Tomb of the Lich King (Level 2)

Location Chart 1D8

Roll	Location
1	Corner
2	T intersection
3	Hallway
4	X Intersection
5	Room 6x6 (2 doors)
6	Room 6x6 (3 doors)
7	Room 6x6 (4 doors)
8	Special

Monster Chart 2D6

Roll	Monsters (#)
2	Rats (D12)
3-4	Zombies (D6) +1 Rat for each Zombie
5-6	Zombies (D8) +2 Rats for each Zombie
7	Skeletons (D10) & Skeleton Champion
9-11	Skeleton Spears (D6) & Wraiths (D6)
12	Skeleton Pikes (D6) & Wraiths (D6)

Encounter Chart 1D6

Roll	Encounter
1	Monsters
2-5	Chest (D4) & Monsters
6	Chests (D6)

Doorway Chart 1D10

Roll	Type
1-2	Unlocked Door Dif:3
3-5	Unlocked Door Dif:2
6-9	Locked Door Dif:2
10	Locked Door Dif:3
11+	Great Door *

* Becomes unlocked door after second Great Door

Chest Chart 1D6

Roll	Result
1	Unlocked Dif:3
2-3	Unlocked Dif 2
4-5	Locked Dif:2
6	Locked Dif:3

Door Trap Chart D6

Roll	Trap
1	*Compressed Gas – Dif: 2 WIT* Methane gas is stored in a canister encased in the doorway and will ignite, causing a fireball to form on the four squares directly in front of the door. Any models in these squares suffer a 5d6 attack. Roll Def as normal.
2	*Falling Stone – Dif: 2 DEX* A sandstone block drops to the ground, shattering as it impacts the Hero. All characters in the two squares directly in front of the door take three points of damage. Each gets to roll DEF
3	*Swinging Star – Dif: 2 DEX* A spiked ball on a pendulum swings down in front of the door. All characters in its line of travel from wall to wall suffer an attack. Make an attack roll with 5d6 against each character in line. Each gets to roll DEF
4	*Shower of Fangs – Dif: 2 WIT* A shower of Fangs, fall from the ceiling. They make a 5d6 attack against all characters on the tile. The characters roll DEF as normal.
5-6	*Nothing*

Random Event 1D6

Roll	Effect
1	**Guards!** Two skeletons appear at the Doorway through which you entered the room or hallway.
2	**Bioluminescent fungus** Glowing slime coats the floor and walls in this area. The next time you enter a room with monsters, you are automatically detected.
3	**Lost Treasure** The Hero discovers that he has lost 20 Gold. Decrease the treasure by twenty gold but not below 0.
4	**Dead Warden** You encounter the remains of a city tunnel warden. On his person, you find a key. **Roll 1d6:** 1-5, Door Key, 6 Great Key
5	**Hidden Chamber** Only usable in a room with at least one wall without a Doorway. The Hero makes a detection roll and on 3 successes he or she will find a secret Door on the chosen wall. If a Tile is already on the other side of the chosen wall the Door leads into that room or hallway. If there is no Tile on the other side then place a 6x6 Room with no other doors. Place 6 Chests in the room, rolling on the Chest Chart. A Secret Door is never trapped.
6	**Nothing**

Chest Trap D6

Roll	Trap
1	*Booby Trap – Dif: 2 WIT* A small Powder bomb is hidden within the chest, ready to explode if the not opened correctly. This trap only affects the contents of the Chest. If the trap is sprung, do not roll for treasure as it has been destroyed by the explosion
2-3	*Infected Shard – Dif: 2 WIT* A small barb is hidden within the lock ready to prick the would-be disarmer. This trap only affects the hero opening the chest. The needle makes a 3d6 attack against the hero. The hero rolls DEF as normal.
4-5	*Animated Skull – Dif: 1 WIT* An enchanted skull is hidden within the lock ready to bite the would-be disarmer. This trap only affects the hero opening the chest or door. The Skull makes a 3d6 attack against the hero. The hero rolls DEF but without Armor or Shield Bonuses
6	*None*

Special Location 1D6

Roll	Room
1-4	Fountain Room
5-6	Sarcophagus

Unique Location Chart

First Great Door	Rat's Nest
Second Great Door	The Tomb

Treasure Chart 1D8 (+2 for Locked Chests)

Roll	Treasure
1	5 Gold Coins
2	10 Gold Coins
3	Potion of Healing
4	Ruby (15 Gold)
5	Potion of Revival
6	Blue Sapphire (20 Gold)
7	Door Key
8	Great Key (Unique – Re-roll this result)
9	Golden Chalice (Unique – Re-roll this result)
10	Paladin's Sword (Unique – Re-roll this result)

The Adventure

Time Span
15(10)

Your party was approached by an emissary from the Royal Council of Mages. A large amount of Mana flux is being drawn to a local Ruin in the area. The pattern of the flux suggests Necromancy, so you were asked to investigate and destroy and User's of the Dark Arts. Taking on the assignment, you journey to the ruin which appears to be the remains of a large castle.
The first room you enter is lit by two torches, an ominous sign. Three closed doors lead from this room. As per the rules these will not be locked or trapped. Good Luck!

Unique Rooms

The Rat's Nest

This is a 6x6 room with a metal grate in the center of the back wall. The door is placed opposite the grate. The room is littered with all manner of shiny things the rats have dragged in, as well as an abominable amount of filth. Due to the horrid stench and disgusting mess, all heroes have 1 less die for all actions, and move one space less than normal.

Setup

There are 12 rats in the room, placed as normal. They suffer no ill effects from the room. Due to the muck covering the floor, if a hero is stunned or incapacitated while in this room, he requires one extra success than normal to recover. When all the rats are killed, the heroes may dig through the refuse on the floor, and make four rolls on the treasure chart. After this, they may lift the grate, revealing a door, roll as normal for door type.

Tomb

This is an 8x6 room with four sarcophagi in it. In each corner is a small cauldron filled with some sort of glowing, bubbling magical goo. You have caught the Lich King in the middle of his ritual to raise the great heroes of old as servants, and he is none too happy. The Lich King will automatically detect the heroes upon them entering the room, and by extension, so will the Wraiths.

Setup

The door is placed in the center of one end, and the Lich king is placed in one of the four spaces in between the cauldrons at the other end. One Wraith is placed at the end of each of the sarcophagi.
The sarcophagi present an obstacle in the room. In order to move over them, a model must expend one more point of move, thus a space with a sarcophagus counts as two spaces for movement. If using a ranged weapon, and there is a sarcophagus in between you and your target, you roll one less die to hit. The same applies for magic spells that act in a similar fashion to a ranged weapon. Two sarcophagi in between you and a target do not stack.
If pushed back into one of the cauldrons, a hero must make a RES roll Dif 2 or lose one life. If this occurs, a skeleton is automatically summoned into the room and placed randomly (maximum of 6 skeletons in the room at one time).

The Lich King

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	XP
5	5	4	6	4	5	4	4	19

Life Chart D6

Roll	Result
1-5	Nothing
6-7	+1 to future rolls (cumulative)
8	Defeated

Law: Conspire-Once the Monster detects the Heroes it will move away and attack the nearest Hero with magic. The Lich King will always use whichever spell has the potential to cause the most damage to the most heroes.
Description: The Royal Lich is a powerful undead, able to sustain his own existence as well as those of his minions. His skull-like visage inspires terror, while hiding his true intentions from those who oppose him.

Censer of Burning Entropy

The censer carried by the Lich King exudes an oily, magical smoke that converts life essence into evil spirits. Any hero adjacent to the Lich King must roll RES (dif 2) at the beginning of each action round. If no success is scored, the Hero automatically loses one life, and a Wraith appears in a random location in the room (maximum of 6 Wraiths at one time in the room).
.

Spells

1. Black Lightning – A difficulty 2 Spell that targets a Hero up to 6 squares away. A magical energy bolt leaps from the Lich King's fingers towards any one target. Use the Magic roll as if it were an Attack roll with a weapon Bonus of +2.

2. Entropy Storm – A difficulty 3 Spell that targets any Hero up to 4 squares away. A swirling cloud of blackness explodes over the hero, affecting the hero, and every model in the 8 squares around them. Use the Magic roll as if it were an Attack roll with a weapon Bonus of +1.

Monsters

Plague Rat

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
2	1	2	4	2	0	3	2	1	0	7

Powers: Encroach – The Monster is able to attack diagonally, due to its size or way it is built.
Law: Brutal -Once a monster detects the Heroes it will always move and attack the nearest Hero.
Description: These sharp toothed rodents have been undisturbed for years. However, something has invaded their home and they attack anyone that comes near.

Zombie

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
3	3	1	2	1	0	2	1	1	1	8

Powers: Braaains - The Monster is attracted to high WIT Heroes. A Hero will be automatically detected if his WIT is 3 or more.
Law: Brutal -Once a monster detects the Heroes it will always move and attack the nearest Hero.
Description: Zombies are mindless creatures that gain their life-force from a Necromancer. They attack anything that moves but tend to be a bit slow and cumbersome due to the rotting flesh that remains on their bodies.

Skeleton

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
4	3	2	4	2	0	3	3	1	3	10

Powers: Skeletal - The Monster does not have any flesh so ranged weapons are not as effective. Heroes roll 2 less dice when shooting.
Law: Brutal -Once a monster detects the Heroes it will always move and attack the nearest Hero.
Description: Skeletons are mindless creatures that gain their life-force from a Necromancer. They attack anything that moves and seem to be more coordinated than their more fleshy friends, the Zombies.

Skeleton Pike

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
4	3	2	4	2	0	3	3	1	3	11

Powers: Skeletal - The Monster does not have any flesh so ranged weapons are not as effective. Heroes roll 2 less dice when shooting.
Encroach - The Monster is able to attack diagonally, due to the pike.
Law: Brutal -Once a monster detects the Heroes it will always move and attack the nearest Hero.
Description: Skeleton Pikes are mindless creatures that gain their life-force from a Necromancer. They attack anything that moves and coordinate with other Monsters so they can totally surround a Hero.

Skeleton Spear

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
4	3	2	4	2	0	3	3	1	3	11

Powers: Skeletal - The Monster does not have any flesh so ranged weapons are not as effective. Heroes roll 2 less dice when shooting.
Spear - The Monster will throw the spear 3 squares with his first attack and then attack in Melee with a -2 reduced ATK.
Law: Brutal -Once a monster detects the Heroes it will always move and attack the nearest Hero.
Description: Skeletons are mindless creatures that gain their life-force from a Necromancer. They attack anything that moves and seem to be more coordinated than their more fleshy friends, the Zombies.

Skeleton Sword Champion

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
6	3	2	4	2	0	3	3	1	3	12

Powers: Skeletal - The Monster does not have any flesh so ranged weapons are not as effective. Heroes roll 2 less dice when shooting.
Law: Brutal -Once a monster detects the Heroes it will always move and attack the nearest Hero.
Description: Skeletons are mindless creatures that gain their life-force from a Necromancer. They attack anything that moves and seem to be more coordinated than their more fleshy friends, the Zombies.

Wraith

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
5	3	3	6	3	0	5	3	1	5	15

Powers: Ethereal – The Monster is partially insubstantial. All dice rolled to hit them are at –1 (dice must be a 6 to count as a success, a weapon master would need 5 or 6). Magic items and spells affect them as normal.
Law: Frenzy- Once a Monster detects the Heroes it will always move and attack the nearest. If it survives a turn, it will always attack a different Hero usually the next nearest.
Description: Wraiths are Spirits, raised with the powerful spells of a Necromancer. Although their bodies are insubstantial they still have a physical presence.

Items

Potion of Healing	This is a onetime use item. The dosage contained within the vial is enough to instantly return 1d4 Life to the Hero up to the current maximum.
Potion of Revival	This is a onetime use item. When used on a dead Hero, he revives with full life.
Door Key	You may use the key to attempt to open a locked door. Roll a D6. On a 2+ result you have successfully opened the door. Remove the Key from your items. On a result of 1 the door remains locked. However you do not set off a trap and you get to retain the key to try on another door later in the Dungeon.
Golden Chalice	The Chalice is a representation of all that is good. Any monster in the eight squares surround the hero holding the Chalice, act with one less die on all actions. A hero must have a free hand to gain the benefit of this item.
Paladin's Sword	The Paladin's Sword was forged from meteoric iron and his inscribed with holy symbols. It lends a +3 bonus against most opponents, but against undead, it gives +5. This counts as a magical weapon.

Copyright 2008 Shaun Austin & Oversoul Games. All Rights Reserved. Website: www.oversoul-games.com