

The Corrupted Catacombs

by Adam Barnes

Years ago, after The Great Battle, the dead were laid to rest in a series of catacombs near a baron's keep. Now the necromancer Lusk has made the catacombs his fortress and sends undead to terrorize the area. The baron offers a reward to anyone that can stop him. Above ground is a sturdy, squat mausoleum with a long staircase inside that leads to the crypts below. All rooms in the catacombs are unlit unless otherwise noted. Pit Traps are 4m deep with spikes at the bottom; the 2x3m floor section will pivot to drop trespassers down and then return to its original position.



Welcome Hall: This long, cluttered room is lined with skulls and other bones. The first pillar is fallen causing the ceiling to sag. The 8 skeletons here will attack anyone not giving the password. Once combat starts, two other skeletons will step out of niches at either end of the room to lock and bar the doors from the outside. Then poison gas will pour into the room from the mouths of two of the wall-mounted skulls. The gas is heavier than air, so the first turn covers the floor to 1m depth, the second to 2m, and by the third turn the gas will fill the room. The gas can be stopped by plugging the mouths of the skulls, but the skeletons will fight until destroyed.

Ghoul Vault: This sunken area holds 12 ghouls and has water percolating through it so only a meter wide ledge along one side is dry, the rest is slimy mud and smells overpoweringly of rot; anyone failing a constitution check will retch uncontrollably.

Blood Vault: This room has several dried humanoid husks in it and a large pool of blood in the center. The pool is an atavistic monster spawned in The Great Battle; it is not unlike a murderous water-elemental composed of blood. A Ring of Protection lies in the middle of the pool.

Husk Hall: The hall is full of desiccated corpses stacked like cord-wood. They are highly flammable being so dry; any fire here will suck the oxygen out of this and the two adjoining rooms. The husks crawl with beetles that will swarm over any intruder; they are irritating but harmless. A scroll with 3 Healing spells lies hidden in here.

Statue Hall: A magic chandelier illuminates statues of war heroes. One statue at each end is a golem that will attack defilers.

Flickering Hall: A pair of will-o-wisps and 4 undead shadows play a game together of taunting victims before killing them, with the help of the 4 pit traps in this hall.

Deserted Hall: The ceiling sags dangerously as two of the pillars are fallen. If another pillar is damaged, the ceiling will collapse. A specter unafraid of being buried roams this hall. The magic hammer Pile-Driver is wedged in place to support one of the pillars.

Crypt Hall: Piles of bones in open sarcophagi line the floor and walls. A tripwire 5m into the room will drop a portcullis across the entrance. At the far end are 6 skeleton archers who will fire on anyone not giving the password; one has a +1 magic bow. Any living creature trying to cross will be grappled by skeleton parts coming from the sarcophagi and walls – treat these as half-strength skeletons with limited movement.

Moldering Hall: The 6 zombies here are infected with yellow mold so that any blow will cause the mold to explode with spores.

Prisoner Hall: Guarded by 4 skeletons in this filthy hall are shackled peasants and livestock used for food and sport.

Warrior Hall: Part undead barracks, part armory. There are 6 zombies and 24 skeleton warriors in here. One zombie has a corroded looking magic sword, the Blade of Rusty Doom that destroys metal armor on contact. Lusk will keep his warriors near to defend himself rather than send them into the catacombs after intruders. If the heroes arrive in this room before facing Lusk, one of the zombies will motion the heroes to follow so they can meet him. If the heroes attack, the warriors will retaliate.

Collapsed Halls: These halls have caved in and are impassable. At the front of one lies an abandoned pile of excavation tools.

Sinkhole: The floor of this room is dominated by a sinkhole down into some subterranean caves. Few creatures venture up from the caves, but there is a giant spider and a dozen just hatched babies that will go after any fresh meat. Who knows what lies in the caverns below...

Throne Vault: Lusk has his lair in the furthest crypt, originally used for dead titled knights and such. The room is and is ornately carved and decorated. It is lit by will-o-wisps trapped inside skulls mounted on a chandelier. Lusk has a throne made of bones in the center of the room. It is enchanted so that anyone sitting in it takes only ¼ damage from attacks. Along two of the walls are tables with various necromantic spell components. When the heroes arrive Lusk is sitting in his throne and will have a table laid out with food and wine and invite them to dine with him, as he so rarely has company. He has a bone golem bodyguard with 6 arms (3 attacks per action). The undead from the Warrior Hall will be lined up just outside the door waiting for his command if they are still around. Lusk will try to recruit the heroes against the baron, promising riches and claiming the baron is corrupt, but mostly he just wants to get them to drink the poisoned wine realizing that anyone who has made it through the catacombs is dangerous so he is hedging his bets. Lusk will take the first drink since has already taken an antidote; there is more antidote left among his spell components. Whether or not they drink, Lusk will ultimately command the lights to douse and they will fight in the dark (he wears a ring of IR Vision). He will attack with spells and his Wand of Bone Rending, staying on the throne as long as possible although it is a simple matter to pull him from it. The 3 alcoves off this room serve as Lusk's bed chamber, larder, and treasure room respectively. Having looted the Catacombs and surrounding lands, that treasure must surely be rich...

— = 2m wide 2m high Corridor
 ☆ = Pit Trap

Stairs Up

Welcome Hall

Vaults are 10x10m with arched ceilings 6m high at the zenith.

Halls are 20x6m with a single row of pillars down the middle every 4m to support a 3m high ceiling.

