BACKGROUND
Over two-thousand years ago a fabled warrior king was laid to rest in a stone tomb beneath a burial mound. A lone, solemn obelisk of carved black stone was the only marker for his grave. As the centuries passed, the tomb was forgotten, the obelisk fell in ruin and the mound became overgrown with weeds and brush and overrun by burrowing horrors and blasphemous cults. It is rumored that the actual Tomb of the Warrior King itself has yet to be unearthed and that his ancient riches have been untouched throughout the long ages...

ENCOUNTERS 410
1. 3-12 Giant Rats
2. A slow guttural croaking/clicking noise that is soon answered by another coming from a different direction.
3. 2-4 Giant Spiders
4. The sound of rubble falling
5. 4-8 Hungry Ghouls
6. 2-8 Mushroom-Men
7. 7-12 Crypt Crawlers
8. The sound of something soft and fleshy slithering on the stone in the shadows behind you.
9. 1 Walking Slime
10. 1 Head Stealer
11. Very large natural cavern lit with a dim purple glow coming from fungus growing on the walls and ceiling. The room is lush with oversized fungi, bizarre vines and mushrooms. 3 Mushroom-Men. A natural cave opening on the main floor (a). A 15 foot high ledge with a cave opening (b). A fisher in the earth with running water 40 foot below(c). Anyone swept away in room 9 has a chance to catch one of the vines that dangle over the edge.
12. 3 Cave Eels.
13. Empty cave.
15. A natural 3 foot wide stone bridge crosses an open fisher in the earth (16). This bridge is even in elevation with caves 16-e.
16. An open fisher in the earth. There is rushing water about 40 feet below. Walking across the bridge should not prove difficult. Running however is a different story. If a PC falls to the water below, he is swept north. He may have a chance to save himself as he passes through room 11 and again in room 16.
17. Lair: 20 Crypt Crawlers.
18. One Grick. Pouch with gem (100g) among bones
19. A cavern with rusted digging tools (shovels and picks) near a niche in the wall that appears to have been dug out. A large dark stain that leads from the tools down the east passage. Niche in the wall can be dug out and leads to the Tomb of the Warrior King. A dwarf character can dig through the niche in an hour. Other characters will take three hours. The digging will cause a lot of noise and bring wandering monsters and Crypt Crawlers from 17.
20. The Tomb of the Warrior King! A man made chamber with a high arched ceiling. The west doors have been burst open due to the ancient entrance tunnel being completely collapsed (1/4 mile long). Tomb guarded by 2 Jackals of Darkness. Inside sarcophagus is Warrior King, 8 foot tall skeleton in a plate with shield. Wields 2 handed sword (+2/+3 vs Giants) in one hand. Fights as level 4. Cannot be turned due to amulet. Total treasure: 3,000 gp in coin, gems and items.
21. Rubble has blocked this passage. It is possible to dig through but it is a time consuming process. Wandering encounter checks apply. Beyond the rubble, in the northern passage there is a 2 in 20 chance of another cave-in trapping or burying the PCs. The end of the northern passage opens into the Tomb of the Warrior King with a small opening 10 feet off the ground.