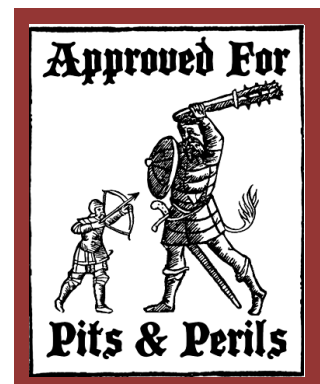
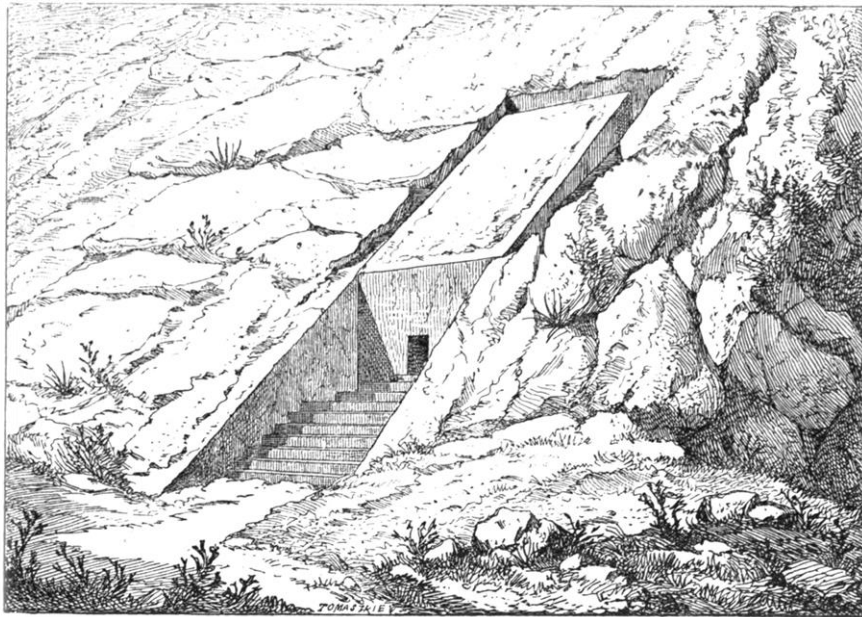


“The Uncanny Abode and Final Resting Place of the Mysterious Mervin H. Floyd”

A Pits & Perils Adventure

For as many player characters as you want to perish (probably 6 – 9) of at least level 6 +

Written by Bryan S. Steward 2012



“The Uncanny Abode and Final Resting Place of the Mysterious Mervin H. Floyd”

(An adventure for Pits & Perils)

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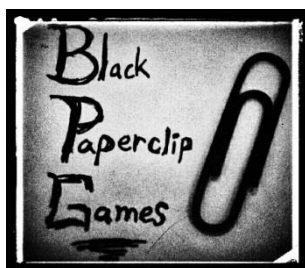
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This book is Dedicated to:

My wife Lisa, who is the one that had faith in me, and gave me this opportunity. I would never want to imagine my life without her beside me. Also a dedication goes out to my son Korbyn, and my daughter Kaedyn for being the best children a Dad could ever ask for and the greatest motivation for me be the best parent I can be.

.....

Special thanks to my normal gaming group –past and present (who puts up with great games and not so great games):

Andrew, Korbyn, Dale, Zach, Nate, Remy, Alex, Rene, Rai, Steve, Sam, Scott, Boyd, Isaac, Glenn, Scott, Chris, David, Mike, and Gary

.....

Thanks to those that taught me how NOT to play by your horrible example:

John, Jeff, Bug-Mike, BatBoy-Mike, Dead-Mike, and that BIG dude that pooped himself that one night... I can't remember your name... sorry.

.....

And a HUGE thanks goes out to James and Robyn George at Olde House Rules for being so awesome

I appreciate you all!

2014

Background:

The Mysterious Mervin H. Floyd (during his long life) was a very strange and powerful Wizard. After retiring from his adventuring ways a dungeon was built to store his treasures. He was a smart man if not perhaps a bit mischievous. Obviously he spent much of his life adventuring and raiding old crypts and ruins for their treasures, so by knowing this he was very aware that this fate would befall his hoard as well.

A great amount of gold and time was put into constructing this dungeon. Being a practitioner of the arcane ways and having some fellow compatriots that were skilled in the construction of traps also helped in the construction. The dungeon has a peculiar way of restocking itself and resetting after each successful or failed group that comes through. As a matter of fact just gaining access to the entryway is enough to deter most groups. Mervin H. Floyd was not a malicious man in any sort, but if adventurers were to obtain his hard earned treasure then they would have to work for it just as he did so many years ago. It is thought that he looks down from wherever he is now with that quirky grin and snickers.

This adventure is set in the area of the authors own campaign setting of Ravensreach. The PCs will have acquired (either among one of their previous journeys or encounters) a treasure map giving the rough location of the dungeon and the abandoned road leading up towards the entrance.

Good ways to get the map into the PCs hands:

- Found in a scroll tube in the treasure from a previous adventure
- Won through a card game in a local tavern
- Tucked in the pages of back of the groups Wizard spell book
- Picked from an adventure's pocket by the Thief of the group on their latest outing

The map is old and especially if the area is new to the characters the chances of them needing to consult a Sage should be very high. The probability of the characters getting lost without the help of a Sage would be roughly 50% since the road and area mapped has not been travelled by many in at least 200 years. An Elf and Thief in the group could work together and decrease this chance by 25% (having just one of these in the group would lower the chances by 15%), and consulting a Sage would further decrease this by another 20%. The path is not difficult once the general outline is found.

A Sage, however, could give more advice and even background on who Mervin H. Floyd was, any news of successful or failed attempts at the treasure throughout the years, monsters inhabiting the surrounding area, etc... Without the consultation of a Sage the Referee should not give away any info regarding treasure, past attempts or surrounding areas. Of course the characters could always get info from the taverns and such, but they will be 75% wrong each and every time. Upon reading the adventure the Referee will notice it will be in the PCs best interests from time to time to give some coin and not just take it all the time. In fact, a little generosity could very well save their skins.

I hope you enjoy running and playing this adventure into the bizarre and unknown as I have writing it. I'm not going to give "Stat Blocks" for monsters encountered but I will include the book and page number that this info is available. Don't take yourself too seriously. It's meant to be a goofy romp, so have fun!



Now let's get started shall we? Call over your friends, and grab some dice and get to it!

We begin in the city of Ravensreach...

Ravensreach:

Ravensreach is a city of pretty much everything an adventurer would need. The city is built on a lonely mesa and is very well defended. Temples, fighters' guild, three of the best Dwarven blacksmiths on the planet, etc...

Ravensreach is one of the last adventurer friendly places a hopeful get rich dungeon delver would ever have access to.

The major temple in Ravensreach is dedicated to Datronus: the purifier, bane of the undead, slayer of demons. Ravensreach is a mostly lawful town consisting of primarily humans, a small number of halflings and only 3 dwarves who run the finest smith shop in the land!

Ravensreach is a city of:

- 2,350 humans
- 135 Hill Dwarves
- 3 Mountain Dwarves
- No Elves, Half-Elves are known to dwell within city walls, but a few Half-Elves may reside there in secret. Their fear is that they will be met with suspicion, and this belief is probably not without merit.

Keep in mind that most citizens of Ravensreach have never even seen an Elf, so the roleplaying opportunities can be quite entertaining if one happens to be in a travelling band.

The Temple of Datronus:

They are a temple that will supply and help any party (in time of great need) consisting of at least 50% members of lawful tendencies. They are even more favorable to those that are lawful good. Any chaotic character (pc or npc) causing troubles are escorted out immediately! The Temple of Datronus will do the following for the favorable aligned PCs:

- Potion of healing: 250 gp
- Potion of Cure: 250 gp
- Potion of Undoing: 450 gp
- Potion of Restoration: 500 gp
- Elixir: 300 gp
- Holy water 150 gp
- Heal: 5 gp per hp restored
- Cure: 100 gp
- Potion of Anti-Venom: 100 gp
- Null: 200 gp
- Resurrection: 1,000 gp

And these are the prices to those characters that are friendly to the temple. Those opposed will either get no service or be charged at least three times the cost listed above! Of course smaller temples to other deities are available, but the prices are more than likely not very comparable. Ravensreach is in all certainty the city of the Patron, Datronus.

Now gear up, and head out!

Getting there:

From Ravensreach the tomb is roughly six days travel at the base of the Ikara Mountains. Major trade roads make up most of the travel, so honestly unless the PCs decide to cause trouble there really won't be any reason to foresee any. Of course along the way bandits can be seen scouting the road on horseback, but seeing the strength of the party there is an incredibly high percentage that they will just pick their battle and decide to rob another day. Travelling guards are met, and greeted. Traveling merchants may, or may not sell their wares at roadside (doing so invites trouble down the stretch with possible bandits). Of course if the PCs are willing to shell out some cash for what the merchants can have they may just think a bit of trouble might be worth it!

After five (possibly) uneventful days of travel the PCs manage to make it to the markings of the old abandoned stretch of road leading to the tomb. The road has grown up a lot since the days when it was travelled by Mervin and the rest of his troupe. An inexperienced traveler in these parts could easily miss the turn, but not likely since the PCs hopefully sprung some coin for the Sage or have an experienced Elf or Thief accustomed to reading maps in the group or under employ. The group (if having a character familiar with tracking) will be able to tell the fresh wagon tracks that came ahead not even a full day earlier.

If the PCs were wise enough to consult a Sage they will already be aware of the frequent raids on adventuring groups the tomb by Ogres and worse still Giants! It is so bad that without the protection of the long since passed Mervin or his Uncanny crew the tomb hardly sees any would be looter reach its doors intact... mostly becoming Giant and Ogre dinner on plates made from rusted shields. If the PCs were to ever find the Giants' lair in the mountains then the hoard of treasure would probably be pretty astonishing!

The Giants and Ogres have found it beneficial to lair together with a great number of Dire Wolves that they have domesticated. They have also, over the course of a couple generations, devised and dastardly ambush technique. Thankfully for our PCs the trap has already been sprung on the unfortunate group that had but less than a twenty-four hour lead to the tomb.

Yes, fortunate because as Referee you will be privy to what could have happened, and honestly what CAN happen if the PC party tarries and the mess ahead is already cleaned up. If the group pushes on then select 'Option 1', and if the group tarries or makes camp on this forsaken road it is your joy of being Referee to subject them to 'Option 2'. Of course the choice is theirs depending on how they want to take this path. If they don't select either option then use "Option 3".

There are some raiding bands of Goblins in the area as well. They typically stick to nocturnal raids and are right to fear the giants as well. There is a 50% chance of a goblin raid overnight. A raiding party will be 1d6+3 in number and are easily routed if casualties are taken amongst their group.

4 – 9 Goblins (Stats as Orc on P&P pg 29)

Wandering Monsters in the Outdoors:

Check every 12 hours while on the patrolled trade roads, and every 6 hours while “off” the road. There is a 1 in 6 chance of an encounter occurring for each time period. Number appearing will be as listed in the respective monster listing in book. Roll 2d6 to determine encounter.

- 2-3: Wild Boar (P&P pg 28)
- 4-5: Red Caps (P&P pg 29)
- 6-7: Wild Men (P&P pg 29)
- 8-9: Ogres (P&P pg 29)
- 10-12: Brigands (P&P pg 28)

Option 1:

The PCs push on over the forgotten trail watching the signs of the travelers that came before them. If the tracks are examined the PCs will be able to discern that one set of tracks are merely a day old while another set is a week old. If a tracker is in the group it will be determined that the other set of tracks is indeed four days old. Also that same tracker could detect that each grouping had one wagon and two additional horses riding signally with them. About a half day journey down the trail any perceptive PCs will hear loud yelling and guffawing in the distance beyond a hill much too abrasive to be any human. Upon further investigation they will hear the playful yelps of Dire Wolves and the occasional scream of a male or female followed by more laughter of what must be from monstrous lungs indeed.

To scout ahead or not is a very important option!

Rising above the hill the PCs will come across a very gruesome game of catch by equally gruesome players. A group of Ogres and Giants are playing a “friendly” game of keep away with their pet Dire Wolves. No balls are accounted for in this disturbing sight. The players are utilizing the remains of their last victims! A bit of human tossed to and fro... at times snatched from the air by a leaping Dire Wolf before it found a brutish hand of one of our aberrant athletes. A bit of victim tossed here... a bit of victim tossed there, and all the time the Ogres and Giants placing bets and trading gold and other trinkets from their bags full of gods know what! The Dire Wolves yelp, bay and chew and sometimes make a snarling circle around the three survivors of the raid.

These survivors are bound together and badly injured. The horses are dead and their wagon is damaged. Their stocked goods lay scattered on the ground. The survivors are tied and cannot defend themselves against what they know must be coming soon. The other victims are either strewn across the area or themselves being used as a gruesome chew toy. Morgan (a human female fighter), Patroness (a human female thief), and Boren (a human male fighter) are all that remain from this band of ten scrupulous adventurers. They beg the gods to see them through this.

The PCs (unless they are insanely foolish) have the element of surprise!

The raiding band consists of:

3 Dire Wolves (as wolves P&P pg. 29)

3 Ogres (P&P pg. 29)

2 Giants (P&P pg. 28)

The Giants each carry bags containing 2d6x10 gp worth of coins and various other trinkets.

The Ogres each carry bags containing 1d6x10 gp worth of coins and various other trinkets.

Upon noticing the PCs the giant raiders will drop the scraps and attack the fresh meat with delight!



Option 2:

Not quite as fortunate for the PCs, but at least somebody gets the benefit of surprise!

By mid-day they are a quarter down the trail. The trail ahead seems to call for them to venture on... even the horses seem impatient and start to buck a bit at the long intervals the group seems to be taking. Whether they are checking the trail, the skies, or whatever... even the henchman, and hirelings (if they were wise enough to bring some, are chomping at their bits to move along or see something worthwhile on this seemingly deserted road. In the middle of a daydream either a PC or NPC gets a rude awakening from a wonderful tale in one's head about a maiden (or a dashing sir Knight) preparing to please the PC in a most sensual way. The character lost in "la la land" indubitably takes a Giant's heaved stone with no hit roll needed. Upon this action the party encounters the raiding party that of course seems well fed and ready for a fight.

No roll for initiative is needed. Surprise goes to the raiders! (Referee's Call! Tell the players to deal with it...)
The Dire Wolves make short work of the horses on the wagons, or to tie the horses up that have riders.
(Referee's choice on that!) There are only three Dire Wolves, so use them to do the most damage. They are used

to this routine and the bloodshed, so either the PCs smite them or the Dire Wolves run over them as they have been trained. These wolves are trained (as are the others in the lair if the PCs ever care to find it) to take out the horses first, and then move on to the smaller members of the party on foot. The less “shiny” ones you may say. A mess will lie in the road made up from pieces of scrapped wagon and the littered corpses of horses and human victims, but the party will have little time to ponder it as the rain of rocks comes down from the sides of the trail. The Dire Wolves assault the transportation while the Ogres come at the wagon from both sides, and at the same time the Giants stones crash down upon the group. After three rounds of this the Giants come out of the rough along the sides of the trail. Luckily for the raiders they have had an extra twelve or so hours to regroup, so the forces opposed the PC party stands at:

3 Dire Wolves (P&P pg. 29)

4 Ogres* (P&P pg. 29)

3 Giants * (P&P pg. 28)

The Giants each carry bags containing 2d6x10 gp worth of coins and various trinkets.

The Ogres each carry bags containing 1d6x10 gp worth of coins and various trinkets.

The Raiders will attack with great tenacity. They will make checks for morale only if the Giants are being defeated. The Ogres know better than to flee in sight of the Giants.

*time to regroup has strengthened their numbers as mentioned above.

Option 3.

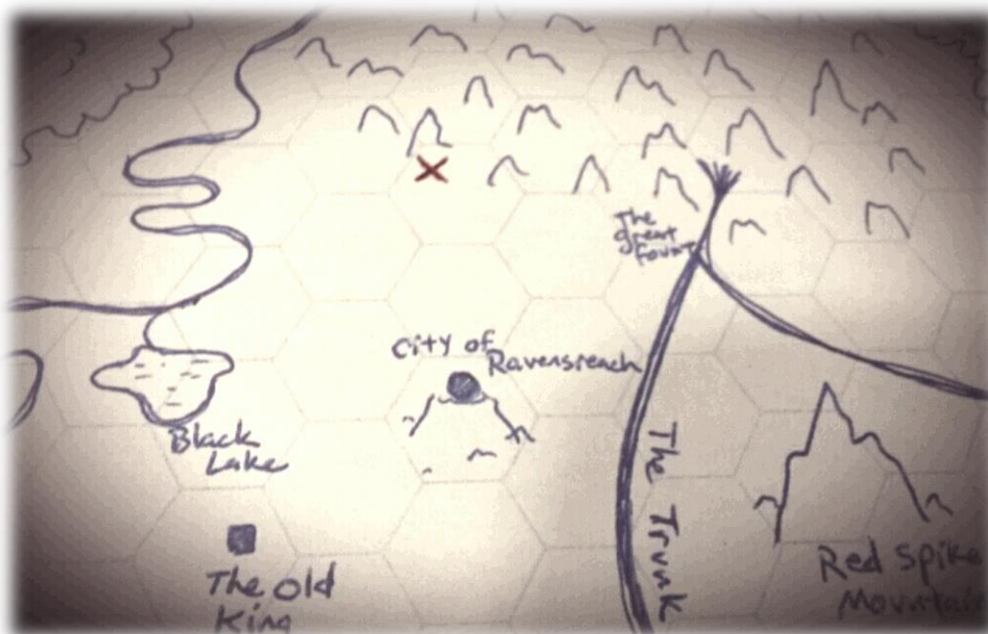
The Players chose not to take either path... That sucks. You're on your own, Dude! There are plenty of goblins

out there that will squeal about the trail if captured and persuaded to talk.

< X marks the spot!

Aftermath of the ambush:

Following the (hopeful) triumph of the PCs over the Giants and Ogres the group will more than likely tend to the survivors of the first group if they chose option one above, or clean up what's left of



their own group. The survivors of the first group (if any) are severely injured and unable to fend for themselves or make it back to any civilization on their own. If the PCs are generous enough to leave their henchman with the

group they will be safely escorted back to town and one day once they have recovered they will seek out the PC party and give them a gracious reward. Of course the survivors could always accompany the PCs to the tomb and back, so there can be greater safety in numbers, but the injured will under no circumstances enter the tomb or be capable of any type of action until properly cared for in a town or temple.

The group can stay for a while and recoup, but any stay over four hours or so will probably warrant another Giant or Ogre attack as they will no doubt come to check on the whereabouts of the raiding party. The group would be smaller of course, but any injuries the group has suffered will absolutely be a disadvantage for any further encounters. After all is accounted for the entrance to the tomb will be another six to eight hours travel on the trail depending on the urgency of the party. Once the PCs reach the entrance of the tomb they can rest at the base of the mountain. The Giants and Ogres are a superstitious lot and will not come near the entry. However other random wandering monsters may be prowling about and that option is up to the Referee.

The Entrance:

The entry way is set into the face of a mountain at the base of the great Ikara mountain range. A sight at the west of the entry has and can be used for camp. In fact it's being used right now!

At the camp are two wagons with six horses. A fire is built and five human male hired hands are busy tending the supplies. Immediately they notice the PC party approaching and start looking nervous. They are friendly men. If questioned they will not give away any information about the party they are working for, but from the way they talk they don't seem to be in the employ of the most savory and considerate band of adventurers. They would willingly take a bribe to just abandon the site if not fearful that the group inside would hunt them down and kill them.

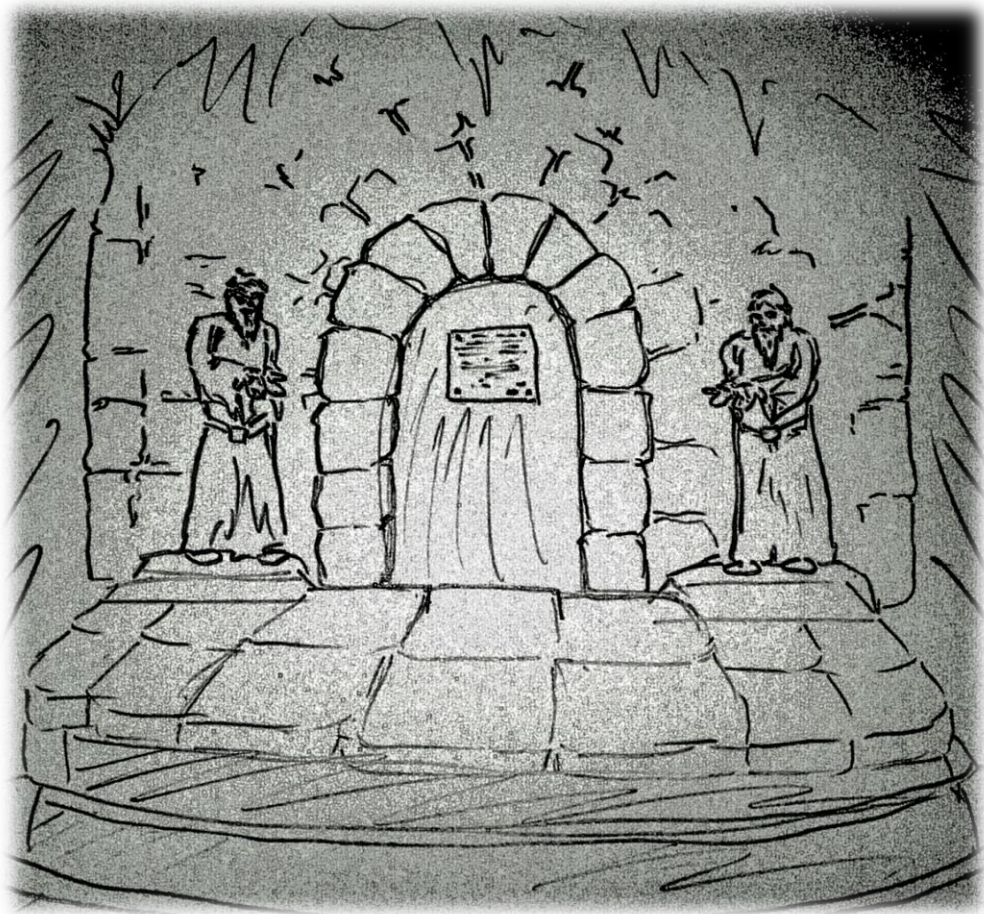
However, if they are guaranteed protection and possibly ridding them of their employers they would gladly "jump ship" and work for the PCs. They are a hard working lot if not a bit dense.



Getting in:

1.

The entry is set in the side of the mountain and obtainable by a stairway that leads upwards roughly fifty feet to a stone landing roughly thirty feet wide and twenty feet in width. A stone canopy juts out from the mountain supported by two large pillars to cover roughly fifteen feet of the platform. A large door is set in the middle of the wall ahead. An eight foot tall statue stands on either side of the door. The statues are robed humans with hoods pulled hoods, and their



arms extended as if they were expecting something. In fact they do! Upon inspection of the large door there is no sign of any handle or switch. Nothing in the sort of pushing, prying, or prodding will gain the characters entry. However, on the door is a plaque delivering a message from the Mysterious Mervin H. Floyd himself. It reads as follows:

“Greetings, travelers! This is the abode and final resting place of the Mervin H. Floyd. Where do I lie? Only the angel knows for sure. While I was living I sat on my wealth. I know I could not take it with me, and those robbers and adventurers would plot and plan to remove my hard earned treasures from my home. To those that are worthy enough to have them I gladly share my stores with you, but naturally certain tests and trials must be undertaken first.

You may find my abode dangerous, and possibly deadly, but it need not be. You may be disenchanted and frustrated, but you need not be. Don't let greed and haste cause you to fall. Take what you find if you wish... it is alright! Well, unless I say it's not, and then you will understand soon anyway. It's not like I can't use my former treasures where I am now, but I'm sure you understand being the adventurers and plunderers that you are. I was no different in my time here! Just do something for me if you please... do not disturb my rest, and please shut the doors behind you. I can't just have anyone getting in now can I?

-MHF “

Now how to get in? Not by force obviously...

If the PCs want to get them then they must learn to give. Who else to give hard earnings, and be generous to but these two obviously needy statues that guard the humble abode full of untold wealth and danger?! How much to give? That is up to the PCs of course, but the more generous they are the better luck they may have and possibly more forgiving the dungeon could be. I'll not give details (that is up to the Referee), but some ideas could be bonuses or penalties to saves... bonuses or penalties to hit... a slight increase or decrease in any damage done by any character or creature/ trap encountered. Now don't go crazy with this. I know how tempting it could be to want to nuke the entire party for paying a measly copper piece for entry. Remember the old proverb. "You get what you pay for!" The statues being paid, the large stone door slides up and a dark tunnel awaits the group.

This is something for the Referee to have fun with. Keep the PCs off balance some. Enjoy it, but the wise Referee should be conservative in any bonuses or penalties given in any case. Once they give and enter then it is over. They can spend no more. There is no "re do" so to speak. Enjoy!

Wandering Monsters in the Dungeon:

Check every two hours or so in the dungeon, or additionally, depending on how much commotion is being made. Roll 2d6 and consult the table below. There is a 1 in 6 chance for encounter during these times. Numbers of monsters appearing will be equal to the Stat lines in the respective book and page number listed below:

- 2 – 3: Drat (FFF pg 20)
- 4 – 5: Hornworm (FFF pg 20)
- 6 – 7: Red Caps (P&P pg 29)
- 8 – 9: Skeletons (P&P pg 29)
- 10 – 12: Jelly (P&P pg 29)

1a.

Upon entry to the tomb the PCs come to a set of rough cut stone stairs that descend over fifty feet in an otherwise natural tunnel. Inside the doors to the right is a lever that lowers the door to the outside with a solid "THUD". The tunnel is pitch black and the steps are slightly mossy and can be slick if much haste is taken on the descent. Don't go charging headlong down the corridor. That is a very good way to break an ankle or a neck don't ya think? As the tunnel winds to the right and then slightly down the left the bubbling sound of water can be heard ahead. Upon reaching the base of the stairs any Dwarf character can possibly determine that approximately sixty-five feet in depth. At the termination of the stairs an archway to a room stands before the PCs with the source of the sound of the water. Three burned out torches lay at the archway, but nothing else to speak of.

2.

Through the archway the group enters a room approximately twenty feet wide, fifteen feet deep and with ten foot ceiling supported by four equally spaced pillars. A large pool ten feet in diameter is located in the center of the room with a high lip surrounding it.



The very clear pool appears to be about three feet deep and bubbles with seemingly clean water.

Two doors are located on each the east side and west side of the room in each respectable corner. Another door is centered in the wall towards the north opposite the entryway. All five doors are of equal size and make being heavy wood doors with iron banding. Upon inspection the doors all are determined to be unlocked and devoid of traps. Many footprints litter the dust on the floor. A couple of used vials lay beside the pool. Otherwise all is normal in the room... except the contents of the pool.

The pool is indeed magical. (Of course it

is! See? You already knew that.)

The water in the pool is pure and potable. Drinking the water will heal 1d6+3 hp of damage on the first drink, 1d6+1 hp on the second, 1d6 hp on the third, and a mere 2 hp on the fourth. All other attempts to drink will no longer heal any type of damage for the group until the pool is "recharged".

Trying to take the water out of the pool nullifies the magic, but my goodness, what good tasting water! If magical items are submerged in the pool they will be drained. Potions, items, and scrolls won't be drained, however if they are in water tight containers. If a character submerges themselves in the pool then a number of random effects may occur. I don't have time to go into them here, but the magic drained from the items they carry could be absorbed by the PC. Some effects could be: (depending on what is absorbed of course...)

- Increase in natural armor by 1 to 3 hits (turns skin metallic color- might be able to rust!)
- Whatever off the wall thing the Referee can think of
- One party member we had got their legs chopped off (more to come on that later), but they were strapped back on and tossed into the pool. The legs were healed but they were on BACKWARDS!
- Addition to or Subtraction of Abilities (Strength, Constitution, etc...)
- Magical ability to replicate certain spell effects usable twice daily

Of course these affects could be benefit or bane to the PC and any items not covered above would be permanently absorbed and gone for good.

2a.

Behind this door is a long thirty foot long staircase ascending over sixty feet in height. The stairs are very narrow and must be taken carefully especially by those in metal armor. There is a slight mustiness in the room and there is no light source. A few bits of metal chips are on some steps as well as scrapings against the stone steps, as if a few tumbles have taken place in this stair before. At the top of the stairs is a small platform and a large oaken door with slightly rusty metal bindings. The door is locked.

3.

This is a room approximately twenty feet wide, and twenty feet deep. The room is stone brick and the ceiling is ten feet in height. The room has no light source. **Roll for surprise!** In the center of the room the PCs spot a Gorgon, or just a statue to be exact. (The PCs should probably check for soiled undergarments at this point). On the base of the statue is inscribed the following. **“The opposite is also true”**. What this means of course is if any character is turned to stone then placing them in front of this statue will revive them to a flesh and blood living state. (Provided the save for constitution roll is successful, of course). Otherwise nothing else of interest is in the room except for across the room opposite from the entry and to the right. If this area is checked a secret door will be discovered. It is not locked or trapped.

4.

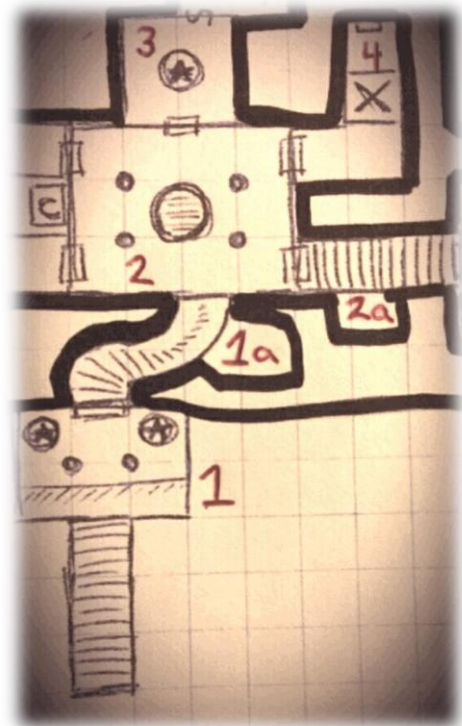
This, stone block, ten foot wide hallway is twenty feet long and turns the left another twenty feet. There is no light source in the area and a musty smell hangs in the air which gets stronger with a hint of decay at the bend in the hall. At the end of the hallway is a door which is locked. A sign is engraved on a copper plate on the wall that says **“Are you sure you really want to go this way?”** Well, more accurately the “door” is a false door. “Unlocking” the door actually triggers the large trap ten feet back in the hall.

If the door is successfully checked for traps first then the whole thing can be avoided, but once the trap is set then it cannot be unset. The trap resets itself in one hour, but by “relocking” the mechanism the trap stays active although a faint click will be heard (this is just the timer resetting back to one hour). The trap will spring and drop 1 to 3 characters into it unless saves can be made at a -2 penalty considering the size of the pit.

The characters drop twenty feet down onto hard stone causing 2d6 hp of damage. The pit has two long dead adventurers in the bottom along with their rusted armor and weapons and some various mixed coins equaling 57 gp in value.

5.

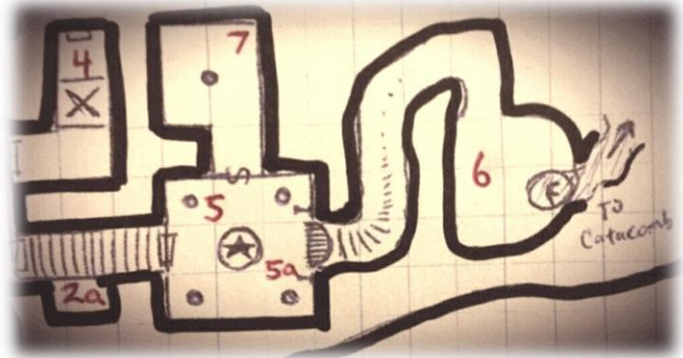
This stone room is thirty feet wide, thirty feet deep with a ceiling ten feet high. The room is supported by four equally spaced pillars roughly in each corner of the room. In the center of the room is a statue of a robed man with his back turned to the entry, and his arms stretched out in front as if casting some arcane spell. The statue



faces a six foot tall rusty grate blocking a doorway in the opposite wall. On either side of the grate is a lever set about five feet in height. Either lever can be positioned up or down. Blood stains can be seen around the floor of the grate. Nothing of value is in the room, but a broken dagger or a splintered shield perhaps as well as some clothing with small burn marks on them. Centered in the northern wall is a secret door if the party is so inclined to check the area. It is not locked.

5a.

The levers on either side of the rusted grate are positioned straight out. Both levers must be simultaneously positioned **UP** then **DOWN** for the grate to open. If the levers are positioned in any other way the statue will unleash a small lightning bolt from each outstretched hand to whichever character positioned the lever incorrectly. The lightning bolt does 1d6 hp of damage (save for half damage). After firing the bolts the levers reposition themselves in the original place. If the grate is attempted to be forced open the statue



will unleash a series of three bolts at each character forcing the grate with no chance of save. The statue can be hit and smashed with a weapon but each item striking must make a save or be snapped in two and useless. If the grate is opened correctly the statue will take no action whatsoever. (A character during play finally figured out the lever sequence then turned his smoking, charred rage against the statue. He still carries the head to that statue to this day in his backpack as a reminder. Good times!)

6.

Through the grate the PCs enter a dark rough cut corridor with course hewn stairs covered in moss. A couple of burnt out torches litter the steps as the descent gets more humid and the sound of muffled running water can be heard ahead. A careful trek must be made down these stairs as the humidity is higher than the rooms previous and the moss and stone steps are progressively more slippery. (I hope you chose the combat boots over the hipster “chucks” today!)

The corridor leads in approximately twenty feet and then turns to the left for another thirty feet before taking a slight bend about another thirty feet to the right and then almost immediately a hard right another twenty feet before opening into a very warm humid room. A Dwarf character can determine that the depth descended is roughly two-hundred and fifty feet. The sound of running water grows louder and the humidity in the air makes the torches flicker a bit.



The room ahead is roughly twenty-five feet wide and twenty-two feet deep with ceilings with crude small stalactites above head about fifteen feet. The slick moss covers the walls and the floor so careful footing is a must. Some bones litter the far end of the room as well as some rusty bits of armor and broken swords. A hole can also be seen in the floor across the room from which the noise of the water is coming.

Roll for surprise! The room is occupied by a very large tentacle covered mass! The creature fights as a level 4 monster. (Compare to the Stranglebones creature in FFF pg. 20, but this creature is **NOT** undead.)

The Creature is very large because he has been well fed in this location. This creature is intelligent, and if it is reduced to one-half or lower of total hits it will attempt to ensnare a meal and flee down the hole (with a splash) into the catacombs below. Any character being taken this way will never be seen again. Anyone foolish enough to leap into the hole after them will be swallowed up by the current and drowned by the underground river.

Chimtiller (Comparable to Stranglebones in FFF pg 20, NOT undead)

7.

Beyond the secret door this connecting ten foot long passageway opens up into a room twenty feet wide, twenty feet deep with a ceiling twelve feet in height. In the center of the room stands a large pillar and when the PCs enter the topmost portion of it glows with a strange blue light that fills the room. On the pillar are pictorial scenes of what appears to be stories from Mervin's life showing him wielding magic against many different sorts of creatures. In the far corners of the room are four ceramic urns holding roughly 37 to 53 gp of mixed coins each.

8.

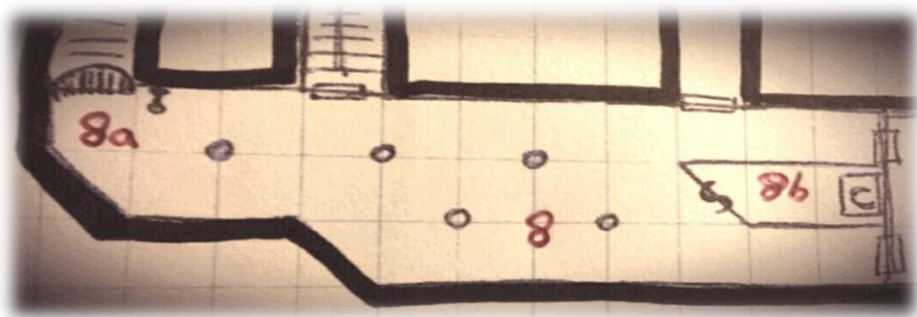
Two doorways open up from the main "pool room" into this large room. The two doors are separated by a thirty foot long wedge shaped divider that tapers from the left. The room itself is a full twenty feet in height and supported by five large alternating pillars down the expanse of the one-hundred and ten foot long room. As the PCs enter the room the topmost parts of the pillars flicker on with a strange blue light that fills the room. The room starts off at a width of thirty feet, then tapers down on the left hand side ten feet in width at the eighty feet mark and then tapers down another ten feet in width at the one-hundred foot mark and then the room comes to an end at ten more feet. This large room has stone block floors and walls that are dry and dusty. Along the northern wall there are two doors positioned at the thirty foot mark and another at the eight foot mark and at the far corner of the wall is an iron grate with a lever at the right hand side. There are signs of encampment in this room (ranging from broken bottles, scratch pieces of paper and even a loose fork or two).

The first door heading west is unlocked and it appears to have been picked and opened recently. The door opens up into a thirty foot long corridor with another door at the end. The door is unlocked, but very stuck!

The second door to the west is locked and still in fact has a piece of broken pick sticking out of it. The pick must of course be extracted before the lock can be picked. The previous "thief" obviously didn't do well at his job and made a mess for the next attempt. Any Thief attempting to pick this lock will suffer a -1 penalty. Not bad for a skilled Thief, huh? No worries... right?

As this happens 2d6 Skeletons pick themselves up and turn their attention towards the party eagerly wanting to deal with their little "life" problem they seem to be having.

2-12 Skeletons (P&P pg 29)



8a.

At the end of the room is a grate with a lever set at the right hand side. If searched the PCs will discover no locks or traps either on or around the grate, and the dust around the opening seems to be a bit thicker. The lever operates as a jack to raise the grate. Upon lifting the grate there is the small switch that can be flicked to set the lever in the **UP** position, so that the portal stays open.

8b.

At the end of the wedge shaped divider there is a secret door that is locked. The room itself is thirty feet in length and ten feet in width. At the end of the room is a wooden chest bound in iron. The chest is magically trapped and if touched without being dispelled the character will take 1d6+1 hp in electric shock. A saving throw can be made for half damage. The shock recharges itself every five minutes, but it disarms after the lock is picked. The chest contains 138 gp, and gems equaling 1424 gp in value.

9.

The room beyond the secret door is twenty feet wide, twenty feet deep with a fifteen foot high ceiling. One door is set in the north wall directly opposite from the entry and another door in the eastern wall at the far end. The room has no light source and over the stone floor large amounts of dried blood can be seen as well as a few splintered shields, a couple broken bits of weapon, and a punctured helmet or two. These seem to be gathered around the two doors oddly enough...

A chest sits on the center of the wall on the left hand side. A piece of parchment is stuck on the lid of the chest by means of a dagger. **“Take only what you need. Don’t be greedy... anything more will attract unwanted attention.”** The chest is not locked. The chest contains the following: a mass of gold coins and gems (roughly 6,341 gp worth), but on the top of the pile is a simple (but large) copper key. (It opens the door to room 13 only)



If the characters take anything more from the chest than the key then the PCs should **roll for surprise** as two Rattler Devils appear in the room and they will each attack with great metal hooks. When the devils appear the doors instantly lock. Both devils fight as level 7 monsters, and are in P&P pg. 28.

These Devils will fight until killed and at that point they disappear. They will also break the attack and vanish if all treasure (save the copper key) is returned to the chest and the lid shut. After the battle the doors unlock. (Yeah, they are jerks like that...)

2 Rattler Devils (P&P pg 28)

10.

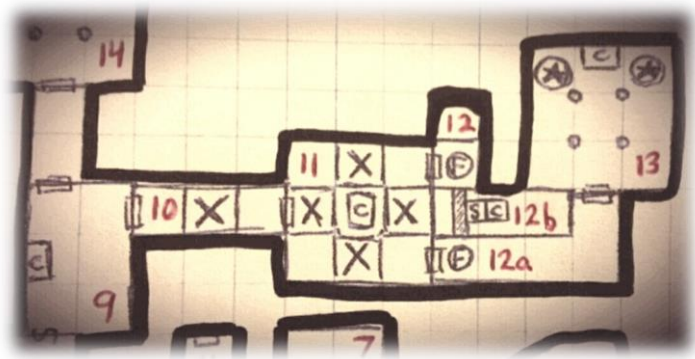
This opens up into a musty hallway with the smell of decay hanging in the air. The hallway is thirty feet in length, ten feet in width, and ends in a locked door. A sign on the door says **“Sometimes the guy in front is the lucky one.”** If the door lock is picked without being searched for traps and having the trap successfully disarmed the floor falls out ten feet behind the character attempting to pick the lock. From one to three unlucky adventurers will fall into the pit trap unless a successful save can be made with a -1 penalty. The fall is twenty feet deep and does 2d6 hp in damage as the characters fall on top of three other long dead blokes. Nothing of value will be on the dead save about 32 gp value of assorted mixed coins. The trap resets itself after ten minutes.

11.

The door opens up into a room thirty feet wide, thirty feet deep and with ceiling reaching about twelve feet. Upon opening the room there is a very strong and strange chemical smell coming from the room. This smell begins to fade as the door stays open for a bit, however it will be nauseating to most characters entering the room. A successful Constitution save will negate the effects of the aroma. Otherwise grab your buddies backpack and let go of your lunch in there. I'm sure they won't mind.

Upon quick inspection of the room it seems to be devoid of any clutter, but what the characters will notice first is more than likely the large chest sitting in the center of the room. There are two doors on the far wall past the chest. One door is in each corner section and both, upon inspection, will prove to be unlocked. A set of thieves tools rest beside the chest but appear to be partially eaten by some type of acid. The acid that melted the tools is now inert, but the tools are worthless.

The chest in the center of the room is heavy mahogany wood with iron bandings and seems to be attached to the floor and cannot be budged. On the banding on the lid is engraved **“Some mistakes costs friendships. Lost unto the four ends of the earth.”** Upon inspection of the chest it will be found to be locked. It is also trapped as a competent thief will be able to determine. Failure to disarm the trap activates the trapped floors in the room upon opening of the chest. Tapping the floor around the room will alert the cautious character of the hollow sound while over the trapped areas.



The room is trapped and 10' x 10' sections of flooring on the North, South, East and West sides of the chest will quickly slide out dumping anyone standing on the sections into the acid filled pit below the room.

(However, they may make a successful save to jump to safety and even then heavily armored characters suffer a -1 penalty.) Falling into the acid will kill any character instantly as they and any belongings carried will be totally eaten away in a mere minute. The trapped floor resets itself within five minutes of closing the lid on the chest.

The chest contains mixed coins and gems totaling roughly 873 gp value and two (wizard spell) scrolls in an ivory scroll tube.



12.

This unlocked door opens into a small room that measure ten feet wide, ten feet deep and only ceiling only six feet in height. Inside the room is a circular trap door in the floor and beside that is a crowbar with a parchment note wrapped around it. Written on the note is the following: **“Made it this far, but now I am alone and even with the treasure I have found I cannot carry it all out on my own. Good luck to whoever finds this. Peace out!” – signed Freddy Fast Fingers**

The trap door can easily be lifted off with the crowbar and leads to a small crawlspace to the south. This leads to area 12b.

12a.

Upon entering this unlocked door the characters will notice on the floor is a circular trap door. The door can be pried off with much difficulty with a crowbar or similar tool, or can be popped up easily by a switch on the underside if coming from area 12 and 12b respectively.

Beyond the trap door is a dark hallway ten feet in width and height stretching forty feet in length before turning sharply to the left another twenty feet ending in a stone wall with a large door set in the center of the wall. The door is very solid and no signs of weak points can be determined. Set in the center of the door is a copper faceplate and a lock. Engraved in the slightly tarnished copper plate is the following: **“Did you get what you needed?”** Upon further inspection of the lock any thief character can determine that the complexity was way beyond their abilities. The lock is enchanted to break any thieves’ picks that are used to try to unlock this device. In actuality the only method of opening the door is the Copper Key that hopefully found earlier in area 9. If the PCs use the copper key it will turn easily in the lock and with a solid click the key will sink into the lock letting door will slide open to the right.

12b.

This small tunnel connects the area 12 and 12a together. This incredibly cramped tunnel three feet wide and three feet in height, and stretches a length of about fifteen feet. Most large characters and ones that are in moderately bulky and bulky armor will not be able to squeeze through the tunnel and will more than likely get stuck, and obviously that is no fun! A secret compartment is hidden about halfway through the tunnel on the left, but is not difficult to spot. The compartment is not locked and upon opening the character will discover a small chest that contains four large blue gems and a note saying: **“Give to the blind, so that you may see.”**

13.

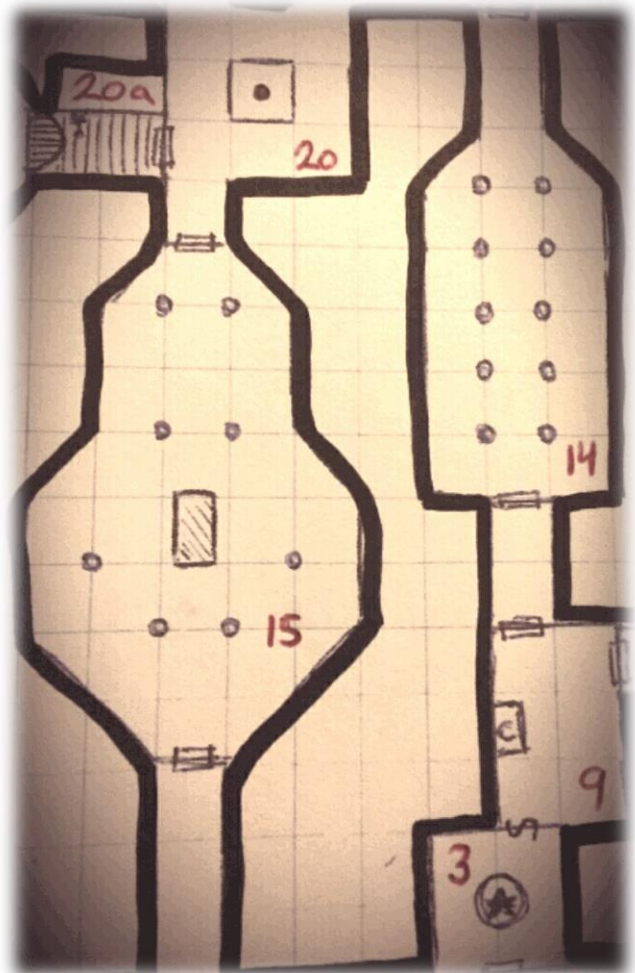
Upon unlocking the door with the copper key the door slides away to reveal a very dark musty, and dust filled room. The room appears to be about thirty feet wide and thirty feet deep with the ceiling reaching fifteen feet in height. The air in the room is very dry and stuffy. There are four pillars in the room that are each etched with strange dust filled engravings. Upon the characters entering the room the tops of the pillars flicker on with an eerie blue light. No foot prints of any sort are seen in the room besides the ones the current inhabitants of the room are making. This room has not seen anyone come through in quite some time.

Along the far north wall a statue of an old robed man with crossed arms stand in each corner. Upon further inspection it appears that their eyes have been hollowed out. If the gems from area 12b are put in each of the statues sockets they will glow faintly and a chest will appear against the wall between the two statues. The chest is unlocked and will actually pop open on its own the instant it is touched.

Contained in the chest is: mixed gold and silver pieces equaling roughly 476 gp, a few large handfuls of gems approximately worth 5,756 gp, and a small jewelry box with a gold ring and a note inside. The note states as follows: **“The coins and gems will do you well to get you out of a bind for sure, but this ring will be all that satisfies a certain lady.”**

14.

If this room is entered from the south the PCs will come through a corridor twenty feet in length and roughly ten feet wide as well as in height. The door at the opposite end is unlocked and not trapped. Beyond that door is a room, thirty feet wide by sixty feet long that tapers in the northern most point to a hallway that is roughly ten feet wide and twenty feet long ending in a locked iron bound wooden door. The room contains ten stone support pillars spaced evenly down the length of the room in two rows. Broken statues of adventuring men and women litter the floor and those that are inspected have the look of terror on their petrified expressions. A vampiric gorgon named, Pepren LaToune has been cursed to guard Mervin’s abode until the end of her days and, frankly, she’s not too happy about that. She was once an old adventuring partner of Melvin’s until she tried to cheat him and steal his belongings. He discovered her plan and cursed her to forever keep his possessions safe, but never be able to leave his home. Pepren has, overtime, become obsessed with collecting her trophies and storing them in this room for future victims to see before she strikes. She also carries a ring of keys for the abode that slightly jingle and may give her away mere seconds before



an attack. (Treat Pepren as a vampire in P&P pg. 29 with the ability to turn victims to stone as a gorgon on P&P pg. 28) there is a 75% chance that Pepren will be in this room, and if she is not then she most certainly will arrive within 2d6 rounds.

Putting on the ring from area #13 is the only thing that can break this curse if she can somehow obtain it. She has not been able to find the ring as a part of the curse, but she will be aware if another person is wearing it and will stop at nothing to claim it for herself. If the party turns the ring over to her she will snatch it out of the hand of the one offering and disappear into the shadows, but if the party refuses to give her the ring or is clueless of its importance then she will attack without mercy to claim it. If this means turning the wearer to stone and breaking it free from his/her petrified hand then she will do it without a hesitation. She also wields a magical sword (+1) and a cloak of invisibility which she will use to her advantage.

15.

Both doorways of this room (north and south) are spiked shut and require some force to get them open. The room is filled with a pale blue light coming from the tops of the support columns. The expanse is quite large, being eighty feet long, and fifty feet wide towards the center of the area. The room tapers sharply at its south end becoming a ten foot wide doorway and the northern end of the room begins a gradual taper at its midpoint to thirty feet wide and then tapering again to a similar doorway ten feet wide as the south entrance. A rival party has barred themselves up into this room to make camp, and have been investigating a glowing sarcophagus in the center of the room. Eight support pillars (four to the south of the sarcophagus and four to the north) are spaced throughout the room.

Upon forcing entry into the room the rival party took hiding spots behind the pillars save the wizard and cleric who seem bent on removing the lid of the sarcophagus. As they touch the lid blue arching bolts of energy crackle around the base and the smell of ozone wafts through the room. The two grave robbers barely give the PC party a second thought it seems but find it difficult to hide the look of nervousness on their faces. If the PCs approach the sarcophagus they will notice a faint "humming" that grows louder each step they take.

If the party members get within twenty feet of the sarcophagus or show any threatening behavior the rival members will appear from their hiding spots (if they have not already been detected) and will brandish their weapons. They are not the friendliest of people and aren't willing to share any claim to treasure they may find. They will attack if threatened, however the wizard and cleric will still attempt to remove the lid while the others fight.

The rival group is as follows:

Jon Milocker- level 4 Thief (Dexterity, Wisdom) – Leather armor, Dagger +1
Biltrek Burna- level 4 Fighter (Constitution) – Chainmail, Shield, Long Sword
Buds Aberdek – level 2 Fighter (Strength) – Chainmail, Shield, Club
Piddleskip Sambo- level 5 Wizard (Intelligence) – Staff +2
Howie B Shcott- level 3 Fighter (Constitution) – Chainmail, Long Sword
Howie B Rod-ger- level 3 Fighter (Constitution) – Chainmail, Long Sword
Herbie D Bump – level 5 Cleric (Wisdom) – Platemail, Mace +1

They also have four non-combatant porters: Willy, Pinto, Lefty, and Clyde who will continue to hide during the fight. (The other hirelings were outside at the camp. You've already met them.)

After two rounds of combat, if the wizard and cleric are not stopped, they will open the lid to the sarcophagus, therefore freeing two Rattler Devils that have been trapped inside. They will not hesitate to attack anyone who is closest to them and will continue until they sustain injuries equaling half their total hits whereupon they will then flee. These two devils are both fight with large metal hooks as level 7 devils in P&P pg. 28. They attack until destroyed.

16.

Upon entering this room from the south the PCs find themselves on a slippery staircase roughly thirty feet long headed into a very dark room. Upon reaching the tenth step a trap triggers causing the stairs to become a slide into the mucky, slime filled room below. The room is forty feet long and thirty feet long at its widest point with a ceiling that reaches roughly fifteen feet. The room tapers on the north and south ends to a width of ten feet. The room is supported by four stone pillars spaced in a rectangle pattern in the center area, but they are nothing out of the ordinary. The slime has no ill effects but will cause skin to tingle and is thoroughly disgusting and difficult to walk through. Until special care is taken to remove the slime the PCs may suffer -1 to -2 penalties on tests in combat or those activities requiring strength or dexterity. The slime takes at least thirty minutes to clean off of armor and equipment, and clothing may just need to be changed out completely. The northern most part of the room ends in a stone archway and crude stone steps that appear to lead to part of a natural cavern.

17.

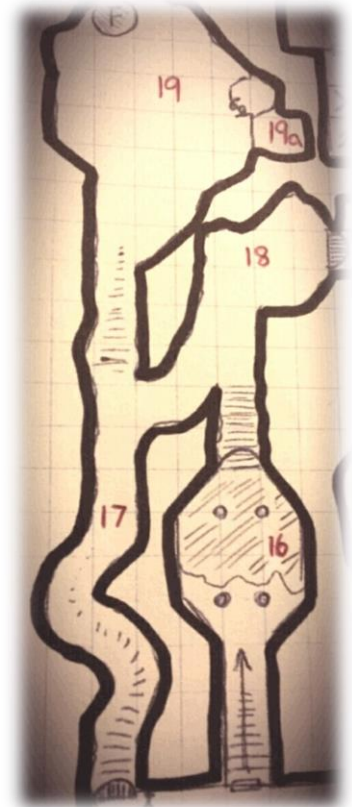
Upon passing the iron grate to the south the characters enter and descend a very dark "S" shaped passageway ten feet wide that stretches about ninety feet in front of them. About ninety feet down the tunnel a passageway branches off to the right about thirty or so feet, and also straight ahead there are more steps descending down about another forty feet further to where a faint greenish glow can be seen in what appears to be another room in the distance.

18.

Two small tunnels lead into this room that is roughly thirty feet in width and thirty feet at its longest point. The room is part of a natural cavern area that looked like it was half-way taking shape as a cut room. Stone chunks still lie in the room and if a character is careless they might just twist an ankle. A couple of broken shields and swords lie scattered on the floor. They are rusty and pretty much worthless. If a careful search of the room is made 62 gp worth of mixed coins will be found as well as a magical dagger +1. On the eastern part of the room is an arch-way blocked by a grate made of heavy iron bars. If they are forced they will not budge, and roughly ten feet up the steps on the other side a lever can be seen on the wall that activates the mechanism to raise the grate. Obviously it cannot be reached from this side by normal means.

19.

This dark stairway leads down into a large naturally made room roughly seventy feet in length and ballooning out to around fifty feet at its widest point. The room is covered from floor to ceiling in a weird luminous moss that quickly fades if picked or scraped off the surface. This moss is harmless, but may be used by clever wizards in the production of certain potions and brews. On the floor in the north-west part of the room a gaping hole about five feet in diameter leads to some unknown caverns below. The moss grows down this hole about four feet then gradually stops. Any character wishing to descend this hole will find it very slick and treacherous and if a dexterity save is not made at a -2 penalty they will plummet to their certain death below. If the characters wish to descend with rope and a harness then obviously that is allowed, so the Referee is encouraged to make it the den of some horrible beast of their discretion. These catacombs are not mapped, so have fun!



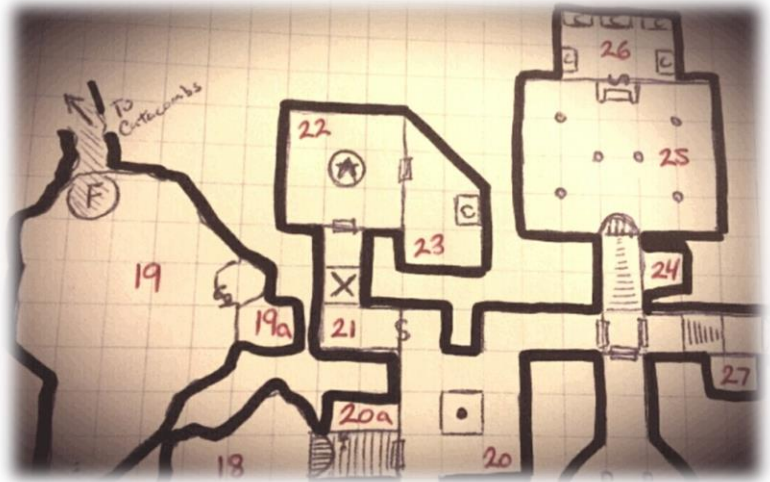
19a.

On the eastern wall of the previous area a strange outcropping of stone with less moss will be discovered if the room is searched. Upon more inspection it will be recognized as a rotating stone door. It will take a combined strength of three characters to move this door. As the door rotates to the right a small round room about ten feet in diameter is revealed and inside is a middle-aged human male standing in the center of the room in apparent stasis. The man will not respond if spoken to or prodded in any way. His skin glows faintly as the moss does in the previous room. If the man is removed from the room he will return to consciousness, but will have no memory whatsoever. He speaks an odd dialect that anyone with decent wisdom or intelligence will recognize as an old dialect from a nearby land. The man will follow the characters given the chance, but probably won't be much good in a fight for quite a few days. Over the next couple of months his memory will return and he will recall his name (Dr Willen Enstiga), and the fact that he is indeed a level 8 Fighter.

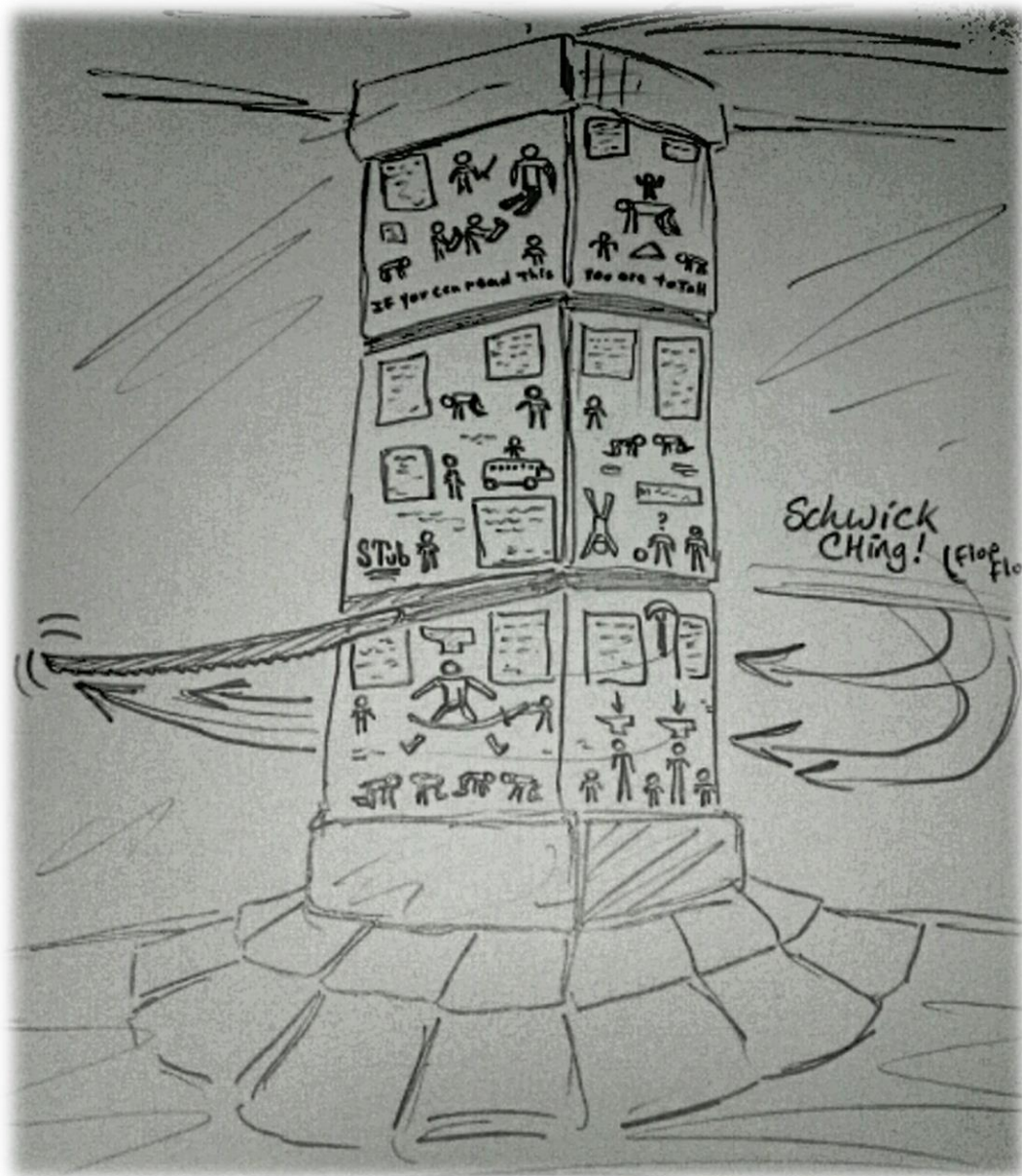
Any deceased character placed into this room and shut up for at least an hour will be revived, but will have "lost time" from the past couple of days. Also, one drawback from being revived from the chamber is having your skin glow (as the moss does) for $1d6+1$ weeks. This makes it difficult to sneak around or for your spouse to sleep next to you without an eye mask of some sort. Just look at it this way though... at least you're alive!

20.

Entering this connecting room the characters will no doubt notice a very large square column in the center. The column seems to be separated into three equal size (and very large) square blocks with about a two inch groove between each one. The column is covered with hieroglyphics and script. Upon closer inspection the writings tell stories and poetry (mostly humorous) in different languages about talk about short people, amputees, or just drunk people falling flat on their face. Typically these little quips will be signed by (obviously) bogus writers with names like Stubby McGee, Bompus de la Kneecap, Flatins Ala MaFays, etc.



Pressure plates surround the column and are each about two feet in length. Anyone standing on either side of the column would have triggered the mechanism. They are extremely difficult to spot, and the proximity of searching may in fact place the searching character on top of one of these plates. There is a -2 penalty for any successful search to notice the plates. Large patches of dust covered dried blood can also be seen on these plates with just a bit of light brushing. A couple minutes into reading these horrible pun-filled tales the characters hear a click and a mechanical whirring sound coming from the column that last for approximately ten seconds.



After this ominous sound then they hear the unmistakable pinging of a large spring tightening. An eerie silence is all that follows. NOW WHAT?!

I'm sure at this point the characters will stop and look down to notice the pressure plates they are standing on around the pillar have activated. (If they have not notice the plates already) If the characters back away or jump back from the column a large blade will quickly extend out of the lowest groove (about knee level) surrounding the column and spin around cutting through cloth, leather, sinew,

and bone. After the scything blade makes three revolutions it slides back into the column with the sound of tight pinging springs and the click, click, click of mechanical gears winding down.

All characters caught in the trap will take 3d6 hp of damage except those wearing metal armor will take 2d6 hp of damage. A successful dexterity save -2 will be allowed to sustain only half the damage rolled (round up!)

Obviously if the characters heed the poems and stories on the column and realize what is going on prior to the trap springing they can go prone and crawl away with the blade only blowing their hair as it passes by. Being caught in this trap certainly has the ability to maim any character unfortunate enough to be in its path and at the Referee's discretion if any character falls to ZERO or lower hp it may be treated as an amputation. The character still may die from blood loss, but there may be a chance that a cleric could at least save one or two characters from perishing. Just a possibility...

The trap resets itself in five minutes.

In the north western corner of this room there is a secret door, and also twenty feet down the corridor on the north east there is an unlocked door. The door to the southwest is locked with a average lock. The door to the south is spiked shut from the other side if the characters have not already dealt with the rival party in area 15 and freed the door.

20a.

Past the locked door there is a dark stairway headed down twenty feet to a grate with large iron bars (to thick and heavy to bend or lift) and an unfinished room to the opposite side. On the right wall of the stairway about ten feet down there is a lever on the wall that raises and lowers the grate.

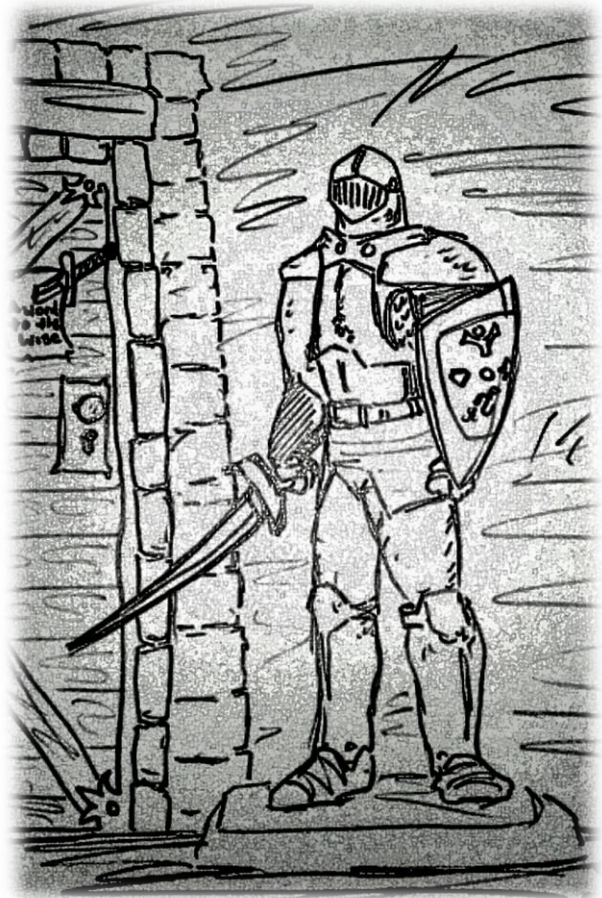
21.

Behind the secret door is a corridor that is roughly ten feet wide and twenty feet long until it turns the corner to the right and heads down another twenty feet to a locked door. Once the characters round the corner and head towards the door a pit trap will open up in the floor and the character in the lead must make a save or fall into the trap. It is a fairly small opening so the likelihood of them catching themselves as they fall is pretty good, however heavily armored characters may have some difficulty (-1 penalty). The pit is a full thirty feet deep and its being so narrow may be advantageous for the victim to forcefully slow their fall on the way down. If a strength save is made the character will receive half damage, otherwise they will sustain a full 3d6 damage. After the pit is open the members of the group can safely walk around it with no harm.

The pit resets after five minutes.

22.

Beyond the locked door is a squared room that measures thirty feet by thirty feet and a ceiling that reaches ten feet in height. The room is made of block stone and a blue light seeps through all the cracks of the stonework illuminating the room in a pale glow. In the center of the room is a stone statue of a warrior in full armor, shield and sword facing a doorway on the eastern wall. A dagger with a parchment note is stuck into the door and it reads as follows: **“A word to the wise! It is ok for you to open the door, but I would not let anyone else try.”**



Basically, anyone with a high wisdom is allowed to open the door. If you don't have WISDOM checked on that little character sheet then the guardian statue will animate and attack until it is destroyed, the "un-wise" character is killed or they leave the room. The Guardian Statue is 5th level and attacks as a Golem in P&P pg 28.

23.

Behind this door is a wedge shaped room that tapers out from the door to a measurement of forty feet in length and up to twenty feet in width towards the south. There is an unlocked chest on that far wall that contains four books on the creation and control of Golems. These Tomes are worth a sizable chunk of gold to the right wizard, and they can likely fetch up to 3 to 4 thousand gp in value for each to the right collector. Sometimes it is dangerous to advertise finds like this though.

24.

This stairway extends twenty feet down to a steel grate with no visible way of opening it. The room on the opposite side is visible and appears empty aside from six pillars and a throne on the opposite wall. This is quite simple really... The grate must be forced open either magically or physically, and after being opened and passed through it slams closed behind the players. Just don't be standing under it when it slams down because that would hurt. (Just a bit...)

25.

This room is measures fifty feet wide by forty feet in length with a ceiling extending twenty feet in height. This ceiling is supported by six stone pillars and on the far side sits a large stone Throne appearing to be made of marble and covered with furs. A thorough search of the throne will reveal that it in fact slides away from the wall on built in rollers on tracks to the left. It is still quite difficult to move and if at least three characters work together it will be able to be pushed back revealing an archway five feet in height that leads to another room.

26.

Past the hidden door behind the throne is a room that measures thirty feet wide by twenty feet in length. The ceilings are a full ten feet in height and the room shines with a blue glow from tiles in the blocks above head. The room contains five chests total. Three chests are on the northern wall, and two chest are on the west and east walls respectively. The chests are all unlocked and none are trapped. They contain the following (starting from the far left and working around)

- Chest 1: a mix of coins equaling 534 gp
- Chest 2: a mix of gems totaling 2358 gp
- Chest 3: a mix of jewelry worth 3421 gp
- Chest 4: two spell books and five books full of magical research (as with the Tomes on Golems above in area 23 these books can demand a great price to the right customer.
- Chest 5: a robe (of eyes), a pair of black leather boots (of levitation), two rings (fire resistance / spell use), a dagger (+1), and a nifty pointy hat (Magician's Hat). All are magical.

27.

Past the locked door leading to this area the characters discover a hallway stretching fifty feet in length. Ten feet into the hall is a stairway that leads down twenty feet to what appears to be a door with a large dial mechanism in the center and an arrow that can be rotated to rest on one of the four images that line the circumference of the dial itself. The images consist of a Dragon, a Star, a silhouette of an Angel, and a Diamond.

If the dial is turned to rest on the Dragon a huge gout of flame will shoot through the corridor doing 2d6 damage to all in its path unless a successful save is made for half damage.

If the dial is turned to rest on the Star a beam of blue light will shine through the corridor then each party member will have 1d6 magical items drained permanently (this includes scrolls and potions).

If the dial is turned to rest on the Diamond a beam of white light will shine through the corridor then each party member will notice all carried (treasure based) wealth will vanish. This does NOT include magical items or articles of mundane clothing.

If the dial is turned to rest on the Angel a blinding flash (lasting 1 to 3 rounds) will come from the seal then each party member's wounds are all healed instantly and the floor rumbles slightly as a section twenty feet in length from the dial begins to lower slowly like an elevator. Over a period of an hour even the dwarves of the party (if any) will feel lost underground and will start to doubt their own bearings.



27a.

The elevator lowers for what feels like at least six hours (Nap Time!) until finally the end section of the hallway rises revealing a glowing, and almost transparent length of corridor measuring roughly twenty feet. A large golden door sits at the end of the corridor and is engraved with what can only be images of a war between what appears to be Angels and Demons. The door has no handles of any sort but when touched it opens slowly into a large luminous room.

28.

The glowing room seems to measure about fifty feet in length and width with ceilings that reach to twenty or so feet in height. The air in the room will seem strange and the characters may get a strange sensation of euphoria and vertigo as they walk through the room almost effortlessly. The ceilings are supported by four large pillars that appear to be made of marble inlaid with gold. In the center of the room is a large golden sarcophagus, and behind that lies a large chest made from fine wood and bright metal. The large chest is unlocked and inside are various gems and gold totaling what can be estimated at least 103,476 gp worth of value. Also inside the chest is a pouch of six rings allowing the wearers to survive the elements of the outer planes. The chest will almost lift itself and the characters can get it outside of the room with little effort. After they leave the room it will become quite weighty, but the chest alone has an estimated value worth almost 2,000 gp. Once the characters leave the room the doors will shut behind them and the ride back "up" to the main area of the abode will take five or so minutes to complete.

IF Mervin's sarcophagus is disturbed at least twenty angelic beings will appear with flaming swords and attack without hesitation, and all in the party will surely die. To be fair, HE warned you about that from the beginning.

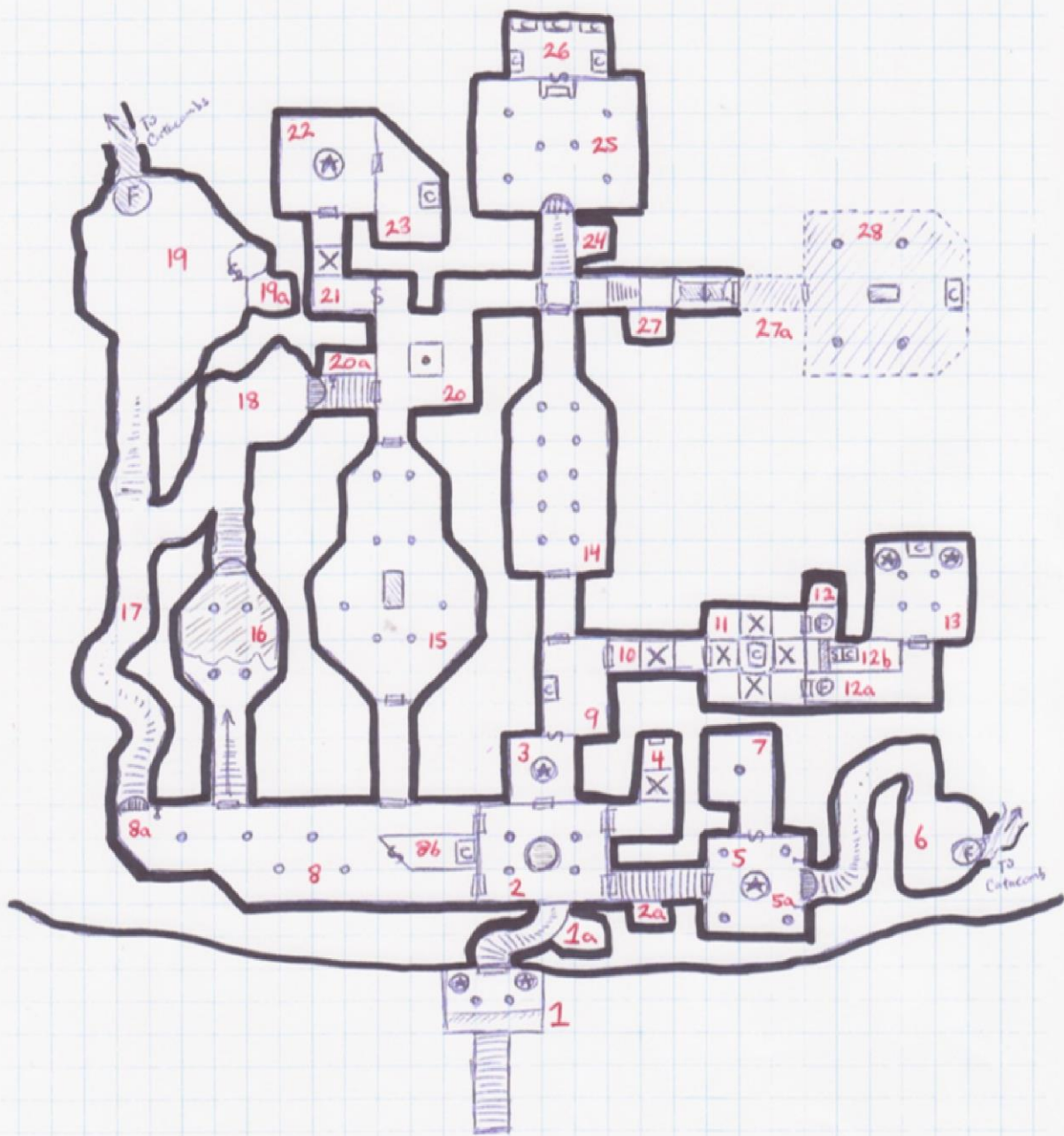
There is a great possibility that many of your party made it through with enough cash to help them in the constructions of their own keeps, towers, guilds or whatever they have in mind. That is a great thing! This adventure can certainly be used as a one off from the normal campaign to stock the characters up some and prepare them for the tough road ahead when they are torn between defending these properties on a regular basis and heading out to the wilds looking for more adventure the chances of they've never even seen before.

Use this as a springboard for further challenges that take the campaign to new levels. Enjoy the ride!



END







This is the back cover... nothing ever happens here.