

MONSTERS & NPCs

SKELETONS SOLIDER'S - HD 2

SHORT SWORD SLASH - STR (1 NEARBY) 3 DMG

QUICK FEET

Roll 1d6 1-3 get an extra Action, 4-6 stumbles gets no Actions.

THE FOREVER SQUIRE - HD 3

GLEAMING GLAVE - DEX (* NEARBY) 3 DMG

Swing of the Glave, DEX test for each PC that is nearby

SLICE AND DICE - STR (1 CLOSE) 2-4 DMG

Requires 2 STR checks 1 for up slice and 1 for the down dice 2 dmg on a fail

HEAVILY ARMoured

Has a AV5 but can only move Close well armour is unbroken.

"BONES" UNDEAD HOUND - HD 2

DEATHS BIT - STR (1 CLOSE) 2 DMG

If the STR test fails and is an Odd number then CON test is required if CON test is failed the Attacked are inflicted with Black Bones Rabies.

MAGIC ITEMS

GLAVE OF "BONES"

Who ever wields the Glave also inherits "Bones" the undead hound, who they can command. While the Glave is whole, if "Bones" is killed his bones will start circling around the bottom of the Glave. After 2 turns bones will be whole again. While this process happens the wielder of the Glave can not attack. If the glave is broken, bones goes with it and cannot be repaired.

RING OF DETECT UNDEAD

Ring starts to warm whenever undead are Nearby. +1 CON against undead.

BOTTOMLESS INK WELL

No matter how much ink you use it never dries up. If the ink well is broken it cannot be repaired.

QUILL OF DEDICATION

When you say "Audi vocem meam" the pen will write down what you say until you say "audite amplius".

DISEASES

BLACK BONE RABIES - UD6

All seems fine at first until but soon your mind is filled with voices driving you to a never ending madness

If you fail CON Test - When player takes an action first do a CON Test if passed continue as usually. On fail player reduces CON by 1 if CON hits 0 the player is out of action until can seek help.

Recovering for each CON lost, 1 Day of rest is required to restore to max CON.

The tomb of a fallen paladin lies hidden in the forest. Guarded now by his undead comrades who served under him before his fall from grace.

Many have tried to get into his tomb but as yet none have returned. It is said the tomb contains many books containing knowledge of rare magic items & bountiful treasures.

Some say George DiMaggio is still there as a living undead unable to leave his prison of a Tomb. Other say he still walking the earth and tomb contains the secrets to eternal life.

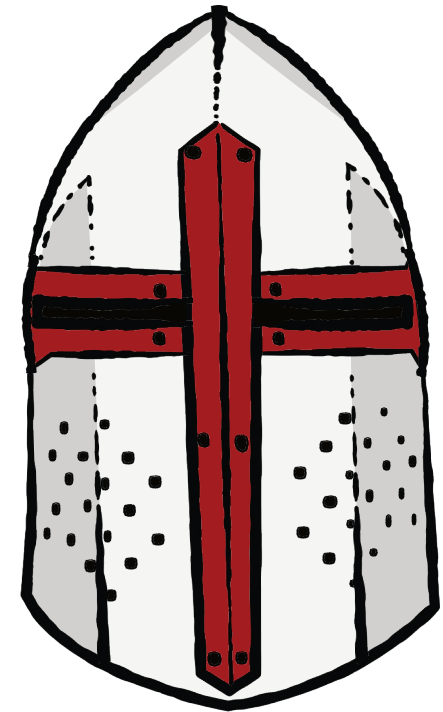
This adventure was designed to be run in 1-2 sessions and provide an opportunity to drop hooks or reveal secrets to new or existing campaigns. As always hack and extend to your hearts content.

SCIENCE FANTASY ADVENTURE

D4	RUMOURS TABLE
1	A comrade has gone missing searching for the lost tomb.
2	A ranger has heard the clinking of bones in the around the ruins in the forest.
3	A debt is owed payment must be book from the lost tomb.
4	Relatives of George DiMaggio which you to return a heirloom said to be in the tomb

TOMB OF GEORGE DIMAGGIO

By T.P Scott



Stated for
Level 1-3 Player Characters



For use with
The Black Hack

Grand Press Revolution



ROOMS & TREASURE

1 ENTRANCE

Brambles cover the entrance, *STR* test to remove, *DEX* check make your way through. Failure either d4 dmg.

Stone Tomb Door broken open *INT* check indicates that it has been force open and has been open a while.

Stone Steps lead into a small passage way with closed wooden door. Dark, damp, moss covered walls.

2 TOMB OF THE GUARDS

Stone slabs floor, blood stained, two rotten corpses of previous adventures near the door at the end of the room. Two enclaves containing coffins.

COFFINS

 Marble (dark as night, a silver plate with the name of the deceased).

Regenerative: While the coffin stands the undead creatures who's name adorn it. When killed it bones will return to the coffin and will regenerate 10min.

Destroy: Requires *STR* test, creatures who's name is on the coffin can no longer regenerate

2 SKELETONS SOLDIERS

Names: Roger, Derik

Reaction: Friendly unless attacked or the PCs want to try enter the next chamber

Items: Short Sword, 20 coins, worn leather armour

CORPSES

Items: 10 coins, potion of healing, dagger.

3 HALLWAY

Dark, couple of unlit torches on the wall, a door in the north leading to 6, door to the east leading to 4 and secret entrance leading to 5.

LIBRARY ENTRANCE

Archway: Mural of a tree, written a long the top of the arch 'Where lies the dead trees who knowledge shall live forever'

Riddle: Solving the riddle on the top archway with answer Library. The stone mural disappears and reveals the library.

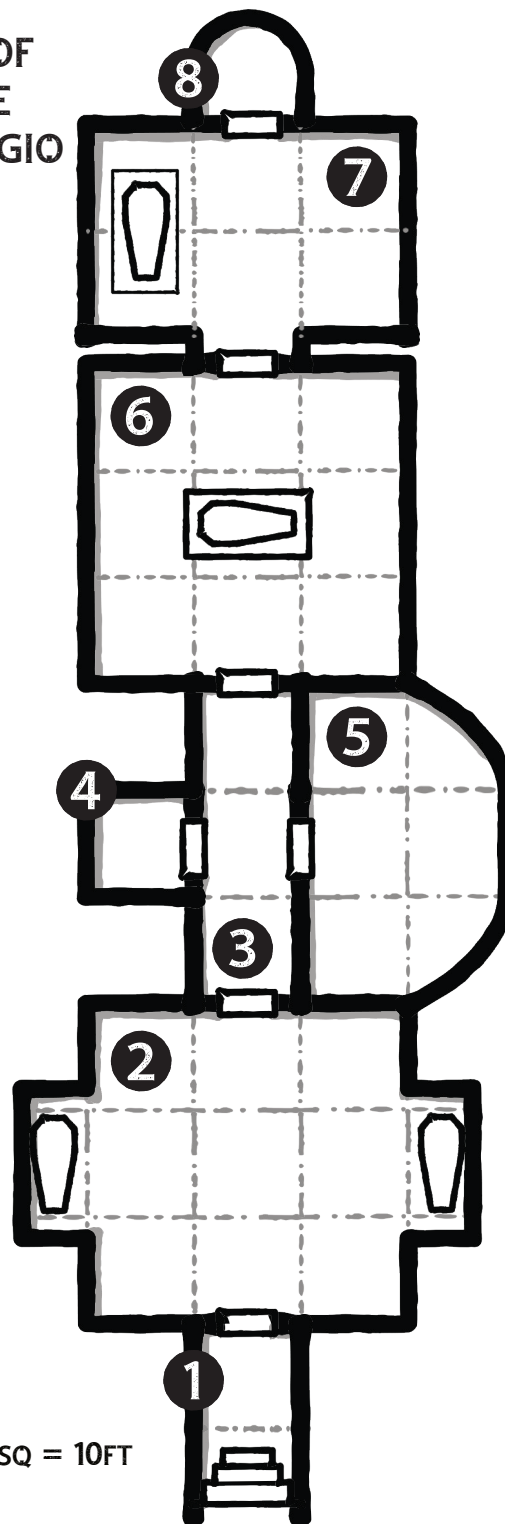
Wrong Guesses: 3 or more wrong guess, and a poisonous gas will fill the hallway, the gas will dissipate after 20 min. *CON* Test for anyone that is in the hallway failure is d4 dmg and the PC must speak the truth for the next 10 min.


4 STOREROOM

Thick layer of dust covers the room, a chest and mostly empty weapons rack and some empty shelves.

Item: Robe showing the DiMaggio arms 1 per PC, plain bronze ring (*Ring of Undead*), cross bow, d8 bolts and a spear.

TOMB OF GEORGE DIMAGGIO



 1SQ = 10FT

5 LIBRARY

Thick layers, of dust covers the fall and the many bookshelves.

Books: contains informations of many of the adventures of George DiMaggio, they are all from the time before his fall from grace.

Hooks: If your hook required gather a relic or book from the tomb it is to be found here.

Items: A desk with an ink well that is half full of ink (*Bottomless Ink Well*, 100c) and a quill (*Quill of Dictation*, 150c).

6 CHAMBER OF THE FOREVER SQUIRE

Two types of banners one of house DiMaggio and one of house McDouglas. Unlike other rooms in the tomb it is well kept.

THE FOREVER SQUIRE AND BONES

Name: Aileen McDouglas

Reaction: Defensive, if PCs are wearing the robes from strong room she will come across friendly and ask question about why they are here.

If the PCs are unable to convince her that they should be allowed into the tomb of George DiMaggio she will attack.

Bones: Loyal even in death will follow her commands.

History: Squire to Sir George DiMaggio even in death, tombs for the library will indicate that she has been his squire since she was a young girl.

Characteristics: Loyal, well spoken, slight madness.

Items: Glave of Bones, full suit of plate armour.

7 TOMB OF GEORGE DIMAGGIO

Coffin sits to the left side of the room. Banners hang from the ceiling bearing the DiMaggio arms. Opening the coffin will relieve it to be empty apart from a note on its floor. Chalk pentagram with chalk circle drawn around it, with melted candles on each of the point.

Note reads: I shall not rest even in death until I have found my God and redeemed myself of my sins. Those eyes that see this if thou wish to seek me out I warn thee if thou don't come as follower of God in the quest too seek out her, be warned only death awaits you.

Items: Chest of coins 100c per a pc, jewel trinket (800c), set of keys, 2 potions of healing.

8 HIDDEN EXIT

Stairway: leads up to a cave in the forest.

Investigating: Relieves that there has no be any use of the stair case in long time.

DESIGNER NOTES

The rooms in this dungeon should be seen as puzzles rather the combat orientated the occupants are deadly. If the players destroy all the coffin in the dungeon, fill the dungeon with new occupants. One of main features of the dungeon is its opportunity for hooks maybe use library to contain leads to treasure or new lands.

Feel free to change the note in coffin to fit something that may extend your storyline i.e. the person there hunting has already been here and knew they were coming.

If you wish to change the monsters in the dungeon beware the dungeon rooms are small there is not a lot of room for movement so keep it in mind with your choices.