

# Adventures Dark and Deep™

## The Tomb of Harven Half-Skull



By Joseph Bloch

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An adventure for 4-6 player characters levels 3-4

*A hundred years ago, the pirate king Harven Half-Skull was finally laid to rest in a secret tomb. But the dead do not rest easy, and many say that Harven Half-Skull was too ornery to just die.*

*Now you have found a map purporting to show the location of the pirate king's tomb. Such a place is sure to be stuffed with his ill-gotten treasure, which was never recovered. It is also certain to be protected with deadly traps and guardians.*

*Can you win the pirate king's treasure?*

*Note: If you will be playing this module as a player character, rather than as a game master, STOP READING NOW!*

## Introduction

The Tomb of Harven Half-skull is an adventure that will reward careful play and a certain degree of paranoia on the part of the player characters.

DM's background: A century ago, the tyrannical pirate king Harven Half-skull terrorized the waters in the vicinity. At least he grew infirm with age and bade his followers to construct for him a tomb, to be stuffed with his pillaged loot from years of piracy. In fact, his crew decided not to wait for him to die a natural death, and imprisoned him in his own tomb as a final reward for his cruelty. In his last moments he cursed them all, and their souls (and in some cases bodies) now haunt the place as its guardians.

The player characters arrive at the beach (area #1) in a small boat, which bears them and their provisions.

## General information about the tomb

Ceilings are generally 10' high. Doors are wooden and stuck, requiring an open stuck doors check, unless noted. Only areas 7 and 17 are lit, everywhere else is in darkness and will require infravision or a light source to navigate. The walls, ceilings, and floors are generally slick with moisture and are made of flagstone, behind which is rock. The whole place from area #3 onwards radiates a slight degree of evil if detected for.

## Encounter Key

1. BEACH. This beach is underwater except at low tide (indicated by the dotted line). It will remain open for a maximum of 6 hours, at which time any items left here will be swept out to sea (including boats that are dragged onto the beach, but not into the cave beyond). If the player characters do not specify that they are arriving just as the tide goes out, roll 1d6 to see how long they have before the tide comes in. Above is a stone cliff face some 70' above the sea.
2. CAVE. The sea only comes into the first 20' of the cave; the floor here is sand and the cave itself is a natural feature in the rock. Any items, boats, etc. left here will be safe. At the end of the cave is an oaken door banded with blackened iron. The door is not locked, but is stuck, and requires an open stuck doors check to open.
3. FRESCO ROOM. The walls of this room are covered with faded and peeling frescos showing scenes from Harven's piratical life. The scenes completely cover the walls and doors, but careful examination will reveal the doors are there. The scenes are, going clockwise from the east door: a young man with an innocent face signing up as a cabin-boy

on a ship, the same young man slipping something into the captain of the ship's cup without him seeing, an older man in blue captain's garb with gold epaulettes (but obviously the same person) fighting a boarding action as he and his men attack another ship, the same man forcing three women to walk the plank (one holding a baby in her arms, pleading), the same man fighting a giant squid as he seems to be standing on the surface of the water, an older version of the man (now with half his face covered by a mask) directing several ships as they attack a merchantman, the same man (now wearing a golden crown) laughing as he and his ship leave a burning town, a yet-older version of the man directing men digging and building something in a cave (the tomb).

4. PISTON ROOM. If there is a single person in this room at any given time, the door will slam shut and the ceiling will begin to come down. Exactly 2 minutes later, the person will be crushed to death (make sure to make saving throws vs. crushing blow for any equipment, magic items, etc. he might have on his person).
5. FALSE DOOR. This door will appear to be locked. Any attempt to unlock it will fail automatically, but any thief who fails an open locks roll will be sprayed with acid and take 2d6 h.p. of damage (anyone within 5' of the door is permitted a saving throw vs. breath weapon in order to take half damage). If anyone attempts to batter down the door, it will easily collapse, and the person doing so will be doused by the reservoir of acid behind the door, taking 3d6 h.p. of damage automatically.
6. SLIME. A colony of green slime is on the ceiling at this point (11 h.p.).
7. BRIDGE. There is a natural stone bridge crossing the underground river at this point. It is guarded by six skeletons on the east side of the river (3 HD; AC 5; 4,4,4,5,6,6 h.p.) armed with cutlasses and axes, and four on the west side (4,5,5,6 h.p.) armed with short bows and 12 arrows each. They are dressed in rotting sailor's garb and are some of the remnants of Harven's crew. They will attack anyone approaching the bridge. If turned by a cleric, they will retreat to area 8, where they will make a stand, as they cannot retreat further. Hanging under the bridge are two keys, which can be used in area #11. The keys are not noticeable unless someone examines the underside of the bridge.
8. CONTROL ROOM. The walls of this room sport a dozen brass tubes with fluted openings that point downwards at a 45° angle, some 5' above the floor, six each on the north and east walls. The west wall has seven brass wheels, each labeled I through VII with a small steel plate attached to its center. All of the brass here is tarnished with age. The tubes convey sound from various points in the tomb to this room; if one listens carefully one can hear the sound of waves coming from one of them, and flowing water from several others. The wheels can be used to activate or deactivate the various mechanical traps elsewhere in the tomb (all of the wheels

begin in the middle position, and can be turned either right or left):

Wheel	Affects	Right	Left
I	Area #4	Locks piston in "up" position	Activates piston and door
II	Area #5	Sprays acid for 5 seconds	Deactivates acid spray
III	Area #11	Deactivates false door trap	Releases sandling into room
IV	n/a	Wheel won't turn	Wheel breaks off
V	Pit #12A	Opens pit	Locks pit closed
VI	Pit #12B	Opens pit	Locks pit closed
VII	Pit #12C	Locks pit closed	Opens pit

9. UNDERGROUND RIVER. This is a fresh-water river that flows into the sea a half-mile northeast of the tomb. Except in areas #7, #10, and #16-19, there is no air above the surface; the river completely fills the tunnels. It has a slow current moving from the southwest to the northeast.
10. PARTIALLY AIR-FILLED CAVE. The ceiling of this cave rises above the level of the water, and there is an air pocket here. A cast of 4 giant crabs lives here (12,13,14,15 h.p.). A badly mangled skeleton is on the rock shelf above the water, and is still wearing a *ring of protection +2*.
11. SANDY ROOM. The floor of this room is covered with sand rather than the flagstone that is typical elsewhere in the tomb. The door to the north is locked (the key is in area #7). If someone attempts to open the false door on the east wall without the proper key from area #7, a sandling (20 h.p.) will be released into the room, and will attack anyone on the sandy surface.
12. PIT TRAPS. This intersection is designed to foil those who try to jump over or skirt around the pit trap in the middle. Pit A is a 10' deep pit with spikes. Those falling in it take 1d6 h.p. of damage and must make a saving throw vs. petrification or land on a spike and take an additional 1d6 h.p. Pit B is 20' deep and has a green slime in the bottom. Anyone falling in it will take 2d6 h.p. of damage and will be automatically attacked by the green slime (which has 12 h.p.). Pit C is 20' deep and has spikes at the bottom. Anyone falling into it will take 2d6 h.p. of damage and must make a saving throw vs. petrification or take an additional 1d6 h.p.
13. SHRINE. This is a shrine to Veris-noth, goddess of drownings, sharks, and piracy on the high seas. The altar is made of black coral, but is shaped like a huge treasure chest with the lid open and spilling forth coins and jewels. The wall behind the altar is a mosaic of a large shark with the tentacles of an octopus instead of a tail, feasting on humanoids as they slowly sink into the depths of the sea. Each set of pillars marks the position of an illusionary wall of seawater, giving the whole room the impression of being under water. There is no actual water, however, and the "walls" serve only to obscure vision as if one were underwater. Looking through two such "walls" obscures vision almost entirely. The floor

has a mosaic pattern of stylized tentacles. On the altar are a large coral bowl (worth 75 g.p., holds 6 cups worth of liquid), a set of shark jaws with several teeth missing, a small brass brazier on a tripod, and a knife. The bowl and brazier radiate magic and evil if detected for. If the brazier is lit and one of the shark teeth placed into it, an area 15' around the altar will quickly fill with smoke. Any worshipper of Veris-noth will receive a *bless* spell that lasts for 24 hours. Anyone of evil alignment will receive a *bless* spell that lasts for 1 hour. Anyone of good alignment will be *cursed* (a *remove curse* spell is necessary to remove the effect). The coral bowl acts as a *copper unholy water font*, but will only work if seawater is placed within it.

14. SECRET ROOM. This room has a small locked chest containing 100 black pearls, each worth 100 g.p.
15. FEAST HALL. This long hall has a ceiling some 15' high which is held up by wooden rafters covered in shadow and cobwebs. The place is set up like a feasting hall; four long tables are here, each with four benches and a chair at the head. A luxurious rug lies between them. On the tables are metal plates, cups, and goblets (all made of pewter, and finely crafted; each of the 36 sets is worth 20 g.p.). The furniture will come to life and attack once anyone enters the middle of the room (tables 24,25,26,27 h.p.; chairs 16,17,18,19 h.p.; rug 20 h.p.). The benches will not come to life.



16. NEAR SHORE. From here one can see the whole underground lake and the Scrag, as the walls are covered with a dimly phosphorescent lichen. The water appears still, but the current from the river is noticeable if care is taken to look for it. The door leading to this place from area #12 will close and lock automatically after 1 minute unless spiked open or otherwise held open.
17. UNDERGROUND LAKE. The waters of this lake are black, making seeing anything beneath the surface all but impossible. The lake itself is 20' deep and drops off sharply from the north and south shores, and the rocks in the middle where the Scrag lies. Four lacedons (9,10,11,11 h.p.) dwell in the water, but will only attack those who enter the lake (those in boats or on rafts will not be accosted) or make it to the Scrag itself. If turned by a cleric, they will retreat under

the surface of the water, or, if that proves impossible, will go up the river to the northeast until the turning effect wears off.

18. THE SCRAG. This is Harvan's famous pirate ship, the Scrag. It was disassembled and rebuilt in this cave plank by plank as a final tribute. If anyone steps foot upon it, the lacedons in the lake (see above) will swarm up and attack them. At the top of the foremast is one of Harven's greatest treasures; a golden crown sporting a half-dozen emeralds and rubies. The crown itself is worth 7,500 g.p. and affords the wearer the same powers as if he were wearing *eyes of the eagle* five times per day, when the command word "spyglass" is uttered. In addition, it is intelligent (INT 13, EGO 2, chaotic evil in alignment, communicates by empathy, allows user to *detect lie* 3 times per day and *detect invisible* objects in a 10' radius).
19. FAR SHORE. A cluster of 12 giant mussels is anchored to the rocks just beneath the water here; any creature swimming to the far shore will be attacked by at least one of the creatures (16 h.p. each).
20. OUTER TOMB. An "honor guard" of the skeletal remains of six of the pirate crew guards the remains of the pirate king (5,5,6,6,7,8 h.p.).
21. INNER TOMB. The body of Harven Half-Skull, recognizable from the frescoes you saw earlier, rests here on a bier with lit braziers at his head and feet. Surrounding the body are four large barrels (standing upright) with closed lids. In reality, the body and chests are an *illusion* which conceal a son of chaos (18 h.p.) on the bier who was originally Harven's first mate, who led the mutiny which imprisoned the pirate king here. The "barrels" are violet fungi (9,10,11,12 h.p.). "Harven" will arise from the bier and attack anyone who approaches within 10', and the violet fungi each have a range of 3'.
22. TRUE TOMB. This is the true final resting place of Harven Half-Skull. His skeleton, still clothed in the rotting garb and half face mask seen in the later frescoes in area #3, is chained to the wall by an ankle, stretched as far as possible towards the exit, and there are scratch marks in the floor where he tried to claw his way out. Harven was buried alive here by his crew, with his treasure just out of reach, to taunt him. He is now a wraith (30 h.p.). There are a half-dozen large chests here, open, overflowing with 22,567 g.p., 84 gems of various sizes and types, a *cutlass +3/+5 vs. lawful creatures*, and a pair of *boots of water walking*. If the player characters can convince him that they are here to free his body (by breaking the chain that holds it to the wall), he will not try to destroy them, but otherwise will lash out at anyone entering the cave.

### THUS ENDS "THE TOMB OF HARVEN HALF-SKULL"

### CREDITS

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### ANIMATED FURNITURE

	Chair	Rug	Table
Number	1d6	1	1
Morale	n/a	n/a	n/a
Hit Dice	4d8	5d8	6d8
Armor Class	6	6	6
Move	90'/min.	30'/min.	120'/min.
Magic	Standard	Standard	Standard
Resistance			
No. of Attacks	2	1	4
Damage	1d8/1d8	1d4	1d6/1d6/1d6/1d6
Defenses	See below	See below	See below
Attacks	Pummeling, enemies get -5 to surprise rolls	Smothering, enemies get -5 to surprise rolls	Blocking, enemies get -5 to surprise rolls
Weaknesses	See below	See below	See below
Size	M	L	L
Intelligence	0	0	0
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	None	None
Treasure	n/a	n/a	n/a
Value			
Magical	None	None	None
Treasure			
X.P. Value	60 + 4/h.p.	170 + 5/h.p.	225 + 6/h.p.

General: Animated furniture could be items brought to "life" by means of an *animate object* spell, or could be some perpetually animated object in the depths of some dungeon. Other types of animated furniture are, of course, possible; the game master should use the statistics above as a guideline.

Combat: Unless its enemies are alerted to the animated furniture's presence, they get a -5 bonus to their surprise rolls, making it much easier for the animated furniture to surprise the enemy. Animated chairs and tables attack by kicking with their legs (tables can attack 4 different enemies per round, but cannot attack any one enemy more than once per round). Animated rugs attack by rearing up, snake-like, and lashing out at an enemy, or tripping them and then rolling over them.



Animated tables are able to block the movement of an enemy; someone wishing to move around a table must make a successful DEX check with a +2 penalty. Failure indicates that the table has successfully prevented the individual from moving, and has gotten a free attack. A table can only block movement in one direction per round; anyone trying to step onto the table will be automatically knocked off and suffer 1d4 h.p. as it pitches and bucks like a bronco.

If an animated rug successfully hits an enemy, it will attempt to roll itself around that creature and smother it. After a successful hit, the rug gets an automatic overbearing attack as if it had a strength of 18. If the overbearing attack is successful, the target is wrapped up and smothered; it cannot move, attack, or cast spells, and will die of asphyxiation in 1d4 rounds. Any attacks made against the rug will also inflict damage on the person being smothered, with a -2 penalty to damage against the smothered individual per attack.

The following spells have non-standard effects against animated furniture:

- *Animate object*: The furniture attacks at twice the normal speed for 1d6 rounds
- *Enchantment/charm, illusion/phantasm, and other mind-affecting spells*: No effect
- *Mending*: Repairs 1d6 h.p. of damage on the furniture upon which it is cast
- *Trip*: No effect against animated rugs
- *Warp wood*: inflicts 2d10 h.p. of damage against wooden furniture only

Appearance: Until it moves, animated furniture appears just like any ordinary piece of furniture. They can have any appearance, from plain to fancy, from old and rickety to new and sturdy.

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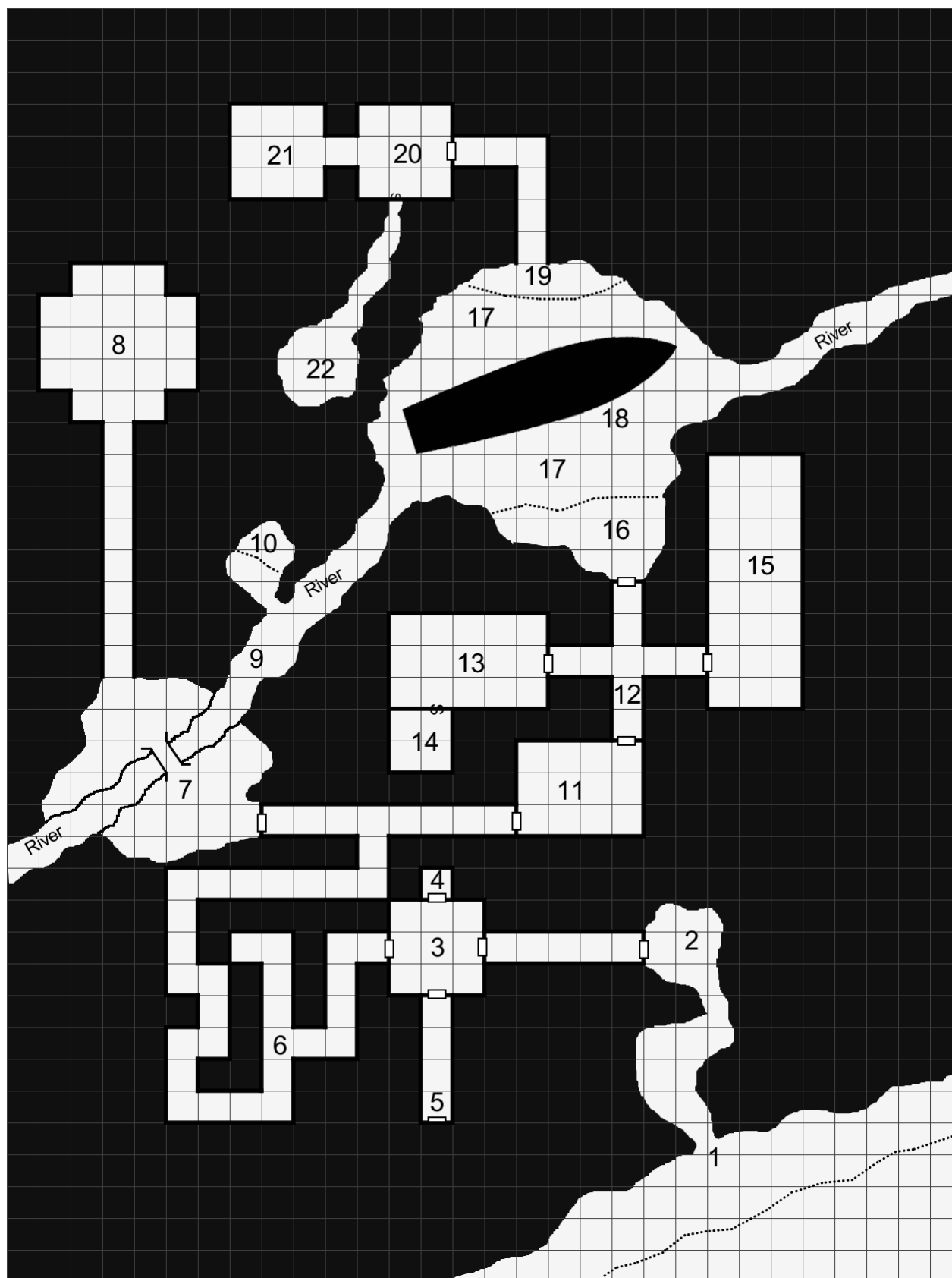
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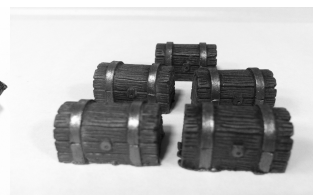
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