**The Cave of the Dead**

This adventure is meant for a party of 4 level 4 characters

Level 1

**Traps.**

* Shortly within the entrance, there is a Cave-In (Seal-In) trap that collapses the entrance to the cave.
* There is an Insect Swarm trap in the passage between the North and South chambers.
* There is a *Cloud of Death* glyph (4d6 poison) in the center of the ceiling of the South chamber.
* There is a *Portal* glyph in the passage South of the South chamber that triggers when someone steps in the middle of it; the victim can make a DR 20 Reflex save to avoid falling through; it opens to a random spot in the nearest ocean.

**Monsters.**

* There are 3 Specters in the North chamber.
* There is a Revenant (Ra/DEF 11/14 (scale mail + Dodge 1)) with a heavy crossbow (3d8 +2 phys., *weak* Spider Sting poison) and a mace (4d6+4) and Medium wooden shield (+3, bash 4d6+4) behind an illusory wall in the South chamber (Perception DR 16).
* There is a Ghoul behind an illusory wall in the South chamber (Perception DR 16).

**Treasure.**

* The Revenant has 1 Aeon and 38 change on her person, as well as her Scale Mail, shield, heavy crossbow (10 bolts), a vial of Spider Sting (3 uses), and mace.
* The Ghoul has 2 lbs. of solid Death Aether in its body.

Level 2

**Traps.**

* There is a *Rotting Wall* glyph in the entrance to the central chamber; it triggers when someone steps off of it, sealing the exit but not requiring a save; this in turn triggers the Ghouls.
* There is a Cave-In trap (Spot DR 16, 6d8 damage to those caught in the passage at the start of their next turn) in the passage to the South of the central chamber.

**Monsters.**

* There are 2 Ghouls behind an illusory wall (Perception DR 16) to the immediate South of the entrance; they emerge when someone steps into the room or triggers the *Rotting Wall* glyph.
* There is a zombified Giant Shark in the pool in the central chamber; it attempts to bite any creature that travels over or through the water, but is otherwise harmless. It can be spotted by a DR 14 Perception check with disadvantage.

Level 3

**Monsters.**

* There are 3 Necromancers (one 6th level, one 5th, one 4th) on this floor; where they are and what they are doing depends on how loud the party has been on the above floors. If the party has been quiet, one Necromancer (6th level) is eating in the central chamber, one (4th level) is studying, and one (5th level) is sleeping in the Northern living chamber; if the party has been loud, they all prepare to fight the party in the prison chamber, telling them they’ll kill the hostages if they don’t leave – in preparation for this, the Monster in their has their hand wrapped around the woman’s head and will crush it if a fight breaks out.
* There is a Monster (from the Necromancer spell) in the Prison chamber guarding the prisoners.
* There is an elderly Forest Elf woman and a young Dwarf boy chained up in the Prison chamber. The boy is catatonic from his trauma and the woman sobs to herself constantly, and begs the party for help when she sees them.

**Treasure.**

* There are 2 *weak* Potions of Healing in the Northern living chamber, as well as a *moderate* Elixir of Fortune, a *weak* Ether of Mana Repletion, 72 Aeons, and 327 change.
* In the Southern living chamber is a *moderate* Potion of Healing, another *weak* Ether of Mana Repletion, a *1st level* Familiar Figurine, another 54 Aeons, and another 148 change.
* In the storage chamber are various clothes, weapons, and pieces of armor, as well as 12 Aeons and 53 change.
* In the study is a set of Alchemy Supplies and a vial of *moderate* Liquid Fire.