

An Afternoon Outing

A Two-Round D&D Living Greyhawk Adventure

Round 2

by Eric Price

Just another day on the road to the next town and hopefully, your next adventure.
An adaptable adventure for characters level 1-6.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The cost of each lifestyle will be indicated at the beginning of the **scenario**. The lifestyles, and the effects that each has on play, are:

Destitute	You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
Poor	You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
Common	You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
High	You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury	You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1

DM's Introduction

More than twenty years ago, before the Greyhawk War, a foul death cult priest rose to power in the nearby countryside. The high priest and leader of this necromantic cult was called Ambrios by his followers. Operating under the guise of a theater, the cult of murder and death flourished for several years before finally drawing the attention of a local paladin named Camian Fastblade. Fastblade and his followers met Ambrios on the battlefield and a battle ensued. Calling on the powers of his deity, Camian was able to turn Ambrios' unholy army against him, slaying the mighty high priest and routing his army from the battlefield. Ambrios' faithful followers, pressured by the forces of good, fled the battleground with the high priest's body. Pursued by Fastblade's army, the priests fled into their nearby crypt-temple. While their brothers sealed them in the crypt below for safety against the coming siege, his devout followers tried in vain to bring Ambrios back to life. In a cruel twist of fate the very god he served cursed the high priest's failure, damning him to a life of undeath.

Fastblade's men surrounded the temple and, confident of their impending victory, stormed the temple's guards. Fastblade and his warriors searched the temple but found no sign of the high priest's body.

The main entrance at the base of the low hill was completely collapsed, preventing any further use. An attempt to collapse the second entrance failed however, leaving a nearby section of the temple buried under rubble but failing to seal it. Lacking additional resources, the warriors buried the entrance with debris found in the temple. They left, feeling empty at the thought of not knowing if the high priest had been revived but confident the death cult was forever vanquished from the land.

The Zombie Lord Ambrios awoke to his new life to find himself trapped in the crypt. The mechanism for opening the stairs could only be activated from above. In a rage he called out. Doing so killed some of the very priests who had tried to raise him. Within minutes they became zombies under his control. Quick to grasp the nature of his new existence, Ambrios went about killing the remaining priests. For nine years the zombie lord and his minions have waited to escape their confines. It was not until a small group of adventurers from a nearby town stumbled onto the mechanism for activating the stairs that the zombie lord finally succeeded. Quickly slaying the unsuspecting adventurers, Ambrios and his minions set about raiding the nearby countryside for new recruits in his dark army.

Adventure Synopsis

DM Handout #1 is designed to assist you in determining the flow of events. The PCs have come to investigate an abandoned death-cult temple. So far they have been successful at defeating the minions of the foul Zombie

Lord laired below. They have battled their way into the Cavernous Temple, a main focus of the activities that used to flourish here.

Round 2 begins with the PCs free to explore the cavern, where they find a set of levers on the wall. The PCs must deduce the purpose and proper sequence of the levers to gain access to the secret stairs hidden in the floor mosaic. They descend into the crypts of the temple. Once below, they must search nearby crypts, bypassing the traps and defeating the undead that attack them. They then fight their way to the entrance to the High Priest's crypt and defeat the foul monster.

After the PCs have entered the lower level (and if they don't trigger the trap themselves) the High Priest commands a zombie to activate the trap, causing the stairs to rise back up and trapping the adventurers in the tomb. They must find an alternate route of escape or wait until someone comes and releases them.

Proactive PCs can discover a series of crudely dug tunnels in a lower crypt half filled with water. A short underwater swim brings the PCs to the river and freedom. PCs who decide to wait it out must wait twenty days before a group of paladins frees them from the tomb. They may not survive if they choose this route.

Player Introduction: Cavernous Temple

DM Handout #2 is useful until the PCs discover the hidden staircase and proceed to the lower level.

Standing over the now vanquished ogres, you find yourself gasping for fresh air amidst the stench of death emanating from their bodies. Attempting to get fresh air, you raise your head. On the ceiling above, the thinnest pinpricks of daylight greet your eyes. Even from here you can see the mysterious fog gently oozing out to the world above. After a few minutes your head clears and your stomach returns.

Turning to examine this large cavern, its easy to see it will take some time. All around you the darkness swallows your light, without even so much as a hint at what lies within it.

PCs search the ogre bodies: Ambros, the only sentient being in the temple has no care for mortal treasure. As such, the ogre's bodies would normally have treasure on them. Since they were killed by the young adventurers though, their treasure now resides in the priest's chamber (round 1, encounter 15) or in the PC's pockets.

PCs search the cavern: Read the following:

Taking your torches, you slowly make your way around the enormous cavern, marveling at the inky blackness around you that seems to swallow up your meager flame. The ceiling must be 30 feet high or more! While the rest of the cavern is rough and seemingly unfinished, the floor beneath your feet is not only level but seems to be covered in some kind of flagstone. Examining the walls, your light plays upon spent torches still

in their brackets. You locate each of the large metal portcullises you passed earlier as well. Remnants of cloth, nothing more than tatters now, lie scattered about the floor.

Just as you are about to finish your search, you discover an unusual stone block. Protruding from one side, at about eye level, are five metal shafts, their ends decorated with ornate skulls carved from the metal, itself.

There is nothing of significant value in the cavern.

The PCs may replace the torches with their own or use the tattered cloth to make torches from those left in the wall. Lighting six or more torches is sufficient to light the room and burn away the fog a bit, allowing the floor to be more easily seen.

PCs investigate the metal shafts: Proceed to encounter 1 (the levers).

PCs investigate the floor: Read the player text below. If the PCs have dispelled or burned away the fog, be sure to alter it appropriately:

It is difficult to see anything meaningful on the floor below. More of that strange wet fog that permeates this ruined temple rises from the flagstones, seemingly clinging to your body and obscuring your vision beyond a few feet. Drawing your head down to get a better look, you discover the floor is covered in flagstones. The stones are red, white, and black and appear to be arranged in some kind of pattern.

If the PCs walk around and attempt to determine what the pattern on the floor is they must make a successful Wisdom check (DC 10). Successful PCs determine the flagstones are laid out in the shape of a giant skull.

If the PCs are searching the floor they may locate a couple of points of interest. The location of these items are marked on DM Handout #2. Make appropriate spot checks if the PCs go there and search checks if they are specifically searching the floor.

The DM may want to automatically allow one of the PCs to "find" the evidence of a secret door at the stair area if no one would otherwise find it.

The PCs may spot two things on the floor:

- Pit trap - in front of the metal levers. Dwarf and Elf PCs as well as Rogues can spot the trap normally (DC 20). If the room is still foggy, the DC is 24.
- Another apparent "pit trap" in the "mouth" of the mosaic. Dwarf and Elf PCs can spot the secret door (DC 20) but will not know how to open it. If the room is still foggy, the DC is 24.

PCs want to "bust through" one of the "secret areas" they found in the floor: Not brilliant, but conceivable, the PCs may try to bust through the floor after discovering the "secret doors". Stats for the two doors appear below:

- Staircase: Realistically impossible. The stone beneath is solid, each dropping to create "stairs" to the lower level while exposing the secret area.
- Pit Trap: Breaking through the stone floor section requires a successful Strength check (DC 40). It may be chipped through assuming a 10 foot square section has a hardness rating of 10 and 240 hp.

Encounter 1: The Levers

Deciding to take another look at the metal shafts protruding from an elaborate black stone pedestal, you notice far more detail than before.

Give the players Player Handout #1

Chart for levers

1	2	3	4	5	effect
U	U	U	U	U	Initial position
D	D	U	U	U	Opens west portcullis
D	U	D	U	U	Opens south portcullis
D	U	U	D	U	Opens east portcullis
D	U	D	U	D	Opens secret staircase
D	U	U	U	D	Pit trap

Pulling any lever before pulling lever 1 results in setting off a trap. There are two traps here. A pit trap and an arrow trap. The pit trap is only activated by the sequence noted above; otherwise it is an arrow trap from the wall immediately behind the levers (behind the PCs). Once each trap is disabled, pulling the levers will have no negative effects.

Tier 1

Trapdoor Pit: 10 ft deep (1d6); Reflex save to avoid (DC 20); Search (DC 21); Disable Device (DC 20).

Arrow Trap: +5 ranged (1d6/x3 crit); Search (DC 21); Disable Device (DC 20).

Tier 2

Trapdoor Pit - 20 ft deep (2d6); Reflex save to avoid (DC 20); Search (DC 21); Disable Device (DC 20).

Arrow Trap: +5 / +5 ranged (1d6/x3 crit); Search (DC 21); Disable Device (DC 20).

Tier 3

Trapdoor Pit - 40 ft deep (4d6); Reflex save to avoid (DC 20); Search (DC 21); Disable Device (DC 20).

Poisoned Arrow Trap: +5 / +5 ranged (1d6/x3 crit) + huge centipede poison (Fort save to resist (DC 12); none/1d4 Dex); Search (DC 21); Disable Device (DC 22).

Encounter 2: The Secret Stairs

Pulling the last lever down, the silence is suddenly broken by the sound of stone grating on stone. It echoes loudly across the enormous cavern

The grating lasts about 6 seconds. PCs near the hidden staircase will see the stone drop down to form stairs. PCs standing on the secret stairs must make a Reflex check (DC 10) to avoid falling down the stairs into the darkness below.

Once the PCs locate the source of the grating, read the following:

Where black flagged stone was before, there is nothing at all now. A mild breeze, or perhaps a vacuum, brings the stench of more decay to your nose as you stand here examining it. Looking closely, you can see two steps made of stone descend into blackness below.

The entire south end of the chamber below is shrouded in a permanent deeper darkness. If the PCs descend the stairs, proceed to chapter 3 - the secret crypt.

Development: A map, DM Handout # 3 is included for the judge's reference and to assist in describing the lower level of the temple. Ambrios knows the PCs are coming from his telepathy with the zombies above. The crypt, while not originally designed with it in mind, is an elaborate trap where he and his undead minions await the adventurer's arrival. The crypt is completely dark when the PCs arrive. All tunnels in the crypt are roughly 5-feet wide, meaning PCs will stack up single file. The floor is relatively smooth from two decades of endless walking upon them. Ceiling height is roughly 8 feet in all passages and 13 feet in the major room.

If the PCs don't cast *dispel magic* or use some similar magic, the entire south end of this chamber is enshrouded in magical darkness. PCs who disrupt the magical darkness or carry light sources beyond its radius find every room filled with an eerie fog.

DM NOTE: The fog in the caverns is magical (*detect magic* will reveal an overwhelming aura emulating from the fog, and following that up with a successful Spellcraft check will reveal the fog is of the conjuration school, the fog also radiates overwhelming evil, if detected). The fog acts as an obscuring mist spell, but only in the case of PC attacks against the minions of the Zombie Lord. The fog's strange magic allows the undead in the caverns to ignore the fogs concealing effect. Keep in mind that this gives all the PCs either a 20% or 50% miss chance when attacking their foes. A *gust of wind* spell will dissipate the fog in a given 50-ft. by-50 ft., increased by 5 ft. each direction per every caster level, for 1 minute. Flame spells will burn away the fog within the spell's area for 1 minute, at which points the fog rolls back into the area.

Encounter 3: Antechamber

Moving beyond the eerie darkness your light suddenly springs to life again, casting strange shadows on the walls. Here, as above, an eerie mist seems to ooze from the floor itself. It significantly obscures your vision now, so that you cannot see clearly beyond a few feet.. Through the fog, a strange luminescent glow covers the floor. Ornate archways carved with intricate runes and drawings sit opposite one another on the east and west walls.

Traps: There are two independent traps in this room. The first set are the *glyph of warding* residing on each of the archways. In both cases, the glyph is discharged by the first good aligned person to pass through it. In all tiers the glyphs can be fooled by *mislead*, or *nondetection*. Read *magic* combined with a successful spellcraft check (DC 13) allows the PCs to determine the nature of the glyph.

Tier 1

DM Note: In tier 1 the glyph of warding for the east exit was activated by the adventurers.

glyph of warding (west): *hold person*; Will save to negate (DC 15); Search (DC 28); Disable Device (DC 28).

Tier 2

glyph of warding (east): 5 ft. cold blast (2d8); Reflex save for half damage (DC 15); Search (DC 28); Disable Device (DC 28).

glyph of warding (west): 5 ft. acid spray (2d8); Reflex save for half damage (DC 15); Search (DC 28); Disable Device (DC 28).

Tier 3

glyph of warding (east): *bestow curse* (-4 penalty to attack rolls, saving throws, ability and skill checks); Will save to negate (DC 20); Search (DC 28); Disable Device (DC 28).

glyph of warding (west): *blindness* (50% chance to miss in combat, lose all Dex bonuses to AC, moves at half speed, attackers gain +2 bonus to attack rolls, -4 penalty to some Str and Dex related skill checks); Fort save to negate (DC 20); Search (DC 28); Disable Device (DC 28).

The other trap is related to the luminescent spot on the floor. The luminescent glow is a *faerie fire* cast on a gem-encrusted mosaic of a skull. Touching the mosaic (either by walking over it or pulling the stones out) activates the trap.

Stairway trap: raises stairs back up; Search (DC 24), Disable Device (DC 26).

The trap causes the stairs to rise back up and lock into position, preventing any escape. For simplicity, assume the raising process takes 30 seconds (5 rounds to complete). PCs can still reach the stairs and exit until 3

rounds later. Items jammed into the stairs to attempt stopping the upward movement are likely to be snapped unless they are made of a material that PCs of this level should not have. The judge should use his judgement.

Tactics: Ambrios has his zombies attack as soon as a glyph is activated. At lower tiers, the judge may want to let the PCs use curative magic before the attacks if the PCs are having an especially hard time.

Treasure: the gems set into the floor trap in the center of the room are twelve agates worth 10 gp each.

Encounter 4: Burial Chambers

The fog continues to thicken as you move from the large antechamber you just came from.. It is nearly impossible to see beyond (20 feet, 15 feet, 10 feet) now. Small alcoves, perhaps ten feet in diameter open up in the walls on both sides of this narrow hallway to reveal what appear to be burial crypts.

There are sixteen burial alcoves in the wide semi-circle leading from the entrance to the main crypt. The judge is free to put from 1 to 4 zombies in each of the alcoves, with a maximum of 6 zombies per tier (i.e. 6 at tier 1, 12 at tier 2, 18 at tier 3, and 24 at tier 4).

Where zombies aren't, half-eaten corpses are. Be sure to describe them so as to keep the PCs on their toes.

Tier 1 (EL 4):

Zombies (6): CR 1/2; Medium-size Undead (6 ft. tall); HD 2d12+3; hp 8 (each); Init -1 (Dex); Spd 30; AC 11 (-1 Dex, +2 Natural); Atks +2 melee (1d6+1, bash); SQ undead immunities; AL N; SV Fort +0, Ref +1, Will +2.

Str 13, Dex 9, Con -, Int -, Wis 10, Cha 11.

Feats: Toughness

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; *Partial Actions Only (Ex)*—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge.)

Tier 2 (EL 6):

Zombies (12): CR 1/2; Medium-size Undead (6 ft. tall); HD 2d12+3; hp 15 (each); Init -1 (Dex); Spd 30; AC 11 (-1 Dex, +2 Natural); Atks +2 melee (1d6+1, bash); SQ undead immunities; AL N; SV Fort +0, Ref +1, Will +2

Str 13, Dex 9, Con -, Int -, Wis 10, Cha 11.

Feats: Toughness

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; *Partial Actions Only (Ex)*—Zombies have poor reflexes and can perform only

partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge.)

Tier 3 (EL 8):

Zombies (18): CR 1/2; Medium-size Undead (6 ft. tall); HD 2d12+3; hp 21 (each); Init -1 (Dex); Spd 30; AC 11 (-1 Dex, +2 Natural); Atks +2 melee (1d6+1, bash); SQ undead immunities; AL N; SV Fort +0, Ref +1, Will +2

Str 13, Dex 9, Con -, Int -, Wis 10, Cha 11.

Feats: Toughness

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; *Partial Actions Only (Ex)*—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge.)

Ghoul (1): CR 3; Medium Undead (6 ft. tall); HD 2d12; hp 18; Init +2 (Dex); Spd 30; AC 14 (+2 Dex, +2 Natural); Atks (1d6+1 and paralysis) bite +3 melee; (1d3 and paralysis) 2 claws +0 melee; SA paralysis SQ undead immunities; AL CE; SV Fort +0, Ref +2, Will +5

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silent +7, Search +6, Spot +7; **Feats:** Multiattack, Weapon Finesse (bite)

SA: Paralysis (Ex)—Those hit by a ghoul's attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

SQ: Undead—Immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort save.

Tactics: Despite the fact zombies are "mindless", the DM should use tactics appropriate to the tier the scenario is being played at. For higher levels, good tactics might be to attack a PC in the middle or one at the trailing end if the PCs do not investigate the alcove. Because of the narrow hallways, fighting will be difficult. Only one PC can attack a zombie at a time, unless they move into a larger room. Tier 3 has a ghoul wandering the lair as well.

Treasure There is 150 gp worth per tier (i.e. 150gp – 450 gp) of treasure for you as judge to split up in the burial chamber areas. Exact placement and composition of the treasure is left to the judge.

Encounter 5: Main Crypt

The zombies and Ambrios cannot be surprised, since they know the PCs are coming and may, if zombies are still alive from Encounter 4, know where the PCs are in the crypt. The zombies move to attack as soon as the PCs approach the crypt. Whether they catch the PCs flatfooted depends on the initiative roll (which the PCs will likely win.)

You push the rotting tapestry aside to reveal a majestic crypt beyond. You can just barely make out several sconces and other objects inlaid with valuable metal are about the room, almost obscured by the strange fog. The stench of death and rotting flesh brings you back to task. A group of zombies is moving toward your while another stands behind an altar, mouthing strange words and gesturing wildly in your direction...

A PC may determine the “zombie” is casting a spell if they make a successful Spellcraft check (DC 13).

Tier 1 (EL 5):

Ambrios the Zombie Master, ghast, Clr1 (Nerull): CR 4; Medium-size undead (5 ft. 8 in. tall); HD 4d12 (ghast) + 1d8 (cleric); hp 25; Init +2; Spd 30 ft.; AC 16 (+4 natural, +2 Dex); Atks +4 melee (1d8+1 and paralysis, bite) and +1 (1d4 and paralysis, 2 claws) SA stench, paralysis, spawn zombie; SQ undead +2 turn resistance, zombie eye; AL NE; SV Fort -, Ref +0, Will +6.

Str 12, Dex 15, Con -, Int 10, Wis 13, Cha 11.

Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8; **Feats:** Multi-Attack, Weapon Finesse (bite).

Spells (3/1+1; DC = 10 + spell level): o-lvl—guidance, inflict minor wounds, resistance 1st-lvl—bane, deathwatch, protection from good*.

*Domain spell; death domain (death touch) evil domain (evil spells cast at +1 caster level).

SA: Stench (Ex)—The stink of death and corruption surrounds Ambrios. Those within 10 feet of him must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a –2 circumstance penalty to all attacks, save, and skill checks for 1d6+4 minutes; **Paralysis (Ex)**—Those hit by a ghast's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes. Even elves are vulnerable to this paralysis; **Spawn Zombie (Su)**—By way of Nerull's dark blessing Ambrios spawns zombies instead of ghosts. He need not kill the creatures himself to raise these terrors, but must complete a ritual that takes a full minute complete, and then it takes 1d4 days for the zombie to rise. He is considered the master of those zombies.

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; **Zombie Eyes (Su)**—As a standard action Ambrios can see through the eyes of any of the zombies that he is the master of. This is a special blessing of Nerull.

Zombies (2): CR 1/2; Medium-size Undead (6 ft. tall); HD 2d12+3; hp 15 (each); Init -1 (Dex); Spd 30; AC 11 (-1 Dex, +2 Natural); Atks +2 melee (1d6+1, bash); SQ undead immunities; AL N; SV Fort +0, Ref +1, Will +2

Str 13, Dex 9, Con -, Int -, Wis 10, Cha 11.

Feats: Toughness

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject

to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; **Partial Actions Only (Ex)**—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge.)

Tier 2 (EL 7):

Ambrios the Zombie Master, ghast, Clr2 (Nerull): CR 5; Medium-size undead (5 ft. 8 in. tall); HD 4d12 (ghast) + 2d8 (cleric); hp 40; Init +2; Spd 30 ft.; AC 16 (+4 natural, +2 Dex); Atks +5 melee (1d8+1 and paralysis, bite) and +2 (1d4 and paralysis, 2 claws) SA stench, paralysis, spawn zombie; SQ undead +2 turn resistance, zombie eye; AL NE; SV Fort -, Ref +0, Will +6.

Str 12, Dex 15, Con -, Int 10, Wis 13, Cha 11.

Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8; **Feats:** Multi-Attack, Weapon Finesse (bite).

Spells (4/3+1; DC = 10 + spell level): o-lvl—guidance, inflict minor wounds, resistance 1st-lvl—bane, deathwatch, obscuring mist, protection from good*.

*Domain spell; death domain (death touch) evil domain (evil spells cast at +1 caster level).

SA: Stench (Ex)—The stink of death and corruption surrounds Ambrios. Those within 10 feet of him must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a –2 circumstance penalty to all attacks, save, and skill checks for 1d6+4 minutes; **Paralysis (Ex)**—Those hit by a ghast's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes. Even elves are vulnerable to this paralysis; **Spawn Zombie (Su)**—By way of Nerull's dark blessing Ambrios spawns zombies instead of ghosts. He need not kill the creatures himself to raise these terrors, but must complete a ritual that takes a full minute complete, and then it takes 1d4 days for the zombie to rise. He is considered the master of those zombies.

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; **Zombie Eyes (Su)**—As a standard action Ambrios can see through the eyes of any of the zombies that he is the master of. This is a special blessing of Nerull.

Zombies (6): CR 1/2; Medium-size Undead (6 ft. tall); HD 2d12+3; hp 15 (each); Init -1 (Dex); Spd 30; AC 11 (-1 Dex, +2 Natural); Atks +2 melee (1d6+1, bash); SQ undead immunities; AL N; SV Fort +0, Ref +1, Will +2

Str 13, Dex 9, Con -, Int -, Wis 10, Cha 11.

Feats: Toughness

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; **Partial Actions Only (Ex)**—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge.)

Tier 3 (EL 9):

Ambrios the Zombie Master, ghast, Clr5 (Nerull): CR 8; Medium-size undead (5 ft. 8 in. tall); HD 4d12 (ghast) + 5d8 (cleric); hp 65; Init +2; Spd 30 ft.; AC 16 (+4 natural, +2 Dex); Atks +7 melee (1d8+1 and paralysis, bite) and +4 (1d4 and paralysis, 2 claws) SA stench, paralysis, spawn zombie; SQ undead +2 turn resistance, zombie eye; AL NE; SV Fort -, Ref +0, Will +6.

Str 12, Dex 15, Con -, Int 10, Wis 13, Cha 11.

Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8; **Feats:** Extra Turning, Multi-Attack, Weapon Finesse (bite).

Spells (5/4+1/2+1/1+1; DC = 10 + spell level): 0-lvl—guidance (x3), inflict minor wounds, resistance 1st-lvl—bane, deathwatch, eviline favor, obscuring mist, protection from good*; 2nd-lvl—darkness, desecrate*, silence; 3rd-lvl—animate dead*, protection from elements (fire).

*Domain spell; death domain (death touch) evil domain (evil spells cast at +1 caster level).

SA: Stench (Ex)—The stink of death and corruption surrounds Ambrios. Those within 10 feet of him must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, save, and skill checks for 1d6+4 minutes; **Paralysis (Ex)**—Those hit by a ghast's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes. Even elves are vulnerable to this paralysis; **Spawn Zombie (Su)**—By way of Nerull's dark blessing Ambrios spawns zombies instead of ghasts. He need not kill the creatures himself to raise these terrors, but must complete a ritual that takes a full minute complete, and then it takes 1d4 days for the zombie to rise. He is considered the master of those zombies.

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; **Zombie Eyes (Su)**—As a standard action Ambrios can see through the eyes of any of the zombies that he is the master of. This is a special blessing of Nerull.

Zombies (9): CR 1/2; Medium-size Undead (6 ft. tall); HD 2d12+3; hp 15 (each); Init -1 (Dex); Spd 30; AC 11 (-1 Dex, +2 Natural); Atks +2 melee (1d6+1, bash); SQ undead immunities; AL N; SV Fort +0, Ref +1, Will +2

Str 13, Dex 9, Con -, Int -, Wis 10, Cha 11.

Feats: Toughness

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; **Partial Actions Only (Ex)**—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge.)

Tactics: Ambrios is finishing casting a bane (he was holding his action for when the PCs entered the room) He then casts another spell, depending on the tier level

the scenario is being played at. Ambrios mentally summons all remaining undead in the crypt to attack the PCs and then closes for melee with any apparent paladins, clerics, or wizards (in that order).

If the PCs search the tomb after defeating the Zombie Lord, read or paraphrase the player text below:

The fog that saturated the caverns begins to disappear. Circling the odd shaped room in search of treasure, you quickly discover an altar at the far end of the room. Coming closer you can see a stone tablet set in the floor in front of it. It is covered in swirling runes and marked in the common tongue.

Should the PC decide to read the tablet it says "Our most exalted priests, may they guard the interests of those below." The tablet is not trapped. Once the PCs pull the tablet aside, proceed to Encounter 6.

Treasure:

- There are 10 gp on each zombie corpse from this room.
- Ambrios has a mastercraft light mace hanging from his waist. It belonged to an earlier, unsuccessful adventurer.
- Arcane scroll of mage armor
- Arcane scroll of knock
- Arcane scroll of cure light wounds
- Potion of hiding

Encounter 6: Where Its Still Dry

The lower tunnels are roughly five feet wide and 7 feet tall. They were dug as burial crypts for the priesthood. Small horizontal alcoves dot the walls on both sides. Several dead are still interred here. If the players are using torches, assume a fair amount of smoke will build up. Except for the narrow opening to the crypt above, there is no where for it to go. As such, be sure to describe the increasingly smoky conditions in the crypts as time progresses. After 4 hours of torch burning, assume the smoke is heavy enough to cause the PCs some discomfort.

A PC with the intuit direction skill can make some determination of the PCs whereabouts underground in relation to things above by making a successful skill check (DC 20).

Pulling the stone slab aside reveals a set of stairs chiseled from the rock. The stairs descend into another room, although with your current light source it is difficult to tell much about it.

When the PCs are ready to go down the stairway read the following:

With (insert PC's name) leading the way you cautiously begin making your way down the rough-hewn steps. The tunnels here are much cruder than anything you have seen so far—in addition to the regular narrow halls and interred dead, small crudely dug tunnels branch out at irregular angles and for no apparent reason—and are just a little wider than a human body. Torn cloth, broken bits of bone and other small pieces of metal dot the tunnel floors.

The description above fairly well fits the entire dry section of the lower catacombs. If the PCs should approach the flooded section on the eastern side of the catacombs, proceed to Encounter seven (the watery tunnels.)

Treasure: There is 150 gp worth of miscellaneous jewelry, idols, etc for the DM to place anywhere on the 3rd level he sees fit.

Encounter 7: The Watery Tunnels

It's imperative that the DM mention the presence of the tree limb with green leaves on it, as it is a clue about a possible escape route for PCs (if they are trapped.)

What was at first appeared to be small puddle of water on the floor of these narrow catacombs now seems to be a large pool of water. The slosh of water against the catacomb walls reverberates in what is an otherwise silent tomb. Debris floats in the water at your feet, pieces of old cloth and wood are visible. There's even a tree limb, its branches still holding the green leaves of summer on them.

Wait for the PCs to decide what they will do. If they enter the water, read the player text below.

You begin wading out into the water-filled tunnel ahead. The water rises deeper and deeper on your body as you walk further down the narrowing tunnel. While the tunnel continues on as far as you can see, the tunnel itself has narrowed now so as to be little more than a shoulder's width wide and with more of the tunnel underwater than above.

Wait for the PC(s) to decide what they will do. If they continue in the water, read the player text below.

Against all sensibilities you continue into the flooded tunnel. Something brushes against your leg as you walk further and further from dry land. At last you have reached the point when only your neck and head remain above water. Looking ahead you can see that even that will soon come to an end if you proceed. Any further forward movement will have to be underwater.

If the PC(s) continue, proceed to Encounter 8.

Encounter 8: A Last Swim for Freedom

The last bit of the tunnel is now completely submerged. As such, PCs hoping to escape the crypt this way have to swim for it. Smart PCs (well, smart players) should put the presence of the new tree limb (mentioned in encounter 7) together with the zombie in the river in town (if they learned of it) to conclude that the water does indeed lead to the outside.

PCs who reach this encounter feel a gentle tug of the river current if they ask.

When the PCs decide they are going to explore or make a swim for it, you as the judge can do a lot toward building suspense and fear of the unknown. If the PCs decide to "make a swim for it" one at a time or as an incomplete party, take each one (or group) away from the table and deal with the consequences there. Do not allow them to return to the table until everyone escapes.

From the last point at which the PCs can breathe air before diving down to swim until they reach the river the distance is 120 feet. Remember the following game mechanics when running this encounter.

- There is no scripted text here, so as to not alert the players that this is a method of exit.
- A character can hold his/her breath for a number of rounds equal to twice his Constitution score.
- After that period, the character must make a Constitution check (DC 10) each round in order to continue holding his/her breath.
- The Constitution check DC increases each round by 1. With this in mind a PC with a base movement rate of 30 can miss half of his/her swim checks and still make it to the river.
- A PC may swim underwater at one half their normal movement rate per round as long as they make a successful swimming skill check (DC 10).
- If they fail their check they make no progress.
- The swim check DC increases by one for every other round the PCs are swimming underwater. Thus the last 15 feet that a human PC must swim requires a swim check (DC 14). The same last check (the last 10 feet in this case) for a dwarf would be a DC 16. These examples assume the PCs have not missed any of their swim checks.

Race	minimum rounds to safety
Human, Half elven, Elven, Half Orc	8 rounds
Dwarf, Halfling, Gnome	12 rounds

PCs who attempt to swim while loaded down with ANYTHING are not likely to make it, given the penalties to the swim check. There is a -1 penalty to a swim check per 5 pounds of weight the PC is carrying.

Encounter 9: Have You Given Up Yet?

This encounter is a significant part of the second round. Run it once the PCs reach a point when they appear stumped at how to escape.

It's assumed the PCs will defeat the zombies in round one, Encounter 15. As mentioned in that section, once the PCs (or Ambrios) triggers the staircase trap, a set of events is set in motion. Since the zombies will not be around to reset the staircase after two days, the PCs will be unable to return out of the crypt the way they came in. Even if the PCs do not defeat the zombies (and they are thus able to reset the staircase after two days), it is unlikely the players will wait around doing "nothing".

It is imperative as judge that you generate an atmosphere of unscripted waiting.

If the players search the lower crypts but do not make a swim for it, take each day as a separate day. Ask what spells they will memorize, what they will do, etc. It is likely the PCs will get back up and search again for an exit. They may get very frustrated at their inability to escape.

- Were the zombies in Round 1, Encounter 15 destroyed?
No – Proceed to Encounter 9a, Just Plain Lucky
Yes – Proceed to the next Question
- Do the PCs have a magical source of food or an EXTREMELY long supply of rations?
No – Proceed to Encounter 9c, All Good Things
Yes – Proceed to Encounter 9b, Ahhh Magic

Encounter 9a: Just Plain Lucky

This encounter assumes the party did not defeat the zombies in round one, encounter 15, was trapped below, and didn't figure out how to swim to safety before the zombies reset the staircase.

In this event, the stairs are opened from above by the zombies. The PCs will have to dispatch (or flee from) the zombies before being able to return to town.

Use the zombie stats from Round 1, Encounter 15.

Encounter 9b: Ahhh, Magic

This encounter assumes the party defeated the zombies in round one, encounter 15, was trapped below and couldn't figure out how to escape, and has the resources (probably magical) to wait it out for a while.

Day and night mean nothing here. You have eaten and you have slept. Time has blurred together until it is meaningless. Without the sun it is impossible to say how many days and nights have passed since you discovered you were apparently trapped in this tomb. Your provisions have run out.

Fortunately, the cleric in your small group has access to magic that can create all the food and water you need. Unfortunately, none of you has the strength of magic necessary to dig yourselves from this massive underground tomb.

The key to making the very real threat of being permanently trapped in the crypt is the notion that the conclusion is not scripted that way. Once you have read the paragraph above, fall silent and let the party talk amongst themselves. Poll for each day, asking the party if they would like to remain here in hopes of being rescued. If they decide to investigate some more (or decide to make the swim) move to the appropriate encounter. After twenty "days" of asking, and assuming the party has given up looking for an alternative exit, read the player text below.

The silence of the crypt is broken by the sound of stone grating on stone. Has some foul monster risen from it's grave to hunt you down? Or have the saviors you have been praying would come finally found your prison?

The order of paladins who originally defeated the zombie lord have returned after receiving word from the town. They inquire about the outcome of the party's foray. Proceed to Encounter 10 (conclusion).

Encounter 9c: All Good Things

This encounter assumes that the party defeated the zombies in round one (Encounter 15), are trapped below, not able to figure out how to escape, and did not have the resources to wait it out until help arrived.

A regrettable but possible ending to this scenario if the PCs can not figure out how to get out. Use it Only when the party has truly exhausted all of its options and has resigned itself to dying here.

Day and night mean nothing here. You have eaten and, despite your attempts to stay awake, you have slept. Without the sun it is impossible to say how many days and nights have passed since you discovered you were apparently trapped in this tomb. Your provisions have run out. Hunger has long since set in. Furthermore, no one in your party apparently has any magic to alleviate your condition. It seems you will be trapped in this tomb forever.

The key to making the very real threat of starvation and being permanently trapped in the crypt is the notion that the conclusion is not scripted that way. Once you have read the paragraph above, fall silent and let the party members talk amongst themselves.

Poll at random periods of time, asking the party what they want to do. As players, it is likely they will reason there must be a way for them to escape. There is. If they decide to investigate some more (or decide to make the swim) move to the appropriate encounter.

Again, this is a gruesome ending. You need not ask every day, as that may alert players to at least the possibility of escape. Instead, poll for the first couple of

days, then fall to when each person finally falls unconscious.

- Characters can go without water for 1 day plus a number of hours equal to their Constitution scores. After this, a character must make a Constitution check each hour (DC 10 + 1 per previous check made) or sustain 1d6 points of subdual damage.
- Characters can go without food for 3 days. After this, the character must make a Constitution check each day (DC 10 + 1 per previous check made) or sustain 1d6 points of subdual damage.

Two things to remember.

- Subdual damage from thirst and hunger cannot be magically cured until the characters get food or water.
- Characters who have suffered subdual damage from lack of food or water are fatigued. Since there are no more combat encounters, this isn't relative unless the PCs should attempt a last minute swim from the underground chamber.

Encounter 10: Back on Solid Ground

For PCs who make the swim to safety.

You begin to feel the rush of moving water as you swim in the narrow, murky passage. Suddenly, your body is jerked from its narrow hole. The current of a swift body of water—maybe a river, buffets you. Brief splotches of sunlight greet your eyes as you tumble head over heels in the water. You fight your way to the surface and soon, to the shore. A short distance away, you can see the familiar temple you came from.

The PC is likely to want to return to the temple and activate the lever to rescue their friends. There are no other hostile encounters to prevent them from doing so. Still, have the player(s) wait away from the table while you go through the motions with the remaining PCs. After a while, the player(s) can return to the table and activate the lever.

Conclusion

Obviously, how this scenario concludes has a lot to do with time remaining in the slot and whether the PCs escaped from the crypt. Assuming they survived, the PCs are likely to return to town, perhaps with the Paladins by their side. Despite the deaths of their young townfolk, the town will be genuinely happy about the destruction of the resident evil in the temple. The blacksmith and mayor will point out the masterwork weapons if asked.

Experience Point Summary

Experience is calculated as follows for Living City events.

Sum the experience listed below for objectives.

Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.

NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Discover the secret stairs	50 xp
Avoid/Disarm the traps in the cavern	25 xp
Identify the Glyphs of Warding	10 xp
Avoid/Disarm the Glyphs	25 xp
Defeat the undead in the lesser crypts	75 xp
Defeat Ambrios and his minions	200 xp
Escape the tomb	65 xp
Total Experience for Objectives:	450 xp
Roleplaying Experience:	0-50 xp
Total Possible Experience:	500 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contracts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of a PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one infamy point for being a known thief. For other items which meet the criteria of #1 above, use your judgement on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away items or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Next to mundane items are the values of the items. They can be sold as described above.

Encounter 3

- 12 agates worth 10 gp each (120 gp)

Encounter 4

- miscellaneous treasure from crypts (150 - 450 gp)

Encounter 5

- 10 gp on each zombie corpse (20 – 90 gp)
- mastercraft light mace (305 gp)
- Scroll of mage armor (25 gp)
- Scroll of knock (150 gp)
- Scroll of cure light wounds (25 gp)
- Potion of hiding (150 gp)

Encounter 6

- Miscellaneous treasure from crypts (150 – 450 gp)

The End

[Living Campaign games have experience awards of some kind for player characters, and treasure. The next two sections cover these for our most popular campaigns. If you are writing for another campaign, mimic the section that looks most appropriate to you. Remove any experience and treasure sections not appropriate for the campaign you are writing for. If you are writing a scenario for pre-generated characters, cut out from this paragraph to the section break. Remove this paragraph.]

Experience Point Summary

[Note: this section applies to all campaigns except LIVING CITY. Remove this paragraph.]

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Defeat the undead in the lesser crypts 75 xp
Defeat Ambrios and his minions 200 xp
Escape the tomb 65 xp
otal Experience for Objectives: 450 xp

Roleplaying Experience: 0-50 xp

Total Possible Experience: 500 xp

Encounter 1

Avoid/Disarm the traps 55 xp

Encounter 3

Avoid/Disarm the *glyphs of warding* 55 xp

Encounter 4

Defeat undead 75 xp

Encounter 5

Defeat Ambrios and his minions 200 xp

Conclusion

Escape the tomb 65 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 3

- 12 agates worth 10 gp each (120 gp)

Encounter 4

- miscellaneous treasure from crypts (150 gp)

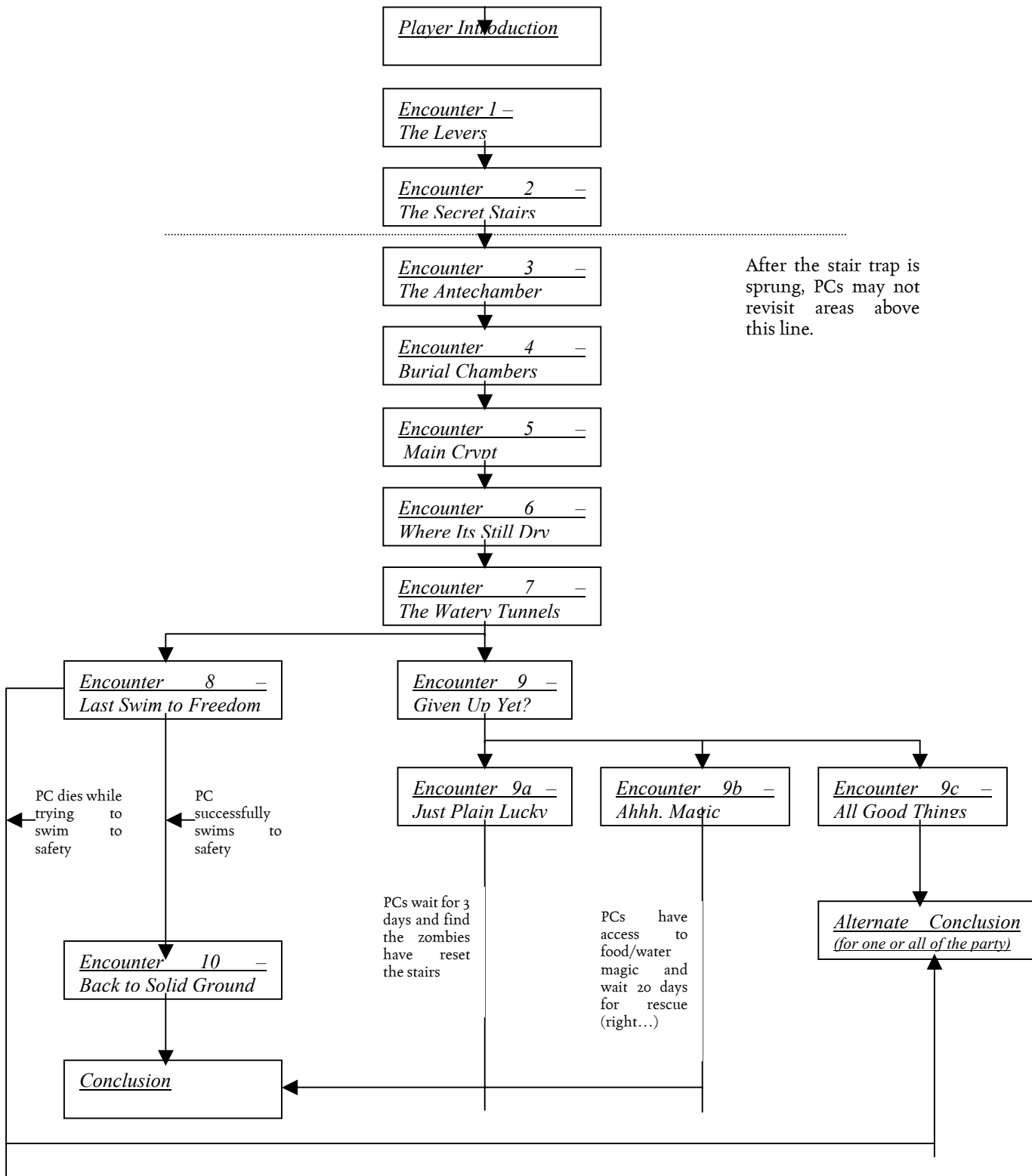
Encounter 5

- 10 gp on each zombie corpse (20 – 90 gp)
- mastercraft light mace (305 gp)
- *Arcane scroll of mage armor* (25 gp)
- *Arcane scroll of knock* (150 gp)
- *Arcane scroll of cure light wounds* (25 gp)
- *Potion of hiding* (150 gp)

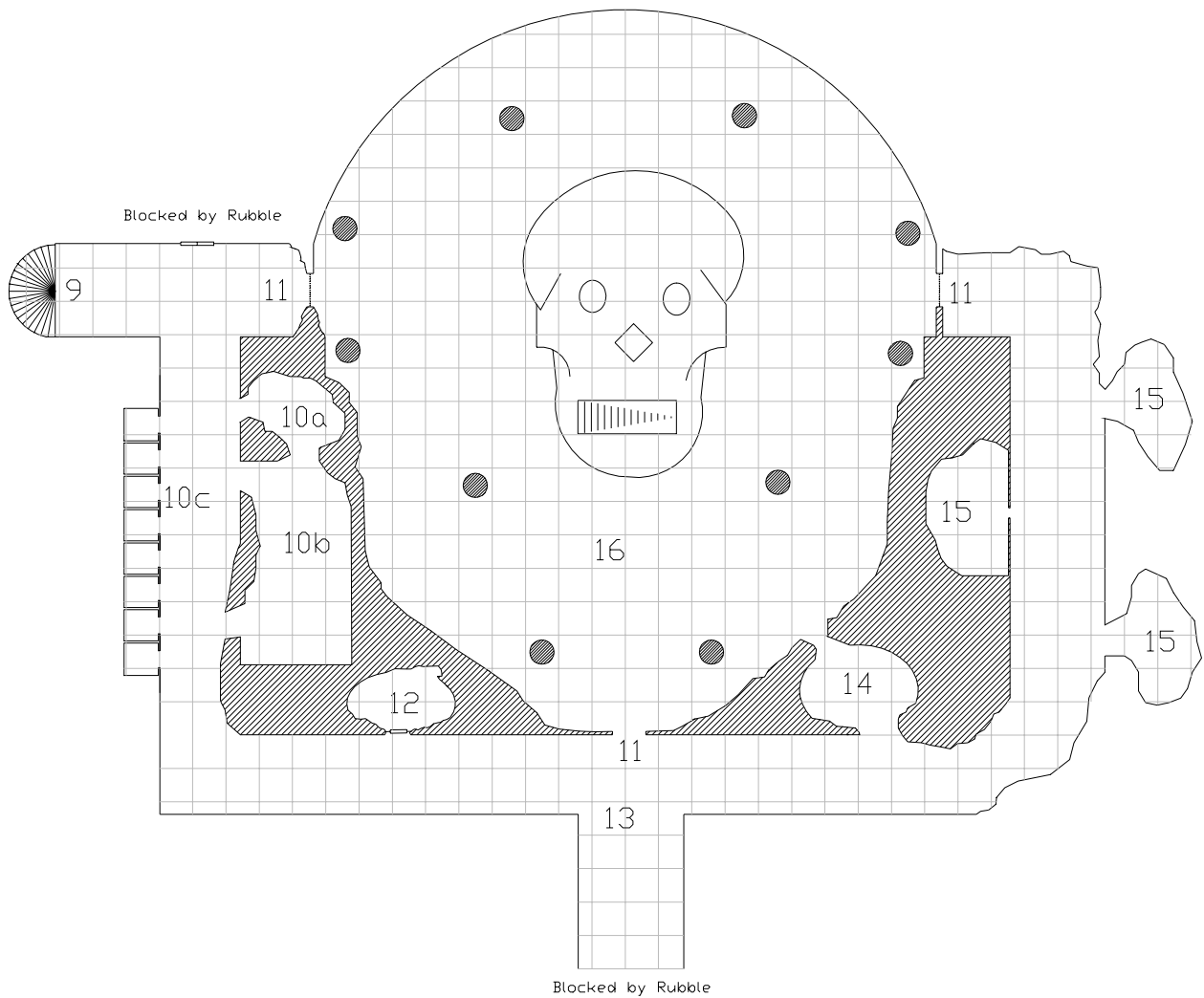
Encounter 6

- Miscellaneous treasure from crypts (150 gp)

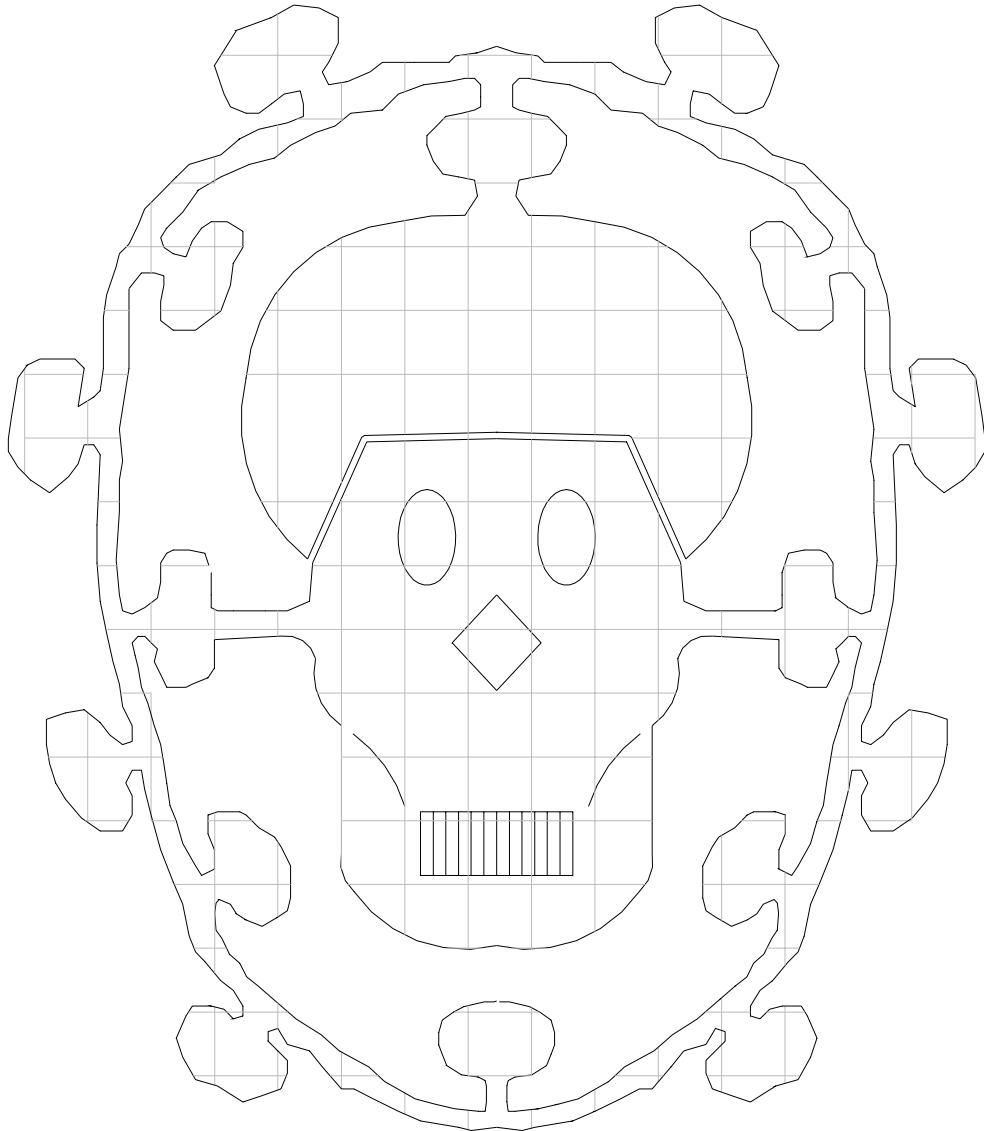
DM Handout #1: Flowchart for Round Two



DM Handout #2: Map of the First level of the Ampitheatre Crypt

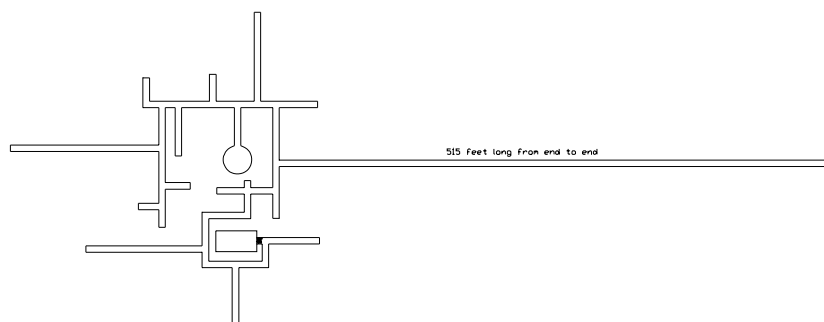
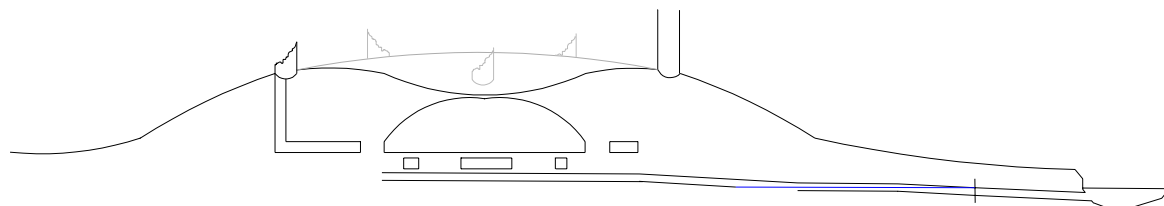


DM Handout #3 – Map of the Lower Crypt Level



Each square is equal to 10 feet. The skull façade (eyes, nose, cheekbones) are inlaid into the floor. The line separating the main “face” from the upper skull is a solid mason wall. Statistics for the wall appear in the scenario description.

DM Handout #4 – Overview of the Ampitheatre Crypt and Lowest Level of the catacombs



Player Handout #1

