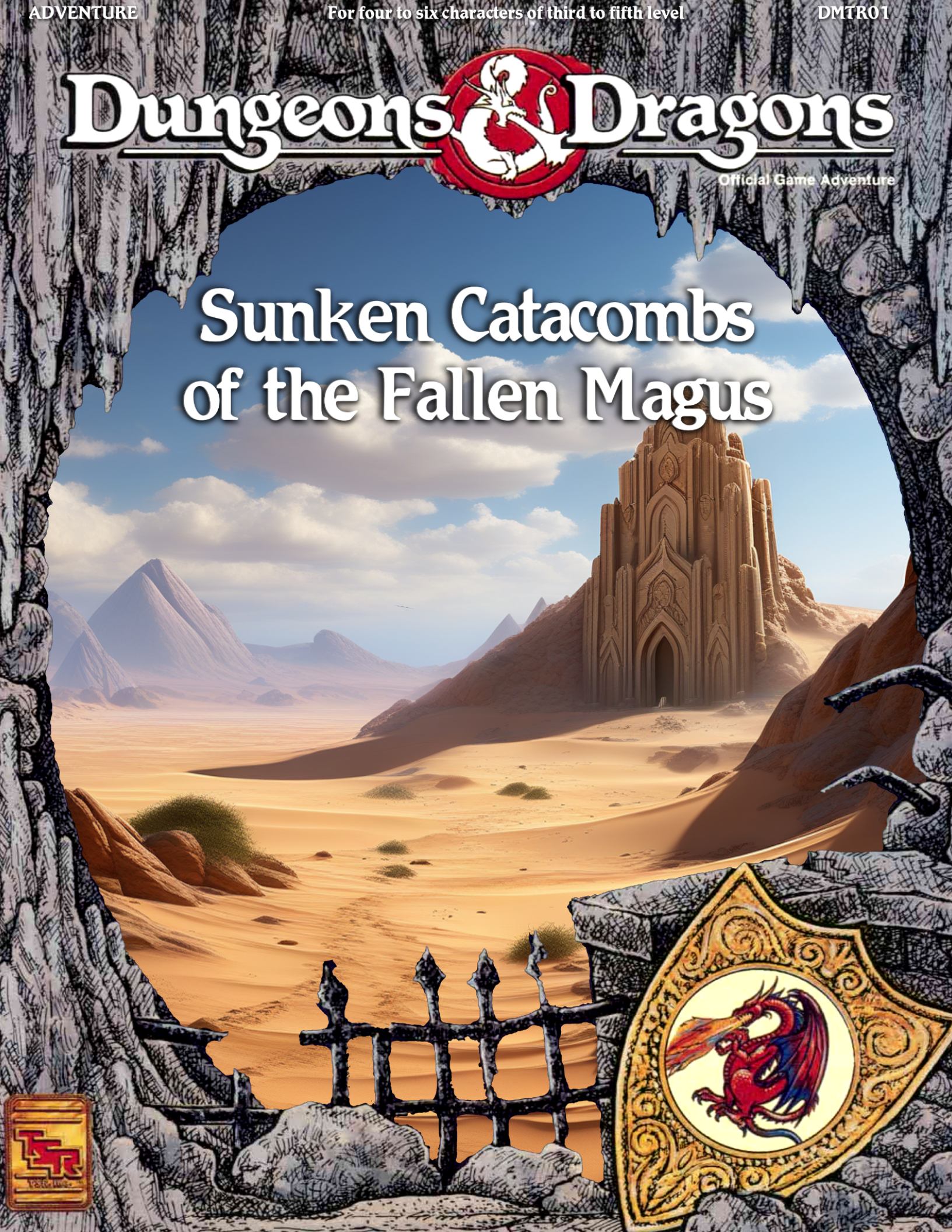


Dungeons & Dragons

Official Game Adventure

Sunken Catacombs of the Fallen Magus



Room 1: Entrance

After descending the stairs into the catacombs, this large room is empty. An odor of mold and mildew permeates the air.

Room 6: Storeroom

The storeroom was used for storage of food and supplies. There are crates and barrels with some broken and laying in pieces.

Room 7: Kitchen

This was the kitchen. There are various stoves, tables, and pantries scattered about.

On the northeast corner of the room, it has caved in and rock and debris litter the area.

Room 9: Empty room

This empty room served as a pass through from the main level to the lower eastern level.

All rooms within the lower eastern level have inches of sand covering the floor.

Room 11: Sanctuary

The sanctuary served as a place of solitude for the wizard. There are several tapestries adorning the walls with furniture strewn about.

Room 4: Pillar room

Within this room, there are ten pillars from floor to ceiling. A large statue is on the north wall.

Standing between each pillar is a statue. Some are warriors while others are wondrous creatures.

Room 5: Secret room

The west wall of this room is covered with sand and debris. It seems the wall has caved in over the years.

Buried in the sand is a stone sarcophagus.

Room 3: Light tower

This circular room has a high ceiling with a spiral staircase.

There are glowing lights floating in the air at the top.

Room 2: Guardroom

This guardroom was the gathering place for the henchman that served the wizard. Various chairs and tables are scattered about.

Room 8: Barracks

This room served as barracks for the hired henchman and guards. Littered about are various beds, dressers, and chests.

Room 14: Bedroom

This room was used as a bedroom.

There is a bed, some dressers, and a couple of desks. There is also a large wardrobe on the south wall.

Room 10: Mural room

On the eastern wall is a large mural. It depicts a battle around a mountain fortress. There are other murals depicting other scenes.

Room 12: Statue room

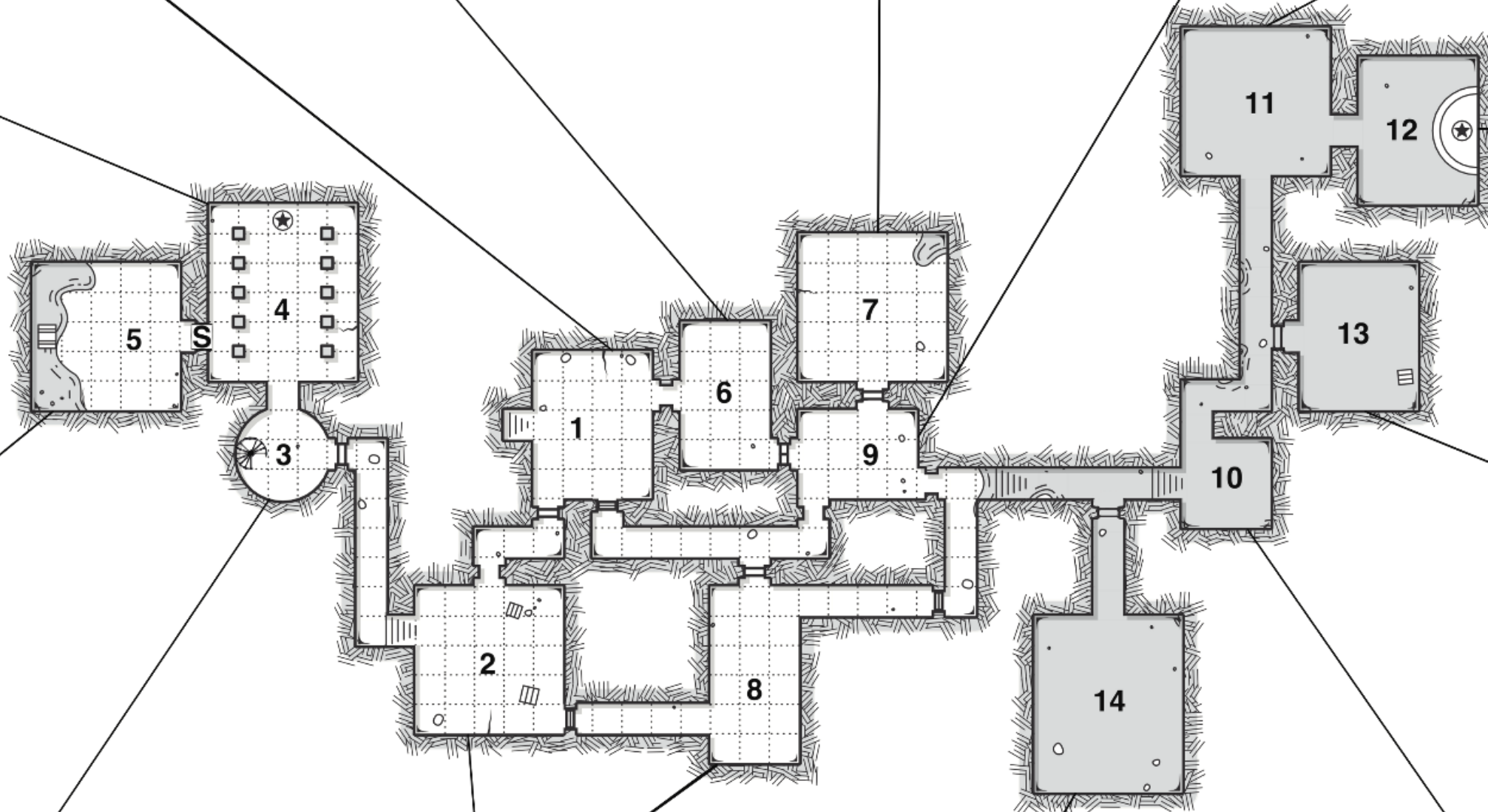
There is a large dias on the eastern wall with a large stone statue standing upon it.

Several broken pews and benches are scattered around the room.

Room 13: Study

This room was used as a study and library. There are various bookshelves lining the walls.

Several tables are situated around with equipment and apparatus on them.



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Credits

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The adventure is based in the Thunder Rift campaign world.

It uses the Dungeons and Dragons ruleset but can be easily converted and used with any RPG gaming system.

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Introduction

Sunken Catacombs of the Fallen Magus is a 14-page adventure for the new DUNGEONS & DRAGONS® game. This module is best used for a party of adventurers. It's possible a single player could succeed but some encounters may need to be scaled down in difficulty.

Note that boxed text should be read aloud to the players. Explanatory text for the DM's eyes only follows the boxed text; the DM should read the material silently before revealing it to the players.

What's Needed to Play?

The only things needed to enjoy this adventure are the DUNGEONS & DRAGONS® game rule book, paper and pencil, and some dice.

This adventure is set in the valley of Thunder Rift. Full information about this wondrous place can be found in the DUNGEONS & DRAGONS® game supplement of the same name. It is not necessary to own that product to play this adventure, however; this module can be used in any campaign setting with ease.

Adventure Overview

In this adventure, the characters are summoned by the mayor of Melinir, Mayor Valum. He wants to recruit them for a special mission of personal importance.

His nephew recently led an expedition to a lost catacombs that was said to belong to a forgotten member of Wizardspire. He has never returned. The players are asked to solve the riddle of his disappearance and to investigate the catacombs and return any news or information about it.

Monster Statistics

Throughout this adventure, the players will be called upon to have their characters battle various enemies. Whenever such encounters occur, information about the enemy will be presented in the following format:

Monster Name (number encountered): AC (Armor Class); HD (Hit Dice); hp (hit points); MV (Movement Rate); #AT (Number of Attacks); THAC0 (see below); Dmg (Damage inflicted per attack); Save as (type of character that the monster's saving throws are made as); ML (Moral); AL (Alignment); XP (Experience Points earned for defeating the monster); Treasure (Any valuables carried by the monster).

One of these notations, THAC0, may be unfamiliar to new players and DMs. THAC0 is simply an acronym for "To Hit Armor Class 0." To determine the roll that a DM must make on a 1d20 for a monster to hit an enemy in combat, simply subtract the target's Armor Class from this number. Thus, if a monster with a THAC0 of 15 is attacking a character who has an AC of 7, the monster will hit on a roll of 8 or better.

Wandering Monsters

From time to time, the DM may wish to introduce a wandering monster into the game. There is no strict rule in this adventure about when such encounters should occur. Generally, consider using them when the game is slowing down or if the players' party is too strong for the adventure.

Use the following table for generating random wandering monster encounters.

Roll 1d8	Monster	No. Appearing
1-2	Centipede, Giant	1d4
3-4	Rat, Giant	1d4
5-6	Skeleton	1d4
7	Zombie	2d4
8	Carrion crawler	1d4

Statistics for monsters are described in the Rule Book in the D&D game.

Background

Gothbert Shadowcaster

In the prestigious halls of Wizardspire, the renowned academy of magic that trained the most promising wizards in Thunder Rift, there was a student whose hunger for power led him down a perilous path. This student, known as Gothbert Shadowcaster, possessed a brilliant mind and an insatiable curiosity that drove him to explore the forbidden depths of arcane magic.

Gothbert's fascination with forbidden spells and ancient rituals grew, leading him to delve into dark and forbidden knowledge. As he mastered the sinister arts that were forbidden by the school's strict code, whispers of his malevolent deeds reached the ears of the school's vigilant faculty. The teachers, alarmed by the potential dangers Gothbert posed to both the school and the world beyond, convened to decide his fate.

Despite his undeniable talent, the school's authorities could not turn a blind eye to the dark forces that Gothbert could unleash in his pursuit of forbidden magic. A tribunal was held, and the evidence of his transgressions was presented.

In a solemn and regretful decision, the council of Wizardspire expelled Gothbert from the school, banishing him from its hallowed grounds. The expulsion was not only a punishment but a desperate attempt to protect the delicate balance of magic that the school sought to uphold.

Fueled by resentment and a desire for vengeance, Gothbert roamed the lands, his forbidden knowledge growing darker and more potent with each passing day. He attracted a following of like-minded individuals who were drawn to the allure of forbidden magic and the promise of untold power.

Now, as an outcast and renegade, Gothbert sought to unravel the very fabric of reality itself. His ambitions were no longer bound by the rules of Wizardspire, and he plotted to amass an army of

the undead and return to Wizardspire and conquer those that had wronged him.

In his travels, he had learned about an ancient artifact called the Amulet of the Undead. It is rumored that he spent years hunting for it and, after having found it, disappeared deep within the arid desert expanse of the Bone Hills.

Amulet of the Undead

Legend speaks of its creation by a wicked sorcerer who sought to wield power over life and death itself. Crafted from obsidian and etched with eldritch symbols that seem to writhe in the dim light, the amulet possesses a sinister aura that chills the very air around it.

The Amulet of the Undead was originally conceived as a tool to conquer death, allowing its possessor to raise and control the deceased. Its creation involved dark rituals and sacrilegious acts that defied the natural order. However, the sorcerer's insatiable ambition led to his downfall, as the amulet proved to be an uncontrollable force, corrupting his mind and turning him into an undead puppet of his own creation.

As the sorcerer's malevolent influence spread, a coalition of powerful wizards and clerics united to stop the impending doom. In a climactic battle, they managed to defeat the sorcerer and seize the amulet. Recognizing the danger it posed to the world, the coalition decided to hide the artifact in a secret location, safeguarding it against those who would seek to exploit its dark powers.

Centuries passed, and the Amulet of the Undead became a mere whisper in the annals of history. However, ambitious necromancers and dark forces continued to search for the artifact, drawn by the promise of ultimate dominion over the deceased.

Arrival in Melinir

This adventure begins when the characters are summoned before Mayor Valum at Melinir's Town Hall. Whether or not the players have already completed prior adventures in Thunder Rift, the mayor will already know of their exploits. If the game is not being played as part of a campaign based in Thunder Rift, the DM should feel free to change the names of people and places given here to match those in his or her own game world.

When the players are ready to begin play, the Dungeon Master should start the game by reading aloud the following text.

After arriving in Melinir last evening and checking in at the Watchtower, you were directed to go to the finest inn in all of Thunder Rift, The Sarcastic Goat Inn. Rooms were ready and waiting on your arrival.

The innkeeper, Bediah Bulon, greeted you and assigned you the best rooms he had to offer.

After a good night's sleep the city scribe, an elf named Connor, comes to escort you to the Town Hall for your meeting. He leads you out of the inn to a carriage that is waiting for you.

After a brief carriage ride, Connor leads you into the Town Hall to the mayor's office. As you enter into the office, you notice the intricate statues and other artwork adorning the room. There's even a portrait of the Quadrial hanging on the wall.

Mayor Valum is sitting behind his large oak desk and rises to greet you.

Hello brave adventurers! I am so glad you have come. Your reputation precedes you and I am in dire need of your help. I'm hoping your skills and insights can help me.

Several weeks ago my nephew, Augustuf, left to lead an expedition to the Bone Hills to investigate a strange catacomb that was recently discovered there. It is supposed to be where a mage from Wizardspire dwelt. Augustuf heard tales of it from some travelers and became very passionate about

discovering its secrets. Supposedly, the mage had acquired some sort of magical amulet during his expeditions.

Unfortunately he has never returned and we've had no word about his endeavors. My sister and I are beginning to get very worried that something may have happened.

I am hoping you will accept this mission to go and find out what has happened to him and his party as well as investigate the catacomb.

I will reward you handsomely upon your return of course.

Give the PCs a chance to respond to the mayor. They can ask any questions they have about the catacombs and its history. He won't have a lot of information but there are several rumors that have circulated for years about the place.

Mayor Valum will be able to offer the following information if questioned.

About the lost wizard: The wizard's name is Gothbert. He was expelled from Wizardspire for delving into forbidden magic and known for always traveling to find hidden tombs and magical items.

About the catacombs: Little is known about it but it is said to be multiple levels and have a full company of guards protecting it.

About the reward: Mayor Valum will offer 100 gold pieces per party member and the party can keep anything they find in the catacombs. He just hopes for the safe return of Augustuf.

About the amulet: Mayor Valum doesn't know anything about the Amulet of the Undead. See the description below for further information about it.

Catacombs

Beginning play

During the adventure, when skeletons or zombies are encountered, they are actually Augustuf and members of his missing expedition. After defeating them, Augustuf will be identified by having a gold ring with a blue letter V upon it. The players may use this ring upon their return to Melinir to inform Mayor Valum about the fate of Augustuf and his expedition.

The DM will decide when is the appropriate time to introduce the undead Augustuf (he will be a zombie).

When Augustuf is encountered, he will also have a log book on him with diary entries. He described what was happening to all of the expedition party and that one-by-one, as someone was killed, they were brought back as an undead skeleton or zombie.

For his final entry, he hopes someone finds his remains and informs his family of his fate.

If Gothbert is defeated early in the adventure and the Amulet of the Undead is removed from his neck, that will lift the curse and no more undead will be created. However, the undead that were already created will remain active until the players encounter them.

When the players are ready to begin the adventure, read the following text to start.

After several days of traveling into the Bone Hills, a mysterious and foreboding sight emerges from the shifting sands—you have finally found the lost catacombs. This once-grand structure, now weathered by centuries of harsh winds and relentless sun, stands as a testament to a bygone era. The towering walls, constructed from weathered sandstone and adorned with intricate carvings that have eroded over time, create a haunting silhouette against the backdrop of endless dunes. As the winds sweep across the desert, they carry with them the whispers of forgotten tales and

the echoes of long lost memories.

Approaching the catacombs, you notice that only a portion of the structure is visible, the rest swallowed by the relentless march of the desert sands. The buried sections hint at hidden chambers and forgotten catacombs, waiting to be explored by those brave enough to enter.

A once-grand entrance, now partially obscured by sand drifts, features a pair of towering doors adorned with faded symbols and runes. The entrance, though partially buried, has an ornate archway adorned with intricate carvings and strange symbols, hinting at the dark secrets that lie beyond. The stone itself bears the scars of time and the faint smell of stale air wafting from within.

The rising sun casts dancing shadows that seem to reach out and grasp at the edges of your vision. The sun's light reveals a set of worn, stone steps leading into the depths of the catacomb.

Room 1: Entrance

The air grows colder as you descend, and a sense of foreboding fills the underground passage. The passage widens as you continue downward, revealing a vast chamber adorned with crumbling statues of forgotten warriors and mysterious, faded murals depicting scenes of battles between ancient heroes and malevolent creatures. The sound of silence permeates through the chamber, creating an eerie ambiance that adds to the tension in the air.

As you venture deeper into the room, the air becomes heavy with the scent of dust and decay, and the distant echoes of strange sounds make it clear that you are not alone.

When the players investigate the area, they will find the remains of two people. They appear to be hired men as each is wearing leather armor and both have short swords. They are now rusty from the desert sand and are not worth anything. Nothing else of value is within this room.

Room 2: Guardroom

The room must have served as a guardroom. It seems frozen in time, as if the soldiers who once stood vigil here vanished without a trace. The walls, adorned with faded tapestries depicting battles long forgotten, seem to sag with the weight of neglect. Tarnished sconces, once holding torches that lit the room with a warm glow, now stand empty and lifeless.

Rows of empty weapon racks line the walls, their iron hooks rusted from years of neglect. Broken and splintered wooden shields lean haphazardly against the walls, their heraldic symbols barely visible through the layers of grime. A toppled wooden table lies at the room's center, surrounded by worn and rickety chairs that seem to have collapsed under their own age.

The weapons and armor are of no value. They are broken and rusty from years of exposure to the sand and weather.

Room 3: Light Tower

You enter a dimly lit, circular room with a spiral staircase on the west wall. The room is cluttered with broken chairs and shards of shattered glass from long-forgotten windows. The room's floor is uneven and faint echoes of distant sounds penetrate the silence. As you stand and look around, you can see dim lights coming from above.

When the players chose to climb the stairs, read the following.

The staircase looks like it's crafted from ancient, weathered stone, and intricate carvings of mythical creatures and swirling patterns adorn its railings. As you climb the staircase, the narrow, winding steps spiral upward, and the air becomes warmer with each step. At the top of the staircase, you find yourself in a small room with many windows. This room appears to have served as a lighthouse overseeing the vast desert landscape.

Birds nests can be seen around the rafters that are supporting several hanging lights by huge chains. The lights appear to be magical of some sort as if they are permanent lamps.

As the players search the room, there are four stirges living in the nests. As soon as the nests are touched, they will fly out and attack.

Stirge (1d10): AC 7; HD 1*; hp 6; MV 180' (60'); #AT 1; THACO 19; Dmg 1d4; Save as F2; ML 9; AL N; XP 13; Treasure: L.

The lights are round metallic balls with a continual light spell cast upon them. They can be removed and carried if the players wish.

Room 4: Room of Pillars

As you step into a grand chamber, the air is heavy with the scent of ancient stone and dust. The room is expansive, supported by rows of majestic stone pillars that stretch toward the vaulted ceiling.

Between the pillars, life-sized statues of figures and fantastical beings line the chamber, their stony gazes fixed in perpetuity. Some depict noble knights in majestic poses, while others capture the likeness of mythical creatures. The chamber's floor is paved with large worn stones. At the north end of the room, you can see a raised dais that has a weathered ornate pedestal centered upon it.

As your eyes explore the room, you notice hidden alcoves and niches where treasures may have once been displayed. The chamber seems to hold the remnants of a forgotten sanctuary or a place of worship, where the pillars and statues served not only as architectural supports but also as symbols of power, magic, and reverence.

There is nothing of value in this room. The pedestal is ornately carved out of a solid block of obsidian. It has nothing resting on it. There are ten statues that are all carved from stone. No treasure is found in the niches.

Room 5: Secret Room

You cautiously enter a forgotten chamber, the air thick with a fine layer of dust. The room appears to have suffered the ravages of time and neglect, evident in the crumbled wall that exposes a glimpse of the outside world.

A large section of the west wall has given way, leaving a gaping hole through which sunlight spills, casting a warm and hazy glow over the sandy debris that litters the floor. The ground beneath your feet is uneven, covered in a mixture of sand and broken stone, making each step uncertain.

As you look around, you can vaguely see what appears to be the corner of some kind of stone sarcophagus as it lies almost completely buried beneath the sand.

The sarcophagus contains the mummy Gothbert.

When the players move the heavy lid off of the sarcophagus, read the following.

As you move the heavy lid off, all of a sudden an outstretched hand emerges. Then, two hands grab the lid and throw it to the ground. Emerging from the sarcophagus, a linen wrapped shape stands before you.

After having worn the Amulet of the Undead for so long, Gothbert himself turned into a mummy. This is the curse of the Amulet. The wearer will eventually turn into an undead.

Once Gothbert is defeated and the Amulet is removed from his corpse, no new undead will be created however any that were already created will still be active and the players will encounter them.

Gothbert (mummy) (1): AC 3; HD 5+1**; hp 39; MV 60' (20'); #AT 1; THACO 14; Dmg 1d12 + disease; Save as F5; ML 12; AL C; XP 575; Treasure: D.



When the players search the sarcophagus after defeating Gothbert, they find the following:

2 rubies (1000gp each)
1 ornate gold dagger (500gp)
1500 gold pieces
scroll of Protection from Undead

Room 6: Storeroom

As you push open the creaking door, you find yourself standing on the threshold of a storeroom. Faint rays of sunlight filter through cracks in the dilapidated stone walls, casting dim, uneven illumination on the dusty remnants within.

The storeroom is cluttered with decaying wooden crates, broken barrels and shattered pottery that lie scattered across the uneven stone floor. Far across the room you just barely see a few intact crates and barrels that have managed to withstand the ravages of time.

As the players search the kitchen, there are 3 giant rats that live within the debris. They will jump out and attack the party.

Rat, giant (3d6): AC 7; HD 1/2; hp 3; MV 120' (40'); #AT 1; THACO 19; Dmg 1d3 + disease; Save as Normal man; ML 8; AL N; XP 5; Treasure: C.

After defeating the rats, if the players search the remainder of the room, they find the following:

1 bag of 25gp
3 cloaks in good condition
1 leather helmet
1 pair leather boots

Room 7: Kitchen

This room appears to have been the kitchen. The air is thick with the lingering aroma of stale spices. The room is dimly lit by the occasional ray of sunlight that filters through cracked and dirty windows. Rows of dilapidated wooden tables and counters stretch across the room, covered in a layer of dust.

Broken dishes and shattered glassware lie scattered on the floor. The kitchen utensils, now rusty and forgotten, hang from hooks on the walls with large pots and pans as well. A large hearth stands at the northeast corner of the room, its massive iron cooking implements hanging above.

There is no threat in this room nor are there any items of any value. Just debris and the various kitchen utensils, most of which are rusty or broken.

Room 8: Barracks

This room must have been the barracks. The room, once a place of camaraderie and shared stories, now stands as a testament to the passage of time. Rows of bunk beds line the walls, their wooden frames creaking under the weight of broken and splintered planks. Tattered remnants of moldy bedding cling to the skeletal structures.

As your eyes pan the room, you notice personal effects scattered amidst the wreckage such as sword pieces and discarded pieces of armor.

There are two skeletons that are within this room.

They were part of Augustuf's expedition party and once others started to be turned to undead, they barricaded themselves in this room. Unfortunately both men succumbed to wounds they had and died, thus they too were turned into skeletons by the Amulet of the Undead.

Skeleton (3d4): AC 7; HD 1; hp 5; MV 60' (20'); #AT 1; THACO 19; Dmg 1d6; Save as: F1; ML 12; AL C; XP 10; Treasure: Nil.

Both skeletons wield short swords for damage.

Room 9: Empty Room

This room appears to be empty. Mainly serving as a causeway to other sections of the catacombs. The ceiling has a caved in area creating a skylight into the room. The walls are made of rough-hewn stone with pillars stretching from floor to ceiling. The room is devoid of furniture or decoration, presenting a blank canvas that hints at its utilitarian purpose.

The floor is made of well-worn stone tiles, their surface bearing the marks of countless footsteps over time. You notice a subtle draft from the eastern doorway. As you look at the floor, there is more sand starting to cover it over on the eastern side.

As the players proceed eastward, read the following.

You find yourself walking through an archway with the floor now obscured by several inches of sand. The air is dry and still, carrying the faint scent of ancient stone and the earthiness of the desert.

The hallway stretches into the distance, its walls empty and barren with a staircase leading down into the lower level. As you walk, the sand makes walking more sluggish as your feet slip and slide underneath you.



Room 10: Mural Room

After descending another stone staircase, you enter into a large chamber with an exit on the north wall. The chamber, dimly lit by the diffuse glow of phosphorescent fungi clinging to the walls, is blanketed in a layer of sand that seems to have seeped in from unseen crevices.

The room's focal point is a massive mural that adorns the east wall. Crafted with meticulous detail, the mural depicts a grand and fantastical battle of wizards. Towering figures, their robes billowing dramatically, face an army of knights in a magical clash of elements. Arcane energies swirl and clash, illuminating the scene with bursts of vibrant colors that seem to leap from the mural itself.

The rest of the chamber bears the marks of time and abandonment. Crumbled stone fragments and remnants of broken furniture lie scattered about, forgotten relics from a time when this room may have held significance.

There is nothing of value in this room. The various murals depict the battle of Wizardspire along with other battles against dragons. Some of the murals are more decorative and depict images of celestial events.

Room 11: Sanctuary

This room appears to be an ancient sanctuary, a space that seems untouched by the passage of time. The room is bathed in a soft, ethereal glow emanating from luminescent fungi clinging to the rough stone that forms the sanctuary's walls.

In the center of the sanctuary, a raised platform stands, its surface adorned with mystical symbols and intricate carvings. You see remnants of long-extinguished candles and offerings left behind by someone from ages past. Stone benches along the periphery suggest that this sanctuary once hosted gatherings of devout worshippers seeking solace and divine connection.

There is nothing of value in this room.

Room 12: Statue Room

You have entered into some sort of shrine room, the air thick with an aura of quiet reverence. The room is dimly lit by the soft glow of faintly phosphorescent fungi clinging to the walls, casting a muted illumination that barely penetrates the shadows.

Around the room, faded tapestries hang from the walls, depicting scenes of celestial wonders and divine interventions. Flickering candle sconces, long extinguished, line the walls, their wax drippings frozen in time. Dilapidated pews, now covered in sand, stand in orderly rows in the center.

On the far side of the room stands a solemn statue, a representation of a deity or figure of reverence. The statue looks crafted in jade with meticulous detail, arms outstretched and the eyes fixed in eternal contemplation. The statue's features evoke a sense of serenity, yet a shroud of sadness seems to linger, as if the deity it represents has passed into the realm of the dead.

The sand has embraced the statue's base, partially burying it in a delicate blanket that reaches up to the figure's knees.

The statue's outstretched hand holds an orb of some kind with jade whispering flames as if they were exploding from within it.

The statue is a Jade Living Statue.

Once the players search and get too close to the statue, it will activate and begin attacking.

Living Statue, Jade (1): AC 4; HD 3+1**; hp 24; MV 60' (20'); #AT 2 hands; THACO 17; Dmg 1d6/1d6; Save as: F10; ML 12; AL N; XP 100; Treasure: Nil.

Room 13: Study

This room was the wizard's study, a room steeped in the mystique of arcane knowledge and adorned with remnants of the ancient past. The walls are covered in intricate tapestries depicting celestial phenomena, magical sigils, and scenes of ancient rituals. Faint runes are etched into the floor, protective wards and mystical diagrams that once fueled the wizard's studies.

Bookshelves line the walls, their shelves filled with dusty grimoires, ancient scrolls, and vials containing exotic reagents. The spines of the books bear faded titles in languages both forgotten and arcane.

There is a large, ornate desk in the center of the room, covered in a layer of dust that testifies to years of neglect. A candelabra rests on the desk, still glowing as if it will never go out. The soft glow illuminates the room in a way that accentuates the abandoned scholar's retreat.

On the desk, scattered parchments and ink-stained quills bear witness to the last moments of scholarly pursuit before abandonment.

Examining the books will reveal there are 10 books that are still intact. Most are unreadable by the players. They will probably have worth to some higher level mages in the larger towns such as Melinir.

Examining the bookshelves reveals several jars filled with different colored liquids. There isn't any writing on them so the players will not know what they are. They could be normal drinking liquids or they could be potions.

Blue liquid: Diminution:

Anyone taking this potion immediately shrinks to 6 inches in height and can do no damage when physically attacking a creature larger than 1 foot tall. The user can slip through small cracks and has a 90% chance of not being seen when standing still. This potion negates a potion of growth.

There is only one vial of blue liquid.



Green liquid: Growth:

This potion causes the user to grow to twice normal size, temporarily increasing Strength (doubling it, up to 18 maximum) and giving the ability to inflict double damage (twice the amount rolled) on any successful hit. The user's hit points, however, do not increase. This potion negates a potion of diminution.

There is only one vial of green liquid.

Red liquid: Gaseous Form:

Upon drinking this potion, the user's body takes the form of a cloud of gas. Anything the user is carrying or wearing falls through the gaseous body to land on the floor. The user keeps control over his body: he can move through small holes in walls, chests, and so forth. Any creature or character in gaseous form cannot attack, but has an AC of -2 and cannot be harmed by non-magical weapons.

There are two vials of red liquid.

Yellow liquid: Healing:

Like the clerical cure light wounds spell, drinking this potion restores 1d6 + 1 lost hit points or cures paralysis for one creature.

There are two vials of yellow liquid.



Room 14: Bedroom

This must have been the wizard's bedroom. The furniture, once elegant, now stands as decayed memories of a forgotten era. The floor, covered in sand, crunches softly underfoot as you explore.

The bed, draped in dusty and moth-eaten curtains, sits against one wall. The mattress has long lost its resilience, and the bedframe groans under the weight of accumulated neglect. The sheets, once luxurious, are now stained and faded.

A wooden wardrobe in one corner stands partially ajar, its doors hanging loosely from their hinges.

There is a large pile of sand in the southwest corner of the room with various debris protruding from within it.

As the players explore the room, once they get too close to the large sand pile, a giant sand spider will leap out and attack the nearest party member.

Spider, Giant Sand (1): AC 6; HD 2; hp 15; MV 120' (40'); #AT 1 bite; THACO 18; Dmg 1d6 + poison; Save as: F1; ML 7; AL N; XP 35; Treasure: U.

Examining the wardrobe will reveal the following:

Heavy wool cloak
Two shirts
Boots of Levitation

Boots of Levitation:

The wearer may levitate (as if using the magic-user spell). There is no limit to the duration.

Return to Melinir

If the players completed the full adventure, they should now be in possession of both of Augustuf's belongings, his ring and his diary.

They can return to Melinir and report back to Mayor Valum about what happened to his nephew and the expedition party.

Read the following aloud to the players once they are ready to finish the module.

After arriving in Melinir last evening and checking in at the Watchtower, you made your way to The Sarcastic Goat Inn. Bediah Bulon greeted you and assigned you the best rooms he had to offer again, especially after hearing rumors that you had found Mayor Valum's nephew.

After a night's sleep the city scribe, Connor, again comes to escort you to the Town Hall for your meeting. He leads you out of the inn to the same carriage that you used before.

After arriving at the Town Hall, Connor leads you directly to the mayor's office. As you enter the office, you notice Mayor Valum is not alone. There is a woman sitting in his chair while the mayor is standing close to her.

Hello and welcome back. I am so glad you have come with news of my nephew and his expedition.

This is my sister, Edwina. She is the mother of Augustuf.

So please, tell me any news about him. Were you able to find him? Or know what happened to him?

And what of this long lost catacomb? Can you tell me anything about it as well?

As you begin to recount your adventure into the catacombs and of the fate of Augustuf and his party, you reach into your bag and retrieve the ring and diary.

Handing them to Mayor Valum, Edwina starts to break down and cry. Mayor Valum comforts her as he listens to the rest of your story.

After you finish telling him of your adventure, he says to you:

My friends, I am so grateful that you returned to us Augustuf's possessions and that you were able to finally tell us of his fate. I wish the news had been better, but Augustuf was always getting into trouble as a youth. It seems he carried that trait with him as an adult.

Thank you again for all that you have done for myself and my sister.

As you know, times are tough here in Melinir, but please accept these tokens as payment for completing your mission. Know that you are always welcome in Melinir and will always have the best rooms at The Sarcastic Goat Inn.

Mayor Valum hands you several bags and bids you farewell.

Connor leads you back outside to the waiting carriage to carry you back to The Sarcastic Goat Inn.

There you open the bags to see what Mayor Valum has given you.

500 gold pieces

Dagger +1

Potion of Healing

Bag of Holding

Regarding the items found in the catacombs, if the players wish to have the potions, treasure, and books appraised and identified, it is up to the DM to state the prices for doing so and inform the players of what the items are.

New Magic Items

Amulet of the Undead

The Amulet of the Undead is a mysterious and powerful magical necklace forged in the shadows of ancient tombs and steeped in necromantic energies. This amulet, adorned with eerie symbols and dark gemstones, is both a coveted treasure and a perilous artifact.

The Amulet of the Undead is said to have been created by a long-forgotten necromancer seeking ultimate power over life and death. Its whereabouts are often obscured by myths and legends, with some claiming it is guarded by ancient curses and traps in a hidden tomb, while others insist it has been wielded by dark lords throughout history.

Appearance:

The amulet consists of a dark, weathered metal chain adorned with an intricately designed pendant. The pendant is crafted from obsidian and etched with ominous glyphs that seem to writhe and pulse with an otherworldly energy. At its center, a blood-red gemstone captures the essence of the underworld, casting an unsettling glow.

Abilities:

Undead Domination:

The primary power of the amulet allows its wearer to exert control over the undead. When worn, the amulet grants the ability to command and influence nearby undead creatures, compelling them to follow the wearer's commands. The Amulet will revive any person or creature within a mile radius that perishes while the necklace is being worn and active. Thus, it gives the wearer the power to continue to create new undead. Once the necklace is removed from the wearer, the curse will be broken and no new undead are created. However, those undead that have already been created will continue to be active.

Mummification Transformation:

However, the dark magic within the amulet comes at a cost. The more the wearer uses the amulet's power, the closer they become to a transformation. Prolonged use of the amulet gradually turns the wearer into a mummy, an undead guardian bound by ancient curses and wrapped in bandages. The transformation is irreversible, and as the wearer succumbs to the curse, they gain additional powers associated with mummification.

Drawbacks:

Curse of the Mummy:

The wearer begins to take on physical characteristics of a mummy, such as desiccated skin, hollow eyes, and a slow, shuffling gait. The curse also weakens the wearer's connection to the living world, making them increasingly isolated.

Undead Attraction:

The amulet's power may attract unwanted attention from other undead beings, drawn to the wielder's dark aura. This can lead to challenging encounters and potential threats from rival necromancers or those seeking to destroy the amulet.



New Monsters

Spider, Giant Sand

Armor Class: 6	# appearing: 1
Hit Dice: 2	Save as: F1
Movement: 120' (40')	Morale: 7
Attacks: 1 bite	Treasure type: U
Damage: 1d6 +poison	Alignment: Neutral
	XP value: 35

Sand spiders are carnivorous creatures six feet long. They are beige with an orange-and-black blotch on their stomachs. They inhabit desert or barren regions, living in underground burrows, usually near rocky structures or stones. Pyramids, large statues, rocky crags, and paved roads offer the best sites.

Sand spiders do not build webs to trap prey. Instead, they burrow just below the surface of the ground, then burst out to attack as the prey passes overhead. This gives them the benefit of surprise on a roll of 1d4 on 1d6. The bite of a sand spider causes 1d6 points of damage, and in addition, the victim must make a saving throw vs. poison or be paralyzed for 1d4+4 hours.



Living Statue, Jade

Armor Class: 4	# appearing: 1d4
Hit Dice: 3+1**	Save as: F10
Movement: 60' (20')	Morale: 12
Attacks: 2 hands	Treasure type: Nil
Damage: 1d6/1d6	Alignment: Neutral
	XP value: 100

These normal-sized statues are highly magic resistant and make savings throws as a 10th-level fighter. They are immune to nonmagical weapons and even magical weapons confer no bonuses to attack or damage rolls when sued against them. When destroyed, they crumble to worthless powder.



Dungeons & Dragons

Official Game Accessory

Sunken Catacombs of the Fallen Magus

Deep within The Bone Hills, the desolate arid wasteland, lies a buried catacomb that is said to have belonged to a long lost wizard. An unknown survivor from the destroyed sanctuary of Wizardspire who disappeared many years ago.

The mayor of Melinir has summoned brave adventurers to go on a rescue mission to find his missing nephew who led a party to investigate it and has never returned.

Can the heroes survive the catacombs and find the missing nephew? Great fortunes are promised to those who can.

- Recommended for beginning players and DMs
- For use with the DUNGEONS & DRAGONS Game box
- This adventure takes place in the Thunder Rift game setting

This module allows a group of four to six players to go on a thrilling underground exploration of The Bone Hills.

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