



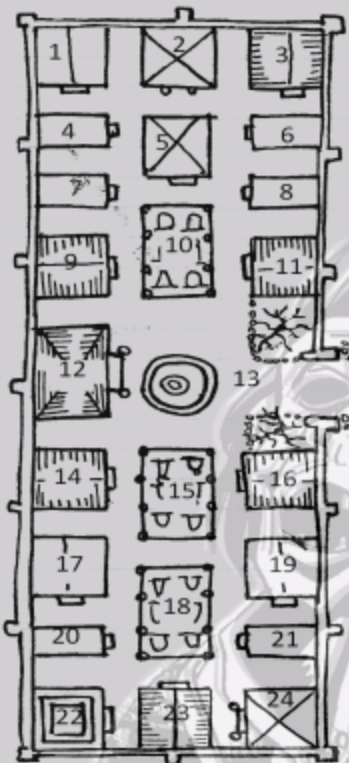
Ostensible
Cat
Design

Created By: Johnathan L
Bingham

<http://creativecommons.org/licenses/by-sa/3.0>

Necropolis of Storr

Haluman the Ineffable failed his bid for immortality becoming a reverse lich. Imbued with a necrotic energy, you must stop him and prevent the necrotic singularity. Search the necropolis of Storr, find Haluman and defeat him before the world succumbs to a wave of death!



Die Roll	Encounter (1-3 on d6)	Item of interest (1-2 on d6)	Event (33% chance upon finding a necrotic sigil or 2-4 on 2d6)
3	6d6 skeletons	Pile of skulls	Haluman summoned: The avatar of the necrotic god Gatroz will appear in 1d6 rounds. Haluman is a 12 th level arcane spell caster
4	Cold spot	4d20 coins (see side bar)	
5	1d6 skeleton knights on undead horses	Weapon rack (see side bar)	
6	4d6 zombies	Necrotic Sigil	Portal to plane of death opens: Haluman has opened the portal to the plane of death. He will succeed in creating a necrotic singularity in 2d6 turns (20-120 minutes) unless stopped. The portal will appear as a jet of black flame rising to the heavens. Roll 4d6 to determine location of portal in the necropolis. Characters will encounter Haluman as above.
7	10d6 Grave worms (save versus disease or lose 1d6 hp per round)	1d6 coffins with intact but inanimate corpses (see side bar)	
8	Eerie Sounds	Iron Bound Wooden Chest (see side bar)	
9	1d6 non-interactive apparitions acting out a scene of traumatic impact	Necrotic Sigil	Corpse golem: All undead that have been slain by the party up to this point will coalesce into a corpse golem (with combine hit dice of composite undead) in 1d6 rounds and seek out the party
10	3d6 plague rats	Flaming Skull (explodes when in 10 feet of a living being for 4d6 dmg 20 ft radius)	
11	1d6 Spectres	Statue (Angel 35%, Human 45%, animal 15%, monster 5%)	
12	Foul Stench	Dry Fountain	Zombie Fountain in the plaza: 1d6 zombie spew from the fountain in the centre of the necropolis every other round. The fountain itself must be destroyed (8 hit dice).
13	2d6 Undead Giant Bats	Necrotic Sigil	
14	Incoherent Gibbering	Gory find: Pool of blood and bones, Bundle of hair and teeth, pile of internal organs, etc.	
15	1d6 Hellhounds	Necrotic Sigil	
16	Inarticulate Scream in the darkness	A lit candelabra	
17	2d6 wights	Fountain of Putrescence (Spray effluence 30 ft radius (save vs death or vomit blood (1d6 hp loss) for 1d4 rounds))	
18	1d2 Vampire	Necrotic Sigil	

TREASURE GUIDE:

Coins:

- 20d6 copper (75%)
- 15d6 silver (15%)
- 10d6 gold (10%)

Weapons Rack:

- 1d6 swords
- 1d6 axes
- 1d6 maces
- 2d6 spears
- 1 magic item ((5% overall 70% +1/30% +2)sword (5%), mace/club(45%), Axe (5%), Dagger (45%)

Iron Chest/Coffin:

- (25% trapped save or 4d6 dmg)
- 4d6 gems(15% chance)
- 20d6 coins(40% chance)
- 1 magic item ((5% overall 70% +1/30% +2)sword (5%), mace/club(45%), Axe (5%), Dagger (45%))

GM Notes: For each keyed area in the Necropolis of Storr, roll on the Encounter/Item/Event Table. First determine if there is an encounter (1-3 on a d6), then roll 3d6 to determine encounter type. Repeat for Item and Events. If there is no Encounter, item, or event, then that area is empty. An event is triggered by either finding a necrotic sigil or by a roll of 2-4 on 2d6. The Necropolis is cleared if Haluman is discovered and defeated.



BY SA