

CLASSIC ADVENTURE

Queen of Bones

For Expert/Companion Characters levels 12-16



by RC Pinnell

This adventure includes four dungeon levels with monster population tables and charts to assist the dungeon master. It is designed as a "stand alone" adventure but can easily be incorporated into any campaign or dropped into--or between-- a series of modules/events.

This product is intentionally light on descriptive ramblings, on the assumption that you --the dungeon master-- know what do to, when, and how, according to the information provided.

QUEEN OF BONES

For BX-BECMI Characters Levels 12-16

INTRODUCTION

No frills, here. No fancy charts and tables. No art to dazzle your eyes. Just a crawl; that happens to have a bit of a background, and a (group)death-dealing *Bad Ass!* waiting for the characters. How you run it is your business. What you delete, exchange out/in or modify is up to you. You can be as kind and patient with the players as you like, or let the chips fall (dice roll) where they may. You can allow pre-rolled characters, provide pre-gens yourself, or let the players bring their own, favorite character they have worked hard to get to the levels indicated; reminding them, if the latter, that character-death is part of the game!

I issue only the following comment: if run as it is laid out, it is nearly certain that at least one character, and as many as all of them, might die during the adventure.

BACKGROUND

An evil queen of long ago was imprisoned within the cellars of her castle for wicked deeds done and inflicted upon her subjects. The castle was demolished, sealing the stairway with tons of stone, and leading to her confinement. But she vowed revenge, and since that time has plotted and planned, summoning and creating an army of undead to serve her when the time came to fulfill her lust for vengeance.

Rumors of strange sounds, sights and creatures sneaking about the rubble have raised concern among the local residents. Those old enough remember how cruel the queen once was, and do not wish to see the specter of her return. A council is convened, and a contract is circulated throughout the realm, seeking adventurers to descend into the catacombs and vanquish the wicked queen once and for all. The reward: all the treasure that they can find; or 1,000,000 GP, to be divided by the survivors.

The oldest residents recall a cave on the side of the hill atop which sat the castle. Sewage and other undesirable things once flowed out of it and down into the river below. It is thought that the cave still exists, and may be the easiest way to access the catacombs beneath the rubble.

DM'S INSTRUCTIONS

The characters begin in the tunnel at the top of the map; the cave entrance is actually 500 yards north of this location. There are 4 dungeon levels, with the lowest being the first and entry level, and the 2nd, 3rd and 4th being one above the other. The caverns (101, 102, 103) are naturally formed and include the usual elements of wall, ceiling and floor characteristics; with the latter being thick with compost. The upper levels are comprised of artificial corridors and rooms created long ago. There is no artificial lighting provided, though torch and lamp sconces are found along corridors approximately every 90 feet, and on the walls of a given room as noted with a symbol (see map). A pit/trap on the second level will drop those unfortunate enough to be caught off guard, down a shaft and out the ceiling of cave 102, where they will drop roughly 30 feet to the cave floor. (This is described later.)

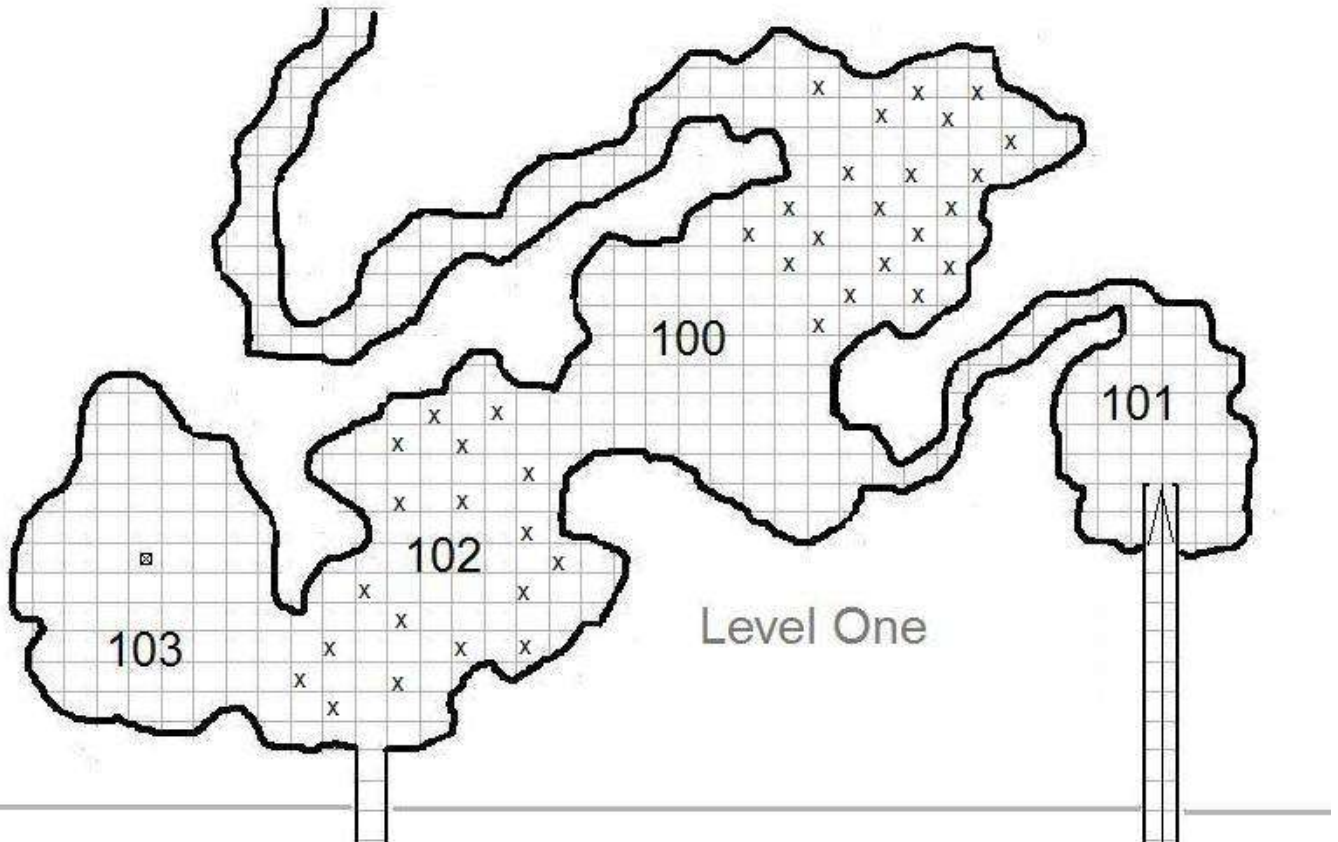
The creature-monsters encountered within this adventure may have common names (i.e., skeletons, zombies etc.) but they are, by no means, common regarding their characteristics. This makes them unique to this specific module, but that does not mean that you cannot utilize them and their abilities for other scenarios.

With all high-level adventures, the characters will possess their own abilities that will test the challenges put upon them. You will have to make decisions, some on-the-fly, as to the success or failure of any attempts made by the player-characters during the course of an encounter, or normal play.

This adventure is intended to challenge characters of the suggested levels. Thus, character death would not be outside the realm of possibility at sometime during the course of play. And though a TPK (total-party-kill) is not eminent, it--too--should not be casually overlooked as being possible.

LEVEL ONE

THE CAVERNS	OCCUPANT CREATURE	TREASURE
100	333 skeletons (1-8 HD each)	None
101	1 Gargantuan Carrion Crawler (HP: 112)	16,000 CP, 12,000 SP, 8,000 GP
102	333 zombies (2-8 HD each)	None
103	1 Drolem (HP:160)	2, 25,000 GP gems (its eyes)



Caverns 100 and 102 are full of undead. But these are not corpses and skeletons just standing or laying about, ready to animate when the characters enter. Instead, they crawl up out of earthy mounds covering the cavern floors. But not all at once. For every turn spent in one of the caverns 3d8 worth of creatures will seem to erupt from the ground, like volcanic debris, and then move toward intruders. Each X on the map indicates a mound, but you may determine which mound actually erupts, by rolling a d6x10 to determine the range of feet the mound is from the characters.

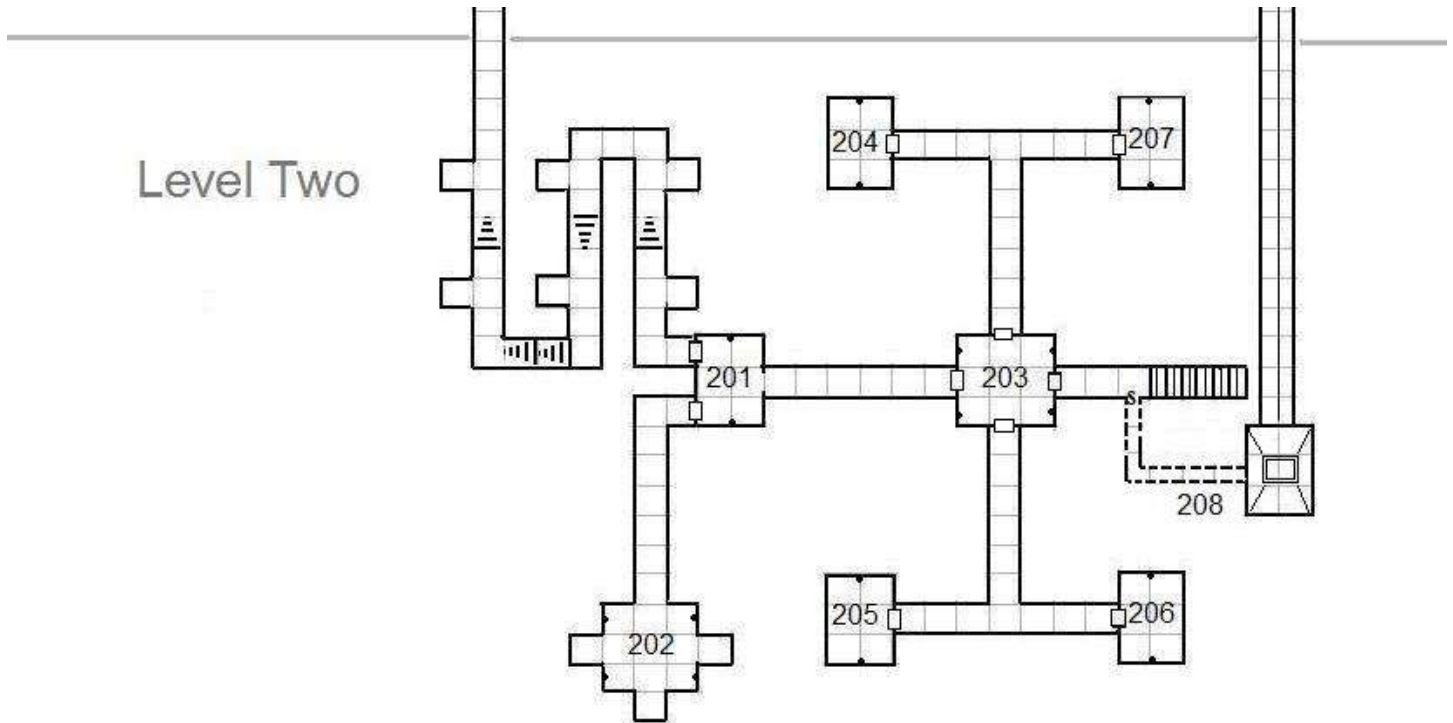
There is a huge mound of offal and rot in the center of chamber 101. This lines up just beneath the opening in the ceiling, where characters caught by the trap/pit above will emerge and be deposited here. Nesting deep within the mound is the resident creature.

Injuries sustained during the ride down the shaft will equal 20 minus the character's AC rating. (20 - 2 for plate mail and shield = 18, 20-7 for leather = 13, etc.) The fall to the cavern floor is to be calculated thus: roll 3d6, with those in plate mail sustaining the total generated, those in chain mail get to reduce all sixes rolled fives, and those in leather get to reduce all sixes to fives, and fives to fours. (Note, once a six is reduced to five, it cannot be further reduced.)

A small piece of stone in the ground at location 103 appears to be rising up from below. This is actually the very tip of a large obelisk. The entire object is two hundred feet in length and extends down into the earth beneath the cavern. The actual circumference of this object is left to you to decide, and whether it contains floors, chambers, stairs, etc. You may incorporate it if you wish, or ignore it while the characters explore this scenario. There is a definite *feel* of evilness about it.

LEVEL TWO

THE CATACOMBS	OCCUPANT CREATURE	TREASURE
201	Golem, Bone-Greater (12HD/HP:72)	+2 pole arm
202	Golem, Bone-Greater (12HD/HP:72)	+3 short sword
203	Trick room	None
204	Vampire, 7HD (HP:56)	Ear Ring (Magical) C52
205	Vampire, 8HD (HP:64)	Ring of Life Protection C52
206	Vampire, 8HD (HP:64)	Rod of Health C52
207	Vampire, 9HD (HP:72)	Cloak of Shadows*
208	Pit-Trap/Secret Escape	



The bone golems in catacombs 201-202 are simply larger, stronger versions than usual. In addition to the magic weapon each has, indicated above, they have normal weapons for each remaining (free) hand.

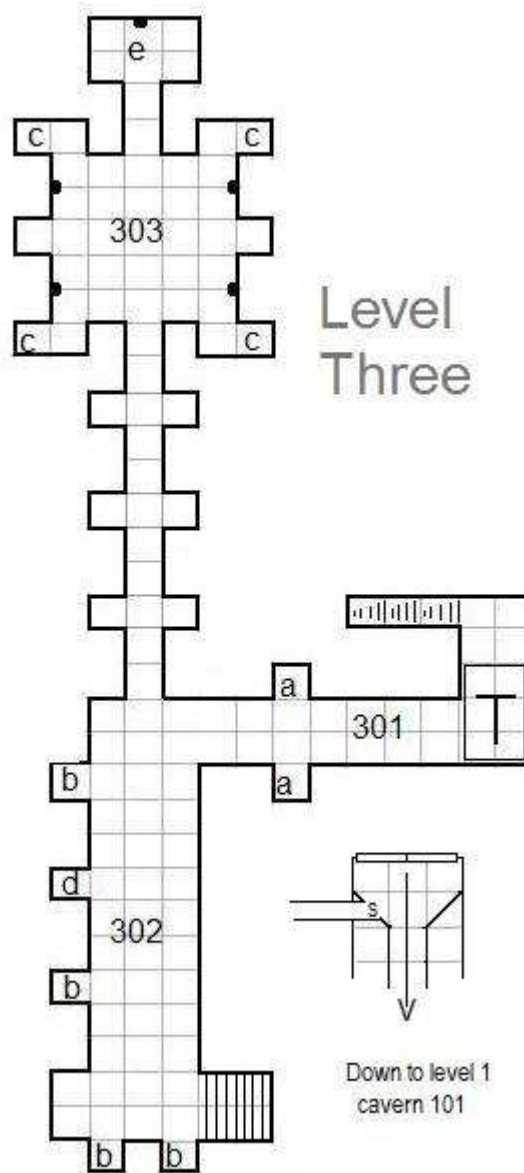
The doors of chamber 203 are magically enhanced. Once the room is entered, the doors will shift clockwise, causing those exiting to be going in a direction different to what they assume. You should number each door, and keep track each turn of the direction each exits for further use.

A single coffin and its occupant is located in catacombs 204-207. There is a chance the creature will be in a state of *sleep* as characters enter the chamber. To determine if this is the case, subtract the creature's HD from 20; this results in either 13, 12, 12 or 11 and it is this figure, against rolling a d20, that must be equal to or less in order to catch the creature *asleep*. Each vampire has a magical item, with three being found in the Companion manual on p.52. The Cloak of Shadows* is a new item, and when worn by a thief character, it will increase his or her chance to Hide in Shadows by 10; non-thieves wearing it receive a basic 15% chance to achieve the same.

A secret door in the hall leading east from chamber 203 (if found) leads to one located in the wall of the chute (208) beneath the pit trap on the level above. Anyone falling into the funnel may attempt to slow his fall by rolling a DEX check. If successful, they can attempt to locate the secret exit panel on a roll of 1 on d6 and escape falling down the shaft to level 1 below.

LEVEL THREE

THE GREAT HALLS	OCCUPANT CREATURE	TREASURE
301	Pit & Alcoves	None
302	Portal Alcoves & Statue	In statue (see below)
303	Beholder (HP:50/body) & Portal Alcoves	8 potions, 4 scrolls (see below)



A. Alcove

Each emanates a sense of magic when within 5'. If entered (either one), a Lawful character must make a Save roll vs. Death Magic or suffer 6d10 points of electrical energy damage; a successful save reduces the generated amount by one half. Neutral characters receive 3d10, or half if a Save check is made. Chaotic type characters will actually regain lost hp at the rate of 2d8, but can only benefit from these alcoves once per day. Regardless of alignment, there is a 10% chance per each time entered that the character will be transported to chamber 405 on the level above, only to be spit out of a portal (a) naked, and without any of his or her gear and equipment. (All such items are randomly distributed within the other chambers on that level.)

B. Teleporting Alcoves

Entering one of these will instantly transport the character to one of the alcoves (c) in chamber 303.

C. Destination Alcoves

Each is a depository. Entering one does not teleport the character to another location.

D. Statue of the Queen of Bones

A full-sized marble figurine of the Queen stands at this location. It depicts her long lost beauty, strength and charm. A full nude, she stands with one knee slightly bent, her back arched, and her hands reaching out in a beckoning manner. Long flowing hair cascades down onto her shoulders, and spills further along her spine and to her waist. Her female parts are glorious to behold, clean, unhindered and open to be marveled at. Yet her face is rather plain, and the characters have probably seen more beautiful women and girls in even the most remote and poor regions of the realm.

It once stood in the city square, where the citizenry could easily gaze upon it, and thus be captivated by the magic it contained--and by which the Queen was able to so easily control her subjects. For if the characters spend a full turn looking at it in any way, they must make a Save vs. Spells or become enchanted to the Queen's image, and will thereafter (for 6 turns) make no hostile action against her. Chaotic characters suffer a penalty of 3 to their Save, and the effect lasts for 12 turns, while versus Neutrals it lasts 9 turns. Its strength has become weak since being moved from the surface to this location; such effects used to last in terms of weeks. Why it is here at all is something of an enigma.

Those not under its charm effect may attempt to examine the object, while those under its influence will refuse to participate in doing so and, in fact, will physically prevent anyone attempting to molest it. (You must let this run its full course as you see fit.) If explored, there is a 5% chance for all non-thieves of discovering a small, hollow compartment in the left heel of the statue; thieves use their normal Open Locks chance. Inside there is a small ring box, containing a powerful magic item--a **ring of 3 wishes!** The queen has been saving this, intending to put it to use in her bid to regain her throne and realm.

E. The Beholder's Lair

There is one, large chamber on this level (303). At present, there are a half dozen stone statues of men and women--wearing adventure gear--in various poses of action within the room. Some are missing heads, arms, hands, legs, feet, which one could assume the scattered and shattered bits and pieces of stone laying about might be. Some appear to be fleeing the chamber--facing south, others have weapons drawn as if ready to strike, while others seem to be searching for something on their persons. All have horrified expressions. A twenty foot long corridor extending north from this chamber leads to the lair (e) of the creature responsible for all the carnage in the larger room.

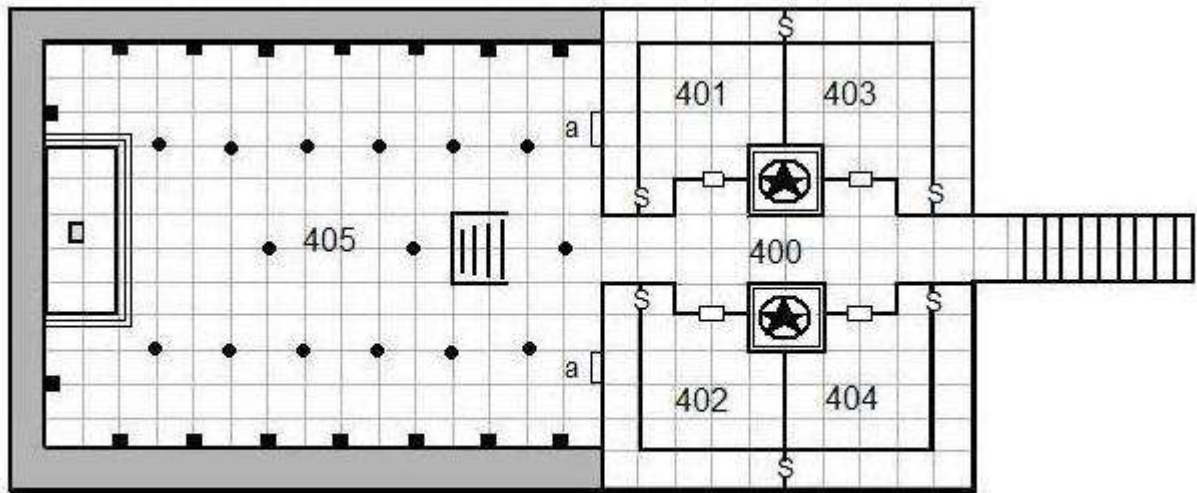
Details regarding the creature can be found on p.28 of the Companion Rules Dungeon Master's manual. It will use all of its abilities to attack intruders, sparing no mercy. Initially it will be in chamber (e) as characters arrive in the larger room, but the sound of movement, the appearance of artificial light, etc. will draw the beast to the large chamber after 3 turns.

Within its private sanctum the creature has gathered 8 potions and 4 scrolls. You may decide for yourself the attributes of these items, or randomly generate such results using the treasure guides found among the DM manuals in the series (BECMI/BX). Note: one of the scrolls should include a map of the pit-trap, and the side view as shown above, including the secret panel location and exit to level two.

Decades of experience has taught the creature how to utilize its eyestalks to maximum efficiency. It knows when not to waste attempting an effect, and thus will only resort to the one that casts a *Sleep* effect when all other options are exhausted. It will not attempt to cast *Charm Monster* if only humans and demi-humans are confronted. And, initially it will direct its attacks at spell casters in a group. Lastly, the creature will not chase intruders further south than the last pair of alcoves before reaching the great hall of 302. Should characters manage to flee this far, the creature will remain behind, floating in the air between the most southern set of alcoves, protecting its lair.

LEVEL FOUR

THE BONE QUEEN'S SANCTUM	OCCUPANT CREATURES	TREASURE
400	2 Golems, Bone--Greater(18HD/144 hp each)	None
401	Ghost, lawful(HP: 63)	See Below
402	Ghost, neutral(HP: 63)	See Below
403	Banshee (HP: 58)	E,N,O (100%)
404	Poltergeist (HP: 54)	E,N,O (100%)
405	Queen of Bones/Lich/C22 (HP:85)	See Below



Level Four

A set of stairs leads up into the great hall of the Queen of Bones. When the first character reaches the top of the steps and onto the floor of the chamber itself, a cold wind will blow throughout the room attempting to extinguish normal light sources. Immediately a seductive, feminine voice will echo within the hall saying the following: "*Ahh, warm blood approaches once again. Please, enter my private sanctum, and let me know you.*" If the characters continue east into the next hall (400) the wind behind them will cease. If they turn to explore the great chamber (405) they will discover the following: portal-frames built into the east wall (a), and a raised platform at the west end of the room supporting a throne, and the Queen of Bones herself! As soon as anyone attacks or is within 90 feet of her, she will rise and attack--aiming her abilities first at lawful/neutral spell casters. Those still under the influence of her statue's effect (level 3, 302-d) will act accordingly.

THE QUEEN

Armor Class: 0, Hit Dice: 9+13(85 hp), Move: 90'(30'), Attacks: 1 tough or 1 spell, Damage: 1-10 + paralysis or by spell, Save As: C22, Morale: 10, Alignment: Chaotic.

The Queen saves on a 4 vs. DR/P, on a 5 vs. R-S-S, and a 6 on MW/P/T to S.

In addition to her Lich abilities, She has the following spells at her disposal.

7th Level: Unholy Word x2, Obliterate x2

6th Level: Barrier x2, Remove Barrier x2

5th Level: Cause Critical Wounds x3, Finger of Death x2

4th Level: Cause Serious Wounds x2, Dispel Magic, Create Poison x2

3rd Level: Continual Darkness, Curse x2, Speak with Dead x2

2nd Level: Hold Person x2, Resist Fire x2, Silence 15' Radius x2

1st Level: Cause Light Wounds x2, Darkness x3, Cause Fear x2

The large hall (400) east of the Queen's chamber includes two doors in the north and south walls. However, two unusually large and foreboding giant skeletons stand posed (see map previously) and will launch attacks upon intruders. Each has 18HD (144 hp ea.) and wields two large pole arms. Otherwise, they are similar to the lesser types found in the Expert Rules manual. They will not pursue anyone fleeing.

Four chambers take up the eastern portion of this level (401-404). Within each will be found the creature indicated in the previous table; a poor unfortunate that met its demise within the queen's lair long ago. Both 401 and 402 are occupied by, once, benevolent beings; their deaths having traumatized them so severely as to cause them to remain within the chambers. Each may be of some assistance to adventurers, if approached with the proper attitude. The lawful ghost (401) will offer to guide characters out of the dungeon via the wide stairs leading east. It knows of a secret shaft amidst the rubble that will lead up to the surface. (This is not on the map, so just *wing* it!) The neutral ghost (402) knows of a secret treasure cache beneath the Queen's throne in the western chamber. (Again, not on the map--just *wing* it!) Use the usual search techniques the party has available. Once discovered, they will find within: Treasure Type H (automatic 100% of each item). Rooms 403-404 are occupied by the tortured spirits of former explores as well, only these were cut-throats and thieves, back-stabbers and malevolent types that turned on their own party during the exploration of the dungeons. Their doom was their greed, and in their pursuit to escape with all they could carry, each was set upon and killed by the bone guardians. Still tormented to this day, they will not assist any group containing lawful and neutral types; those they will automatically attack upon sight.

Stairs heading east rise roughly 30 feet before being blocked in by tons of rubble and stone from above. A tiny shaft-space exists that can be climbed by individuals, taking about 9 turns to reach the surface. Thieves can use their climb skills and cut the required time down. The lawful ghost knows of this route.

CONCLUSION

There is much that is not included in this document--information regarding the creatures found within, and their abilities is likely the most glaring omission. All such data is available, having been previously published in the rules manuals referred to in this work (BX/BECMI, etc.) Thus it is assumed that, if you are planning to conduct this adventure, that you will possess such materials. If you do not, you must either come up with your own information, or obtain the manuals mentioned.

In addition, there is nothing contained within that is sacred. You are free to alter, delete, exchange anything within as you deem necessary.