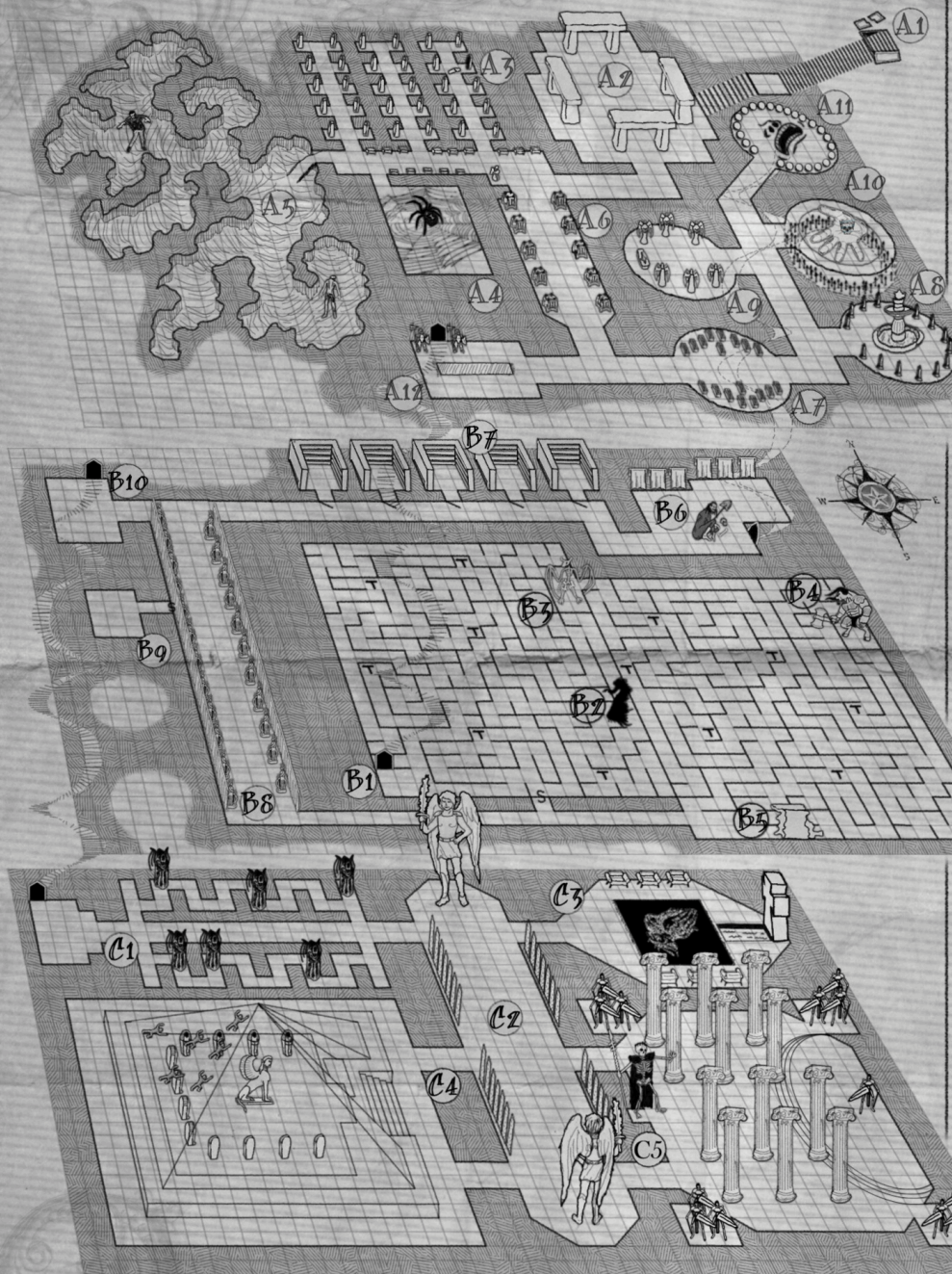


The Bone Harvest Horror



- A1: Entrance - both stone doors are open with one broken. Middle of field.
 A2: Foyer - four sets of standing stones.
 A3: Catacombs - five ghouls.
 A4: Great spider - attacks one unarmored party member and drags back into web.
 A5: Zombie caverns - 9-12 zombies enter fight each round with no limit.
 A6: Hall of tombs - four ghosts.
 A7: Coffin dome - 18 vampire thralls.
 A8: Obelisk dome - anti-magic area, healing fountain (only works in room).
 A9: Vampire mage - six animated statues.
 A10: Stone hand - devious trap. If the large crown is lifted from the giant skull, the floor around collapses onto spikes.
 A11: Animated mouth yells nonsense words in the language of magic. Will try to bite anyone jumping on ramp.
 A12: Empty armor suits - stairs down to B.
 B1: Maze entrance - rusted bolts hold slabs of rusted iron one inch thick.
 B2: Eight shadows haunt this area.
 B3: Great undead demon.
 B4: Mighty undead minotaur tries to catch party in fight with something else.
 B5: Tunnel filling slime pursues the living.
 B6: Dozen ghouls will hear anyone coming down the ramp and set upon them as they tumble out, two per round.
 B7: Poison crypts - two sealed crypts full of bad air that will poison anyone near door.
 B8: Hall of champions - eyes of statues move to follow intruders but statues are not otherwise animated.
 B9: Secret room - Behind curtain a secret room holds a font of endless holy water.
 B10: Stairway down to C. Ominous moans emanate from the opening.

- C1: Tortured warrens - vampiric demons try to cut out a weak party member and slay him. If they manage it, they retreat into walls ethereally, then wait for others to leave before returning to feast on blood.
 C2: Stained hall - stained glass windows line this hall with a great angel on either end. The windows portray scenes of haunting beauty.
 C3: The sanctuary - undead cannot enter the sanctuary threshold. Nothing ages in this room and wounds heal at four times the normal rate. The water in the pool will stabilize any unconscious character and provides drink and nourishment sufficient to sustain a person for one twenty-four hour period.

For as long as anyone can remember, the village of Bone Harvest has pulled up their yearly crop of oats, barley and wheat each fall, and each spring, the fields would offer a second harvest of human bones to the farmers' plows. It is believed by most that there was once a terrible battle fought between great armies in that very area, and that the splintered bits that float to the top each year are the remains of the fallen soldiers, slain in endless days of fighting. But this spring, two farmers have gone missing during the night, and the remains of partially eaten livestock are found each morning, sometimes in the very barns used to shelter them. Something is very wrong, and the villagers know it. Jim's the baker speaks in a hushed voice of the terrible shambling man he saw stumbling past his house on the edge of the village just two nights past, growling in a horrible voice and sniffing at the air every few steps. Sheriff Duncan swears there is no sign of either of the missing men, and has begun claiming that the dead are are driven to wreak vengeance on those who disturb their sleep.

- C4: Pharaoh's rest - if characters enter the pyramid, sphinx begins asking riddles. If no character has answered the riddle within sixty seconds, four sarcophagi open, releasing four mummies. The sphinx immediately asks another riddle and releases four more in sixty seconds. After twelve mummies have been released, sphinx attacks. Six mummies on back of pyramid come down and block exit.
 C5: Vault of the lich lord - death knight sits on stone throne in center of dais while actual lich waits behind curtain in back wall. The death knights from one corner room enter the fight each round. The lich waits until the characters are significantly weakened before entering the fray. He then uses battlefield control and debuffs to influence the battle to his benefit.