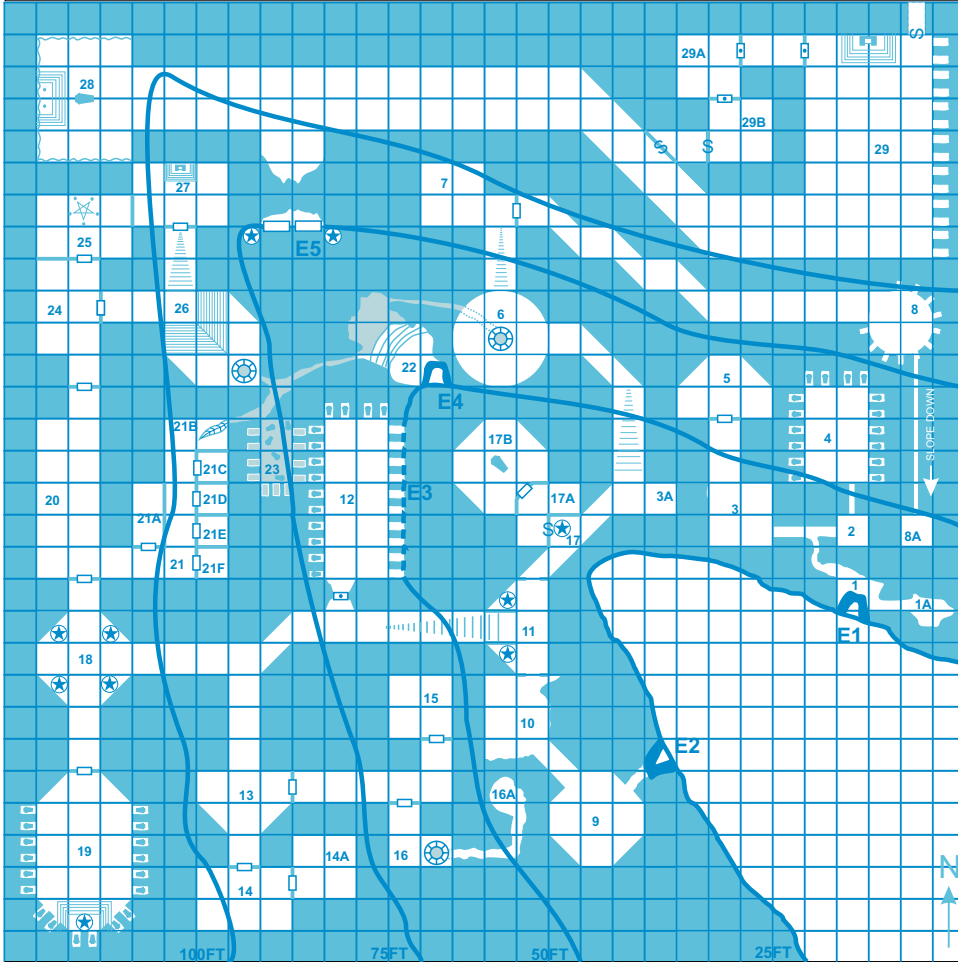


VALLEY OF THE NECROMANCER KINGS



BACKGROUND:

Seeking to evade capture for his atrocities, **Ungoth**, the last Necromancer King fled his besieged city of **Tyrsis** to a desert valley. There, he completed rites to attain immortality; a state the Necromancer King has enjoyed for a millennium. Recently, a coven of cultists led by a triumvirate of evil necromancers (**Manse**, **Darghul** and **Balagos**) have discovered this secret valley. They have moved to the catacombs within and every night, practice rites to renew the reign of the Necromancer Kings. The Triumvirate sees their cultist minions as mere fodder to be exploited as they see fit.

ENTRANCES:

E1: The worker's tombs, now dormitories for the cultists.
E2: A new tunnel that leads an empty mausoleum and the main catacomb complex.
E3: Elements have exposed the tomb wall at area 12. Ghouls inside now use the short tunnels to gain access into the valley and beyond.
E4: Limestone cave leads to area 22. Formerly a **Troll's** lair.
E5: The Black Gate. Weathered statues are indiscernible. Stone doors are barred and *arcane locked* (or equivalent). The tunnel beyond has collapsed. The walls of Areas 28, 29 and the passage between have been enchanted to forbid teleportation spells at or below 5th level (with the exception of the **Crypt Thing** at area 27), as well as all transformation spells. Because of the cave-in however, a *transmute rock to mud* has a 50% chance of working in the entryway. **Doors in 29 (including the secret doors) are arcane locked (or equivalent) and bear a Symbol of Insanity and an Alarm spell.**

WANDERING ENCOUNTERS (d20):

(Encounter chance is a base 11%, checked hourly or as required)

01-04: 1d3 **Ghouls**
 05-08: 1d4 **Cultists**
 09-12: **Cleric Overseer** and 1d3 **Zombies** or **Skeletons**
 13-16: 1d4 **Cultists** and 1d2 **Hyenas**
 17-19: 1d3 **Lacedons**
 20: **Troll** from area 21A hunting for food.

LEGEND:

CAVE	STATUE	SARCOPHAGUS
CANDLE	WELL	PENTAGRAM
FISSURE	DOOR	LOCKED DOOR
WATER	THRONE	CURTAIN
DAIS	STAIRS UP	

1. SMALL CAVE: Low-ceiling and sandy floor. Many tracks. Faint sound of excavation comes from the west. Foul dog-smell drifts from east.
1A. HYENA LAIR: Unlit cavern, overwhelming stench of dogs. **6 trained Hyenas.** In the many gnawed bones littering the ground is 2d20sp.
2. ANTECHAMBER: Featureless. Excessive noise alerts occupants of areas 3 and 4.
3. UNFINISHED CHAMBER: **5 Zombies (Cleric Overseer** in north passage) toil at the west wall of this rough chamber, tunnelling through the bedrock to the passage leading to 3A. The **Zombies** are equipped with various picks and shovels. The **Cleric Overseer** has standard equipment and 13gp.
3A. DEAD END: **6 Skeletons** toil tirelessly against east end of passageway.
4. CULTIST DORMITORY: Formerly a worker's tomb. Alcoves contain open sarcophagi that cultists now use as rest areas. **14 Cultists.** Each has a black cult robe, dagger, and 1d4x5gp.
5. STORAGE: Formerly a canopic jar storage. A number of barrels contain iron rations and a 6 locked trunks contain cult robes, weapon racks contain swords and maces.
6. WELL: Stone well leads to area 22. Off-used as the cultist water supply. Water brackish and cloudy. Loud noises will attract 1-2 **Lacedons** from area 23. At the bottom of the well submerged in silt is a locked coffer that contains a *Scroll of Transmute Rock to Mud*, a *Potion of Flying*, and a ruby worth 50gp; being the items of a treasure hunter who sought to bypass the cave-in at E5 but was killed by **Lacedons** years ago.
7. PLUNDER STORAGE: Items plundered from caravan raids: Tack and harness, tents, camping gear, several crates of adventuring gear and other odds and ends may all be found here.
8. ADEPT'S CHAMBER: This small tomb now serves as a dormitory for four **Dark Adepts** who have risen from being mere cultists. **Dark Adept #1 (+1 Mace)**, **Dark Adept #2 (+1 Dagger)**, and **Dark Adept #3 (+1 Shortsword)**. The fourth has become a **Wight** that now is down in 8A. So far, the **Wight** has not attacked its former companions. Each of the **Dark Adepts** wears cult robes, standard equipment plus 1d4x10gp each.
8A. WIGHT LAIR: Tunnel slopes down to this chamber. **Wight.** Standard treasure and +2 *Scimitar*.
9. EMPTY MAUSOLEUM: Sand from the valley has blown in here from the NE. Faded frescoes depict the golden age of the Necromancer Kings.
10. COLLAPSED ROOM: East section of this chamber is filled with scree that tapers to the roof.
11. CATACOMBS OF THE NECROMANCER CULT: These stone steps lead up into the deeper reaches of the valley. Two ancient statues of Necromancer Kings guard the stairs. There is a double chance of wandering monster in this area during the day, triple chance at night.
12. GHOUL WARREN: This large tomb is now home to **12 Ghouls** and **2 Ghosts.** The eastern alcoves open onto the valley wall at E3. The main door in south wall is made of stone and is locked. **Balagos** in area 14A has the key. A large mountain of bones dominates the floor of this chamber, an extensive search reveals +1 *Elven Chain*, +1 *Shield*, +2 *Longsword* and 29gp.
13. ANTECHAMBER/TRAINING AREA: Training area for **Sarixx** from area 15. Swords and daggers of every type rest on wall-mounts along the SE and SW walls.
14. THE NECROMANCER'S STUDY: This room is always guarded by **5 skeletons** (falchions, shields, plate armor). A large stone slab dominates the centre of the room upon which are various books, implements and devices relating to the black arts. A bookshelf occupies the south wall and contains similar information on necromancy and mummification rites (worth 500gp).
14A. BALAGOS' CHAMBER: Furnished room with a bed, a small table and chair as well as a locked chest in NW corner. **Balagos the Necromancer** (*ring of wizardry, wand of magic missiles, wand of lightning*) and **Kerxit**, his **Quasit familiar** are located here when not in areas 14 or 19. The chest contains **Balagos'** spellbook, **Darghul's** spellbook (see area 17B), extra material components, and spare clothing. **Balagos** owns the key to the chest and the key to area 12. If **Kerxit** is slain, **Balagos** advances from the 'middle aged' to the 'old' age category and loses 2 levels.
15. ASSASSIN OF THE NECROMANCER CULT: Sparsely furnished with a straw mattress, a chest, and a table and chair. Trapped chest contains 5 vials of spider poison, a *potion of poison* as well as a number of courtesan's gowns. Private chamber of **Sarixx the Assassin** (+1 *leather armor, cloak and boots of elvenkind, dagger of venom, +2 shortsword, Figurine of Wondrous Power - Golden Lions*).

16/16A. DRY WELL & SPIDER LAIR: A dry well leading down to area 16A. **3 Giant Spiders** were brought in by **Sarixx** who farms their poison. Two live in area 16A and the third on the ceiling above the well in area 16. It will drop onto anyone that descends inside the well. Standard Treasure at 16A.
17. STATUE: Secret door hidden behind statue. Activated by pressing the statue's left eye.
17A. CANOPIC STORAGE: Fresh organs occupy canopic jars within a marble basin.
17B. DARGHUL'S CHAMBER: **Darghul**, second of the Triumvirate lays here in a desperate bid to overcome a magical wasting disease and become immortal. Instead of creating **Darghul** as a mummy, **Balagos** turned **Darghul** into a **Son of Kyuss.** **6 zombie cultists** also guard this chamber. In fact 4 inert **Stone Guardians** and if anyone not wearing cultist robes enters, they attack.
18. ANCIENT GALLERY: Four stone statues of the Necromancer Kings stand here. The statues are in fact 4 inert **Stone Guardians** and if anyone not wearing cultist robes enters, they attack.
19. THE NECROMANCER CULT: **14 cultists** reside here having recently marvelled at **Darghul's** transformation. At night, **Balagos** conducts necromantic rites in this chamber with the **Dark Adepts** from area 8. A silver ring on the statue's finger is a *Ring of Invisibility.* The **Spectre of Ungoth's** last vizier lives within the statue, attacking anyone who tries to steal the ring.
20. TRIUMVIRATE CHAMBER: Meeting chamber for the Triumvirate. Long oaken table with only three chairs. **10 skeletons** (falchions, shield and plate armor) stand to attention along the west wall. This area is off-limits to cultists. Various plans for expansion and conquest are strewn on the table.
21A to F. PRISON: Holding area for prisoners of interest and captured PCs. **21A: Troll Gaoler** lairs here, having moved from the cave at area 22. Scattered in this filthy chamber is the gaoler's keys and the possessions of any prisoners. The **Troll** disposes bones and waste in the fissure at 21B. **Mercia the Cleric** from **New Tyrsis** is imprisoned at 21C. 21D-21F Are empty.
22. LIMESTONE CAVE: This cave situated 50 feet above the valley floor. Excessive noise will attract 1d4 **Lacedons** from area 23. Natural stone steps lead down to a murky pool.
23. SUBMERGED TOMB: A minor cave-in has caused this tomb to flood with water. The dead resting within are unquiet and have arisen as **12 Lacedons.** Standard treasure for each.
24. THE NEW NECROMANCER KING: A stone slab dominates the centre of the room and bookshelves containing necromantic lore occupy the north and west wall (as area 14). A finished, but inanimate **Flesh Golem** lays on the slab. **Manse the Deathpriest** (*Rod of Thunder & Lightning* (or equivalent), *Flesh Golem Manual* (or equivalent), +2 *Shield*, +3 *Chain*) carries the blood of demons in his veins, sits at a desk in the NW. If necessary, **Manse** strikes his *rod* on the floor, alerting the **Lacedons** from area 23, the **Skeletons** from area 20 and then tries to activate the **Flesh Golem.**
25. MANSE'S CHAMBER: Largely unadorned except for a pentagram ringed with candles on the floor. Owing to his heritage, this is where **Manse** meditates instead of sleeping. **Mercia's Staff of Healing** stands in the SW corner. A *glyph of warding* guards a chest containing priest robes, a *Periapt of Foul Rotting* (which formerly belonged to **Darghul**) and 1000gp.
26. WELL: If alerted by **Manse**, the **Lacedons** arrive from here. **Water Weird.** No treasure.
27. SENESCHAL OF THE TRUE KING: A **Crypt Thing** sits on a throne atop a dais as the final guardian to **Ungoth's** sanctum. The **Crypt Thing** uses his ability to *teleport* those worthy enough to area 28 after inscribing **Ungoth's Mark** on their forehead. So far, the **Crypt Thing** has not allowed **Manse** or any of the others to pass. The **Crypt Thing** is immune to *turning.* No treasure.
28. CHAPEL OF SHADOW: Richly appointed chamber with black velvet curtains along N, W and S walls. The stone sarcophagus is where **Ungoth** reclines during rest and *Astral Projection.* Hidden in the curtain folds are **16 Shadows** that attack any group not bearing **Ungoth's Mark.** **Candelabra and object d'art** are worth 9000gp. Behind the west curtain above the dais is a *Mirror of Mental Prowess.*
29. THRONE OF THE TRUE KING: Ungoth the Deathless (*Robes of the Black Archmagi, Staff of Power, Mirror of Life Trapping*) resides on his throne. In the east alcoves stand **13 Skeleton Warriors** (+1 *plate, +1kopesh*) and **Sothgar the Death Knight** (+3 *Plate, +5 Defender*). A secret tunnel leads deeper into the valley. Anyone not bearing **Ungoth's Mark** are attacked immediately.
29A. UNGOTH'S TREASURY: 50,000gp in coins & jewels, and the following magical items: a *Holy Avenger, 2 weapons, 1 rod, 1 armor, 1 ring, 1 staff, 6 potions, 3 scrolls and 5 wondrous items.*
29B. READING ROOM: Bookstands contain: **Ungoth's** spellbook and a *Book of Infinite Spells.* **Alarmed** stone chest contains the 13 *Circlets* belonging to the skeleton warriors in area 29.