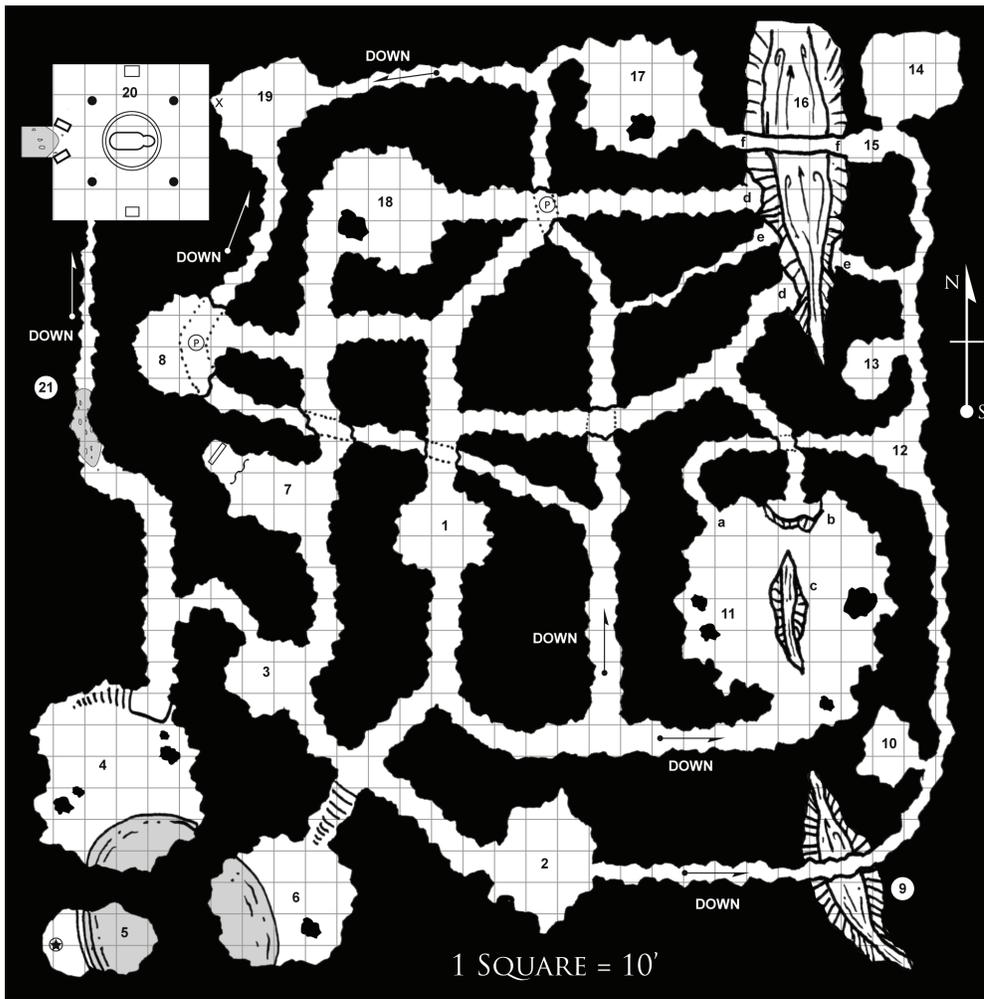


THE FORGOTTEN TOMB OF THE WARRIOR KING

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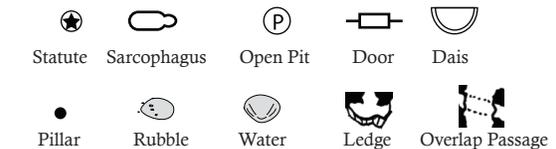
BACKGROUND

Over two-thousand years ago a fabled warrior king was laid to rest in a stone tomb beneath a burial mound. A lone, solemn obelisk of carved black stone was the only marker for his grave. As the centuries passed, the tomb was forgotten, the obelisk fell in ruin and the mound became over-grown with weeds and brush and overrun by burrowing horrors and blasphemous cults. It is rumored that the actual Tomb of the Warrior King itself has yet to be unearthed and that his ancient riches have been untouched throughout the long ages...

ENCOUNTERS d10

- 1 3-12 Giant Rats
- 2 A slow guttural croaking/clicking noise that is soon answered by another coming from a different direction.
- 3 2-4 Giant Spiders
- 4 The sound of rubble falling
- 5 4-8 Hungry Ghouls
- 6 2-8 Mushroom-Men
- 7 7-12 Crypt Crawlers
- 8 The sound of something soft and fleshy slithering on the stone in the shadows behind you.
- 9 1 Walking Slime
- 10 1 Head Stealer

DUNGEON KEY



The entrance is a small hole in the ground which leads to room (1) 40 feet below.

1. empty chamber.
2. scattered gnawed humanoid bones
3. empty
4. A sunken cavern with a pool of deep cold water. 6 Giant frogs. Beneath water's surface are two tunnels, one leading to room 4, the other to room 5.
5. A hidden cavern with a pool of water. Stone steps lead out of water to raised dais with a statue of a blasphemous amphibian god. There is treasure piled at base (1500 in treasure and gems.). Also, eyes are gems (250g) that, if touched, cause blindness. Save applied. 1 Giant frog. Beneath the surface of the water there is one tunnel that leads to room 4.
6. A sunken cavern with a pool of water. 2-6 crypt crawlers drinking water. Beneath the surface of the water there is one tunnel that leads to room 4.
7. Trick Room. Behind a velvet curtain there is an alcove with a standing silver mirror. If PC(s) looks in mirror while curtain is closed, he will see his sex change to the opposite. Others in the room will see that same thing as the PC steps out from behind the curtain. It is only an illusion which ends when the PC exits the chamber.
8. An empty cave with a hole in the floor that leads to a 5 foot wide tunnel beneath.
9. A natural 3 foot wide stone bridge crosses an open fisher in the earth. There is rushing water about 40 feet below. Walking across the bridge should not prove difficult. Running however is a

different story. If a PC falls to the water below, he is swept north. He may have a chance to save himself as he passes through room 11 and again in room 16.

10. Small cavern. Some gnawed humanoid bones and a dark stained trail leading out of the room and north down the passage. A rusty sword.

11. Very large natural cavern lit with a dim purple glow coming from fungus growing on the walls and ceiling. The room is lush with oversized fungi, bizarre vines and mushrooms. 3 Mushroom-Men. A natural cave opening on the main floor (a). A 15 foot high ledge with a cave opening (b). A fisher in the earth with running water 40 foot below(c). Anyone swept away in room 9 has a chance to catch one of the vines that dangle over the edge.

12. 3 Cave Eels.

13. Empty cave.

14. Lair: 15 Crypt Crawlers.

15. A natural 3 foot wide stone bridge crosses an open fisher in the earth (16). This bridge is even in elevation with caves 16-e.

16. An open fisher in the earth. There is rushing water about 40 feet below. Walking across the bridge should not prove difficult. Running however is a different story. If a PC falls to the water below, he is swept north. There are 6 cave openings, 2 marked (d) are from the main level and higher up with a ledge, 2 marked (e) are from the lower level also with narrow ledges and 2 marked (f) are from the lower level and connected by a bridge (15)

17. Lair: 20 Crypt Crawlers.

18. One Grick . Pouch with gem (100g) among bones

19. A cavern with rusted digging tools (shovels and picks) near a niche in the wall that appears to have been dug out. A large dark stain that leads from the tools down the east passage. Niche in the wall can be dug out and leads to the Tomb of the Warrior King. A dwarf character can dig through the niche in an hour. Other characters will take three hours. The digging will cause a lot of noise and bring wandering monsters and Crypt Crawlers from 17.

20. The Tomb of the Warrior King! A man made room with a high arched ceiling. The west doors have been burst open due to the ancient entrance tunnel being completely collapsed (1/4 mile long). Tomb guarded by 2 Jackals of Darkness. Inside sarcophagus is Warrior King, 8 foot tall skeleton in Plate with Shield. Wields 2 handed sword (+2/+3 vs Giants) in one hand. Fights as level 4. Cannot be turned due to amulet. Total treasure: 3,000 gp in coin, gems and items.

21. Rubble has blocked this passage. It is possible to dig through but it is a time consuming process. Wandering encounter checks apply. Beyond the rubble, in the northern passage there is a 2 in 20 chance of another cave-in trapping or burying the PCs. The end of the northern passage opens into the Tomb of the Warrior King with a small opening 10 feet off the ground.