

TOMB OF DESPAIR

ADVENTURE FOR
FANTASY ADVENTURES FOR KIDS AND DARKER DUNGEONS



In the **Tomb of Despair**, a party of mighty adventurers must fight their way through deadly traps and powerful guardians to hunt down and destroy a deranged Lich King. He built this impenetrable tomb to protect him from his enemies so this dungeon delve will require a party of adventures armed to the teeth with magic items to survive this deadly tomb. The Lich King has ruled over this blighted land for centuries and its destruction will free this nation allowing its people to sleep in peace for once in their lives. **Tomb of Despair** is an adventure that requires *Fantasy Adventures for Kids* and *Darker Dungeons* in order to play.

CHAMBER 1: SKELETON HORDES

When the adventurers enter this room, they will be attacked by twelve **Skeleton Warriors**. What makes this encounter difficult is the altar in the back of the room that reanimates the skeletons when they are destroyed. Place a counter on the side opposite of the adventurers on the battle grid that represents the Reanimation Altar. A character must deal a total of 50 points of damage to destroy this altar. As long as the altar is intact, any skeleton that is killed is restored to full Health on a roll of 4+ on a D10. Once all the skeletons are eliminated, the door to the next chamber will open.

CHAMBER 2: GOLDEN BRICK ROAD

A giant wood sign is posted in the entrance to this hallway that states "I LOVE EVEN BUT I HATE ANYONE THAT IS ODD." The floor is covered in golden panels that each has a glowing number inscribed on its surface. The adventures must decide which tiles to step on as they walk across this magical floor. If the adventurers touch a tile with an Even number nothing happens. If they touch a tile with an Odd number then every adventurer receives 2D10 damage.

CHAMBER 3: NECROTIC LIGHTS

This room is filled with twelve **Zombies** but what makes it really dangerous is the massive disco ball on the ceiling that covers this darkened room with brilliant colored lights. The zombies shamble toward the adventures and the ball begins to fire multi-colored energy at the adventurers and the zombies. At the beginning of each turn, each adventurer receives D10 damage and every zombies gains D10 Life. Zombies can have more Life than they started with. The adventurers must quickly dispose of these zombies before things get out of hand. Once all the zombies are eliminated, the door to the next chamber will open.

CHAMBER 4: DOORWAYS

A giant wood sign is posted in the entrance to this chamber that states "I HATE BEING RIGHT ALL THE TIME. SHE LEFT ME FOR SOMEONE ELSE. MY LEFT SIDE ALWAYS HURTS. HE WAS MY RIGHT HAND MAN." The party will see a set of two doors in front of them. They must open either the right door or the left door. There are four sets of these doors that must be opened and passed through to move onto the next chamber. The adventurers must open the sets of doors in this pattern: Right Door, Left Door, Left Door, and Right Door to safely pass through this trap. If the party opens an incorrect door, they will be blasted with arcane flames that deal 2D10 damage.

CHAMBER 5: ICY WELCOME

The adventurers enter this freezing cold room to discover that its walls and floors are completely covered in ice. Twelve angry **Vampire Bats** fly down from a trap door in the ceiling and attack the party. At the beginning of each combat turn, any adventurer that cannot fly must roll a D10. If the roll is greater than their Agility, they will fall down and lose all their Actions for the turn. Once all the bats are eliminated, the door to the next chamber will open.

CHAMBER 6: ORBS

A giant wood sign is posted in the entrance to this chamber that states “CATS HATE GETTING WET. IT’S TOO HOT IN HERE. I LOVE ROCK AND ROLL.” There are three pedestals in the rear of the room numbered with roman numerals I, II, and III. There are three hollow glass spheres on the floor. One sphere contains water, the second sphere contains rocks, and the final sphere contains magical flames. Using the clues, the orbs must be placed in this order: Water, Fire, and Rock. If the orbs are placed properly, the door to the next chamber will open. If the orbs are not in the correct order, all the adventurers receive 3D10 damage.

CHAMBER 6: TWINS

This chamber contains two **Vampire Lords** that attack the adventurers as soon as they enter the room. This room is covered in arcane symbols so at the beginning of each turn roll a D10. On even rolls, that adventurers lose one Action each. On odd rolls, the vampires gain one Action. Once all the vampires are eliminated, the door to the next chamber will open.

CHAMBER 7: GATEWAY

A giant wood sign is posted in the entrance to this chamber that states “WHEN I FEEL SAD, MY HEART OPENS.” There is steel gateway on the other side with a large red heart painted on it. The adventurers will have to think about the saddest thing that has ever happened to them for the gateway to open.

CHAMBER 8: SCREAM TIME

A chamber is filled with twelve **Banshees** that surround a massive stone altar. This altar sends out necrotic energy that gives every adventurer in the room a random condition. At the beginning of each turn, roll a D10 and apply the characteristic to the adventurer if he does not already have one. The banshee attacks the adventurers but the altar can be destroyed with a total of 100 points of damage. A token is placed in the center of the battle grid to represent the altar.

RANDOM CONDITIONS TABLE

D10	CONDITIONS
1	ACID
2	BLIND
3	BLOODY
4	CONFUSE
5	FLOAT
6	MADNESS
7	POISON
8	SLOW
9	STONED
10	STUN

CHAMBER 9: DIALS

A giant wood sign is posted in the entrance to this chamber that states “NOSE, FINGERS, DAYS, EYES, AND SEASONS.” There are five dials numbered one through ten on the far wall. When they are turned to the correct number in the proper order, the door to the next chamber opens. The correct dial settings are **1, 10, 7, 2, 4**. If the party puts in an incorrect combination, every adventurer receives 2D10 damage.

CHAMBER 10: HAUNTED HOUSE

This chamber is filled with twelve **Wraiths** that assault the party when they enter. This room is also filled with a magical darkness that cancels out any light except for holy light. The Wraiths are unaffected by the darkness but all the adventurers receive a -2 Attack modifier for all their attacks.

CHAMBER 11: QUIZ SHOW

A statue of a dragon sits in the center of this chamber. As soon as the adventurers walk into the chamber, it will say, "I will give you five clues about a word. If you guess the word, you live. If you guess wrong, you die." The dragon will give your party five clues and they can answer at any time. If the party answers wrong, he blows fire on the party to deal 2D10 damage. Once all three questions have been answered correctly, the door to the next chamber will open.

QUESTION #1

CLUES: Sharp / Slash / Sheath / Blade / Long

ANSWER: Sword

QUESTION #2

CLUES: Lizard / Wings / Fire / Reptile / Flying

ANSWER: Dragon

QUESTION #3

CLUES: Drawbridge / Moat / Keep / Portcullis / King

ANSWER: Castle

CHAMBER 12: LICH'S PET

This chamber contains a single **Hydra** so this will be a tough fight. Once this beast is defeated, the door to the Lich's personal chamber will open.

CHAMBER 13: LICH TIME

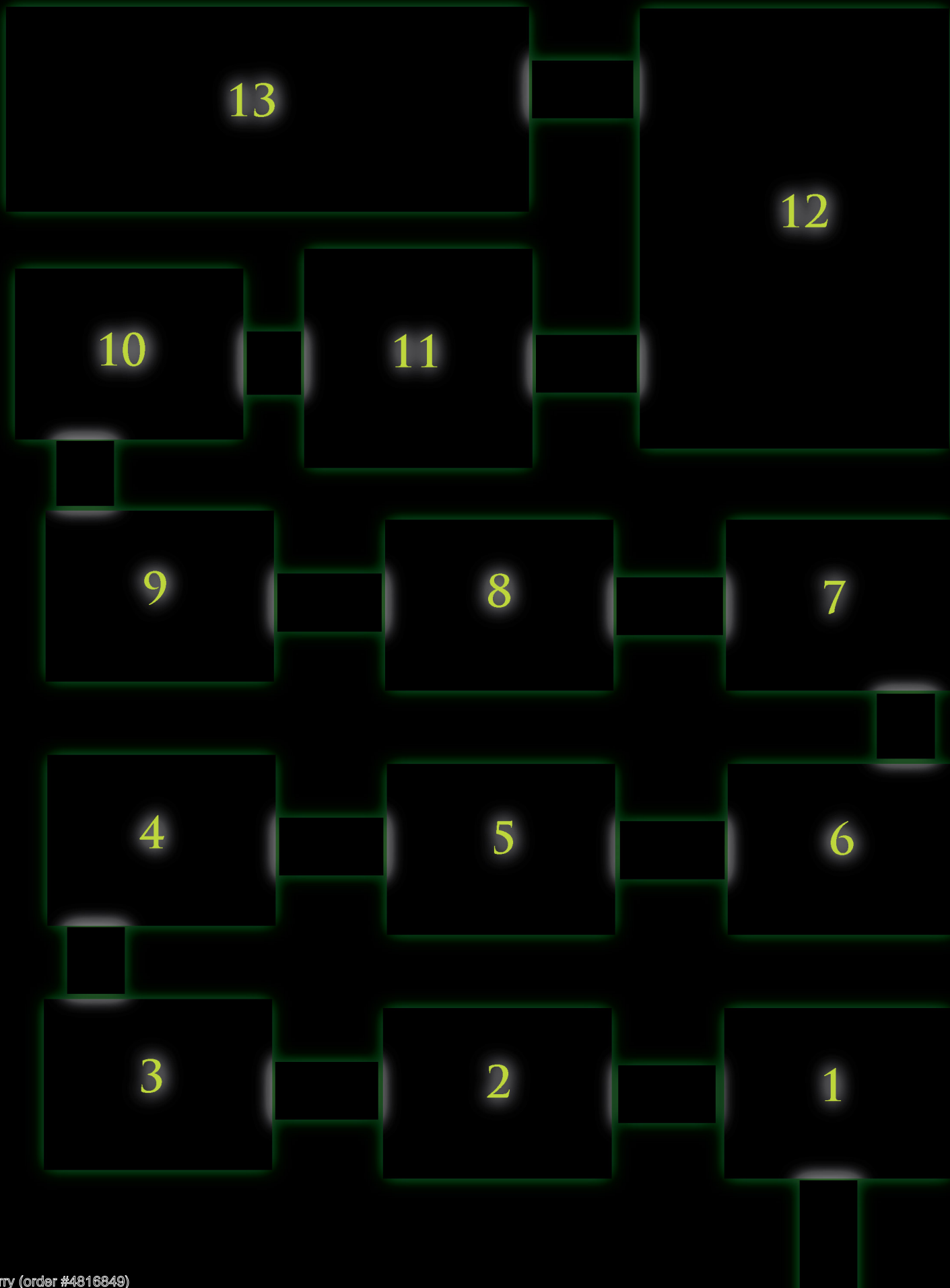
Your party has reached their final destination and must now fight the mighty **Lich King**. Once it is defeated, all the adventurers will receive a magic item.

COVER ART BY DREAM OF ABELL

PRODUCED BY JEN GAMES

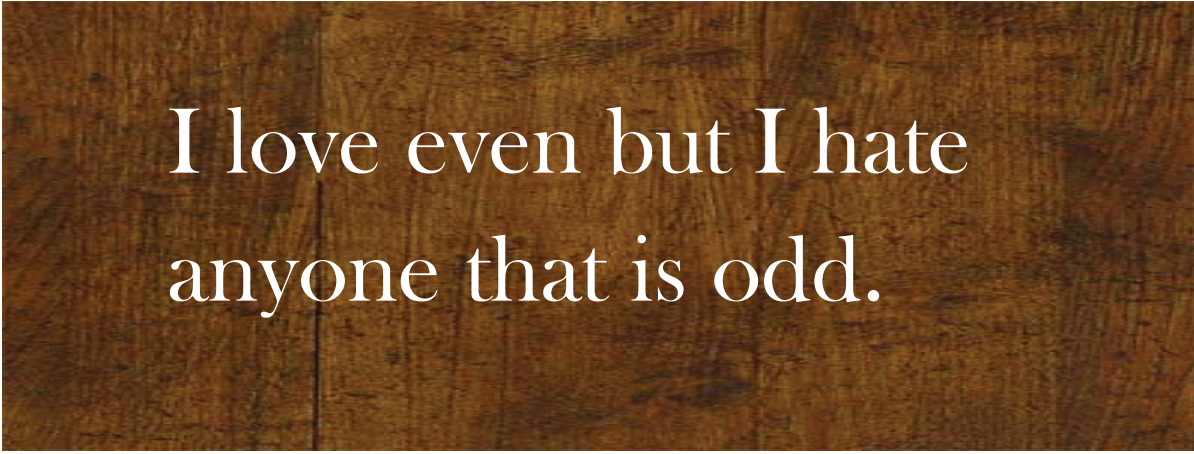
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TOMB OF DESPAIR



CHAMBER 2 HANDOUTS

3	3	5	11	5	13	3	5	19	7	1	15	3	11	3
5	9	13	3	11	7	11	7	11	5	9	3	5	9	1
7	7	9	1	4	2	15	1	13	3	7	8	4	7	5
10	3	11	2	7	11	12	3	17	1	6	11	11	4	7
15	12	6	7	13	5	5	8	12	4	5	5	7	3	2
11	3	3	9	15	3	7	15	15	9	3	13	1	5	9



I love even but I hate
anyone that is odd.

CHAMBER 4 HANDOUT

I hate being right all the time.
She left me for someone else.
My left side always hurts.
He was my right hand man.

CHAMBER 6 HANDOUT

Cats hate getting wet.
It's too hot in here.
I love rock and roll.

CHAMBER 7 HANDOUT



When I feel sad,
my heart opens.

CHAMBER 9 HANDOUT



Nose
Fingers
Days
Eyes
Seasons