

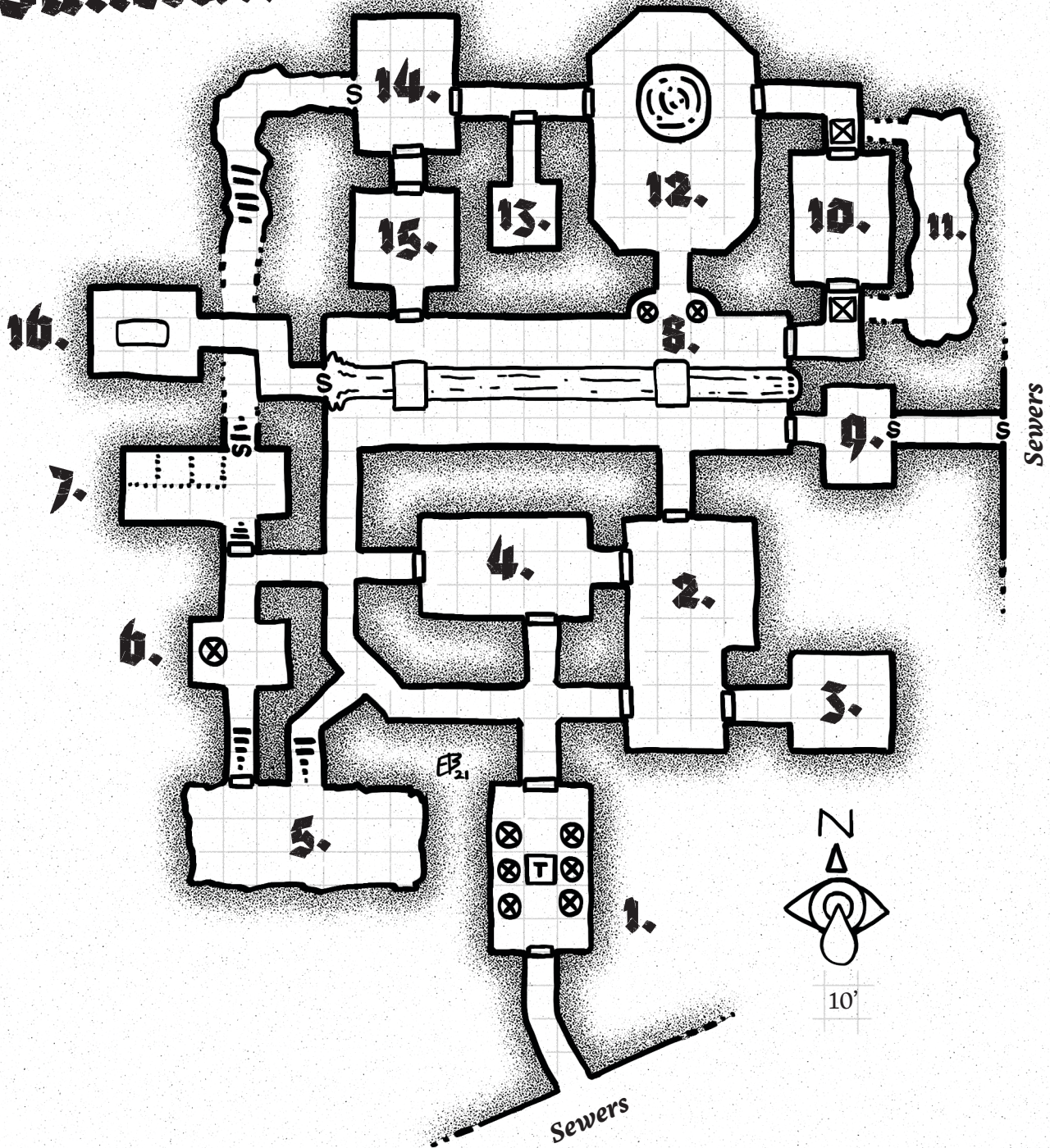


**Emiel
Boven**

the King is Dead

An OSR style *dungeon module* for levels 1-3.

The Rot King's Sanctum



- 1. Entrance Hall
- 2. Living Area
- 3. Storage
- 4. Guard Post
- 5. Shroom Gardens
- 6. Grinning Statue

- 7. Cells
- 8. Central Hall
- 9. Empty room
- 10. Treasury
- 11. Crawler Nest
- 12. Temple Sanctum

- 13. Rat Room
- 14. Rot King's Quarters
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Somewhere in the sewers under the city of Cliff's End exists a hidden entrance to a forbidden temple. This unholy place is dedicated to **Nithis**, the god of decay. The cultists that roam its halls are led by a scheming cleric who calls himself **the Rot King** (see page 8).

Random Encounters

Roll for a random encounter when the PCs make too much noise or when they linger in the corridors between rooms.

D 10

- | | |
|----|----------------------------------|
| 1 | 1d6+1 cultists |
| 2 | 1 plague priest + 1d4 cultists |
| 3 | 2d4 rat swarms |
| 4 | 1d6 cultist guards |
| 5 | Melvin trying to escape (Room 7) |
| 6 | 1d4 mouldy skeletons |
| 7 | 1d4 fly swarms |
| 8 | 3d4 giant rats |
| 9 | Veilclaw and Tar (Room 4) |
| 10 | The Rot King (see page 8.) |

Cultist AC 9 [10], HD 1 (4hp), Att 1x dagger (1d4), THACO 19 [0], ML 7, AL Chaotic, XP 10

Plague Priest AC 5 [14], HD 3 (13hp), Att 1x mace (1d6), THACO 18 [+1], Spells cause light wounds (2), ML 9, AL Chaotic, XP 35

• **Rat Swarm** AC 9 [10], HD 1hp, Att 1x bite (1d6), THACO 19 [0], ML 5, AL Neutral, XP 5 | *Afraid of fire.*

• **Cultist Guard** AC 7 [12], HD 1 (4hp), Att 1x mace (1d6), THACO 19 [0], ML 7, AL Chaotic, XP 10

• **Mouldy Skeleton** AC 7 [12], HD 1* (4hp), Att 1x rake (1d4), THACO 19 [0], ML 12, AL Chaotic, XP 13 | *Hitting it has a 50% change of one time releasing a cloud of yellow spores (save vs. death or choke within 6 rounds).*

• **Fly Swarm** AC 7 [12], HD 2 (9hp), Att 1x swarm (1 automatic dmg), THACO 18 [+1], ML 11, AL Neutral, XP 20 | *Only harmed by fire, sleep spells or smoke.*

• **Giant Rat** AC 7 [12], HD ½ (2hp), Att 1x bite (1d4), THACO 19 [0], ML 8, AL Neutral, XP 5 | *Afraid of fire.*

Wererats Tar and Veilclaw

• AC 7 [12] (9 [10] in human form), HD 3* (13hp), Att 1x bite (1d4) or 1x weapon (Tar: mace +1 (1d6+1), Veilclaw: dagger (1d4)), THACO 17 [+2], ML 8, AL Chaotic, XP 50 | *Can summon 1d2 giant rats (arrive in 1d4 rounds).*

General Features

Rooms in this dungeon have the following features unless otherwise stated:

Dark. Wooden doors. Rough stone walls and floors. The air is damp and carries a faint smell of rot.

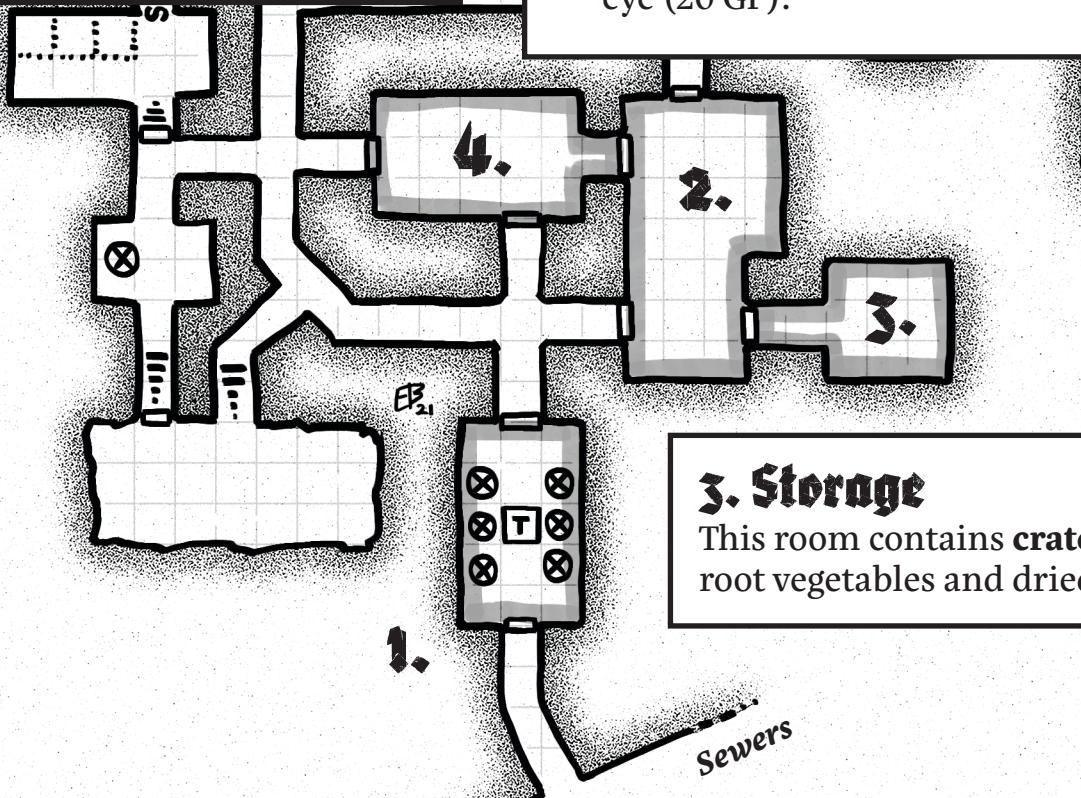
4. Guard Post

Dimly lit. Stationed here are **1d8+1 cultist guards**. They are led by **two blackfurred wererats** named **Tar** and **Veilclaw**. Tar wields a *mace +1* and Veilclaw wears a *ring of spell turning*. The room is sparsely furnished with some wooden benches and a stone table.

2. Living Area

Dimly lit. **2d6 cultists** are here at any time. There is a 60% chance of a **plague priest** being here. The south of this room contains a small **cooking fire** and a table with some chairs. The north of the room has a scattered **group of bedrolls** on the floor.

- ▶ Searching the room reveals **2d8 x 5 GP** and a **brass amulet** in the shape of an eye (20 GP).



3. Storage

This room contains **crates** with root vegetables and dried meat.

1. Entrance Hall

Heavy bronze doors. **6 stone statues** of screaming figures line the walls of this room. The symbol of Nithis, an open eye crying a single tear, is embossed on the north door.



- ▶ Walking over the **pressure plate** in the middle of the room causes a paralyzing gas (*save vs. paralysis* or paralyzed for 2d4 turns) to spray out of the mouths of the statues into the room, and the doors to slam shut, alerting the cultists in room 2 and 4. The doors can be opened using a lever in the hallway on the outside of the room.
- ▶ Each **statue** has two emerald eyes worth 15 GP each.

Cultist AC 9 [10], HD 1 (4hp), Att 1x dagger (1d4), THACO 19 [0], ML 7, AL Chaotic, XP 10

Cultist Guard AC 7 [12], HD 1 (4hp), Att 1x mace (1d6), THACO 19 [0], ML 7, AL Chaotic, XP 10

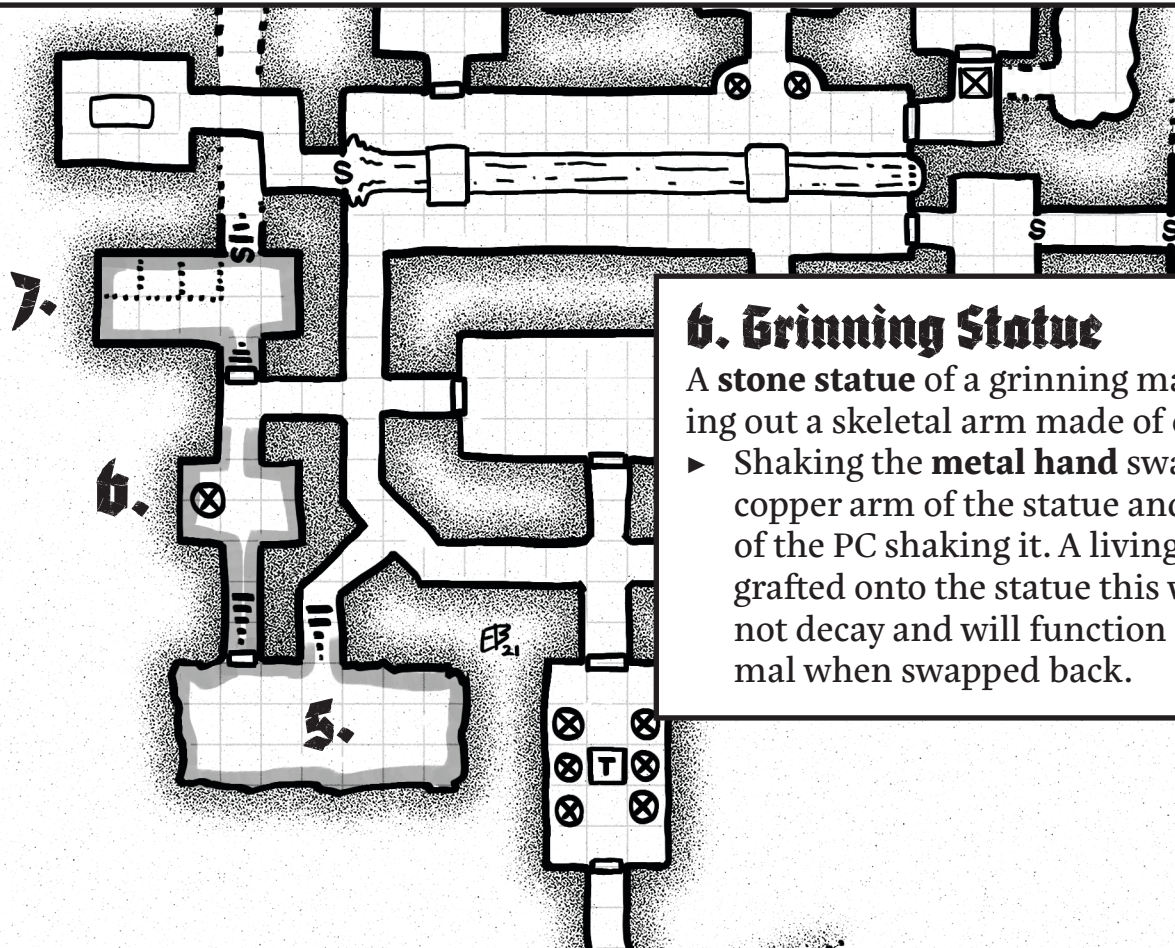
Wererats Tar and Veilclaw

AC 7 [12] (9 [10] in human form), HD 3* (13hp), Att 1x bite (1d4) or 1x weapon (Tar: mace +1 (1d6+1), Veilclaw: dagger (1d4)), THACO 17 [+2], ML 8, AL Chaotic, XP 50 | Can summon 1d2 giant rats (arrive in 1d4 rounds).

7. Cells

Dimly lit. **1d4 cultist guards**. This room holds three cells made of iron bars. The cells contain two malnourished prisoners and a small gnome merchant named **Melvin**.

- ▶ **Melvin** knows of the secret entrance in room 9 and promises the PCs a reward of 500 GP if they save him. He does not care about the other prisoners.
- ▶ A **secret door** in the north wall leads to room 15.



6. Grinning Statue

A **stone statue** of a grinning man holding out a skeletal arm made of copper.

- ▶ Shaking the **metal hand** swaps the copper arm of the statue and the arm of the PC shaking it. A living arm grafted onto the statue this way will not decay and will function as normal when swapped back.

5. Shroom Gardens

The floors of this room are covered with soil and **pale green mushrooms**. Tending this mushroom garden are **4 mouldy skeletons**. The skeletons are not hostile unless provoked (attacking or destroying their garden).

- ▶ Searching the room reveals a **decaying body** beneath a patch of mushrooms. The corpse wears a pouch with 2d4 PP.
- ▶ Eating the **mushrooms** is deadly (*save vs. poison*) except for when they are cooked. The cooked mushrooms give the effect of a *cure disease* spell.

Plague Priest AC 5 [14], HD 3 (13hp), Att 1x mace (1d6), THACO 18 [+1], Spells *cause light wounds* (2), ML 9, AL Chaotic, XP 35

Giant Rat AC 7 [12], HD ½ (2hp), Att 1x bite (1d4), THACO 19 [0], ML 8, AL Neutral, XP 5 | *Afraid of fire.*

Mouldy Skeleton AC 7 [12], HD 1* (4hp), Att 1x rake (1d4), THACO 19 [0], ML 12, AL Chaotic, XP 13 | *Hitting it has a 50% chance of one time releasing a cloud of yellow spores (save vs. death or choke within 6 rounds).*

10. Treasury

LOCKED iron doors. Both hallways are trapped with a 25' deep **pit trap** to room 11. The room contains **4 antique vases** (55 GP each), **two chests**, a shelf containing **two potions**: *speed* and *gaseous form*, a **small silver and amethyst statue** depicting the dream goddess Saphria (200 GP), a **locked ivory case**, a rough **stone box** and a **metal octahedron** with faintly glowing runes on each side.

- ▶ One of the **chests** holds a sack filled with 500 GP and 2300 SP. The other contains a **jeweled sword** (150 GP) and a pouch containing **five gems** (45 GP each).
- ▶ The **locked ivory case** contains a small pouch with 3 PP, **two scrolls**: *fire ball* and *dispel magic* spells, a quiver with **8 arrows +1** and a **mithril mask** that grants the effects of *spider climb*.
- ▶ The **stone box** is empty but opening it will release a cloud of sleeping powder into the room (*save vs. poison*) that will put characters to sleep for 2d4 turns.
- ▶ The **octahedron** is a magic item called a *Melchior Box*. Tapping the runes on the side opens the box revealing a semi translucent black stone. The stone whispers softly and can be asked a yes or no question which it answers truthfully. After a question has been answered the runes on the box fade for 1d4+1 weeks during which the stone will not answer any questions.

8. Central Hall

Dimly lit. This large room is split by a **channel** filled with a shallow stream of **yellow green acid**. The slow stream of acid flows down the west wall and disappears into a copper grate at the east end of the room. Two **metal bridges** hang over the channel from long metal chains that go through small holes in the ceiling. The entrance with the two statues to room 12 is guarded by **two cultist guards**.

- ▶ A **copper pull ring** can be seen through the acid at the bottom of the channel next to the western bridge. Pulling this ring stops the acid from flowing down the west wall and opens a **secret door** to room 16.
- ▶ Both **statues** at the guarded entrance can be turned. Doing so pulls the bridges up to the ceiling.

9. Empty Room

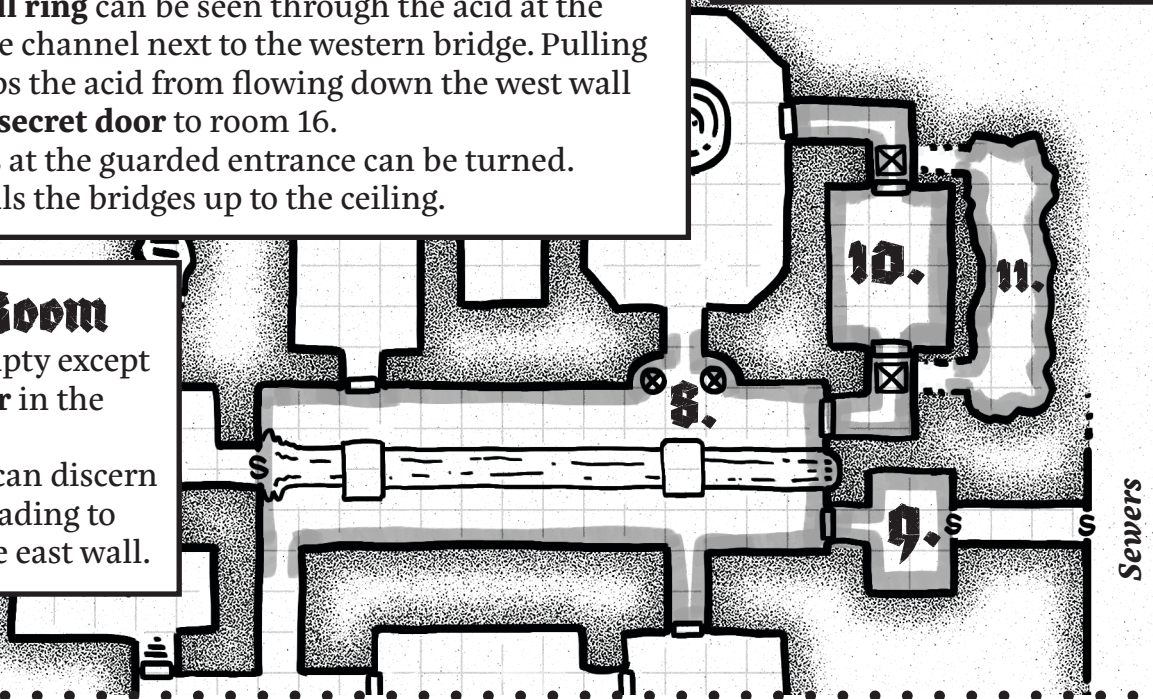
This room is empty except for a **secret door** in the east wall.

- ▶ A sharp eye can discern footprints leading to and from the east wall.

11. Crawler Nest

This room is filled with the stench of rotting corpses and contains a **Carrion Crawler**.

- ▶ In the corner of the room are three decaying bodies, one of which is filled with **carrion crawler eggs**.



Carrion Crawler AC 7 [12], HD 3+1* (14hp),
Att 8x tentacle (*save vs. paralysis* or become paralyzed
for 2d4 turns), THACO 16 [+3], ML 9, AL Neutral, XP 75
| Can walk on walls and ceilings.

Cultist AC 9 [10], HD 1 (4hp), Att 1x dagger (1d4),
THACO 19 [0], ML 7, AL Chaotic, XP 10

Cultist Guard AC 7 [12], HD 1 (4hp), Att 1x mace
(1d6), THACO 19 [0], ML 7, AL Chaotic, XP 10

12. Temple Sanctum

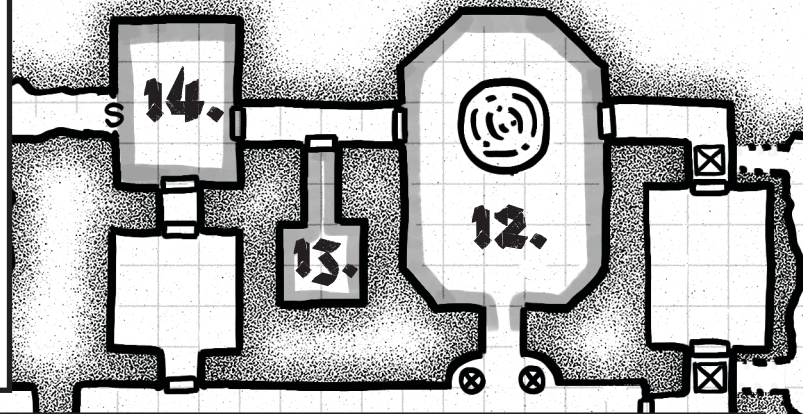
Brightly lit. This arched room contains a large **pool** filled with a black liquid. Hanging from a chain above the liquid is a **rusted brass eye**. The pupil of the eye slowly drops tears of black liquid into the pool. **1d4 cultists** are here at any time and a 60% chance that there will be **1d4 plague priests**. There is also 40% chance of a **ritual** going on here. If that is the case there will be **2d4 more cultists** and there will at least be one plague priest (or the **Rot King**) leading the group in prayer.

- ▶ The **black pool** is 5' deep and a creature touching the liquid will take 1d4 CON damage per round. This damage is healed after a day of rest or through magical healing. If a creature dies while touching the black pool its body will turn to liquid and mix with the pool.

13. Rat Room

This rubble filled room is the home of **2d4 rat swarms** who live between the trash.

- ▶ Sorting through the rubble reveals an empty **gold powderbox** (25 GP), a chewed up **book** with pictures of farm animals, **2d6 x 30 CP** and the **skeletal remains** of a small monkey.



14. Rot King's Quarters

Brightly lit. This room is the personal chamber of **the Rot King**, there is a 60% chance they can be encountered here. The room contains a **small desk**, a **chair**, a **bed**, a **large mirror** and **two chests**.

- The **mirror** is placed here to repel intruders. When a creature not accompanied by the Rot King enters the room, a **shadow** will step out of the mirror and attack.
- The **chests** both contain robes and other garments worn by the Rot King but hidden inside a **secret compartment** is a pouch containing a **gem** (75 GP), a **potion of healing** and a **dagger +1**.
- Scattered over the **desk** are a bunch of papers. Several of them are **letters** between the Rot King and a Nithis agent named Zarek, who infiltrated the clergy of Kcyra, the goddess of healing. He writes about a heavily guarded relic named the '*Tear of Kcyra*' that will be moved between two temples somewhere in the coming month.
- A **secret door** in the west wall leads to room 7.

Plague Priest AC 5 [14], HD 3 (13hp), Att 1x mace (1d6), THACO 18 [+1], Spells *cause light wounds* (2), ML 9, AL Chaotic, XP 35

Rat Swarm AC 9 [10], HD 1hp, Att 1x bite (1d6), THACO 19 [0], ML 5, AL Neutral, XP 5 | *Afraid of fire.*

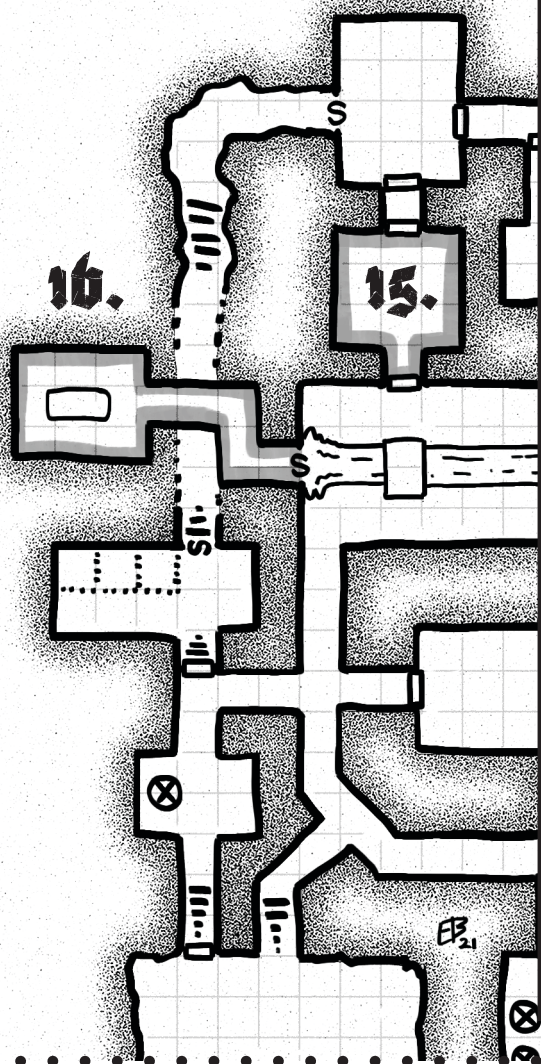
Shadow AC 7 [12], HD 2+2* (11hp), Att 1x touch (1d4 STR drain), THACO 17 [+2], ML 12, AL Chaotic, XP 35 | *Immune to non-magical damage and sleep spells | Anyone reduced to 0 STR dies and rises as a shadow.*

Rot King (See page 8.)

15. Library

LOCKED. *Dimly lit.* The walls of this room are lined with **bookshelves** except for where metal sconces holding **black candles** are fixed to the wall. In the middle of the room stands a black iron lectern with a **book** spread open on it.

- ▶ **The four candles** are *gravelight candles*. Creatures holding a burning gravelight candle will be invisible for undead monsters with 2 or less HD.
- ▶ PCs spending time searching **the bookshelves** have a 1-in-6 chance to find **1d3 magic scrolls** (2-in-6 if the PC searching is a spellcaster). Roll 1d4 each to determine the spell level, then the referee may decide the spells or randomly choose. All spells found here are cleric spells.
- ▶ **The book** contains the will of Nithis. Non-chaotic PCs who try to read its pages must make a **save vs. poison** or take 3d8 damage. Chaotic PCs reading it permanently gain 1d2 WIS.



16. Hidden Crypt

None of the cultists know of this room's existence. Cracked black marble tiles line the walls and floors of this chamber. The middle of the room contains a large white marble **sarcophagus** carved with intricate cloud and lightning patterns. The top of the coffin is decorated with a deep-blue **glowing crystal** and bears the following inscription in an ancient form of common: **BARINZAR, FIRST AMONG THE NINE, HE WHO HARNESED THE TEMPEST.**

- ▶ **The lid** of the sarcophagus is **trapped** and opening it or tampering with the crystal causes it to shoot lightning bolts at each creature within 5' of the sarcophagus, dealing 2d6 damage (a **save vs. spell** preventing half damage). Casting *dispel magic* on the crystal will deactivate it.
- ▶ **Inside** the sarcophagus is a skeleton dressed in rotten robes. It wears **two silver rings** (15 GP each), an **ornamental gold dagger** (100 GP) and a **golden amulet** (30 GP). Next to the remains are **120 GP**, **3 blue gems** (25 GP), a **rod of cancellation** and an ornate scroll case containing **three scrolls**: *lightning bolt*, *fire ball* and *wall of ice*.

Fly Swarm AC 7 [12], HD 2 (9hp), Att 1x swarm (1 automatic dmg), THACO 18 [+1], ML 11, AL Neutral, XP 20 | Only harmed by fire, sleep spells or smoke.

The Rot King

Not much is known about the mysterious cleric who bears the name of the Rot King before they rose to power among the followers of Nithis. The Rot King believes themselves a vessel through which the god of chaos and disease can shape the world. Under their leadership the Cult of the Black Tear has grown from a niche cult to a force that influences the world above. Allying themselves with the wererat community in the sewers and maintaining a network of agents in the clergies of other deities shows that the Rot King is a cunning leader who is not afraid to accept outside influences to help them achieve the goals of their deity. The cleric uses the temple complex under Cliff's End as their primary base to study the will of Nithis and to plan their next schemes.



Nithis and Kcyra

In contrast to the worship of his sister Kcyra, the worship of the chaos god Nithis has been outlawed in the city of Cliff's End and most of the surrounding region.

Because of this the cultists of the Black Tear have a deep hatred for the followers of the goddess of Healing. Their religious dogma teaches that Nithis was betrayed by his sister when she took the power of life and restoration for herself even though they were promised to Nithis by the Council of Creation, leaving the betrayed god with only the powers to undo and corrupt his sister's works.

The Rot King

AC 5 [14], **HD** 6* (22hp), **Att** 1x mace +1 (1d6+1), **THACO** 16 [+3], **SV** D9 W10 P12 B14 S12,

Spells *cause light wounds* (2), *hold person* (2), *cause disease* (1), *cause serious wounds* (1)

ML 9, **AL** Chaotic, **XP** 500

Summon Swarm: 1d4 times each day the Rot King can release a **fly swarm** from the holes covering their forearms.