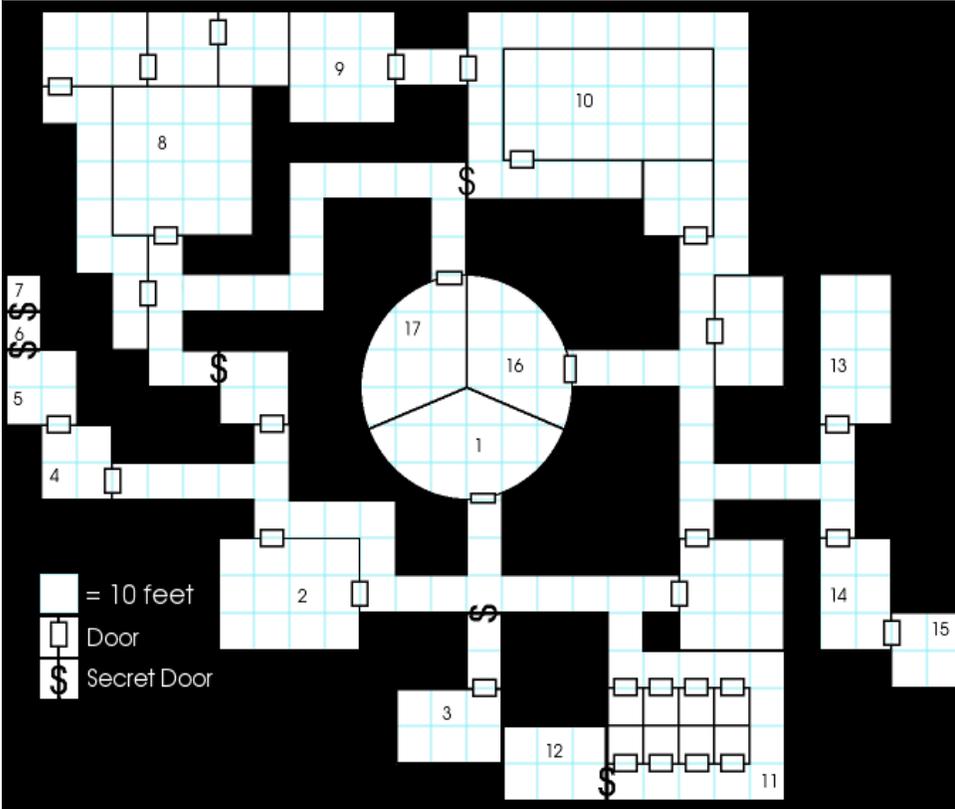


Hall of the Undying

A One-Page Dungeon by Greg Hartman



Background

Ages ago, a necromancer, aspiring to be as the necromancer-kings of old, built this tomb in a hidden place, accessible only through a magical portal. He meant for this place to be his starting point for domination of his home nation, and filled its halls with a twisted mockery of life and comfort to entertain his apprentices.

Random Encounters

20% chance every 10 turns, then 1d8

1	1d2 wraiths
2	1d2 shadows
3	1d4 armed coffer corpses
4	2d4 armed & armored skeletons
5	2d4 armed zombies
6	1d4 armed juju zombies
7	1d4 ghouls
8	1d2 wights

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1: The portal the PCs came in through is a 7' diameter circle of swirling shadows on the NW wall.

2: A well-appointed sitting room, with several overstuffed chairs, small tables, and candelabras. Shelves along the western wall appear to hold chapbooks, or other light reading; upon inspection, these are all bound volumes of gruesome tales and histories of terrible wars and atrocities. There is a bar on the northern wall, with crystal decanters of liquor and silver and crystal cups (worth 100 gp total, but very fragile). The south wall has a small puppet stage; on command, several spectral and skeletal marionettes will appear and begin to silently act out stories of necromancer-kings from ages past.

3: A scrying room; several tables and cabinets hold mirrors, orbs, and basins for water. On one of the side-tables, there is a skull, which will speak and answer questions when addressed (or if it sees the PCs doing anything untoward). The statements it gives are not particularly truthful, as the intelligence trapped inside it is poorly informed, bored, and slightly crazy. The skull is nonviolent, but if accosted, it will float into the air and attack by biting.

4: The locked guardroom has 3 ghouls and one wight, trapped in stasis, which is lifted when the room is entered by someone who does not possess the key from area 17. The room itself is outfitted with several chairs and tables, and racks of (rusty and useless) weapons along the walls.

5: The necromancer's vault. The only furnishings are a small table and chair, and a candelabrum. The room also contains two coffers of gold and silver coinage, jewelery, and gems (3,000 sp, 1,000 gp, silver & gemstone toe-ring worth 2,500 gp, silver pendant worth 200 gp, three pearls (500 gp each), four serpentes (50 gp each)).

6: The necromancer's familiar, a quasit, is here, guarding the hidden vault. It prefers the form of a man-sized, shadowy bat-thing, and has an 80% chance to remain hidden when the PCs enter. The northern secret door is locked (see area 17) and trapped; opening it without disarming the trap will cause the floor to magically dissolve, dropping the PCs into a 20' pit filled with 10d3 crawling claws.

7: The hidden vault contains a locked and trapped chest (poison needle, save or 1d6 turns of paralysis). It contains the necromancer's traveling spellbook (referee's discretion as to spells, written in code), as well as a variety of magical items: a *ring of protection* +2, *potion of extra-healing* x4, *potion of undead control*, *staff of withering* (5 charges left), *wand of fear* (12 charges left), *wand of paralysis* (17 charges left), *cloak of resistance*, and a *dagger of venom* +1.

8: This library contains four spellbooks, divided by spell level (level 1-2, levels 3-4, and level 5, referee's discretion on contents), several workbooks describing the creation of magic items and undead creatures, and two shadows, hiding amidst the bookshelves.

9: This morgue reeks of embalming spices. It contains a lab bench covered in gruesome equipment, and four steel slab tables holding three juju zombies and one mummy.

10: An ossuary; the walls are covered in bones, complete with a bone chandelier; only the floor is stone, and there are heaps of bones lying about. PCs straying too close to a wall will be grabbed suddenly (save at -4, 1d6 damage per round until freed); if the walls are attacked, or the bone piles disturbed, the walls and piles will disgorge 2d8 unarmed skeletons.

11: Each of these rooms is a small, dismal cell containing only a bucket and a straw mattress.

12: This torture room has a rack and a table with

shackles as its only furnishings. The two ghastr torturers are insane with hunger and will attack immediately. Any living creatures spending more than 10 rounds here will begin to hear the wailing of the victims sacrificed to speed the necromancer into lichdom (save or affected as per a *fear* spell).

13: A long dining table, complete with tarnished silver service, dominates this well-appointed room. Macabre paintings and tapestries hang upon the walls. Eight zombie servants stand ready for orders.

14: Four juju zombies, garbed as chefs and armed with large knives and cleavers, man this traditionally-appointed kitchen. There are large cupboards here filled with non-temperature-sensitive ingredients such as potatoes and onions (long since rotted into a foul sludge).

15: This pantry is kept very cold through permanent enchantments. Temperature-sensitive ingredients, such as milk and cream (long since curdled and rotted), and various cuts of meat and edible offal (PCs examining these closely must save or be sickened for 2d4 rounds due to the source of the ingredients).

16: A summoning circle is carved into the floor of this bare room. Within it is a trapped erinyes, unable to use any of her powers due to the circle; she will bargain for her escape.

17: A stone sarcophagus dominates this room; inside is the rotted corpse of the necromancer, wearing rich velvet robes of purple and black. The pockets contain two keys (see areas 4 and 6). Next to the sarcophagus is a pedestal, upon which sits a fist-sized diamond, inside of which is the necromancer's soul, trapped there when he incorrectly concluded the rituals to become a lich. The necromancer cannot escape without assistance. The PCs may use a variety of means to communicate with the necromancer's soul; he will promise anything within his power to be freed.