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# Dungeon Crawl Classics #12.5

## The Iron Crypt of the Heretics

by Harley Stroh

AN ADVENTURE FOR CHARACTER LEVELS 11-13

Special 1E  
Edition For  
**Gen Con  
2006**



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Many centuries ago, a band of paladins fell from grace. These blackguards were defeated after a great battle and their grim fortress, the Iron Tower, was razed. A small abbey was established near the ruins, where generations of monks mixed ancient eldritch wards, mighty clockwork traps, and multiple failsafes to build the Iron Crypt of the Heretics. Three mighty vaults ensured that the blackguards' evils would be sealed for all eternity. But unbeknownst to the brotherhood, their impregnable crypt had a single weakness: the very monks that had built it, for they knew its secrets. When a devourer stole into their abbey, the profane beast forced the monks to lead it inside the Iron Crypt. It successfully broke into the first of three vaults, releasing an army of wights. The story of the devourer and his wight army is told in Dungeon Crawl Classics #12: The Blackguard's Revenge. Now, in Dungeon Crawl Classics #12.5: The Iron Crypt of the Heretics, the heroes must venture into a crypt designed by the world's greatest thieves, magicians, and seers, solve its puzzles and deadly traps, and seal it once more from the outside world.

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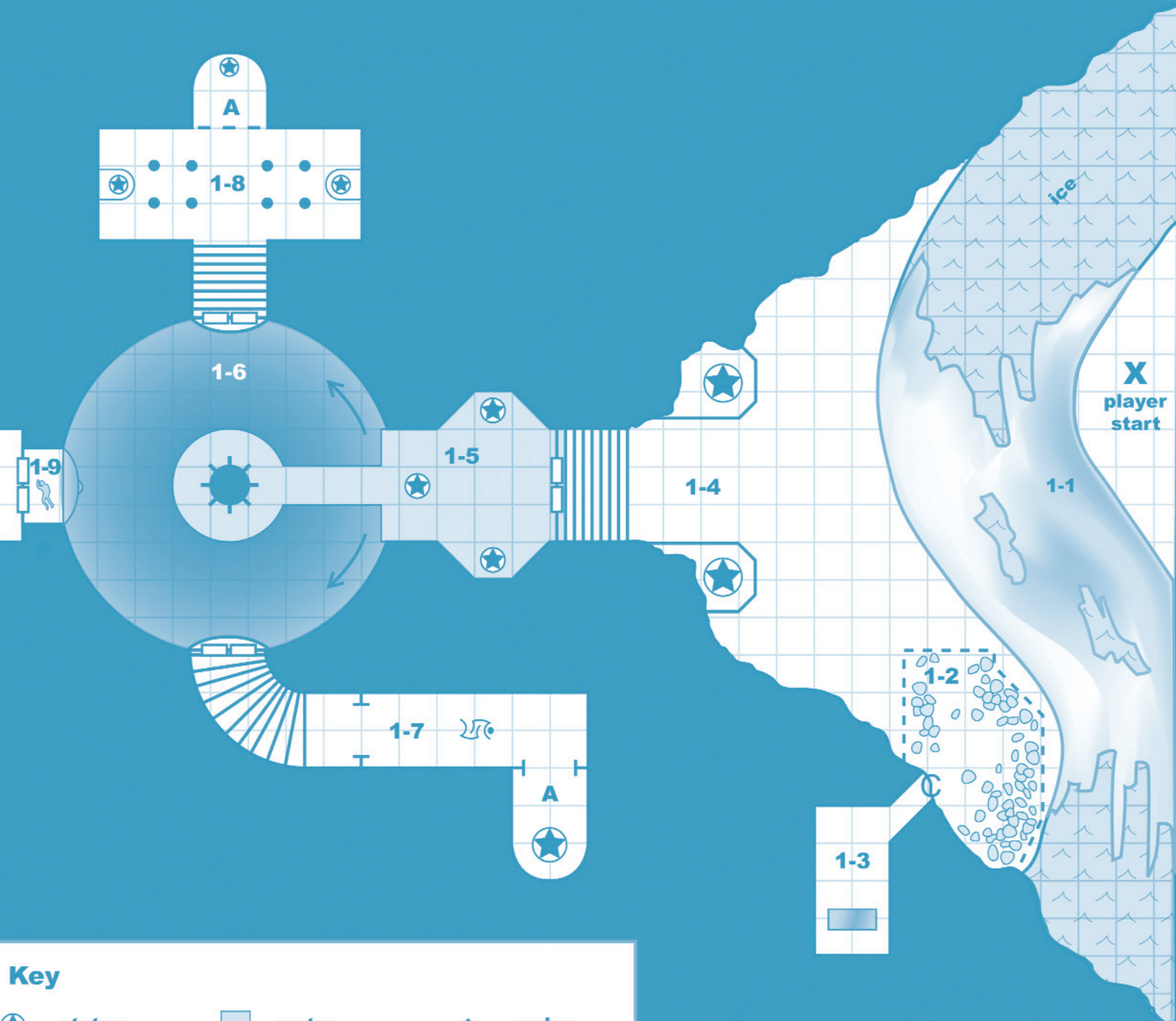
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# The Iron Crypt





# of the Heretics



## Key

	statue		water		valve
	glyph marker		elevated		
	rubble/ruins		moving section		

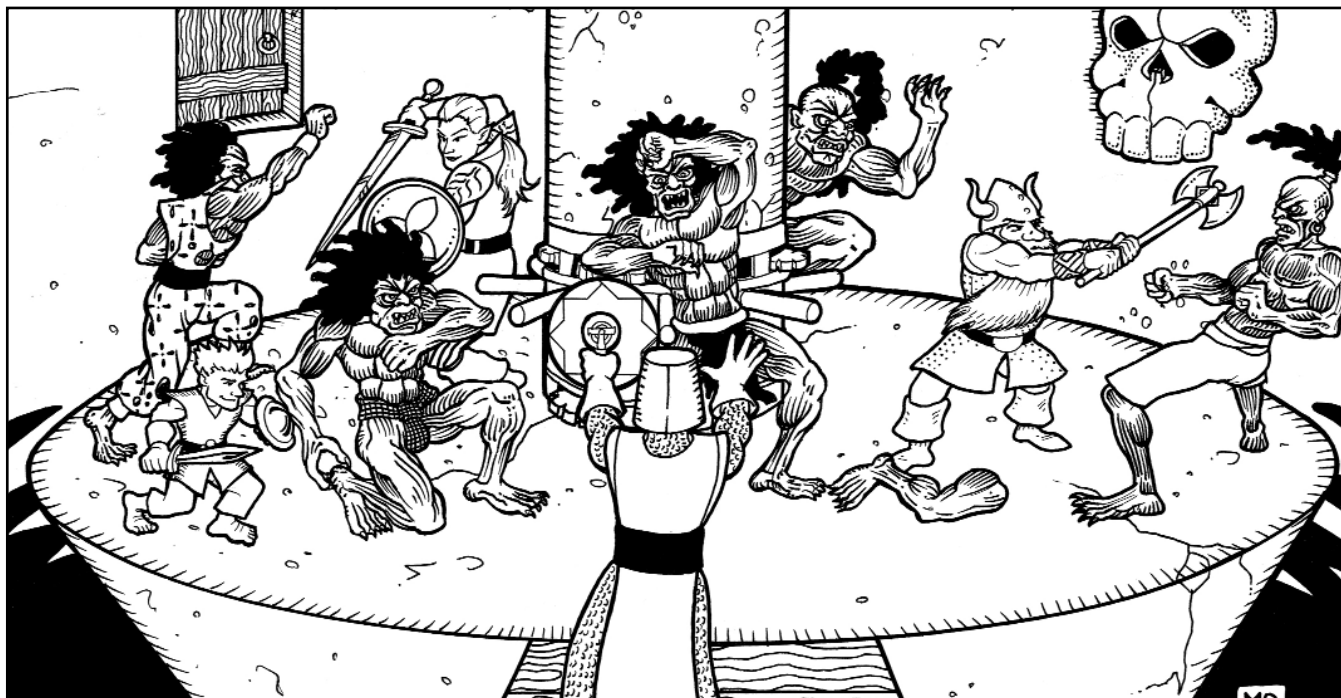


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*For my brother and friend, the Saurus.*



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# Introduction

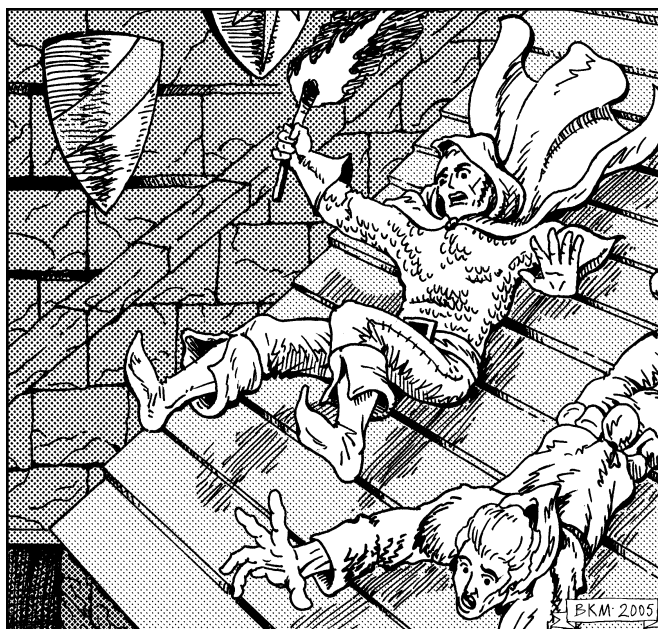
Remember the golden days of role playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

*The Iron Crypt of the Heretics* is designed for four to six characters of 11th to 13th level, with a total of 52-66 total character levels between party members. While the characters can be of any basic character class, skilled rogues and good-aligned clerics or paladins will be absolutely vital to a party's survival. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play.

*The Iron Crypt of the Heretics* is a complete, stand-alone adventure, but can also be played as a sequel to DCC #12: *The Blackguard's Revenge*.

## 1E Conversion

This special edition of *Iron Crypt of the Heretics* is produced exclusively for Gen Con Indy 2006. All statistics in this adventure have been converted to 1E format to enable play using prior editions of the rules. Additionally, new rooms have been added by the original author to flesh out the adventure. This 1E conversion was created in order to run a tournament at GorillaCon 3. Full details on the conversion follow.



# Adventure Summary

The characters arrive at the foot of the Saint's Blood Mountains only to find an ancient abbey in ruins. The unthinkable has happened: the Iron Crypt of the Heretics, long thought to be impregnable, has been sacked. The heroes must bypass deathtraps, guardians and puzzles to penetrate the deepest of the Iron Crypts. There, amidst the Crypt's secret vaults, they discover a demonic malevolence that must be destroyed before it grows to threaten the forces of good.

## Game Master's Section

### Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. Loc – the location number keyed to the map for the encounter. Pg – the module page number that the encounter can be found on. Type – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). Encounter – the key monsters, traps, or NPCs that can be found in the encounter.

<u>Loc</u>	<u>Pg</u>	<u>Type</u>	<u>Encounter</u>
1-1	1	T	Ice bridge
1-4	7	T/C	Gargoyle trap 2 stone golems
1-6	8	C/P	12 wight
1-7	8	T	Hall of deathblade scythes, <i>power word, stun</i> trap
1-8	9	T	Wide-mouth pit trap, <i>acid fog</i> trap
1-9	9	T	<i>Energy drain</i> trap, <i>Chain lightning</i> trap
1-10	10	P	Statue puzzle
1-11	10	T	<i>Forcecage, blade barrier</i> trap
1-12	11	T	Collapsing stairs, <i>circle of teleport</i> trap
1-13	11	C/T	Advanced black pudding, <i>antimagic field</i> trap
1-14	11	T/P	Collapsed ceiling
1-15	12	T/P	Simulated pit trap, water-filled room trap, elevator puzzle
1-17	14	T	Fusillade of spears trap, crushing pit trap
1-18	14	P/C	<i>Circle of teleportation</i> doors, enhanced bone devil
1-20	15	C	The Master Tome 2 animated rugs, 20 animated books
1-22A	17	C	8 driders
1-23	19	T/P	<i>Power word kill</i> puzzle
1-24		C/P	5 driders The Ebon Egg



## Scaling Information

*The Iron Crypt of the Heretics* is designed for 4-6 character of 11th-13th level, but it can be easily modified for parties of different sizes or levels.

Contrary to some dungeons, the traps in the Iron Crypt *were not intended to be survived*. PCs expecting to find convenient escapes from every deathtrap may be sorely disappointed. Parties may find themselves quickly worn down, and those pressing themselves past the point of endurance will open themselves to disaster.

With this in mind consider the following suggestions:

**Weaker parties (3 or fewer characters, or lower than 11th level):** Remove 3 wights from encounter area 1-6. Reduce the thieving ability modifier for Find and Remove Traps by 10% to 15% for all traps. Replace the advanced black pudding in area 1-13 with a normal black pudding and remove the *antimagic field* entirely. Remove 3 driders from area 1-22.

**Stronger parties (7 or more characters, or higher than 13th level):** Add 5 wights to encounter area 1-6, and allow for a 1 in 4 chance of encountering 1d12 identical wights in encounter areas 1-10, 1-19, 1-20, and 1-21. Increase the thieving ability modifier for Find and Remove Traps by 10% to 15% for all traps. Add 5 additional driders to area 1-22. Most effectively, use a story line that requires the PCs to solve the Iron Crypt within 12 hours, before the Ebon Egg becomes sentient and mobile. (See page 4 for more information on the Ebon Egg.)

## Getting the Players Involved

The adventure begins with the characters in the Vale of the Saint, at the foot of the Saint's Blood Mountains on the eastern edge of the known realms. The adventurers, having defeated the undead hordes in *The Blackguard's Revenge*, have come to clean out the Crypt and put an ancient evil to rest. If you haven't played *DCC #12*, use one of the following plot hooks to get the characters started:

- A mysterious stranger (a gold dragon in the guise of an elf) offers the party a king's ransom to do the impossible: break into the Iron Crypt of the Heretics and put to rest the mysterious evil that has awakened in the heart of the Crypt.
- A humble bondsman, bent with age, meekly approaches the PCs. Twenty years ago, his mistress Lady Shadron, heir to House Faerus, vanished into the Iron Crypt in a failed attempt to recover the remains of her ancestor. Now the bondsman is dying, and it is his last wish for the party to solve the mystery of Lady Shadron's fate. All he can offer as reward are his thanks, and the paltry remnants of

the family fortune: a brilliant ruby worth 25,000 gp.

- Black Dougal, an infamous thief, has vanished into the Vale of the Saint. His guild hires the party to investigate his disappearance and bring back evidence of their guild master's demise.

## First Edition Conversion Notes

This conversion of *Iron Crypt of the Heretics* to first edition was principally undertaken to facilitate running the adventure for a small gaming convention, GorillaCon 3, under first edition rules. The first edition *Iron Crypt* was a big hit with the players at that convention, and so the decision was made to run *Iron Crypt* under first edition rules at Gen Con Indy 2006. This first edition version of the *Iron Crypt* is a special limited edition created for Gen Con Indy 2006.

Besides the obvious differences between the rules for first edition and revised third edition for such things as classes, skills, feats, monsters, spells, and magic items, there are certain fundamental challenge-resolution mechanics integral to the 3.5 system that were handled differently under first edition. For instance, 3.5 skill checks use a d20 roll and Difficulty Class target. But under first edition, equivalent tasks are resolved through ability checks, percentile rolls, or other mechanics.

The goal behind this aspect of the module conversion was to identify and incorporate those first edition challenge-resolution mechanics where possible to replace the d20. But, in keeping with the significant challenges presented in this dungeon as written, there are modifiers to the default ability score checks and percentile rolls, as noted in text. In the rare instances where neither an ability check nor a percentile roll seems appropriate, the DC or skill check has been converted to a simple d8 roll, with the DC mechanic and probabilities of success serving as the basis for resolution. Of course, the DM is welcome to modify this approach for their own preference.

As noted under the Scaling Information section, this adventure is relatively easy to make more or less challenging. One way to do this is to simply revise the ability checks and d% checks (or modifiers pertaining thereto) that are detailed in the area descriptions. Another manner in which the module could be scaled would be to substitute weaker or stronger monsters, as desired, for those monsters called for originally.

Since this conversion was created for running *Iron Crypt* as a tournament adventure, the monsters' damage rolls for successful hits have already been rolled and appear in the stat blocks parenthetically following the damage per hit information. For example: Damage per hit 3-24 (19 HP).

A few other elements have changed from the original module (particularly where the 3.5 spells have no first edition equivalent). Spells and monsters not native to first edition are presented herein as if they were new.

A few variants from first edition will be employed as house rules for running this adventure in a convention setting:

- The class level limitations for non-human races proscribed under first edition are being waived for this adventure, due to the level and challenge presented by this dungeon. Thus, there are several non-human 12th level PCs in classes that you would not see in a strictly first edition campaign.
- The critical hits and bad miss tables from *Dragon vol. V, no. 1* will be employed for all combat resolution. To simplify the determination of whether a particular combat roll is a critical hit (or conversely a bad miss), all natural 20's are treated as critical hits, and all modified rolls of 20 or greater as normal hits. All natural 1's are treated as bad misses.
- By the book, PC's can drop below zero (0) hit points without dying, provided that they don't drop below negative three (-3). For this adventure, Death's Door shall remain open all the way to negative nine (-9), with absolute death occurring at negative ten (-10) hit points.

## Background Story

Many centuries ago a band of paladins fell from grace, turning against their brethren. The blackguards were defeated after a great battle, and their grim fortress, the Iron Tower, was razed, and a crypt built from the ruins.

A small abbey was established nearby, and generations of monks dedicated their lives to the creation of three impregnable vaults that would stand through the ages. The world's greatest thieves, magicians, and seers were called together to design a series of puzzles and deadly traps. They mixed ancient eldritch wards, mighty clockwork traps, and multiple fail safes to ensure that the crypt would never be violated.

The Iron Crypt was built to serve a threefold purpose: first, to house the bodies of the heretical blackguards; second, to serve as a library for the religious tracts declared by the Church to be false beliefs; finally, as a storehouse for evil artifacts and cursed magic items brought back by questing paladins.

After several hundred years of dedication and labor, the Monks of the Saint had achieved their goal. Construction of the Iron Crypt was completed, and they sealed it and its wicked cargo for all eternity.

Unbeknownst to the brotherhood, their impregnable crypt had a single weakness: the very monks that had built it, for they knew its secrets. When a devourer stole into their

abbey, the profane beast devoured the souls of half the faithful and terrorized the rest into submission. The devourer forced the remaining monks to help it inside the crypt and successfully broke into the first of three vaults, releasing an army of wights. (See *DCC #12* for more information on the devourer and its undead legions.)

While the remaining wights are terrible foes, an even graver danger lurks within the warded vaults. The collection of evil artifacts has created a nexus of great evil. The disruption caused by the devourer was enough to upset the delicate balance, allowing the nexus to birth a hitherto unknown gestalt of intelligence and malevolence: the Ebon Egg.

## The Ebon Egg

When questing knights of the Ordocar discovered foul artifacts and cursed items of profane magic, they passed them over to the monks of the Iron Crypt for safe keeping. The monks in turn hid the evil magic within their deepest vault, ensuring that the magic items would never work their wickedness on the world again.

The monks meant well, but like many of the best made plans, theirs went horribly awry. The great concentration of black magic has given birth to a malevolent alien intelligence known only as the Ebon Egg.

The Ebon Egg is a oval of absolute blackness, a void in the multiverse, thirty feet long and twenty feet at its widest. Any matter that comes into contact with the Egg is instantly sucked into the void, gone and utterly destroyed.

Any creature killed within 300 ft. of the Egg rises in 1d4 rounds as a wight, retaining all of its previous class levels and abilities. If this wight is killed, it does not rise again.

Violence makes the Egg grow. GMs should track all hit points inflicted in combat within 100 ft. of the Egg. For every 10 points of damage done, the Egg grows in length and width by 1 foot. Every attack *aimed* at the Egg causes it to grow at double this rate.

Comprised of malevolent void, the Egg cannot be damaged by spells or weapons. It can only be destroyed by a *rod of cancellation* or similar items (such as the *hammer of cancellation* concealed in area 1-22D). Alternately, daring PCs may cast a *portable hole* (area 1-9) or a *bag of holding* (area 1-22B) into the Egg, destroying both in the process. And – of course – PCs can be expected to come up with creative solutions of their own.

Left to its own devices, the Egg will grow at 5 ft. per month, until it is 100 ft. in diameter and has absorbed every magic item in the vault. At this point, the Egg will have achieved sentience and the ability to move itself at the rate of 60 ft. per round, consuming everything it encounters as unleashes itself against the surface world.



# Player Beginning

*Icy wind whistles around you, stinging your lungs with every breath. Drifting snow swirls about your boots, obliterating your tracks and tearing at your cloaks and furs. Squinting through the gloom you can only barely make out the towering Saint's Blood Mountains. Millennia ago mighty glaciers carved deep ravines and cirques from the hard granite spires; now those same glaciers feed the thundering river that blocks your way. Across the river lies your goal: the legendary Iron Crypt of the Heretics, home to the monks of the Saint.*

## The Iron Crypt of the Heretics

The Iron Crypt is wrought almost entirely of iron, crust-ed reddish-brown with rust. Where noted, traps and portals are operated by clockworks of a massive scale: gears, weights and cogs the size of a human or larger. Because of the magnitude and complexity of these traps and locks, they are no more susceptible to Open Lock or Disable Device checks, even with their exposed mechanisms. Attempts to sabotage the clockworks by inserting objects into the gears simply result in crushing the item into dust.

The walls, ceilings, floors, clockworks and portals are all highly resistant to magic, with a +11 bonus to all saving throws.

Spell-using characters succeeding on an attribute check or less at -2 on d20 (Intelligence for magic users, Wisdom for clerics) will recognize that the Iron Crypt is laden with powerful wards and eldritch energies that, taken together, create a zone that impairs the casting of certain spells. Successful casting of any *transmutation* spell requires a d20 roll that exceeds the average of the caster's Intelligence, Wisdom and Constitution scores, modified by +4.

Additionally, all *teleport* spells have an additional +33% chance of resulting in a mishap.

**Reinforced Iron Door:** 3" thick; due to hardness, must roll at least a 90% on d%, or successfully hit for 75 hp, to break.

**Iron Wall:** 5" thick; due to hardness, must roll 100% on d%, or successfully hit for 100 hp, to break.

### Areas of the Map

Area 1-1 – The Ice Bridge: Read or paraphrase the following:

*A narrow patch of ice forms a bridge across the stormy river. Past the river you can make out the faint silhouette of the abbey; further on, a dark ravine cut into the very heart of the mountain. A fierce wind screams about you, swirling fresh-fallen snow into tall drifts.*

A successful roll of Intelligence or less at -1 on d20 shows that the ice bridge is fragile. The bridge

breaks if it is loaded with more than 200 pounds. Anyone failing a roll of Dexterity or less at -2 on d20 plummets into the icy flow, taking 1d6 points of cold damage per round until they are rescued from the swift current. Swimming in the icy river is difficult, requiring a roll of Dexterity or less at -2 on d20 to stay afloat.

**Area 1-2 – Ruins of the Abbey:** Read or paraphrase the following:

*The once-proud abbey is now nothing more than a burnt shell. Charred rafters lie fallen amid the banks of fresh snow. Everything within the abbey was destroyed by the blaze – even the altar was cracked by the furious heat.*

*A body lies sprawled atop the ruins, covered in a blanket of snow.*

The devourer set fire to the abbey after torturing the monks into betraying their order. The fierce fire destroyed everything; charred bits of wood and ashes are all that remain.

The body belongs to a young priest, the sole survivor of the devourer's rampage. He escaped the Crypt only to be slain by wights returning from the events in DCC #12: The Blackguard's Revenge. The body was clearly killed by sword wounds, not fire (a successful roll of Intelligence or less on d20, with no modifier, accurately determines the cause of death). The corpse is lying atop a rolled scrap of parchment. Blood has obscured much of the parchment. What's still legible reads as follows (show the players handout A):

*...the devil beast enslaved my brothers and forced us to lead it into the Vault of Holies. There ... showed us That Which Cannot Be: the artifacts of Evil have .... else altogether! Then the devil let us attack the ... It cannot be slain! It cannot be hurt! And when we die we ...unholy! Who can cast it back into the Void? Saint preserve us!*

The abbey's west wall still stands, resting against a granite outcropping. The small, iron door concealed in the fallen rubble can be located by half-elves on a



1 in 6 chance (casual pass-by) or a 3 in 6 chance if actively searching. The other PCs can locate if making a d% roll of 70% or greater. The door's lock was melted into slag by the fire, sealing the door closed. The door will have to be broken in order to pass.

**Ruined Iron Door:** 3" thick; must roll 85% or better on d% or hit for 50 hp to break.

**Area 1-3 – Hidden Sanctuary:** Read or paraphrase the following:

*Protected from the heat of the flames, this sanctuary survived the fire that destroyed the abbey. The simple chamber has rough granite walls and a low ceiling now stained with smoke. Two marble pedestals stand in the room's dark corners. Atop the first is a collection of amber flasks; atop the second is a delicately wrought jade box.*

*At the far end of the room stands a statue of a woman carved from a single block of rose marble. She is arrayed as a warrior-maiden, a lance on one arm and a scroll in the other.*

This small chamber survived the fire unscathed, except for slight smoke damage on the ceiling and walls. The monks built this sanctuary as a shrine to their patron, Aristemis, the Goddess of Strategy, and it is her statue that dominates the room.

A successful Wisdom roll or less at -1 on d20 reveals that this particular goddess was instrumental in the creation of the Iron Crypt; it was her prophecy that inspired the monks to build an impregnable crypt to house the evils of the world.

A general search (no d20 roll required) of the statue shows that there is text carved into the statue's scroll. This is the Prophecy of Aristemis, written in Old Common. If a *comprehend languages* spell is cast or a successful ability check vs. the average of Intelligence and Wisdom or less at -2 on d20 is made, show the players handout B.

Readers will know that this is a very loose translation. Old Common was a guttural tongue with no formalized grammar, lending to a number of plausible interpretations.

**Treasure:** The 5 flasks atop the first pedestal hold potions, oils and salves sanctified by the order. They include 3 single-dose jars of *K.'s ointment*, 1 healing potion, and 2 potions of heroism.

The jade box holds 7 mica prayer sheaves, each inscribed with a powerful divine spell. The thin mineral is extremely fragile: the sheaves have 1 hit point and will fail any saving throw. The spells on the mica scrolls are *atonement*, *divination*, *heal*, *raise dead*, *restoration*, *neutralize poison*, and *dispel spell*.



**Area 1-4 – Heretics’ Gate:** Read or paraphrase the following:

*A deep gorge cuts into the face of the mountain, steep cliffs rising high to either side. Above, ice and drifting snow form a roof, transforming the gorge into an ice cave. Two massive granite statues guard the entrance of the gorge, resting atop pedestals of black marble.*

*The ravine ends at a stone staircase that rises to a pair of enormous iron gates, mottled red and black from rust. Decorated with rusting gargoyles and pierced with sharpened iron spikes, the gates whisper doom to all who approach.*

*Three rotting corpses, horribly mangled beyond recognition, lie crumpled at the base of the stairs.*

The gates are locked by heavy bolts that extend deep into the walls of the ravine, and are protected by powerful wards against damage by spells or weapons. This is the Crypt’s first and best line of defense; short of divine intervention, the gates cannot be destroyed.

A cursory search (no d20 roll required) of the gates reveals a pair of gargoyles at the center of the gate, waist high. Unlike the rest of the gate’s decorations, the mouths of these gargoyles extend deep into the gate. If a good-aligned paladin, cleric or monk of 9th level or higher places a hand inside the mouth of one of the gargoyles, the bolts rumble and slide free, the earth trembles underfoot, and the gates open. A successful roll of Wisdom or less at -1 on d20 allows a character to remember hearing about this gate.

If anyone else places their hands inside the gates, the gargoyle’s iron maws snap closed, trapping the unfortunate’s hands inside unless they succeed on a successful roll of Dexterity or less at -3 on d20 to avoid. At the same instant, the golems awaken and attack.

The golems will pursue their prey as far as the river, but no further. If they succeed in killing or chasing off any would-be crypt robbers, the golems resume their watch from the pedestals.

Like the gate, the gargoyles cannot be damaged or destroyed. Trapped hands cannot be freed by any means, magical or otherwise. However, the iron maws open after 5 minutes.

The corpses belong to wights that attempted to break back into the Crypt. They are outfitted in ruined full plate armor, longswords, and heavy steel shields.

**Stone Golem (2):** AC 5, HD 10; HP 60; # of attacks 1, Damage per hit 3-24 (19 HP); Special Attack *slow* spell every other round; Special Defenses vs. spells: only affected by *rock to mud*, *mud to rock* and *stone to flesh* spells. *Mud to rock* spells cast upon the golem heals all damage sustained by the golem. **Special Note:** *Stone shape* spells should have no effect on the stone golem.

**Enhanced Stone Golem (new monster; optional use instead of standard stone golem) (2):** AC 3, HD 12d10; HP 90; # of Attacks 1, Damage per hit 3-36 (29 HP); Special Attack *slow* spell every other round; Special Defenses vs. spells: only affected by *rock to mud*, *mud to rock* and *stone to flesh* spells. *Mud to rock* spells cast upon the golem heal all damage sustained by the golem. **Special Note:** *Stone shape* spells should have no effect on the stone golems.

**Area 1-5 – Mysteries of the Ordocar:** Read or paraphrase the following:

*Three statues of kneeling knights dominate this room. The first is armored in chain and leather, and offers a footman’s flail to the north. The second is armored in scale mail and offers a longsword to the south. The last statue is armored in full plate and faces west, but its hands – though raised – are empty, the offering missing.*

Show the players handout C. The statues are carved from marble, but the weapons they hold are real magic items. Each weapon is a key to a puzzle that must be solved to enter the lower crypts.

In order to open the western portal in area 1-6, two things must happen: the footman’s flail must be placed in the hands of the statue in area 1-8A; and the longsword must be placed in the hands of the statue in area 1-7A.

The missing offering, a magical shield, would have protected against the traps in area 1-9. Unfortunately, the devourer stole the shield and cast it into the oubliette (area 1-13).

Regardless of what happens to the PCs beyond the Bridge of Nothingness in area 1-6, the puzzle of the Mysteries of the Ordocar resets one hour after the skull door to the west is opened. The flail and the longsword are magically returned to the hands of the proper paladins in area 1-5.

Furthermore, the skull door may be opened from area 1-9 to the west whether the flail and the longsword have been returned to area 1-5 or not.

**Area 1-6 – Bridge of Nothingness:** Read or paraphrase the following:

*Standing atop the balcony, you look out into an enormous circular room. A narrow wooden bridge arches out to a small platform suspended atop a tall granite column. To the north and south, level with the platform and bridge, are two doors; to the west, a massive iron skull.*

*Above is a complex series of enormous gears and cogs that take up the entire ceiling. Below is only darkness that seems to stretch on forever.*

This is the Crypt's second line of defense, a puzzle that ensures that only several creatures working in unison can open the door to the lower vaults. Show the players handout D to help illustrate the area.

At the center of the platform is a turnstile. A successful roll of Intelligence (or Wisdom) or less at -1 on d20 shows that the platform and bridge are meant to be rotated around the column, permitting access to the doors and the skull. Any Dwarven character may also make a general check against his knowledge of stonework and construction, success being achieved upon rolling a 4 or better on d8. The turnstile stays in place; pulling on it rotates the bridge and simultaneously winds the gears and springs in the ceiling. A combined Strength of 45 is required to rotate the bridge. Up to eight Medium-sized creatures can help rotate the turnstile.

The doors to the north and south remain bolted until the bridge rotates to them. Then the mighty clockworks groan into action, setting off a series of gears that unbolt the doors. If the bridge rotates away, the doors slide shut and the bolts fall back into place. The entire mechanism is hidden within the walls and cannot be picked or disabled.

The skull guarding the door to the west is a special case; it is guarded by the same wards as the gate in area 1-4 and cannot be destroyed. However, when both the longsword and flail from area 1-5 are placed with the proper statues, and the bridge is rotated to the west, the skull is drawn open by the clockworks, revealing the hall beyond.

Lurking in the clockworks are 12 wights, once monks. They hide amid the gears until the bridge and platform are moved from the starting position. Then they drop down from above, trying to knock the PCs from the platform.

From the platform it is a 300 ft. fall to the chamber floor. The walls of the chamber and the column are extremely smooth and difficult to climb. A successful roll of Dexterity or less at -3 on d20 is required to climb out of the chamber, or a d% roll of 85% or

greater. A thief's Climb Walls check has a modifier of -31%.

**Wights (12):** AC 5; HD 4+3; HP 35; # of Attacks 1; Damage per hit 1d4 (4 HP) + drain 1 life energy level, save vs. spell (no modifier) to negate; Intelligence: average; Alignment: LE; not affected by *sleep*, *charm*, *hold* or cold-based spells. Neither poison nor paralyzation harms wights, but a *raise dead* destroys a wight.

**Area 1-7 – Hall of Blades:** Read or paraphrase the following:

*A long hall stretches into darkness. The walls are made up of iron panels and the floor is crusted with a mix of rust and dried blood. The ceiling is a chaotic clockwork maze of enormous iron gears, springs, pendulums and wheels, all spattered with dried blood.*

This hallway is trapped with six deathblade scythe traps spaced evenly along the course of the hall. If the traps detect anyone moving down the hall, the panels swivel and the deathblades lash out. A successful roll of Intelligence (or Wisdom) or less at -1 on d20 shows deep grooves worn into the floor where the panels open.

A *power word, stun* trap is placed on the floor 20 ft. short of the end of the hall. Anyone triggering the *power word* will be stopped directly before a scythe.

The blades reset automatically. Victims standing in place – or *stunned* – will be struck by the same blade once every round.

**Deathblade Wall Scythe (6):** mechanical; proximity trigger; automatic reset; Attack as a 16 HD monster; Damage 2d4+8 (13 HP) plus poison (1d6 Con; save vs. poison at -2 modifier to resist effects); Locate Traps check for thief has a % modifier of -28%. Remove Traps check has a % modifier of -28%.

**Power Word Stun Trap:** magic device; touch trigger; no reset; spell effect (*power word stun*, 14th-level magic user); Locate Traps check has % modifier of -50%. Remove Traps check has % modifier of -50%. Save vs. spell at a -3 modifier on d20 to avoid being stunned.

**Area 1-7A – The Lord of Blades:** Read or paraphrase the following:

*The hall ends before a small shrine. A marble statue stands within, depicting a gaunt warrior armored in spiked full plate. The warrior's arms are raised, as if to strike with a weapon, but the statue's hands are empty.*

A successful roll of Wisdom or less at -1 on d20 shows that this statue is the Lord of Blades, whose chosen weapon is the longsword. The longsword from area 1-5 should be placed in the statue's hands. If he holds the longsword while the statue in area 1-8A holds the flail, the skull in area 1-6 slides open, revealing the western door.

**Area 1-8 – False Choices:** Read or paraphrase the following:

*Two marble statues stand at each end of this wide hall. Both depict men atop rearing chargers, their arms raised as if to strike. The only difference is that one statue is carved from black marble, the other from white marble. Strangely, neither rider has a weapon.*

PCs might be tempted to place the footman's flail into the hands of one of these riders, but neither is the right choice. The correct statue rests behind an illusory wall to the north, in area 1-8A.

If either statue is disturbed the floor of the room falls away. Only those succeeding in leaping onto the room's pillars will avoid falling into the pit (requires a successful check of Dexterity or less at -3 on d20). The trapdoors close the very next round and cannot be opened from below except by a successful check of Strength or less at -4 on d20, or a Remove Traps check at -16%. The 100 ft. pit is unusual in that the sides are smooth but not perfectly vertical (see diagram). Instead, the sides channel victims into a narrow 5 ft. by 5 ft. wide shaft that is another 40 ft. deep. The sloped pit inflicts only 8d6 points of falling damage, but if multiple victims fall into the pit, they end up slamming into one another at the bottom. Determine randomly in what order the victims land in the smaller pit; each one after the first has the damage for the second fall reduced to 3d6 but also inflicts the same damage to those beneath it (divide the damage equally among all those below).

Striking the narrow pit triggers an *acid fog* spell (new spell) that fills the trap. Any creature attempting to climb (a successful Dexterity or less check at -2 on d20 is required to climb walls of pit) from the fog-filled pit moves at a speed of 5 feet per round. Each round the fog deals 2d6 points (8 HP) of acid damage to each creature and object within it. Magic items need to make standard saves vs. acid.

**Wide-Mouth Pit Trap:** mechanical; location trigger, automatic reset; 100 ft. deep (8d6, falling damage) (30 HP) plus 40 ft. deep (4d6, falling damage) (15 HP); multiple targets (all targets within a 80-ft.-by-30-ft. area); Find Traps check modifier is -34%; Remove Traps check modifier is -34%.

**Acid Fog (new spell) Trap:** magic device; proximity trigger; automatic reset; spell effect (*acid fog*, 11th-level magic user, 2d6 HP of damage per round for 11 rounds) (8 HP); Find Traps check modifier is -48%; Remove Traps check modifier is also -48%.

**Area 1-8A – Reliquary of Duframe:** This area is hidden by a permanent *illusion* of a wall. A successful roll of Intelligence or less at -2 on d20 permits a PC to disbelieve in the wall, revealing the hidden shrine. Read or paraphrase the following:

*Inside this shrine kneels a statue of a war-torn paladin. The marble statue raises a single hand, as if to present a weapon, but the hand is strangely empty.*

A successful check of Wisdom or less at -1 on d20 determines that this statue is the legendary paladin Duframe, whose principal weapon is the footman's flail.

The flail from area 1-5 should be placed in the statue's hands. If this is done at the same time the longsword is placed with the statue in area 1-7A, the skull in area 1-6 slides open, revealing the western door.

**Area 1-9 – Gate of Brass:** Read or paraphrase the following:

*The walls of this small chamber are decorated with ornate castings. This entire west wall of this chamber is occupied up by a pair of brass doors. Lying before the gate is a moldering body – instantly you are struck by the stench of rotting flesh.*

Entering this chamber triggers an *energy drain* (new spell) trap. The trap resets after three rounds; if it hasn't been disabled in that time the trap goes off again. If there are multiple targets in the room, the trap affects the creature closest to the Gate of Brass.

The Gate's lock is made up of a complicated series of tumblers. Anyone with an Intelligence of 15 or greater will immediately know that picking the lock will be very difficult (Pick Locks modifier is -56%). The *chain lightning* trap (new spell) is triggered when anyone tries to pick the lock.

The castings on the walls depict knights riding out from a mountain valley, defeating monsters in distant lands, and then returning with foul artifacts and evil magics.

The body lying on the ground is the corpse of the infamous rogue Black Dougal. The master thief succeeded in penetrating the crypt this far, even going so far as to bypass the magical wards on the

skull door at 1-6, but was struck by the *energy drain* trap. Crippled by negative levels, he was killed by the *chain lightning* trap. His corpse, though scorched by lightning, still carries his equipment and magic items, as well as a crude map (give players Handout E).

**Treasure:** *Bracers of defense* (AC 6), *ring of protection* +2, +2 *short sword of frost*, +1 *shortbow*, 20 arrows, a *portable hole*, thieves' tools, and 3 extra *healing potions* in steel flasks.

**Energy Drain (new spell) Trap:** magic device employing a visual trigger (*true seeing*); automatic reset after 3 rounds; ranged touch; spell effect (*energy drain* [new spell], as per 17th-level cleric, deals 2 negative levels for 24 hours; saving throw vs. spell carries save modifier of -2 to negate the effects of the spell); Find Traps check modifier -54%; Remove Traps modifier -54%.

**Chain Lightning (new spell) Trap:** magic device employing a proximity trigger; automatic reset every round; spell effect (*chain lightning* [new spell], as per 11th-level magic user spell); deals 11d6 electricity damage to target nearest the center of trigger (44 HP) area plus 5d6 (26 HP) electricity damage to each of up to eleven secondary targets; save vs. rods, wands, and staves at -1 to take half damage; Find Traps check modifier -48%; Remove Traps modifier -48%.

**The Gate of Brass:** 12" thick; HP 200; due to hardness, must roll 100% on d%, or successfully hit for 200 hp, to break.

**Area 1-10 – The Secret of Valor:** Read or paraphrase the following:

*At the back of this room, sheltered in a small alcove, stands a statue of a beautiful maiden. The lady is swathed in robes; in one hand she holds a scale, in the other an hourglass. Two exits lead from the chamber, both decorated with ornate arches.*

A *magic mouth* is triggered as the PCs enter the room, causing the statue to speak in soft, gentle tones:

"Which do you pray for?"

Engraved in the arch above the north exit is the word *Duty*. Engraved in the arch above the south exit is the word *Honor*. These seem to be the only exits from the room, but the choices offered by the statue are actually a puzzle. Neither choice presented by the statue is correct, and both exits lead to death.

If the proper answer, "*Wisdom*," is spoken, the stat-

ue slides to one side, revealing a passageway to the west. A successful check against Intelligence or less at -3 on d20 reveals faint grooves worn into the floor from the moving statue.

A successful roll of Wisdom or less at -2 on d20 recognizes that the statue is an iconic representation of the Wisdom aspect of Aristemis, the Goddess of Strategy.

**Area 1-11 – The Price of Courage:** Read or paraphrase the following:

*The sloping corridor opens into a long hall, with vaulted ceilings supported by columns cast in the shape of armed knights. At the far end of the hall is an elevated alcove. Within the alcove is a shining golden crown.*

If the PCs enter the room, a *programmed illusion* is activated. There is a great groaning noise, the sounds of chattering gears, and the alcove and crown seem to sink slowly into a hole in the floor. Clearly, if the PCs hesitate for a round or more, the crown will be lost!

This is, of course, a trap. If PCs come within 10 ft. of the alcove they set off a *forcecage* (new spell). A *blade barrier* spell follows, crafted to fit within the 10 ft. by 10 ft. cage. It inflicts 13d6 points of damage per round to anyone trapped inside the *forcecage* for 13 minutes. The spells are independent; the *blade barrier* will still function even if the *forcecage* fails or is brought down by magical means.

A successful ability check against the average of Intelligence, Wisdom and Constitution or less at -2 on d20 permits a PC to disbelieve in the crown.

**Forcecage (new spell) and Blade Barrier trap:** magic device with proximity trigger; automatic reset; multiple traps (one *forcecage* trap and one *blade barrier* trap); spell effect (*forcecage* [new spell], 13th-level magic user), spell effect (*blade barrier*, 13th-level cleric, causes 13d6 points of damage/round for 13 rounds) (56 HP per round); Locate Trap modifier -50%; Remove Traps modifier -50%. A successful check of Dexterity or less at -5 on d20 is required to avoid being trapped in the *forcecage* when the trap activates.

**First Edition Conversion Note:** The DM is free to use the *forcecage* spell as written in third edition. However, for the first edition purist, this would surely not do, so the following spell effects may be substituted for the *forcecage* spell effect in this area:

When the trap is activated, four separate *walls of force* are called into existence simultaneously, each being 10 feet wide and as tall as the distance from the floor to the ceiling in area 1-11. Each of the



*walls of force* is situated so as to create a 10 foot x 10 foot area fully enclosed by the *walls of force*. In addition, a fifth *wall of force* is called into existence to cover the floor area so enclosed, and a sixth *wall of force* is called into existence to cover the top of the area bounded by the other *walls of force*. In this manner, a three-dimensional cube of *walls of force* is created to hinder escape by means of tunneling out through the roof or the floor.

**Area 1-12 – Steps of No Return:** These steps appear no different than the flights before them, but when weight is placed halfway down the flight they collapse to form a steep slope of polished iron. Anyone failing a check against their Dexterity or less at -4 on d20 is pitched down the slope and into the pit trap waiting below.

The pit is 100 ft. deep. At the base is a *circle of teleportation* (new spell) that transports falling PCs to area 1-13, where they complete their fall, taking 10d6 falling damage (42 HP) as they crash into the enormous black pudding.

**Well-Camouflaged Collapsing Stairs Trap:** mechanical device with location trigger; automatic reset; successful check against Dexterity or less at -4 on d20 avoids the trap; multiple targets (any target on the stairs); Locate Traps check modifier is -37%. Remove Traps modifier is -10%.

**Wide-Mouth Pit Trap:** mechanical device with location trigger; automatic reset; 100 ft. deep pit; 10d6 damage from fall (42 HP); multiple targets (all targets falling into the pit). If a PC fails to avoid the collapsing stairs trap and has slid down the stairs, then there is no avoiding this trap. Find Traps check modifier is -31%. Remove Traps modifier is -31%.

**Area 1-13 – The Oubliette:** Read or paraphrase the following:

*The walls of this dark room are pitted and scarred, and stink as if seared by acid. The floor is hidden by a shimmering amorphous ebon ooze...that threatens to devour you as it rises to the attack!*

The floor of this chamber is entirely covered with an exceptionally large black ooze. PCs falling into this chamber from area 1-12 plummet directly into the five foot deep ooze, taking acid damage for themselves and their possessions.

Entering the room from area 1-12 triggers an *enlarged anti-magic field* trap (new spell) that blankets the entire room.

There is nowhere to stand in the room that doesn't place a PC in contact with the ooze. Those seeking

escape will have to climb. The ooze can climb as well, and continues to attack PCs as long as they remain in the room.

There is a single exit from the room: a narrow fissure hidden 20 feet up the western wall. This fissure can be found with a successful check against Intelligence or less at -1 on d20 by standing on the floor of the room or climbing on the *eastern* wall. Otherwise, the fissure is nearly impossible to spot (Intelligence or less check at -4 on d20).

**Enlarged Antimagic Field (new spell) Trap:** magic device with a proximity trigger; automatic reset; spell effect (*anti-magic field* [new spell, similar to *anti-magic shell*], 18th-level cleric); Find Traps modifier -52%; Remove Traps modifier -52%.

**Advanced Black Pudding (new monster):** AC 3; HD 15d10; HP 150; # of Attacks 1; Damage per hit 4d8 plus 2d6 acid (38 HP plus 7 HP acid damage); Intelligence: non; Alignment: neutral. All clothing, armor, shields and weapons coming in contact with the advanced black pudding is subject to the acid damage. Magical cloaks, robes, armor, shields and weapons all must save vs. acid damage at -1 or be dissolved and completely useless at the rate of 1 "plus" per round of contact. Of course, the magical items' saves are adjusted for their respective magical bonuses.

Split: Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

**Area 1-14 – Collapsed Stairs:** Read or paraphrase the following:

*The steps end in a pile of shorn iron plates and several tons of fallen stone and debris. The ceiling directly before the cave-in seems weakened and on the verge of collapse.*

*To the right stands a corridor untouched by the cave-in.*

When the devourer assailed into the Crypt, it forced a member of the order to cast an *earthquake* spell that cracked the final portals (see area 1-19 for more information). The *earthquake* created seams in the surrounding rock, ultimately causing the cave-in that now blocks the PCs' progress. A roll of Intelligence (or Wisdom) or less at -1 on d20 reveals that the cave-in is fairly recent, having taken place after the army of wights assaulted the Ordocar.

The rubble pile is not as impervious as it might first appear. A roll of Intelligence (or Wisdom) or less at -2 on d20 reveals a single crucial boulder, which – if shifted – allows safe passage. The boulder can be shifted with a combined Strength of 40, but if it is removed by magical means (e.g. *disintegrated*) the unstable ceilings within 20 feet of the rubble pile collapse. Anyone caught in the collapse takes 6d6 points (23 HP) of crushing damage.

The resulting rubble pile takes 180 man-hours of digging to remove. It can also be removed by magical means, with no subsequent cave-ins.

**Collapsing Ceiling:** mechanical; touch trigger (see description); no reset; Crushing damage 6d6, from boulders and iron plates (23 HP); Find collapsing ceiling: Intelligence (or Wisdom) or less at -2 on d20.

**Area 1-15 – Fane of the Twins:** Read or paraphrase the following:

*The corridor opens into a three-sided chamber. The air is hot and thick with moisture, and you can smell rusting metal.*

*Two enormous, monstrous heads decorate each of the far walls, one on each wall. The heads stretch from floor to ceiling, gaping mouths thrown open wide. The heads are both slick with wet slime and red-rusted. The one on your left depicts a dragon; the one on your right, a minotaur.*

*The floor slopes gently toward the center of the room, where a small pool of dark, brackish water is collecting.*

This room is an elevator, permitting access to a lower vault, but is also designed to lure reckless intruders to their doom.

PCs investigating the pool will find a skeleton lying in the water, its bony fingers wrapped around a submerged iron ring bolted to the floor. If the skeleton is moved or if PCs investigate further (no ability check required; resolution determined by role-playing), they discover two other rings bolted into the iron floor. The rings are set in a line running north to south and are the controls to the elevator.

Beside the skeleton is a watertight scroll case carved out of bone that is easily mistaken for part of the skeleton. The scroll case can be found with a roll of Intelligence or less at (-2) on d20. Inside is a carefully wrapped scrap of parchment with the following written in a shaky hand (show the players handout I):

*Day 21: Just me and Tobias now. Rothgar and*

*Lokin tried the chutes yesterday. Heard them fall, then silence. Had Tobias try his divination but all he could come up with was*

~~S,M,S~~

N,M,N

~~N,S,S~~

~~S,M,N~~

N,M,S

*What about the other combinations? I feel we must go mad trying to solve this.*

*Day 29: Where is the fourth ring?*

*Day 32: Tried the combinations, Tobias is dead. Just two left now. A flip of the coin. Gods help me.*

The head on the north-east wall depicts a roaring minotaur. The head on the north-west wall depicts a roaring dragon. Inside either maw is a flat iron wall.

The iron rings in the pool operate the lift. The rings can only be operated safely in the following order: north, middle, north. If, at any point in the sequence, the PCs deviate from the series, go immediately to Pulling the Wrong Ring, below.

Pulling on the northern-most ring causes the room to descend one level, revealing a pair of steep, slick chutes, one inside each maw, descending into darkness. Climbing up or down the chute without the aid of magic requires a roll of Dexterity or less at -2 on d20. Those failing the Dexterity roll tumble down the chutes to area 1-17, taking 2d6 points (9 HP) of falling damage.

Pulling the middle ring second causes the room to descend another level, cutting off access to the chutes, potentially cleaving any ropes and trapping climbers. It takes 2 rounds for the room to descend far enough to close off the chutes. Any PCs caught trying to enter or exit a chute during the second round must succeed on a Dexterity roll or less at -3 on d20 or be caught, taking 10d6 points of shearing damage (48 HP).

Pulling the north ring last, causes the room to descend one final time, revealing a pair of iron doors that both open to area 1-16.

If, after the rings have been pulled in the proper sequence, any of the three are pulled again, the room ascends to its first (original) position, blocking escape from area 1-16.

**Pulling the Wrong Ring:** If the rings are ever pulled in the wrong order, the lift quickly descends

past all remaining stages. Quick-thinking PCs can escape the room by leaping at the chutes and then the doors as they pass, but this requires a successful roll of Dexterity or less at -3 on d20. PCs failing are tumbled back into the room.

(Also note that at any time during the fall, PCs can pull the fourth, hidden ring, safely slowing their descent and then returning the room to its original position. See below for the location of the fourth ring.)

After passing all three stages, the room drops in freefall for 100 feet then comes to a sudden halt, inflicting 10d6 points of falling damage (45 HP). The following round the room begins to fill with water, pouring in from seams in the iron plates. It takes 5 rounds to fill the room from floor to ceiling.

Escape can be had by the quick and clever. Anyone prying off the left eye of the dragon, succeeding on a Find Traps check with a modifier of -31%, or succeeding on a roll of Intelligence (or Wisdom) or less at -3 on d20 discovers a fourth ring. This ring's only function is to reset the room; it can be pulled at any time after the room has been moved from its original location.

Left to its own devices, the room resets after 15 minutes, rising back to its original position, the water slowly draining from the seams.

**Treasure:** The eyes of the minotaur and the dragon are composed of dozens of gems cleverly cut and fit together to form single, multi-faceted gems. These composite gems are worth 10,000 gp each to expert gem cutters.

**GM's Note:** PCs entering the chutes are destined for a spectacularly deadly series of traps, which might lead GMs to question the balance of the encounters.

The unfortunate answer is that when the Crypt was built, the designers knew that anyone who had penetrated this far, and persisted in entering the chute, was clearly a villain bent on looting the vaults. Therefore a series of traps was constructed to kill even the hardest band of greedy crypt-robbers. PCs surviving the gauntlet should be applauded for their skill and courage.

Those that fail will leave behind their corpses to decorate the Iron Crypt.

**Simulated Pit Trap:** mechanical; location trigger; automatic reset; never miss; 100 ft. deep falling damage 10d6 (45 HP); multiple targets (all targets in room); Find traps modifier -31%; Remove traps modifier -10%.

**Water-Filled Room Trap:** mechanical; location trigger; automatic reset; multiple targets (all targets in room); never miss; onset delay (5 rounds); liquid; Find traps modifier -10%; Remove traps modifier -25%.

**Area 1-16 – Chapel of the Faithful:** Read or paraphrase the following:

*The iron doors swing open at your touch, revealing a small chamber bathed in pale, blue light. A simple pew rests in the center of the room. Suspended in the air before the pew are a glowing mace, a bejeweled chalice, and a shimmering shirt of chainmail.*

*On the far side of the simple chapel is a tile mosaic of a door, crackling with green energy.*

This chapel was created as a place of sanctuary in case the Iron Crypt was ever breached. Priests could come to the chapel, replenish their spells, heal their wounds, and take up the battle once more.

Clerics and paladins entering the chapel immediately know that it is a sacred place of holiness. Evil clerics standing within the chapel take 1 point of damage (holy) per round for as long as they insist on remaining. Good-aligned PCs standing within the chapel heal 1 hit point per round, to their maximum. Neutral-aligned PCs receive no benefit.

Good-aligned clerics and paladins praying at the altar are permitted a Wisdom or less roll at -2 on d20. Those succeeding experience a flash of divine insight, alerting them to the dangers of the Ebon Egg. Without being able to explain how, they innately know that a horror has been set loose in the lower vaults of the Crypt, one that – if left unchecked – will destroy the world. For every number below Wisdom -2 rolled on the Wisdom check, the cleric or paladin recovers one level of spells. This effect can take place once per PC per day, and has no effect on PCs who cannot, or have not yet, cast any spells.

**Example:** Tobias the Holy (WIS 17) kneels before the altar and rolls a 13 on his Wisdom check. Tobias experiences a flash of divine wisdom and recoups 2 spell levels. Tobias can recoup one 2nd level spell or two 1st level spells.

**Treasure:** The items suspended in the air are for defenders of the Crypt, and PCs may take them as they wish. The mace is a *footmans's mace* +2, the chalice can produce up to 10 doses of *extra-healing potion*, and the chain shirt is *elfin chain* +1.

**The Door Mosaic:** The time door is a *circle of teleportation*. Any creature touching the portal is transported to area 1-19. PCs arrive directly before Library of Heresies.

**Area 1-17 – Well of Pain:** Read or paraphrase the following:

*The chutes empty into a large gallery. Placed in the center of the gallery is a well, roughly 3 paces across, surrounded by a mosaic of colored tiles. The walls of the room are all covered in the same tiles.*

*The air smells vaguely of blade oil.*

Upon closer inspection, PCs see that the tiles all depict veritable forests of soldiers impaled on long spikes. All of the tiles are roughly 6 inches tall, by 10 inches wide, and are glazed blue or yellow, with the scenes inked in red.

A roll of Intelligence (or Wisdom) or less at -2 on d20 reveals a single unique wall tile. Glazed red and accented with blue ink, the tile depicts a large skeleton-like creature with a hooked tail and wielding a large bone hook. This tile is a clue to the dangers lurking in area 1-18. Hidden behind the tile is a secret cache of 3 potions of *extra-healing*. The tile has 10 hit points, and can be broken on a percentile roll of 75% or greater.

The well is 60 feet deep. At the base of the well is a swirling mist that pulses red. The mist is an *illusion*; a roll of Intelligence (or Wisdom) or less at -2 on d20 permits a PC to disbelieve in the mist. The bottom of the well is no less deadly for its illusionary qualities. If more than 50 lbs. is placed on the base of the pit, a fusillade of iron spears springs from one wall, and locks into the opposite wall. Any PC in the bottom 15 feet of the well is attacked by 1d6 spears, taking 1d8 points of damage (5 HP) for each spear.

PCs caught in the trap must make a Dexterity or less roll at -2 on d20 or be pierced by the spears. Those failing the check may also opt to tear themselves free from the spears, inflicting an additional 1d8+2 points of damage (7 HP) for each spear.

One round after the spear trap is triggered the iron walls of the well begin to move together. It takes 3 rounds for the walls to touch, inflicting 16d6 points of crushing damage to anyone caught in the well (66 HP).

A 10 foot section of wall 15 feet above the base of the well remains stationary, revealing a hidden passageway, permitting exit from the well. The passageway is 6 feet high and wide. Thus PCs standing in the gallery above need to descend 39 feet in three rounds to make it to the passageway before the walls seal the well closed.

The trap resets after 6 hours.

**Fusillade of Spears Trap:** mechanical; touch trig-

ger (base of the well); automatic reset; Damage 1d8 (5 HP) per spear; multiple targets (1d6 spears per target in a 10 ft.-by-10-ft. area); Find traps modifier -34%; Remove traps modifier -16%.

**Crushing Pit Trap:** mechanical; location trigger; automatic reset; walls move together; Damage 16d6 (66 HP); multiple targets (all targets in a 10-ft.-by-10-ft. pit); never miss; onset delay (4 rounds); Find traps modifier -22%; Remove traps modifier -16%.

**Area 1-18 – Guardian of Bone:** Read or paraphrase the following:

*The narrow tunnel comes to an end before a short pit. A narrow bridge, made of massive white bone vertebrae, permits passage across the pit. On the far side of the pit is a peculiar octagonal door made of burnished silver and decorated with etched sigils.*

PCs peering into the pit see a well that seems to descend hundreds of feet into darkness. This is, of course, an *illusion*. A successful roll of Intelligence (or Wisdom) or less at -2 on d20 permits a PC to disbelieve in the illusionary pit.

The true pit is only 12 feet deep, but hidden beneath the *illusion* is an enhanced bone devil (new monster). Trapped by the creators of the Iron Crypt and condemned to an eternity of service, the devil's sole joy is inflicting the maximum amount of pain possible on intruders. Those successfully disbelieving in the illusionary pit see the bone devil and, beneath the devil, a small wooden portal set into the floor.

PCs attempting to leap across the pit must succeed on a roll of Dexterity or less at -2 on d20. Those failing the check tumble down into the pit. The bridge of vertebrae is difficult to cross; PCs must succeed on a roll of Dexterity or less on d20 and those failing tumble down into the pit. Any PC struck by an attack while crossing the bridge must succeed on a roll of Dexterity or less at -6 on d20 or fall into the pit.

The octagonal door across the pit is a *circle of teleportation*. Any creature touching the portal is transported to area 1-13. PCs arrive in mid-air, tumbling down twenty feet to crash into the enormous black pudding (see area 1-13 for more information).

The small wooden portal set into the floor of pit is also a *circle of teleportation*. Any creature touching the portal, other than the bone devil (see below), is transported to area 1-19. PCs arrive on the floor, directly before the Library of the Heretics.

The enhanced bone devil is unable to leave the pit.



**Tactics:** If the enhanced bone devil is facing more than one opponent in melee, it employs its bone hook to occupy one opponent, then directs its three attacks towards another opponent, hitting with its two clawed hands and its razor sharp tail. The enhanced bone devil returns to finish off the opponent held fast with the bone hook once all other opponents have been neutralized.

**Enhanced Bone Devil (new monster):** Frequency: rare; No. Appearing: 1; Armor Class: -3; Movement: 15"; Hit Dice: 11(d8) (HP 79); % in Lair: nil; # of Attacks: 1+3 or 3; Damage per Hit: 3-12 + 1-8/1-8/2-16 or 1-8/1-8/2-16; Special Attacks: *Snare* (see below), spell-like abilities; Special Defenses: Spell-like abilities; Magic Resistance: 40%; Intelligence: Very; Alignment: LE; Size: L (9.5 ft tall).

*Snare:* Enhanced bone devils have a great bone hook they employ to snare and wound opponents. Any creature caught (hit) by the bone hook has an 80% chance of being stuck fast. The bone devil then strikes such victims with its two clawed hands doing 1-8 HP of damage each and with its tail doing 2-16 HP of damage, plus causing a loss of Strength (1-4 points) unless a save vs. poison is made. Strength loss lasts for 10 melee rounds.

*Spell-Like Abilities:* At will—*greater fear* in a 5 foot radius sphere, *create illusion*, *fly*, *become invisible*, *detect invisible*, *fear* (spell), and *summon* another (standard) bone devil (40% chance of success). Once per day, it is able to create a *wall of ice*, per the spell.

**Circle of Teleportation (new spell) Trap:** An enchanted circle on the floor, ceiling, wall or other horizontal or vertical surface that teleports to a designated location any creature that stands in or touches the circle. The *teleport* effect has no range limits and does so without error with regards to the target location. The *circle of teleportation* can be made permanent with a *permanency* spell.

**Area 1-19 – Broken Hall:** Read or paraphrase the following:

*This vaulted hall is dominated by a trio of identical staircases that rise to towering iron portals to the north, west and south. At some point in the recent past a powerful force shattered the hall, opening a deep fissure that split the hall in two and collapsed the southeastern corner. Once-mighty pillars now stand at awkward angles, and portions of the ceiling have fallen, scattering rubble across the floor.*

The devourer released the wights from area 1-21 by forcing one of the brothers of Ordocar to cast an *earthquake* spell. The resulting quake burst the iron portals, caused the collapse on the southwestern

half of the room, and opened the fissure that splits the hall.

A successful check of Intelligence or less at -2 on d20 shows that the walls of the fissure are very unstable. Dwarven characters may also make a general check against their knowledge of stonework and construction, success being achieved upon rolling a 4 or better on d8. If anyone weighing 50 pounds or more comes within 5 ft. of the fissure, the edge collapses. A successful roll of Dexterity or less at -2 on d20 allows the PC to grab the fissure's edge. Otherwise the victim falls 40 ft. to the rocky chasm floor, taking 4d6 points of falling damage (16 HP).

**Area 1-20 – Library of Heresies:** These iron doors are locked and made up of a complex mesh of interlocking gears and release devices (Pick Lock modifier is -46%; must roll 90% or better on d%, or hit for 75 HP, to break). If the lock is picked, the gears spring to life, rolling back the doors to reveal:

*Before you stretches a dark hall that once must have been a library. Dark rugs covered in eldritch sigils line the floors and empty shelves line the walls. Thousands upon thousands of ancient texts are heaped into an enormous mountain in the center of the library. Atop the pile, nested in cobwebs and deep shadows, is a single, enormous tome.*

*The gold-bound covers open as if turned by a ghost, and the pages begin to slowly flip past.*

Show the players handout F. This library contains records of the Order's debates, some dating back several hundred years. So close to the Ebon Egg, the library has been steeped in the Egg's evil influence. The rugs and books have all been transformed into animated objects that violently attack any intruders.

Fortunately, nearly all of the tomes have rotted away to moldy husks, and only a handful can launch a meaningful attack. Unfortunately, the largest of the librams, the Master Tome, was once a spellbook and has now mastered the spells contained in its own pages. The Master Tome can cast spells as if it were a 16th level magic user, as indicated in its stat block below.

The Master Tome uses its spells to the best of its ability, summoning monsters and training attack spells on spellcasters while the rugs and lesser tomes distract the PCs.

**Treasure:** Texts pertinent to the PCs are listed below. Each is worth 5,000 gp to a good-aligned church. GMs are invited to use this library to intro-

duce plots and schemes that are specific to their own campaign world. Perhaps the paladins uncovered some truth that was too terrible to be brought to light, or perhaps the library contains documents recording an ancient curse pertaining back to a PC's own ancestors.

*Heresy of Mercy* (6 tomes bound in red dragon scales): debates arguing that the disobedient knights of the Ordocar should have been accepted back into the Order.

*Heresy of Honor* (9 tomes bound in gold leaf): a collection of theories arguing that warriors willing to die for prideful honor are shirking their higher duty to their liege and their god.

*Heresy of the Good War* (2 tomes bound in platinum): a collection of theories hypothesizing that violent acts, even those committed in the name of good, can only result in more violence. Readers encountering the Ebon Egg are granted a check against Wisdom (or Intelligence) or less at -1 on d20 to realize that violence feeds the Egg, and that attacking it will only cause it to grow.

*Heresy of Truth* (1 tome bound in leather): a brief treatise arguing against hiding evil deeds and evil artifacts in the Crypt. The tome theorizes that if enough evil is brought together, it will begin to implode upon itself. Readers encountering the Ebon Egg are granted a check against Wisdom (or Intelligence) or less at -1 on d20 to realize the origins of the Ebon Egg.

Anyone taking the time to read and consider all of the surviving tomes will gain a +1 circumstance bonus on Intelligence or Wisdom checks. The tomes are heavy reading, requiring 24 months of study, minus 1 month for every point of the reader's intelligence bonus.

**The Master Tome (new monster):** AC 3; HD 6d12; HP 70; # of Attacks 1; Damage per hit 1d8+4 (10); SA spells; SQ infravision, spells; AL NE.

*Spells Available* (each 1/day, caster level 16): 1st level – *charm person*, *hold portal*, *light (darkness)*, *magic missile* (x3), *shield*; 2nd level – *darkness 15 feet*, *forget*, *magic mouth*, *mirror image*, *ray of enfeeblement*, *stinking cloud*, *web*; 3rd level – *dispel magic*, *gust of wind*, *hold person*, *lightning bolt* (x2), *monster summoning I*; 4th level – *confusion*, *minor globe of invulnerability*, *ice storm*, *monster summoning II*, *wall of ice*; 5th level – *B.'s interposing hand*, *cone of cold*, *feeblemind*, *monster summoning III*, *wall of iron*; 6th level – *chain lightning* (new spell; see above), *disintegrate*, *monster summoning IV*, *T.'s transformation*; 7th level – *M.'s sword*, *power word stun*, *reverse gravity*; 8th level – *B.'s clenched fist*.

**First Edition Conversion Notes:** The number and selection of first edition spells available to The Master Tome (as listed above) are somewhat different than the number and selection of third edition spells available in the original third edition module. This is due in part to the changes made to the various spell lists when the third edition was written, and in part an attempt to provide The Master Tome a more rounded arsenal of spells from which to choose. Additionally, the spell caster level of The Master Tome was beefed up to increase the challenge presented by The Master Tome. For a strict conversion of The Master Tome as written in the original module, The Master Tome should cast spells as a 12th level caster, and should have the following number of spells per level available each day: 4/4/4/4/4/1.

**Animated Rugs (new monster) (2):** Gargantuan Construct; HD 16d10; hp 160; AC 8; # of Attacks 1 slam plus constrict if grappled; Damage per slam attack 2d8+10 (22); Damage per constrict attack 2d8+10 (22); SA Constrict; SQ Construct traits, *infravision*; AL N.

*Constrict:* A rug can make constriction attacks against multiple creatures at once, if they all are at least two sizes smaller than the object and can fit under it.

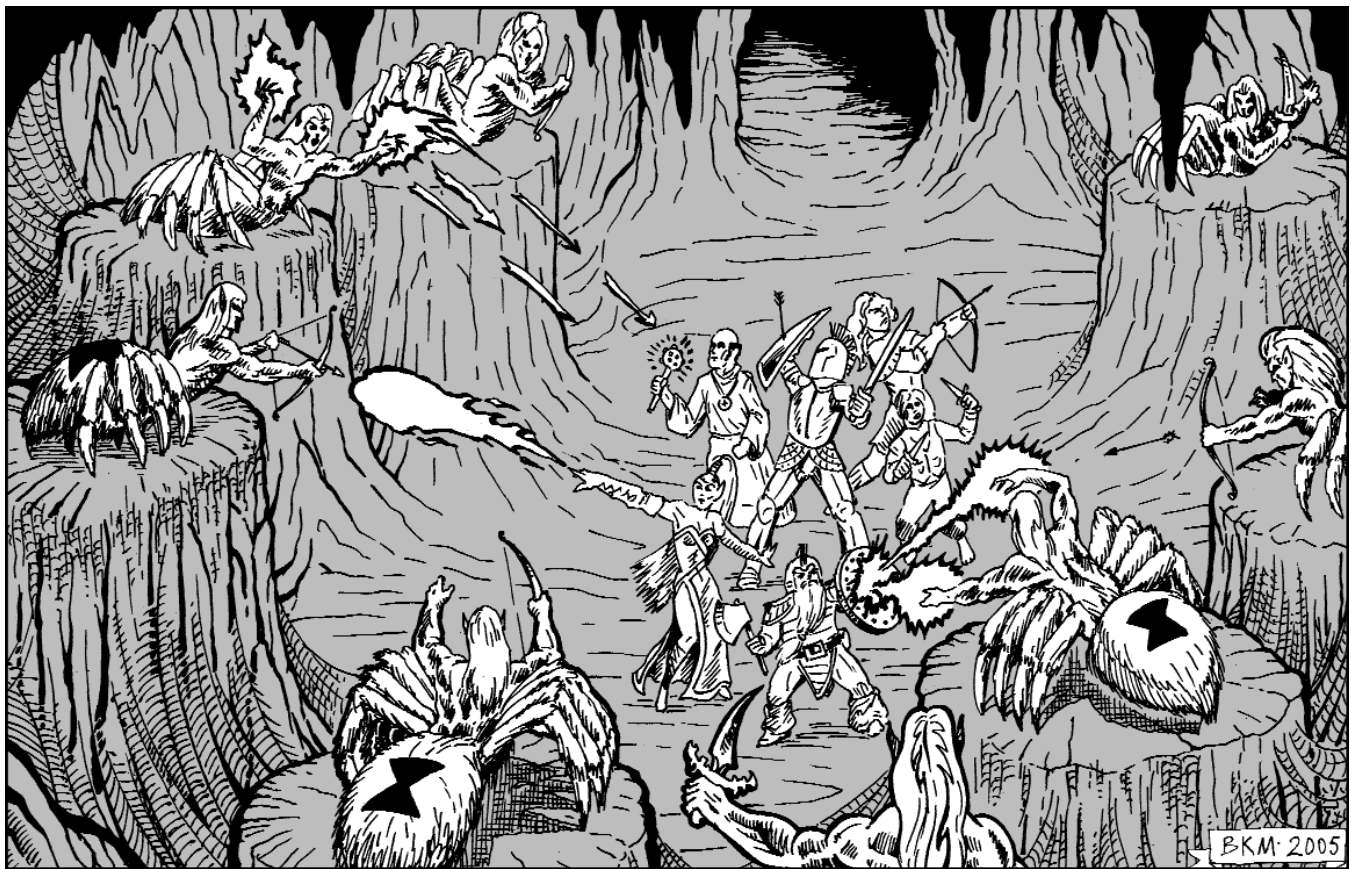
**Animated Books (new monster) (20):** Small Construct; HD 2d10; hp 15; AC 6, # of attacks 1; Damage per attack 1d4 (3); SQ Construct traits, *infravision*; AL Neutral.

**Area 1-21 – Iron Crypt of the Heretics:** Read or paraphrase the following:

*These tall iron doors are both covered in a maze of gears, tumblers, pendulums and rusty levers. One of the doors hangs from its hinges, as if cracked by a titanic force. Peering inside you can discern a vaulted hall with dozens – no, hundreds – of sepulchers bored into the iron walls. The coppery scent of death is strong here, mixed with a sickly sweet scent of herbs.*

This is where the blackguards were entombed. Now all but one of the sepulchers are empty.

A successful search (5-8 on d8) will discover the single remaining corpse. This was once Draco Faerus, a paladin who was wrongly entombed along with the blackguards. A successful check of Intelligence or less at -3 on d20 reveals the identity of the corpse; those familiar with the legend also know that House Faerus expended all of its resources trying to recover the remains of Draco. The House's sole heir, Lady Shadron, vanished on such a quest twenty years ago. She and her party



were never seen again. (Their corpses can be found in area 1-22D.)

**Area 1-22 – Chamber of Webs:** Read or paraphrase the following:

*The narrow cleft in the rock widens to reveal a natural cave chamber. The ceiling is obscured by a thick weave of silver webs. Half a dozen large bundles dangle from the ceiling, wrapped in the same silvery threads, trembling softly in the cool air. You can hear a loud droning in the distance.*

This is the lair of a clan of driders. The bundles are dead humanoid slaves: orcs, drow, and duergar. The desiccated corpses weight the ceiling webs so that they transmit vibrations through the rest of the area 1-22 cave system. The slightest noise or disturbance in this chamber will alert the driders in areas 1-22A.

**Area 1-22A – Lost Clan of Ereluc:** Read or paraphrase the following:

*The walls and ceiling of this chamber are entirely covered in silvery threads. Towering, flat-topped stalagmites, draped in webs, stop just short of the ceiling. A thunderous roaring drowns out all but the loudest sounds, and the silvery webs scintillate with condensation.*

Eight driders lurk here atop the stalagmites. All have been on edge ever since 5 of their number vanished into the Vault of the Egg (area 1-24) after a *teleport* scroll went awry. If they have been alerted by PCs passing through area 1-22, the driders launch surprise attacks, dousing the chamber floor with attack spells.

These driders were once drow sorcerers of House Ereluc. They failed their dark goddess and were condemned to live out the remainder of their days as horrid aberrations. Forced to wander the underdark, the driders discovered the peculiar properties of the metal that makes up the Iron Crypt, and have begun experimenting with bits of iron “mined” from the Crypt’s walls.

**Tactics:** The driders have one-quarter cover from atop the stalagmites, granting them a +2 cover AC bonus and a +1 save bonus vs. all saves *except* paralyzation, poison or death magic. The driders use this to their advantage, directing attack spells and arrows at obvious spellcasters. Each round one will hold a readied *dispel magic*, waiting to counter-spell an offensive spellcaster. They rotate through their number as each uses up his ability.

If the battle begins to go badly, the driders retreat to area 1-22B along the sheet webs that cover the roof of the chamber. There they make their final stand,

threatening to kill the slaves unless the PCs cease their attacks.

The roar from the waterfall in area 1-22B gives a +30% modifier to any Move Silently checks.

**Note:** These driders are within the Ebon Egg's sphere of influence. If they are killed, they rise in 1d4 rounds as wights, retaining all of their previous class abilities.

**Dridrider (8):** AC 3; HD 6d8+6; HP 45 each; # of Attacks 1; Damage per hit: bite 1d4 (3) + paralysis poison (save at -2), or shortsword 1d6+2 (7) or short-bow 1d6 (4); SA Spells, spell-like abilities, paralysis poison; SQ *infravision*, spell resistance 15%; AL CE.

**Possessions:** 2 +2 short swords, short bow, 20 arrows.

**Spell-Like Abilities:** 1/day – *dancing lights*, *darkness*, *detect magic*, *dispel magic*, *faerie fire*, *know alignment*, and *levitate*. Caster level 8th.

**Magic User Spells Known (4/3/3/2):** 1st level – *detect magic*, *magic missile*, *protection from good*, *shield*; 2nd level – *invisibility*, *mirror image*, *ray of enfeeblement*; 3rd level – *fireball* (x2), *lightning bolt*; 4th level – *minor globe of invulnerability* and either *wall of ice* (4 driders with this spell) or *wall of fire* (4 driders with this spell).

**Area 1-22B – Slave Chamber:** Read or paraphrase the following:

*This chamber is dominated by a thundering wall of water that tumbles from the high ceiling, before crashing into a wide pool that feeds a dark river. The roof of the cavern is concealed in thick webs that shimmer and dance with beads of water.*

*A dozen miserable figures huddle around a sputtering fire near the river's shore, warming their hands by the meager flames.*

This chamber is used to house the slaves that mine

the iron from the walls of the Iron Crypt in area 1-22C. The group is composed of 6 orcs, 3 duergar, 2 goblins, and a single miserable one-eyed kobold. Each of the slaves is shackled around the neck, and connected to his fellows by a thick chain that is anchored to the cavern floor. All are terrified of their captors, and will do nothing to aid the PCs. If given the chance, the slaves flee for their lives.

**Treasure:** Woven into the 40 ft. high ceiling is the collective treasure of the driders: a *bag of holding* containing 2,350 gp and 350 pp, *gauntlets of dexterity*, and a +3 *two handed sword*.

**Area 1-22C – Mine Shaft:** Read or paraphrase the following:

*The natural, water-worn worn cave quickly gives way to a mining shaft hewn from the dark stone. The slope climbs sharply and bits of tailings underfoot make the going treacherous.*

This mine shaft was dug by the slaves in area 1-22B. The driders, detecting the powerful auras cast by the Ebon Egg, mistakenly believe that the walls and floors of area 1-24 possess powerful magics of their own. They have directed their slaves to "mine" the iron floor from beneath area 1-24, and have begun experimenting with the ore's properties.

A successful roll of Intelligence or less at -1 on d20 reveals that there is no real ore here to speak of, and that the shaft heads back into the Iron Crypt. The miners have nearly broken through to area 1-24. If more than 25 hit points of damage are done to the roof at the end of the shaft, the thin iron gives way, opening a narrow fissure into area 1-24.

**Area 1-22D – Heir of the Faerus:** Read or paraphrase the following:

*The river widens here and slows, winding its way around a long sandbar. A single ancient stalagmite thrusts its way through the sandbar. A dark cleft is worn into the heart of the stalag-*

## Skull Positions

Location	Material	Starting Position	Current Position	Corresponding Skull
Central skull	Ruby	Upside down	_____	–
Northwest alcove	Emerald	Rightside up	_____	Bloodstone
Southwest alcove	Black Sapphire	Upside down	_____	Jade
Northeast alcove	Jade	Upside down	_____	Diamond
Southeast alcove	Bloodstone	Upside down	_____	Black Sapphire
Area 1-23A	Diamond	Upside down	_____	Ruby



*mite, and it looks as if flotsam and debris from the river has been trapped there over the ages.*

If the party investigates further, read or paraphrase the following:

*Upon closer investigation, the cleft is revealed to be a narrow cave. What you first mistook for flotsam is actually pale bones and corroded bits of armor, half-buried in the sand.*

Almost a decade ago, Lady Shadron, sole heir of House Faerus, organized an expedition to recover the remains of her ancestor, the legendary paladin Draco Faerus. The expedition ended in tragedy when the party's mage attempted to teleport the survivors to safety. The spell failed, hurling Shadron and the others into the underground river. Shadron dragged her fellows to safety atop the island, only to watch them all die of starvation.

The corpses of the ill-fated party remain on the island, nearly buried in the sand. A successful roll of Intelligence (or Wisdom) or less at -2 on d20 will allow PCs to identify the corpse of the Heir of Faerus. Shadron's last days are recorded on a sheaf of vellum rolled inside a pale scroll case; unless the PCs succeed on a check of Intelligence or less at -2 on d20, they mistake the scroll case for another bone.

**Treasure:** A small portion of the party's equipment has survived. A casual search (no checks required) will uncover the following items from the sand: +1 *bastard sword*, *bracers of defense* (armor class 8), *cloak of protection* +2, +2 *full plate*, +1 *heavy shield*, 12 flasks containing ruined potions, and *Nightbringer* (a +4 *warhammer of cancellation* that functions as the rod of the same name).

**Area 1-23 – Hall of the Five Seals:** The western entrance to this room is locked by a complex mesh of gears and release devices (Pick Locks modifier -46%; HP 75 or roll 7-8 on d8 to break). If the lock is picked, the gears spring to life, rolling back the doors to reveal:

*A curious hall beckons you to enter. The walls, ceiling and floors are made up entirely of inter-meshed gears and cogs, with but a single narrow catwalk running along the floor. At the center of the hall stands a ruby skull, supported by a iron rod extending from the wall, and running into the maze of clockworks. The catwalk leads to four alcoves, each with a smaller gem-skull supported by an iron rod. Strangely, all but one of the five skulls is turned upside down.*

Show the players handout G. These skulls make up the last puzzle protecting the Iron Crypt; each is



meant to be grasped and rotated. A successful roll of Intelligence or less at -2 on d20 will reveal scratches on the iron rods indicating that the skulls were turned in the past.

When the PCs first enter the chamber, all except the emerald skull (in the northwest alcove) are rotated so that they are upside down. The large, central skull is protected by a *power word kill* trap that is triggered any time the ruby skull is touched. The trap instantly slays any target that fails a saving throw vs. spell or death magic at a -2 modifier. Those succeeding in their saving throw take 10d6 points of damage (46 HP) instead.

In order to deactivate the trap and open the way to the north, the skulls must be turned in the proper order. When one skull is grasped and rotated 180 degrees, the great clockworks groan into motion, turning the corresponding skull 180 degrees. The jade skull will seem to not turn any skull, since its partner is hidden in area 1-23A; the trick to the puzzle is knowing the existence of this diamond skull.

Use the table on the preceding page to keep track of which way each skull faces. This isn't important to the puzzle (the solution is based on the order they're turned in, not which way they face), but the PCs don't know that!

The correct order is: emerald, bloodstone, black

sapphire, jade, diamond. When the diamond skull is turned in the proper order, the ruby skull rotates and the clockworks draw open to reveal a passage-way into area 1-24. Any time the *power word kill* trap is triggered, all the skulls reset, leaving the emerald skull facing rightside up.

Each of the gems is a near-perfect specimen. The massive ruby is worth 20,000 gp, and each of the smaller skulls is worth half as much. Removing the gems breaks the clockworks, locking them in position.

**Power Word Kill trap:** magic device; location trigger; automatic reset; spell effect (*power word kill*, 19th-level magic user, death unless a saving throw vs. spell or death magic at a -2 modifier is made, otherwise take 10d6 HP of damage [46 HP]). Find Traps modifier for this trap is -50%; Remove Traps modifier is -65%.

**Area 1-23A – The Last Seal:** This corridor is hidden by a secret door that can be found with a successful roll on d20 of Intelligence or less with a -3 modifier.

*The secret door opens to a winding corridor that ends in an abrupt wall. A diamond skull is suspended at chest level by an iron rod that extends from the wall. Strangely, the skull is upside down.*

A successful Intelligence or less check at -2 on d20 reveals scratches on the iron rod indicating that it was turned in the past. See area 1-23 for more information on the seals and opening area 1-24.

**Area 1-24 – Vault of the Egg:** Read or paraphrase the following:

*Massive clockworks whirl and spin around you, parting to reveal a corridor stretching into darkness. The air is thick with the pulsing aura of palpable evil. At the floor of the corridor, to your right, the darkness seems denser than natural shadow. You are unable to make out any details of the rounded bulge, almost as if nothing was there at all. A wave of nausea and anxiety washes over you, and your mouth is tinged with the taste of copper. Suddenly you spot five spider-like creatures scuttling toward you from the distance.*

The “bubble” in the lower eastern corner of the corridor is the furthest edge of the Ebon Egg; the remainder of the Egg rests in the room below. Anything or anyone touching the Egg is obliterated from existence as if by a *sphere of annihilation*. (See page 4 for more important information on the Ebon Egg.)

At the end of the hall are 5 driders. The aberrations mistakenly *teleported* into the vault 3 days ago and have been unable to escape. The driders are desperate and ferocious, and willing to slaughter anything standing in their way as they attempt to escape.

Like the driders in area 1-22A, these driders rise as wights after being slain. Each time a drider (or PC) rises as a wight, the Ebon Egg pulses with power, signaling the connection between the Egg and the wights. As the Egg grows, it eats into the suspending corridor. 150 hp of cumulative damage is enough to cause the Egg to grow large enough that it devours the supports of the corridor, sending it crashing down into the vault below. Anything standing in the corridor falls with it, taking 4d6 points of damage (20 HP) from the falling rubble, sending up a choking plume of dust, and obscuring sight beyond 5 feet. A successful roll of Dexterity or less at -3 on d20 will save for half damage (10) from the rubble.

The vault below is filled with orderly stacks and racks of books, scrolls, steel-flasked potions, sinister weapons and armors of all sorts, wicked-looking chalices, and obsidian orbs – indeed, nearly any evil magic item imaginable can be found here. They have all been drained of magic, their powers absorbed into the pulsing seed of nothingness that occupies the entire southeastern corner of the vault.

As soon as PCs enter the vault, they feel the Egg’s attention turn towards them. If the Egg has achieved sentience and mobility, it will begin to creep towards them, eager to devour its first living prey. If the Egg has not yet “awakened,” the PCs have a chance to destroy the abomination. See page 4 for details on combat with the Egg, and its influence over living things.

**Treasure:** Despite appearances, there is very little of worth here. While the drained magic items still appear to be enchanted creations, touching them reveals the truth: each has been reduced to ash, covered by only a thin skin of its original material.

The only surviving magic items were those mistaken as evil; these alone succeeded in resisting the



Egg's taint, though many of them have been weakened over the centuries.

A careful search of the room will reveal a handful of such items, hidden among the ashen items of vice and cruelty. Permit the PCs to make an Intelligence or less roll on d20; the lower their success the more surviving items are discovered. The results are cumulative.

**Example:** A party succeeding with a roll of INT-3 on an Intelligence or less check finds all the items in the first three levels of treasure in the below table.

Roll	Treasure
INT-1	<i>Plate mail +2, 2 potions of extra-healing</i>
INT-2	<i>Bracers of defense (AC 5), broadsword +3, frostbrand</i>
INT-3	<i>Token of wishes (a copper coin with the image of a starburst on one face, and blank on the other face; 1 wish remaining)</i>
INT-4	<i>Wand of fire (52 charges), ring of protection +2</i>
INT-5	<i>Ring of shooting stars, staff of curing (10 charges)</i>

**Drider (5):** Large Aberration; HD 6d8+6; hp 45 each; AC 3, # of Attacks 1; Damage per attack: bite 1d4 (3) + paralysis poison (save at -2), or shortsword 1d6+2 (7) or short-bow 1d6 (4); SA Spells, spell-like abilities, paralysis poison; SQ *infravision*, spell resistance 15%; AL CE; Possessions: 2 +2 shortswords, short bow, 20 arrows.

*Spell-Like Abilities:* 1/day – *dancing lights, darkness, detect magic, dispel magic, faerie fire, know alignment, and levitate*. Caster level 8th.

*Magic User Spells Known (4/3/3/2):* 1st level – *detect magic, magic missile, protection from good, shield*; 2nd level – *invisibility, mirror image, ray of enfeeblement*; 3rd level – *fireball (x2), lightning bolt*; 4th level – *minor globe of invulnerability* and either *wall of ice* (4 driders with this spell) or *wall of fire* (4 driders with this spell).

## Conclusion

Read or paraphrase the following:

*After what has seemed like ages, you step from the Iron Crypt, shielding your eyes in the bright sunlight. The storm has passed, leaving a blanket of fresh snowfall that covers the high valley. The snow shines brilliantly beneath the bright blue sky and the horror of the Iron Crypt fades like a child's nightmare upon waking. The bards will sing of your heroism, no doubt, but for now you take simple solace in a beautiful world born anew.*

*You fill your lungs with the fresh, crisp air and start down the valley back towards civilization.*

## THUS ENDS THE HORROR OF THE IRON CRYPT

## Rewards

Reward experience normally for combat and traps in the Iron Crypt. In addition, you may elect to award bonus XP to the for exceptional action and heroic accomplishments. Use the list below as a guideline for awarding bonus experience points.

Action	XP Bonus
Performing final rites for the wight monks (area 1-6)	1,000 XP
Recovering the corpse of Draco Faerus (area 1-21) or Shadron Faerus (area 1-22D) for proper burial by their family	750 XP per corpse
Destroying the Ebon Egg	8,000 XP



# Appendix I: Pregenerated Characters

## Basic Stats

Character	Gallowahn	Elinndell	Fingers	Ergard	Kas'ra	Thornin	Dorian
Sex	Male	M/F	Male	Male	M/F	Male	Male
Race	Half-elven	Half-elven	Halfling	Human	Human	Dwarf	Human
Class	CL	RNG	TH	PAL	MU	FTR	FTR/TH
Level	12	12	12	12	12	12	12/12
Size	Medium	Medium	Short	Medium	Medium	Short	Medium
Height	5'3"	5'7"	3'9"	6'1"	5'10"	4'4"	5'11"
Weight	92 lbs	100 lbs	45 lbs	215 lbs	145 lbs	155 lbs	185 lbs
Alignment	LG	NG	CG	LG	NG	NG	NG
AC	-3	-2	0	-5	2	-3	-3
Hit Points	90	106	64	107	66	123	93
Strength	15	17 (+1/+1)	8	18 (+1/+2)	9	18/45 (+1,+3)	18/65 (+2,+3)
Intelligence	9	15	16	13	19	14	15
Wisdom	16	14	9	14	10	16	16
Dexterity	16 (-2 to AC)	17 (-3 to AC)	17 (-3 to AC)	16 (-2 to AC)	14	17 (-3 to AC)	17 (-3 to AC)
Constitution	15 (+1 HP/lvl)	15 (+1 HP/lvl)	12	13	16 (+2 HP/lvl)	16 (+2 HP/lvl)	16 (+2 HP/lvl)
Charisma	7	17	15	17	15	12	16
Armor	+1 plate, +1 shield	Bracers AC 3, +2 ring of protection	Bracers AC 4, +1 ring of protection	+2 plate, +3 shield	Bracers AC 4, +2 ring of protection	+2 Chainmail	Bracers AC 2, +2 ring of protection
Spells Per Day	8/7/5/3/2/2	Druid 2/1, MU 2	n/a	CL 2/2	4/4/4/4/4/1	n/a	n/a
To Hit Bonus	+2 for mace	+1 Str, +2 for LS	+2 for SS	+1 Str, +3 for LS	+2 for Staff or Dagger	+1 Str, +2 for hammer	+2 Str, +3 for LS
Damage Bonus	+2 for mace	+1 Str, +2 for LS	+2 for SS	+2 Str, +3 for LS	+2 for Staff or Dagger	+3 Str, +2 for hammer	+3 Str, +3 for LS
Attacks/round	1	3/2	1	3/2	1	3/2	3/2
Save versus...							
Paralyzation/Poison	6	7 (5)	11 (10)	7 (5)	11 (9)	7 +4 bonus vs. poison	7 (7) (5)
Petrifaction	9	8 (6)	10 (9)	8 (6)	9 (7)	8	8 (8) (6)
Rod/Staff/Wand	10 (8)	9 (6) (4)	10 (7) (6)	9 (7) (5)	7 (5)	9-4=5 (2)	10 (7) (5)
Breath Weapon	12 (10)	8 (5) (3)	14 (11) (10)	8 (6) (4)	11 (9)	8 (5)	12 (9) (7)
Spell	11 (9)	10 (7) (5)	11 (8) (7)	10 (8) (6)	8 (6)	10-4=6 (3)	11 (8) (6)

Note: Bracketed saving throws reflect the adjustments for Dexterity and magical protections, respectively.

## Spellbooks

**Elinndell:** 1st level – *charm person, dancing lights, detect magic, feather fall, jump, protection from evil, spider climb.*

**Kas'ra:** 1st level – *charm person, comprehend languages, detect magic, feather fall, hold portal, identify, jump, light, magic missile, protection from evil, read magic, shield, sleep;* 2nd level – *continual light, detect evil, detect invisibility, invisibility, knock, levitate, locate object, mirror image, strength, web, wizard lock;* 3rd level – *clairvoyance, dispel magic, fireball, flame arrow, fly, hold person, infravision, lightning bolt, protection from evil 10 ft. radius, protection from normal missiles, water breathing;* 4th level – *charm monster, dimension door, fire shield, ice storm, minor globe of invulnerability, polymorph self, wall of fire, wall of ice;* 5th level – *B.'s interposing hand, cone of cold, passwall, stone shape, telekinesis, teleport, transmute rock to mud, wall of force, wall of iron, wall of stone;* 6th level – *disintegrate, globe of invulnerability, legend lore, stone to flesh, T.'s transformation.*





## Weapons and Equipment

PC	Weapons	Magic Items	Other Items
Gallowahn	+2 <i>mace</i> , heavy crossbow, 10 +1 <i>bolts</i> , 20 regular bolts	2 <i>healing potions</i> , <i>staff of curing</i> (25 charges)	Backpack with waterskin, one week's trail rations, bedroll, flint and steel, holy symbol
Elinndell	+2 <i>longsword</i> , +2 <i>long composite bow</i> , 10 +1 <i>arrows</i> , 10 +2 <i>arrows</i> , 10 regular arrows	+2 <i>ring of protection</i> , 2 <i>healing potions</i> , <i>rope of climbing</i>	Backpack with waterskin, one week's trail rations, bedroll, flint and steel, 10 torches
Fingers	+2 <i>shortsword</i> , +1 <i>short bow</i> , 10 +1 <i>arrows</i> , 5 +2 <i>arrows</i> , 20 regular arrows	+1 <i>ring of protection</i> , <i>bag of holding</i> , 2 <i>healing potions</i>	Backpack with waterskin, one week's trail rations, bedroll, flute, thieves' tools
Ergard	+3 <i>longsword</i> , +1 <i>long bow</i> , 5 +1 <i>arrows</i> , 20 regular arrows	<i>Ring of the ram</i> (25 charges), 1 <i>healing potion</i>	Backpack with waterskin, one week's trail rations, bedroll, flint and steel, holy symbol, 10 torches
Kas'ra	+2 <i>staff</i> , +2 <i>dagger</i> , light crossbow, 20 regular bolts	<i>Necklace of missiles</i> , 2 <i>healing potions</i>	Backpack with waterskin, one week's trail rations, bedroll, flint and steel, 10 candles, spell component pouch, spellbook, 10 torches
Thornin	+2 <i>war hammer</i> , +2 <i>throwing axe</i> , light crossbow, 10 +1 <i>bolts</i> , 20 regular bolts	<i>Periapt of wound closure</i> , 1 <i>healing potion</i>	Backpack with waterskin, one week's trail rations, bedroll, flint and steel, 10 torches
Dorian	+3 <i>longsword</i> , 2 +2 <i>daggers</i> , +2 <i>long composite bow</i> , 10 +1 <i>arrows</i> , 10 +2 <i>arrows</i> , 10 regular arrows	+2 <i>ring of protection</i> , <i>periapt of wound closure</i> , 2 <i>healing potions</i>	Backpack with waterskin, one week's trail rations, bedroll, flute, thieves' tools

## Appendix 2: Tournament Scoring Worksheet

Event Date: \_\_\_\_\_

Time Slot: \_\_\_\_\_

Party Name: \_\_\_\_\_

Players: \_\_\_\_\_

### Area 1-1 – Ice Bridge

Determine ice bridge is fragile +25  
Cross ice bridge safely +75  
Rescue party member from river +25

### Area 1-2 – Ruins of the Abby

Examine corpse +25  
Locate concealed door +50  
Open ruined iron door +50

### Area 1-3 – Hidden Sanctuary

Discover lore of statue +50  
Locate text on scroll +25  
Decode text on scroll +50

### Area 1-4 – Heretic's Gate

Paladin inserts hand in gargoyle +75  
Successfully avoid gargoyle trap +25  
Defeat golems +100

### Area 1-5 – Mysteries of the Ordocar

Examine the statues +50  
Flail is taken for some other purpose +75  
Sword is taken for other purpose +75

### Area 1-6 – Bridge of Nothingness

The bridge is used as a turnstile +50  
Successfully rotate bridge to S door +50  
Successfully rotate bridge to N door +50  
Defeat the wights with turn undead +100  
Defeat the wights through melee +100

### Area 1-7 – Hall of Blades

Successfully spot grooves in floor +50  
Successfully locate scythe trap +50  
Successfully disarm scythe trap +50  
Successfully save vs. poison +50  
Locate *power word stun* trap +75  
Remove *power word stun* trap +75

### Area 1-7A – The Lord of the Blades

Successfully determine identity +50  
Place longsword in hand of Lord of the Blades +150

### Area 1-8 – False Choices

Leave statues alone, thereby avoiding the trap +50  
Successfully leap onto pillar +25  
Successfully climb out of pit +25  
Successfully locate pit trap +50

Successfully disarm/remove pit trap +50  
Successfully locate *acid fog* trap +50  
Disarm/remove *acid fog* trap +50

### Area 1-8A – Reliquary of Duframe

Actively search for hidden walls (or doors), invisible walls, concealed walls, illusionary walls, or any of the like, without disturbing the two statues +50  
Successfully disbelieve in wall +25  
Successfully determine identity +50  
Place flail into hand of Duframe +150

### Area 1-6 – Bridge of Nothingness

Return to Bridge of Nothingness and move bridge to west door (skull door) +50

### Area 1-9 – Gates of Brass

Successfully locate *energy drain* trap +100  
Successfully disarm/remove trap +100  
Identify smoldering corpse +50  
Search smoldering corpse for goods +50  
Successfully locate *lightning* trap +100  
Successfully remove *lightning* trap +100  
Open lock on brass gate +100

### Area 1-10 – The Secret of Valor

Check for traps before entering area +50  
Successful Wisdom check to learn about statue +50  
Respond to statue's question with correct answer of "Wisdom," triggering secret door +100  
Search statue +25  
Successfully spot grooves in floor +25  
Bypass north and south exits and take west exit through secret door +50

### Area 1-11 – The Price of Courage

Disbelieve in the crown +25  
Find *forcecage* trap +75  
Find *blade barrier* trap +100  
Remove *forcecage* trap +75  
Remove *blade barrier* trap +100

### Area 1-12 – Steps of No Return

Find stairs trap +100  
Remove stairs trap +100  
Avoid stairs trap +50

<b>Area 1-13 – The Oubliette</b>		
Locate <i>antimagic field</i> trap	+100	
Disable/remove <i>antimagic field</i> trap	+100	
Locate exit and leave room	+50	
Defeat advanced black pudding	+100	
<b>Area 1-14 – Collapsed Stairs</b>		
Determine that safe passage can be made	+50	
Shift boulder without magic means	+75	
Bypass Lost Rooms altogether	+200	
Proceed into Lost Rooms first	+100	
<b>Area 1-15 – Fane of the Twins</b>		
Locate three iron rings in pool	+25	
Recover parchment	+50	
Locate fourth iron ring	+75	
Pull rings in right order	+50	
Bypass chutes altogether	+50	
Gain access to Chapel (area 1-16)	+25	
Recover eyes of Twins	+75	
Find simulated pit trap	+50	
Remove simulated pit trap	+25	
Find water-room trap	+50	
Remove water-room trap	+25	
<b>Area 1-16 – Chapel of the Faithful</b>		
Make successful Wisdom check	+50	
Recover suspended items	+100	
Proceed through mosaic door	+100	
<b>Area 1-17 – Well of Pain</b>		
Recover <i>extra-healing potions</i>	+50	
Find spears trap	+75	
Remove spears trap	+75	
Find crushing wall trap	+75	
Remove crushing wall trap	+75	
Exit Well by secret passageway	+100	
<b>Area 1-18 – Guardian of Bone</b>		
Disbelieve <i>illusion</i> , see bone devil	+50	
Opt for plain door over octagonal	+100	
Defeat the bone devil	+200	
<b>Area 1-19 – Broken Hall</b>		
Determine that the fissure is unstable	+50	
Avoid falling into fissure	+50	
<b>Area 1-20 – Library of Heresies</b>		
Gain entrance to Library	+50	
Defeat the Master Tome	+200	
Defeat animated books	+50	
Defeat animated rugs	+100	
Recover four Heresies tomes	+100	
<b>Area 1-21 – Iron Crypt of the Heretics</b>		
Locate Draco's corpse	+50	
Identify Draco Faerus	+50	
<b>Area 1-22 – Chamber of Webs</b>		
No points available		
<b>Area 1-22A – Lost Clan of Ereluc</b>		
Defeat the clan of driders/wights	+200	
<b>Area 1-22B – Slave Chamber</b>		
Recover treasure woven into webs		+200
<b>Area 1-22C – Mine Shaft</b>		
Determine that there is no "ore"		+50
Open fissure to area 1-24		+100
<b>Area 1-22D – Heir of the Faerus</b>		
Investigates the cleft in stalagmite		+100
Identify corpses		+50
Recover Shadron's journal		+50
Recover treasure		+200
<b>Area 1-23 – Hall of the Five Seals</b>		
Gain entrance to Hall		+100
Locate scratches on rods		+50
Find <i>power word kill</i> spell		+100
Remove <i>power word kill</i> spell		+100
Gain entrance to area 1-23A		+50
Solve skull puzzle and enter area 1-24		+200
Recover skulls after solving puzzle		+100
<b>Area 1-23A – The Last Seal</b>		
Locate hidden door		+100
Locate scratches on rod		+50
<b>Area 1-24 – Vault of the Egg</b>		
Defeat the driders/wights		+150
Avoid falling damage from walkway		+50
Defeat the Ebon Egg		+500
Locate the surviving treasure		+100
<b>Additional Scoring</b>		
Per PC reduced to 0 hit points		-100
Per PC killed (below -9 hit points)		-300
Per item charge used		-50
Per potion or scroll used		-50
Bonus points are awarded for the number of encounter areas completed. See the following table for the points to be awarded. Note that these points are <b>not</b> cumulative.		
<b>Areas Completed</b>	<b>Bonus Points</b>	
Area 1-1 through 1-3	0	
Area 1-1 through 1-5	200	
Area 1-1 through 1-6	300	
Area 1-1 through 1-8A	500	
Area 1-1 through 1-9	700	
Area 1-1 through 1-11	900	
Area 1-1 through 1-13	1,100	
Area 1-1 through 1-14	1,200	
Area 1-1 through 1-15	1,300	
Area 1-1 through 1-16	1,400	
Area 1-1 through 1-17	1,500	
Area 1-1 through 1-18	1,600	
Area 1-1 through 1-19	1,600	
Area 1-1 through 1-20	1,700	
Area 1-1 through 1-22A	1,600	
Area 1-1 through 1-22D	1,700	
Area 1-1 through 1-23/1-23A	1,900	
Area 1-1 through 1-24	2,200	

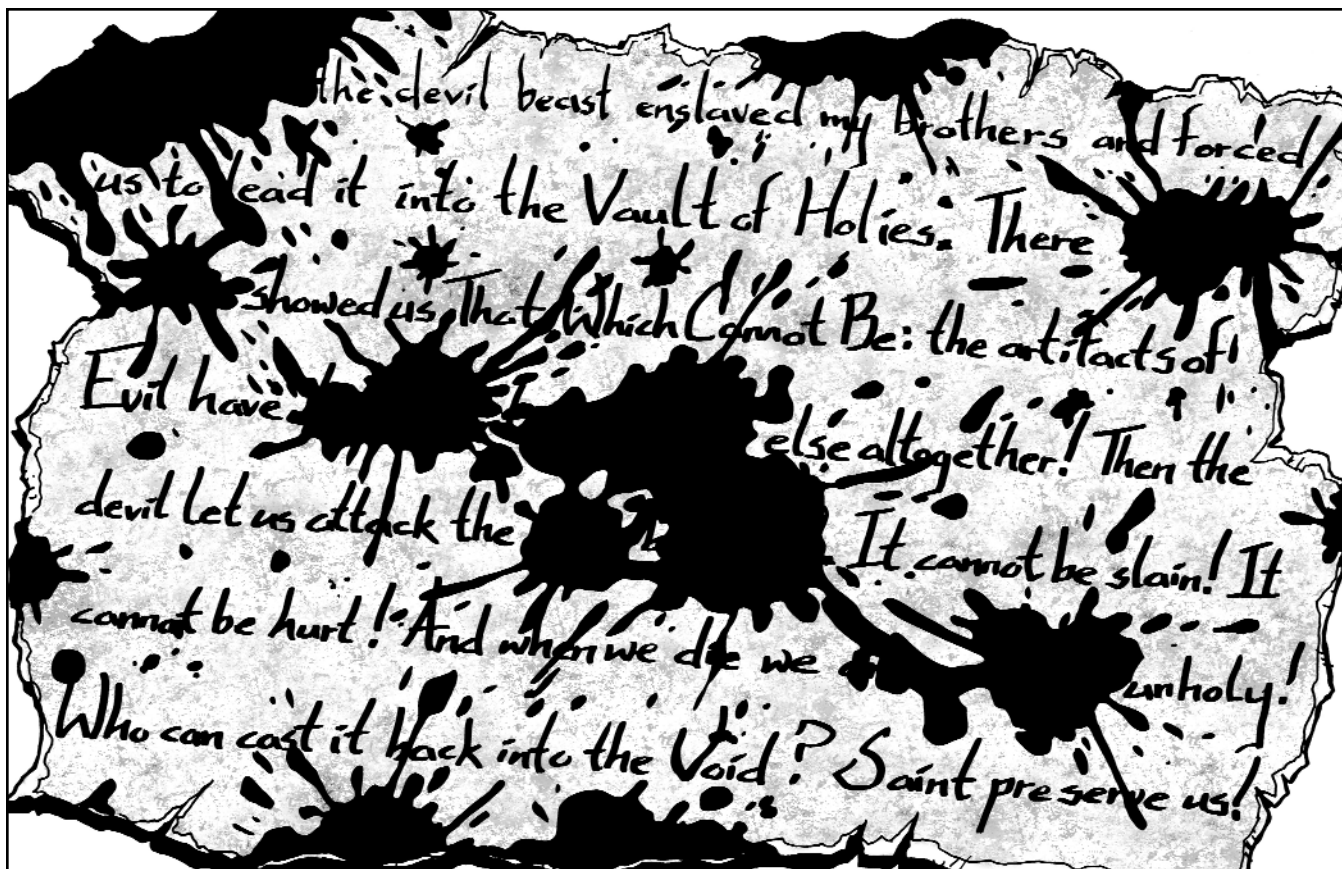
## Players' Handout B

Past the Gate of Blood-Forged Ore,  
 Across the Bridge of the Ordocar.  
 To Gain our sect's Forbidden Lore  
 Align the Mysteries of the Thrice  
 Shone Star.

'Ware the Gate of Brass and Vice,  
 Shun the Steps of no Return.  
 Wisdom is the mortal price,  
 'less Glory and Honor spurned.

Forbidden Deed, Magic and Word  
 Vaults three, we defend.  
 Ye' when Lord Death from slumber  
 stirred  
 All Worm's meat, in the End.

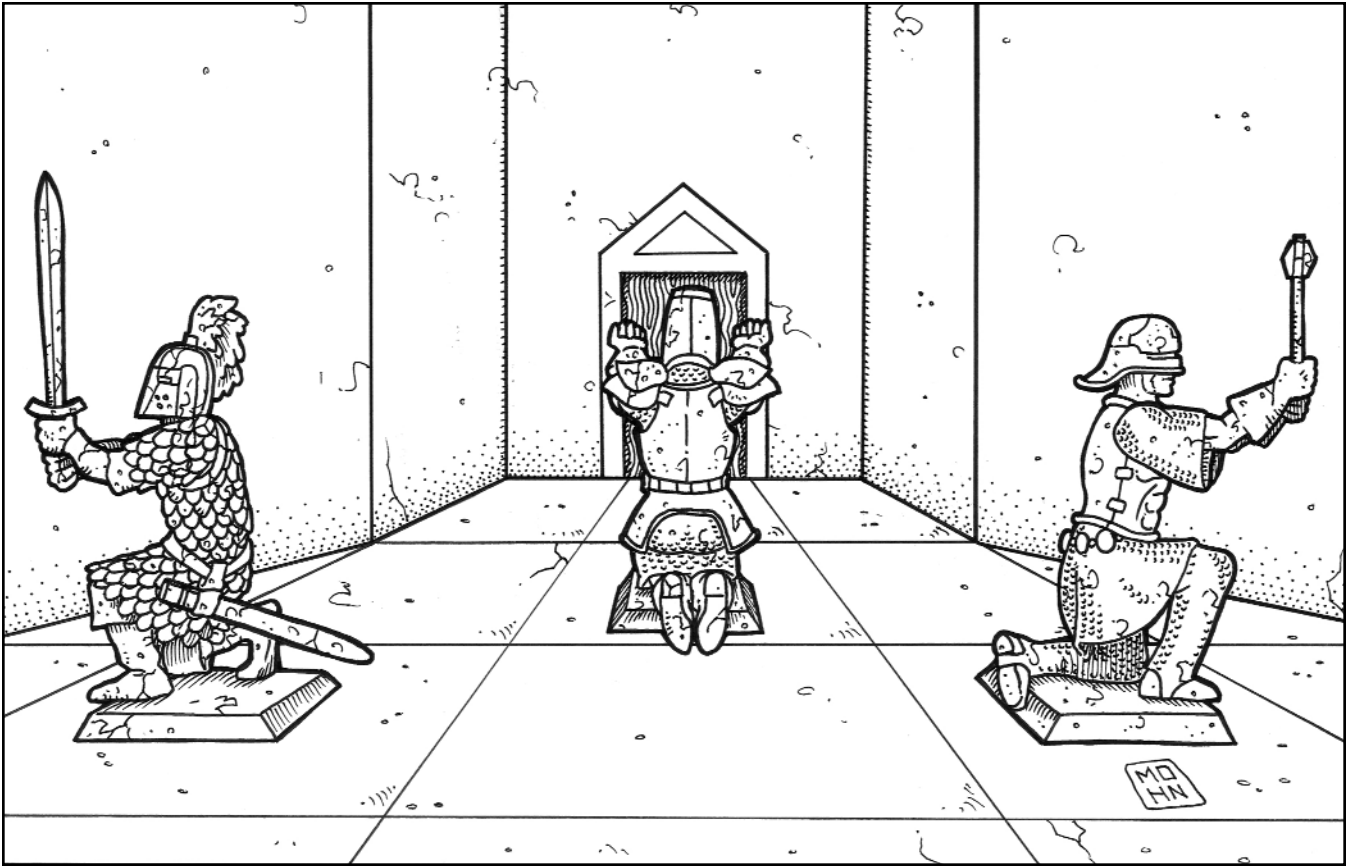
## Players' Handout A



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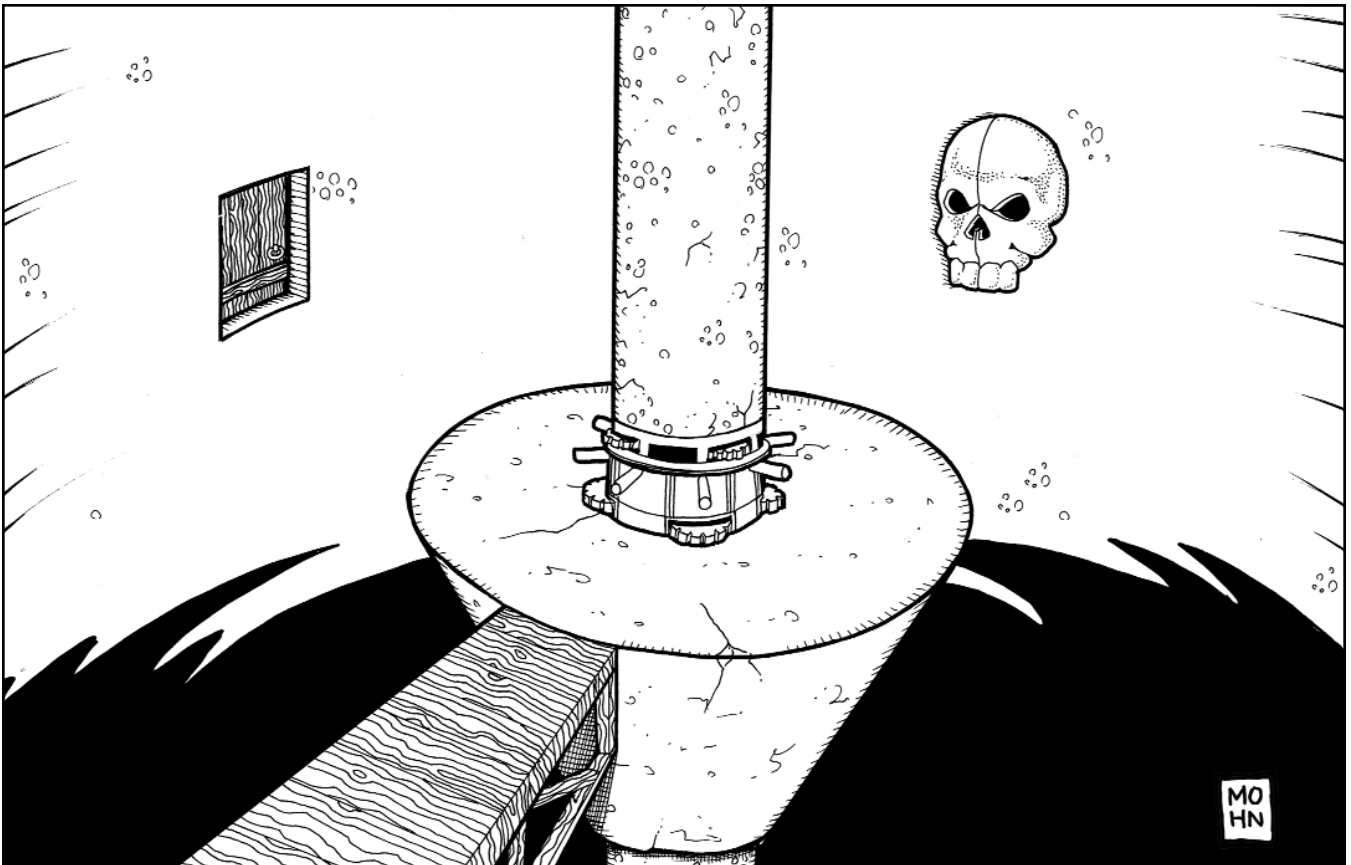
# Players' Handout C



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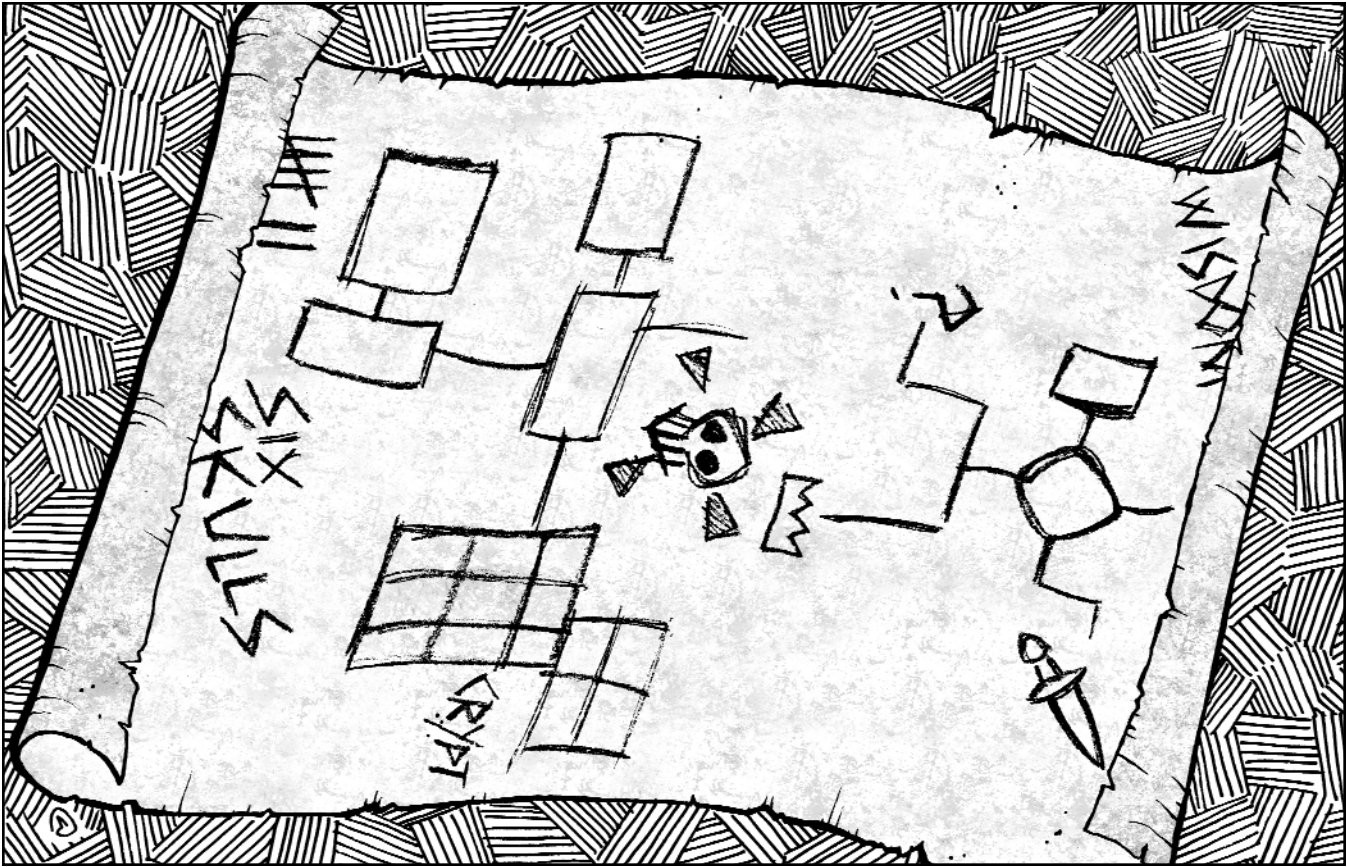
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# Players' Handout D





Players' Handout E



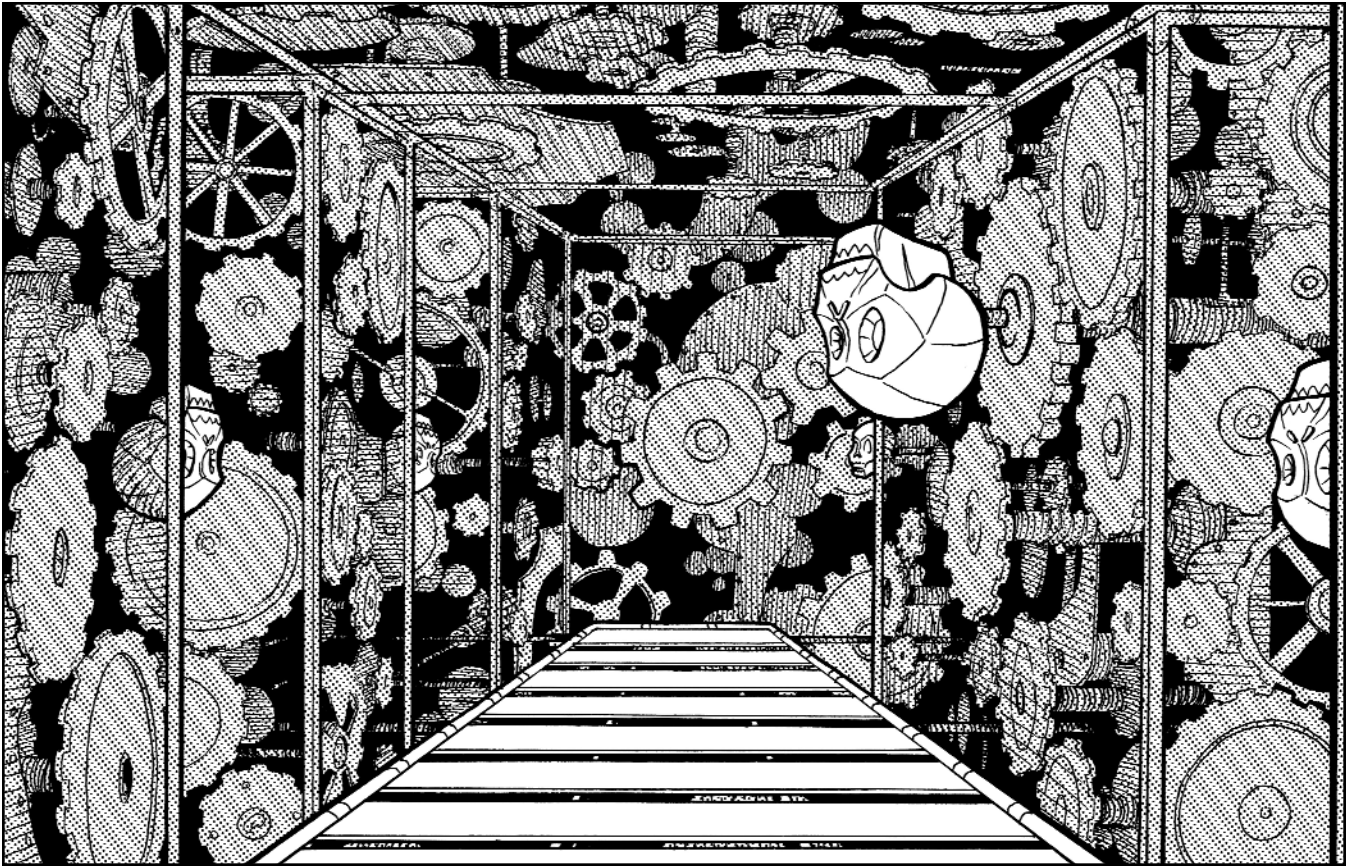
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Players' Handout F







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*Day 21: Just me and Tobias now. Rethgar and Lokin tried the chutes yesterday. Heard them fall, then silence. Had Tobias try his divination but all he could come up with was*

*S, M, S*

*N, M, N*

*N, S, S*

*S, M, N*

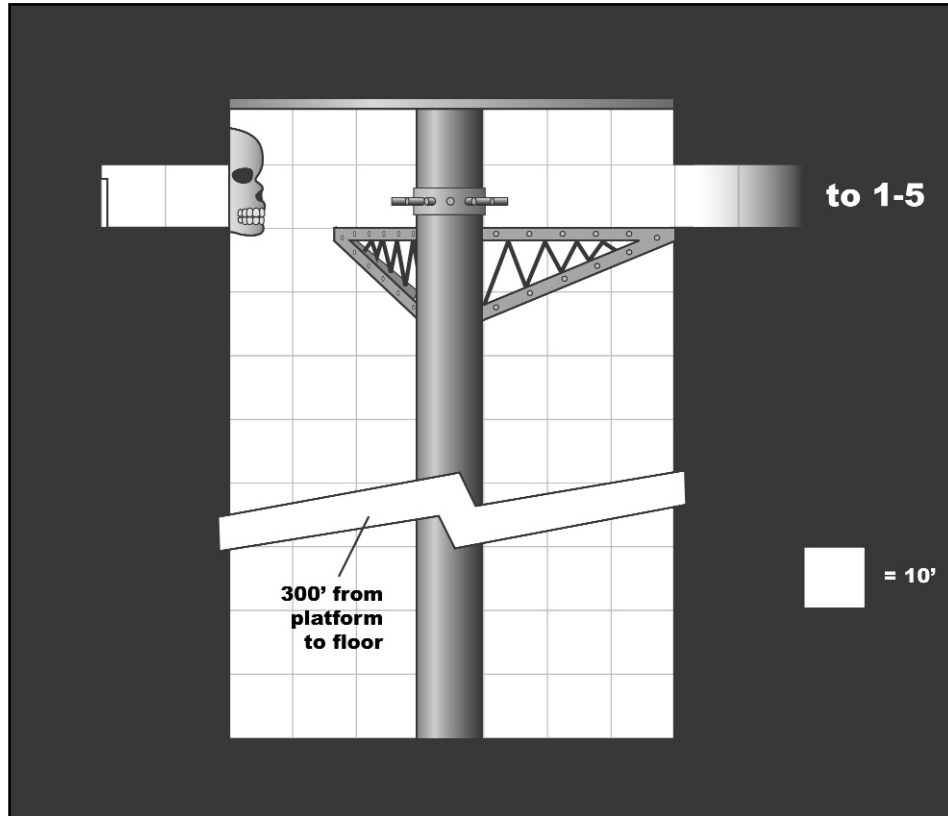
*N, M, S*

*What about the other combinations? I feel we must go mad trying to solve this.*

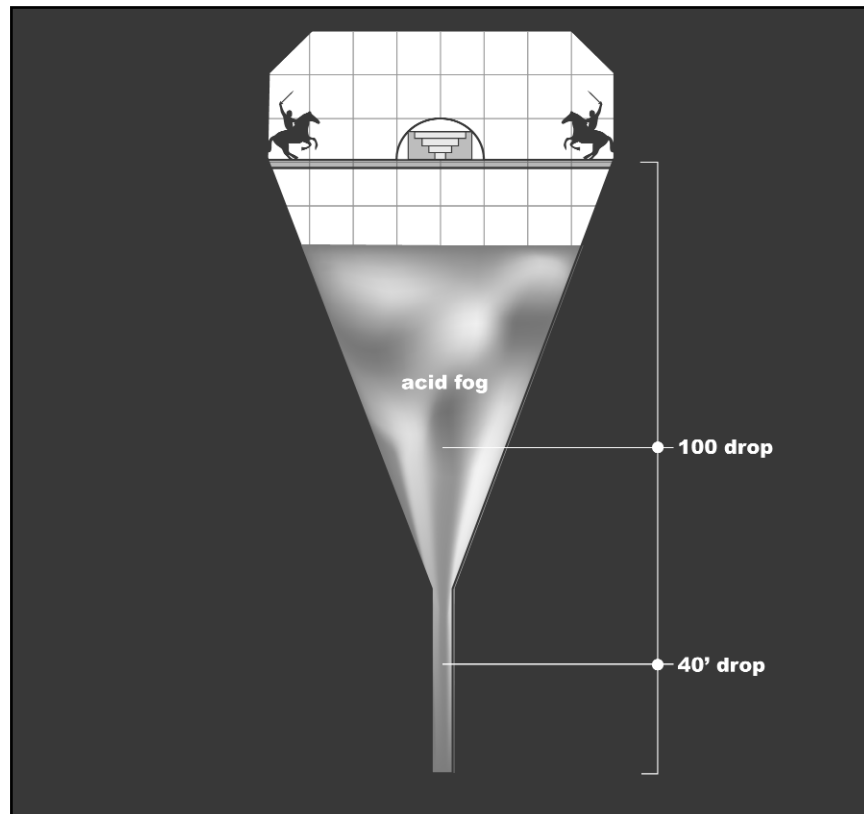
*Day 29: Where is the fourth ring?*

*Day 32: Tried the combinations, Tobias is dead. Just two left now. A flip of the coin. Gods help me.*

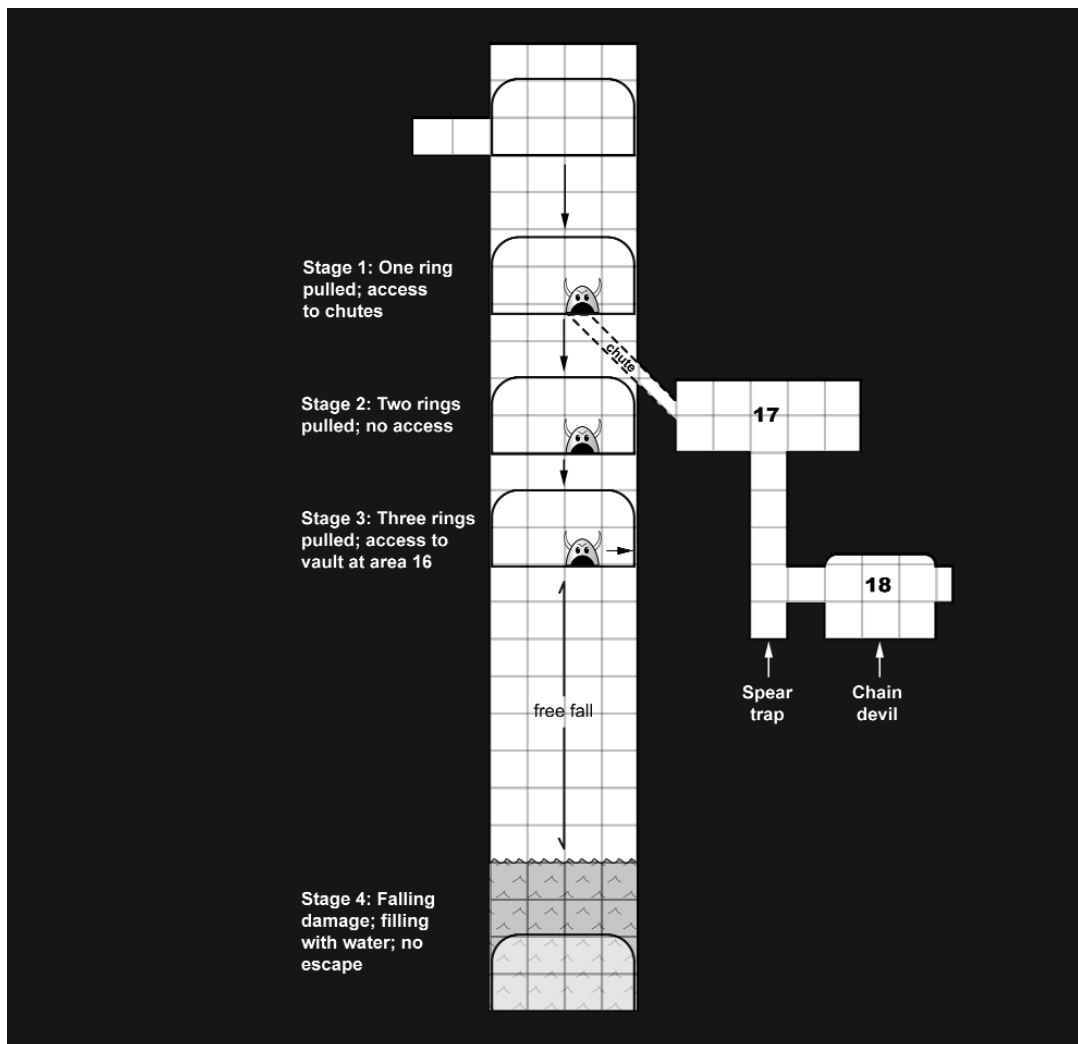
## Side View of Area 1-6



## Side View of Area 1-8



# Side View of Area 1-15



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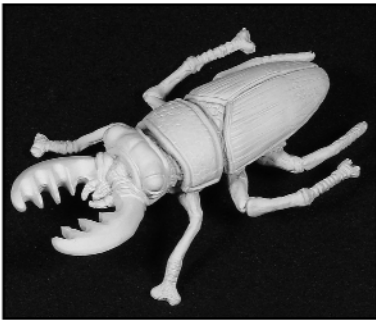
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11-13	#12.5: The Iron Crypt of the Heretics
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12-14	#21: Assault on Stormbringer Castle
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15	#13: Crypt of the Devil Lich
21-24	#33: Belly of the Great Beast

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