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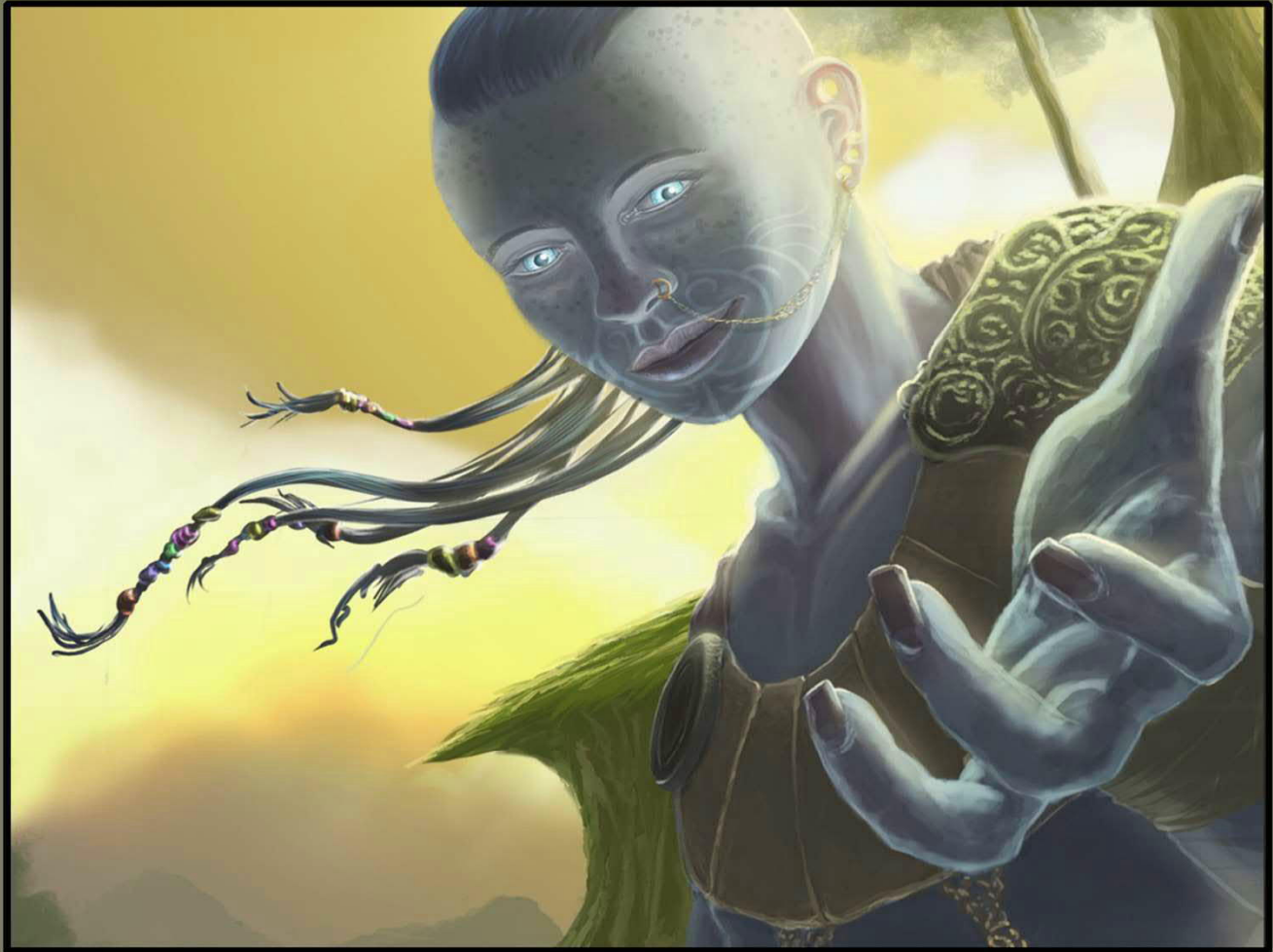
Compatible with the
Swords & Wizardry™ game

Mini-dungeon Module S1

The Almost Thief

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 1-3



A thief in training tried robbing a crypt and failed miserably, to the extent that he's no longer alive. Now he's dying to take another crack at it. Unfortunately, being dead already, he's encountering a bit of difficulty...

The Almost Thief 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.



Dungeons of
Dazegoneby

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Writing, design, layout: Matthew E Kline

The image of "Zane" on the cover and inside cover was created by J E Shields.

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Dungeons of Dazegoneby

Mini-Dungeon Module S1

The Almost Thief

A thief in training tried robbing a crypt and failed miserably, to the extent that he's no longer alive. Now he's dying for another crack at it. Unfortunately, being dead already, he's encountering a bit of difficulty cracking it. Until then the thief's ghost hangs around haunting his girlfriend, a fact that she's not too happy about. Maybe you can help.

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, The Almost Thief is designed for 4-6 adventurers of level 1-3. 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

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.

You can find more of our RPG products on RPGNow. Please feel free to visit us at www.creationsedggames.com or like us on Facebook. Thank you for your support!

Gamemaster's Eyes Only:

Zane Aldemir got it in his head one day that he was going to become a thief.

Zane gets a lot of things into his head. Usually, the stuff that gets in there is bad. For example, he just wasn't very good at being a thief. He remained a thief-in-training for five years, never graduating into full-fledged thief-hood.

The reason why Zane desired to become a thief was that he wanted to steal a ring from a notoriously dangerous crypt, so that he could use it propose to his longtime girlfriend Rose. This is only half as creepy as it sounds. You see years earlier, one of the people interred within in this particular crypt had stolen the ring from Rose's great grandmother. So, this was a sort of steal-back, with the noblest of intentions. And Zane planned to have the ring thoroughly cleaned first. To remove all the crypt smell.

So eventually Zane gets tired of waiting for his skills to improve and decides that he's going to break into the crypt anyway, despite getting straight C's in Lockpicking, Creeping, and thieving about in general.

Problem is, he's picked no simple crypt to creep into. This resting place belonged to the Evendals, a family that secretly dabbled in the dark art of necromancy. Undead guards were set to protect the crypts and the coveted ring, which, as it turned out, was far more than just a potential engagement ring.

That day Zane got something else bad into his head; an assortment of spikes at the bottom of a pit.

It's going to take a slightly better thief to get past the crypt's guards and wards, and even they might need some help...

Set Up

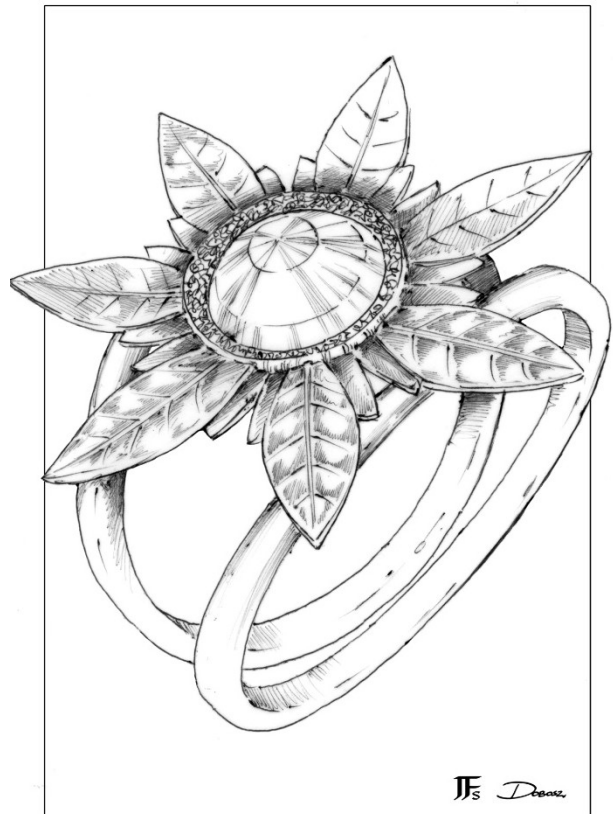
The party is relaxing in a crowded city tavern at night when they're approached by a frazzled and desperate looking young woman, seeking their help...

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.

Perhaps the party hears tales of a young woman who talks to ghosts near the city's cemetery each night and decides to investigate.

Or maybe the group's hired by the owner of a tavern adjoined to the cemetery who wants the ghost dealt with since its scaring away his late-night crowds.



The Girl and the Ghost

The distressed young woman introduces herself to the group as Rose Raventhal and beseeches them to follow her out of the tavern and into the night.

Several of the tavern's locals seem to want nothing to do with her, crossing themselves and making other warding gestures in her presence. "She's the one what talks to ghosts" they'll mutter.

If Rose succeeds in getting the group to follow her out of the tavern, she'll proceed to a less lit area. As she travels into darkness the ghost of a young man slowly materializes alongside her. Once the ghost is sufficiently visible she'll introduce him to the party as Zane Aldemir, adding "I apologize for my frazzled appearance, but you try getting in a good night's sleep with the ghost of your dead boyfriend a-haunting you!"

Rose will explain that she thinks Zane tried breaking into the Evendal crypt in the cemetery up the street, with the intention of stealing back her great grandmother's ring, buried with Marion Evendal.

"I think he planned on proposing with it. He studied for years to be a thief, just so he could sneak in and get it for me- for us." Rose pauses for a moment and exchanges sad smiles with the ghost of Zane before continuing. "But he went and got himself killed and now he's haunting me, and I don't think that's working out very well for either of us."

Rose will explain that all he does is appear to her each night and silently point towards the Evendal family crypt in the city cemetery, like he wants her to go but she's too afraid to do so. "What if whatever it is that done him in is there

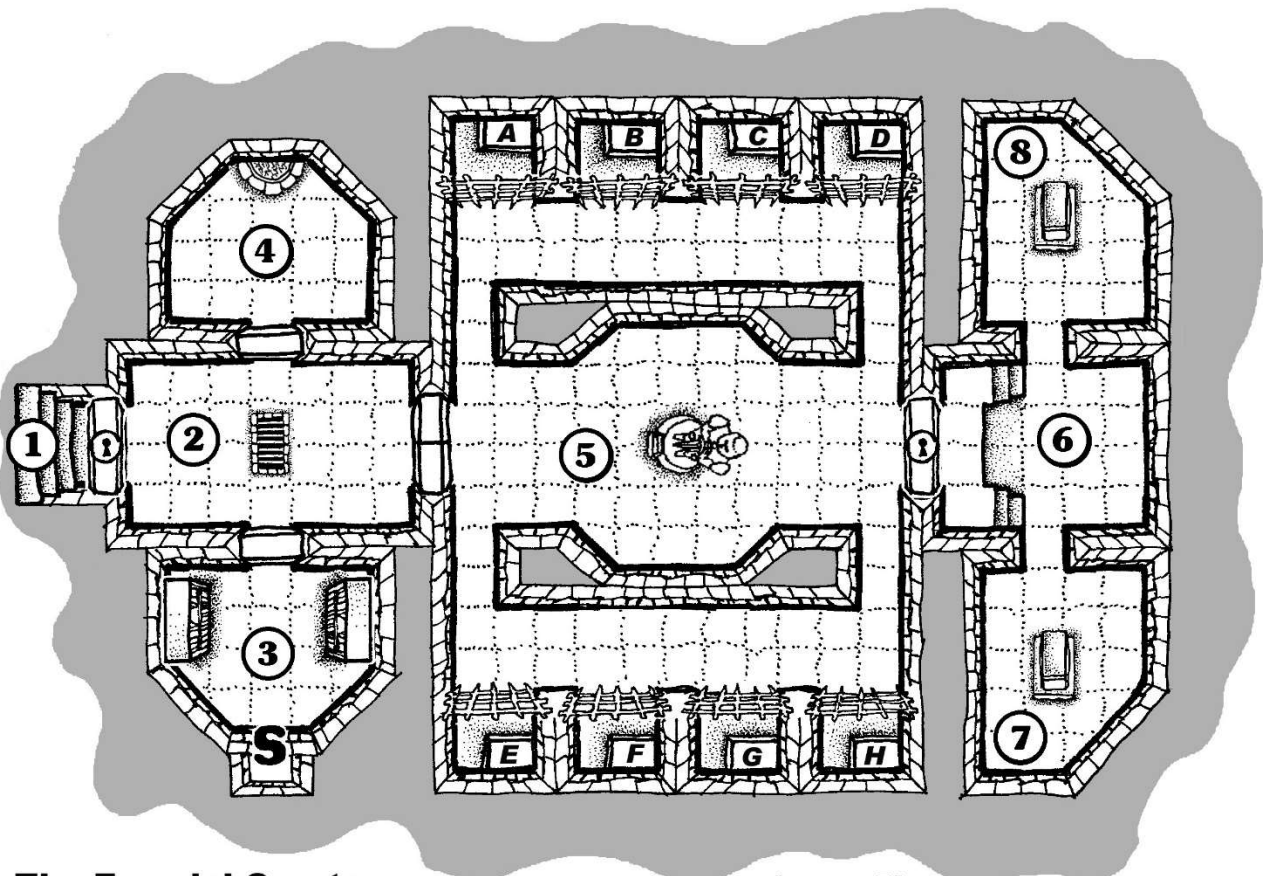
waiting for me. And it's not like I can go to the city watch. He wasn't supposed to be in there in the first place. They might think I put him up to it and well both be in trouble. Well, I'll be in trouble. I don't see how he can get into it any worse."

Rose will explain that she thinks Zane's ghost is haunting her because he didn't complete his task, getting the ring from the crypt. Either that of his remains have to be put to rest. "Or that creepy Evendal family did something to him. It's rumored they practiced necromancy, so you know, there's that too."

"I know you folks usually get rewards and such for your adventuring acts. I can give you the 100gp me and Zane had been saving up. And there's bound to be some valuable stuff in the crypt. I don't think anyone will mind much if something of the Evendal's went missing. They weren't very well liked."

If the party agrees to help, the ghost of Zane Aldemir silently leads them through the cemetery to the entrance to the Evendal family crypt.





The Evendal Crypts

1sq = 5'

Key to the Evendal Crypts

The entrance to the Evendal crypts is contained within a 15' x 15' stone structure which stands near the center of the cemetery. The lock on the iron gate which once guarded the entrance looks as though it were recently broken (the result of Zane failing to pick it then breaking it open with a nearby rock.)

Entering the crypt, accompanied by the ghost of Zane, the party finds a 10' wide set of stone stairs leading down to an imposing set of stone doors.

1. Stairs

The stairs descend for 20' into the ground before ending at a set of stone double doors. The stone is carved to resemble a hooded skull, presumably a personification of death. The split of the door runs right down the middle of the skull.

Examining the skull will reveal the fact that a bronze plate bearing a keyhole is set in it's right eye.

The door is actually unlocked. Zane had its key and unlocking it was one of the last

acts he performed. The key now lies at the bottom of the pit in Area 2.

If the players push against either door they'll find that it easily opens inward. Any hesitation here will result in Zane pointing at himself and the door, then pantomiming the gesture of unlocking the door with a key.

2. Entryway

A stone door is set in the north and south walls of this large room. A pair of stone double doors are set into the room's east wall. A 5' x 10' iron grate is set into the floor at the room's center.



The grate on the floor is a pretty blatant pit trap. Anyone foolish enough to stand on it will trigger the trap. The grate will swing open, dropping them into a 10' x 10' pit. They'll fall for 20' dropping onto iron spikes below, taking 3d6 damage.

Anyone peering down through the grate will be able to make out the skeletal remains of a body, impaled upon the spikes. There's also a copper key visible on the floor of the pit (the one Zane used to unlock the entrance to the crypt.) If anyone asks the ghost if the bones belong to him, he'll nod solemnly then shrug in a 'what can you do' fashion.

The players could decide to attempt to retrieve the bones for a proper burial. The process will probably involve lowering someone down on a rope to secure the remains, unfortunately, the blatant nature of the trap hides a second threat.

A 1' x 1' opening is set in the east wall near the bottom of the pit. It leads to a narrow tunnel which runs back to Area 6, slanting up so that its exit is even with the other chamber's floor. This tunnel allows the necro-oozes there to travel between the pit and Gallery (see New Monsters).

The presence of these creatures is the reason why Zane's bones have been picked clean in the relatively short time they've been there. The creatures are alerted by the sound of the grate opening and travel along the tunnel to investigate. Anyone attempting to retrieve the bones (or the key) could come under attack. Luckily the smooth sides of the pit afford the creatures little purchase, they won't be able to climb more than 10' up its sides before sliding back down. The creatures have no trouble navigating the tunnel and will retreat once they discover there's no food to be had and no additional food within range.

3. Repository

Two stone bookcases stand against the walls of this room, one against the west wall and one against the east.

The bookcases here stand three shelves high and contain fifty books each. At least half of these books have not aged well, their covers and contents succumbing to mold and rot.

Of the fifty that remain, scattered among the shelves, eight appear to bear the names of members of the Evendal family on their spines and covers: Alphonsina, Brookes, Caden, Deldodd, Erwin, Farant, Gigin, and Hunter Evendal. The interior pages of these books are blank.

A random table has been provided for identifying additional books, if the players decide to search the shelves for other titles. The gamemaster should feel free to add their own titles into the mix as well.

Roll 2d8 and consult the table below:

Book Found	
2	<i>Dust to Dust</i> : A book that appears to be in good condition yet crumbles away the moment its handled.
3	<i>A Field Guide to Dragons</i> : All its interior pages are horribly scorched.
4	<i>Your Ghoul and You</i> : A guide to the proper care and feeding of undead minions.
5	An untitled book containing the varied misadventures of a fictional wizard.
6	<i>Rattling Bones</i> : The memoirs of a necromancer turned bard.
7	<i>R.I.P.</i> : A guide on how to prevent your corpse from being raised from the dead. (worth 100gp to an interested party)
8	<i>Pranceless</i> : A self-help book for depressed elves.
9	An untitled history of notable families in the realm with angry notes scrawled in the margins.
10	<i>101 Pranks to Play on the Dead</i>
11	<i>Axe Hacks</i> : A dozen fighters recount their favorite axe wielding moments.
12	<i>The Book Book</i> : A book on books, written by someone who REALLY likes books.
13	<i>The Cruelty of Turning</i> : An anti-cleric tirade.
14	An untitled book discussing the best equipment to outfit different forms of undead with detailed illustrations.
15	<i>Ghoulish Visions</i> : A collection of poetry supposedly written by a ghoulish (believed to be ghost written)
16	An untitled treatise on Necromancy (worth 100gp to a collector)

Roll until your players have had enough, or 42 books have been examined (whichever comes first.)



The secret door here is detectable as normal. Once discovered it can be easily opened revealing a small chamber beyond. The secret door will also open automatically if all eight books have been placed, each in turn, in the hands of the statue in Area 5.



The hidden chamber contains a small stone table bearing two books.

The first is a detailed account of the Evendal family ancestors using the dark arts of necromancy for fun and profit. There's a good chance the local authorities may be interested in such a book (possibly even offering a reward since it may solve some unsolved crimes for them.) Still living members of the Evendal family would be interested in the book as well, seeking to keep the scandalous activities of their predecessors from becoming public knowledge.

The second is *Eric Reholder's Guide to Re-killing the Dead* (see New Magic)



4. Shrine

A stone basin is mounted against this room's rear wall. The image of a maiden clad in robes is carved into the wall on either side of the basin. Water pours from stone chalices the maidens hold tipped towards the basin. The maidens are flanked by the images of two men. The one to the left holds a stone sword, the one to the right holds a stone book.

The stone chalices, sword and book are all firmly attached to the wall. The basin appears to contain cool clear water however it's been enchanted and drugged. Anyone taking a drink from it will experience a feeling of euphoria, possibly mistaking this sensation for some sort of healing or other beneficial effect.

In truth, they've been affected by a temporary curse. For the next hour, anyone who drinks from the basin will suffer a -1 penalty to attack rolls and saving throws. In addition to this, a cursed cleric will find turning undead to be a little more difficult (treat any attempts as though trying to turn undead one level higher than their actual level)

5. Statue Chamber

A six-foot-tall stone statue of an armored knight stands atop a circular dais at the center of this chamber.

The knight statue stands atop a two-foot-high circular stone dais. The statue holds a real (non-stone) book clutched in its hands before it, similar to the ones found in Area 2. Its cover reads *Guardian of the Crypt*.

The west side of the stone dais features three short steps which can be climbed by a player to put the statue's book within their reach. If a player removes the book and its examined, it will be found to contain blank pages.

If the players search the chamber's side passages they'll discover a total of eight stone sarcophagi, four along the north passage and four along the south. Each sit in a small alcove behind a sturdy set of iron bars. Each alcove has a small bronze plaque mounted on the wall next to its entrance which bears the name of the person interred within.

These sarcophagi contain the remains of members of the Evendal family. One of them also contains the silver key used to unlock the door to Area 6.

There are two methods the players can use to gain access to the sarcophagi. One method is for players with a combined strength of 30 or more to force the bars on an alcove apart (the participants must each make a successful open-door check to do so.) Then a total of 20 or more strength and an additional open-door check must be made to slide the lid off the sarcophagus.

The second, subtler method involves retrieving the book from Area 2 bearing the name of whichever family member's sarcophagus the players wish to access and swapping that book out for whichever book the statue is holding. Doing so will cause the bars of the specified alcove to rise up into the ceiling and the lid of the sarcophagus to slide open.

In either case, the act of opening the sarcophagus causes the corpse it contains to animate, seek out intruders, and attack. However, the moment that any

sarcophagus is forced open (as would be the case using the first method) all remaining bars rise into the ceiling and all remaining sarcophagi lids slide open.

The method used will determine whether the players get to fight the animated corpses one-at-a-time or all-at-once.

A) Alphonsina Evendal

The sarcophagus within this alcove contains the remains of Alphonsina Evendal. Placing the book from Area 2 with his name on its cover in the hands of the statue will cause the bars on this alcove to lift, the sarcophagus lid to slide open, and Alphonsina's corpse to animate.



Zombie: HD 2; HP 13; AC 8[11]; Atk 1 strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.



Alphonsina was buried with a silver chalice worth 80gp.

B) Brookes Evendal

The sarcophagus within this alcove contains the remains of Brookes Evendal. Placing the book from Area 2 with her name on its cover in the hands of the statue will cause the bars on this alcove to lift, the sarcophagus lid to slide open, and Brookes's corpse to animate.



Zombie: HD 2; HP 6; AC 7[12]; Atk 1 weapon (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm. Gear: Shield, longsword.



Brookes wears a beautiful gold necklace worth 200gp

C) Caden Evendal

The sarcophagus within this alcove contains the remains of Caden Evendal. Placing the book from Area 2 with his name on its cover in the hands of the statue will cause the bars on this alcove to lift, the sarcophagus lid to slide open, and Caden's corpse to animate.



Zombie: HD 2; HP 12; AC 8[11]; Atk 1 strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.



Caden was buried with a dozen +1 arrows, along with his favorite short bow. He's since forgotten how to use it.



D) Deldodd Evendal

The sarcophagus within this alcove contains the remains of Deldodd Evendal. Placing the book from Area 2 with his name on its cover in the hands of the statue will cause the bars on this alcove to lift, the sarcophagus lid to slide open, and Deldodd's corpse to animate.



Zombie: HD 2; HP 8; AC 7[12]; Atk 1 weapon (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm. Gear: Shield, longsword.

E) Erwin Evendal

The sarcophagus within this alcove contains the remains of Erwin Evendal. Placing the book from Area 2 with his name on its cover in the hands of the statue will cause the bars on this alcove to lift, the sarcophagus lid to slide open, and Erwin's corpse to animate.



Zombie: HD 2; HP 12; AC 8[11]; Atk 1 strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

F) Farant Evendal

The sarcophagus within this alcove contains the remains of Farant Evendal. Placing the book from Area 2 with his name on its cover in the hands of the statue will cause the bars on this alcove to lift, the sarcophagus lid to slide open, and Farant's corpse to animate.



Zombie: HD 2; HP 9; AC 7[12]; Atk 1 weapon (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune

to sleep and charm. Gear: Shield, longsword.



Farant wears a **silver key** that unlocks the door to Area 6 on a silver chain around his neck (worth 10gp.)

G) Gigin Evendal

The sarcophagus within this alcove contains the remains of Gigin Evendal. Placing the book from Area 2 with her name on its cover in the hands of the statue will cause the bars on this alcove to lift, the sarcophagus lid to slide open, and Gigin's corpse to animate.



Zombie: HD 2; HP 10; AC 7[12]; Atk 1 weapon (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm. Gear: Shield, longsword.

H) Hunter Evendal

The sarcophagus within this alcove contains the remains of Hunter Evendal. Placing the book from Area 2 with his name on its cover in the hands of the statue will cause the bars on this alcove to lift, the sarcophagus lid to slide open, and Hunter's corpse to animate.



Zombie: HD 2; HP 10; AC 7[12]; Atk 1 weapon (1d8+1); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm. Gear: Shield, +1 longsword.



As noted above, Hunter is armed with a +1 longsword.

6. Gallery



The door to this room is similar to the one found in Area 1, bearing the same hooded skull carving. The right eye socket here contains a silver plate bearing a keyhole. The silver key found around **Farant Evendal's** neck will unlock it. The door's locking mechanism is very advance. Any attempt made to pick it is made at -4 penalty.

The stone doors open outward allowing access to a narrow stone ledge. Stairs at either end of the ledge descend 5' to the chamber's floor below.

The east wall of this room is covered with a bas-relief mural carved into the stone. The mural depicts a procession of robed individuals walking from right to left. Each holds the stone image of an item associated with a different profession (an artist's brush, a writer's quill, a sage's book, a bricklayer's trowel, a soldier's sword, a shepherd's crook, etc.) At the far left stands the hooded specter of death, waiting to welcome them all.

A small pedestal stands at the center of the east wall. Upon this sits a stunning silver ring.

There are two necro-oozes here, serving as sort of guard dogs. If they sense the iron grate at Area 2 open they'll go investigate, returning here once they come under attack, or lose interest. The entrance to the 1' x 1' tunnel is at the center of the west wall at it's base.



Necro-oozes (2): HD 2; HP: 10,10; AC 6[13]; Atk 1 strike (1d6); Move 6; Save 14; CL/XP 3/60; Special: Nausea, dissolves flesh, half damage from blunt weapons.



The ring atop the pedestal is the *silver bloom* (see New Magic.) Removing it from the pedestal will cause the lids of the sarcophagi in Areas 7 and 8 to open (any unopened bars or sarcophagi in Area 5 will open as well.)

7. North Crypt

A large stone sarcophagus lies in the center of this chamber. Its lid is carved to resemble a beautiful maiden at rest.

The sarcophagus contains the mortal remains of Marion Evendal, the one who stole the ring from Rose's great grandmother. Years of dabbling with the dark arts have caused her corpse to become reanimated as a ghoul.

A total of 20 strength and a successful open-door check is necessary to remove the lid of the sarcophagus if it's not already open. Once the sarcophagus is opened Marion will leap out and attack.



Ghoul: HD 2; HP 9; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.



Marion wears what was once possibly the resplendent attire of a noblewoman, now reduced to tattered rags. A gold and silver brooch worth 120gp which remains barely attached to her garments. The brooch features three silver skulls mounted on a series of gold dagger-like blades radiating from behind them. There's a chance that a party member might recognize this at the symbol of an evil death cult.

8. South Crypt

A large stone sarcophagus lies in the center of this chamber. Its lid is carved to resemble a handsome young man at rest.

Marion's husband, Ethan is interred in this sarcophagus. Unfortunately, he befell the same fate as her.

A total of 20 strength and a successful open-door check is necessary to remove the lid of the sarcophagus if it's not already open. Once the sarcophagus is opened Ethan will leap out and attack.



Ghoul: HD 2; HP 12; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

The Ghost of Zane Aldemir

Zane, unfortunately, won't be of much help during this adventure. He'll still accompany the group into the crypt, however, being insubstantial and mute, he won't be a very effective member of the team.

Having met his demise in Area 2 means that he didn't get a chance to see much of the crypt. He can pass through doors, possibly serving as an advance scout for the group, however, he'll only be able to communicate what he's seen through a series of pantomimes.

Once the party gains access to Area 6 he'll move quickly to the ring on the pedestal, vigorously pointing and nodding at it to indicate that the *silver bloom* was the goal of his brief, ill-fated quest.

Wrapping Up

Zane's ghost will continue to accompany the party until the *silver bloom* has been handed over to Rose, at which point he'll smile then slowly fade away, his spirit put to rest.

Rose turns over the 100gp she promised the party in exchange for their help. There's a possibility Rose could be persuaded to turn over the *silver bloom* as well, since possessing it only serves as a bittersweet reminder of Zane and the fact that seeking it cost the love of her life his. She may decide to hold onto it for a bit, offering to turn it over after a period of mourning.

If the players recovered the book on the history of the Envendal family from the hidden chamber in Area 3 they may want to bring the family's secret history to the attention of the local authorities. The book, along with the brooch recovered from Area 7 (which designated Marion as a high-ranking member in the evil death cult) should be enough evidence to warrant further investigation. It may also help to protect the group from any charges of crypt robbery leveled against them by the still living members of the Envendal family.



Continuing the Adventure

Here are some suggestions for further adventures:

✘ Zane was given the copper key to the crypt's entrance by a thief who was too scared to go himself. Zane was supposed to give the thief a share of the loot that was recovered. The thief attempts to collect his promised share from the party.

✘ Zane's ghost turns out to be harder to put to rest than it was first thought. The ghost lingers, haunting Rose until his mortal remains are properly buried.

✘ The curse bestowed by the pool in Area 4 turns out to be a permanent one. The players must track down a still living Evendal and persuade them to remove the curse. The first few relatives they manage to track down, however, are oblivious to their family's dark past and have no idea what the party's talking about.

✘ The party finds themselves targeted by Marion Evendal's evil death cult.

✘ The corpse of Hunter Evendal rises once again, seeking his sword. If the party's in possession of his +1 longsword they may find themselves having to re-kill him. And possibly re-re-re-kill him.

✘ Apparently there were three necro-oozes originally sealed within the crypt. One somehow got out and is now stalking the city streets at night. The city guard blames the party for liberating the ooze and 'enlists' their help in tracking it down and eliminating it.

✘ The ghost of Zane turns out to be harder to put to rest than first thought. It proposes to Rose and continues to haunt her until a wedding ceremony can be performed. Rose isn't too keen on the prospect of being married to a ghost and good luck finding anyone willing to perform the ceremony...



NEW MAGIC

Eric Reholder's Guide to Re-killing the Dead

This book contains detailed information on several different types of undead along with proven techniques for handling the re-killing of.

The book contains eight chapters in all. Each one focuses on a specific type of undead; Ghouls, Mummies, Skeletons, Specters, Vampires, Wights, Wraiths, and Zombies.

Studying a chapter for a total of 72 hours bestows a bonus upon the reader for a number of days equal to their intelligence score. The reader gains a +1 bonus to their 'to hit' rolls against the specified type of undead. Once per day they can also choose to re-roll a missed attack made against the specified type.

A player can only gain a bonus against one type of undead at a time. Attempting to study another chapter will remove any previously granted bonus.



The Silver Bloom

This silver ring bears a flower with a glowing violet gem set at its center.

The wearer is immune to the paralyzing effect of a ghoul's attack. The wearer's also resistant to the harmful effects that accompany the attacks of more powerful forms of undead, such as the rotting touch of a mummy or the level draining ability of a wight. Each time they're attacked there's a 40% chance the wearer will still suffer the damage but avoid the ill effects which go along with it.

The ring bestows an additional benefit to a player once it's been worn for 24 hours. When the wearer is healed by magical means they'll regenerate an additional 1hp for 1d4 rounds afterwards.

Unfortunately, this additional benefit comes with a cost. Magic healing that occurs within 20' of the ring not targeted upon the wearer is reduced by 1 point for each die rolled. The ring feeds off of this healing magic, storing it to power its own abilities.

NEW MONSTERS

Necro-ooze

Necro-ooze is sometimes mistaken for its close cousin, the grey ooze, however, its coloration is closer to the grey-green hue of ghoul's flesh than that of wet rock.

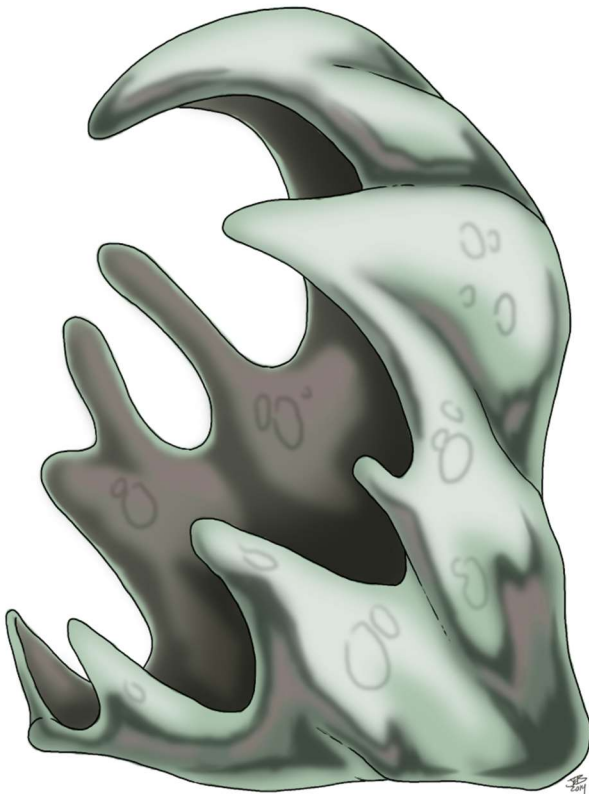
The ooze is often found in the lairs of necromancers, employed as a quick way to strip a corpse down to its bones to prepare it for reanimation as a skeleton.

Necro-ooze exude an odor of rotting flesh. Creatures within 10' of it must make a successful save vs. poison roll. Failure

means they become nauseated and suffer a -1 to their attack rolls until they move out of range.

A critical hit upon a target means that the ooze has latched on to the creature. It will then attempt to pull the creature into it or pull itself on to the creature the following round, engulfing as much of the target as possible. Engulfed creatures take 1d4 damage each round as the necro-ooze's acid begins to dissolve the target's exposed flesh. This is assuming that the target is relatively well covered. The gamemaster should feel free to increase this damage depending upon how much of the target's flesh is exposed.

An engulfed creature has a 1 in 6 chance of pulling free each round. Creatures with a strength of 18 or more, or gain help from an ally, break free automatically at the start of their next turn.



Necro-ooze only take half damage from blunt or crushing attacks. They prefer to feed on dead creatures as opposed to the living when presented with the option.

Necro-oozes are also susceptible to a cleric's turn undead ability. Treat them as ghouls for this purpose.

Necro-ooze: HD 2; AC 6[13]; Atk 1 strike (1d6); Move 6; Save 14; CL/XP 3/60; Special: Nausea, dissolves flesh, half damage from blunt weapons.

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