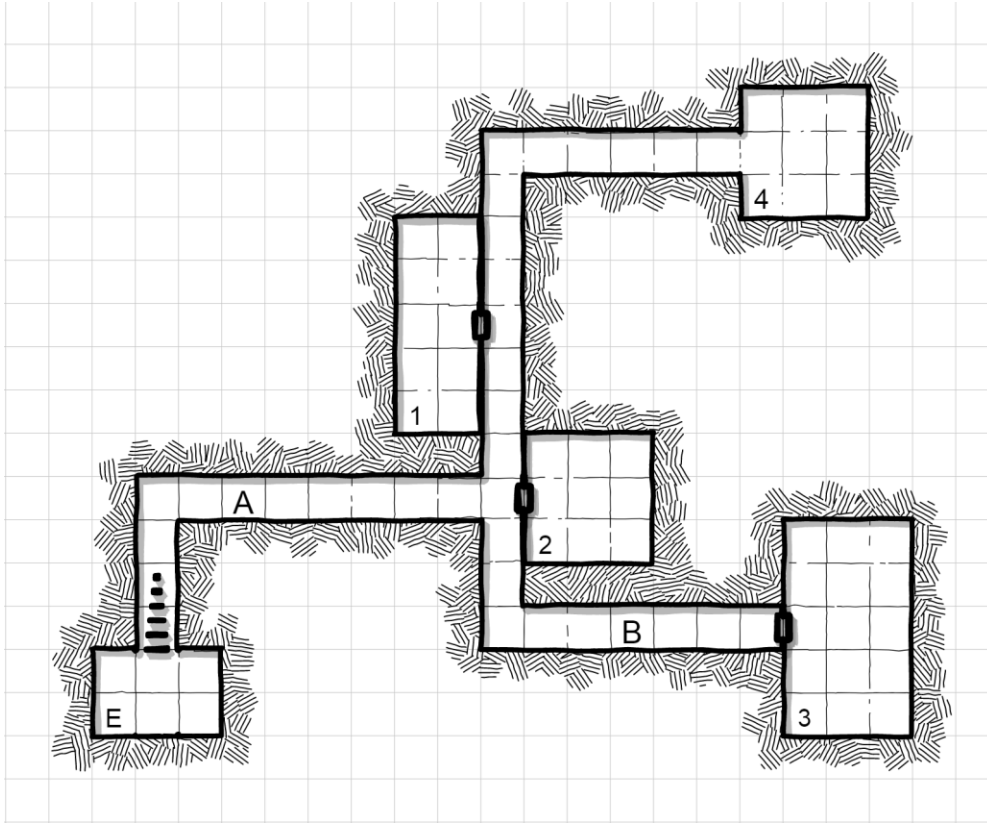


fangs Under the Earth

David Stucker and Austin Rode

Set into the hillside above the banks of a running stream, a stone-framed entrance bears a weathered inscription reading “All that lay here will never rest.”



Rooms

E. Cut into the rock of the hillside, a chamber opens to a series of steps leading down into a passageway. Flanking the passageway is a stone vessel containing 1200 s.p. — a skeletal arm extends into it, and the leering sockets of an upturned skull and scattered bones lie on the floor nearby. Dank, cold air from the underground fills the room.

1. The forms of 1d6+2 skeletons are laid out in rows, still clad in tarnished bronze armor with old swords beside them — favored servants or loyal guards in life. They will rise and attack if disturbed.

2. This chamber contains grave goods — largely spoiled and decayed, but including an intact and sealed amphora of honey; among the refuse are hidden a fine jade bracelet (300 g.p.), an ornate glass ring (75 g.p.), and a fine gold brooch (300 g.p.)

3. Runic inscriptions on the door mark it as the burial chamber of Arnac, a barbarian chieftain. In the center of the room is a stone sarcophagus. Thin, wizened, and bearing sharp fangs in pale, drawn gums, its occupant rises from it — a vampire! A small stone vessel at the foot of the sarcophagus contains two fine goblets of cut crystal and 1500 g.p. The chamber's ceiling bears a painted fresco of demons, similar to those of feature A, and the walls bear painted chronicles of his events in life and power gained through wicked rites.

4. A fearful and invisible presence emanates from this room, a vile magic originating from a squat, toad-like crystal statue depicting a demon. An onyx basin sits at its feet, stained darker by old blood. An inscription on the idol's base reads “In death and through blood, rise,” along with a series of symbols representing phases of the moon. The necromantic energies of the crypt are derived from this idol and may be dispelled only by destroying it — its power results the resurrection of all things dead in the crypt every lunar cycle at the full moon. If it is not destroyed, they will not stay dead.

Features

A: Faded and deteriorated by moisture, the walls of the tunnel are marked by loathsome images of demons and strange, unnatural beasts.

B: Shambling down the passageway are the pale, twisted corpses of 1d6 delvers that met their end in a horrible, draining fashion — yet something compels their life in death.