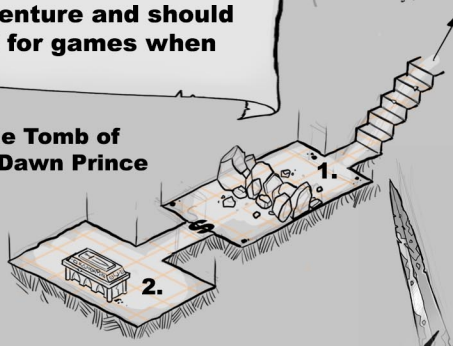
Mini Modules Series MM01-Secrets of the Menhirs

A RPG Adventure by Chris Walton

Long have there been whispered tales of great treasures buried with the kings of old beneath the hills dominated by the monolithic stones of the Menhirs. When the glow of corpse lights can be seen for three nights during the Festival of Gruftnachte, the brave may find an entrance to one of the tombs below on the next dawn. Only the bravest and the most foolish have dared to explore these ancient tombs and discover what mysterious relics lie within.

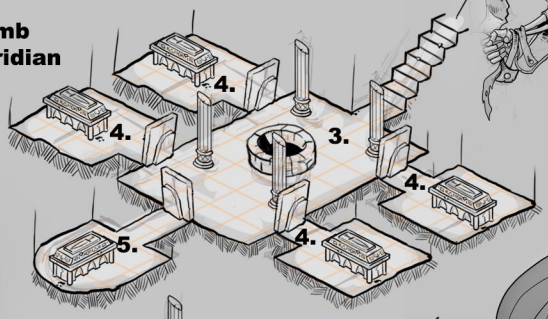
The entrance to each tomb opens during the corresponding time of day and closes within two hours of opening. Each tomb is intended to run as a single adventure and should take about an hour, so they are perfect for games when time is short.

The Tomb of the Dawn Prince

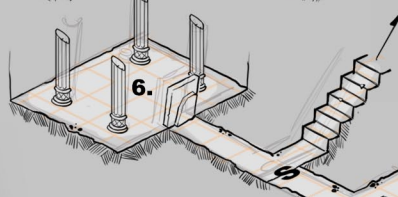


1. This room has partially caved in. The debris can be traversed, but doing so without caution will cause another cave-in. On the far side of the fallen rocks is a nest of Stirges.
2. The main crypt is home to a Carrion Crawler that lives on the ceiling. The tomb contains treasure and the walls are painted with a fresco that describes how each tomb will become accessible at dawn, noon, dusk and midnight.

The Tomb of the Meridian Lord

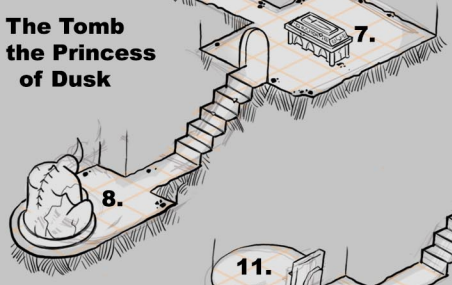


3. The Well of Destiny. Looking into the well will reveal the player's greatest fear. Save vs Spells or fall into the well. A successful save grants the player a single re-roll of any die in this room.
4. These crypts contain an armored skeleton armed with a cold iron two-handed sword. Disturbing the contents will cause the skeleton to rise and attack. Entering room 5 will cause any undisturbed skeletons to rise and enter room 3.
5. The Tomb of the Meridian Lord. This crypt contains the remains of a mighty lord and his treasures. The lid of the sarcophagus is trapped and anyone who opens it without disarming will cause the corridor into the room to collapse.

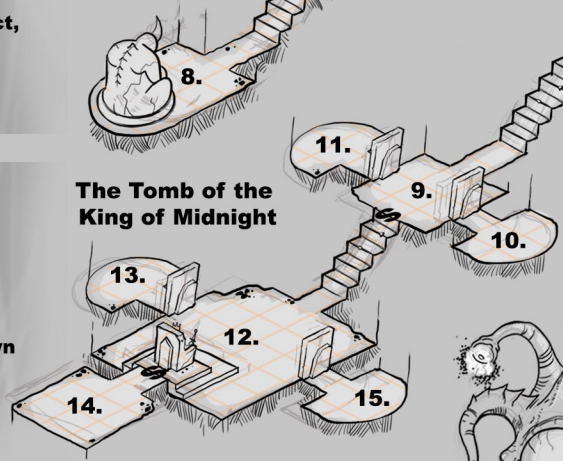


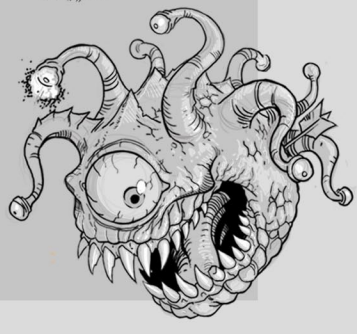
6. The Feast of the Fey - this room contains a great feast being eaten by dancing fairies. This is an illusion. The food is poison and the fairies are giant bats and rats.
7. Tomb of the Princess of Dusk. A terrible wight is entombed within. She will attack any who steal her treasure.
8. Altar of the Idiot God. This room contains a statue of a one-eyed, horned, corpulent god. When entering, a booming voice proclaims "Supplicate before me and receive my boon! Worship me or seal your doom!" Players who kneel roll a d6, on a 1-2 there is no effect, on a 3-4 they gain +1 Armor Class, on a 5-6 they gain +1 to hit in combat. Players who do not kneel, or Clerics or Paladins, will be Cursed. Enemies gain +1 to hit them until they receive a blessing from a Cleric.

The Tomb of the Princess of Dusk



The Tomb of the King of Midnight





9. Each corner contains an ancient skeletal guardian. They will attack when the players enter.
10. Treasure chamber. One of the chests is a Mimic.
11. Treasure chamber. All the treasure is an illusion that turns into rocks when taken out of the tomb.
12. The Throne Room of The King of Midnight. This great chamber is guarded by a Guardian Eye.
13. A crown on a pedestal rests in the middle of this room. The crown is magical, but the pedestal is trapped.
14. The Treasure room. This room contains the King of Midnight's vast horde of coins and gems. Taking more than ½ of the horde will cause the room to collapse.
15. A magic sword is imbedded in a Gelatinous Cube resides in this room.

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