

This key is from the actual play of my OD&D hexcrawl campaign, representing the results of multiple expeditions into the Crypt of Luan Phien. It is based on the original one page dungeon designed by Djekspek, which can be found online at:

<http://djekspek.deviantart.com/gallery/#/d2l9fxj>

You will need the map from that page in order to make any sense of this key. In addition, the final image (depicting Luan Phien's crypt) has been removed due to copyright. It was originally taken from page 10 of The Sunless Citadel, although you could substitute any crypt image that looks nice to you.

No efforts have been taken to clean these notes up to any sort of professional standard; they're presented purely for curiosity and whatever use you may extract from them. The only thing you may need to know which is not included is that there was originally a 5,000 gp necklace hanging around the neck of the white dragon head in area 13 (of plated silver, etched with arcane elven runes, and studded with 5 dark green alexandrites).

CRYPT OF LUAN PHIEN

Version 4.0

SESSION HISTORY

2011-03-12:

- Herbert, Chloe, Wheezy, Tormery, Bust, Marrow, and Uli enter the crypt.
- Loot 5,000 gp necklace from area 10.
- Kill one of the patrol ghouls.

2011-03-17:

- Herbert, Chloe, Wheezy, Tormery, Bust (with the Five Sisters: Tansy, Opal, Ruby, Violet, Garnet), Aeng, and Uli
- Kill all six of the patrol ghouls.
- Remove *Map of the City of the Chosen Claw* from area 4.

2079-03-25:

- Herbert, Chloe, Wheezy, Alane, Bile, Aeng, Epicaste.
- Kill all six patrol ghouls.
- Alane killed by trap in area 4; bookcase to area 3 wedged open on dead ghouls.
- Play Date: March 25th, 2011

2079-04-09:

- Herbert, Chloe, Wheezy, Lililuthuan, Aeng, Epicaste.
- Triggered trap in area 14. Defeated Luan Phien.
- Emptied library, killed all remaining ghouls, took treasure in area 3.
- Dragon wings in area 5 grafted to Herbert.
- Play Date: March 25th, 2011

CURRENT ROSTER

Empty.

CURRENT KEY

AREA 1: The remains of two broken chairs.

AREA 2: Contains 5 ranks of 5 statues. Elvish warriors in pointed helms (they do not have swords). Will be turned to face those entering the chamber regardless of which direction they're coming from.

AREA 3: Corpses of 5 dead ghouls.

AREA 4: One bookcase (on far left) has volumes bound in rich red leather. Secret door to right has been pried off its hinges.

- **TRAP:** Spikes from the floor if any volume is removed from this case (these volumes are all fake). 4d6 points of damage to anyone in the room.

AREA 5: Four wires dangle from the ceiling. Blackened and corroded.

AREA 6: 2 wooden chairs painted to appear gold, facing towards the potential exit from the crypt.

- One of the chairs has recently been sat in; the other is thick with dust.

AREA 7: A memory well. 350 sp are at the bottom.

AREA 8: 25 statues of peasant workers. Some engaged in harvest; others pushing plows; etc.

AREA 9: One corner is partially collapsed, sending a cascade of stone across the chamber.

AREA 10: Room containing beds, chairs, etc. One wall has a weapon rack (now empty) with spaces for 25 swords.

- Everything is coated in thick dust, except one bed which has recently been laid on.

AREA 11: A dozen barrels to the right; three tables laid out with a sumptuous, completely fresh feast on the left.

- **BARRELS:** 50% contain water (harmless); 50% contain wine. Drinking wine requires save vs. spell or cursed with a magical sleep from which they cannot be awakened. Anyone touching the sleeper must also save (and becomes similarly contagious).
- **FEAST TABLES:** Anyone eating the food must save vs. spell or be compelled to commit suicide. (There used to be nine sets of gold silverware).
 - o Fresh saves can be made once every 24 hours. Holy water, *bless* spells, and similar efforts also allow fresh saves. *Remove curse* alleviates either condition.

AREA 12: Journey room. Walls are inscribed with instructions on how to get to the afterlife.

- Hemispherical chamber. Walls covered in writing and pictographic depictions of the elven journey into the afterlife: Passing through the eight fey forests. And the nine levels of fungi hell. With strange elven creatures of black-ebon skin dwelling beneath the surface of the earth (completely legendary to their eye).

AREA NORTH OF 13: Sunken floor/depression with muddy floor. On the other side you have to climb back out.

- **TRAP:** 1 in 4 chance mud is actually a sinkhole, causing them to drop 40-60 feet into a thick mud which will then begin to boil 1d3 rounds later (1d6 points of damage).
- **ROPE:** A rope has been shot across the mud pit, with a crossbow bolt wedged into the wall. 1 in 6 chance it releases when someone tries to cross.

AREA 13: Prize room, filled with trophies collected by Luan during his lifetime.

- Dominated by the heads of orcs and kobolds mounted on the walls.
- The head of a white dragon right in the center of the chamber.
- Curious wicker man in the corner. Open to reveal construction similar to an iron maiden, with thick, piercing thorns pointing inward. There's a strange figure within, sculpted from twigs.
 - o Actually a dead twig blight from *Sunless Citadel*.

AREA 14:

- **ORIGINAL PIT TRAP:** 80 foot pit, 50% chance of springing per person. Top of pit springs back into position, as does a second “floor” 10 feet above the bottom. (So if they open the pit or fall through it again, they see a 70 foot pit with nothing at the bottom of it. If someone strikes the bottom, another ceiling pops in 10 feet above that.)
- **NEW PIT TRAP:** Wedged open with a helmet. There’s a massive jumble of broken stone at the bottom of the pit (the bottom four triggering mechanisms for releasing ceiling pieces have been destroyed). These act as spikes for those falling in the pit.
- **MAGIC IRON PILLAR:** Projects magic shield within crypt which prevents *passwall* and *teleport* effects within the cairn. Also causes all compasses to always point to the center of the crypt.
- **LUAN PHIEN’S CORPSE:** Two blackened halves dressed in a rusted coat of iron mail laying next to his tomb.
- **LUAN PHIEN’S TOMB:** Luan Phien was a wraith. His tomb (of gray marble laced with red) looks like this, except that the lid has been shoved to one side:

CRYPT OF LUAN PHIEN

Version 3.0

SESSION HISTORY

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- Kill all six of the patrol ghouls.
- Remove *Map of the City of the Chosen Claw* from area 4.

2079-03-25:

- Herbert, Chloe, Wheezy, Alane, Bile, Aeng, Epicaste.
- Kill all six patrol ghouls.

CURRENT ROSTER

6 guard ghouls (AC 6, HD 2, MV 9)	Area 3
6 patrol ghouls (dead, being knit back together)	Area 14*
Spectre of Luan Phien (AC 2, HD 6, MV 15/30)	Area 14

* Re-animate in 3d6 days.

CURRENT KEY

AREA 1: The remains of two broken chairs.

AREA 2: Contains 5 ranks of 5 statues. Elvish warriors in pointed helms (they do not have swords). Will be turned to face those entering the chamber regardless of which direction they're coming from.

AREA 3: This room is lit by a beautiful chandelier made of silver and colored crystals. Eight candles burn in the chandelier and the light plays off of the crystals to create an almost eerie atmosphere. You also notice an elegant black walnut chest [2 gp], banded in gleaming copper in the corner of the room. You approach the chest and find it is not locked. Inside you discover a fascinating suit of studded leather armor. As you lift it out of the chest you can tell it has been lovingly crafted by experienced hands [*masterwork studded leather armor, 175 gp*]. After moving the armor aside you find another set of identical armor. It is just as expertly crafted, and if you compare them side by side, the two suits of armor are exactly alike [*masterwork studded leather armor, 175 gp*]. Under the second set of armor you uncover a pair of leather gauntlets which look as if they were probably crafted by the same person who created the two sets of studded leather [*masterwork leather gauntlets, 45gp*]. Nothing else remains in the chest, so you check the rest of the room, but turn up nothing of value. Your attention turns back to the exquisite chandelier hanging

from the center of the room. It looks as if it could easily be taken down, but carrying it without ruining it will be quite difficult [*chandelier made of silver with aquamarine, violet garnet, blue spinel and golden yellow topaz crystals; value 4,600gp*]. [Total 4,997 gp] (From *Mother of All Treasure Tables*.)

- The ghouls in this chamber emerge 1d4 rounds after area 4 is breached. Will not patrol farther.

AREA 4: Cultic writings referring to “Ashardalon”, the “Red Wyrn”, and the like. One of the scrolls is the *Map of the Crypt of Luan Phien*, which depicts the City of the Chosen Claw (hex M12), Citadel of the Great Wyrn (hex P12), and the crypt itself.

- **TRAP:** Spikes from the floor if any volume is removed from this case (these volumes are all fake). 4d6 points of damage to anyone in the room.
- Patrol ghouls based in the library until the first rotation; then they emerge and move through the complex with each rotation.

AREA 5: Two white dragon wings hang from the ceiling here. Anyone stepping underneath them will cause them to graft on, forcing a system shock check. If they survive, the wings will be permanently grafted – granting a flying speed of 15” (cannot fly with anything except light encumbrance).

AREA 6: 2 wooden chairs painted to appear gold, facing towards the potential exit from the crypt.

- One of the chairs has recently been sat in; the other is thick with dust.

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