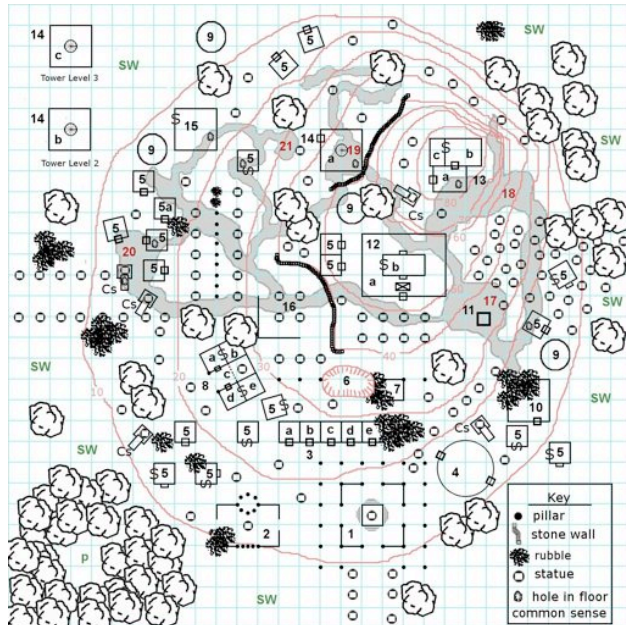


Necropolis of Thynool

For Levels 2-4 (assumed low magic -- adjust accordingly)

Here, surely the slumber of all the dead was unbroken, and the nullity of death was inviolate. -- C. A. Smith



tone: decay, rot, putrescence, mud, insects, fear, age, moss, vines, fungus, stone ruins, weird statues, strange carvings, lost knowledge, rain, fog, death and the dead.

The Necropolis is a small hill of stone -- in a huge temperate swamp -- jammed full of tombs and burial areas. The buildings are covered with strange carvings (think Phnom Penh and pre-Colombian), mosses, vines, and fungus. The nearest settlement is a village of lizard folk 2 miles to the east. The nearest human settlement is about 13 miles to the south (direction PCs enter from).

Room Descriptions

- SW. Swamp.** The swamp is dotted with ruins from at least 2 ancient empires. Physically the swamp is about half black mud and half standing water above black mud, with lots of trees and undergrowth. There is very little clean water (marked as ap). Movement is difficult.
- Cs. Large Stone caskets and statues.** Later additions to the necropolis. Have to be broken into. Each one has a decayed body in it. Roll D6: 1-4 rot grub infestation, 5-6 d100 gp. of burial goods and rot grub infestation.
- 1. Temple.** Death as Horror. As long as the statue (if attacked defends as golem) is whole undead have 2 extra HD for turning purposes.
 - 2. Temple.** Death as Peace. Water gathers in the statues' hands forming 1 vial of holy water/day. The statue radiates protection from evil.
 - 3. Family Crypts.** A series of crypts for a forgotten noble family, each crypt is full of decayed goods, and...**3a. 4 Zombies 3b. Rot grubs 3c. 2 ghouls** 2 small non-combat magic items. **3d.** empty. **3e.** Fungus covered room. **4 violet fungus** 2 stone chests in the fungus (poison needles/hard) 500gp worth of gems.
 - 4. Circular Tomb.** 7 stone caskets within. Each one contains a very decayed body. The 40' ceiling is a mosaic map of the ancient empires.
 - 5. Square Tombs.** False doors are trapped (poison needles/medium). Contents: d6: 1-3 decayed grave goods, 4-5-1-4 zombies and rotted grave goods, 6 2 ghouls and rotted grave goods. **5a. 2 ghouls** and a minor magic weapon among the grave goods.
 - 6. Pit.** 10' deep with 4' of water. **Giant leech.** Hard searching reveals 2 skulls engraved with electrum (each one is a 1st level scroll)
 - 7. Collapsed Tomb.** Most of this tomb collapsed into the pit. Inside is the lair of **4 giant centipedes** and 2 2nd level skull-scrolls (see #6)
 - 8. Ornate Tomb.** **8a. 4 zombie servants.** **8b.** Trapped empty stone casket (poison gas/easy). **8c. Stone golem;** under base an active Lichs' phylactery (The lich is somewhere else. PCs do not get xp for destroying phylactery, but a lich does die). **8d** same as 8a. **8e.** same as 8b.
 - 9. Small Circular Tombs.** No entrances. D6: 1-3 d8 zombies, 4-6 d4 ghouls. Also, d6: 1-4 nothing, 5 100 gp in coin, 6 ancient books
 - 10. Collapsed Large Tomb.** A little work will open a hole to the tunnels below. Otherwise **8 moss covered skeletons** and 1 **insect swarm**
 - 11. Oubliette Entrance.** A very heavy stone and metal cap (a total strength of 52 needed to lift) leads to the tunnels below. Smells horrible.
 - 12. Huge Tomb.** A large foreboding building encysted in strange carving and covered with moss. **12a.** There are traps just inside the door (poison gas/hard). The false doors are trapped as well (poison needles/hard). **6 zombies.** **12b. 4 animated statues** 750 gp. In small coins.
 - 13. Multi-leveled Tomb.** **13a.** Entrance Hall. This room is filled with corpses (lizard man and various critters) and parts of corpses in all stages of decay and disarray as if something has fed here. **Rot grubs** infest the carrion. **13b.** Inner Hall. Empty; the secret door is trapped (poison needles/medium). **13c.** Burial Chamber. **2 ghouls.** 125 gp. worth of goods.
 - 14. Tower.** a 36' tall tower. **14a. 10 animated statues** Only attack in self-defense or if treasure, above, is disturbed. **14b.** 8 preserved corpses and many household items. **14c.** An embalmed corpse and 4 trapped stone chests (poison needles/hard) 1350 gp. worth of heavy jade vases.
 - 15. Tomb.** There is 1 ghastr in here when the party enters. As soon as the secret door is opened the smell of the ghastr is noticed.
 - 16. Boneyard.** The only place without small game trails running through it. There is an **assassin vine** growing around the statues.
- Tunnels.** These rough earth and stone tunnels are permeated with the stench of the ghastrs who lair in them. At the start the only entrances are the oubliette and the pits shown on the map. The party or the ghastrs may create more entrances by digging down into the tunnels or digging up to the surface from the tunnels (strength check/hard). The ghastrs will do so if they see a tactical need.
- 17. Oubliette.** This wide cavern is where the unknown dead of Thynool were placed. Dozens of ancient corpses line the cavern. **Rot grubs**
 - 18. Big Cavern.** The main ghastr lair. Unless they are chasing the party there will be **3 ghastrs** here. They will flee if that seems wisest.
 - 19. Small Cavern.** This is where the ghastrs keep their possessions: 850 gp. worth of gold statuettes and 1 minor magic weapon.
 - 20. Side Cavern.** **1 ghastr (stronger +1 HD)** Will track the party if they enter the tunnels and attack from surprise if possible.

Wandering Monsters

d6: 1 nothing, 2-3 weird stuff table, 4-6 critters table

Weird Stuff (d6)

- tracks of some critter (roll below) 15 minutes old
- violet fungus
- poison marsh wort: unless IDed and avoided small minus to non-combat rolls for 1-6 hours or until cured (major irritant)
- 1-4 Lich head fungus: a rare fungus used in necromantic research. If IDed each one is worth 35gp.
- sudden noise d6: 1-3 some animal screams, 4-5 collapsing rubble, 6 something passes by out of sight
- A fear spell as if cast by 7th level wizard emanates from nearest statue

Critters (d6)

Add +1 for each loud noise (combat, some spells, breaking things, etc.) in the last 1 hour; -1 for each 2 hours that no loud noise occurs until back to straight d6.

- 1-2 Small swamp deer: each one feeds 2 people
- 2-4 Lizard men: a group from the nearby village, willing to talk to the party
- 2-5 giant frogs: on the hunt
- 1-6 giant spiders
- 1 insect swarm
- 1-10 stirges
- 2-12 lizard men: investigating the noise
- 1-4 giant centipedes
- 1 giant constrictor snake: looking for food
- 1 ghastr: investigating what is going on.

21. Dead End Cavern. The ghaſts will try to drive the party into this room to trap them.