

**G5**

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**Mini-dungeon Module G5**

# The Crystal Coffins

by Matthew E Kline

**AN ADVENTURE FOR CHARACTER LEVELS 5-7**



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***The Crystal Coffins is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.***



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Dazegoneby

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Writing, design, layout: Matthew E Kline

The Wraith on Horseback on our cover and inside cover was created by J. E. Shields

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# Dungeons of Dazegoneby

## Mini-Dungeon Module G5

# The Crystal Coffins

The ghost of a necromancer is raising an army of undead. He can only be stopped by destroying his earthly remains, hidden in a crypt guarded by eight crystal coffins. Unfortunately, the coffins are guarded as well. The heroes must journey to the necromancer's crypt, gain access to his coffin, and deal with his remains in order to stop the undead army from marching on the city of Greylake.

### About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, The Crystal Coffins is designed for 4-6 adventurers of level 5-7. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at [www.swordsandwizadry.com](http://www.swordsandwizadry.com)

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

### About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

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### **Gamemaster's Eyes Only:**

The necromancer Dararak has returned. His ghostly form now haunts the countryside near the city of Greylake, raising the dead and gathering to him an army. The skeletons, zombies, and wights he's amassed seem strengthened by his presence. Worse still, the necromancer seems to be impervious to harm.

It's believed that the only way to truly defeat the ghost of Dararak is to locate and destroy the necromancer's earthly remains. Unfortunately, the necromancer took some precautions before his death, making arrangements to have his body sealed within a vault-like crypt.

As the people of Greylake prepare for war, Drakefield, captain of the city guard, dispatches runners to seek out a group of heroes. Although he's had little use for them in the past (and a relatively low opinion of them) he believes a small group of seasoned adventures should be able to gain access to the crypt and deal with the necromancer's remains.

Time is running out. The undead army is about to march on Greylake. The ghost of Dararak the necromancer must be stopped...

### **Set Up**

The party encounters a runner dispatched from the city of Greylake. He bears a message from the captain of the city's guard, Tobbis Drakefield offering a reward of 5,000gp for assistance in dealing with Dararak, a necromancer that's currently menacing the city.

If the party journeys to Greylake they'll find a city preparing for war and a

massive army of undead gathered on a nearby hillside.

They'll quickly be taken to Drakefield, who does his best to hide his normal disdain towards adventurers. He'll explain how the necromancer they face seems to be incorporeal and impervious to normal attacks. Drakefield will state that the local sages believe they're dealing with the necromancer's ghost. If that is indeed the case, the sages believe the only way to defeat it is by destroying Dararak's earthly remains.

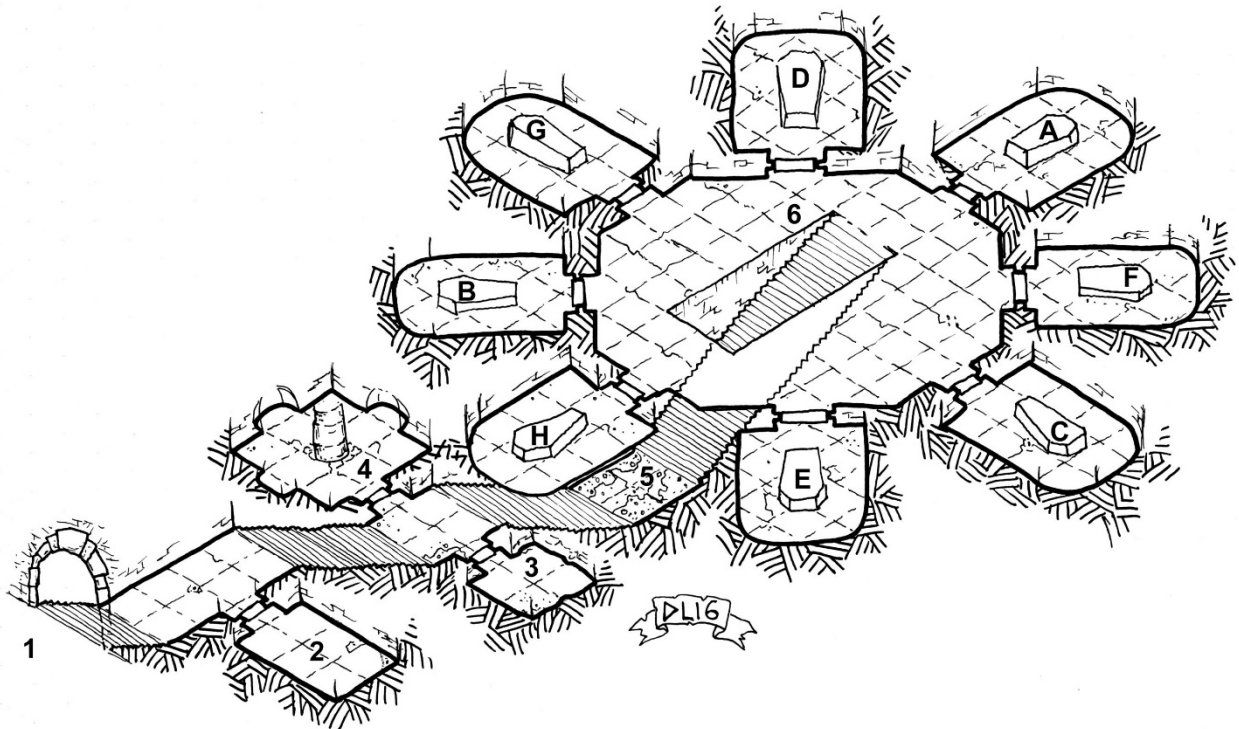
The good news is that one of Drakefield's scouts has located a crypt bearing Dararak's family crest hidden in the woods near the city. The scout can lead the party to the crypt whenever they're ready to go.

### **A Note to the Gamemaster**

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

It's possible that the players are already in Greylake and wake from night's stay at an inn to find the city in a state of panic over an army of dead that's amassed on the nearby countryside overnight.





Dararak's Crypt

1sq = 5'

## Key to Dararak's Crypt

Once the party's prepared to head to the crypt the scout will lead them out of the city and into some nearby woods, skirting along the far edge of the hill where Dararak and his undead army have gathered. After traveling for about a mile the group will come to the edge of a large clearing.

### 1. Clearing

The forest gives way here opening into a large clearing. A small rectangular stone crypt stands near it's center.

Upon reaching the clearing the scout will announce that he's needed at the city and will head back through the woods. Once the players enter the clearing a wraith mounted on a horse will emerge

from the woods and charge at the party before they reach the crypt. If the players decide to enter the crypt before defeating the wraith they may still have to deal with it on the way out. The wraith will not pursue anyone entering the crypt.



A large stone door, bearing the Dararak family crest, a skeletal hand clutching a heart with a dagger plunged through it, blocks the entrance to the crypt. The door can be moved with a combined strength of 25. It swings open to reveal a set of stone steps leading down.



Wraith: HD 4; HP 25; AC 3[16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; CL/XP 6/400; Special: drain 1 level with hit. Gear: *wraith swords* x2.

War Horse: HD 3; HP 18; AC 6[13]; Atk 1 bite (1d2), 2 hooves (1d3); Move 18; Save 15; CL/XP 3/60; Special: None.



The wraith is armed with two *wraith swords* (see New Magic.)

The war horse wears decorative silver barding worth 800gp.

## 2. Preparation Room



A combined strength of at least 18 is required to push open the stone door to this room.

A single stone shelf runs along three of this room's four walls.

The shelves here at one time held a variety of potions, scrolls, and tools required to 'set up' the necromancer's vault. Upon Dararak's death a small group of loyal minions followed instructions they found here to inter his body and 'rig' the crystal coffins found in the crypts in **Room 6**. The instructions unfortunately are now gone. All that remains are a few wooden racks designed to hold potion vials and scroll cases.

A mallet and chisel still sits on the shelf. A dwarf will be able to tell that the chisel is specifically designed for working with crystal, however the tip has been damaged to the point where it's no longer of use.



An empty ivory scroll case capped with silver endcaps lies on the floor near the center of this room (worth 75gp.) One of the caps has rolled to one side and is now beneath the shelf at the rear of the room.

## 3. Key Room



A combined strength of at least 18 is required to push open the stone door to this room.

This small stone room lies empty save for a wooden plaque which runs across the wall opposite from the door.

The plaque bears eight spots, designed to hold keys, each outlined by several pegs. A small silver nameplate is mounted above each space, denoting the key it once held in dwarven runes: copper, jade, silver, gold, onyx, ivory, bronze and iron.

These keys now reside in the crystal coffins found in **Room 6** save for the **iron key** which sits atop the pillar in **Room 4**.

## 4. Stone Pillar



A combined strength of at least 18 is required to push open the stone door to this room.

A five-foot-wide stone pillar stands at the center of this room, rising from floor to ceiling.

The small alcoves set into the walls of this room each contain the carved image of a large grinning skull. The first key to the crystal coffin crypts found in **Room 6** is sealed within a recess in the ceiling.



Entering this room will cause the three carved skulls to animate and recite the following riddle in unison: "A bed of sorts tis true I am yet no one sleeps within, and those who lay their head on me seldom rise again. What am I?" If

the party gives the answer “coffin” or something similar the stone pillar will descend from the ceiling coming to a stop roughly 3’ above the ground, revealing an **iron key** laying on top of it.



The carved skulls each have large gemstones for eyes. The six gems are worth 150gp each, however unless a thief or dwarf is the one to pry them out there’s a 40% chance of damaging the gem during the process, making it worthless (or at least greatly reducing their value.) The skulls scream while their eyes are being pried out.

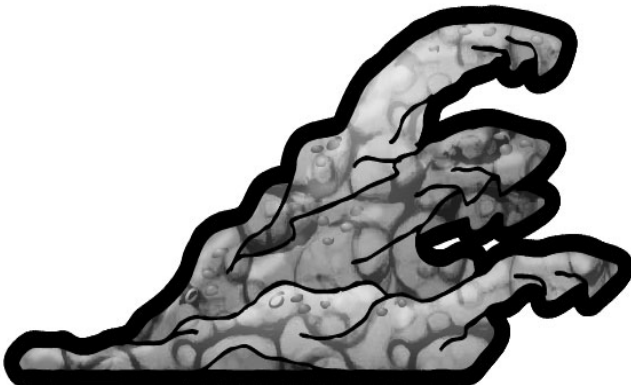
## 5. Ooze!

As you near the bottom of the stairs you notice that grey stone of the floor below begin to move.

A grey ooze has made its home at the bottom of the stairs. It will wait until the players approach within 10’ of it before it moves to attack.



Grey Ooze: HD 3; HP 17; AC 8[11]; Atk 1 strike (2d6); Move 1; Save 14; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons.



## 6. Main Vault

Reaching the top of the stairs, you emerge at the center of a large octagonal room. A formidable looking stone door is set in each of the room’s walls.



Each door requires a specific key (noted by its keyhole) in order to open it. Each key must be inserted all the way into the keyhole until it’s end is flush with the door’s surface, at which point the door will lower into the floor, allowing players access to the room beyond.

## The Eight Crypts

**Crypt A-** This door bears an iron keyhole and requires the **iron key** to open it.

This crypt contains a crystal coffin that seems to be filled with a billowing cloud of sickly greenish fog. A **copper key** can be glimpsed occasionally through the fog, laying at the bottom of the coffin.

Touching the coffin’s lid will cause the lid to vanish allowing the fog to fill the room. This fog is actually a cloud created by a *cloudkill* spell. Creatures with less than 5HD must make a saving throw to avoid immediate death. Anyone else will become slightly nauseated. The cloud will dissipate a minute after being released.

The key can be retrieved from the coffin after the cloud has been released.

**Crypt B-** This door bears a copper keyhole and requires the **copper key** to open it.

The crystal coffin here appears to contain a good deal of coins floating in midair, suspended within. A **silver key** is held frozen near the center, almost hidden among the coins.

Touching the coffin's lid will cause the lid to vanish. Unfortunately, this coffin contains a gelatinous cube held in stasis within. Once the lid vanishes it will spring out, assuming it's cube form. It's not very happy at being smushed into a coffin.

Once the cube has been defeated the key can be retrieved.



Gelatinous Cube: HD 4; HP 24; AC 8[11]; Atk 1 (2d4); Move 6; Save 13; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.



Along with the key the gelatinous cube also contains 305gp, 643sp, and 521cp.

**Crypt C-** This door bears a silver keyhole and requires the **silver key** to open it.

This crypt contains a crystal coffin. A **gold key** is visible, lying on the floor of the coffin.

Unlike the coffins encountered so far, this one doesn't have a lid. It seems to be one solid structure without a seam separating its top from its body. Players who touch the coffins surface will feel it's crystal vibrating slightly. Any noise made in this room will be amplified by the coffin. The sound will echo off the walls of the crypt back at the coffin which will amplify it again. The sound will continue to build to the point where it becomes deafening. Players who remain in the room must save vs. spell or else become deafened for 1d3 turns. The coffin will then shatter

allowing the key to be retrieved.

**Crypt D-** This door bears a gold keyhole and requires the **gold key** to open it.

This coffin contains the statue of a creature. Its large wings are folded over itself obscuring the majority of its form.

A player that touches the lid of this coffin will swap places with the statue, suddenly finding themselves trapped within the crystal coffin. The statue is actually a gargoyle, angered at being imprisoned.

Releasing the gargoyle will cancel the coffin's stasis magic, requiring the trapped player to breath. The game master is welcome to use their own rules for dealing with suffocation. As a suggestion, a trapped player can hold their breath for a number of rounds equal to one third their constitution score rounded up +1. After that they must make a successful save vs. death each round to avoid dying.

When the gargoyle emerges from the coffin it will be holding a **bronze key**. After the gargoyle has been killed the coffin's lid will vanish, freeing the trapped player.



Gargoyle: HD 4; HP 26; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; CL/XP 6/400; Special: Fly.

**Crypt E-** This door bears a bronze keyhole and requires the **bronze key** to open it.

The crystal coffin within contains an **ivory key**. It also contains a slithering tracker. If a player touches the lid, the lid will vanish allowing the key to be retrieved. Unfortunately, it also releases the



creature. The tracker was held in stasis within the coffin so it isn't particularly hungry right now. If it's not spotted and subsequently attacked it will opt to stalk the party until they stop to sleep or camp.



Slithering Tracker: HD 4; HP 20; AC 5[14]; Atk None; Move 12; Save 13; CL/XP 6/400; Special: Transparent, paralysis.

**Crypt F-** This door bears an ivory keyhole and requires the **ivory key** to open it.

The crystal coffin in this room is filled with a swirling black fog. An **onyx key** is visible at the bottom of the coffin.

A player that touches the lid of this coffin will be dealt 1d4 damage and be drained of 1 point of strength. After this the coffin's lid will vanish releasing 4 shadows into the room. The damage taken by the player counts as being dealt by a shadow.

The key can be retrieved at any point after the coffin's lid has vanished.



Shadows (4): HD 3+3; HP 20,18, 17,13; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.

**Crypt G-** This door bears an onyx keyhole and requires the **onyx key** to open it.

The crystal coffin here seems to contain a **jade key**.

The coffin within this room is actually a crystal mimic (see New Monster.) The first player to touch the coffin will become stuck fast to it. Part of the coffin will form into a fist and strike the stuck player, dealing 1d6 damage and knocking them

loose after which the mimic will take its humanoid form and attack. The jade key can be retrieved from the mimic's shattered remains.



Crystal Mimic: HD 5; HP 23; AC 4[15]; Atk 2 fists (1d6); Move 5; Save 9; CL/XP 8/800; Special: Mimicry, glue, half damage from non-magical slashing and piercing weapons.

**Crypt H-** This door bears a jade keyhole and requires the **jade key** to open it.

The crystal coffin located here holds the remains of Dararak the necromancer. The body is relatively well preserved, in part due to the crystal coffin holding it in stasis. The face of the corpse is covered by *Dararak's Death Mask* (see New Magic.)

Removing the mask will reveal that the necromancer's face has decomposed, leaving nothing but a grinning skull behind.



Drakefield was not very specific about how the players were supposed to deal with the necromancer's remains so they're free to come up with their own method. Holy water, fire and/or a variety of spells could come in to play here. Anything that would plausibly destroy the remains and/or sever its link to the necromancer's ghost should suffice (or perhaps the act of removing the mask causes Dararak's remains to turn to dust.)



As stated above, the coffin contains *Dararak's Death Mask*.

The corpse also clutches a golden scepter topped with a skeletal hand clutching a red crystal heart with a dagger plunged through it. The scepter is worth 2,500gp.

## Wrapping Up

Returning to the city of Greylake the players will discover that the city's forces have overtaken the hill where the undead army was amassing.

The players are free to either join in the routing of the remaining skeletons, zombies, and wights or head back to the city. Either way they'll be able to seek out or be sought out by Drakefield after the last of the undead have been dispatched.

Drakefield will hand over the promised 5,000gp stating that when Dararak's ghost suddenly let out an earthshaking shriek and dissolved he knew that they had succeeded in their task. Whatever force was strengthening the undead had vanished along with the ghost. The city guard, supplemented by a hastily formed militia, found the leaderless army much easier to deal with. Drakefield has a newfound appreciation for adventurers thanks to the party's efforts. The city plans to hold a victory feast with Drakefield and the party as the guests of honor.

Of course, there still may be a slithering tracker lurking about...

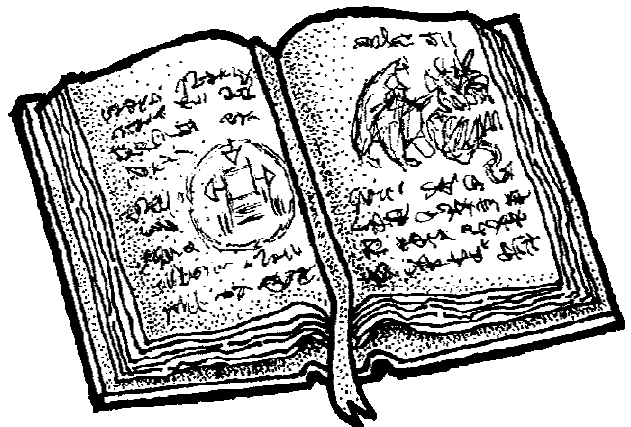
## Continuing the Adventure

Here are some suggestions for further adventures:

✘ One of the gems taken from the carved stone skulls in **Room 4** is cursed. A player who handled the gems wakes the next morning to find that they've been turned into a skeleton. This change is illusionary and only effects the player's appearance. Until the means are found to remove the curse, it will be a bit of an inconvenience.

✘ The hand and arm of the player who came into contact with the crystal mimic in **Crypt G** slowly transforms into crystal. The player can change his hand into various types of crystal weapons that function like their standard counterparts. This seems neat at first, until the crystal begins to spread further, slowly turning the player into a crystal mimic.

✘ A wealthy merchant in the city of Greylake hears of the crystal coffins. Thinking it a final resting place befitting a man of his stature, he hires the party to retrieve a tome from a distant dwarven monastery describing how they're made.



## NEW MAGIC

### Dararak's Death Mask

The first time each day the wearer of this silver mask must make a save vs. death they automatically succeed at their save.

The wear of this mask also receives a +2 bonus to their AC when defending against attacks from the undead. Unfortunately, the mask also makes undead within 20' of it more difficult to turn (treat them as being one challenge level higher than their actual level for this purpose.)

### Wraith Sword

A wraith sword is usually created when a powerful magic sword is buried along with a corpse that becomes transformed into a wraith.

The sword functions as a +1 long sword with the following additional properties: The wraith is able to channel its level draining properties through it. A target dealt damage by a wraith sword has a 50% chance of having a level drained from them. Once the sword has drained a level from a target the wraith can use the sword to sense the whereabouts of the target, making it possible for the wraith to track it over great distances.

In the hands of a non-wraith the sword functions a bit different. If it's wielder has recently had a level drained it regains its drained level after slaying a creature with a challenge level equal to half their level rounded up or greater. In addition to this once per day, after a successful attack is made with this sword, the wielder can will the sword to deal an additional 1d6+2 damage. The wielder is then healed for a number of hit points equal to the additional damage that's dealt.



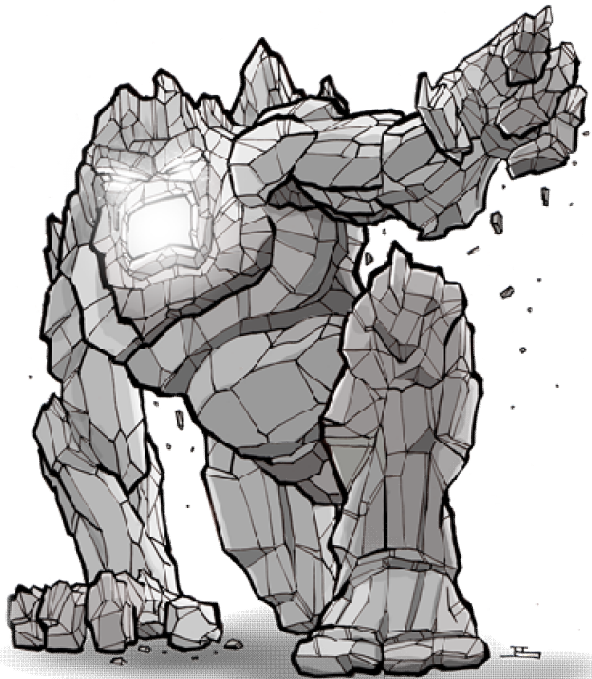
## NEW MONSTERS

### Crystal Mimic

A distant cousin of the more common mimic, a crystal mimic can shift its form between a translucent fluid-like substance and a hard, crystalline material.

Like their kin they tend to take on the appearance of surrounding features they've encountered. Unlike their kin the structure always appears to be comprised of crystal.

Crystal mimics are usually encountered taking the forms of statues, fountains, pillars, etc. When touched, they glue themselves to the victim with a slightly weaker version of a standard mimic's glue. The creature will then get in a surprise attack with a quickly formed fist against the stuck victim. The force of this attack is usually enough to break the contact with the mimic. After this the crystal mimic will assume the form of a bulky humanoid creature before continuing its attack.



The creature's crystal form makes it resistant to attacks from non-magical slashing and piercing weapons.

The crystal mimic is susceptible to enchanted bludgeoning weapons, taking an additional 1d4 points each time they're successfully struck by one.

**Crystal Mimic:** HD 5; AC 4[15]; Atk 2 fists (1d6); Move 5; Save 9; CL/XP 8/800; Special: Mimicry, glue, half damage from non-magical slashing and piercing weapons.

### Art Credits

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