TOMB OF THE TWICE-CROWNED KING
&
OTHER ADVENTURES

For 6-8 PCs of Levels 1-10



Sample file

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INTRODUCTION

This is a compilation of smallish adventures and locations, to be used as side-treks or as sites that can be explored in one to three sessions of play. Besides the titular adventure, these adventure sites were mostly created as a personal experiment: instead of thinking of an idea and then creating a map for it, I took some maps then thought up adventure ideas for them, then tweaked the maps to suit.

The adventures contained within this compilation are generally mid to high-mid-level adventures, with one exception. They are on the whole generic and are not designed specifically for a particular setting, so they should be easily insertable into most milieus. One of the adventures has a potential heavy psionic focus, so familiarity with guidelines for psionics—whether your own or existing old-school guidelines—will help.

OVERVIEW OF ADVENTURES

Adventure Site	Level Range	Adventure Synopsis
Tomb of the Twice-Crowned King	8-10	Site-based exploration of the legendary tomb of Heimfell the Twice-Crowned King. This is primarily a tomb-raid/exploration, featuring undead, damsels to save and deadly traps. 55 keyed entries.
Shrine of the Witching Stone	8-10	Infiltration or raid of a shrine to the demon lord Segotha, protected by degenerate, demon worshiping humanoids. 11 keyed entries.
Tower of Thard	7-8	Exploration of Thard's forsaken wizard tower, now occupied by a green dragon who commands flocks of vile birds and is terrorizing the surrounding lands. 30 keyed entries.
White Seers of Netherite	6-10+	This can be played as locale of interest rather than an adventure site. It features a special order of psionicists, the White Seers, who may be used as a knowledge resource by players willing to pay or targets for a raid. Be warned, powerful psionicists are not to be messed with! The level range given is only a guideline to cover situations where PCs decide to take on the seers and expect a reasonable chance of survival. Otherwise this location may suit PCs of any level wishing to merely utilize the site as a source of knowledge. 10 keyed entries.
Black Shaft of Narbonius the Accursed	3-5	Exploration of a long-lost, cursed shrine to a degenerate bat deity. 16 keyed entries.
Savages of Cragstone Peak	5-6	A pleistocene-themed raid against a tribe of savage, vicious cavemen led by a vengeful, wyvern-commanding shaman. 11 keyed entries.
Lady of the Flame	5-6	Depending on the PCs' actions and intent, this location may function as a site of interest or source of knowledge rather than as an adventure proper. That being said, it is quite likely players will be drawn into investigating the mystery of the Lady of the Flame, the immortal oracle below the Black Stump. 13 keyed entries.
Ice Witch of Jagged Peak	5-7	Raid, theft or 'good guys' mission against the evil ice witch Tarquessa, who is using an ancient artifact to spread cold and winter over the lands. 28 keyed entries.
Grottoes Under Brigand Knoll	1-3	Raid against a bandit camp and exploration of the mysterious grottoes underneath, with the players possibly ending up in the *elemental plane of water*. 47 keyed entries.

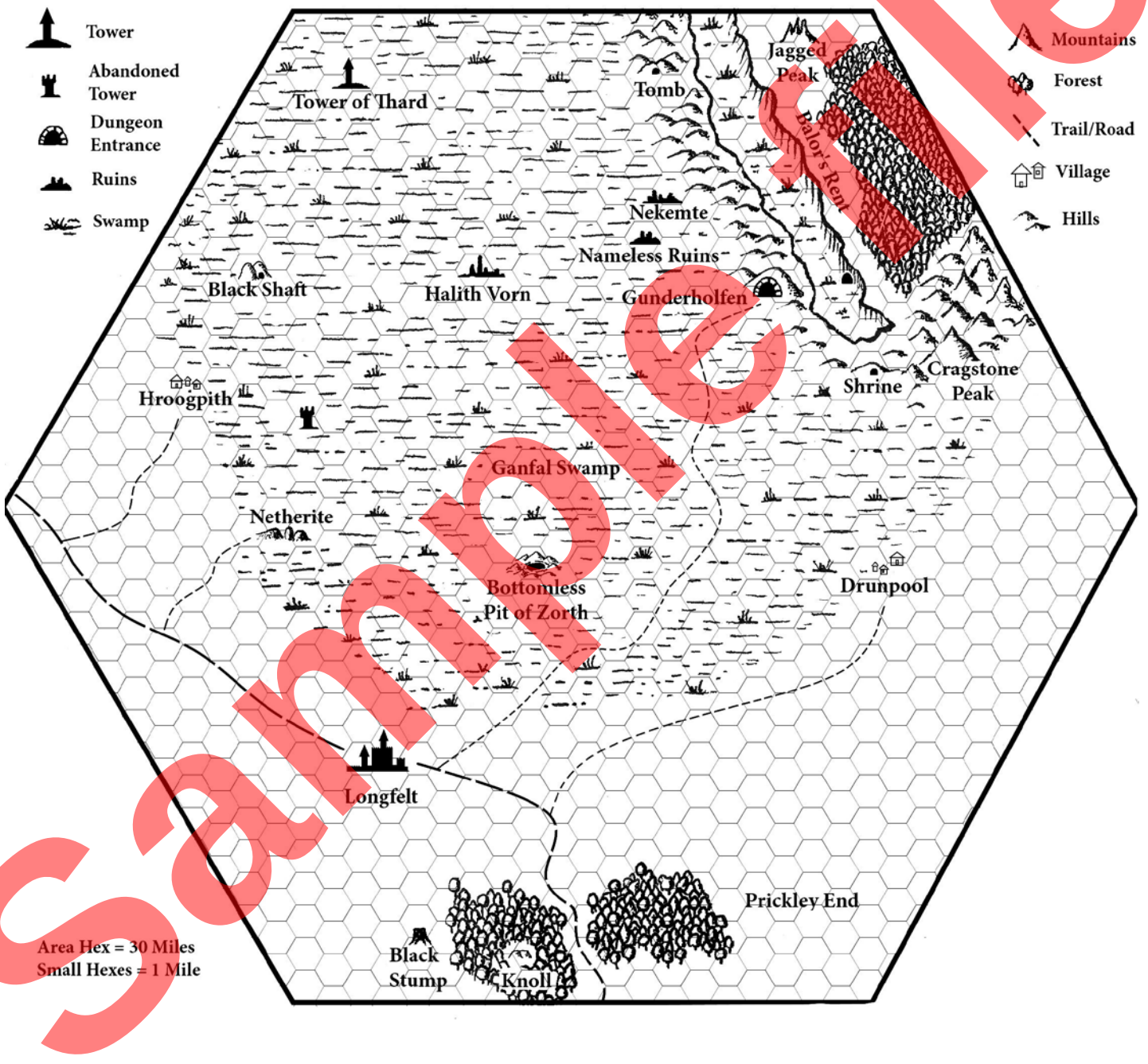
Note: Unless otherwise noted, 1 square = 10' on all internal maps.

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GUNDERHOLFEN CAMPAIGNS

The adventure sites presented in this compilation can be used with the Gunderholfen megadungeon setting, possible locations for the adventures have been added to the area map below. For a fuller treatment, see **Gunderholfen**, **Darkness at Nekemte** or **Bottomless Pit of Zorth**. Halith Vorn and the villages of Hroogpith and Drunpool will be covered in forthcoming products.

The adventures in this compilation are generally arranged in order of difficulty with regards to distance from the city of Longfelt: the further away, the higher level the adventure site (in general!). GMs may feed players suitable rumors of the sites when PCs have reached the suggested levels, or just let them hex-crawl their way blindly into the sites, depending on their gaming preferences.



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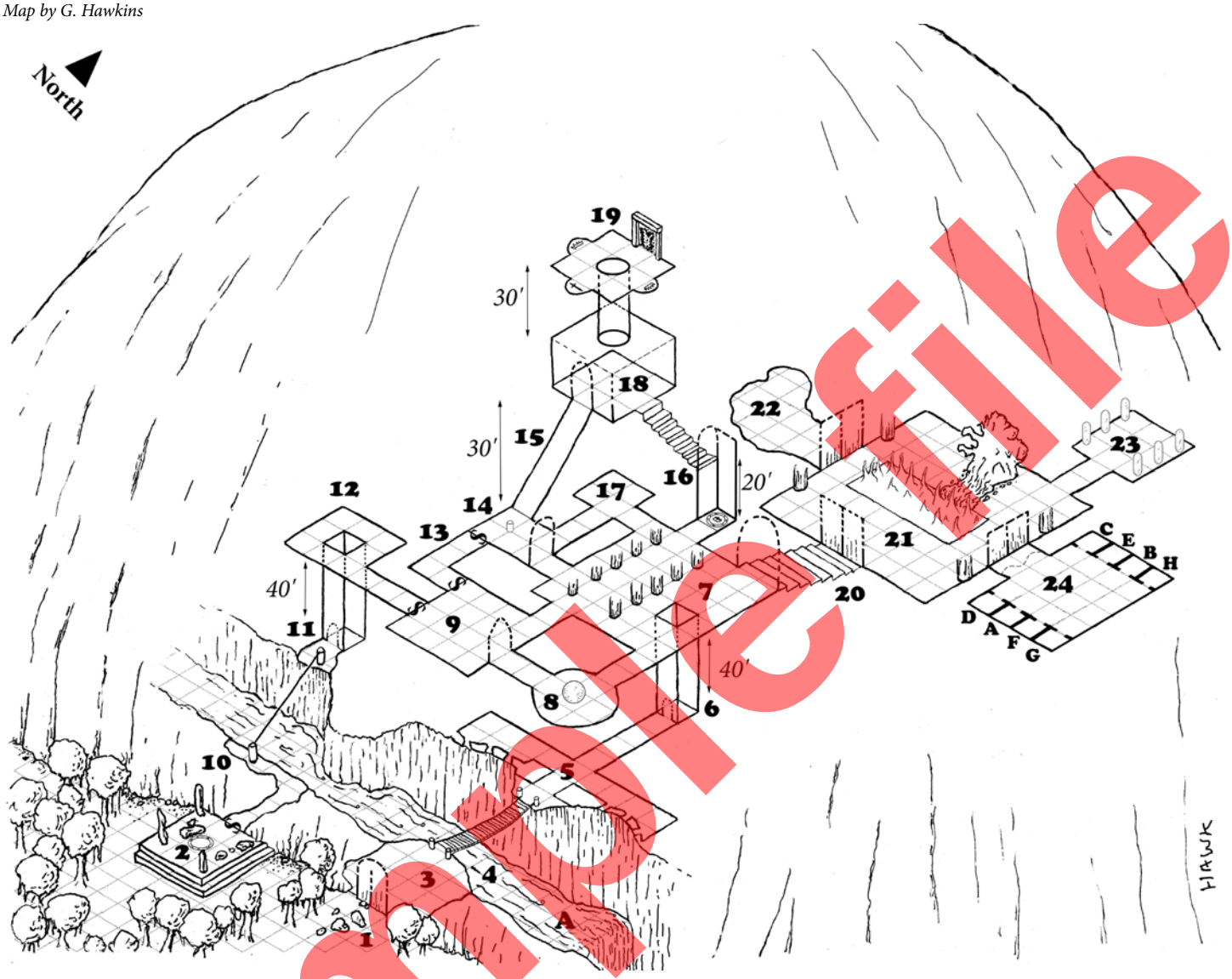
Note: Sites are marked as they are known generally in the area or as what kind of thing is believed to exist in the location, they match up with adventure sites as follows: Black Stump = *Lady of the Flame;* Knoll = *Grottoes Under Brigand Knoll*; Cragstone Peak = *Savages of Cragstone Peak*; Netherite = *White Seers of Netherite*; Black Shaft = *Black Shaft of Narbonius the Accursed*; Jagged Peak = *Ice Witch of Jagged Peak*; Tower of Thard (as is); Shrine = *Shrine of the Witching Stone*; Tomb = *Tomb of the Twice-Crowned King.*



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Tomb of the Twice-Crowned King (full version) - For Level 8-10 PCs

Map by G. Hawkins



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Background

When death finally drew near and the forces of law were at the gates, Heimfell the giant two-headed king built a great tomb in the hills. He ordered his sorcerers to place a curse upon his family and servants, forcing them into a state of unlife to guard his crypt for eternity. Many treasure seekers have died within his halls and to this day the two-headed king is still lord of his final domain.

Site Overview

Heimfell's tomb is located under a steep, red rocky hill (actually a single great rock) and divided into upper and lower chambers. The sides of the hill are sheer near the bottom and can only be climbed by those with skills or special equipment. The lower chambers, which lie deep underground, can be reached via a teleporter in the upper complex, or via somehow navigating the river and huge water fall that tumbles down to the tomb complex below.

Unless otherwise indicated, all upper complex chambers and passages are of solid red rock. Ceilings in corridors are 10', 15' in rooms, exceptions noted in the text.

Hooks

1. Drunken retired thief shares tale: *'And there we saw them, two great crowns of wrought gold and gems, mounted on the heads of the two-headed king of legend: a giant yet human, mighty in form, his throne room knee-deep in the bones of his servants. As we stole forward to seize the prize, Fredihalth and Yurtbrud were set upon by the taloned hands of ghoulish wights as they climbed to seize the crowns, and my heart gave out as the whispering tongues of a hundred dead were raised in a mad cacophony promising my death. I fled from those halls of unlife, the ravenous horde upon my heels. My thieving days are forever over; the terror fills my dreams. Yet still I yearn for the great wealth yet unclaimed within those accursed halls'.*

2. Rumor: *'A tomb has been discovered in the hills where none previously stood. A pair of great doors emblazoned with twin-crowns and a great gem mark the entrance, and the wise whisper that the lost hall of Heimfell the Twice-Crowned King has been found at long last.'*

Upper Complex

1: Tomb Entrance - Looming black stone **doors** embedded in a red cliff face, a base relief in their center depicts two crowns and a great gem. A runic **inscription** is chiseled into the rock face above the doors. Through the trees to the left, a ruined structure abuts the cliff face (**area 2**).

- **Doors:** 20' tall, 1' thick. *Wizard locked* + require combined 25+ STR to push open.
- **Inscriptions:** *comprehend languages* or *read magic* deciphers writing: *'With this I conquered, with these I ruled, my return is foretold'* (a clue to the secret door at **area 2**).

2: Ruined Building - Clearing; vine-covered crumbling columns stand on raised, cracked and weathered **foundations** beside a **cliff face**. Stairs lead to the top.

- **Cliff face:** 8' wide circle radiates magic if checked (**secret door**, opened via **circle of symbols**).
- **Foundations:** carved into the top surface of the foundations is a 10' wide **circle of symbols** (crowns, a sword, a fist, a scepter, fire, moon, a gem and a pentagram).
  - ► Symbols glow faint orange if touched/stood on.
  - ► Standing on certain symbols <u>at the same time</u> results in the following:

1. **Crowns + gem:** an 8' disc-shaped part of the cliff-face opens (as *passwall* spell) for 1 hour, revealing the tunnel leading to **area 10**.
2. **Fist + scepter:** entire circle is struck by *flamestricke* (4D8 damage, save for 1/2).
3. **Other combinations:** no effect.

Wandering Monsters

Occur 1 in 6; check every 12 turns. **D6:**

1. Baneesa (vampire) in *gaseous* form—follows PCs, observes behavior to find best time to attack/torment party (see **Lower Complex, area 9**).

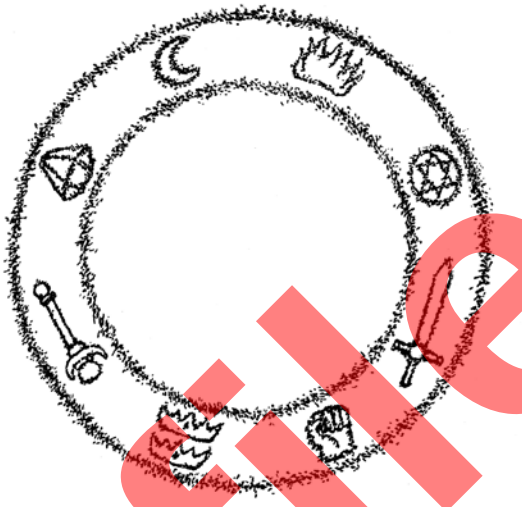
2. Goreld (vampire) in bat form—observes PCs, attacks at appropriate time (see **Lower Complex, area 8**).

3-4. Black pudding slithering along ceiling (*surprises* 1-3).

5-6. Telepathic dream projection from **Nayeeda the sylph** (**Upper Complex, area 8**): A haunting, beautiful, pain-filled and pleading voice pierces into the PC's consciousness; a strong, emotional urge pulls the PCs in the direction of area 8.

The terithran: A terithran inhabits the *near ethereal* within the vicinity of the upper complex. Use of MU or illusionist spells may attract its ire, causing the terithran to appear on the *material plane* 1-10' from the caster and transport the offender back to its lair on the *ethereal plane* (a hollow 30' diameter floating globe of liquid silver). The % chances of it materializing are:

- 16+ levels of MU spell levels cast in the area: 65% chance
- 13+ levels of illusionists spells cast: 65%
- 8th level MU spell cast: 20%
- 9th level MU spell: 30%
- 6th level illusionist spell: 10%
- 7th level illusionist spell: 20%



3: Entrance Hall - Chiselled out of the red curved walls, their heads joined in the center of the ceiling like an arch, are two rows of **images** depicting a two-headed king gazing sternly down on those below.

- **Images:** three on each wall; covered by *illusions*: faces follow characters' movements, unnervingly:
  - ► **NPCs** (henchmen/hirelings) viewing the faces must check MORALE or refuse to enter/flee.



Monster Stats

Black pudding: AC: 6 MV: 60' HD: 10 AT: 1 DMG: 3-24 SA: dissolve 2" thick wood/round; dissolve metal: chain 1 round, plate 2 rounds, + 1 round/magic plus SD: divides in two if chopped/struck or hit with lightning: each portion 1/2 HD, full attacks; immune to cold WK: avoids fire (normal damage) INT: non Size: L XP: 2,260 THAC0: 9 HP: 65

Terithran: AC: 3 (6) MV: 150' (180') HD: 5+1 AT: 2 DMG: 2-5/2-5 (2-9/2-9) SA: at will: *detect magic*; 6 (16) powers/day (any combination, always saves 1 slot for *transport* ability): *stun* all in 10' radius (save vs magic); *drain magic power*: caster loses all memorized spells for that day (against MU, illusionist or ranger, save vs breath); *cause serious wounds* by touch (no save); *transport* victim to *ethereal plane*: requires grapple or strike with claw (no save) SD: hit only by magic or silver weapons MR: 50% AL: N Size: S (4' tall) XP: 765 THAC0: 15 HP: 30

Note: *Numbers in parentheses are stats on the ethereal plane. The terithran will use its powers to overcome/remove combatants preventing it from getting to the offending spell caster.*

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4: River Chasm - A ledge overlooks a chasm; a wooden bridge extends to the far side over a murky river below. The sound of a waterfall is audible to the right and screetching bats above, thick swarms of them flutter around the ceiling (40' high).

- **Chasm**: 40' deep (falling in 2D6 damage).
- **River:** 20' deep, flows to the east and cascades down a 500' fall (at **A**) to **Lower Complex area 1A** (12D6 falling damage).
  - ► Lurking in the river are **6 crocodiles**; only noticed if some method is used to draw their attention.
- **Bridge**: 40' long, wood, partially rotten, unstable, no hand rails or guide ropes. PCs hit in combat must check DEX or fall into river; no check required for PCs lying down while crossing.

Tactics: 6 giant skeletons behind openings at **area 5 fire** upon PCs crossing bridge; melee any who make it to area 5.

5: Guards - Openings in cavern walls conceal **6 giant skeletons** (50% cover, +4 AC bonus). Skeletons attack any characters in the river or crossing from area 4.

6: Reverse Gravity Shaft - A square shaft opening in the ceiling, of polished smooth black obsidian.

- **Reverse-gravity field:** The 10' space immediately below the shaft opening is a *reverse-gravity* zone, causing anyone entering it to 'fall' upwards 70' to collide with the ceiling of **area 7** (7D6 damage).
  - ► Only a 10' wide space immediatley above the shaft opening on the ceiling of **area 7** is affected by the field, PCs moving from this space fall to the floor in area 7.

7: Hall of Swords - High-ceilinged chamber supported by thick, blue-white larimar columns carved with base-reliefs of giant swords (4 per column). The walls are void black, with points of light glittering like the celestial firmanent (quartz deposits).

- **Swords:** 1 round after PCs enter, the swords glow and sword-shaped slashes of light detach from the columns, swirling about the room, blinding and flashing:
  - ► **Sword-lights** are *illusions*, incorporeal, harmless.
  - ► Unless *dispelled*, the swirling swords cause disorientation to any PCs in the room: MV reduced to 40'; -3 to AC, to to hit and saves. 1 in 8 chance NPCs moving through the room fall into the **shaft** opening and are affected by the *reverse-gravity* zone (fall to ceiling: 3D6 damage).
  - ► *Dispelling* the *illusions* annuls the effects for 2 hours.
- **Shaft:** *reverse gravity*, see **area 6**.

Giant skeletons: AC: 1 MV: 90' HD: 8 AT: 1 or 2 DMG: 4-16 (huge sword) or 1-10/1-10 (huge bow, 20 arrows each) SD: immune to mind spells; 1/2 dmg from piercing/slashing; *turned* as spectres INT: non Size: L (8' tall) AL: NE XP: 950 each THAC0: 12 HP: 40 each

Crocodiles (6): AC: 5 MV: 60'//120' HD: 3 AT: 1 DMG: 2-12 SA: *surprise* on 1-3 Size: L AL: N XP: 104 each THAC0: 16 HP: 11 each

Giant crocodile: AC 4 MV: 60'//120' HD: 7 AT: 1 DMG: 2-20 SA: *surprise* on 1-3 Size: L AL: N XP: 720 THAC0: 13 HP: 40

8: The Dreaming Sylph - In the center of the room is a humming **globe of energy** (as *wall of force*), within floats a sleeping, winged **woman**; achingly beautiful. The walls, ceiling and floor shimmer with a hazy, shifting mist that vanishes and reforms, monstrous forms of terror briefly visible within.

- **Woman (Nayeeda the sylph):** Murmurs and squirms as if in a nightmare, her brow furrowed:
  - ► In a magic-induced sleep, cannot be normally awoken.
  - ► Desired by Heimfell whom she rejected; as punishment he trapped her for all eternity in a sorcerous nightmare.
  - ► 25% chance per round that her nighmares bring forth a *phantasmal killer*, which targets 1 random player for 1 round before disappearing. Check again each round.
  - ► If freed (see **area 17**), she accompanies good or neutral parties, seeking to destroy Heimfell's power for good.
- **Globe of energy**: only be brought down by *disintegration* or by touching **Nayeeda's figurine** to its surface (see **area 17**).

9: Room of Conquests - Deep-cut base-reliefs cover the walls depicting a two-headed giant vanquishing enemies, crushing opponents under his feet; and paying homage to an idol of an amorphous, demonic monstrosity. Carved into the arched ceiling (30' high), two leering, triumphant faces gaze down, **gems** glimmer in their eyes.

- **Secret door to area 12:** The wall here has a blackened patch, as though flame was applied to it.
  - ► Placing any source of fire (torch, etc.) to the wall causes the secret door to grind open (closes in 1 hour).
- **Secret door to area 13:** The wall here is warm to the touch; this secret door opens if the **gems** from the faces are touched, releasing the **black skeletons** in **area 13** to attack.
- **Gems (4):** green diamonds, lights flicker within, 5,000 GP each. Touching a gem opens the **secret door to area 13**, releasing the **black skeletons.**

10: Rope Crossing - A narrow ledge overlooks a **chasm**, a murky river flows beneath. A **rope** tied to a rock post stretches across the chasm; the ceiling above is thick with stalactites.

- **Chasm:** 40' deep, sheer (falling in 2D6 damage); 2 rounds to traverse the **rope** (60' long).
- **River:** 15' deep, a **giant crocodile** lies concealed in the water below the rope; motionless, reacts to anything falling in river.

Tactics: Stirges (20) are concealed among the stalactites, they will attack PCs crossing the **chasm**. Those struck while crossing on the rope must check average of DEX/STR or fall into the river.

Nayeeda, sylph: AC: 9 MV: 90'/360' HD: 3 AT: 0 SA: *conjure air elemental* (1 time/week) SD: *invisibility* at will; cast spells as 7th level magic-user: **1st:** *detect magic, hold portal, protection from evil, ventriloquism* **2nd:** *rope trick, pyrotechnics, audible glamer* **3rd:** *clairvoyance, protection from normal missiles* **4th:** *dimension door* MR: 50% INT: exc. AL: neutral (good) Size: M XP: 370 HP: 15

Stirges (20): AC: 8 MV: 30'/180' HD: 1+1 AT: 1 DMG: 1-3 + blood drain SA: drain 1-4 damage/round INT: ani. AL: N Size: S XP: 38 each THACO: 15 HP: 6 each

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11: Reverse-Gravity Shaft - A narrow **ledge** covered with patches of droppings (stirge); a rope tied to a rock post crosses a chasm (see **area 10**). At the rear, the corridor leads to a 10' wide, perfectly smooth obsidian **shaft** in thc ceiling.

- **Reveerse gravity field:** The 10' space immediately below the shaft opening is a *reverse-gravity* zone, anyone entering this space 'falls' upwards 60' to collide with the ceiling of **area 12** (6D6 damage).
  - ► Only a 10' wide space immediatley above the shaft opening on the ceiling of **area 12** is affected by the *field*; PCs moving from this space fall to the floor in area 12 (2D6 damage).

12: Domed Chamber - Ribbed, domed ceiling (20'); floor covered in scattered piles of small bones (stirge). A smooth-sided, obsidian **shaft** opens in the centre of the floor.

- **Shaft:** *Reverse-gravity,* see **area 11**.
- **Secret door:** The wall at the end of the exit passage has a charred, blackened area. Placing flame against its surface opens the secret door to **area 9** for 1 hour.

13: Burning Men - 10 flaming, **black skeletons** occupy this secret corridor. They burst out to attack if the **secret door** from **area 9** is opened or if the **pedestal** in **area 14** is touched.

- **Corridor** is scorched black from the fires of its occupants.
- **Secret doors** cannot be opened manually from within the corridor.

14: Cold Room - Deep blue ice coates all surfaces of this room; icicles hang thick from the ceiling. A black stone **pedestal**, rounded top, stands in the middle of the room, untouched by the ice. A steeply sloped ice passage (**area 15**) joins the room.

- **Pedestal:** etched with flame motifs; radiates magic & warmth. **Touching the pedestal** releases a suddem shockwave of force outwards:
  1. Knocks anyone in area 14 over for 1 round, 1-10 damage.
  2. Shatters ice in areas 14 and 15; this comes crashing down on any characters in either area for 2-20 damage, partially blocking exit to area 15 with ice rubble.
  3. **Secret door** to **area 13** grinds open, releasing **black skeletons** to attack.
  4. **Black skeletons** trapped in ice in **area 15** are now free; they crawl out of the ice rubble, suddenly immolate and attack (on 3rd round).

Black skeletons: AC: 7 MV: 120' HD: 1 AT: special DMG: special SA: explode when in contact with target: 10' radius: 2D6 fire/fragmentation damage, save vs breath for half, only DEX affects target's AC SD: explode (as above) when they reach 0 HP; take 1/2 damage from piercing/slashing weapons; immune to mind spells. Size: M AL: E XP: 46 each THAC0: 19 HP: 7 each

Tactics: Flaming black skeletons do not attack normally, they charge intruders and hurl themselves at opponents, exploding upon contact. Armor or magical bonuses should be ignored, only a target's DEX adjustment affects the target AC. They explode if brought to 0 HP. Black skeletons *climb walls* at 90% (as a thief).

15: Sloping Ice Tunnel - Circular; tunnel encased in thick, blue ice. Within the ice, **black skeletal forms** are visible:

- 2' thick ice, smooth, extremely slippery, only climbable with use of tools (picks or similar weapons may work); chance of slipping/sliding down each 10' = 30%:
  - ► As a character climbs, the eyes on the **black skeletons** glow red (trapped; cannot attack unless the **pedestal** in **area 14** is touched or released via other means).
  - ► **Once cleared of ice** by touching the **pedestal** the tunnel underneath is stone (climbable).
- **15 black skeletons** in total, encased in the ice in the floor, walls and ceiling.

16: Circle of Symbols - A circle of symbols (identical to **area 2,** but with a crown in the middle) is carved into the floor at the bottom of a **shaft**. There is an opening 20' up on the left wall.

- **Circle:** 9' diameter; radiates magic; glows red if touched in anyway, this activiates the **black skeletons** lying dormant on the stairs above, these leap down from the opening to explode/attack, *surprising* on 1-3.
- **Shaft:** smooth and slippery walls:
  - ► **10 black skeletons** lie dormant on the stairs above the shaft opening; they only animate if the **circle** is touched.

17: The Figurine Tree - A red stone 'tree' sprouts from the centre of the room, upon its branches **miniature figurines** of beatiful women sit in various poses. The red walls are etched with swirling sigils and a **runic inscription**.

- **Miniature figurines:** 6" tall, stone; depict 3 nymphs, 3 sylphs and 1 voluptuous human woman (all radiate magic):
  - ► **Nymphs:** cold to the touch, expressions of pain on their faces—*exact replicas of the nymph corpses in **area 23***.
  - ► **Sylphs:** two are cold to the touch—*exact replicas of the sylph corpses in **area 23.*** **The other** is warm, a look of anguish on her face—*an exact replica of **Nayeeda**, **area 8***. Any PC touching Nayeeda's figurine feels an urge to go to area 8.
  - ► **Human:** warm to the touch, the figurine clasps a miniature **black mask** in its hand. If removed, the mask expands to a full size, black skull face—when worn, it prevents black skeletons from approaching within 10'.
- **Touching any figurine** to its respective **globe/energy case** annuls the globe and releases the trapped body/victim, this can release **Nayeeda** (**area 8**) or **Dhavona** (**area 23**).
- **Runic inscription:** *comprehend languages* or *read magic* reveals meaning: *'For love unrequited, for pain eternal and for treachery foreseen, I return in kind'*.

Background: The figurines are exact replicas of three nymphs, three sylphs (one is Nayeeda) and the succubus Dhavona in human form. Heimfell desired/loved all of them, but was spurned or rejected, or betrayed (in the case of Dhavona). In revenge he trapped their bodies in stasis (area 23 and area 8). Over time his rage and pride led him to slay all of them but Nayeeda, whom he placed into an eternal nightmare and Dhavona, who has since awoken but is unable to escape imprisonment. She waits for adventures to trick into releasing her.

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18: The Grub Room - Thick globs of glutinous **pink slime** fall from a **shaft** opening in the ceiling (20' high) to pool in the center of the room. Massed around the slime pool is a swarm of pale **grubs** feeding on the gooey substance.

- **Shaft:** 30' long, smooth sided, covered in slime drops:
  - ► PCs navigating the shaft (in any form) must save vs paralyzation each segment or be struck by a globule of falling **pink slime**. DEX bonuses can modify save.
  - ► Naturally, PCs may use covers/shields etc. to protect themselves from slime droplets/modify saves.
- **Pink slime:** acidic; drips down through shaft from ceiling of area 19:
  - ► Deals D20 acid damage on 1st round; D12 on 2nd round; D8 3rd; D4 on 4th round before wearing off.
  - ► Random items saves required for each hit.
  - ► Immune to heat/fire/electricity; *cold* freezes slime for 1-4 rounds.
- **Grubs (230):** 6' long, 1" thick—squeal, thrash about if touched; eating 1 confers immunity to the **slime** for 1 turn.

19: Portal to Lower Complex - Domed celing, from the apex of which **pink slime** leaks through porous rock, dripping down through the shaft hole (to area 18). Three of the walls contain circular alcoves with base-relief motifs on the floor, two with a **crown**, one with a **sword**. By the other wall is a black stone **gateway**, a field of crackling energy within.

- **Pink slime:** seeps through porous rock; tunneling through the ceiling will cause a mass flood of the material, dealing x5 acid damage (see area 18).
- **Gateway:** deals 1-10 electricity damage until opened via **crowns**; transports characters to **Lower Complex area 1**, remains open for 1 day.
- **Crowns:** standing on both crowns at the same time causes the field of energy in the gateway to shift colors, revealing a cavern beyond, with two statues standing beside a bridge.
- **Sword:** touching or standing on the sword motif activates a *sword* spell, summoning 1 *sword* per PC present:
  - ► The *swords* materialize in the center of the room and attack as 7th level fighters; dissipate after 5 rounds.
  - ► Can be *dispelled*, each resists at 14th level.

20: Temple Doors - Imposing bronze **doors** with base-reliefs depicting a two-headed giant holding a great gem; rays of power emanate from a misshapen, demonic being to surround the gem in a nimbus of light. **Runes** are inscribed on each door.

- **Doors:** warm to the touch; *wizard-locked* and require combined 25+ STR plus open doors to push open.
  - ► A **bowl**-shape protrudes from the center of each door.
- **Runes:** *comprehend languages/read magic* reveals the inscription as: *'Thanogus, he who gave strength, we pay homage to thee with the blood the of thy enemies'*:
  - ► Pouring 1 HP of blood from an enemy of Thanogus the demon lord (any PC/tomb looter likely to qualify) into each **bowl** causes the doors to swing open.
  - ► Pouring blood from any other creature into a **bowl** conjures a *cloudkill* spell, filling the staircase for 1 hour.

21: Temple - A wave of heat rolls out from a pit of **green fire** dominating the chamber, above which float two giant, golden crowns melting and reforming as one watches (*illusions*). Beyond the fire stands an **idol** of a mishapen horror of warping, glowing green lava—in its centre a **great ruby** gleams. The idol's body flows and melts down in to feed the emerald flames. Around the walls are lofty bronze **doors**, flanked by thick columns supporting the vaulted ceiling (30' high).

- **Green fire:** magical; characters in the room unprotected from fire take 1 HP damage/round; touching the fire causes 3D10 damage/segment.
- **Idol:** green, morphing lava; characters approaching within 10' take 1D6 damage/round, 6D10 for touching unless protected from fire.
- **Great ruby:** 20,000 GP; glows brightly if approached; touching the ruby causes the doors to **area 22** to fling open:
  - ► A giant black skeleton, wreathed in green fire moves into the temple to attack (the **burning titan**).
  - ► **Destroying the ruby** (AC: 2; 30 HP) extinguishes the **green fire** and the flames enveloping the **burning titan** skeleton. The ruby is immune to heat.
  - ► The burning titan reforms within a day after being destroyed if the great ruby is not taken/destroyed.
- **Doors:** emblazoned with swords; the **smaller south doors** bear an inscription (deciphered by *comprehend languages* or *read languages*): *'From life comes death, from death comes unlife, so shall my servants and I return'.*

22: The Burning Titan - A burnt and blackened rough-cut cavern. The **burning titan**'s abode.



The burning titan: AC: 0 MV: 180' HD: 17 AT: 1 DMG: 7-42+1-10 fire damage (huge sword) SA: can animate the **green fire** in lieu of an attack: a sheet of flame shoots out from the fire hitting a 20' wide x 30 long section of the room: all in area take 4-40 damage, save vs breath for 1/2 SD: cannot be turned unless **great ruby** destroyed (then as vampire); takes 1/2 damage from piercing/slashing; immune to fire WK: takes double damage from cold attacks; immune to mind affecting spells INT: non Size: L (18' tall) AL: CE XP: 10,025 THAC0: 7 HP: 81

Sample file

23: King's Concubines - 6 humming, clear tube-shaped **energy cases** (as *wall/globe of force*) stand along the walls, within float beautiful, sleeping female forms (3 nymphs, 2 sylphs and 1 human). The nymphs and sylphs have expressions of pain or anguish, the human's face is expressionless. A **runic inscription** covers the rear wall.

- **Energy cases:** brought down by *disintegration* or by touching the appropriate **figurine** from **area 17** to the case:
  - **Opening any of the nymphs or sylph cases** causes the lifeless body within to fall to the ground. *Stasis* has now been annulled, so the bodies will begin to decompose.
  - **Opening the human's case** releases **Dhavona**, she feigns gratitude, possibly joining the party. She will explain that she was held as a slave concubine by the Twice-Crowned King. Dhavona seeks to drain energy levels/kill the party, using the safest and most effective means at her disposal (seduction or *charm*), fleeing if things turn against her. If present, **Nayeeda** (**area 8**) will warn the party not to trust Dhavona, but does not know her true nature.
- **Runic inscription:** *comprehend languages* or *read magic* reveals meaning: *'For love unrequited, for pain eternal and for treachery foreseen, I return in kind'* (same as **area 17**).

24: Servants of the King - A gloomy, frigid hall; a thin sheet of softly glowing green **mist** floats above the floor. Four arches on the side walls open into **alcoves**, glittering objects and shadowy forms visible within.

- **Mist:** 1' above floor, 1" thick, extends into alcoves. Once a character disturbs the sheet of mist, the mist begins to coalesce into streams that thicken and expand, flowing into the 8 alcoves:
  1. **3rd round:** mist coalesces around the rotting skeletal form in **alcove A**, from which a **ghost** emerges.
  2. **Each round after 3rd:** mist coalesques around another skeletal form in alphabetical order (B, C, D, etc.) to form a **ghost**.
  3. **Ghosts** are *ethereal* on 1st round they appear, attempt to *magic jar*, then on later rounds become *semi-ethereal* to attack by touch.
  4. **Ghosts** will pursue intruders through Upper Complex.
- **Alcoves:** sitting on stone chairs in each alcove are decomposing skeletal figures in tattered robes and adorned with jewelery (priests that served Heimfell in life). Each alcove takes 1 round to search and pilfer—*contents marked (m) have fallen to the floor and lie below the **mist** sheet*:
  - **A:** Silver necklace with saphires (7,000 GP); gold plated jade scepter with gargoyle head (4,000 GP).
  - **B:** Ivory crocodile mask with rubies (m) (12,000 GP).
  - **C:** Jade and gold ring with pink diamonds (m) (8,000 GP each); bronze armband with amethysts (6,000 GP).
  - **D:** Jade, gold and platinum mantle set with red agates (9,000 GP); ivory and jade headpiece (2,000 GP).
  - **E:** Bronze armbands with gold plated designs depicting serpents (m) (4,000 GP each).
  - **F:** Silver necklace with leaf shaped links (2,000 GP); ***rod of resurrection*** (8 charges; XP: 1,600; GP: 8,000 GP).
  - **G:** Ebony tiger mask with gold highlights, cursed: casts *feeblemind* on anyone wearing it (3,000 GP); ***necklace of adaption*** (m) (XP: 1,000; GP: 10,000).
  - **H:** Jade, ivory and silver lion mask (6,000 GP); intricately carved ivory leg greeves depicting hunting scenes (m) (4,000 GP for pair).

Note: *The broken line on the map represents the edge of the mist sheet. PCs may be able to crawl beneath the mist, adjudicate this based upon care/speed (or DEX check); movement 1/10 normal.*



Dhavona (succubus): AC: 0 MV: 120'/180' HD: 6 AT: 2 DMG: 1-3/1-3 (claw/claw) SA: kiss *drains 1 energy level;* at will: become *ethereal*, *charm person*, *ESP*, *clairaudience*, *suggestion*, *shape change* (humanoid form) or *gate* (40% success): 01-75: vrock demon, 76-95: balor demon, 96-100: demon prince SD: take 1/2 damage from cold, electricity, fire, gas; +1 or better weapon to hit; create *darkness 5'* radius at will MR: 70% AL: CE Size: M XP: 2,226 THAC0: 12 HP: 21

Ghosts (8): AC: 8 (in *ethereal*) or 0 (*semi-ethereal*) MV: 90' HD: 10 AT: 1 DMG: touch ages opponent 10-40 years SA: *magic jar* 60' (while *ethereal*); those viewing ghost must save vs magic or age 10-40 years & flee for 2-12 turns (clerics 6th+ level immune, 8th+ level characters save at +2) SD: while *ethereal* only affected by attacks on *ethereal plane*; while *semi-ethereal* silver (1/2 damage) or magic weapons required to hit INT: high AL: LE Size: M XP: 5,510 each THAC0: 10 HP: 40 each

Sample file

Lower Complex

Map by G. Hawkins



sample file

Wandering Monsters

Occur 1 in 6; check every 6 turns. **D6:**

1. 2D4 ghasts and **1D4 wights** looking for flesh

2. 2D6 ghasts whispering words of death as they prowl

3. **2D4 wights** screeching and screaming madly (no *surprise*)

4. Baneesa (**vampire**) in *gaseous* form—follows PCs, observes behavior to find best time to attack/torment party

5. Goreld (**vampire**) in bat form—observes PCs, attacks at appropriate time

6. Telepathic projection from **Arisa** (resembles apparition, see **area 12**), appears for a moment then vanishes. **D3:**

1: Warns party to flee tomb and avoid wrath of Heimfell
2: Pleads for PCs to find and destroy the **Black Rock** to free her
3: Warns *'Beware the stalking gas'* (a reference to **Baneesa**)

Monster Stats

Bridge guardians: AC: 3 MV: 60' HD: 12 AT: 1 DMG: 4-24 (huge maul) SA: blows are crushing blows SD: +2 weapon to hit; immune to mind spells; half damage from fire, cold, electricity INT: non Size: L (12' tall) AL: N XP: 5,210 each HP: 60 each

Royal guards: AC: 3 MV: 60' HD: 7 AT: 1 DMG: 1-10 (pole axe) SA: hits cause nausea: -2 to hit 1 day (save vs poison to avoid); *gaze slows* viewers 2-8 rounds (save vs spells) SD: immune to mind spells WK: take double damage from fire INT: low Size: M AL: NE XP: 650 + 8/hp THAC0: 13 - *Appear as rotting mummies in rusty, pitted plate armor with black bladed pole-axes.*

Spectre: AC: 2 MV: 120' HD: 7+3 AT: 1 DMG: 1-8 + drains 2 levels SD: +1 weapon to hit; immune to mind spells INT: high Size: M AL: LE XP: 2,020 THAC0: 13 HP: 37

Notes

- Doors are stone (open rolls required); most ceilings 15'.
- Tomb is defiled (-2 on *turning*); clerics/paladins sense this.

1: Bridge - Two 12' tall **bronze statues**, two-headed and holding giant mauls, flank a crumbling stone **bridge** (60' long) arching over a **canyon**. Below, a raging **river** fed by a thundering waterfall cuts through the black rock; on the other side a ledge before thick, granite doors embedded into a cliff face. The cavern ceiling towers above (200' high).

- **Bronze statues** are **bridge guardians**—unresponsive unless PCs try to steal **crowns** from **area 11**:
  1. Begin smashing bridge (to prevent escape) if PCs exit to ledge (**area 3**) from inside.
  2. Destroy bridge on segment 2-8 of round 1; PCs on the bridge at this point plummet into the river.
  3. Attack any PCs that make it across the canyon.
- **River**: 6'-10' deep, flows swiftly east into the Underdeeps; 2D6 damage for falling in (+ applicable drowning rules).
- **Canyon:** 30' deep, sheer-sided rock walls.
- **1A:** 50' deep; 500' waterfall from **Upper Complex area 4A**.

2: Ledge - Flat, smooth ledge, 20' lower than area 3.

- **Cliff-face:** inspection reveals a small hole (3" wide) tunneled through the rock (to **area 9**).
- **Secret door:** only opened from this side by a *knock* spell.

3: Main Doors - Imposing 13' high gray-flecked obsidian stone **doors**, each engraved with two interlinking crown designs.

- **Doors**: *wizard locked* and protected by a ***glyph of warding*** (affects all on ledge, 18 fire damage, save for half)—speaking *'Heimfell'* aloud permits safe passage.
  - ► Close automatically with a thunderous boom 1 turn after PCs pass through (check for **wandering monster**).

4: Entrance Hall - White marble columns decorated with linked crown base-relief designs; several steps lead to a black merlinite stone door on the back wall. The floor is thick with dust (tracks visible if checked: ghoul-like prints and heavy boots).

5: Antechamber - Thick, black marble columns in corners support a vaulted ceiling (30'). Scorch marks on floor and walls; burnt skeletons lie amidst ash (goblin). Several steps lead up to a set of stone doors, motifs of interlinked crowns decorate their surfaces. **Side doors** are emblazoned with engravings of pole-axes.

Baneesa and **Goreld** (**vampires**): AC: 1/Goreld: -3 (plate mail) MV: 120'/180' HD: 8+3 AT: 1 DMG: 5-10 + drain 2 levels/2-8+6 (Goreld ***+2 bastard sword nine lives stealer***; XP: 1,600; GP: 8,000) SA: *gaseous form* + *shape change* into bat at will; *gaze* attack: save or *charmed*; summon 10-100 rats/bats, or 3-18 wolves (outside) SD: +1 weapon to hit; *regenerate* 3 hp/round; turn to *gaseous form* at 0 HP (return to coffin within 12 hrs for 8 hours rest); immune to *sleep*, *charm*, *hold*, poison, *paralysis;* take 1/2 damage from cold/electricity WK: repelled 1-4 rounds by garlic, holy symbols repel; slain by sunlight 1 turn; killed in 3 rounds by running water; take 2-7 damage from holy water INT: Exc. AL: CE Size: M XP: Baneesa: 4,222; Goreld: 4,340 HP: Baneesa: 36 Goreld: 45

6: Royal Guards - Stairs descend sharply to a dusty, stench filled room. **Alcoves** line two walls; a **shaft** opens in the floor.

- **Alcoves (10):** each holds a **royal guard** (30 HP each), motionless; do not move or react for 4 rounds, then suddenly animate and attack.
- **Shaft**: smooth-sided, descends 20' to **area 30**.

7: Tomb of Malisi - Stairs descend to a gloomy room; **alcoves** line the walls. A stone **sarcophagus** carved in entwining rose designs stands near the entrance; by the back wall a **statue** of a tall, mailed female warrior, its right arm thrust forward in a fist.

- **Alcoves (10):** each holds a **royal guard** (28 HP each), motionless. They only react or attack if the **right arm** on the **statue** is lowered or if attacked.
- **Sarcophagus**: cold to the touch; written on the lid in archaic is *'Malisi, daughter of battle'*. It is opened by crowbar or *bend/bars* roll—doing so releases a female **spectre.** Inside is a female skeleton wearing red ***+4 scale mail*** with rose design scales (XP: 2,000; GP: 12,000).
- **Statue:** inspection reveals thin grooves around the right shoulder and neck:
  - ► **Lowering right arm** awakens the **royal guards.**
  - ► **Raising right arm** so it points to the ceiling causes the statue to slide sideways with a grinding sound revealing a shaft in the floor (10' drop to passage below to **area 8**).
  - ► **Rotating statue's head** opens the **secret door** (to **area 24A**).

8: Tomb of Goreld - Raised granite platform supports a black merlinite **sarcophagus** under a domed ceiling.

- **Sarcophagus:** decorated with designs depicting a physically powerful warrior:
  - ► 30% chance **Goreld** inside (asleep, *surprised* on 1-4).
- **South wall:** inspection reveals a small 3" hole (to **area 9**).
- **Secret doors:** opened by pushing on the bottom section of each door, causing door to flip downwards.

9: Tomb of Baneesa - Marble **sarcophagus** rests upon a raised granite platform. The ceiling is domed; blue stone walls carved with **faces** depicting a beautiful princess (radiate magic).

- **Sarcophagus**: encrusted with black opals (x10; 1,000 GP each)—**faces** scream if opals removed or touched; **Baneesa** appears (**Goreld** 2 rounds later); roll for **wandering monster**.
  - ► 30% chance **Baneesa inside** (*surprised* on 1-3).
- **South wall** has 3" wide hole (to **area 2**).
- **Secret doors** flip downwards when bottom section pushed.

Ghast: AC: 4 MV: 150' HD: 4 AT: 3 DMG: 1-4/1-4/1-8 (claw/claw/bite) SA: stench 20' radius: save vs poison or -2 to attack rolls; attacks *paralyze* victims (save vs poison) SD: immune to *sleep*/*charm* INT: ave. Size: M AL: CE XP: 250 each THAC0: 15 HP: 15 each

Wight: AC: 5 MV: 120' HD: 4+3 AT: 1 DMG: 1-4 + drains 1 level SD: damaged only by silver or +1 weapons; immune to *sleep*/*charm* INT: ave. Size: M AL: CE XP: 640 each THAC0: 15 HP: 20 each

Sample file