

The Necromancer's Tomb

by Andy & Nicole Robinson

Centuries ago, The Necromancer was defeated in his laboratory. The entrance was sealed with his surviving minions still inside. It is now his Tomb. Recent earthquakes have opened a crack in the cliff face. High Priest Nezbit is concerned that the new passages may connect to the laboratory. More importantly, there may be powerful magics left inside and unguarded. Please retrieve any items of power so that the Temple can guard or destroy them.

Tomb Entrance - Powerful enchantments have sealed this entrance and they are still intact.

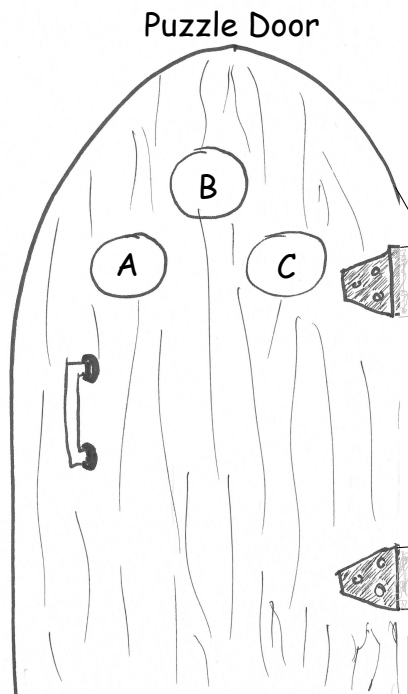
On their way back out, the party is ambushed by High Priest Nezbit, who wants the Rod for himself.

Passage to nowhere. An ooze or pudding monster might lurk here should the adventurers still be craving danger.

3 One corner of the room has caved in and connects to the outside via the new tunnel. The room is occupied by 3 skeletons. One of the skeletons has a bronze medallion (A) around its neck. Combat will attract the attention of the skeletons in the adjacent chamber.

4 The Library. Dusty tomes of lore, alchemy, necromancy and magic line the shelves of this room. There are 4 Skeletons in the room. They will wander into area 3 if they hear combat. Searching the books thoroughly will find the key to the puzzle door in area 6 as well as another bronze medallion (B) with an arcane symbol on it.

5 False door. Attempting to open this door activates a pit trap. The pit is 10 foot deep and anyone falling into it suffers 1d6 falling damage. There is another bronze medallion (C) with an arcane symbol on it in the center of the door.



Puzzle door. A magically locked door with 3 bronze circles on the upper part. To open the door the 3 bronze medallions need to be put into the correct spots on the door. Attempting to open the door without all the medallions in the correct spots causes fire to arc out from the door in a 5 foot wide line directly in front of the door causing 1D6 fire damage to anyone in its path.

Laboratory. A wraith (formerly The Necromancer) attacks any intruders. He has a Rod of Undead Control. His workbench has a valuable spell book and a handful of gems are scattered about (a half finished phylactery).

7 Another puzzle door. It is magically locked and will only open when the puzzle is completed correctly. Two medallions are embedded in the door to the Library - one represents Fire the other Ice. Written on the far door are two riddles and two spots for medallions.
 "When the son of the water returns to the parent, it dies. What is it?" and "I eat, I live. I breathe, I live. I drink, I die. What am I?"
 The answer to the first riddle is Ice and the second riddle is Fire. Placing a medallion in the incorrect spot results in 1d6 ice damage or 1d6 fire damage, depending on which medallion was used.

