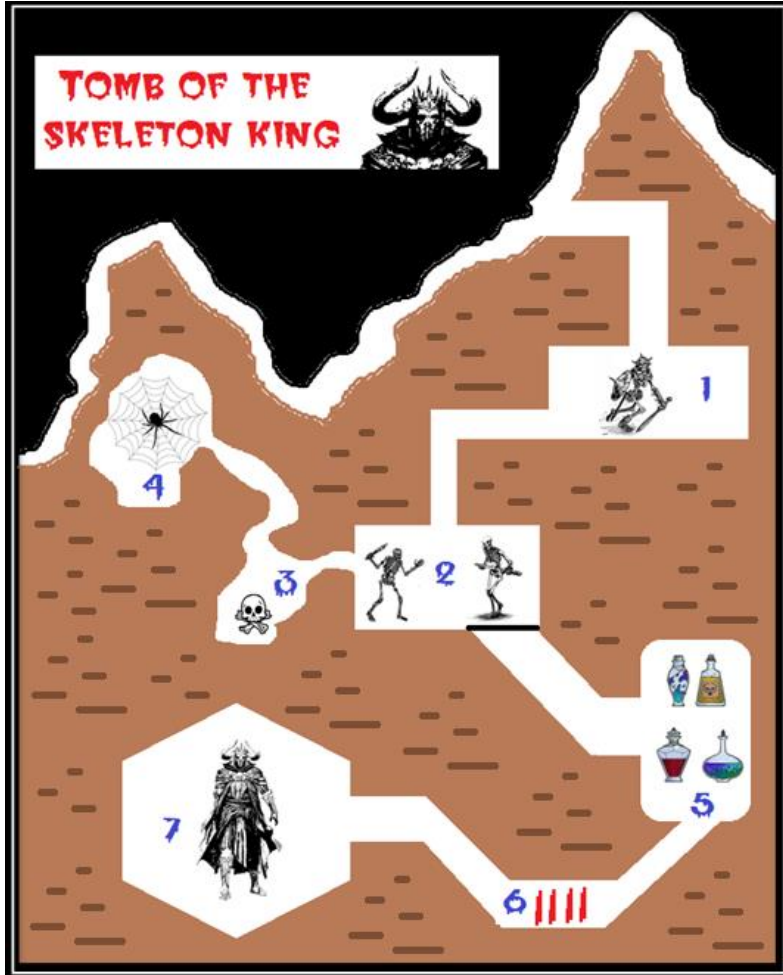


TOMB OF THE SKELETON KING [mini adventure]

Mission: Undead have been seen roaming around what was believed to be an abandoned mine. The local constable has hired the characters to explore the area and destroy the undead. Reward of 50gp offered.



All areas are dark. A torch, lantern, or magic spell (*Light* or *Dancing Lights*) is needed to see.

1-Entry Chamber: This is a large and musty room filled with cobwebs and broken bones. By the exit (leading to room 2), there are 2 skeleton statues (one on each side of the exit). However, one of them is a real skeleton that will attack if anyone tries to enter the hallway. **SKELETON [AC 8, HD 1/2, HP 4, ATK 1, DAM 1-6, Immune to Sleep, Charm, Hold, ESP]**. The Skeleton is armed with a sword and shield.

2-Hall of Bones: The floor is littered with bones and old, rusted weapons. When entered, the bones will move together, forming 4 skeletons. It will take 1 round for the skeletons to form (so the characters will get a free attack). **SKELETON [AC 8, HD 1/2, HP 4, 3, 3, 2, ATK 1, DAM 1-6, Immune to Sleep, Charm, Hold, ESP]**. A secret trap door on the floor leads to room 5. A hole in the west wall leads to room 3.

3-The Silver Skull: This small cavern has a silver skull embedded on the wall. If touched, the eyes will glow red and a *Magic Mouth* will activate, saying **Turn back or thou shalt be destroyed by the Skeleton King!** If the skull is removed, it is worth 50gp.

4-Spider's Web: A huge spider web fills this chamber. In the center of the web is what appears to be 2 skeletons with tattered armor and clothing. One looks like a dead fighter and the other a dead wizard. Movement is slowed on the web, taking twice as long to move. On the web is a **LARGE SPIDER [AC 6, HD 3, HP 10, ATK 1, DAM 1-4]**. If bitten, must save vs poison or be weakened (further attacks will be at -1 for the rest of the adventure unless an antidote is taken). If the two skeletons are examined, treasure can be found! **14gp, 26sp, +1 dagger, +1 shield.**

5-Laboratory: This room stinks! It smells really bad! There are all sorts of lab equipment all over the place. Tubes, pipes, bottles, and so forth. In the center of the room is a table with 4 potions on it. The bottles are not labeled, but are the following:

1. Blue Potion: **Healing** (2 doses: Restores 1d6+1 HP)
2. Yellow Potion: **Antidote** (1 dose: Cancels the effects of any poison)
3. Red Potion: **Haste** (1 dose: Can move twice as fast and get 2 attacks per round)
4. Green Potion: **Weakness** (1 dose: If drunk, character loses 2 points of STR and CON for 4 turns)

6-Hall of Spikes: This long hallway has holes all over the floor. There are 4 tiles leading to the other side. If a tile is stepped on, spikes will fire out. The character will have to make a successful DEX roll for each tile to avoid. If hit, takes 1-3 points of damage.

7-Throne Room: This large room leads to a throne on the other side. Sitting on the throne is a giant, armored skeleton. This is the **SKELETON KING [AC 6, HD 2, HP 15, ATK 1, DAM 1-6, Immune to Sleep, Charm, Hold, ESP]**. The Skeleton King is powerful and cannot be turned by a cleric less than level 5. He is armed with **Skull Splitter [+1 Battle Axe. If a natural 18, 19, or 20 is rolled, it does an extra 1d4 damage]**. If the Skeleton King is defeated and the throne searched, underneath it is a locked chest. Inside is **38gp, 57sp, Ruby (worth 25gp), Ring of Fire Resistance, Elven Cloak, Scroll [Cleric with 3 spells: Cure Light Wounds, Protection from Evil, Bless]**.