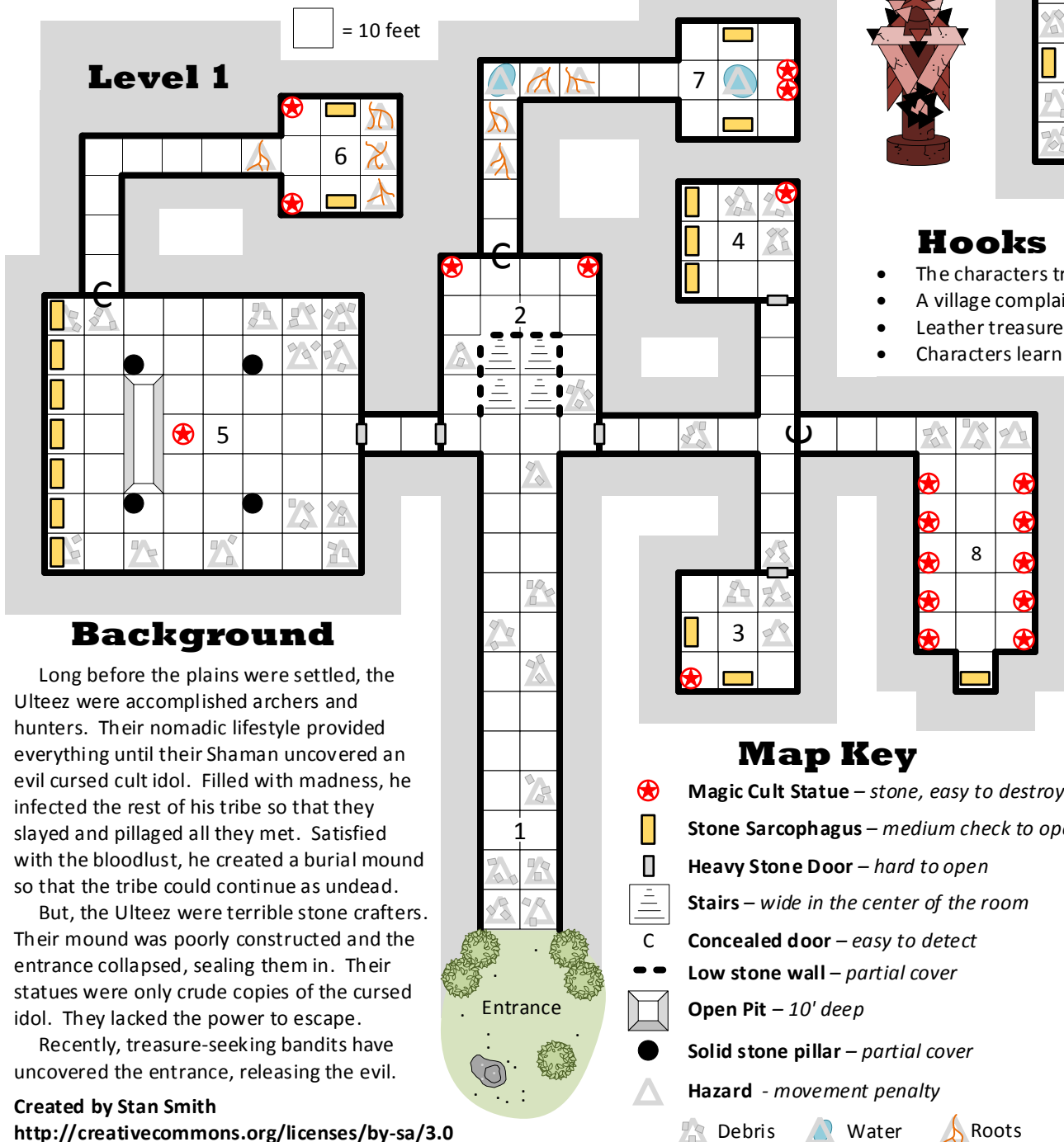


Burial Mound of The Ulteez

This fantasy adventure is intended for low to mid-level characters played in one setting. Scale encounters to meet party level.



Hooks

- The characters trail the bandits
- A village complains of skeletons
- Leather treasure map found to room 8
- Characters learn of the cursed idol

Room Key

- 1. Entrance** – *Easy encounter.* Scared Bandits outside will surrender after a quick fight. Trivial treasure on bandits.
- 2. Center Room** – *Balanced encounter.* Many Skeleton Archers fire down the hallway. Trivial treasure on skeletons.
- 3. Horseman Crypt** – *Empty.* Trivial treasure on corpses.
- 4. Family Crypt** – *Easy encounter.* Insect swarm pour out of sarcophagi when disturbed. Jewelry worth 100 gold.
- 5. Large Tomb Room** – *Balanced encounter.* Statue animates and attacks with a long sword +1 supported by Skeletons. 1000 silver in the bone pit with four gems worth 50 gold.
- 6. Lieutenant's Tomb Room** – *Easy encounter.* Small corrupted Plant Blights. Each sarcophagus has 100 gold.
- 7. Warrior Tomb Room** – *Balanced encounter.* Upgraded Skeletons. Good leather armor on skeletons.
- 8. Captain's Tomb.** – *Trapped.* Moving past or disturbing statues triggers minor magical damaging spell: fire or cold. Good chainmail armor, shield, longsword, and 200 gold.
- 9. Witch Crypt** – *Hard Encounter.* Hidden (hard to detect) Wight will try to attack with surprise. 4 scrolls of Wizard spells, Dagger +1 (lost in the rubble), 1000 silver.
- 10. Horse Master Crypt** – *Empty.* Huge pile of horse bones.
- 11. Shaman's Crypt** – *Hard Encounter.* The boss monster Shaman is a unique armored undead. Treat as a Wight and able to cast cleric spells at the highest level of the party member. He wears plate armor, shield, and carries a mace. He cannot be turned or held while holding the idol. Potion of healing, 500 gold, 2 scrolls of Cleric spells, 2 magical stones that work like walkie-talkies, and the evil cursed cult idol.

Created by Stan Smith

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