.

41 Gifts from the Triumphant Past

This chamber is another unfinished crypt. The far eastern wall holds a secret door but is currently covered by a grey ooze. The ooze is attempting to get into the secret chamber but will attack the more immediately delicious party when they arrive.

Grey Ooze: AC 8; HD 3+3 (hp 16); #AT 1; D 2d8; SA corrosive tentacles; SD Immune to heat and cold; MV 10'; SZ L (12'); AL N; ML Animal +1 (+5%); XP 75+3/hp [XP value: 123]

Inside the secret door is a small treasure collection of a priestess of Nike, the goddess of victory, who was to be buried here.

Treasure: suit of *blessed chain mail* +2 (mail grants the wearer the effect of a *bless* spell when worn as long as the wearer does not violate the ethos of Nike; the armor is forged for a human female), a *horseman's flail* +2, a *medium shield* +1, a pair of *winged boots*, a divine scroll with the spells *bless*, *cure light wounds*, *prayer*, and *neutralize poison*, and four potions of healing.

42 Lair of the Gargoyle

This room is completely empty save for dust, dirt, cobwebs and a gargoyle statue. The statue is an actual gargoyle which is in a deep sleep, awaiting a sign that it can leave the tomb complex. The creature was originally a simple statue placed in the room for a wealthy merchant who was to be buried here. The orc cult's activities unknowingly brought the creature to life. The gargoyle will take 1d8 rounds to awaken once it is aware the party is there. Once awake, the creature will attempt to track and destroy the party and then try to escape the tomb. Any damage to the statue while the party is there and before it awakens will cause 1d4 damage per vandalism, and any vandalism will awaken it immediately. The gargoyle's attacks, AC, and saves are penalized by -2 until it fully awakens.

Gargoyle: AC 5; HD 4+4 (hp 19); #AT 4; D 1d3/1d3/1d6/1d4; SD +1 or better to hit; MV 90' / 150' Fl[IV]; SZ M; AL CE; ML Average +2 (+10%); XP 155 +4/hp [XP value: 231]

43 Hall of Death

This hallway is always colder than the rest of the tomb, and the ground is covered in a very light cold mist that builds slightly as one goes farther down the corridor towards area 44. The orcs avoid this area, as their resistance to undead does not work with the worm wight. The walls of this corridor are painted with deep dark caverns filled with hoards of shades, wandering, as is the living visitor, towards the court of Hades himself.

An intense nervous humility washes over those passing this way.

44 Crypt of the Patriarch Antinus (Hades)

This room is painted from floor to ceiling with deeds from the life of the Patriarch Antinus, High Priest of Hades. According to the images, the patriarch did a number of extraordinary tasks for his flock and died an early and unexpected death. A false door to the court of Hades is at the far end of the chamber. To the northwest of the chamber, an inscription is found with a series of relief-carved images and a small chute which appears as if it is meant to drop something, similar to a vending machine (see 44A below).

The patriarch's sarcophagus is massive and fills the center of the chamber, standing 5' high, 20' long, and 10' wide. The tomb of the patriarch is undisturbed, but a horrible undead thing called a worm wight has taken residence here. The worm wight will attack any living thing entering this room but will generally not follow anything into area 43 or beyond unless provoked. The rot grubs in the wight's system have made the creature completely insane.

Worm Wight: AC 4; HD 5+2 (hp 26); #AT 2; D 1d4+level drain; SA Level drain, rot grubs, split attack; SD Silver or magical weapons needed to hit; immune to cold, enchantments, *sleep* and *hold* spells; MV 120'; SZ M; AL NE; ML Undead; XP 650 +4/hp (XP value: 754).

The wight has no treasure in this room, but the Patriarch's body is wearing a special amulet called the **amulet of borrowed time (cursed)**. The body also has two gold rings worth 100gp each.

44A Wall Trap

This highly unusual trap was designed to allow followers to enter the sacred crypt behind the secret door the trap guards, but to discourage thieves and villains in a variety of ways, some lethally and some by misdirection. On the wall, inscribed in relief, is a riddle written in Old Ordianian, reading:

I EXIST TWICE EVERY MOMENT
ONCE EVERY MINUTE
BUT NEVER IN A HUNDRED
THOUSAND YEARS
WHAT AM I?

Below the inscription are four relief drawings which act as solution buttons and may be pressed. The images on the reliefs are (in order from left to right): a cloud, a hammer (dwarven style), a diamond, and a human-shaped torso with its hands upraised. Pressing a button will result in a "reward".

Cloud: The cloud releases a poisonous gas cloud from the chute which will fill the entire room in 3 rounds. The gas acts as a

stinking cloud and will vent from the room in 20 minutes.

Hammer: A massive 8' square stone block descends from the ceiling, crushing anyone standing in front of the riddle. A save vs. wands is allowed to jump out of the way. The stone will block off the trap wall and will return to the ceiling in 1d6 hours.

Diamond: A small gem of colored glass worth about 2sp drops out of the chute. There are 23 gems remaining in the trap's hold.

Torso: There is a 50% of either a small *fireball* or a *cure light wounds* spell to affect the button presser. The fireball is a 20' radius blast centering on the wall trap's chute, causing 2d6 damage to anyone in the range (save for half damage). The cure spell will affect only the presser. Each spell will fire once and then the button will have no effect for 1 day to reset its magical energy.

Solution: The secret to the trap wall is that the answer is none of the buttons at all. The "M" in "AM" is actually the release button which will open the secret door to area 46.

45 Underworld Banquet Hall

This hall was designed to host banquets for the deceased among the clerics of the tomb complex. The banquets were ceremonial. The walls are painted depicting a number of clerics interacting with the shades of the deceased at a series of massive banquet tables. At the far end of the room, a single table still stands and bears an empty silver bowl (20gp) and a book. Behind the table is a painting of Hades and Persephone sitting on their thrones, raising silver chalices high. The table is a magical table called a **table of bountiful feasts** (Type III). On the underside of the table, a series of clerical runes and markings are clearly visible. The book is a three-act play written by the bard Hesper, entitled *A Princess, Slumbering and Fair: A Tragedy in 3 Acts* (Wt 1 lb., Bulk 45cn, value 600gp). The play may be used as a bard song if bard songs are used in your game. When acted to completion (2-3 hours), the play grants all viewers a +2 reaction bonus overall to any social interactions for 1d4 days (per person) and will inspire creativity such that any artistic ability proficiency checks will gain a +4 bonus for the next week.

46 Honorary Crypt for Hades

This room is painted black with white and blue stars. The pillars in the room are painted as moonlit trees, whose branches extend well across the ceiling. On the far north side of the room is a stone sarcophagus carved with a number of shades and skeletons in relief around its sides. Inscribed in the surface is (in Old Ordianian): "HADES, lord of the Underworld." This crypt is meant as an honorary crypt to the deity and was



Stone Golem: AC 5; HD 14 (hp 60); #AT 1; D 3d8; SA Slow; MV 60'; SZ M (6'); AL N; ML Golem; XP value: 4,040 XP. Treasure: **studded leather** +2 (additionally bestows +20% to any hide in shadows rolls for thieves), gem eyes (see above), and a **helm of invisibility** (this particular version of the helm is limited to clerical or a priest of Hades' use only).

47 Ancient Hall

This hallway is clearly of a different design than the rest of the tomb. This is part of an older pre-existing tomb structure below the Hades crypt. The northwest part of this passage has crumbled, making passage that way impossible. There is only an old, rusted iron lattice-worked door leading into area 48 to the southeast. The door is not locked and is ajar. PCs can see easily into the chamber from the door, as it is only an iron skeleton of a door.

The walls in this hallway are decorated with carved reliefs of bearded humans performing daily tasks, such as making beer, paper, and pottery. There are no inscriptions or other writing present. The walls were once painted, but much of it has disappeared, leaving everything a dun color.

48 The Forgotten Princess

This quiet tomb is partially collapsed. While in the chamber, PCs should feel as though the rest will collapse at any moment. The walls are covered with carvings resembling a garden of flowers growing from the floor to mid-way up the wall. Every flower is completely different. The remnants of the ceiling show a massive painted sun, carved deep into the ceiling. A number of small treasures are scattered about the room. The sarcophagus is made of strange maroon granite and bears the name "FIOLEDE," assuming the PCs can read ancient Hikkatian. Inside the sarcophagus is only an old blue pillow. Sitting on the pillow, wrapped in a tattered silk shawl, is an emerald, a little smaller than a human hand. If a PC closely examines the emerald, he or she will notice that there is a small woman inside the gem. She appears stuck as if in sleep.

The woman is an elven princess named Fiolede who was once a novice enchantress. She happened to spurn a suitor who was a very powerful magic-user. One night, the magic-user cast a spell which trapped

Fiolede in the emerald and told her father, the king, that if he wanted Fiolede back, the king would have to force her hand in marriage. Her father refused, assuming he would be able to remove his own daughter from the crystal. After a number of centuries passed, there was no helping Fiolede. Her family instead interred her as if she had died and placed her in this tomb. The party may now attempt to free Princess Fiolede if they so choose. We provide no direct suggestion here, as we intend on making the quest a future product. However, should you choose to release the princess, she is young, rather "snooty," and will demand the party return her at once to her kingdom (which is now long gone). She will not give in on her demand until proof is given that she no longer has a home. She is a low level enchantress (level 1-2), and has a LE alignment. Once her proof is given, we suggest her attitude shift more towards LN.

Treasure: 2,300sp, 1,304ep, 5,201gp, 143pp, a gem-encrusted scarab (928gp), a 6 person silverware set (150gp), 3 perfume bottles (50gp each), 8 vases (80gp each), an ivory hunting horn (200gp), 2 pair of silver earrings (50gp each), and a jeweled small mirror (1,600gp).

**PART III:
WRAP-UP AND EXPERIENCE**

Once the shrine is destroyed, the orcs are driven off or killed, and the undead are under adequate control, the adventure is complete. The party may go wherever they wish...

Experience Point Awards

This module, if played as written, will have an excessive amount of XP given from treasure accumulation. It is suggested that if the GM did not edit any of the treasures handed out to the party that the GM make careful note of exactly how easy the adventure was for the party. If the party seemed to get through the dungeon fairly easily, the XP award for treasure should be truncated to between 1/6 to 1/4 XP per gp gained.

Suggested Campaign Award

This adventure may begin a whole series of adventures leading to a larger story. If playing this game as part of campaign, this adventure

a secret shrine for the clerics of the tomb-temple.

There are a number of weak spots in the floor here, as the construction was built on top of an already existing tomb complex from the Hikkatian peoples. If more than 300 lbs of weight is placed on any of the "X" spots in this room, the floor will give way, dropping any PCs 15' to the hall below and causing 2d6 damage (save vs. wands for half damage).

The sarcophagus can be opened. Inside lies an extraordinarily life-like black marble statue of the god Hades. The statue is wearing a real suit of studded leather armor, painted such a black as to appear as night. In its hands, the statue holds a silver helmet of a Spartan-Roman style, cast with ram horns. The helmet is a holy item, consecrated to Hades for use within the priestly order to the god. Any disturbance of the statue, the armor, or the helmet will result in the statue blinking its eyes open, revealing two ivory and deep blue sapphire gems (500gp each), which will immediately stare at the trespasser. The statue will then fully awaken and attack the party as a stone golem. The golem will not leave the chamber but may use the helmet. There is a 1 in 6 chance per round that the golem will don the helmet and become invisible as its action. If the golem steps on the weakened floor areas, the golem will automatically fall through the floor. If characters have already fallen through, the golem will avoid the hole(s). Simply returning to area 44 or heading down into area 47 will "reset" the golem and it will return to its rest unless disturbed again.

Table 3: Group XP Awards

Situation	XP Award (split total among PCs)
Destroying the Orc Cult	500 +1 reputation
Destroying the Shrine to Wakkush-mal	500
Destroying all ghouls	200
Putting all undead to rest	100
Not tampering with/defeating the Hades golem	400
Discovering the Ancient Crypt (47-48)	200
Solving the Princess' curse/riddle	250 +1 reputation

would not have any story award until the campaign is complete. The adventure should be considered worth 400 XP total. If playing a campaign, this award would be granted in total along with all the other campaign-specific awards as a lump sum to each individual PC (not split among the group), depending on which modules/adventures the individual PCs took part in. Some GMs prefer granting this award as the campaign is played; it is entirely up to the GM.

Suggested Group Awards

These awards are granted to the party as a whole and split between the surviving members. These are all suggested awards and entirely up to the GM as to whether or not the award should be granted. The award for “completing story” is considered very optional and may be awarded as a campaign award, as explained in that section. The campaign award and the completing story awards should not both be awarded.

We have added suggested awards of Reputation and Fame as well, since we noticed that some of the 1e and 2e compatible games have such sorts of systems. The bonus we list is based on a 100 point range for reputation and a 10 point range for fame. Both ranges may go equally into the negatives for poor reputation and fame (ex: -100 to +100 reputation). Whichever system you use, we hope you can transpose the mathematics accordingly. Fame may be translated as Honor if that system is used.

APPENDICES

A: NEW MAGIC ITEMS

Amulet of Borrowed Time (Cursed)	
Useable by:	Any
XP Value:	—
GP Sale Value:	2,000

Description: This potent amulet protects wearers from the effects of spells or other powers which would otherwise cause instant death. The amulet offers a +4 bonus on all saves in these situations. The save bonus must be adjudicated by the GM based on the situation, as not all situations are life and death and some situations are, from the character's perspective, much more dangerous than thought. Each time the save is used (unconsciously by the PC), the character loses 1 year from the end of his or her life. Thus, the

PC will not even know why he or she survived any given dangerous situation and will instead learn of his or her fate much later in life. This item is considered *cursed* and requires a *remove curse* spell cast by at least a 12th level cleric to remove.

Helm of Invisibility

Useable by:	Any
XP Value:	1,200
GP Sale Value:	7,000

Description: The helmet works identically to a ring of invisibility when worn except the chance of becoming inaudible is a base of 25%.

Potion of Dragon Breath

Useable by:	Any
XP Value:	600
GP Sale Value:	5,500

Description: Potions of dragon breath come in a variety of forms when found. Each potion contains three draughts, which may be imbibed separately or all together, although drinking them all together has no effect other than losing the other draughts. The potion gives the drinker an explosive breath weapon, mimicking a type of dragon breath. The color of the potion tends to alert the drinker to the type of dragon breath contained in the potion. When found, roll on the table below to determine the type of dragon breath discovered. A roll of '00' indicates a special result. Special results may be unique types of dragon breath, such as *time stop*, positive material energy, *polymorph*, or earth expulsion, but are left to the GM's imagination and use.

The drinker will emit the dragon breath in 1d4+1 segments after drinking the potion.

Targets are allowed a save vs. breath weapon to halve the effects of the potion. Targets affected by a green dragon breath potion save vs. poison instead but still take half damage with a successful save. The green dragon breath attack fires forth from the mouth of the drinker, leaving a gassy trail, similar to a smoke grenade, and may land up to 30' from the drinker. Any target struck by a black dragon breath weapon will take acid damage and will continue to take acid damage over the next 1d3 rounds.

Dragon breath potions offer no immunities to the drinker other than inside the stomach and mouth, thus, drinkers may be affected by their own potion if not careful where they fire.

Table of Bountiful Feasts

Useable by:	Any
XP Value:	400-6,000
GP Sale Value:	1,200-10,000

Description: With the proper command word, a *table of bountiful feasts* can magically create a succulent feast for anyone sitting at the table at the moment the word is spoken. The power of the table will create food and drink enough for one person per seat and even refill a drink cup once. Plates, silverware, and goblets all manifest and disappear once the meal is finished. A table works only once a day, and if used for five consecutive days, it must rest for five days until it can be used again. If used during this time of rest, the next use will produce spoiled food once, and then the magic of the table will be lost. A *table of bountiful feasts* can generally seat 6 people, but some feast tables are known to seat as many as 30 or as few as 2!

Table 5: Feast Table Types

d%	Type	Seat Places	Special	XP Value	GP Value
01-05	I	2	—	400	1,200
06-45	II	4	—	800	1,800
46-75	III	8	—	1,600	2,600
76-84	IV	12	—	2,400	4,000
85-90	V	16	—	3,200	5,500
91-95	VI	20	“V” shaped	4,000	7,000
96-00	VII	30	“U” shaped	6,000	10,000

Table 4: Breath Weapon Types (Potion of Dragon Breath)

d% type found	Dragon Type	Breath Weapon	Damage	Form
01-20	Black	Acid	3d4+1d4 per rd. over 1d3 rounds	5'x30' Stream
21-30	Blue	Lightning	4d6	5'x30' Stream
31-40	Green	Gas (Poison save)	5d4	15' dia. Cloud, up to 30' from user
41-70	Red	Fire	4d6	10' wide at end, 20' Cone length
71-99	White	Cold	4d6	10' wide at end, 20' Cone length
00	Other (GM design)	Varies	Varies	Varies

APPENDIX B: NEW SPELLS

C: NEW MONSTERS

ACID ARROW

Arcane *Summoning/Conjuration*

Level:	2 (Magic-user)
Pre-Requisite:	None
Range:	200' + 40'/level
Duration:	1 round + 1 rd per 3 levels (max. 7 rounds)
Area of Effect:	1 Target
Components:	V,S,M
Casting Time:	2 segments
Saving Throw:	None

A magical arrow of acid springs from the caster's hand and speeds to its target. No matter the range of the target from the caster, the caster must succeed on a touch attack to hit the target. No modifiers for range, proficiency, specialization, or magic effects on missile weapons are used. Modifiers for cover or movement may be allowed at the GM discretion. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels (to a maximum of 18th), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage in that round. The material component for this spell is powdered rhubarb leaf and an adder's stomach.



Mummy, Lesser

Category:	Undead
Frequency:	Very Rare
Environment:	Desert, Underground
Activity Cycle:	Any
No. Encountered:	3d4; Solitary or Pack
Size:	Medium
Move:	60ft.
Armor Class:	6
Hit Dice:	3+2
Attacks:	1
Damage:	1d6
Special Attacks:	Fear
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	70%
Treasure:	1d10x1,000cp (25%), 1d4x1,000sp (10%), 1d4x200ep (5%), 1d10x500gp (15%), 1d6x100pp (5%), 1d10 gems (5%), 1d3 jewelry (20%), any 1 magic item or potion (15%)
Intelligence:	Low (6)
Morale Modifier:	Undead
Alignment:	Lawful Evil
Level/XP:	2/150 +4/hp



Lesser mummies look identical to their more potent cousins but are far less powerful. Lesser mummies are either animated by priests as minor guardians or they are cursed individuals who must forever guard a tomb. Normally, lesser mummies are found in tombs of minor officials or low ranking priests and are found only rarely in tombs of kings.

Luckily, lesser mummies cannot cause disease like their stronger counterparts. These mummies are frightening, however, and any character who has dealt with a mummy before may not be able to tell the two types apart. Therefore, like normal mummies, lesser mummies cause fear and revulsion in anyone who sees them within 60', unless a save vs. magic is made. If the character fails the save, the character will be paralyzed with fear for 1d4 rounds. Additional characters in a party may help with the saving throw. For every three characters, all characters receive a +1 to their saves. Humans always receive a base +2 to any save vs. mummy fear.

As with most other undead, lesser mummies are immune to cold-based attacks, *charm* magic, enchantments, mind-affecting spells, poison, paralysis, and *bold* and *sleep* spells. Unlike mummies, lesser mummies may be struck by any weapon. Fire-based weapons cause double damage to lesser mummies and holy water inflicts 2d4 damage per vial. If *raise dead* or *resurrection* is cast on a lesser mummy, the creature will become a 3-5th level warrior unless the mummy successfully saves vs. magic.

Lesser mummies are turned as Type 5 (Wight).

Ochre Jelly

Category:	Jelly
Frequency:	Uncommon
Environment:	Ruins, Catacombs, Temperate, Swamp
Activity Cycle:	Any
No. Encountered:	1d3
Size:	Medium to Huge
Move:	30 ft. / 10 ft. Cl
Armor Class:	8
Hit Dice:	5-18
Attacks:	1, 2, or 3
Damage:	3d4, 4d4, or 5d4
Special Attacks:	None
Special Defenses:	Separation; Immune to electricity and acid
Magic Resistance:	Standard
Lair Probability:	Nil
Treasure:	None
Intelligence:	Non-
Morale Modifier:	Average
Alignment:	Neutral
Level/XP:	5-8 HD: 4/120 +3/hp 9-13 HD: 5/170 +4/hp 14-18 HD: 6/220 +5/hp

The disgusting amoebic ochre jelly oozes along dungeon floors, seeking out flesh to dissolve and devour. The ochre jelly attempts to envelope prey when attacking and can lash out up to 10' away to grab a victim. The size of the ochre jelly determines the creature's number of attacks and damage potential. 5-8 HD ochre jellies attack once and do 3d4 dissolving damage per hit, 9-13 HD ochre jellies attack twice and do 4d4 damage, and 14 or more HD jellies attack three times per round and do 5d4 damage per hit. Each attack is considered a separate attack routine, as if the ochre jelly were three different enemies. If using individual initiative rules, the ochre jelly's attacks would be considered three different foes. Ochre jellies climb walls as an 8th level thief in order to drop on foes and can ooze through small cracks and under doors.

Any attacks involving electricity or lightning cause no damage and divide ochre jellies into two smaller jellies, each with half the hit points of the original. Ochre jellies cannot be further divided if the hit point total is 10 or less. If reduced to 0 hit points, the ochre jelly dies. Ochre jellies take no damage from acid attacks.

Worm Wight

Category:	Undead
Frequency:	Very Rare
Environment:	Ruins, Catacombs
Activity Cycle:	Any
No. Encountered:	1d6
Size:	Medium
Move:	120'
Armor Class:	4
Hit Dice:	5+2
Attacks:	2 (claw)
Damage:	1d4 + level drain
Special Attacks:	Level drain, rot grubs, split attack
Special Defenses:	Silver or magical weapon to hit; immune to cold, enchantments, <i>sleep</i> and <i>bold</i> spells
Magic Resistance:	Standard
Lair Probability:	70%
Treasure:	1d6x1,000cp (45%), 2d8x1,000sp (45%), 2d8x200ep (20%), 2d6x500gp (30%), 2d10x20pp (10%), 1d12 gems (10%), 1d3 jewelry (10%), any 1 magic item or potion (15%)
Intelligence:	Average
Morale Modifier:	Undead
Alignment:	Neutral Evil
Level/XP:	6/650 +4/hp

The worm wight is a spectacularly nasty form of wight created when a human is infected with rot grubs at the time of death by a wight. Normally, rot grubs prefer living flesh to burrow into, but when the host is prematurely killed by the extremely negative material energy contained in the blows of a wight, the rot grubs too are forced into an undead state. Interestingly, the flesh of the worm wight seems to regenerate from the rot grub's burrowing, as the grubs can feast on the walking corpse forever.

In most ways, a worm wight is the same as a typical wight, although the undead rot grubs are visible, seen worming their way through the worm wight's flesh and causing intense revulsion to creatures who witness the burrowing. Viewers must make an initial save vs. wands at -2 or spend 1d3 round retching. The retching forces a -2 penalty to all attacks and saves for the next 2 turns. Worm wights tend to leave a trail of dead but still slightly squirming rot grub carcasses wherever they travel. Any time a worm wight is struck by a bludgeoning, slashing, or hacking weapon, a small stream of squirming rot grubs will pour out of the wound and any open holes on the creature.

Any touch by a worm wight has a 10% chance of infesting the victim with undead rot grubs. Undead rot grubs are the same as normal rot grubs but carry the typical undead immunities such as immunity to cold, enchantments, *sleep* and *bold* spells.

The worm wight has two claw attacks per round and can split its attacks between two different targets. The level draining ability of the worm wight will function only once per target per round.



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