

# DUNGEON 260

## A ONE-PAGE-DUNGEON

№7

# CRYPT OF HORRORS

A DUNGEONSLAYERS ADVENTURE BY CHRISTIAN KENNIG FOR THE LEVELS 13-16  
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The adventurers are sent to find the missing dwarven researcher, Carta. They reach their goal after trudging for miles through the desert. Presumably, the old pyramid is the tomb of the desert king, Remnaton II.

Besides Carta's few belongings, including some meager possessions, rotten rations and archaeological notes, an opening is discovered halfway up the 50m pyramid. Did Carta find the entrance to the tomb of the pharaoh?

**1. ENTRANCE HALL** Hieroglyphs cover the walls. The week-long dead body of Carta is lying in the middle of the room, impaled from both sides by 2 spear traps.

**2. TRAPDOOR** Below is a 4m deep pit with 2 Snake Swarms.

### Snake Swarm

A swarm is treated as a single opponent. The total number of snakes in a swarm is equal to the Swarm Value (SV) x 10 (at the start and max 200 snakes in a swarm = SV 20). For each HP of damage suffered, 10 snakes die (=SV-1). A swarm can swap snakes with a neighboring swarm and attack her own, as well as neighboring areas at the same time (each time with a full Melee Attack).

Melee Attack/Defense/HP: current Swarm Value  
A complete SV 20 swarm is worth 60 XP

**3. QUEEN'S TOMB** Sealed (open with BOD+ST-8); herein lies the mummified queen, wearing jewelry (8 pieces, each D20\*10 GP). Each piece has been poisoned. Upon skin contact, a BOD+TO check must be made, or else one suffers damage (check against 13, defenses do not apply) for D20 rounds. Behind the secret door is a shrine to the God of Death with a Potion of Resurrection.

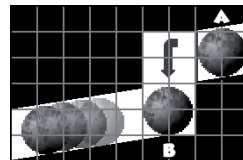
**4. ARCHER HALL** 7 Archer Statues activate and attack once a character steps on any magic triggers (marked gray on the map.)

ARCHER STATUE				
Melee Attack:	12 (8 + Stonefist 4)			
Ranged Attack:	18 (statue Arrow, Defense -4)			
Defense:	17	HP:	18	XP: 135
Spirit Immunity (against Sleep etc.)				

**5. BODYGUARDS** Two mummies on pedestals. Behind them are two urns on stone

blocks. 2 Temple Warrior Ghosts appear and attack (melee attack 30; movement speed 6m; no defense/HP). They can only move up to 15m away from the urns, and can only be destroyed by spilling the ashes from the urns.

**6. GAUNTLET OF DEATH** Sloping, low ceiling; pressure triggers at C, D & E (Perception -4) open A, whereupon a stone boulder falls on B (melee attack 80; no defense). Rolls over C and D and finally E in the subsequent



rounds (rollover: melee attack 80; no defense), thereby blocking the opening to 7 and 8 (Defense 50; HP 500).

**7. SNAKE ROOM** 14 Snake Swarms in a 1m deep pit. Pedestal with an opal (1000GP; still magical) on stone blocks between 2 jackal statues (3m). Removing the opal triggers a magical trap, which will cause the 5m long stone landing at the door to sink in 1 round. The wall leading to 8 (Perception Check) is weak in one spot (Defense 30; HP 100); pushing a statue against it will open it.

**8. HALL OF WARRIORS** 25 skeletons in alcoves attack as soon as someone touches the magical ground plate. Skeletons avoid whose thinly disguised spear openings can only be recognized under the dust by a requested Perception Check -2 (free action). Standing on the character is skewered by thrusting and retracting spears: 9 x melee attack 20 (20-AGI, if spear trap is known); Defense/2.

**9. STACK O' SNAKES** 4 Snake Swarms fall on the door opener.

**10. SNAKE PIT** 7m wide and of unknown depth, with 42 Snake Swarms 4m below the rim.

**11. REMNATON'S TOMB** Golden chariot (undriveable, material value 2500GP, collector's value up to 8000 GP), banquet (crumbled to dust), 6 vases containing 400x Healing Herbs (only one has not dried up). Sarcophagus contains: Ring of Teleportation, 8x 4D20 Healing Potions,

magical +3 Falchion (Slayerstrike I, Lance of Darkness), magical +3 Longbow (Deadly Shot I), magical +3 Dagger, Necklace of Flame (Firemage III), Wand of Healing (Protector III), 4000GP. Opening the sarcophagus awakens Remnaton!

### REM NATON - EPIC OPPONENT

BOD 12 (3/3)	AGI 12 (3/3)	MND 12 (3/3)
Melee Attack:	21 (15 + 6 Fists of Corruption; Defense -6)	
Ranged Attack:	20 (15 + 5 Sandblast Breath)	
Defense:	30 (15 + 15 Aura of Death MIN+AU)	
HP:	250 (epic x10)	XP: 852 (epic x2)

Spirit Immunity; Multiple Attacks: 2 Fists or Sandblast Breath; Fists of corruption: when damaged, BOD+TO check, else BOD-1 for D20; If BOD=0 -> death; Sandblast Breath: when damaged, blinds for 3 rounds; Vulnerable to Fire: Fire damage is doubled.

