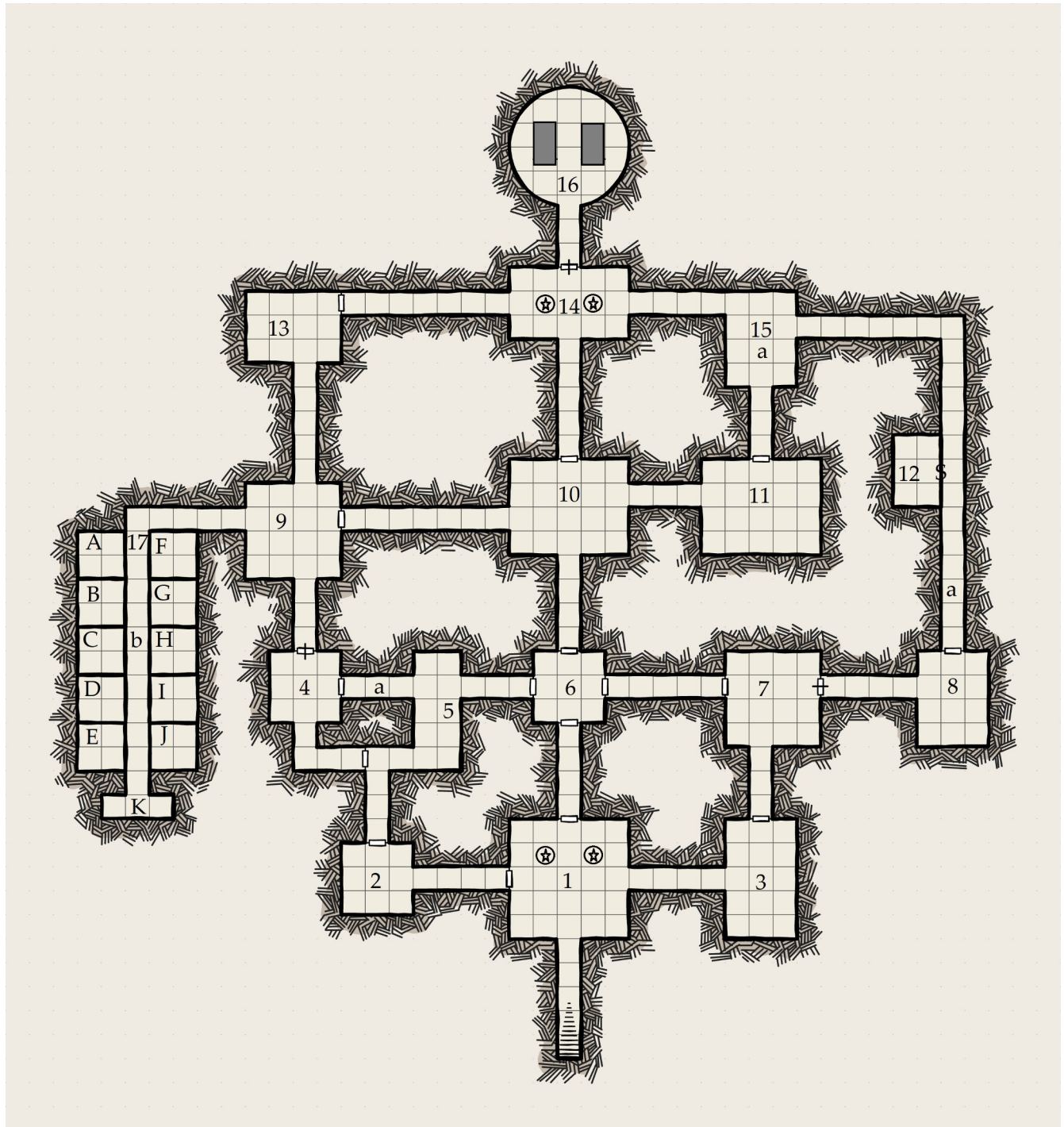


Magnox Abby Crypts

By Zach Edwardson



Magnox Abby Crypts

a -- 10 foot pit trap (1d6 damage)

b -- 10 foot pit trap with spikes (2d6 damage)

1. Large room, Two statues of monks, damaged, one is in prayer, the other is offering something, but what was being offered is unknown since the arm is missing. (see 15)
2. Crab Spider (AC 7, 2HD, 12 HP, Atk: 1 Dam: 1d8+Poison (Save or die (1d4 turns) +2 save) hiding on the wall, will surprise on a roll of 1-4.
3. Room with bas-relief carvings of a religious nature, silver band near ceiling worth 20 sp, must be pulled from the wall (2 turns)
4. Northern door trapped (dart, save vs poison or 1d4 damage) 7 Skeletons in alcoves, will attack. (AC7, HD1, HP (8, 7, 5, 4, 4, 2, 2) Atk: 1 Dam: 1d6)
5. Broken wine barrels and bottles, long broken.
6. Room is full of glowing mushrooms.
7. 4 Zombies (AC 8, HD2, HP (12, 12, 10, 8), Atk: 1 damage 1d8) protect a chest with 12 GP, 220 SP, and 540 CP.
The Eastern door is trapped, (Dart, Save vs Poison or die)
8. Rust Monster (AC 2, HD5, HP 23, ATK 1, damage Rust) is in this room filled with rust, it will gleefully try to convert the PCs metal into more rust.
9. This was a Library of some sort, its shelves have long been looted by time and water, and nothing of value can be found here.
10. In the Alcoves are 6 Skeletons (AC7, HD1, HP (6, 6, 5, 5, 4, 1) Atk: 1 Dam: 1d6) and 3 zombies (AC 8, HD2, HP (7, 7, 7), Atk: 1 damage 1d8) that activate if a party spends 1 turn in the room, if they are disturbed in any way, or a party enters 11.
11. on a slab is a body dressed in monk robes, this is the cursed body of Brother Solus, on entering the room, he will rise, eyes glowing, and say that he will feast on the souls of those who enter.

Brother Solus (Undead) (AC 6, HD5, HP 32, Atk: 1 damage 1d8*, turns as a wight) *carries a longsword +1 named "Grepfar" and thus has a +1 to hit and damage. If the undead from 10 have not been eliminated, he will call them forth, and the skeletons will arrive in 2 rounds, the zombies in 3.

Near the alter will be 3 potions (healing, 1d6+1), and a scroll of Web. On brother Solus is a non-magical amulet carved of amber (of a gladiator helmet) worth 300 GP.

12. This secret room can be found behind a well hidden secret door. Inside is 20 wine bottles on racks, 10 of which have turned to vinegar, the other 10 are worth 1d10x2 GP each.

13. Here are three chests. Chest 1: untrapped, contains 28 SP, 853 CP. Chest 2, Mimic (AC 7, HD1 HP 8 Atk: 1 damage 1d6) that will attack, and the third chest is trapped (dart, save vs. poison, 1d6 damage) that contains 89 GP, 220 SP, 3x arrows +1, and a gem worth 50 GP.)

14. Two large statues stand in this room, facing opposed to each other, both are of monks, one is made out of white marble, in prayer, and the other is a monk drinking wine with a woman on his knee, carved in dark granite.

15. A dead dwarf is in this room, appears to be newly dead (his name was Norox) his body appears to be looted, but it is holding a statue arm. This goes to the statue in room #1. If the arm is replaced, the closed hand of the statue will open, revealing a ruby worth 300 GP.

16. The southern door is trapped (Dart, save vs. poison, death) inside are two Sarcophagi, each is sealed by magical means and needs a "Knock" spell or such to open. The first holds a body wearing a +1 Mace, the 2nd holds a body with a holy book, the book is a rare historical book who was thought lost, and worth 600 GP.

17. This is a series of small burial sites. they are accessed via K.

B, D, I, G are empty, looted by prior looters.

A has 3 Skeletons (AC7, HD1, HP (6, 6, 5) Atk: 1 Dam: 1d6) defending 300 CP

C Room has a stone font with green water, which is green slime. (12 HP)

E This room has an altar which has "Golden" candlesticks. They are actually Pewter with Yellow mold on them. If disturbed there is a 50% chance of them emitting a 10x10 cloud of 1d6 damage save vs poison or die spores.

F has 5 Skeletons (AC7, HD1, HP (6, 6, 5, 3, 2) Atk: 1 Dam: 1d6)

G Tomb of Roger Amort, Ring worth 50 GP and 2 potions of healing (1d6+1) among the effects.

H Three dead tomb robbers (two humans, one elf) lay dead, an armored undead of some sort is also slain in this room that had a major battle somewhere in the near past. The Elven clan will pay 50 GP to know their kinsman's death.

J A Skeleton with black gems in its eyes stands guard, (AC5, HD3, HP 19 Atk: 1 Dam: 1d8) It protects a body that has a +1 dagger and a potion of Clairaudience and a potion of Freedom.

K this is a device that has a central button and a dial that turns to the Letters A -> J, when pressed, a portal opens for one turn at that location in 17. The Portal will start flickering for about 2 minutes before it closes as warning, woe to a party that does not listen to that warning.

Wandering monster (1 in 12)

1. 3 Skelitons (AC7, HD1, HP (6, 5, 3) Atk: 1 Dam: 1d6)
2. 5 Skelitons (AC7, HD1, HP (7, 5, 4, 4, 3) Atk: 1 Dam: 1d6)
3. 4 Zombies (AC 8, HD2, HP (12, 12, 10, 8), Atk: 1 damage 1d8)
4. 4 lost Goblins (AC 6. HD 1-1, HP (4, 4, 2, 2) Atk: 1 Damage 1d6)
5. Goblin war band looking for lost goblins (AC 6. HD 1-1, HP (6, 6, 5, 4, 4, 2, 2) Atk: 1 Damage 1d6)
6. Gelatinous Cube (AC 8, HD4, HP 21, Atk: 1 Damage 2d4+ Special)