

The Wanderers Tomb – by JohnB

Originally used for a group of low-ish level Pathfinder characters.

Maze corridors = 5 ft wide. Vis = 5ft max!

Traps

A - Double Pit Trap
across a doorway. Just because the spot the first part, they don't automatically spot the second part. 15 ft deep. Weak acid at the bottom.
Fall d6
Acid d4/r

B - Portcullis Traps.
When they step on the pressure plate X the Portcullis drops from the ceiling (at the dots) and locks in place. Needs Str checks or similar to get out.
After three or four rounds release some small poisonous snakes out of the ceiling.
Snake
AC15, HP3, Mild Poison
Bite +5, D2 dam.

B= Blue
P= Pink

- 1 – Mud Room.** Central circular staircase with safe area. Rest of floor = six inch deep mud, laced with caltrops. Stepping in it conjures four mud men slinging mud at PCs. Caltrops = slow movement or extra damage. Mud bombs = d4 dex damage / hit
- 2 – Big Pit.** Floor is 15 feet below rooms 1 and 3. The sides are shiny and glass like. Difficult to climb. Fall d6. Climb DC30
- 3 – Electric Avenue.** Very narrow – only 3feet wide. Single file with no passing! Pink squares shock boys. Blue squares shock girls. Careful checking allows them to recognise that there are two types of flagstone. Electrical Damage d4/r
- 4 - Skulls.** Wall is lined with shelves and skulls – and they are buzzing! Wasps crawl over skulls, out of eye sockets etc. Use two or three swarms of wasps.
- 5 – Safe Room.** Small room with a large stone table and benches Strange (meaningless) carvings on the wall.
- 6 – Necrophidius.** Pile of Bones turn into a large (snake with a human head) skeleton. Remember the trap. Construct – NOT Undead. Special Attacks = Dance of Death (daze for 2d4r) and Paralysis (d4r)
- 7 – Death Field.** Remember the trap. Rows of Black Wheat with a stick like scarecrow in the middle. Black Wheat looks like wheat except the heads are razor sharp. D4 damage per pace pushing through them. Huge spiders start dropping from the ceiling onto the party. *Treasure:* scarecrow holds a Wand of Spider Summoning (Summon Monster 1) with 30 charges.
- 8- Misty Maze.** All corridors are 5ft wide – and visibility is restricted to 5 feet by a strange, vaguely magical mist. Blue path = good. If they start going round in circles – let them ☺. Remember the B traps.
- 9 – Tomb.** The Wanderers Tomb, decorated with carvings and friezes of country roads etc. Lit by four ever-burning torches. He will rise as a Mummy one round after the party enter the room. *Treasure:* 4x Ever-Burning Torches.
- 10 – False Treasure Room.** Four treasure chests and a huge pile of treasure. Pile swirls and animates into an Animated Humanoid Treasure Monster – The chests animate and attack by running around bashing into legs – trip attack. Once they are defeated ... *Treasure:* 2x Emeralds (worth 1000gp each), Long Sword +1, Warhammer +1, Chain Shirt +1, Helmet of Air Bubble (breathe underwater for 10r/day) Coins: 211 PP, 691gp, 2536sp, 4232cp
- 11 - Real Treasure Room.** A figure stands silently, flanked by two rust monsters! Figure is a wooden manikin dressed in - *Treasure:* a Cloak of Resistance +2, a Handy Haversack, Boots of Elvenkind & a Hat of Dark Vision.