

# THE REVENGE OF XARR-ZUUL by Lorenzo Santini 2014

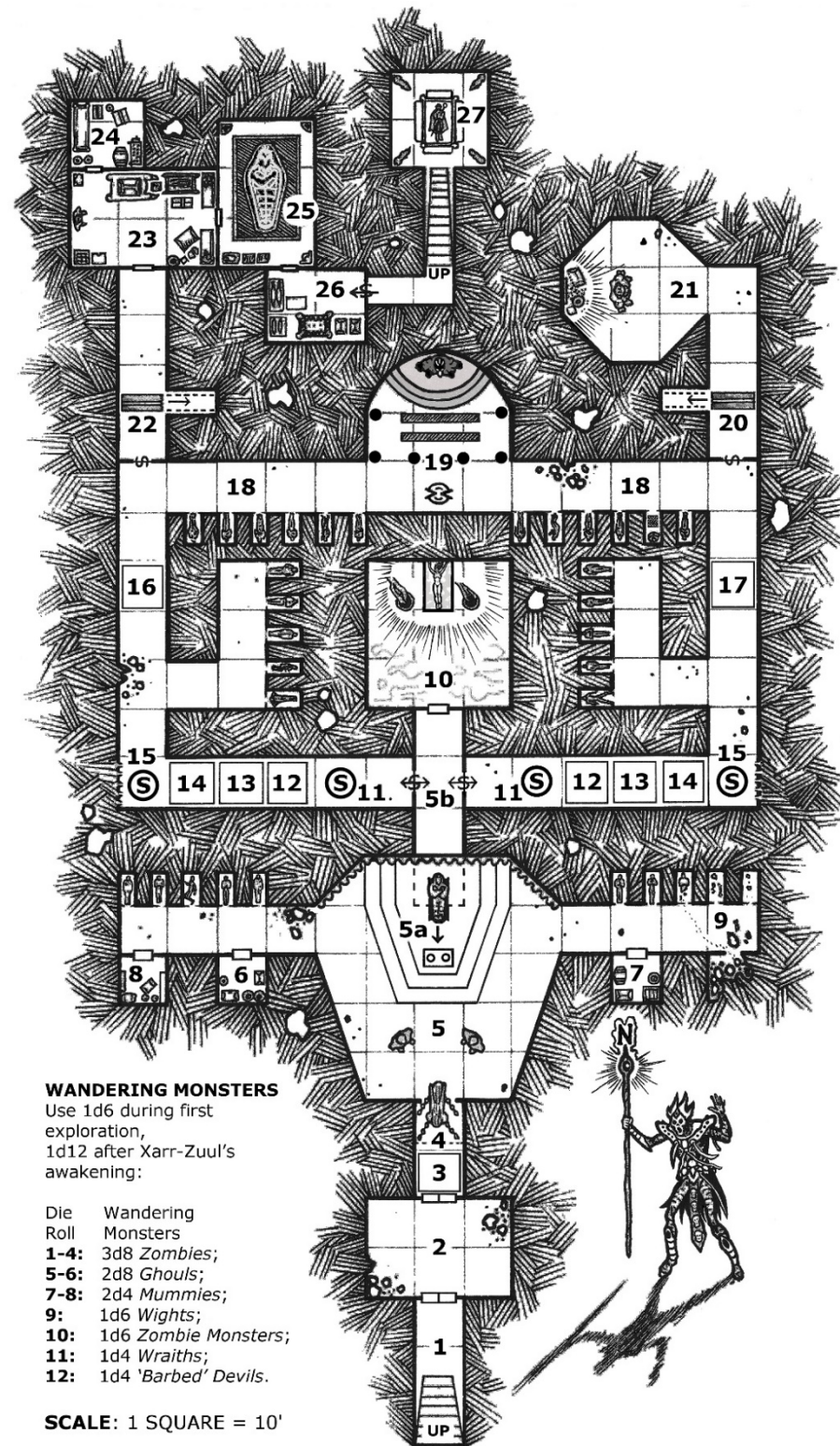
**THE STORY:** Xarr-Zuul was a powerful priest of the forgotten cult of Hrökrok (minor divinity related to death, decay and necromancy) buried centuries ago, together with other acolytes, in a tomb under a now abandoned and half collapsed shrine, mostly reclaimed by the surrounding woods. Rumours of horrible curses kept the people of the near town of Ophir away. Until now. Greedy young members of the Merchants Guild, not scared of old rumours, hire the PCs to unveil the tomb's secrets, promising to pay generously for valuables they bring back. If the PCs successfully pilfer anything from the treasury, however, the real Xarr-Zuul will wake up, get out of his hidden burial chamber and start his revenge. He'll raise the dead bodies in the tomb and call other undead creatures to his protection, then summon devils from the Nine Hells, allies of his god Hrökrok and send them to murder the people of Ophir. The terrorized merchants will beg the PCs (promising very generous rewards) to go back to the tomb and stop whatever evil power they have awakened. If they defeat Xarr-Zuul, the PCs will gain a new long term enemy in his god Hrökrok.

## THE TOMB

**FEATURES:** perfectly smooth floors-walls, no lights, heavy air and chilly temperature. Wooden rotting doors if not otherwise stated. After Xarr-Zuul's awakening add creepy wails and grunts from creatures.

- Entrance. The PCs must locate and remove a very heavy loose stone slab from the shrine's pavement. At least a couple of adventurers with good strength are needed. Under the stone slab, granite stairs lead to a locked double iron door.
- Antechamber. Empty room decorated with bas-reliefs of a priest kneeling in front of a crow headed evil-eyed being with human body in flowing robes. On the north wall, another double iron door, not locked.
- Pit trap. 10' deep with spikes (Dmg 2d6)
- Tripwire. Heavy log from the ceiling hits the front PCs like a ram (Dmg 1d8) and pushes the affected victims into the pit (3).
- Real Burial Chamber. Walls painted dark blue with skulls. 2 *Steel Living Statues* attack intruders on sight. **5a.** On the north side of the sarcophagus is a well hidden keyhole. The key is in the mouth of the mummified body of the false Xarr-Zuul. If the key is turned into the keyhole the sarcophagus slides, revealing a trapdoor opening into a lower corridor. **5b.** Special one-way secret doors: when one is chosen to enter the tomb, the other can only be used to exit.
7. Fake Treasure Rooms. Chests full of fake jewels and precious stones, fake gold ingots and statuettes. Worth nothing to an expert eye.
- Xarr-Zuul's fake possessions.
- Room has caved-in, nests a very aggressive *Swarm of Ants*.
- Empty room. *Illusion* of a beautiful maiden chained to a stone table, lit braziers around her, promising her gratitude to her saviour. Invisible gas permeates the room as the PCs enter. The ones affected will fight to death against their friends to be the only one saviour.
- Hidden trapdoor in the ceiling with handholds for climbing, leads to a 4' wide tunnel, the PCs can crawl and exit at 15, avoiding the pressure plates 12, 13, 14 entirely.
- Pressure plate. Triggers spikes from the ceiling in 10' radius (Dmg 6d4).
- Pressure plate. Triggers spikes from the sides in 10' radius (Dmg 6d4).
- Pressure plate. Triggers poisoned needles from the wall in front, 10' radius (Dmg 3d4 + death).
- Hidden trapdoor in the ceiling with handholds for climbing, leads to a 4' wide tunnel to 11.
- Pit trap: 10' fall (1d6 Dmg) + *magical fire* chamber (3d6 Dmg).
- Pit trap: revolving door locks back into place, 15' deep filled with 10' foul water.
- Magical trap. A pillar covered with arcane runes at 19 shoots a *lightning bolt* (Dmg 6d6, 60' long, 5' wide, bounces back!) down either side of the corridor when PCs reach this point. The pillar charges up again in 2 hours.
- Shrine of Hrökrok, vaulted 15' high ceiling, arcane symbols on walls. The statue's crow head has a green and a blue stone for eyes and wears a golden spider-shaped medallion with a dark red ruby. The green stone, pressed as a button, opens the stone gate at 20. The blue stone opens the stone gate at 22. The medallion is *curse*: the first person touching it is forced to wear it, will never part with it willingly; if taken from him, he will go insane until it's given back to him. No mortal can dispel this divine curse. Through the medallion Hrökrok can spy what the PC can see-hear and give the PC orders he can't resist.
- Huge, circular stone gate. It cannot be moved. If the statue's green eye at 19 is pressed the stone wheel slowly rolls aside opening the way to 21.
- Wide hall. Ceiling is 6' high. The *illusion* of a great treasure is cast near the west wall, guarded by a very real *Bronze Golem*. The *illusion* vanishes as soon as it's touched. The only thing left is a framed shape hung on the wall, covered by dusty fabric. If it is removed it reveals a fully functioning *Mirror of Life Trapping!*
- Huge, circular stone gate. It cannot be moved. If the statue's blue eye at 19 is pressed the stone wheel slowly rolls aside opening the way to 23.
- Antechamber of Xarr-Zuul's tomb. Passages are concealed with plaster walls, only dwarven skills or successful hidden doors checks can find them. Crates and shelves with personal belongings: furniture, carpets, statuettes, books, cutlery and other clutter. Some objects can be sold for a total value of 250 gp. Magical items: 1 *Manual of Golems*.
- Annex. Just more clutter, mainly furniture.
- 'Real' Burial Chamber. Black walls decorated with bas-reliefs. A huge alabaster sarcophagus hides another fake mummy of Xarr-Zuul. It wears jewels worth 1000 gp.
- Treasury. Chests and baskets with finely crafted jewellery pieces and precious stones (6000 gp value) and coins (3200 gp), 1 bottle of *Dust of Disappearing*, 1 sealed *Bottle with Efreeli* inside. The one way secret door cannot be found or opened from here. Only Xarr-Zuul can open it from inside to exit his hidden burial chamber (see 27).
- Hidden Burial Chamber. The Real Xarr-Zuul lies here with 4 *Zombie War Dogs*. He wakes up after the PCs leave the complex and will be ready for revenge in a few weeks as explained in 'THE STORY'.

**XARR-ZUUL** is a *Great Mummy* and very high level cleric/priest of Hrökrok. He wears religious vestments with a crow's head holy symbol embroidered. He is very intelligent and wise, can communicate verbally, commands the other *mummies* in the dungeon and controls the other undead. **Special abilities:** strong aura of fear, hard to turn, immune to holy water, harmed only by magical weapons for 1/2 Dmg, immune to cold spells, partial magic resistance. His physical attacks cause 3d6 Dmg + very fast deadly disease. **Vulnerable to:** holy symbols, electricity spells. Uses the following **magical items** in battle: *Staff of Swarming Insects*, *Ring of Protection +2*, *Ring of Fire Resistance*. When confronting the PCs has a bodyguard of 4 *Zombie War Dogs* (that were in the burial chamber with him) and 1 *Ice Devil*, 'Gelugon'.



## WANDERING MONSTERS

Use 1d6 during first exploration, 1d12 after Xarr-Zuul's awakening:

- |      |                              |
|------|------------------------------|
| Die  | Wandering                    |
| Roll | Monsters                     |
| 1-4: | 3d8 <i>Zombies</i> ;         |
| 5-6: | 2d8 <i>Ghouls</i> ;          |
| 7-8: | 2d4 <i>Mummies</i> ;         |
| 9:   | 1d6 <i>Wights</i> ;          |
| 10:  | 1d6 <i>Zombie Monsters</i> ; |
| 11:  | 1d4 <i>Wraiths</i> ;         |
| 12:  | 1d4 'Barbed' <i>Devils</i> . |

**SCALE:** 1 SQUARE = 10'