

Necropolis of Zarudalf the Mad

The name of **Zarudalf the Mad** has been long forgotten. The dread Necromancer lies in a state of magically suspended animation, awaiting till he awakes and once more resumes his grisly mission – whatever that is.

The **entrance** is grand, but seemingly danger free, but once entering the wide passage beyond, the doors swing shut, and become difficult and time-consuming to open.

The **Chamber of Twelve Doors** opens up – with its altars and statues, columns of bones, and containers representing the four elements of Fire, water, earth and Air. Fear not – the massive statues waken within 10 minutes and attack all living creatures in the room. Secret doors lead either to dangerous dead ends, barracks full of high-level skeleton warriors, or torture chambers. Many doors in the winding dead ends finish in false doors, usually with some sort of trap, and all emitting loud high-pitched screams. The skeletons in the barrack quarters will act on such noise, and attempt to trap the remaining adventurers.

Only one door leads to the **Portico of the Fiery Maidens**, dominated by massive fire pits, and an array of large statues of gorgeous scantily clad women. Forget looking through the variety of skeletons of previous adventurers – they will only reanimate and attack once the first person passes the fire pits, a minor inconvenience compared to the onslaught by the implacable Amazon warriors now advancing to help you join the hapless skeletons now joining in the affray against your party. Great treasure in chests here will make your grisly demise worth the effort.

East is the **Arena of the Dead**, where the undead battle each other – and then turn onto the party if you are foolish enough to enter. At least there is some decent treasure here.

West is the **Baths of Putrefaction**, with inimical winds of power seeking to flush you into the putrefaction morass.

If you ignore the distracting secret doors, leading only to death, doom and destruction, and pick the right door in the south wall, your party (what is left of it) will enter the delightfully named **Temple of Sacrifice**. This imposing room is dominated by a bubbling hot mud pit, surrounded by deadly whirling knives, a dread altar of sacrifice, and many demonic creatures. Remember – NO statue is just a statue.

Four crosses hold 4 tortured females, kept alive and in pain by magical means – if freed, they will be forever loyal to the party, but will need continual care till they reach the safety of the dungeon above, hehehe! In the centre of the central pit, is a high pillar, with an inestimable treasure on top – setting off a trap of course.

To the west is the **Treasury of Eternity** – but with many perils to overcome, not least being a tar pit which burst into searing flame when any attempt to cross it. Of course, the ‘friendly’ giant golem will attempt to back the adventurers into the pit if possible – so won’t attack till the party has largely passed him.

To the east is the **Crypt of the Faithful**, now mummies in their stone coffins, guarded by giant venomous snakes, and a fearsome cross between a malignant ghost and fearsome banshee. Pity that you need to pass the to get to the way down. Tea, anyone?

Finally, behind a secret door behind the fearsome statue in the south wall is a secret door – hopefully the party is very leery of where secret doors lead to by now. But here at last, it leads to the ultimate goal – the **Tomb of Zarudalf the Mad** (or as inscribed on his plinth - the Greyish-White). The plinth itself lies on a molten tank of lava,

which rises up to defend its sleeping Master from impious disturbance. Not much treasure here – except your lives if you manage to defeat an extremely powerful lich – named Zarudalf!

All traps are left for the fiendish DM to devise, along with pits. All doors, including secret doors, emit loud sounds when/if they are opened, as well as a most being trapped. Write your will before entering. Farewell, my friends.