

# DUNGEON 260

## A ONE-PAGE-DUNGEON

NO2

# W TOMB OF THE WITCH KING

A DUNGEONSLAYERS ADVENTURE BY CHRISTIAN KENNIG FOR LEVELS 5-8  
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Following a map they found - or perhaps just by chance - the players find a cave containing the tomb of the witch king Vundraziel, whose disciples followed him into the grave.

**THE CAVES** Seeking cover from the rain or on a specific search for the tomb, one ends up in a small damp and musty cave complex. In the first room there lie 2 dwarven skeletons with pickaxes and d20SP. In the second room is a (now angry) **bear**, and a walled up opening is clearly visible. Removing the bricks takes 20 man hours; without tools x3.

**1. ENTRANCE HALL** Two dusty suits of **black armor** (Ⓢ), each equipped with a longsword and shield silently stand guard here. Both will attack (Melee Attack 14; Defense 16, HP 25) if touched or as soon as 2 PCs simultaneously stand in area A. When defeated their magic expires, weapons and armor can be equipped or sold.

**2. CRYPTS OF THE WITCHES** In each (a-d) crypt there are 5 female **skeletons** with long hair, wearing grey shrouds. They attack when they receive damage or when Vundraziel calls for them (9).

**3. HALL** Two more **black suits of armor** (Ⓢ) attack if touched or as soon as 2 PCs simultaneously stand in area B. As soon as a PC moves on to area C, a trapdoor will open (3m; falling damage 9; four spears with Melee Attack 9).

**4. VESTIBULE** Brass door with runic decorations to 9. It is magically locked and cannot be opened (or destroyed). Black and White brazier. Burning a piece of white spruce respectively black elm simultaneously in the braziers will open the squeaking double doors to 9.

**5. WHITE HALL** White, chipped paint on the walls and 1m<sup>2</sup> floor tiles (stepping on a floor tile: d20 Heal, 1 year cooldown).

**6. BLACK HALL** Soot blackened walls and 1m<sup>2</sup> floor tiles (stepping on a floor tile: d20 damage, 1 day cooldown).

**7. CHAMBER OF WHITE SPRUCE** Pressure plates in the corridor trigger traps (one time only). D is a 6m deep pit, half filled with brackish water (fall nonhazardous). Pressure plates in the corridor trigger traps (one time only). D is a 6m deep pit, half filled with brackish water (fall nonhazardous). E and F trigger sideways respectively from above spear traps (each 2 Melee Attacks 12). The subsequent chamber is empty except for a stone bowl containing small white spruce sticks.

**8. CHAMBER OF BLACK ELM** This chamber is empty except for a stone bowl containing small black elm sticks.

**9. VUNDRAZIEL'S CHAMBER** On a 2m high pedestal (accessible via stairs), Vundraziel's skeleton sits on a wooden throne wearing a burial shroud and a dusty crown (60GP). Attacking the motionless skeleton calls forth Vundraziels Shade. As soon as one enters 9, one hears a dark reverberant voice:

*"Why art thou disturbing Us in Our Grave?"*

Silence or threats result in a last warning, otherwise see *"Battle with Vundraziel"*. Halfhearted answers once again let the voice sound:

*"Thou want to steal from Us, but only death is here!"*

If the answers still aren't honest or convincing now, battle is inevitable. Otherwise the voice will sound:

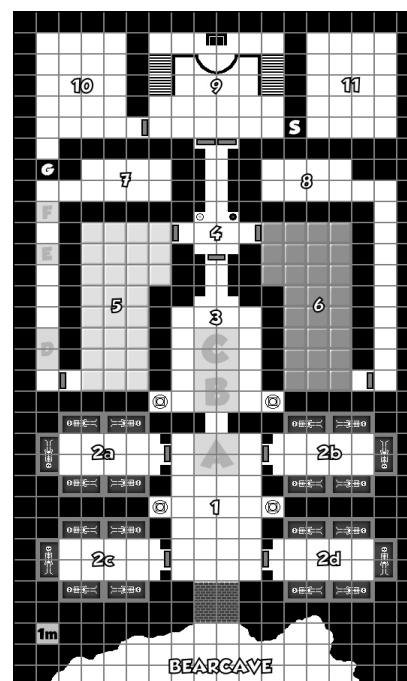
*"Thy words save thy life. Each of thee may take one of Our treasures (waves skeletal hand, door to 10 opens) and may leave unmolested."*

When the PCs go and get their deadly reward, Vundraziel will call his witches and prepares for battle.

### BATTLE WITH VUNDRAZIEL

Vundraziel's Shade appears and attacks. At the same time the skeletons at 2 rise (if not already destroyed) and come to Vundraziels aid (will be at 9 at the end of round 3). To destroy the Shade it would be sufficient to chop up its mortal remains. Either way, once Vundraziel is destroyed, he as well as the skeletons, will crumble to dust.

VUNDRAZIEL'S SHADE	
Melee Attack:	20 (each hit ages the target for 1 year)
Defense:	25 (only vulnerable to magic)
Defense II:	8 (mortal remains can be damaged normally)
Hitpoints:	40 XP: 193



**10. FAKE TREASURY** There are 4 red, 6 yellow, 2 clear, 2 purple potions (All Poison 20), 4 longswords (fly up and attack when touched, Melee Attack: 14, Defense: 10, HP 15), a full helmet (when equipped will crush skull with D20 damage each round, no defense applies) and a shield (straps will tighten so that arm takes Melee Attack 16 dmg/round, BOD+ST-4 to remove).

**11. TREASURY** Four **gargoyles**, disguised as ceiling ornaments, attack intruders. To be found in chests and boxes: 558GP, 227SP, 798CP, 6 Healing potions, 2 Cooldown potions, 1 potion of Flying, Elvish boots, Magic wand "Fire ray", mag. +1 Longsword, mag. +1 light crossbow, Ring of Protection +1, Plate Helmet +1 and scrolls: *Halt!*, *Hellfire*, *Open*, *Clean*, *Protection*.

XP: Each room 1XP, Combat (defeated XP/PC)XP, outsmarting a trap 10XP, first to attack mortal remains 15XP, adventure 50XP