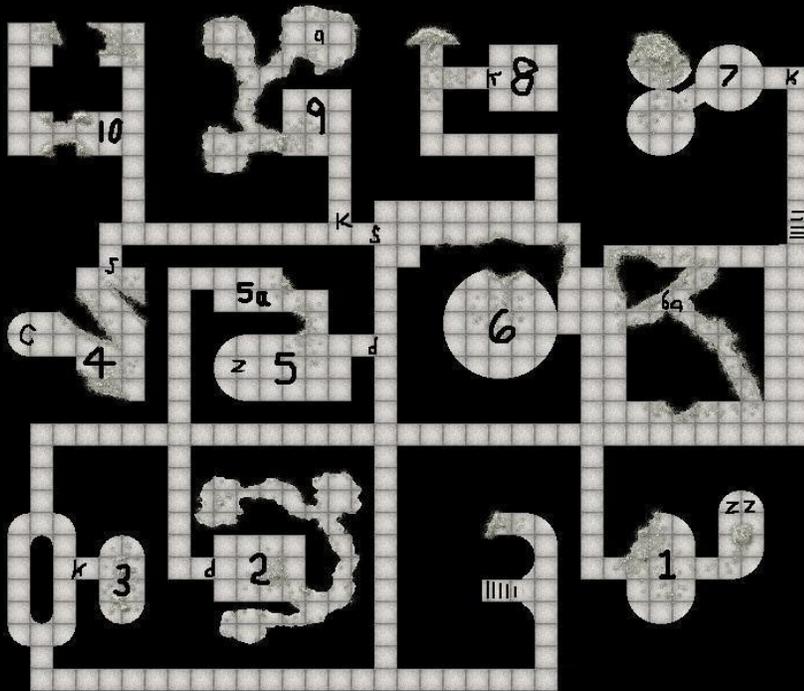


Crypt of the Shattered Mage-King

By Rick Ray



History: Buried deep within the mountains, a few miles outside the ruined city of Jhavek, is the ancient Crypt of the Shattered Mage-King. His name is long forgotten, yet his legend still lingers, drawing adventurers seeking fame and fortune. The entrance to the crypt is found within a small cave on the side of a cliff, the party can see stairs leading straight down to the east...in entering the crypt the party can see that the walls had been worked with precision, yet over the centuries now they are beginning to crumble and fall apart...

Wandering Monsters (d20)

10% chance, check every hour or so

01 – 03: 1d4 ghouls

04 – 06: 1d6 zombies

07 – 11: Carrion Crawler

12 – 14: Wight

15 – 16: Giant Spider

17: 1d10 Skeletons

18: 1d10 Stirges

19: 1d4 Shadows

20: Spectre

Legend

S – Secret Door

III – Stairs

a – Murky pool of water

d – Door

k – Locked Door

c – Sarcophagus

z – Statue

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Room Key

1. **Crumbling Chamber:** Crumbling stone and debris covered floor, 'z' marked areas are actually two gargoyles waiting for an opportunity to attack. The floor has multiple gold and silver pieces scattered around.
2. **Storage Room:** Debris covered floor with cave-like opening in S-E corner, 1d4 giant spiders dwell here. There are 1d3 ink wrapped bodies located here. Standard treasure can be rolled for each.
3. **Study:** Located here are various scrolls and books located on multiple shelves, most are ruined but there are a few that may be worth keeping.
4. **Burial Chamber:** The area marked 'c' is the location where lies the sarcophagus of the Shattered Mage-King himself. Now a lich he has a Wand of Fireballs, and a Ring of Magic Missiles. The lich will be randomly wandering through the area and will attack when any intruders are spotted. There is a small chest located in a false bottom of sarcophagus contains diamonds and rubies.
5. **Meeting Room:** this room contains a large wooden table, with broken down chairs surrounding it. Two wraiths occupy this area and attack once the once the marble statue is touched. Hidden under the statue is a secret chamber, inside are various gems and gold pieces.
- 5a. **Reception Hall:** Once used as a reception hall, but now is in shambles. A Gray ooze is located here. There will be scattered gold and silver pieces on the ground.
6. **Dining Hall:** Once was used as the dining area for the Mage-King. Walls are starting to crumble in; there are a couple of tables which are now rotting. In the northern section of the room lurk two ropers. Standard treasure.
- 6a. **Zombie Zone:** Venturing down inside the rifts in the walls will bring you face-to-face with a group of zombie's, 1d8 zombies. There will be scattered along the ground a few gold pieces, some silver and copper pieces, plus a couple of gems. Also, hidden among some of the rubble will be a Potion of Extra Healing.
7. **Circular Vault:** In the ante-chamber of the vault is a single Death Knight. The only way around the Death Knight, besides fighting it, is to show it the golden dagger from room 8. Located in the chamber is a large collection of variously sized locked (and some - times trapped) chests. Roll for traps and treasure types.
8. **Guardroom:** Originally sleeping chambers for the Mage-King's guard. Now there are only rotting beds and 1d6 ghosts. Hidden in the rotting mattresses are a Potion of Giant Strength, a silver-plated war hammer, and a golden dagger.
9. **Bed Chamber:** The long abandoned bed chamber of the Mage-King. There is only an old and very large rotting bed here. Located in the cavern area to the west a small Black pudding has taken up residence here. Located at the area marked 'a' is a small murky pool of water. At the bottom can be found a Potion of Invisibility, a +1 long sword, and 200 gold pieces.
10. **Shattered Laboratory:** The very walls of this area have almost cut off half of the room. Located in here are various debris, some