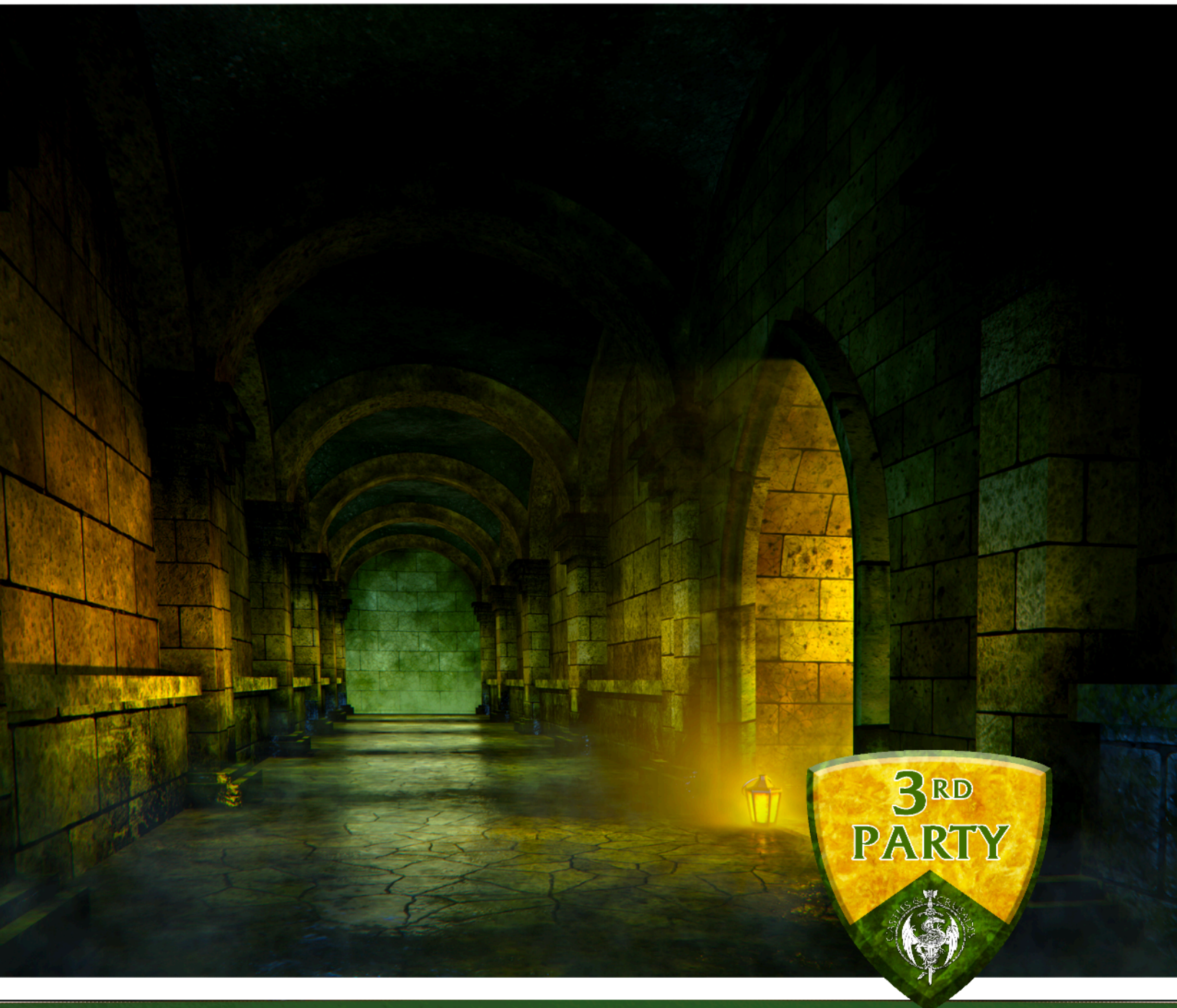


compatible with

CASTLES & CRUSADES

Tomb of the Serpent Kings



BY SKERPLES

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CREDITS

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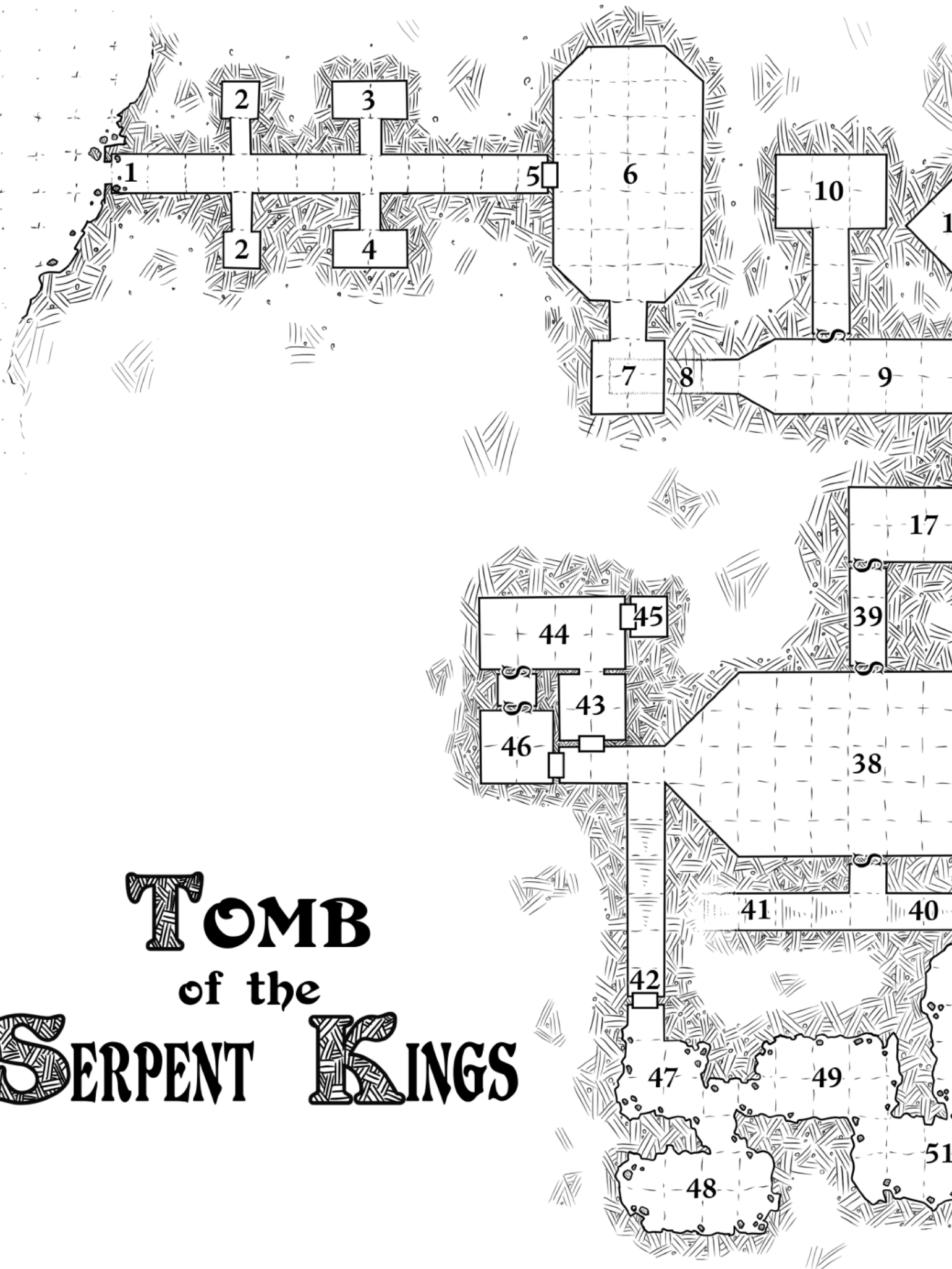
A copy of the Castles & Crusades Players Handbook and Castles & Crusades Monsters
& Treasure is required to play this adventure.

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TOMB of the SERPENT KINGS





A Note from Scott

"Skerples wrote a fantastic introductory adventure module with old school flair and I am happy to bring it to the Castles & Crusades game.

I kept most all of it intact, besides adapting statistics to C&C, adding the color version VTT map and adding artwork."

Running this adventure requires the use of the Castles & Crusades Players Handbook© and Castles & Crusades Monsters & Treasure© from Troll Lord Games©.

When you first start up Super Mario Bros. the game doesn't give you any instructions. The first level is cunningly designed to teach you the rules: jump on enemies, pick up mushrooms, look for secrets, get coins, avoid pits. There is no tutorial; the game itself is the tutorial.

Everyone can name "classic" dungeons—*Tomb of Horrors*, *Barrier Peaks*, *The Temple of Elemental Evil*, etc.—but in order for those adventures to make sense, there needs to be some sort of introduction. *Tomb of Horrors* and *Death Frost Doom* are both reactions to something, but what they are reacting to doesn't really exist as a published product.

It's like all the adventures we have are Bach concertos. People keep writing amazing works of staggering genius, but someone needs to write a book on how to play the piano.

This dungeon is designed to be "classic" without being full of callbacks and nostalgia. It has some, but not all, of the major tropes. It also has full design notes.

THIS MODULE IS FOR...

1. Experienced GMs with new players.
2. GMs who want to learn more about dungeon design.
3. Experienced GMs with experienced players, but who are new to OSR-style content.

As a completely new CK, you can still use this dungeon and learn a lot from it, but it will test your skills immediately. Experienced players may also enjoy it.

I DISAGREE WITH...

Chances are pretty good that an experienced CK will disagree with a few lessons, traps, or encounters in this dungeon. That's completely fine! This isn't a handbook on the "one true way" to run a beginner dungeon. It's just one way to do it.

- **If you think diplomacy is vital**, put a helpful but cowardly goblin named Smee in **7: FALSE TEMPLE**.
- **If you think time pressure and a sense of looming danger are important from the start**, add Wandering Monsters to all levels of the dungeon, not just LEVEL 3.
- **If you don't like snakes**, replace them with goats.
- **Add folklore tropes.**
- **Add your favorite traps**, or remove the traps entirely.

By disagreeing, you're learning something about your own preferences. Learning what you don't like is as valuable as learning what you do like. Maybe this module will inspire you to write a "learning dungeon" of your own.

GROUP SIZE AND BALANCE

Tomb of the Serpent Kings is designed for level one characters. You can run this dungeon for one player or ten. The encounters are not balanced. They don't have difficulty ratings. There are very few rewards for fighting, and many for executing a good plan.

By the end of this dungeon, surviving PCs should be level 2 or 3, assuming the usual rates of attrition, loss, and panic. Adjust the value of treasure accordingly. Large groups will have an easier time (and get less treasure per PC). *Gold was adjusted for the Castles & Crusades Game.*

Damage is scaled around PCs having between 4 and 16 hit points, and daggers dealing 1d6 damage.

A group of mid-level PCs, run by experienced players, could demolish this dungeon in record time. They might still enjoy it. A group of low-level PCs run by new players will (hopefully) have a great time.

Depending on play style and speed, side adventures, time in town, and other diversions, it could take between 12 and 24 hours at the table to completely explore this dungeon. In a first session that involves character creation, the party should be able to explore Level 1 fully.

BEFORE YOU BEGIN

1. Read the entire module.
2. Makes notes on things you like and don't like.
3. Replace monsters listed with ones of your choice if you wish.
4. Adjust treasure values where needed.

LURING THE PCS

Assuming the PCs start broke and know that tombs contain treasure, here are some ways to get them to the Tomb of the Serpent Kings.

1. They find an ancient map to a long-forgotten tomb.
2. A landslide reveals the tomb's entrance.
3. The goblins kidnap someone close to the PCs.
4. The lich Xiximantier's experiments induce strange dreams.
5. They stumble across the tomb's entrance while dealing with an unrelated matter.
6. They are sent to explore the newly-discovered tomb by a powerful patron.

LESSONS

Every room, trap, or encounter is designed to teach new players (and CKs) a useful lesson. Some are general, while others are specific to this dungeon. Attentive players should begin to understand the structure, nature and dangers of the tomb so they can begin to predict and exploit it for their own gain. These lessons might seem trite for experienced CKs, but I think it's useful to list them anyway.

STRUCTURE

Tomb of the Serpent Kings is a buried dungeon with three levels and four main themed areas. There are no "read-aloud" text boxes.

Level 1: The False Tomb

This level introduces the very basics of dungeon design and exploration in seven rooms. Assuming character creation is fairly quick and the PCs have a good reason to explore the tomb, it's just the right length for a first session.

Level 2: The Upper Tomb

Lessons learned in the False Tomb are tested and applied in the Upper Tomb. There is still a clear path "forwards," but branching side rooms are tempting. It may take two

or three sessions to fully explore, and possibly require a trip back to civilization to resupply.

Level 3: The Lower Tombs

The Lower Tombs branch and loop with two main "horizontal" paths and three main "vertical" paths.

The PCs can reach the surface or go deeper or even end up back where they started. This level is significantly more dangerous than the preceding levels. Dungeon diplomacy and trade also comes into play, as do wandering monsters.

Level 3 is open-ended. You can add material to extend the dungeon as far as you like. By this point, if you are a new CK or new to OSR games, you should be ready to write your own material.

THEMATIC AREAS

The False Tomb

The dungeon gets weirder and less mundane as you descend. Initially, you're cracking wooden coffins to loot tiny amulets. By the end, you're digging through fungus goblin muck for crowns, trading with a dead snake-man, and hauling treasure chests of gold to the surface.

The False Tomb represents the joy of discovery, the "Oh, I see!" moment, and the thrill of possible treasure. Be sure to praise any players who figure out it's a false tomb. Cleverness should be rewarded.

Describe this area with words like "shoddy," "chipped," and "damp." It's a root cellar. There are little white roots in the ceiling and gravel on the floor.

The True Tomb

Represents power and unspoken threats. Statues loom. Things shudder in locked coffins. Giant lizards stalk you in the darkness, immortal wizards cut deals, and invincible, undead oozes slither after you.

Describe this area with words like "enormous," "looming," and "cold." This area is the work of a civilization older, wiser, and crueler than the PCs. The deeper they go, the jumpier they should be.

The Chasm

Represents the unknown, and the wonder of the unknown. There could be anything down there. It could go to the core of the world. There could still be snake-

men living untroubled lives in the depths. It's a blank canvas for GMs to add things to this module.

Describe the chasm with words like “bottomless,” “distressing,” “it’s like the world just falls away,” and “quiet, restless sounds, if you are patient.” The PCs should not want to spend any time near the chasm.

The Goblin Warrens

Represents the mirror of the PCs. They live in filth, they respawn and make the same mistakes, they are hungry, foolish, superstitious, murderous, and somehow sympathetic. The warrens are the intrusion of vital and noisy barbarism into cold and moribund civilization.

Describe the warrens with smells and sounds. It stinks. You’ll stink if you spend any time in them, and the Tomb of the Serpent Kings doesn’t have any complimentary baths. Chattering teeth, tiny red goblin eyes, and sharp knives wait in the darkness.

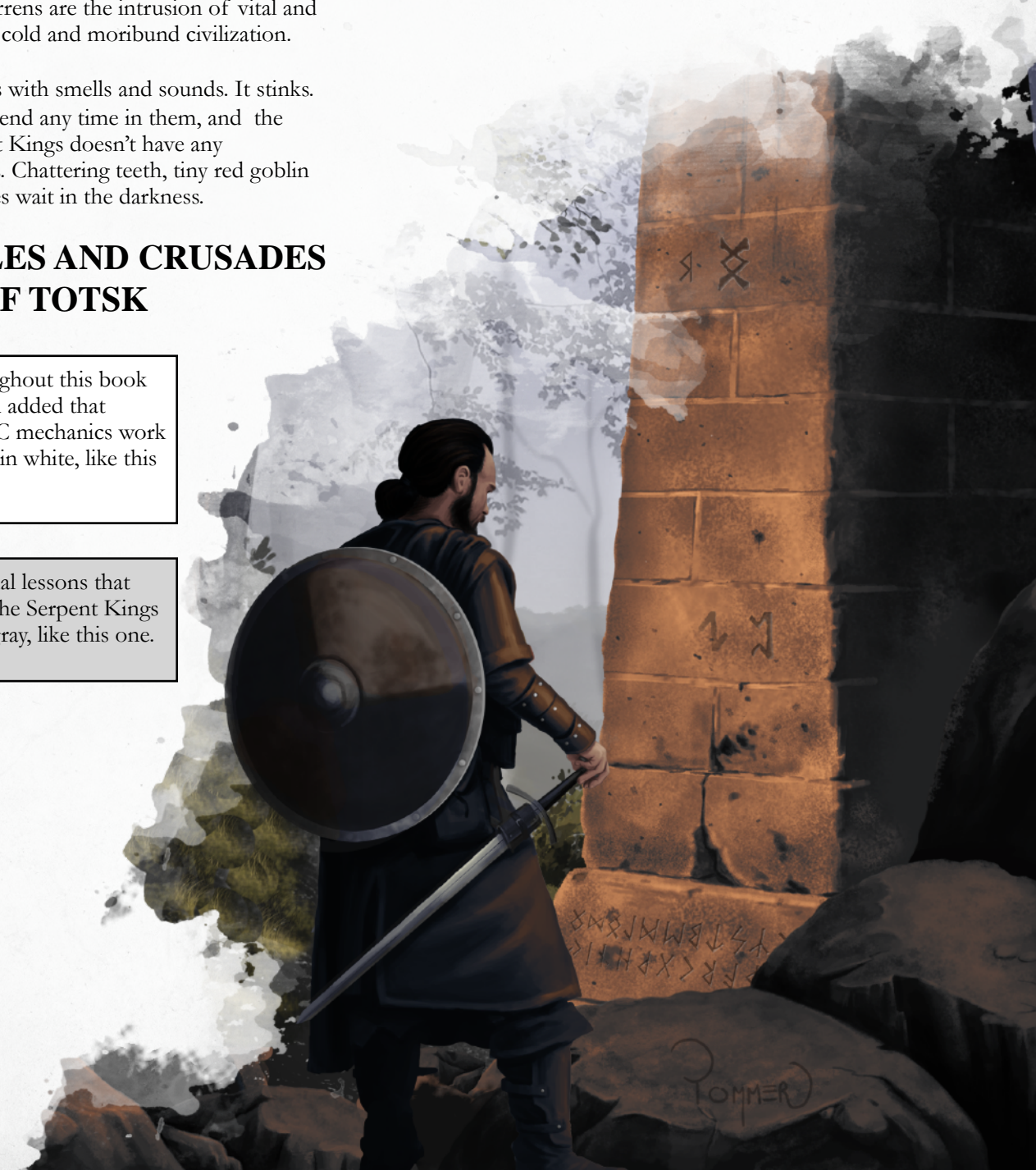
THE CASTLES AND CRUSADES VERSION OF TOTSK

C&C Notes: Throughout this book text boxes have been added that explain how the C&C mechanics work in play. They appear in white, like this one.

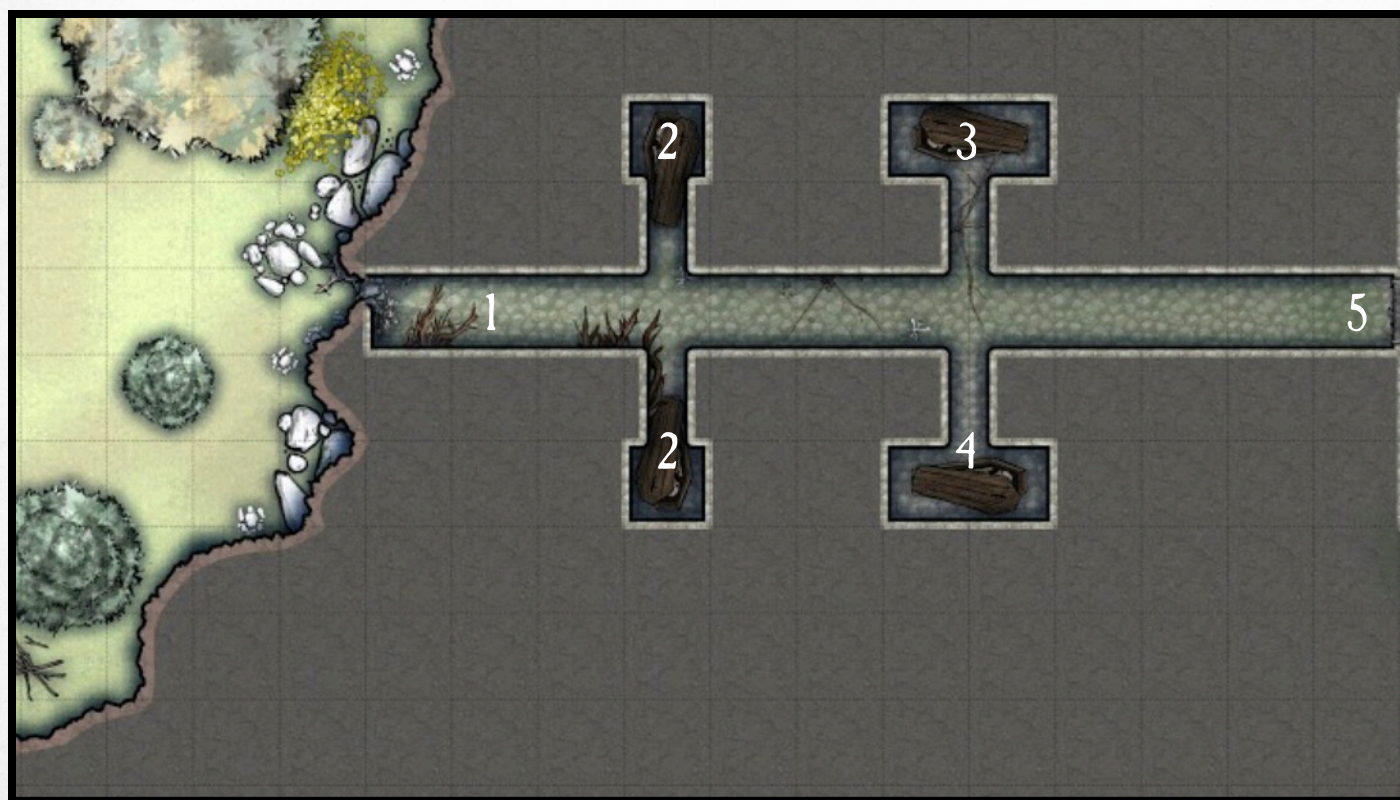
Lessons: The original lessons that appear in Tomb of the Serpent Kings all appear in a light gray, like this one.

THE MAPS

The original maps for this module were designed by Janon. The full color map that appears in the back of this module was created by Dehumanizer and is intended for VTT use.



The False Tomb



1: ENTRANCE HALL

A long corridor with four open rooms, two on either side. The hallway ends at a large, barred door made of stone, leading to **6: FALSE KING'S TOMB**.

2: GUARD TOMBS

These small rooms are identical in size and content. They both contain a wooden coffin with a clay statue of a snake-man warrior inside. The statues are hollow. Each contains a gold amulet worth 10gp, a dried snake skeleton, and a 5 ft. cloud of poison gas (anyone within 5 feet must make a CL0 CON Saving Throw or take 1d6 damage, this can only take a character to 0 hp).

Castles & Crusades: Saving Throws, anyone that is within 5 ft. of the statue when it is broken must make a CL0 Constitution (CON) Save by rolling a 1d20 + their CON bonus (if any) + their level, and adding those together. The total must meet or beat a 12 if their Constitution is a Prime Attribute, or 18 if it is not. On a successful save the character takes no damage and on a fail the character takes 1d6 damage. For more on Saving Throws see page 167 of the C&C Players Handbook.

Lessons: the dungeon is *organized*. There are *patterns*. There is hidden *treasure*. There is also hidden *danger*.

The PCs will probably approach the 2nd coffin with more caution, and earn their reward (gold) without the danger (poison) by using their brains (and a rock or long stick).

3: SCHOLAR TOMB

Similar to **2: GUARD TOMBS**, but inside the coffin is a clay statue of a thin and sly-looking snake-man scholar. Its scrolls have crumbled to dust. The statue contains the same amulet, snake skeleton, and poison as the others.

4. SORCERER TOMB

Similar to **2: GUARD TOMBS**, but inside the coffin there is a clay statue of a robed snake-man sorcerer wearing a silver ring. If the PCs didn't already learn that the other statues were hollow, they'll almost certainly try

to pry the ring off, breaking the statue open and revealing the poison gas and amulet.

The ring is a magical, but also cursed. If worn on a finger, the fingernail becomes long, bifurcated, and pointed like twin fangs. It can be used like a poison dagger (living targets must Save vs. Constitution (CL0) (Poison) or take +1d6 poison damage on a hit), but each morning, the wearer must also Save vs. CON (CL0) or take d6 damage. If they take 6 damage at once from the poison ring, their finger falls off and turns into a snake.

C&C: Attack Rolls, To make a melee attack with this ring roll 1d20 + your BTH (Bonus to Hit). Add the two together and meet or beat the opponents Armor Class, abbreviated AC.

If the attack roll is a fail, the attack misses and does no damage.

If the attack is successful, it hits & does 1d4 (a dagger) damage. The monster or NPC must also make a CON Save (CL0) or take an additional 1d6 in poison damage.

For more on attacks and attack rolls see page 173 of the C&C Players Handbook.

Lessons: Hidden treasure can be *magical*, *useful*, and sometimes *cursed*.



5: DOOR/HAMMER TRAP

A large door, barred with a lengthy piece of stone hung on two iron pegs set into either side of the doorframe. Requires at least three PCs to lift (or, if the party is smaller, all PCs). When the bar is lifted, the iron pegs begin to rise. When the bar is fully removed a trap is activated. A huge stone hammer swings down from the ceiling, aiming straight for the backs of the now-trapped PCs. It nearly fills the corridor, but there is a small gap on either side. The PCs can:

1. CL0 Dexterity Save to Dodge or
2. Use another PC as a springboard, giving them +2 to Dodge but giving the shoved PC -2.

PCs hit by the hammer drop to 0 Hit Points.

This trap can be identified by examining the door or pegs, by noticing that the iron pegs slowly rise as the bar is lifted, or by checking the ceiling. If the bar is quickly replaced, if the pegs are held down, or if the trap mechanism in the ceiling is damaged, the trap will not activate.

After firing, the hammer slowly retracts into the ceiling unless blocked. It can be reactivated by lifting up the iron pegs, either by hand or by a rope. Its first activation knocks open the stone doors leading to **6: FALSE KING'S TOMB**.

C&C: Dying, this trap requires a DEXTERITY saving Throw and on a fail that character may drop to 0 Hit Points!

At 0 hp characters pass out! Unless magically healed a character will remain unconscious for 1d6 hours!

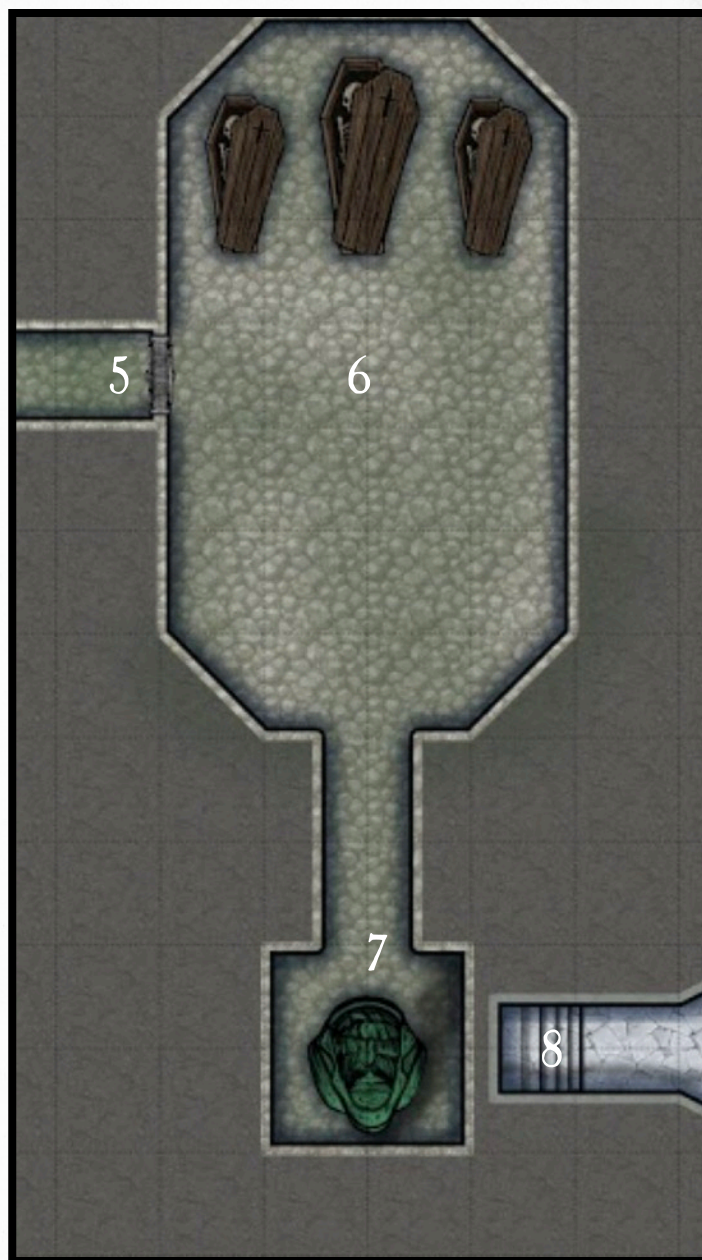
At -1 to -6 hp characters are unconscious and grievously wounded!

At -7 to -9 hp characters are mortally wounded at lose 1 hp per round!

At -10 characters are dead!

See page 178 of the C&C Players handbook for more on Hit Points, wounds, death and healing.

Lessons: there are deadly *traps*. The dungeon can be *lethal*.



6. FALSE KING'S TOMB

The burial chamber of a decoy snake-man king and his two brides. On the north wall are three wooden coffins painted with stylized sleeping snake-men. The coffin in the middle is larger and more ornate. Each coffin contains a **Skeleton** who will immediately attack if their rest is disturbed.

Skeletons (4): SIZE: Medium, HD: 1 (d12), AC: 13, SAVES: P, MOVE: 30 ft., ATTACKS: Fangs or Swords (1d6) SPECIAL: Undead, INT: None ALIGNMENT: Neutral TYPE: Undead (Common) TREASURE: 1 XP: 5+1 COMBAT: Takes 1/2 damage from slashing and piercing weapons who will immediately attack if their rest is disturbed.

C&C: Combat, this is the first combat of the adventure, make sure you have read the Combat chapter of the Players Handbook (starting at page 169). If you are coming from another game remember attackers can only move 1/2 their movement, or less, and still make an attack on their turn.

When determining half damage for slashing and piercing attacks round UP.

Lessons: there are *undead* in the dungeon. They take *less damage* from slashing weapons. PCs can *use the environment* against them (lure them into the hammer trap).

7: FALSE TEMPLE

This room contains a giant statue of a hideous snake-man god, resembling a cross between a toad, a heap of intestines, and a melted candle. Water leaking into the tomb has eroded the floor, revealing a secret passage under the statue to **LEVEL 2** of the dungeon.

8: SECRET PASSAGE

This damp, narrow room lies directly below **7: FALSE TEMPLE**. It is an alcove-like passage that widens to become **9: STATUE HALL**.

Lessons: there are *secret passages*. They are associated with *statues*. This might be a *false tomb*.

Throughout this dungeon, statues will be associated with secret passages and treasure.



The Upper Tomb

9: STATUE HALL

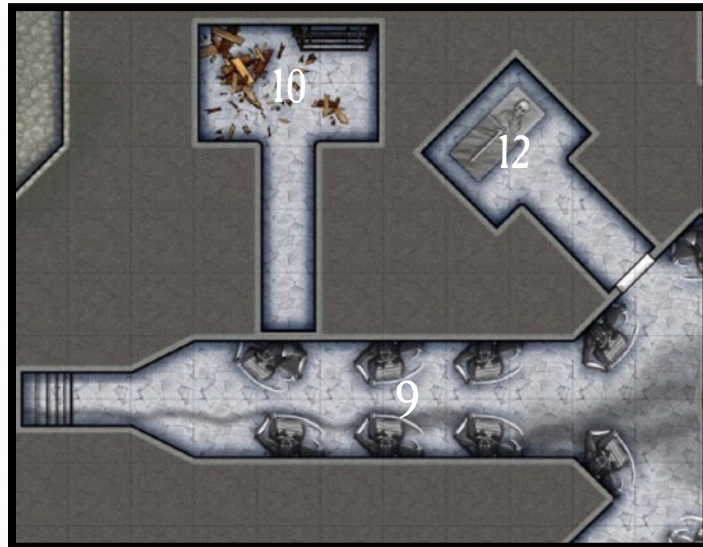
A long, wide corridor. Six huge statues of heavily armed and armored snake-men loom over the hall, glaring at the party. One of the statues is twisted slightly out of alignment with the wall. It can be moved to reveal **10: SECRET GUARDROOM**.

Lessons: the party should have learned in **7: FALSE TEMPLE** that *secret passages* are hidden behind *statues*.

10: SECRET GUARDROOM

This room was once a secret guardroom for temple assassins. Now it is empty and dark. The furniture has rotted to fragments. On the wall are two hooked polearms that are still usable, along with a silver icon of a scowling snake-man king worth 50gp.

Lessons: secret rooms sometimes contain more *treasure*.



11: TOMB ATRIUM

The hallway opens into a large octagonal chamber, also ringed with glaring snake-man statues. Some carry weapons, others carry implements of torture or agriculture. The doors to rooms 12–16 are made of heavy stone, but can be levered without much difficulty. Room 15 has an unlocked wooden door. Room 18 has a stone door, but it is much more ornately carved than the others. There was once a pit in the center of the room, but water trickling from the surface (through rooms 7 and 9) has filled it to the brim with dark, oily water that smells like licorice. The pool is 10' deep.

Inside the pool are two **Mummy Claws**, these rotting hands will jump out to attack anyone who comes within 5 ft. of the pit.

Mummy Claws (2): SIZE: Small, HD: 1 (d4), AC: 13, SAVES: P, MOVE: 20 ft., ATTACKS: Claw (1d4), SPECIAL: Undead, INT: None ALIGNMENT: Neutral TYPE: Undead (Common) TREASURE: nil, XP: 5+1 SPECIAL: Choking

C&C: The Mummy Claws are hard to hit (-4) when strangling.

Lessons: there are *hidden monsters*. Some monsters also *inflict diseases*. It is very hard to hit a monster clinging to your friend's throat.

Drinking the water or rubbing it into open wounds inflicts Mummy Rot, but touching it does not. If the party kills or disables both mummy claws and attempt to dredge or search the pool, it contains:

1. a very angry and completely insane mummy's head
2. a heavy gold chain worth 350gp.
3. a magic silver ring
4. a magic utility item of the CKs choice, or a randomly rolled magic item, or 2d100gp in jewelry

The silver ring is a *ring of eyesight*. While wearing it, one of the user's eyes pops out and becomes hard as glass. The eye still sees normally.

Lessons: look for treasure at the bottom of pits and pools. Magic items can solve problems.

12: TOMB OF XISOR THE GREEN

The passage into this tomb contains a pressure plate that triggers a *bolt* spell, aimed straight down the hallway. It deals 4d6 damage (DEX Save for 1/2) and only activates once. The electrom disc it fires from is worth 100gp. It is embedded in the wall at the end of the tomb's entrance, and may be visible in torchlight when the PCs open the door. Xisor's stone coffin is empty.

C&C: Remember when a Saving Throw or check is listed that has no CL listed you just use CL0.

Lessons: sometimes floors are *trapped*. Traps are often *deadly*. Treat unknown rooms with caution.

13: TOMB OF SPARAMUNTAR

The passage to this tomb has collapsed. The blocks of the ceiling caved in. The PCs will hear Sparamuntar, a snake-man **Skeleton**, lurching and thumping on the other side of the blocked passage. He is not very subtle, and will try and strike the moment he can see the head of a living creature. His funeral trinkets are worth 100gp.

Skeleton: SIZE: Medium, HD: 1 (d12), AC: 13, SAVES: P, MOVE: 30 ft., ATTACKS: By weapon SPECIAL: Undead, INT: None ALIGNMENT: Neutral TYPE: Undead (Common) TREASURE: 1, XP: 5+1 SPECIAL: 1/2 damage from slashing and piercing weapons.

Lessons: *listen at doors*. You can *hear* some monsters before you *see* them. Some rooms are *best left alone*.

14: TOMB OF FRANBINZAR

This room is more primitive than the others. It contains one stone coffin with the badly mummified remains of Franbinzar, last ruler of the fortress. The mummification did not go well. He counts as a **Black Pudding** and will lurch to attack anyone who opens the coffin.

His grave goods are clay copies, but he has 20gp worth of rings embedded in him. If killed, he will regenerate in 1d20 hours unless burned. If he is free, add him to the **Wandering Monster Table** (p.18), replacing one of the Omen results.

Black Pudding (1): SIZE: Large, HD: 10 (d10), AC: 3, SAVES: P, MOVE: 10 ft., ATTACKS: Acid (3d6), INT: None, ALIGNMENT: Neutral, TYPE: Ooze, TREASURE: 8, XP: 2400+10 SPECIAL: Acid, Constrict, Split, Immunity (full): Cold and Electricity



Lessons: *oozes* live in dungeons. Some can split into multiple oozes when struck. You can *use the environment to your advantage* (by circling the pit in **11: TOMB ATRIUM**, by closing the stone doors on the ooze, by luring the ooze upstairs and hitting it with the hammer trap, etc.)

15: PRIEST ROOM

This room was used by the priests of the upper tomb. It contains three beds, some rotten shelves, and a silver and emerald snake-god icon worth 200gp. The scrolls scattered around the room record the ravings of trapped mummies in a forgotten language. One of them contains the true name (Baltoplat) of the succubus in **32: SUMMONING ROOM**.

C&C: Some mental effort is required to translate these ramblings. A Wizard, Illusionist or Cleric may be able to translate this with a successful CL0 Intelligence Check and 1d6 or so hours of time.

Lessons: *valuables* sometimes take *unconventional forms*. The ravings might be valuable if translated or sold to the credulous.

16: UNFINISHED TOMB

This room is empty, except for some discarded carving tools rusting on the floor. It might make a nice bolthole in an emergency, or a place to stash supplies.

Lessons: some rooms are *empty*.

17: CLAY WARRIORS ROOM

A group of eighteen clay statues of life-sized snake-men warriors, in three rows of six. Their swords are rusted to uselessness. Each statue is hollow, they contain nothing. The statue in the far south corner of the room sits on the trap door **39: SECRET PASSAGE** to **38: BASILISK HALL**.

Lessons: some rooms *look more threatening than they are*. Look under statues for secret passages.

18: STAIRS

This hallway is protected by a very ornate door, carved with images of snakes raining from the sky. Stairs descend downwards into darkness. A faint cold wind blows up the stairs.

The third stair from the top is slightly loose and has left very faint scratches on the walls. If any weight is put on it, the stairs tip to become a smooth stone ramp. Spikes deploy from the floor at the bottom of the ramp when the trap is activated. A PC sliding into the spikes takes 1d6 damage (DEX Save for 1/2). The trap resets in 5 rounds.

C&C: Checking for Traps, if any of the players state they are checking the staircase for traps allow them a Wisdom Check to notice the 3rd stair looks loose and the walls are scratched.

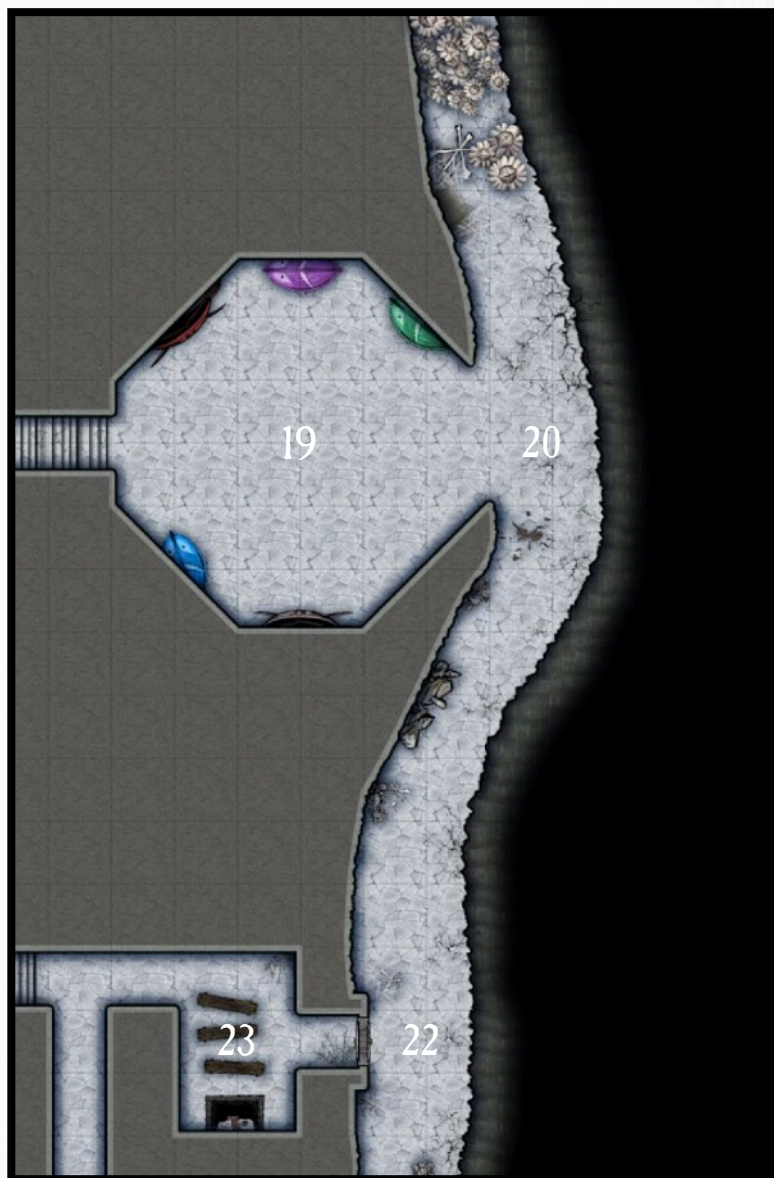
Lessons: check the floor. Traps can *move you* and not just harm you.

19: STONE COBRA GUARDIAN ARENA

This is a large, arena-like room completely covered in shields from tribes conquered by the snake-men. Some of the shields are rotted through, but at least five are still in usable condition. If laboriously scraped and disassembled, fragments of silver wire and gold leaf in the shields are worth 20gp total.

In the very centre of the room stands the **Stone Cobra Guardian** (pg. 29). It attacks on sight. It cannot fit up the stairs.

Stone Cobra Guardian (1): SIZE: Large, HD: 6 (d8), AC: 13, SAVES: P, MOVE: 30 ft., ATTACKS: see Special, INT: None, ALIGNMENT: Neutral, TYPE: Construct, TREASURE: nil, XP: 315+7
SPECIAL: Shield Draw, Leap and Slam, Twin Slash



20: CHASM AND PATH

A narrow path along a bottomless chasm. To the north, the path dead-ends. To the south, the path leads to the rest of the tomb. The path is 10' wide and slightly slippery; running or leaping will require a fairly easy Save. The chasm is 60' wide, and the opposite side isn't visible unless the PCs use flaming arrows or a very powerful light source. If the PCs anger the fungus goblins, this path will be their preferred ambush spot. The goblins are sticky and disregard the slippery stone floor.

If you want to add more material to this dungeon, the chasm is an excellent place to start. You can add stairs leading down to other dungeon levels. You can add a bridge, just past **21: DUNGEON BARNACLES** to a boss fight on the other side, with **29: TREASURE ROOM** being a way to bypass the barnacles.

C&C: Slippery floors make movement slower and can make Melee Attacks have a penalty (-2) .

Lessons: this path is *closed*. Think of a solution (poisoned meat, exploding frogs, etc.) and come back later.

21: DUNGEON BARNACLES

The path here is filled with dungeon barnacles. These stone-covered mollusks devour any warm-blooded creatures that pass near them, reaching out with sticky, paralyzing tentacles. Characters who have spent time in tombs, caves, or tunnels will recognize and know to avoid these creatures. They are less like enemies and more like terrain. 5 hours with a hammer could clear a path, but there's a very high risk of being paralyzed and devoured.

Lessons: pick where you fight carefully.





The Lower Tomb

D8 Roll	Wandering Monster
1	Omen of Basilisk. The rattle and thrash of a distant chain, dragged through stone and dust.
2	Omen of Jelly. Wet squelching in the distance.
3	Omen of Goblins. Chittering, half-giggling, half grinding of teeth and licking of lips. The flit of red eyes in the distance. A waft of fungal rot.
4	Bat. Not hostile, but startling. Flaps around, flies towards the chasm.
5	Large Spider. The size of a fist. Here to eat bats, not PCs. Venomous (1d4 poison damage) but cowardly. Considered a delicacy by the goblins.
6	1d6 Fungus Goblins. See pg. 30. In a scouting party. 1d6 other goblins lurk around the corner.
7	1 Skeleton Jelly. See pg. 30.
8	1d10+5 Fungus Goblins. See pg. 30. In a raiding party. 1 goblin will have a ludicrously impractical cutlery spear (1d6 damage, reach).

There are four main zones to **LEVEL 3**.

- **Outer Halls (22–26)**

Dressed stone, slightly damp, mold and slime on the lower walls. The air is cold, especially close to the chasm. Some dry and dusty areas. Everything has carved or painted snakes on it.

- **Sacrifice Pit (27–30)**

Dressed stone with ancient crumbling mosaics. The air is warm and foul, and only gets worse as you approach **30: SACRIFICE PIT**.

- **Xiximanter's Lair (43–46)**

Finely cut stone, covered in dust and cobwebs. Purple lights and bubbling alchemical flasks. The glimmer of glass, and the clatter of bones.

- **Goblin Warren (47–52)**

Dug through collapsed tunnels and rooms, or through natural caves. Filthy. The floor is thick with guano, beetles, and rot. It is difficult for the PCs to tell if the chittering is beetles or goblins.

This level also contains **Wandering Monsters**. They are attracted to noise, light, and heat. They won't move to the upper levels of the dungeon unless the **Stone Cobra Guardian** is defeated.

Check every 30 minutes on Level 3, or whenever the PCs make a lot of noise.

22: STONE DOOR

Recessed 5' into the wall and held closed by a heavy stone bar. The door is barred on the side facing the chasm. If approached from the other side, it cannot be opened without demolishing most of the door.

It contains the same type of hammer trap as **5: DOOR/HAMMER TRAP**, but the hammer swings away from the door, rather than towards it. This makes it easier to dodge (CL-2 DEX Save) but any hit PCs must CL0 DEX Save again or be flung into the chasm.

Lessons: traps *repeat*. Be cautious around bottomless chasms.

23: CEREMONIAL ROOM

Used by the snake-man priests to prepare and meditate. Contains several low benches, ancient wall hangings, and a dry fountain. Goblins pried a gold statue from the fountain and hid it in **49: GOBLIN THRONE ROOM**. A few scraps of gold leaf worth 1gp and a primitive tool marks are all that remain.

Lessons: some rooms are *safe*. Look for what may be *missing*.



24: HALLWAY

A long, narrow hallway slopes downwards to the south. Contains 1 **Skeleton Jelly**, that will move towards noise.

Skeleton Jelly (1): SIZE: Medium, HD: 2 (d12)*, AC: 13, SAVES: P, MOVE: 30 ft., ATTACKS: Slam (1d4), INT: None, ALIGNMENT: Neutral, TYPE: Undead (Rare), TREASURE: 1, XP: 5+1, SPECIAL: Undead, Indestructable*

25: PIT TRAP

This room has a false floor made of thin stone tiles. A 1' wide ring around the walls is safe, but all other tiles are held up by sticks and thin metal bars. Any PC stepping into the center of the room must DEX Save to dodge or take 1d6 damage from the fall, and a 2nd CL0 DEX Save again or take a further 1d6 damage from the spikes at the bottom. The false tiles are easy to spot: one is even missing.

The pit contains several mundane human skeletons and a gold ring worth 20gp. The goblins use the pit to catch food, replacing the lost tiles every day.

C&C: Remember, Saving Throws always have a CL, if one is not listed assume it is CL0.

Lessons: *check the floor.*

26: HALLWAY

A small passage branching off from the main hallway, leading to a locked door. The lock is incredibly rusted with age and the door opens easily.

27: SLAVE ROOM

The air here is foul and warm, and there is a distinct hissing sound coming from the Southwest door. This room was once used to keep slaves, and a pair of iron manacles still lie on the floor. The manacles are enchanted to lock around the legs of anyone who approaches within 1', but the rusted metal is weak and can be pried free with a CL0 STR Check.

Lessons: *not all traps are deadly. Beware of wandering monsters and delays.*

28: DOMED HALL

An elaborately carved domed hall with a locked iron door in the south wall. The key to the door is around the Basilisk's neck. The door isn't magical, but it would take a team of people hours or days to pry it open or crack its hinges. There is a broken stone door to the west. To the north are the flickering orange light of **30: THE SACRIFICE PIT** and the hiss of the eternal flame.

29: TREASURE ROOM

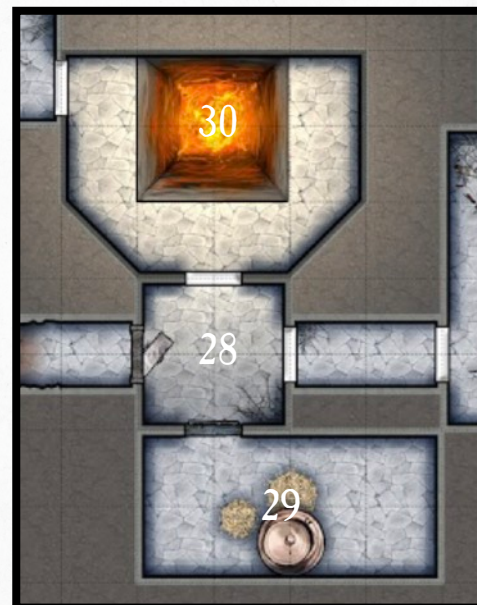
This room contains... whatever it is you want to put in the bottom of your dungeon: a boss fight, a rare item, piles of gold, plot hooks, stairs to more dungeon levels. At the least, it should contain 2000gp of assorted treasure.

30: SACRIFICE PIT

An eternal flame burns in the center of a carved, 15' deep pit with sloped sides. The flame is fueled by natural gases, piped from a deep and ancient mine. There is a 2' wide walkway around the pit. Carbonized bones coat the bottom. While the air here is foul, it isn't dangerous to anything outside the pit. Creatures inside the pit must CL 2 CON Save each round or take 1d6 temporary Constitution damage, reaching unconsciousness at 3 or less CON. Unconscious PCs slide down to the flame and take 2d6 fire damage per round.

There are runny streaks of gold around the flame, and a few carbon-coated gemstones (worth 500gp total) glitter in the orange light. Not all the sacrifices were poor.

Lesson: some hazards are *invisible*.



31: GUARDED HALL

Two incredibly life-like snake-man statues stand in the bottom corners of this elaborately carved hall. The statues are much finer than any other carving in the tomb. They are, in fact, petrified snake-men, placed here as punishment. If de-petrified, they will fly into a murderous rage for 10 minutes, then slowly give in to despair. The statues are worth 500gp each if sold in a major city, or 10x more to a wizard who recognizes their nature.

Lessons: look for *explanations* for things that are *out of place*.

32: SUMMONING ROOM

A long, narrow room with a huge pile of junk (broken shields, bent swords, candlesticks, branches) piled at the entrance. Clearing the pile takes thirty minutes, and makes a terrific racket. This room was once a summoning chamber. It contains a bound **Succubus** (pg. 29) summoned by the snake-men to answer questions about the lower hells. She appears as a young botanist in an ankle shackle, of the same race as the first PC she sees, and of an amenable gender. She will claim to have been captured by the goblins. The shackle around her ankle is an illusion. All she needs is for someone to step across the (dust-covered and mostly obscured) circle binding her.

The room also contains a small altar, 2 gold bowls worth 150gp each, a +1 magic dagger, and a wavy stone snake that detects as magical. The snake is used to open the door to **46: THRONE ROOM**. The succubus isn't hostile to the PCs, but she will try to isolate and kiss one of them (the succubus's kiss reduces the victims character level by 1 if they do not succeed on a CON Save, +10 bonus to the save if she likes you) so she can refuel and fly away. Her true name (Baltoplat) is written on a scroll in **15: PRIEST ROOM**. The goblins fear her. Xiximanter knows her true nature, but assumes the party knows as well. She's immune to petrification and very, very good at dodging. She will immediately flee from any conflict. If made to bargain, she can detect poison, reveal ancient secrets, or agree to kill any one mortal the PCs can name. She is patient and cunning, but true to her word.

Lessons: some monsters have *hidden agendas*. There are *illusions*. Don't let yourself be *isolated*. Don't make noise.

33: SHRINE ALCOVE

An alcove containing a shrine to one of the many cobra-headed gods of the snake-men. The statue has two holes in the base large enough to fit a human arm. The statue can't be lifted, but it rattles and it can be turned easily. Almost any effort, inspection, or action will turn it slightly. Turning it counter-clockwise 90° will release poison gas (6 damage in a 30' cloud). Turning it clockwise 90° will cause a lot of gold (2d100+100gp) to spill out, rolling onto the floor. Some pieces will roll into **35: BLADE TRAP HALLWAY**.

Lessons: treasure is *hidden* behind statues. Some traps follow a *pattern*.



34: PRIEST REST AREA

Used by the snake-men priests to rest and meditate. The door rotted away centuries ago. It contains five blood-stained silk pillows, rotten and shredded, and three stone eggs. The eggs are magical. If coated in fresh mammalian blood, the eggs grow comfortably warm to the touch, and can be used as hot water bottles. A single coating keeps an egg warm for 8 hours. They can be wiped clean after the first application.

Lessons: magical items may have a *mundane purpose*.

35: BLADE TRAP HALLWAY

This hallway is trapped. The ceiling is ridged like the gullet of a snake: bands of tiles wind across two 10' squares. Stepping on any of the raised tiles will activate four swinging blades that slice down from the ceiling. PCs must CL0 DEX Save to dodge or take 1d6 damage. Any movement through the two 10' squares requires another DEX Save for three rounds after the trap activates. PCs who stand still don't take any damage. If a PC fails their Save, they take 1d6 damage and don't move that round. On the fourth round, the entire trap comes crashing down in a tangle of stone, blades, and springs, dealing 2d6 damage to anyone in the two 10' squares (DEX Save for 1/2).

Lessons: *traps are not always reliable.* Move quickly out of danger. Check the floor.

36: VESTIBULE

Partially rotted wall hangings lie on the floor, which is carved into geometric stonework patterns. Anyone pressed against the west wall cannot be seen by the Basilisk. A hallway slopes down to **37: PIT TRAP**.

37: PIT TRAP

A pit trap identical to **25: PIT TRAP**. The snake-men really didn't want their sacrifices escaping into the rest of the tomb. This pit contains nothing of value.

38: BASILISK HALL

A huge stone chamber filled with broken pillars (eight total, in two rows along each side of the hall). The ceiling is lost in darkness. Bats roost up there. The floor is littered with broken statue pieces, including incredibly lifelike carved stone bats, spiders, and goblins.

The Basilisk (p. 32) lurks in the darkness. A thick iron chain links it to the ceiling. It cannot leave the hall.

Lessons: some monsters have *unconventional attacks*. Use *teamwork* to defeat a creature or avoid it completely. *Listen* for threats.

39: SECRET PASSAGE

A secret passage leading from the statue room on **LEVEL 2** to the Basilisk Hall. The door on the hall side would have been unnoticeable as originally built, but time has worn the mosaics away, revealing the door's outline.

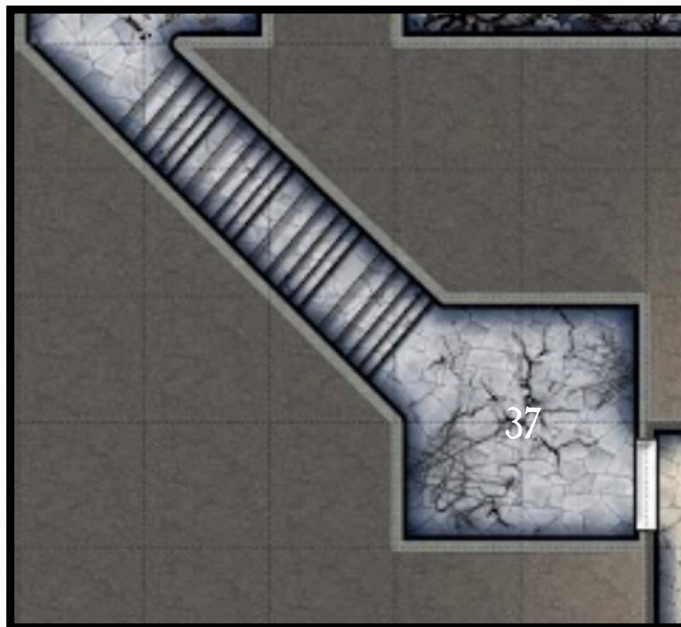
Lessons: dungeons have *loops* and *shortcuts*.

40: SECRET PASSAGE

This passage is hidden behind another secret door, but this one is intact and difficult to find. It's on the exact opposite side of the Basilisk Hall from **39: SECRET PASSAGE**, and in the same style, so clever players will locate it quickly. Though the walls are smooth and well-made, the floor is thick with goblin detritus and the air stinks.

41: STAIRCASE TO THE SURFACE

A dirt-encrusted staircase to the surface. It opens under the roots of tree. Human-sized creatures can crawl through, but a larger passage requires axes and time. The goblins use this route to raid the surface on moonless nights.





42: CYLINDER DOOR

A rotating cylinder of stone with a carved chunk big enough for two people (imagine a dented barrel). Rotates in both directions if pushed. Turn it counter-clockwise to activate a stabbing spear trap (6 damage/person/round until rotated to safety). Turn it clockwise to reveal a stone idol with two golden bowls worth 100gp each. Turn 180° to reach **47: GOBLIN WARRENS**.

Lessons: some traps have *patterns*. Scout ahead.

43: XIXIMANTER'S ENTRANCE HALL

A finely carved stone hall; ribbed like the inside of a creature's gullet and lit by magic purple lights set into the walls. **Xiximanter** (pg. 31) is an ancient snake-man wizard, twisted but immortal. He looks like a dried human corpse (with fangs) fused to a snake tail at the waist. He wears tattered robes, and his eyes are red pinpricks. He is not unreasonable, and will greet the party with "Hello, bipeds," as they enter his lair. Xiximanter desires living creatures—preferably intelligent, ideally wizards. He distills them to make his potions. While utterly amoral, he is neither rude nor murderous. He firmly believes that he is close to a breakthrough. He also believes that the snake-man empire still sits above him, that the tomb is full of priests, and that the party must be barbarian visitors on a tour. If shown evidence to the contrary, he will become enraged.

PCs will not be allowed past the Entrance Hall unless they agree to be Xiximanter's apprentices (or victims). His most powerful potions take decades to brew. He will trade potions for living creatures, spells, rare ingredients, and apprentices. He will not accept coins or treasure. If the party is openly carrying looted items from the tomb, he will become suspicious and try to poison, capture, or manipulate them.

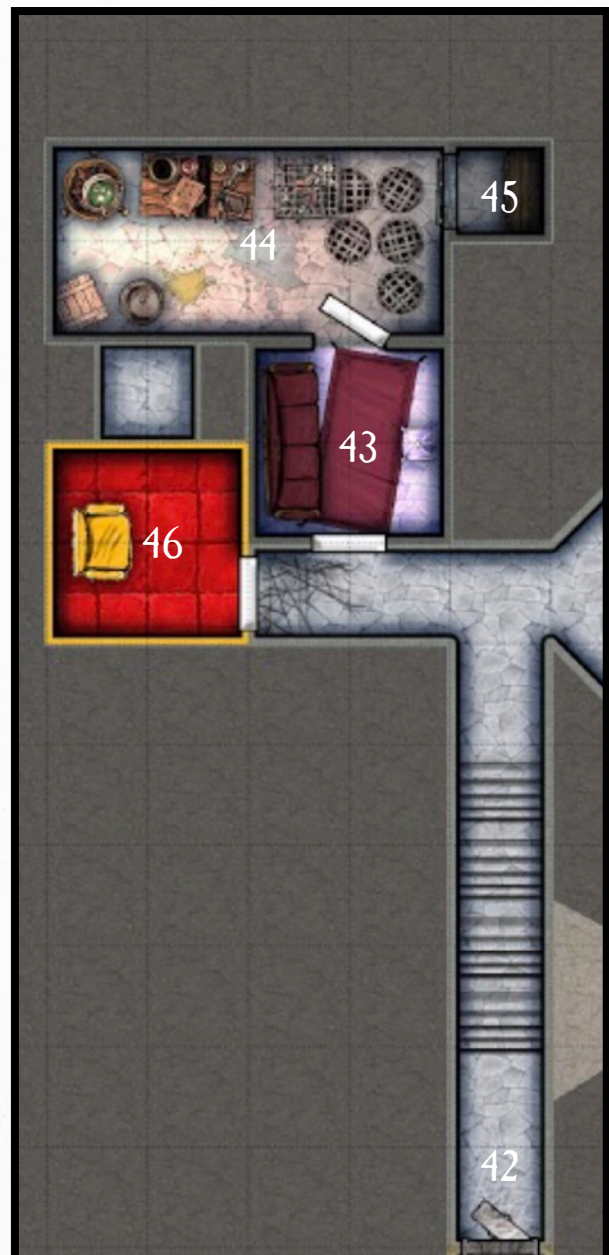
44: INGREDIENT STORAGE ROOM

Barrels of ancient herbs and powders sit next to kegs of acid and stale water. One flask contains powdered saffron (2000gp worth), while a tiny bottle contains 1d10 seeds of a now-extinct plant (worth 300gp each to a collector or ambitious farmer). Xiximanter will not trade these unless he can get even more rare or valuable

ingredients from the party. Nothing they find in the tomb is likely to pique his interest.

This is also where Xiximanter keeps his victims. Six stone oubliettes with brass lids, like wine vats sunk into the ground, are scattered around the room. The pits currently contain 1d10 miserable **Fungus Goblins** (pg. 30) crammed into the same pit.

There is a secret passage here, behind a stack of empty crates. It leads to **46: THRONE ROOM**.



45: POTION BREWING ROOM

Alchemical flasks, dusty instruments, and gleaming shelves full of beautiful flasks line the walls. Aside from an assortment of random potions (10+1d10 potions), his shelves always include:

1. 2 *Potions of Haste* (works as the *Haste* spell)
2. 1 potion of *moderate immortality* (extra 20+1d100 years of natural life)
3. 1 potion of *undetectable poison* (tastes like a random potion but drops HP to 0, in 1 minute, no Save)
4. 2 *Potions of Cure Serious Wounds*

Lessons: use *diplomacy*. Some enemies can be *reasoned with*. You can *trade* within a dungeon. You can *betray your friends* for power.

46: THRONE ROOM

The giant door at the end of the Basilisk Hall is made of intertwined stone snakes. One snake is missing. It can be found in **32: SUMMONING ROOM**. If replaced, the door will slither open, revealing a room made of red stone, gold, and mirrors. The eight palm-sized mirrors on wooden stands are worth 100gp each if sold in a major city. The throne is worth 2500gp, but requires at least three people to lift. Anyone sitting in it must make a CL2 CHA Save or desire lordship and conquest.

Xiximanter has a secret passage from the throne room to his lair, but he hasn't used it in centuries. The throne room entrance is hidden behind a rotted wall hanging. The passage is thick with dust. If the PCs use it, he will be surprised, and possibly enraged unless they think of a plausible excuse.

Lessons: not all secret passages are safe. Rooms in dungeons are *linked*. There is a *ton of treasure*.

47: GOBLIN WARREN

This room is part of the Goblin Warren. It is a low cave (5' high). It's clear that the rooms here collapsed centuries ago and were hollowed out by the goblins. They use this room to store feathers, rags, and bowls of grease. A thorough search of the muck and detritus on the floor coats a PC to the neck in guano and beetle

shells and reveals 2d6 silver knives (worth 1gp each) and a dented brass bracelet (worthless).

48: GOBLIN SPAWNING PIT

The passage to this low and sunken room is only 2' high. It contains the goblin spawning pit: a hideous mash of fungus, dead animals, and bloated sacks of fluid. PCs must CON Save or flee in disgust. The pit reincarnates the souls of dead fungus goblins and is one of Xiximanter's failed experiments in immortality. There is no treasure here, but unless this room is burned, the number of goblins in the dungeon will always be "too many goblins."

Lessons: it's *difficult to clear* a dungeon completely. *Fire is useful*.





49: GOBLIN THRONE ROOM

A goblin throne room. Most of the time, this room contains 1d6x1d6 **Fungus Goblins** eating bats, fighting, or worshipping their current king. If they haven't recently found a living creature to crown, they'll make an idol out of sticks and mud. The goblin crown is made of bent cutlery and sticks. They used to have a real crown but they lost it. The golden idol from **23: CEREMONIAL ROOM** is being used as a back-scratcher. It is worth 50gp.

Fungus Goblin: SIZE: Small, HD: 1 (d6), AC: 15 , SAVES: P, MOVE: 20 ft., ATTACKS: Sword, Teeth, Claws or Cutlery (1d6), INT: Average , ALIGNMENT: Lawful Evil , TYPE: Humanoid , TREASURE: 1, XP: 5+1, SPECIAL: Darkvision 60 ft.

50: GOBLIN FARMS

The goblins plant anything to see if it grows. Sickly plants rot in darkness, accompanied by buried fingers, weapons, mushrooms, and gold. Dredging this room reveals 2d100gp, a ruby worth 300gp, and the Crown of the Serpent Kings. The crown is worth 3000gp for the materials and gems alone: it is made of eight tiny entwined serpents of gold and platinum, with emerald eyes and diamond teeth. The crown is also magical. Anyone wearing it who is not a snake-man must make a CL 3 CHA Save. If they fail, they spend the next hour gibbering and hooting in terror. If three consecutive hours are spent in this state, the effects are permanent. The crown can be removed by another person. If they Save, there is no effect.

Seasoned poisoners or wizards might recognize the blue mushrooms here as dungeon cucumbers, capable of curing petrification if sliced and rubbed on the skin. The person will recover in 1d6 days.

Lessons: *sneak* past your enemies. The dungeon *changes* during the day or night.

51: GOBLIN RUMPUS ROOM

This room serves no particular purpose to the goblins, but at any given time, 1d6 (exploding on a 6) fungus goblins will be present during the night and 3d6+10 (exploding on a 6) present during the day. The goblins will be asleep in either case, but will wake up two rounds after the PCs make significant noise in any adjacent room. They are almost invisible in the debris.

Fungus Goblin: SIZE: Small, HD: 1 (d6), AC: 15 , SAVES: P, MOVE: 20 ft., ATTACKS: Sword, Teeth, Claws or Cutlery (1d6), INT: Average , ALIGNMENT: Lawful Evil , TYPE: Humanoid , TREASURE: 1, XP: 5+1, SPECIAL: Darkvision 60 ft.

52: GOBLIN GUARD ROOM

A mostly-collapsed room used by the goblins to store weapons. It contains 2 pitchforks, a pile of silver cutlery (worth 20gp) and dozens of sharpened sticks. One goblin is on sentry duty. He wields a large broom, which he uses to push away the skeleton jellies. If the players enter from **28: DOMED HALL** by opening a half-broken stone door, he pushes them back with the broom while protesting. If they enter from **51: GOBLIN RUMPUS ROOM**, he runs away screaming.

Lessons: enemies might use *odd weapons* for a reason. Chasing goblins in the dark is no fun.





Monsters

Black Pudding

SIZE: Large

HD: 10 (d10)

AC: 3

SAVES: P

MOVE: 10 ft.

ATTACKS: Acid (3d6)

INT: None

ALIGNMENT: Neutral

TYPE: Ooze

TREASURE: 8

XP: 2400+10

SPECIAL: Acid, Constrict, Split, Immunity (full): Cold and Electricity

COMBAT: Black puddings, like most oozes, will simply try to engulf and digest their prey with a mindless determination. However, they are quick compared to other oozes, and this can startle those who are attacked by them.

SPLIT: If attacked by edged weapons, black puddings immediately split in two. Their AC remains the same, but the hit points are divided equally between the two halves. The acid damage of these smaller black puddings is halved as well.

Mummy Claws

SIZE: Small

HD: 1 (d4)

AC: 13

SAVES: P

MOVE: 20 ft.

ATTACKS: Claw (1d4)

SPECIAL: Undead

INT: None

ALIGNMENT: Neutral

TYPE: Undead (Common)

TREASURE: nil

XP: 5+1

SPECIAL: Choking

COMBAT: When a claw detects a potential victim, it leaps to the attack. Although it may not appear to be capable of such a feat, its great strength enables it to do so. The maximum distance a claw can leap is 15 feet.

CHOKING: Once a claw lands on its victim, it crawls to the victim's throat and begins choking them, inflicting 1d4 points of damage. The victim can make a CL0 Strength check on their turn to remove the claw. Anyone trying to strike the claw, including the victim, while it is attached makes their attack rolls at -4 and on a critical fumble strikes the victim, or themselves.

The Stone Cobra Guardian

SIZE: Large
HD: 6 (d8)
AC: 13
SAVES: P
MOVE: 30 ft.
ATTACKS: see below
INT: None
ALIGNMENT: Neutral
TYPE: Construct
TREASURE: nil
XP: 315+7
SPECIAL: Shield Draw, Leap and Slam, Twin Slash

The Stone Cobra Guardian cannot fit up the **18: STAIRS**.

ATTACKS: Each round, the Stone Cobra Guardian can perform one of three attack patterns:

Shield Draw. The Guardian calls to a shield attached to the wall of the arena. The shield deals d6 damage (CL0 DEX Save negates) to any creatures between it and the Guardian. The Guardian holds the shield in its empty hand, granting it +1 AC. The shield can be sundered as normal (reducing incoming damage by 1d12 and destroying the shield).

Leap and Slam. The Guardian leaps into the air and slams down 5'–20' away from its starting position. It will not land directly on creatures, but any adjacent creatures take 1d4 damage. Save negates. Creatures that take damage are knocked prone.

Twin Slash. The Guardian swipes at two targets with its sword. The targets must be on the same facing (front, left side, right side, or rear) and must be adjacent to the Guardian. The Guardian rolls a normal attack against both targets separately, dealing 1d8 damage on a hit.

The room is designed for the players to flank the Guardian, flee, push it into the chasm, or flee past it and hope it doesn't follow them (it will, but only until it can no longer see or hear them). The shields on the walls can be used by PCs as well.

Succubus (Baltoplat)

SIZE: Medium
HD: 6 (d8)
AC: 20
SAVES: P, M
MOVE: 30 ft., Fly 50 ft.
ATTACKS: 2 Claws (1d3)
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Extraplanar
TREASURE: nil
XP: 315+7
SPECIAL: Spell-Like Abilities, Energy Drain, Summon Demon, Telepathy, Alternate Form

Spell-Like Abilities: At will—*charm monster*, *clairaudience*/*clairvoyance*, *darkness*, *desecrate*, *detect good*, *detect thoughts*, *suggestion*, and *teleport without error* (self plus 50 pounds of objects only). These abilities are as the spells cast by a 12th-level Wizard.

Energy Drain: A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss reduces the victims character level by 1 if they do not succeed on a CON Save.

Summon Demon: Some demons can summon other demons much as though casting a summon monster spell, but they have only a limited chance of success. Roll d%: On a failure, no demons answer the summons. Summoned creatures automatically return whence they came after 1 hour. A demon that has just been summoned cannot use its own summon ability for 1 hour. Once per day a succubus can attempt to summon one balor with a 10% chance of success.

Telepathy: Succubi can communicate telepathically with any creature within 100 feet that has a language.

Alternate Form: Succubi can assume any humanoid form of Small to Large size as a standard action. This ability is similar to the polymorph self spell but allows only humanoid forms.

Will flee combat (doesn't want to risk it) and not return.

Skeleton

SIZE: Medium

HD: 1 (d12)

AC: 13

SAVES: P

MOVE: 30 ft.

ATTACKS: Fangs or Swords (1d6)

INT: None

ALIGNMENT: Neutral

TYPE: Undead (Common)

TREASURE: 1

XP: 5+1

SPECIAL: Undead

APPEARANCE: Fanged human skeleton wrapped in bangles, with a rusted metal weapon

COMBAT: Skeletons attack silently and with a very frightening intensity, killing anything living in their path. Because of their bony nature, any slashing or piercing weapons do half damage, while blunt weapons do normal damage.

Skeleton Jelly

SIZE: Medium

HD: 2 (d12)*

AC: 13

SAVES: P

MOVE: 30 ft.

ATTACKS: Slam (1d4)

INT: None

ALIGNMENT: Neutral

TYPE: Undead (Common)

TREASURE: 1

XP: 5+1

SPECIAL: Undead, Indestructable

APPEARANCE: A skeleton covered in orange ooze. Immortal and nearly indestructible. Any attack that would normally deal 4 or more damage just knock them back 5'.

INDESTRUCTABLE: Infinite HP. You cannot reduce their HP by damage, magic, fire, acid, prayer, cruel insults, or the touch of the grim reaper himself. They are too dumb to live and too stupid to die.

There are 4 skeleton jellies in the dungeon. If the party manages to completely immobilize all 4 of them, remove them from the Wandering Monster Table (pg. 18). They

will eventually crawl free from pit traps or rope bundles. Any living creature killed by a skeleton jelly rises as a new skeleton jelly in 10 minutes (fungus goblins are immune to this).

Fungus Goblins

SIZE: Small

HD: 1 (d6)

AC: 15

SAVES: P

MOVE: 20 ft.

ATTACKS: Sword, Teeth, Claws or Cutlery (1d6)

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Humanoid

TREASURE: 1

XP: 5+1

SPECIAL: Darkvision 60 ft.

APPEARANCE: Pale, stunted creatures with huge oval heads full of teeth and two tiny red eyes way too close together. Texture like baked potato mixed with white glue. They wear cutlery and desire food.

The goblins aren't hostile at first, and will try to crown someone as the Goblin King. They will follow their King loyally until the next full moon, and then swarm, drag the King to an altar on a hill, and gut them. They speak a chattering and limited goblin dialect, and are easily bribed. They will warn the party about the Basilisk, but do not know about **39: SECRET PASSAGE** or anything about the upper levels of the dungeon. The **Stone Cobra Guardian** kept them out. The goblins use **41: STAIRCASE TO SURFACE** to sneak to the surface at night. If the party kills any of them or act in a hostile way, they flee, and begin preparing the first of many ambushes.

They are cunning and patient. They can (slowly) climb the walls and ambush the party from above. They'll use buckets of water to extinguish torches, ropes to entangle, and the dungeon's existing traps to maim and isolate the party. They will also harass their camp at night, bite the legs off their horses, and steal shiny objects. Unless their brood at **48: GOBLIN SPAWNING PIT** are burned, the number of goblins in the dungeon will always be "too many goblins." The fungus goblins are escaped experiments. While Xiximanter doesn't mind having them returned, they aren't much use to him.

Xiximanter

SIZE: Medium

HD: 18 (d8)

AC: 20

SAVES: M

MOVE: 30 ft.

ATTACKS: Touch (1d10)

INT: Genius

ALIGNMENT: Neutral Evil

TYPE: Undead (Unique)

TREASURE: 11

XP: 13,800 + 18

SPECIAL: Fear Aura, Spells, Undead, Paralyzing Touch, Rejuvenation

APPEARANCE: Upper body of a desiccated human wrapped in robes, lower body of a skeletal snake. Magical charms and trinkets around his neck. Two red eyes, burning like needles of fire. Snake fangs. Never rude.

FEAR AURA: Any creature with five or fewer hit dice or levels is subject to the horrific aura of terror that surrounds the lich. This is an incredibly powerful and compelling horror that causes all such creatures in the presence of the lich to cower in absolute dread. They cannot fight, cast spells, approach within 10 feet of the lich, or even look upon the lich. There is no save to avoid this effect, and it lasts as long as the lich is present. Magical protections against fear may help negate this effect, at the Castle Keeper's discretion.

PARALYZING TOUCH: When a lich touches a creature's living flesh, a sudden shock of numbing cold radiates through the victim. The victim must make a successful strength save or be immobilized. The victim suffers 1d6 hit points of cold damage regardless of the saving throw's outcome. This paralysis is permanent unless magically countered or dispelled.

REJUVENATION: A lich is not destroyed when its physical body dies. Instead, its spirit returns to its phylactery. Unless the lich's phylactery is found and destroyed, the lich will reappear at full health in one day, and will possess a full complement of spells. Any physical items possessed by the lich's physical form are not transported to the phylactery upon its physical destruction, and the returning lich will not possess these items unless it has duplicates.

SPECIAL: Liches have the abilities of at least 18th level wizard; very few, perhaps 5%, also possess the abilities of a 12th level cleric.

Typical Spells: wall of fire, animate dead, ray of enfeeblement, magic missile x3, darkness, fog, finger of death x2, sleep x2.

Add as many other horrific and unique spells as your system allows.

When Xiximanter becomes enraged, his flare of magical power and ancient madness require observers to CHA Save or flee. Xiximanter casts as a horrendously powerful wizard. He has a 1-in-6 chance of ignoring any spell that targets him. He is immune to all mind-affecting spells. He can see through illusions, though he will be amused to pretend otherwise. If he ignores a spell, he also has a 50% chance of reflecting it back at its caster.



Basilisk

NUMBER: 1-4

SIZE: Medium

HD: 6 (d10)

AC: 16

SAVES: P

MOVE: 20 ft.

ATTACKS: Bite (1d10)

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 5

XP: 240+6

SPECIAL: Petrifying Gaze, Darkvision 60 ft.

COMBAT: A basilisk usually avoids melee combat with anything that is not an intended meal. Instead, they try to use their petrifying gaze to eliminate dangerous opponents from a distance. Although slow and ponderous normally, they are surprisingly quick in melee. They bite with their massive jaws, grinding bone to meal and shredding flesh with their jagged teeth.

PETRIFYING GAZE: Any living being that meets the gaze of a basilisk's eyes must succeed at a constitution save or be turned to stone. Basilisks are not immune to their own gaze. The victim will be turned into a type of stone native to the creature's habitat. Basilisks can choose to dampen this ability when hunting for food, to avoid petrifying their prey and rendering it inedible.

The basilisk is chained to the ceiling of **38: BASILISK HALL**. It can move around freely within the room but can't leave it. There are 8 mostly broken pillars in the hall: they provide cover and can slow the basilisk down if its chain gets wrapped around them. The basilisk can only see straight ahead but it can smell very, very well. When the PCs first enter the hall it will wait, sniffing the air, and try to circle in the dark to get close to them. When it spots an isolated target it will stare at them for one round, and then charge.

Basilisk Behavior

Hungry (default): Moving slowly in the dark, sniffing the air, trying to spot an isolated target. It will be alert and ready to strike if the party set off the trap at **35:**

BLADE TRAP HALLWAY or if they access **39: SECRET PASSAGE**.

Digesting (if satiated): curled up in a corner, back to the wall, head up and ready to uncoil. 3-in-6 chance of being asleep.

Curious (if satiated): Sniffing the air, moving its head side to side to avoid petrifying something by accident. It can recognize people who have fed it by smell. It was a domesticated lizard, after all. It knows not to bite the hand that feeds it.

Happy (if satiated): Will only behave this way if it knows where all the people in the room are, either by sight or smell, none of them have ever harmed it, at least one of them has fed it, and no one moves quickly. Will approach one target and reveal neck and collar, bumping neck into target to demand scratches. Will shiver and stamp feet if scratched.

Rage (if startled or suddenly wounded): leaps backwards 10', raises tail, and charges a target in the same round. Target must CHA Save or run in fear.

Other Information

The basilisk is satiated for a month after devouring 30 travel rations, 2 normal humans, 1 horse, or 6 fungus goblins. It will hunt creatures in the Basilisk Hall on a 1-in-6.

Otherwise, it will rest in a corner, though it will still try and petrify anyone passing within 20'. The brass visor on the basilisk's head can be shut fully if anyone is brave enough to climb onto the lizard's back and adjust the gears. The basilisk will still hunt by smell.

The key to **29: TREASURE ROOM** is wedged under the basilisk's collar.

Xiximancer put it there and forgot about it completely. The basilisk appreciates anyone who can scratch the worn and chipped scales under its collar. If slain, the basilisk's throat glands contain 2 equivalents of a Stone to Flesh potion. The creature doesn't actually eat stone. The petrification is just a way to preventing food from fleeing and storing it for later consumption.

The basilisk's eyes are valuable to wizards and alchemists (30gp each). The stony skeleton fetches 100gp on the open market, or 30gp for the head alone. If captured alive, the basilisk is worth as much as 1,000gp to a menagerie keeper. If tamed, it could easily be worth twice that. Any dishonorable army (all of them) would love to have a tame basilisk to use against their enemies.

Fighting the Basilisk

Lessons this boss fight is designed to teach:

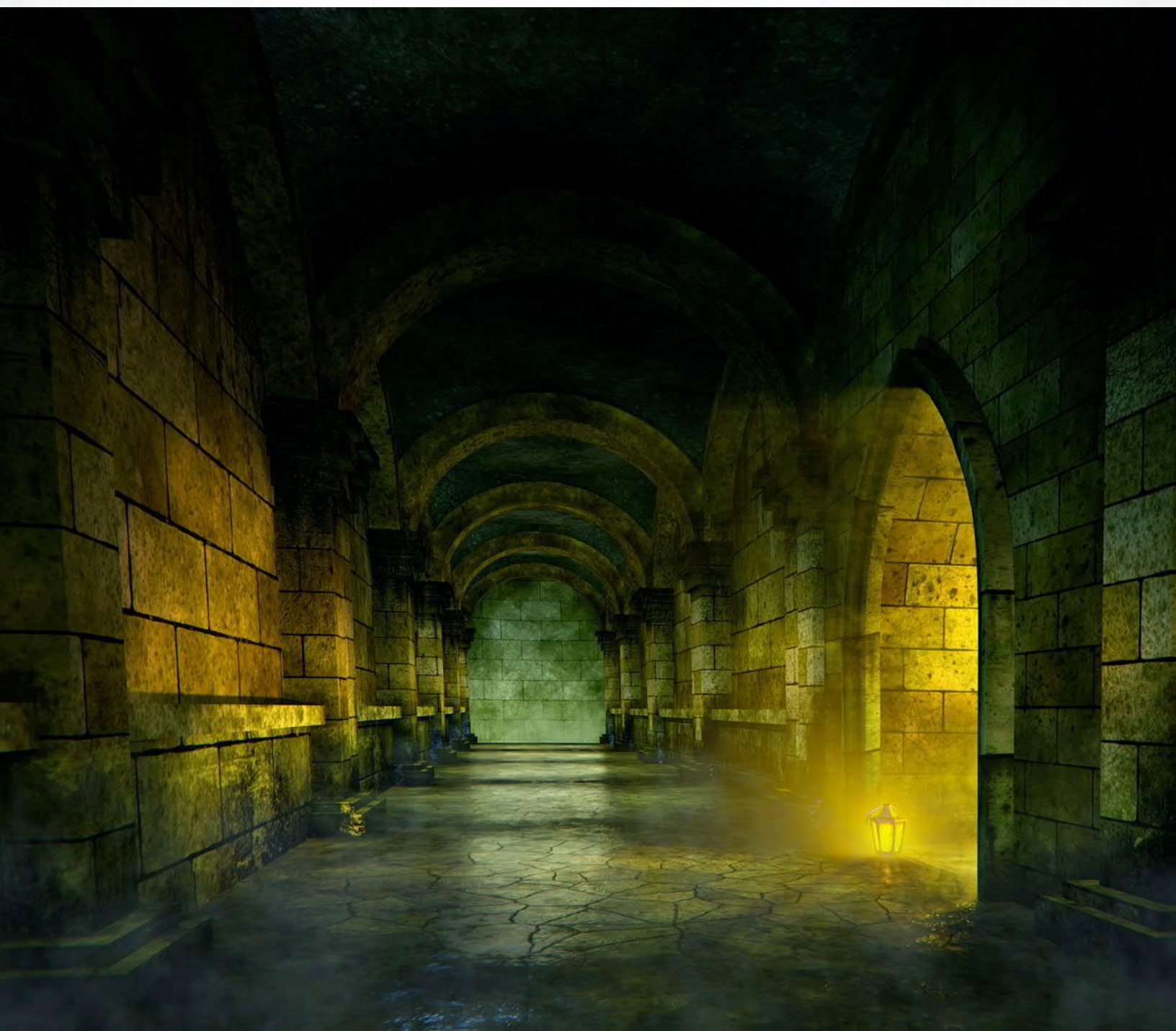
First, be smart. There's a giant room with a chain clinking quietly in the darkness. This isn't the Tea-House of the Serpent Kings. Something is up. Give the party clues and see how they react. If they stick to the walls and move quickly and quietly they might avoid the basilisk altogether.

Second, work as a team. If the basilisk stares at a target, hit it, and it might be distracted and chase you instead, giving your ally a chance to escape. It will isolate and petrify a team one by one if the team doesn't coordinate.

Third, run away. There's no treasure here, just a giant hungry lizard. You don't have to fight it.

Fourth, figure out what the lizard wants. It's not a video game boss. You can negotiate, more or less. Bring a horse down and feed it. Lure some goblins in. The basilisk doesn't have any treasure—it is treasure. Reward the party for thinking about ecologies and realism, not damage per round.

Fifth, use stealth. Sneak past it. Creep up and tie its mouth shut with a rope.



1: Entrance Hall
12x1 - 120'x10'x10'
Sunlight reaches the far end
Smells like dust. Colder than outside
Small roots in ceiling, crude stonework

2: Guard Tombs
1x1 - 10'x10'x8'
Smells like dust, old wood, very faint acid
Crude stone, murals of entwined snakes
1 wood coffin painted with battle scenes
Statue - gold amulet [1gp], poison gas trap

3: Scholar Tomb
2x1 - 20'x10'x8'
Smells like dust, rotted fabric
Crude stone, paintings of leaping snakes
1 wood coffin painted with abstract scene.
Statue - gold amulet [1gp], poison gas

4: Sorcerer Tomb
2x1 - 20'x10'x8'
Smells like dust, rotted fabric
Crude stone, paintings of leaping snakes
1 wood coffin painted with dark scenes
Statue - [treasure], gold amulet [1gp],
poison gas

5: Door/Hammer Trap
Stone door, opens inwards, barred.
Lifting bar activates hammer trap

6: False King's Tomb
4x7 - 40'x70'x10'
Smells like dust, bone, mildew
Crude stone, crumbling paintings of landscapes
Three wooden coffins along N wall, one larger
than the others, painted with sleeping snake-men
Coffins - 3 Skeletons

7: False Temple
2x2 - 20'x20'x10'
Smells strongly of mildew
Trickle of water down wall
Ugly stone idol - visible secret passage

8: Secret Passage
3x1 - 30'x10'x6'
Smells strongly of mildew,
slime, wet stone
Neat stonework, with gaps
caused by water
Puddles of water on floor

50: Goblin Farms
2x4 - 20'x40'x5'
Rotting plants, manure stink,
fungus in bloom
Muck is knee deep. Floor uneven.
Buried fingers, weapons, gold.
Mushrooms growing everywhere
Muck - [treasure, 2d10+330gp]

49: Goblin Throne Room
3x2 - 30'x20'x6'
Chittering, crunch of beetles
Throne, crown, current king, filth
1d6 E Fungus Goblins

48: Goblin Spawning Pit
4x2 - 40'x20'x5'
Fungal reek, rotting animals, half-grown goblins
Passage is only 2' high. Save vs Nausea.
Truly disgusting scene

47: Goblin Warren
2x2 - 20'x20'x5'
Reeks of grease, mushrooms, rot, and damp.
Chittering. Beetles underfoot.
Muck - 2d6 silver knives [1sp each]

46: Throne Room
2x2 - 20'x20'x20'
Smells of dust and metal flakes
Door is made of entwined snakes. One is missing.
Red stone, mirrors, and dust.
Beautiful carved walls, like scales. 8 mirrors
[10gp each], throne [250gp]. Secret passage

45: Potion Brewing Room
1x1 - 10'x10'x10'
Purple magic lights, bubbling, steam, flame, cobwebs,
and the glitter of potion flasks
Lockable iron door. Barely room for Xiximanter to work

44: Ingredient Storage Room
4x2 - 40'x20'x15'
Purple magic lights, spices, dried fruit
Barrels, crates, caskets, flasks, bundles of
herbs. Six pits, 1 with 1d10 Fungus Goblins.
Secret passage behind crates

43: Xiximanter's Entrance Hall
2x2 - 20'x20'x15'
Purple magic lights, acrid stink,
strange fumes and old rotten flesh
Black stone carvings. A thousand
smells. The slither of Xiximanter

42: Cylinder Door
At the end of a 10'x60' hallway,
sloping down
Fits 2 people, rotates.
Counterclockwise - spear trap
Clockwise - shrine with 2 gold bowls
[10gp each]
180 degrees - 47: Goblin Warren

41: Staircase to Surface
10x1 - 8' high most of
the way up
Earthy, damp. Emerges
under roots of tree

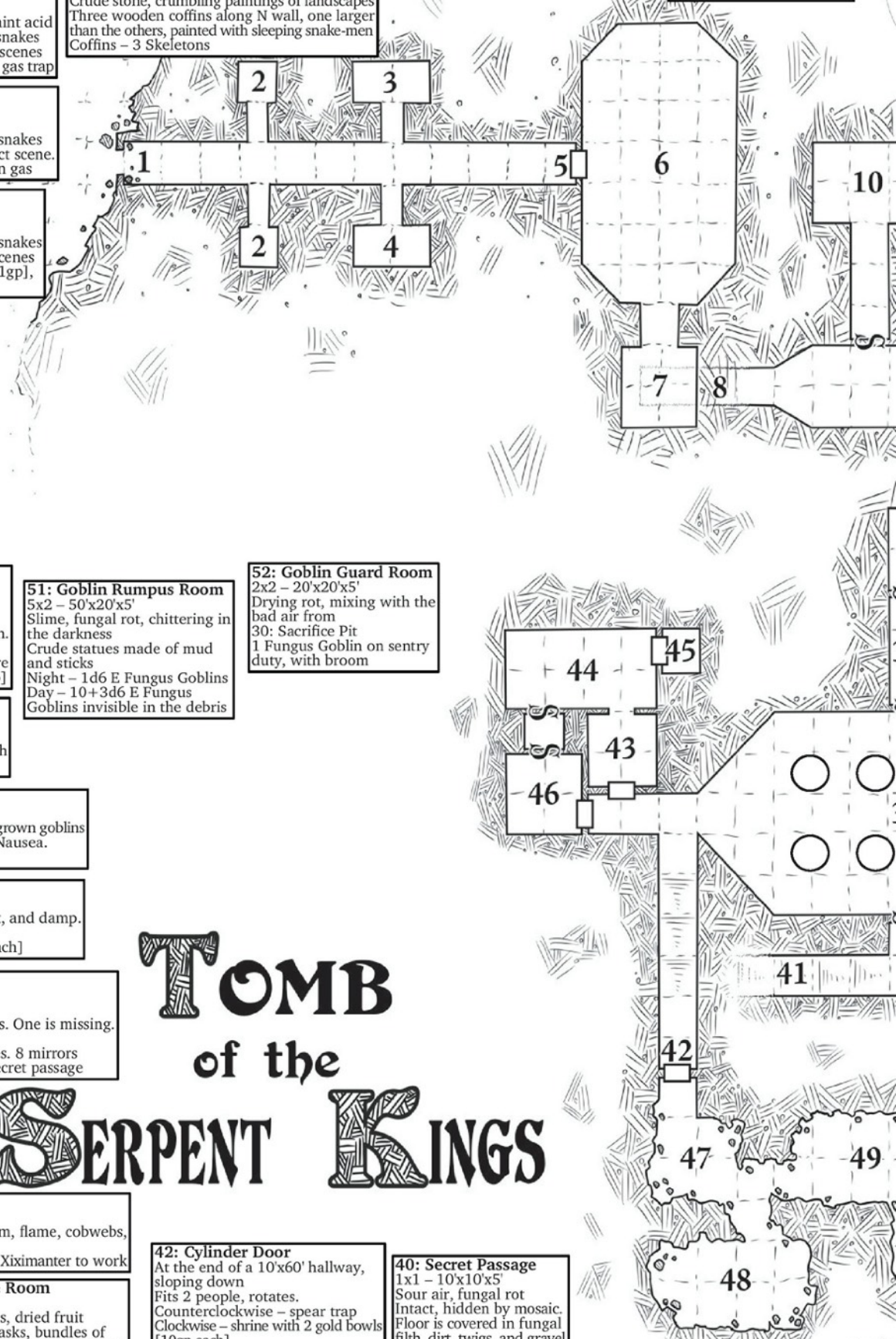
52: Goblin Guard Room
2x2 - 20'x20'x5'
Drying rot, mixing with the
bad air from
30: Sacrifice Pit
1 Fungus Goblin on sentry
duty, with broom

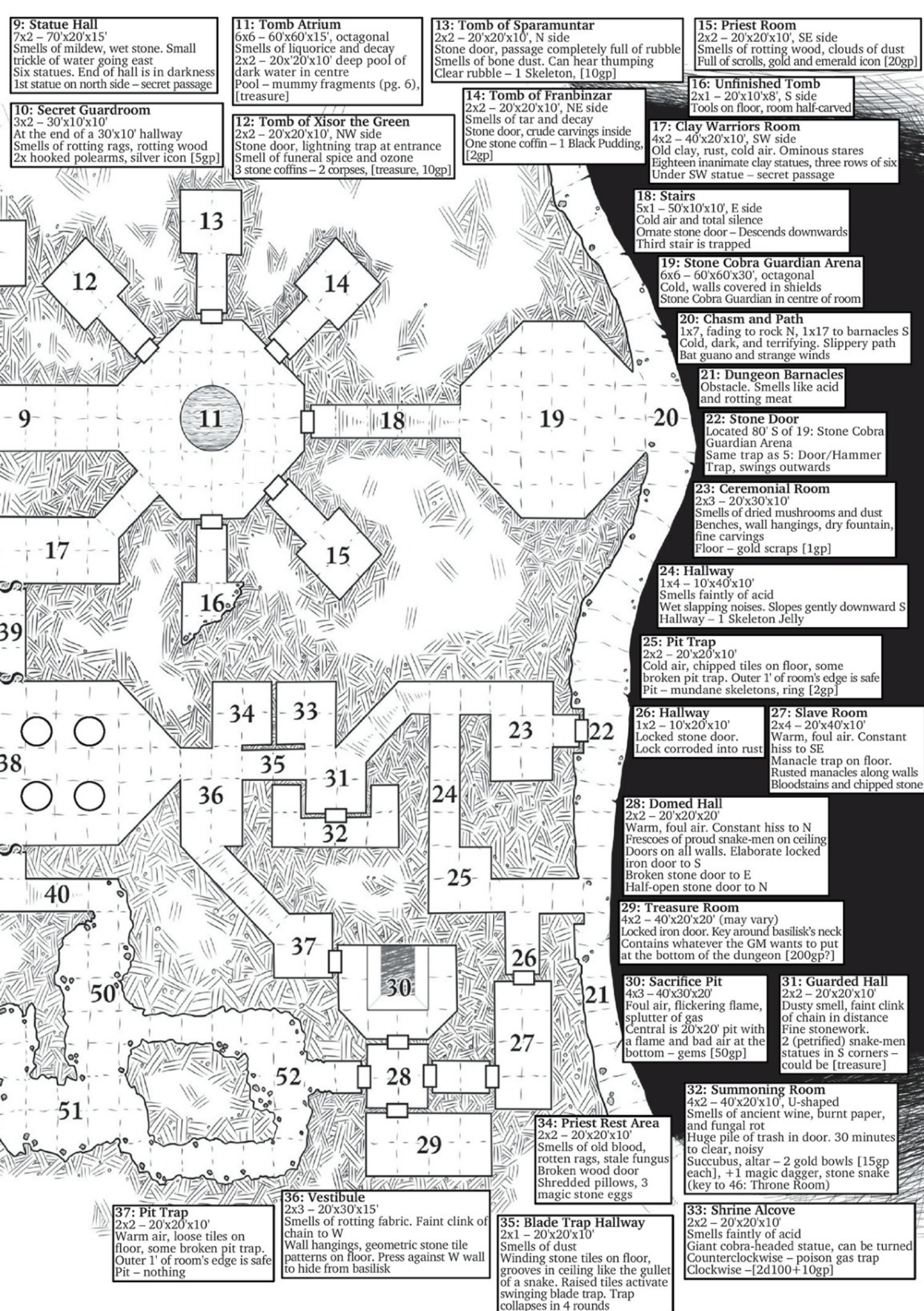
40: Secret Passage
1x1 - 10'x10'x5'
Sour air, fungal rot
Intact, hidden by mosaic.
Floor is covered in fungal
filth, dirt, twigs, and gravel

39: Secret Passage
1x4 - 10'x40'x5'
Stale air, clouds of dust
Door would be
invisible, but mosaic is
smashed. Leads to 17:
Clay Warriors Room

38: Basilisk Hall
11x5 - 110'x55'x50'
Still air, clink of chain, very faint breathing
Basilisk, 8 giant stone pillars, stone statues
(spiders, goblins, bats) smashed and lying
around the hall. Cracked mosaics of
triumphant snake-men on walls

TOMB of the SERPENT KINGS





9: Statue Hall
7x2 - 70'x20'x15'
Smells of mildew, wet stone. Small trickle of water going east
Six statues. End of hall is in darkness
1st statue on north side - secret passage

10: Secret Guardroom
3x2 - 30'x10'x10'
At the end of a 30'x10' hallway
Smells of rotting rags, rotting wood
2x hooked polearms, silver icon [5gp]

11: Tomb Atrium
6x6 - 60'x60'x15', octagonal
Smells of liquorice and decay
2x2 - 20'x20'x10' deep pool of dark water in centre
Pool - mummy fragments (pg. 6), [treasure]

12: Tomb of Xisor the Green
2x2 - 20'x20'x10', NW side
Stone door, lightning trap at entrance
Smell of funeral spice and ozone
3 stone coffins - 2 corpses, [treasure, 10gp]

13: Tomb of Sparamuntar
2x2 - 20'x20'x10', N side
Stone door, passage completely full of rubble
Smells of bone dust. Can hear thumping
Clear rubble - 1 Skeleton, [10gp]

14: Tomb of Franbinzar
2x2 - 20'x20'x10', NE side
Smells of tar and decay
Stone door, crude carvings inside
One stone coffin - 1 Black Pudding, [2gp]

15: Priest Room
2x2 - 20'x20'x10', SE side
Smells of rotting wood, clouds of dust
Full of scrolls, gold and emerald icon [20gp]

16: Unfinished Tomb
2x1 - 20'x10'x8', S side
Tools on floor, room half-carved

17: Clay Warriors Room
4x2 - 40'x20'x10', SW side
Old clay, rust, cold air. Ominous stares
Eighteen inanimate clay statues, three rows of six
Under SW statue - secret passage

18: Stairs
5x1 - 50'x10'x10', E side
Cold air and total silence
Ornate stone door - Descends downwards
Third stair is trapped

19: Stone Cobra Guardian Arena
6x6 - 60'x60'x30', octagonal
Cold, walls covered in shields
Stone Cobra Guardian in centre of room

20: Chasm and Path
1x7, fading to rock N, 1x17 to barnacles S
Cold, dark, and terrifying. Slippery path
Bat guano and strange winds

21: Dungeon Barnacles
Obstacle. Smells like acid and rotting meat

22: Stone Door
Located 80' S of 19: Stone Cobra Guardian Arena
Same trap as 5: Door/Hammer Trap, swings outwards

23: Ceremonial Room
2x3 - 20'x30'x10'
Smells of dried mushrooms and dust
Benches, wall hangings, dry fountain, fine carvings
Floor - gold scraps [1gp]

24: Hallway
1x4 - 10'x40'x10'
Smells faintly of acid
Wet slapping noises. Slopes gently downward S
Hallway - 1 Skeleton Jelly

25: Pit Trap
2x2 - 20'x20'x10'
Cold air, chipped tiles on floor, some broken pit trap. Outer 1' of room's edge is safe
Pit - mundane skeletons, ring [2gp]

26: Hallway
1x2 - 10'x20'x10'
Locked stone door.
Lock corroded into rust

27: Slave Room
2x4 - 20'x40'x10'
Warm, foul air. Constant hiss to SE
Manacle trap on floor.
Rusted manacles along walls
Bloodstains and chipped stone

28: Domed Hall
2x2 - 20'x20'x20'
Warm, foul air. Constant hiss to N
Frescoes of proud snake-men on ceiling
Doors on all walls. Elaborate locked iron door to S
Broken stone door to E
Half-open stone door to N

29: Treasure Room
4x2 - 40'x20'x20' (may vary)
Locked iron door. Key around basilisk's neck
Contains whatever the GM wants to put at the bottom of the dungeon [200gp?]

30: Sacrifice Pit
4x3 - 40'x30'x20'
Foul air, flickering flame, splutter of gas
Central is 20'x20' pit with a flame and bad air at the bottom - gems [50gp]

31: Guarded Hall
2x2 - 20'x20'x10'
Dusty smell, faint clink of chain in distance
Fine stonework.
2 (petrified) snake-men statues in S corners - could be [treasure]

32: Summoning Room
4x2 - 40'x20'x10', U-shaped
Smells of ancient wine, burnt paper, and fungal rot
Huge pile of trash in door. 30 minutes to clear, noisy
Succubus, altar - 2 gold bowls [15gp each], +1 magic dagger, stone snake (key to 46: Throne Room)

34: Priest Rest Area
2x2 - 20'x20'x10'
Smells of old blood, rotten rags, stale fungus
Broken wood door
Shredded pillows, 3 magic stone eggs

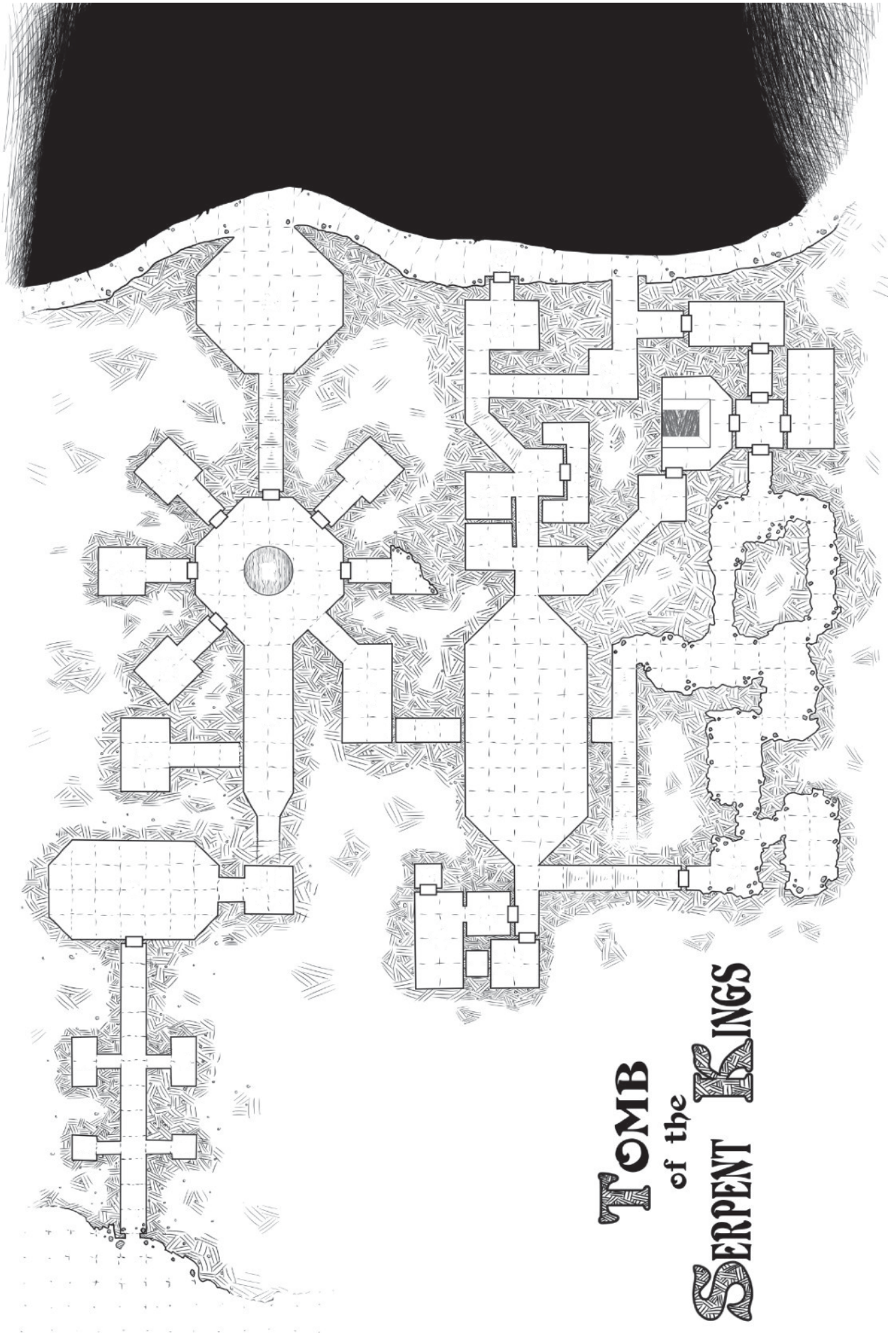
35: Blade Trap Hallway
2x1 - 20'x20'x10'
Smells of dust
Winding stone tiles on floor, grooves in ceiling like the gullet of a snake. Raised tiles activate swinging blade trap. Trap collapses in 4 rounds

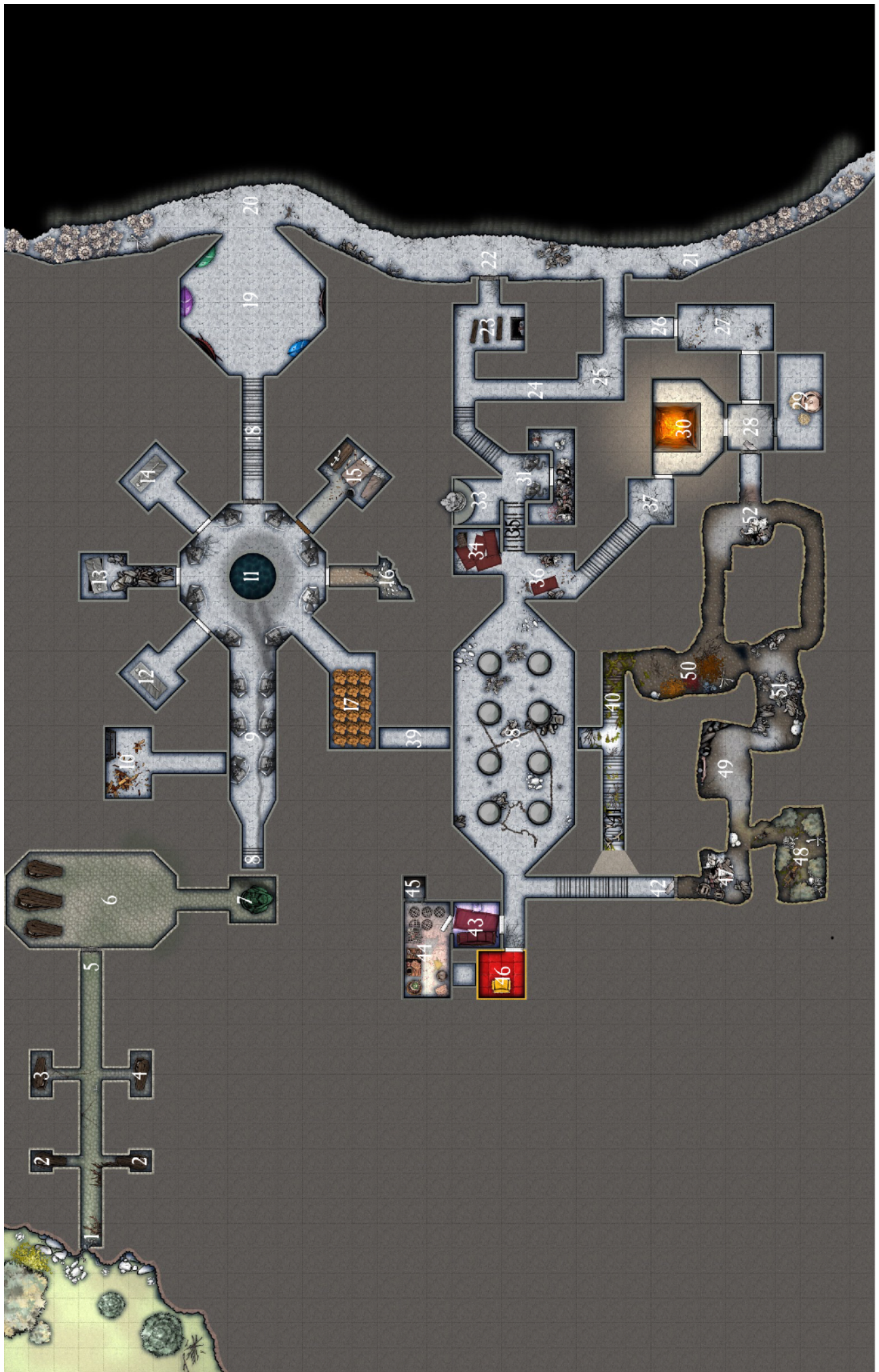
33: Shrine Alcove
2x2 - 20'x20'x10'
Smells faintly of acid
Giant cobra-headed statue, can be turned
Counterclockwise - poison gas trap
Clockwise - [2d100+10gp]

37: Pit Trap
2x2 - 20'x20'x10'
Warm air, loose tiles on floor, some broken pit trap.
Outer 1' of room's edge is safe
Pit - nothing

36: Vestibule
2x3 - 20'x30'x15'
Smells of rotting fabric. Faint clink of chain to W
Wall hangings, geometric stone tile patterns on floor. Press against W wall to hide from basilisk

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This version is a conversion of the original to C&C rules. It is a full conversion, with all the maps, traps, magical items, and monsters. You can pick it up and use it.

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