

# THE GAR'HADEN FAMILY CRYPT

A Swords and Wizardry one-page mini-dungeon for four to six characters of levels 1-3

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## ADVENTURE BACKGROUND

The Gar'hadens were once a proud and noble family. Many generations have been laid to rest in their family crypt near the town of Rockcrest. The last of the line, Tasadar, was placed under a powerful curse for his worship of demons, and entombed here.

Recently, treasure hunters have broken into the crypt in search of riches. When they cracked the tomb of Tasadar Gar'Haden, they were met by death. Tasadar has since walked the halls of the crypt and awakened the corpses of his long dead family members.

**1. ENTRANCE HALL.** To the north-east are stairs leading to the surface. Tapestries line the walls showing various deeds of the family line over many generations. There are many stands that once held family artifacts on display, but these have long since been looted.

*Monsters:* Eight zombies meander here mindlessly until they sense the life of the PCs.

**2. SPRUNG PIT TRAP.** A zombie has sprung this pit trap, and futilely attempts to climb out when it becomes aware of the PCs.

**3. STATUE ROOM.** In the center of this small room is a statue of Tasadar. There is an inscription warning visitors of the powerful curse placed upon him and that he is not to be disturbed. The door on the east side has been magically locked and cannot be opened through non-magical means, though a knock spell will open it.

**4. TASADAR'S RESTING PLACE.** This large room is dedicated to holding one intricately decorated sarcophagus. The sarcophagus has been opened and there are burn marks in a large area on the floor surrounding it. The charred bodies of two treasure hunters lay nearby; A third is closer to the south exit and has been eaten.

*Monsters:* Tasadar can be found here along with four skeletons.

*Treasure:* Next to the sarcophagus is an open chest. The treasure hunters had just opened the chest before the trap was sprung. Inside the chest is the Scepter of the Gar'Haden Family, a garnet worth 120 gold pieces, and 710 gold pieces.

## Scepter of the Gar'Haden Family

This scepter was the noble symbol of office which was passed down to each first born son as they took responsibility for the family's holdings. As the last of his line, it was buried alongside Tasadar. If wielded in combat, it acts as a +1 heavy mace.

**5. CRYPT CHAMBER.** The walls of this chamber are lined with platforms that once contained the resting dead.

*Monsters:* 1 ghoul and 3 pyre zombies.

**6. CRYPT CHAMBER.** See 5 for description.

Monsters: 3 hungry zombies.

**7. CRYPT CHAMBER.** See 5 for description. The undead from this area have moved to area 1.

**8. SPRUNG BLADE TRAP.** A blade trap has sprung and impaled a hungry zombie here. It has been attempting to get free and cannot. The zombie cannot move, but can make melee attacks at anyone who approaches it.

Monsters: One hungry zombie.

**9. CRYPT CHAMBER.** See 5 for description. The undead from this area have moved to area 1.

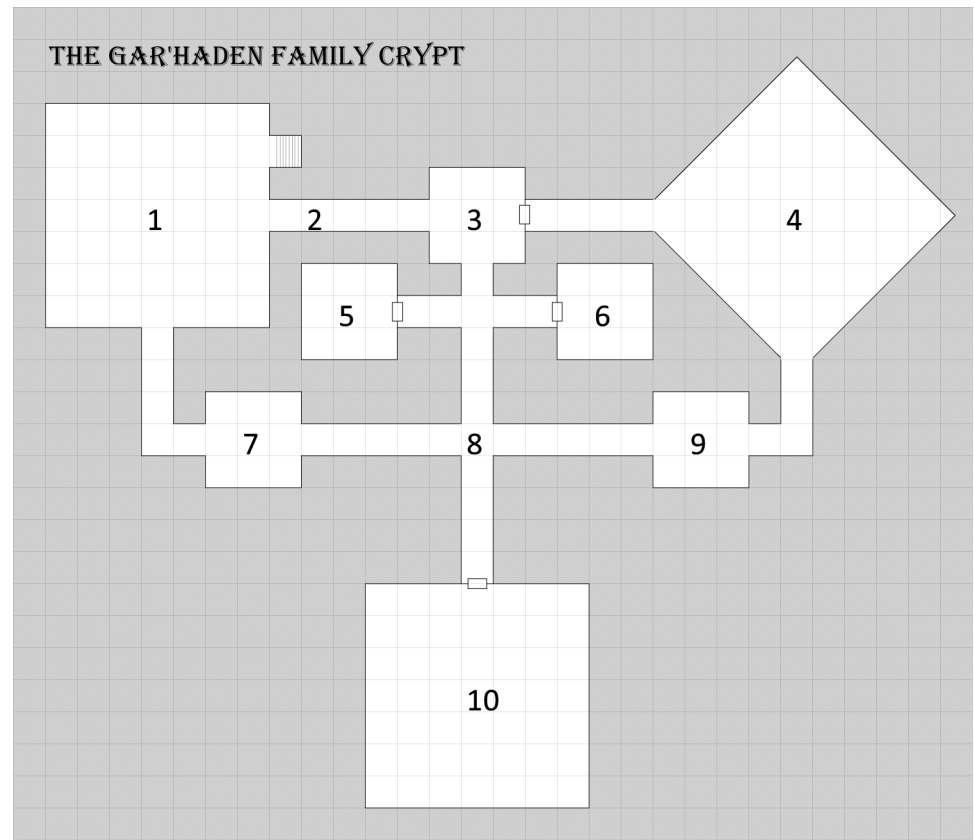
**10. RITUAL CHAMBER.** This chamber has not been entered in decades. This was the ritual chamber that Tasadar used for the worship and summoning of demons. A large summoning circle is etched onto the floor in the center of the room.

The hall leading to this room has warnings carved along the walls urging visitor to turn back. At the end of the hall is a pit trap that has not been sprung by the undead. Anyone who attempts to open the door will spring the trap beneath their feet. These warnings and the trap were placed by the people who entombed Tasadar here. They were too afraid to enter his ritual chamber, and for good reason.

Two demons have been trapped in this room since the last time Tasadar used it to summon them.

*Monsters:* Two lemur demons.

*Treasure:* Next to the summoning circle is an ornate golden chest worth 310 gold pieces. Inside the chest is a 143 gold pieces.



## MONSTERS (IN ORDER OF APPEARANCE)

**Zombie:** HD 2; AC 8 [11]; Atk strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm

**Tasadar (Grave Risen):** HD 4; AC 8 [11]; Atk 2 claws (1d4+2 + blood poisoning); Move 6; Save 13; AL C; CL/XP 5/240; Special: Animate dead, blood poisoning

Once per day, a grave risen can animate up to 10 HD of corpses within 100 feet as zombies. A grave risen's claws are coated with a deadly poison that infects the blood.

**Skeleton:** HD 1; AC 8 [11]; Atk strike (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm spells

**Ghoul:** HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch

**Pyre Zombie:** HD 2; AC 8 [11]; Atk strike (1d8); Move 6; Save 16; AL N; CL/XP 3/60; Special: Immune to sleep and charm, immolation

When hit by a melee weapon, they burst violently into flame, inflicting 1d6 points of damage to anyone within 5ft. Only the bones remain after this conflagration: the remaining skeleton fights as a skeleton rather than as a zombie (including the lower hit points). The flesh regrows rapidly, and the creature will fight as a zombie again in 10 combat rounds, including the restored ability to immolate itself.

**Hungry Zombie:** HD 2; AC 8 [11]; Atk strike (1d6 plus grab and bite), weapon (1d8); Move 6; Save 16; AL N; CL/XP 3/30; Special: grab and bite.

A hungry zombie that makes a successful strike grabs its opponent and automatically bites for 1d4 additional points of damage.

**Lemure Demon:** HD 3; AC 7 [12]; Atk 1 claw (1d3); Move 3; Save 14; AL C; CL/XP 4/120; Special: Regenerate (1hp/round)

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One-Page Adventure Module O1



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By Steve Gilman

