

S1

FOURTH EDITION



TOMB OF UNSPEAKABLE HORRORS



AN ADVENTURE FOR CHARACTER LEVELS 10-14

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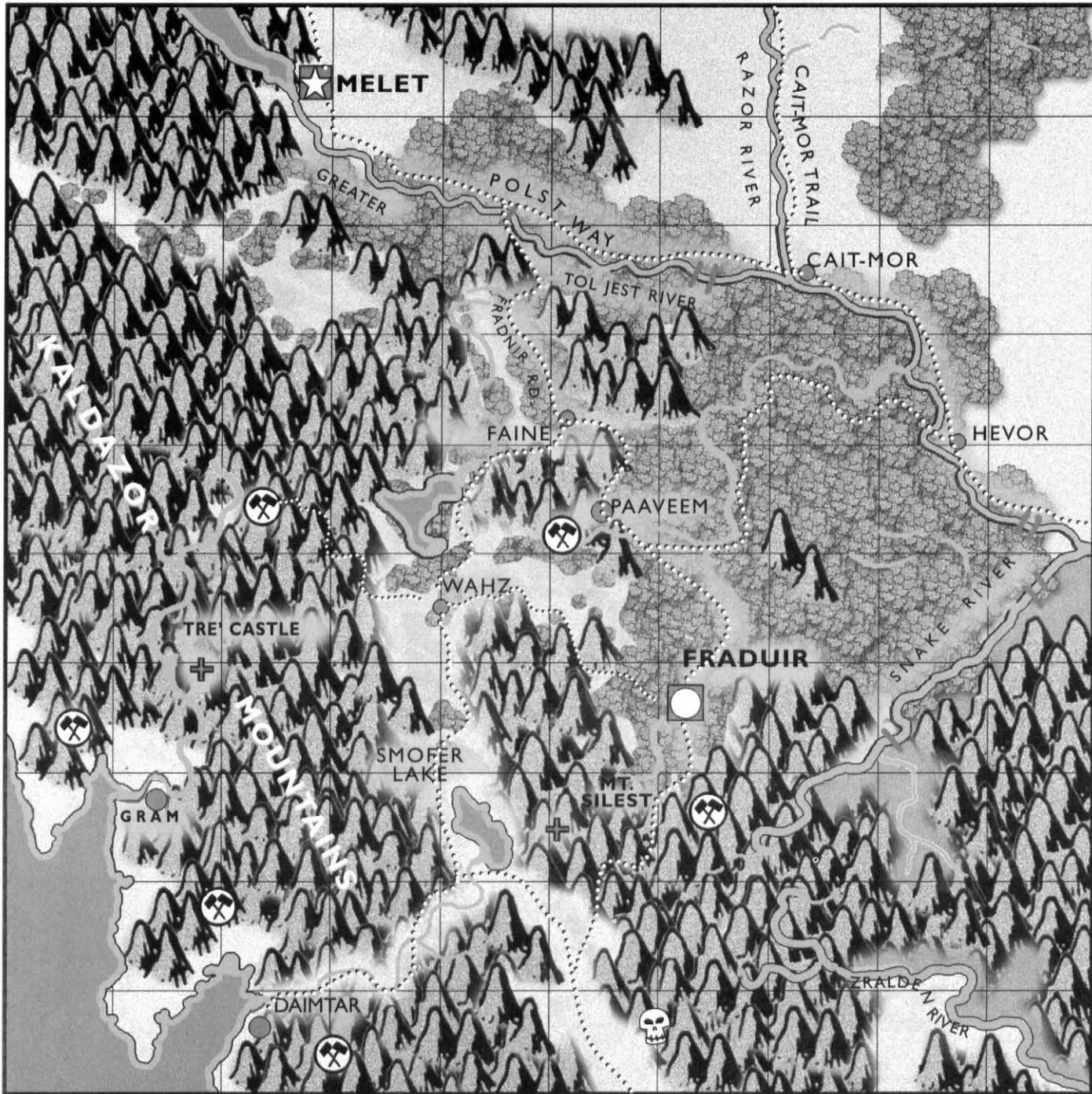


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MELET

01 02 03 04 05 06 07 08 09 10



A
B
C
D
E
F
G
H
I
J

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

D7-10

ADJOINING

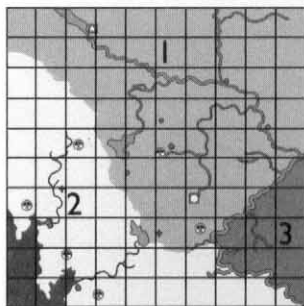
D7-14

SHEETS

E7-02

D7-13

D7-15



POLITICAL BOUNDARIES

1. Meletian Kingdom
2. Kingdom of Hazaar
3. Kingdom of Polst



Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	BA	Village	BM
Desert	n/a	Ocean, Open	BN
Forest	BC	Ocean, Coastal Area	BO
Glacier	n/a	Ocean, Depths	BP
Hills, Rough	BE	Lake, Freshwater, Surface	BQ
Mountains, High	BF	Lake, Freshwater, Depths	BR
Mountains, Low	BG	Lake, Saltwater, Surface	n/a
Plains, Scrub	BH	Lake, Saltwater, Depths	n/a
Salt Marsh	n/a	River Basin	BU
Swamp, Marsh	n/a	Aerial	BV
City	BK	Weather Chart	BW
Town	BL		



TOMB OF UNSPEAKABLE HORRORS

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 10-14

*** GAMEDMASTER'S EYES ONLY ***

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An Adventure Module for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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PUBLISHER'S NOTE: This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

Synopsis

The Tomb of Unspeakable Horrors is a challenging dungeon crawl in the crypt of a long dead magic-user. Traps, riddles and tricks are hallmarks of the Tomb as are the liches that live there. Treasure hunters may find more than they bargained for as they delve into the secrets of the cairn and how it relates to the Circle of Sequestered Magics. The potential for riches is great but the risk of death in this high HackFactor Tomb is one your players should not take lightly.

Introduction

This adventure takes place in the southern region of the Kingdom of Melet inside Refardun Pass in the Kaldazar Mountains (Sector D7.14.J6). For an explanation of the sector map coordinates in Garweeze Wurld see page 340 of the HackMaster GameMaster's Guide (GMG). The adventure is designed for characters of levels 10-14 and the party should contain at least one thief, as there are numerous deadly traps within the Tomb. A couple of really tough fighters always come in handy as would a cleric or two for when the party throws down with the undead denizens of the dungeon.

To play this adventure, it is necessary to have the Player's Handbook and the GameMaster's guide or GameMaster's Shield. You will also find a copy of the Hacklopedia of Beasts useful as the creatures that appear herein are fully described in that reference work.

Throughout this book, encounter areas are listed with a convenient format for the GM. Read aloud text is denoted by the use of a gray box. Creature statistics and other information is provided in an abbreviated format including some or all of the following:

Definitions of Abbreviated Terms

HF = HackFactor

EP = Experience Points

Int = Intelligence

AL = Alignment

LG = Lawful Good

NG = Neutral Good

CG = Chaotic Good

CN = Chaotic Neutral

LN = Lawful Neutral

N = True Neutral

CE = Chaotic Evil

NE = Neutral Evil

LE = Lawful Evil

AC = Armor Class

MV = Movement Rate

HD = Hit Dice

HP = Hit Points

SZ = Size

#AT = Number of Attacks per round

D = Damage

SA = Special Attacks

SD = Special Defenses

Lang. = Languages Known

Hon = Honor value (can be a specific number or a general term like average, dishonorable, great Honor, or too much Honor.)

ML = Morale value of creature

TOP = Threshold of Pain (See GMG p 105). Usually this is half of a creature's full hit points. N/A indicates that the creature has an infinite TOP.

Crit BSL = Critical hit Base Severity Level (see GMG p 110). This is defined in terms of the defender's AC plus or minus an integer.

FF = Fatigue Factor. See page 107 of the GMG. The Fatigue Factor represents how many rounds of exertion it takes before a creature must save versus fatigue. The fatigue save is an ability check against a creature's combined average Constitution and Wisdom scores (for characters with those scores) or against a creature's morale rating for monsters without defined ability scores.

HOB = Hacklopedia of Beasts.

C = Cleric

F = Fighter

MU = Magic-user

T = Thief

S = Strength

I = Intelligence

W = Wisdom

D = Dexterity

Con = Constitution

Ch = Charisma

Com = Comeliness

SOG = Spellslinger's Guide to Wurld Domination. If you do not have this rulebook, substitute the spells or other material referenced from it with standard spells from the Player's Handbook or GameMaster's Guide.

NOTES FOR THE GAMEMASTER

As clever players will find from the clues they are able to garner, this dungeon has just as many tricks and traps as it has monsters to fight. The Tomb of Unspeakable Horrors is a thinking man's dungeon. Though there are ample opportunities for dangerous combat, the traps alone may be more than some players can handle. It is this writer's belief that brainwork is good for all players, and that they will certainly benefit from playing this adventure, for individual levels of skill will be improved by reasoning and experience. If you regularly pose problems to be solved by brains and not brawn, your players will find this module immediately to their liking.

Negotiation of the Tomb will require quite a long time, so be prepared to spend several sessions with this adventure. Please read and review all of the material herein, and become thoroughly familiar with it, before beginning the adventure. As players enter keyed areas, you will note from appropriate information whether or not the area has one or more ImageQuest™ illustrations for visually highlighting play. Never give any additional information which player characters would have no way of knowing, and avoid facial expressions or voice

tones that might give helpful hints or mislead players. The real enjoyment of this adventure is coping with the deadly traps and monsters therein, and those players who manage to do so even semi-successfully will appreciate your refereeing properly and allowing them to "live or die" on their own. Be sure to award discretionary experience points as defined in the Battlesheet appendix when the players figure out a clue or avoid a trap.

Throughout this adventure, there are numerous magical traps that duplicate the effects of spells. Assume these are cast as an 18th level caster unless otherwise specified. Many of these magical traps occur repeatedly. For specific damage, either refer to the corresponding spell in the Player's Handbook or look at the entry for the area in which the trap is first used.

LEGEND OF THE TOMB

This tomb lies in a mountain pass that would be an ideal trade route for the Kingdom of Melet and the lands to the south were it not for the ominous danger presented by the presence of the Tomb. It is not difficult to find but the wise men that know of the legends and people who live close to the pass tend to avoid the area, particularly at night. In spite of the terrible tales of undead horrors terrorizing the area, Refardun Pass has been relatively quiet lately. This is because the Circle of Sequestered Magics has given a research grant to the pair of lichs that live in the lower level of the Tomb. Though they are free to come and go, their work keeps them busy and generally uninterested in the outside world except when they need to "go to town" to procure arcane components for their studies. The Circle has further trapped the demilich Ace Raker in the Tomb and has tasked the lichs who reside under his tomb, Max Von Drydow and Lich Master Dugord, to act as his jailers. Unknown to any of them, both the lichs and the demilich have been cursed by the Circle of Sequestered Magics. This curse allows one to speak the name of the lichs backwards and return them to their resting places within the Tomb of Unspeakable Horrors. Thus, speaking "Rekar Eca" in the presence of the demilich will send him back to area 53 and return him to his undisturbed state. Speaking "Drogud Retsam Hcil" in the presence of Lich Master Dugord sends him back to area 14 and speaking "Wodyrd Nov Xam" in the presence of Max Von Drydow returns him to area 13. This curse is a carefully guarded secret and was designed to give the Circle power over the evil beasts should they begin to cause trouble for the Circle. If the player characters should learn of this curse, it may give them a means to escape combat with the powerful creatures should they get in over their heads (which they most likely will).

Somewhere under a lonely hill of grim and foreboding aspect lies a labyrinthine crypt. It is filled with terrible traps and not a few strange and ferocious monsters to slay the unwary. It is filled with rich treasures both precious and magical, but in addition to lesser guardians, there is said to be a demilich who still wards his final haunt. Be warned that tales told have it that this being possesses powers that make him nearly undefeatable! Accounts relate that it is quite unlikely that any adventurers will ever find the chamber where the demilich Ace Raker lingers, for the passages and rooms of the Tomb are fraught with terrible traps, poison gases, and magical protections. Furthermore, the Circle of Sequestered Magics has so well hidden his lair, that even those who avoid the pitfalls will not be likely to locate their true goal. So only large and well-prepared parties of the bravest and strongest should even consider the attempt, and if they do locate

FINDING AND REMOVING TRAPS

Throughout the Tomb of Unspeakable Horrors there are numerous traps of both mechanical and magical nature. Be sure to remember that according to page 68 of the Player's Handbook, no thief skill (such as find or remove traps) can be raised above 95%. Don't let your players try to get away with more. However, to their credit, in addition to their skill at dealing with mechanical traps, thieves are capable of finding magical or invisible traps. For purposes of this adventure, consider all Body Heat Activated spells, glyphs, alarms, Runes of Eyeball Implosion and similar effects as magical traps. However, teleportation devices are not considered traps. Use the standard chance for finding and removing magic traps by character class per the GriftMaster's Guide to Life's Wildest Dreams. Or if you don't have that book, use these alternate rules. When trying to find a magical trap, use the standard chance. However, the remove traps skill works a little differently in the case of magical traps. Normally, when a thief makes a successful remove traps check for a magical trap, it indicates that he has figured out a way to bypass the trap without setting it off. For all other purposes, the trap remains in place and active. If the thief wants to actually remove a magical trap such that its effects will not linger after he has finished tinkering, he may specifically announce his intention to do so. In this case, his chances for removing the trap are halved.

According to page 185 of the GMG, thieves are awarded experience points for disarming traps according to the potential damage of the trap. These values have been calculated for your convenience in the potential yield section of the Battlesheet appendix of this book. The experience point values do not account for penetration damage potentially caused by traps as that could theoretically make a trap worth an infinite amount of experience points. And no one wants that. For traps that are potentially fatal (again not counting penetration damage), you should award experience points equal to those available for defeating the would-be victim. Thus, if a thief disarms a potentially fatal trap, he essentially gains experience points as if he had defeated himself. See GMG page 184 for calculating experience point values of characters overcome. Additionally, if you are using the GriftMaster's Guide, you may assign experience point premiums for debilitating traps (such as those that cause blindness, idiocy, etc.). However, no such experience point premiums are defined in this book. The lucky thief should consider it reward enough that he still has his eyesight and whatever meager shred of intellect with which he came into the dungeon!

FINDING SECRET AND CONCEALED DOORS

Throughout the Tomb of Unspeakable Horrors, there are several secret and concealed doors noted on the map. Secret and concealed doors are discussed on page 129 of the GMG. While elves and half-elves have increased chances for casually noticing secret doors and finding them when actively searching, non-elves typically have a 1 in 6 chance to find secret doors and must actively search for them in order to spot them at all. Concealed doors typically do not have a secret means of opening. They are simply hidden from casual view. Players who actively search for concealed doors will be able to find them eventually. Furthermore, elves have a 3 in 6 chance of noticing concealed doors without having to stop and search.

the Tomb, they must be prepared to fail. Any expedition must be composed of characters of high level and varied class. They must have magical protections and weapons, and equip themselves with every sort of device possible to insure their survival.

The legend of the origin of the tomb is an old story with many parts that have been lost or obscured. In ages past, a human magic-user/cleric of surpassing evil took the steps necessary to preserve his life force beyond the centuries he had already lived, and this creature became the lich, Ace Raker. Over the scores of years that followed, the lich dwelled with hordes of ghastly servants in the gloomy stone halls of the very hill where the Tomb lies. Eventually Ace Raker learned the unholy secrets necessary to become even more powerful and transformed himself into a demilich. At this point, the Circle of Sequestered Magics felt the need to step in. Raker had unleashed magics that were too upsetting to the delicate balance of magic in the TeraVerse.

They sent in the HackMasters of EverKnight to put a stop to his maniacal plans to take over Aldrazar. With the aid of the Circle, the HackMasters destroyed all of his slaves and servitors, and drove him to his final haunt, while his soul roamed strange planes unknown to even the wisest of sages. But Raker's magic was still powerful enough to preserve the bulk of his lair and some of his wards and traps are still in place. Many others were subsequently added by the Circle or their agents resulting in the current condition of the Tomb.

Characters attempting to glean information using the skill of that name or by consulting sages or through Legend Lore spells may still have difficulty obtaining as much background as they desire, for the scraps of information are often minimal and mystical. Use Table 1: Legends of the Tomb of Unspeakable Horrors to generate information for the players. Much of it is vague at best and misleading at worst.

For the benefit of the GM in understanding the legends, here is some privileged commentary on each one.

- 1) The denizens of the tomb won't use the PCs names against them but this is a clue to the players that they may be able to use the names of the liches against the undead creatures.
- 2) This clue essentially gives the location of the tomb but perhaps more importantly it gives a clue that the liches that dwell within are "unspeakable". That is they are subject to a curse when their name is spoken backwards as mentioned previously.
- 3) This legend tells the PCs that the tomb entrance is in the shape of a skull. Furthermore, it gives the name Alec Mirths, which by itself is meaningless, but the players might note that the name is an anagram for "lich master". This should get them thinking about playing with names while adventuring in the tomb. It may also tell them what they are potentially up against.
- 4) This rumor is similar to rumor #3 in that the name Art Michels is meaningless by itself but it too, is an anagram for "lich master", as is the phrase "Metals Rich."
- 5) Similar to rumor #3 and 4, Charles Tim is an anagram for "lich master".
- 6) This rumor is straightforward.
- 7) This entire sentence is meaningless but all the capitalized phrases are anagrams for "lich master".
- 8) This clue has two meanings. First, it indicates that the chambers beneath the nose of the skull on the outside of the tomb will likely lead to death. Secondly, the phrase "death was right" is a veiled

Table 1: Legends of the Tomb of Unspeakable Horrors

Roll (1d20)	Result
1	Never let them know your name or they will use it against you.
2	There is a strange burial mound at Refardun Pass where unspeakable things dwell.
3	A party of hearty adventurers left town three years ago in search of the great tomb of Alec Mirths which is marked in the shape of a skull, though they were never to be heard from again.
4	There is a rumor of an ancient burial mound of the mage Art Michels located in Metals Rich mining country in Southern Meletia that holds great riches and deadly traps.
5	Slaves have told of a haunted burial mound of one Charles Tim located in southern Melet.
6	Bar talk: An old man (describe as a retired fighter type) speaks of some of his friends that went in search of a Lich's wealth and were never heard from again.
7	Calm The Sir with the Racist Helm, for Chairs Melt and Scream Hilt.
8	Death was right under his nose.
9	There was an ancient sorcerer king that made himself into a lich and still reigns in the valley at Refardun. He has left great riches for those stalwart adventurers smart enough to find them but beware, he has also trapped an ancient evil beneath his tomb.
10	As Rich Melt and pay Alms Thrice, Crime Halts and Realms Itch.
11	Some things unearthed are better left buried. Some things spoken are better left unspoken.
12	Some tombs are guarded by undying underlings of great sorcerers.
13	Some people have turned up missing in the valleys of southern Melet.
14	In names there is power.
15	The ancient magic-user Ace Raker is buried in the tomb.
16	Seek out the writings of the sage Nardook.
17	The Circle of Sequestered Magics has recently funded a research grant for a pair of magic users named Max Von Drydow and Dugord.
18	Sometimes starting second is the best way to win the race.
19	It is better to puncture your eardrums and never hear again, than to hear the howls of the unspeakable that dwell in the heart of the skull tomb.
20	When it comes to old Ace Raker, it's better to Forget than to forgive.

indication that the right most cave representing the eye socket of the skull tomb is trapped.

- 9) This is a vague reference to the tomb of another more insidious power beyond even the demilich. Development of such a storyline is left to the GM.
- 10) Similar to clue #7.
- 11) Similar to clue #1, this may give an indication of the ability of the PCs to take advantage of the curse and "unspeak" the liches back to their tombs if necessary.
- 12) This clue is straightforward.
- 13) This clue is straightforward.

- 14) This gives the PCs an indication that they might be able to use the names of certain individuals against them.
- 15) This clue gives the PCs the name of the demilich trapped within the tomb.
- 16) Though the sage Nardook has been dead for centuries, the PCs may find his writings as indicated in text from Nardook. Within that text is another clue to the nature of Ace Raker. The phrase "child em i" is an anagram for "demilich".
- 17) This clue gives the PCs the real names of the liches who haunt the tomb and uncovers the involvement of the Circle of Sequestered Magics.
- 18) This clue is a veiled reference to the entrance to the Lair of the Liches and may give them an indication on how to solve the riddle written above the Pit of Despair. The clue indicates they should start with the second entrance from the left instead of the first when deciphering the riddle of the Pit of Despair.
- 19) This is a clue to the deadly howl ability of the demilich.
- 20) This clue again gives the name of the demilich and a veiled clue to the fact that a Forget spell will cause him to go dormant again, possibly allowing the PCs to escape.

If the party seeks information on the sage Nardook, they may find that there is a scroll written about 3000 years ago by the famed sage Nardook I. Read aloud the following text as it is the literal translation of the scroll into the common tongue.

From the Sage Nardook I:

Many, many years ago, there was a powerful mage that chose to exist well beyond his mortal years. This mage, Ace Raker by name, created of himself an undying, yet un-living being. We know of these creatures only a limited amount. In his last writings, Raker apparently referred to himself with the mysterious phrase "child em i" apparently having lost all grip on his sanity. From the mists of our memory we have heard the term Lich, a name that strikes fear into the hearts of even the greatest of fighters. In every case that has been studied, the lich has exceptionally high magicks and protects its territory with a ferocity that rivals even the most vicious of creatures that intelligent life has any knowledge of.

Typically, a lich will create a demesne for itself and populate it with all manners of traps and tricks, both mundane and magical, and Ace Raker was no different. Many different legends abound concerning Ace Raker, most of which are probably false, but as no one has found the location and returned, no definitive knowledge exists. Some clues that have been put forth concern ancient burial places, ancient tombs, sorcerous kings, deadly challenges, the eating of souls and great amounts of treasure, but most of these are sketchy at best and downright misleading at worst.

The best information available about the Tomb of Ace Raker is that it is under a lonely hill that is protected from above by a great skull. The tomb itself is said to be filled with deadly traps, great magics, many strange and ferocious creatures, all that will do their best to remove you from this mortal coil. The tomb is also said to be protected by poison gasses and magical protections. The dim legends that exist also suggest that even if someone should find the real entrance to the great tomb, the chances of finding the evil Ace Raker are amazingly low.

In fact, unless the party that attempts the tomb is not only very experienced and powerful, the group must be exceptionally well balanced, for any lich is going to be a challenge to everyone, regardless of the person. Also, unless you have great magics at your beck and call, you have little chance of returning, let alone returning unscathed.

JOURNEY TO THE TOMB

Prior to arriving at the tomb the party will undoubtedly encounter a number of random animals, monsters and other denizens from the Hacklopedia of Beasts. Use the random encounter tables in the GMG to generate the appropriate monsters that you have the players run across.

Should the PC camp outside in the vicinity of the tomb, they might be subject to attack from random monsters as indicated by the random encounter tables or by the Carrion Crawlers in area 1 or the Wraiths in area 9. They may also actually encounter the Lich Master Dugord as he periodically exits the Tomb from area 6 to collect firewood. See area 14 for information on the Lich Master Dugord. Note that characters who become astral or ethereal in the Tomb will have a 1 in 6 chance of attracting a type I-IV demon (See HOB 5 p 94), with a check made each round. Those who sleep in the Tomb will receive a visit from Sluzie the Night Hag. Sluzie sometimes consults with the liches in the lower level of the Tomb on spell research and wanders around the Tomb in her off-hours. Since Sluzie can become Ethereal at will, she will find the PCs regardless of which chamber they are sleeping in. If they are all sleeping she will strangle one of them at random and travel to Hades with his soul. If one or more of them is on watch, she will attempt to cast her Sleep spell on them. This will likely fail because Sleep has no effect on creatures with less than 4 Hit Dice/levels and those expected to be adventuring in the Tomb are likely higher than this. Thereafter, the Hag will make nightly visits to the dreams of one of the victims (likely one of the ones who was on watch). Each visit permanently drains one point of Constitution from the victim. When the victim dies from Constitution loss, she will take his soul to Hades.

When the PCs find the tomb, display illustration #8 on page 44 and read the following text.



You see a low hill rising before you. It is about 300 yards wide and 600 yards long and looks to be about 90 feet high at the top. The only life on this mound is sparse ugly weeds, thorns and briars growing on the steep sides of the mound. Hewn within the side of the rock is the likeness of a human skull. The eye sockets, nasal cavity and gaps between the teeth each appear to be worked cave entrances. In front of the skull is a steep pit, hampering your closer inspection of the caves.

A thorough inspection and search of the entire area will reveal no other nearby caverns of interest. Though the players may find a tiny chimneystack that periodically emits smoke (this leads to area 14) not too far from the skull effigy. Additionally, if the PCs investigate the ground about 400 feet northwest from the entrance of the left eye skull cave, they may encounter the Reverse Gravity field emanating up from area 45 below. This, of course, could have disastrous results for the unfortunate PC. But perhaps he should have thought of that before he abandoned his mom and dad back on the farm and ran off to loot tombs with his good-for-nothing adventuring buddies! Once the players decide which cave entrance they wish to investigate, go to the description of the numbered area indicated on the maps. The skull face is an "average" climb which gives PCs a +20% chance to their skill check if they try to reach the caves by climbing.

SKULL MOUTH CAVES - LAIR OF THE LICHES

The lower level that is accessible from the outside in the Tomb of Unspeakable Horrors complex is known to those who have studied the legends as the Lair of the Liches. The cave entrances are arranged such that they look like the mouth of a skeleton. The front of the lair is encompassed by a depression known as the Pit of Despair. Beyond the Pit of Despair are six worked cave-like entrances. The two on either end (each is five feet wide) end in a flat wall, while the four in the middle each end in a door.

The lichs reside here below the main tomb in order to guard over the final resting place of the demilich Ace Raker. As they are not entombed, the lichs and their minions are free to come and go. However, the lichs rarely exit their home unless they have a need to acquire some rare arcane supplies or their research is going poorly and they need to go out and work off some frustration by terrorizing the living. These lichs have been contracted by the Circle of Sequestered Magics to conduct research in the area of extra-planar travel and energy sources. As they are currently quite involved with their scientific endeavors, they pose little threat to the outside world. This is exactly the way the Circle of Sequestered Magics wants it. As long as there are no meddling adventurers to come along and ruin things, the lichs are actually close to what one might consider contributing members of society.

1. The Pit of Despair

As you approach the Tomb entrance, you find the teeth of what looks like a skull etched into the face of the bluff are set at approximately ground level. In between each pillar of "tooth" lies a total of six cave entrances. Each appears to be

approximately five feet wide though the ones on either side seem slightly narrower than the ones in the middle. In front of the cave entrances, about ten feet across lies a rough-hewn pit blocking you from convenient access to the bluff face.

If the PCs look into the pit read the following:

Within the pit you see that it is littered with bones, slime and other putrid smelling organic material. Some of these bones are almost surely human. Across the pit, below the center column, you can make out writing carved into the stone wall written in the common tongue. It reads, "One is the clock. Two is the rock. Three is the door. Think again, once more."

Within the pit, buried in the muck is a group of four Carrion Crawlers. These are kept as pets by the lichs. They will be alerted by loud noises or vigorous movement in the area and will surface from beneath the slime of the pit if so disturbed. PCs who enter the muck of the pit will be hindered (+5 to initiative and be at +4 to hit). The carrion crawlers are unaffected by the slime.

The riddle written on the central stone pillar is a veiled clue as to which door is the safe one to enter the lair. However, it may be confusing since the reference point to which the clues refer is not stated. In the riddle, the left and right five-foot wide corridors are ignored. The first clue refers to the first ten-foot wide corridor from the left. The "clock" refers to the nature of the trap in area 3. This trap seals off the entrance with heavy stone slabs, thereby leaving those trapped inside to die of dehydration and or starvation over time. The second clue refers to the second ten-foot wide corridor from the left. The "rock" refers to the nature of the trap in area 4. This trap potentially crushes victims with a heavy falling stone slab. The final part of the entrance riddle is meant to confuse readers between choosing the third ten-foot wide corridor from the left or the last ten-foot wide corridor from the left. Of course, area 5 is also trapped and area 6 is the actual entrance to the Lair of the Liches.

2. Dead End Cave

Trap: Pit. Location: Five feet from the entrance. Effect: 5d6 damage. Trigger: 30 or more pounds on pit cover.

Trap: Runes of Eyeball Implosion. Location: north wall. Effect: 3d4+3 damage and blindness. Trigger: reading runes.

This five-foot wide rough-hewn corridor proceeds ten feet before ending at a wall. There appears to be something written in small runes on the far wall.

The last five feet of this false entrance is trapped by a covered pit. If 30 or more pounds is placed on top of the pit cover, it will open causing those standing on the cover to fall to the bottom of the pit fifty feet below. Damage from the fall is 5d6. If the PCs make it to the end of the tunnel they will notice some writing on the wall. If they try to read it they will find it is Runes of Eyeball Implosion.

Magic-users have a 5% chance per level to notice the runes for what they are without setting them off while thieves have a 5% chance. The individual who sets the runes off sustains 3d4+3 points of damage and becomes blinded.

3. Confinement Trap

Trap: Falling Slab. Location: Five feet from the entrance. Effect: confinement. Trigger: 30 or more pounds on pressure plate.

Trap: Fire Trap. Location: false door on north wall. Effect: 1d4+18 damage, ignites combustibles. Trigger: opening false door.

This ten-foot wide rough-hewn corridor proceeds ten feet before ending at a wall. In the center of the wall is a stone door.

Characters who enter this cave will encounter a trap at approximately the halfway point. A pressure plate spans the length of the cave. If any more than 30 pounds is placed on the plate, a heavy stone slab about two feet thick will quickly drop over the entryway, sealing those who set off the trap within the narrow space between the fallen slab and the rear wall. The door on the rear wall is false but it is rigged with a Fire Trap spell. Anyone trying to open the door will suffer 1d4+18 points of damage (half if save).

4. Collapsing Ceiling Trap

Trap: Falling Rocks. Location: Four feet from the entrance. Effect: 5d6 damage, possible confinement. Trigger: 30 or more pounds on pressure plate.

Trap: Exploding Glyph. Location: false door on north wall. Effect: 9d4 damage in 10-foot radius. Trigger: opening false door.

This ten-foot wide rough-hewn corridor proceeds ten feet before ending at a wall. In the center of the wall is a stone door.

Characters who enter this cave will encounter a trap at approximately the halfway point. A pressure plate spans the width of the cave. If any more than 30 pounds is placed on the plate, a trap door will open on the ceiling allowing heavy boulders to fall on the victims below. In addition to the damage taken by the falling boulders (5d6 to all within the cave entrance), the boulders may pin those who are injured by the trap underneath the rubble (need Strength of 15 to dig out). The door on the rear wall is false but it is rigged with an Exploding Glyph spell (SSG p 99). Anyone trying to open the door will set off the explosion. Those in a 10 foot radius suffer 9d4 points of damage (half if save).

5. Poison Spray Trap

Trap: Poison Spray. Location: false door on north wall. Effect: death or 4d10. Trigger: opening false door.

This ten-foot wide rough-hewn corridor proceeds ten feet before ending at a wall. In the center of the wall is a stone door.

The stone door is trapped such that any that any who try to open it may be sprayed with type N contact poison. The spray is created by a falling block inside the wall that presses down on a poison reservoir within the door. The spray attacks as a 10 HD monster and can affect up to one person standing in front of the door. The sprayer is about 5 feet off the ground. Those hit by the spray must save versus poison or die in one round. Even if a victim makes his save, he still takes 4d10 points of damage.

6. Lair of the Liches Entrance

Trap: Exploding Glyph. Location: door on north wall. Effect: 9d4 damage in 10-foot radius. Trigger: opening door.

This ten-foot wide rough-hewn corridor proceeds ten feet before ending at a wall. In the center of the wall is a stone door.

This door is locked with an "impossible" quality lock, giving thieves an -80% modifier on their open locks check. The door is also trapped with an Exploding Glyph such that any creatures of good alignment who try to pass will set it off. Those in a 10 foot radius suffer 9d4 points of damage (half if save). If PCs open this door, they will be greeted by a musty smell from the room within.

7. Dead End Cave

Trap: Pit. Location: two and a half feet from the entrance. Effect: 5d6 damage. Trigger: 30 or more pounds on pit cover.

Trap: Runes of Eyeball Implosion. Location: north wall. Effect: 3d4+3 damage and blindness. Trigger: reading runes.

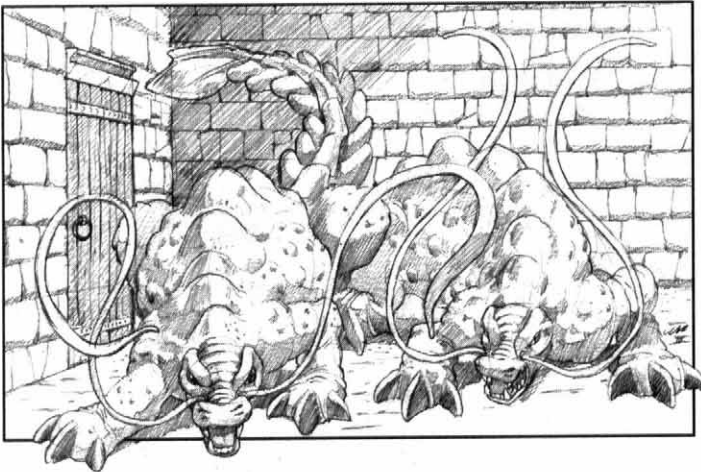
This five-foot wide rough-hewn corridor proceeds ten feet before ending in a featureless wall. There appears to be something written in small runes on the far wall.

The middle five feet of this false entrance is trapped by a covered pit. If 30 or more pounds is placed on top of the pit cover, it will open causing those standing on the cover to fall to the bottom of the pit fifty feet below. Damage from the fall is 5d6. If the PCs make it to the end of the tunnel they will notice some writing on the wall. If they try to read it they will find it is Runes of Eyeball Implosion. Magic-users have a 5% chance per level to notice the runes for what they are without setting them off while thieves have a 5% chance. The individual who sets the runes off sustains 3d4+3 points of damage and becomes blinded.

8. Entryway

If the PCs enter this room, display illustration #2 on page 40 and read the following text.

This chamber is covered with an orange powdery residue. There is a set of double doors on the left wall and a low stone bench on the far wall. Within the room is a pair of five-foot long quadrupedal creatures with rough armored hide and a pair of antenna protruding from their faces.



This room contains a pair of Rust Monsters that the liches keep as pets. There is a pile of 25 assorted gems in one corner of the room. If the PCs examine the east wall, they will find it has been assembled with massive stone blocks. It would take a Strength of 25 or a similar effect to move one of these blocks and allow entry into room 9 beyond.

Should the PCs cast Detect Magic in the area (or if they are somehow able to see invisible things), they will spot a formerly invisible Wizard Mark on the west wall that reads, "M. Von Drydow 1, LM Dugord 2." These runes are essentially a directory of where the liches who reside here can be found when their associates from the Circle of Sequestered Magics come to review their research progress.

9. Lair of the Wraiths

If the PCs enter this chamber read the following:

This long tomb appears to be a burial chamber for six long dead corpses. Several urns, chests and boxes sit around the palls of the occupants.

Note that this chamber has no conventional entrance because the wraiths can pass through the solid walls. It was sealed long ago with stone blocks. If the PCs have not yet encountered the seven Wraiths when they enter the room, the Wraiths will attack now.

10. Going Up

The double doors open to reveal a ten-foot wide room that extends 20 feet and ends with a mysterious archway on the far wall. Within the arch, a mist of rainbow hues swirl hypnotically.

This archway is a teleportation device that will send all those who enter up to area 18. They will arrive there naked while all their equipment is teleported to area 53.

11. Mosaic Room

Trap: Exploding Glyph. Location: door on west wall. Effect: 9d4 damage in 10-foot radius. Trigger: creatures of good alignment passing through door.

A set of double doors lies across the floor from you in this intricately carved chamber. A mosaic on the left wall depicts a young magic user at a commencement ceremony with several other graduates. A red dragon flies overhead in the background.

The mosaic hides a concealed door that leads to a hidden compartment that is used to refill the poison spray trap in area 5. The double doors leading to area 12 are locked with an "impossible" quality lock, giving thieves an -80% modifier on their open locks check. They are also rigged with a Permanent Alarm spell. Anyone who opens the doors or attempts to pick the lock will set it off. The tolling of the Alarm bell will alert the liches in areas 13 and 14. This door is also trapped with an Exploding Glyph such that any creatures of good alignment who try to pass will set it off. Those in a 10 foot radius suffer 9d4 points of damage (half if save).

12. Hallway

This long hallway ends in a set of double doors. A single door lies on the west wall, directly across from the double doors on the east wall. A human skull lies on the ground in front of that door amidst a pile of dust. There is also a numeral 1 carved into the west wall next to the door. Further north on the west wall, a numeral 2 is carved on the wall, though there is no door. Another set of double doors lies on the north end of the east wall. The east wall is stained with murals depicting a great battle among men and orcs. A green dragon flies overhead.

The skull lying on the floor is the result of a Hovering Skull spell (SSG p 104) that the Lich Max Von Drydow has cast a Permanency spell on. When he is not concentrating on the skull, it lies motionless. However, when he does concentrate upon it, he can command it to move up to 30 feet from him with a movement rate of 6". The skull itself is insubstantial though it does hold sharp fangs and inflicts real damage. While he concentrates on it, the eyes glow red and he

can see through its eyes and attack once per round with its bite (1d6). The skull has AC 0 and 3 Hp. Max can control the skull from his chambers in room 13 and will do so if he hears noise.

The double doors leading from the upper tomb level to area 12 are rigged with a Permanent Alarm spell. Anyone who opens the doors will set it off. The tolling of the Alarm bell will alert the lichs in areas 13 and 14.

13. Chamber of Max Von Drydow

Trap: Runes of Eyeball Implosion. Location: spellbooks. Effect: 3d4+3 damage and blindness. Trigger: reading runes.

Trap: Body Heat Activated Silvery Globes. Location: phylactery. Effect: 18d4+1d4*1d4 damage. Trigger: touching phylactery.

This stone room is sparsely furnished yet designed with elaborate molding and beautiful abstract carvings on the walls and ceilings. The smell of death pervades the place as a skeletal figure sits upon a throne staring at the door. The floor of the room is a checkerboard patten with stone blocks and dirt alternating.

The skeletal figure on the throne is an ordinary corpse placed there by the lich Von Drydow as a decoy to intruders. When he is alerted to someone's presence within his lair (likely via the Alarm spell or Hovering Skull in area 12), he will prepare his defense and hide against the wall that holds the door to the room. He hopes that by propping up an ordinary dead body in his throne, he will entice foolish invaders into wasting spells or charging at the wrong creature. The lich sits within a Permanent Minor Globe of Invulnerability in the corner of the room and will cast offensive spells at any intruders. Note that due to the Permanent Seeming spell he has cast upon himself, Von Drydow appears as the same handsome young man that he appeared as in life. In fact, he may use his innocuous appearance to dupe PCs into letting their guard down should they choose to parley with him.

Being an 18th level battle mage, Drydow can simulcast up to five offensive and/or defensive spells in one round. He can also prep and hold Fireball or missile spells for up to 19 rounds. Furthermore, because of his low chance of spell mishap (+20% for wearing elven chainmail, +10% for spell jacking and -40% for being a battlemage = -10%), he is always spelljacked, thus increasing the number of spells he has at his disposal by 250%.

Tactics: If the PCs somehow manage to enter area 13 without alerting the lich Drydow, they will discover him reading a book in his lair. If the PCs set off one or more of the Alarm spells outside his lair or otherwise alert him, he will observe them with his Hovering Skull in area 12. If the PCs try to enter area 13, he will take up a defensive position in his Minor Globe of Invulnerability and immediately simulcast five Charm Person spells on the intruders as they enter. On subsequent rounds, he will exhaust his Charm Person spells if necessary until the entire party is charmed. If this fails, he will summon his full retinue of Invisible Stalkers to defend him. After that he will use offensive spells such as Heat Seeking Fists of Thunder (if a heat source is available), Cloud of Pummeling Fists, Lygg's Cone of Cold and Poison to defend himself in combat. If he needs to escape he will

THE CLONING GAME

When the lichs encounter intruders, they will first attempt to charm them in an effort to try to get them to stay peacefully. They do this so they can carry out their twisted cloning game. If they are successful in befriendng the PCs, they will try to get the PCs to give up tissue samples (either willingly - like a haircut) or secretly, like when the PCs are sleeping. They then use the tissue samples to grow clones of the individuals. This process can normally take from 2-8 months but the undead pair have been experimenting with Deepspawn (HOB 2, p 55) flesh to speed up the process. Through their experiments they have been able to accelerate the process to 2-8 days with a mere 10% chance of spell mishap. Once the PC clones are ready, they plan to release each party and watch with a scrying device as the clones try to tract down and destroy the original versions of themselves. The lichs take great pleasure in this cruel "sport".

If the PCs enter the tomb and alert the lichs to their presence but do not attempt to enter the chambers of either one of the lichs, they will allow the PCs to continue to explore the tomb. However, they will trail the PCs and take notes on the effectiveness of the riddles, traps and monsters within the tomb. The Circle of Sequestered Magics expects them to periodically propose upgrades to the tomb's defenses and field observation of an actual party of adventurers is a great way for them to gather unbiased data. Furthermore, if the PCs get in over their head and the bodies are retrievable, the lichs may decide to intervene, check for vital signs and nurse injured PCs back to consciousness so that they can carry out their cloning game. Of course, Max Von Drydow, being the more human looking of the pair, will be the one who interacts with the PCs during their captivity.

do so using Teleport Without Error or Astral Spell. In this case, he will think of nothing else than defeating the intruders who drove him from his home and interfered with his research. If his body is destroyed before he can do this, he will attempt to take over a new body using his Magic Jar ability.

The lich's spellbooks lie within a chest that is protected by Runes of Eyeball Implosion. The chest sits against the north wall next to the Minor Globe of Invulnerability. The lichs store of coinage sits in several copper urns next to his chest. There is a book on the chest written in elven. Its subject matter deals with the elemental planes and the City of Brass on the Elemental Plane of Fire in particular. If the PCs count the number of squares in the checkerboard pattern they will find that there are eight rows. Von Drydow's Phylactery is buried under the dirt of the first row in the fourth column over from the south wall (which would be where the king would be placed were the floor to his room used for a chess match). The Phylactery is protected by a Body Heat Activated Silver Globes spell. Those with a warm body who touch it are subject to an explosion of hot silvery goo that does 18d4+1d4*1d4 points of damage (save negates). Von Drydow also carries the key to the doors at area 6 and 11.

14. Chamber of the Master Dugord

Trap: Body Heat Activated Silvery Globes. Location: Withered Heart. Effect: 18d4+1d4*1d4 damage. Trigger: touching phylactery.

Note that this chamber has no conventional entrance because the Dugord can pass through the solid walls using his Stone Passage ability. He sealed it long ago with stone blocks. If the PCs somehow manage to enter, they may discover the following.

Upon entering this chamber, all you can see is a thick wall of fog that permeates your entire field of vision.

Dugord is a 20th level generalist magic user and a second level HackMage. As a HackMage, Lich Master Dugord has an innate power of Fog Vision. Thus he has created a Permanent Wall of Fog within his chambers. This fog obscures all vision other than his own beyond two feet. If those who enter could see the room, they might notice the fireplace on the west wall. There are a pair of comfortable chairs in front of the fireplace where Dugord sometimes sits for hours staring into the flames. There are also a number of pieces of art throughout the room. These either hang on the walls or sit upon 4-foot tall pedestals. These are a tiny (4 inches tall) statue of a half-ogre carved from jade, a life-sized marble statue of a beautiful human woman dressed in a toga, a family portrait of a human nobleman, his wife and two sons, a palm-sized fragment of white and purple quartz crystal upon which sits a platinum sculpture of a magic-user holding a staff in one hand and a tiny ruby in the other, a color painting of a map of Aldrazar, a pair of six sided dice cut from diamond and a gold bust sculpture of a soldier.

Dugord wears a Scarab of Death (which is dormant on his undead body), a Scarab of Enraging Enemies and a Robe of Eyes (makes him impossible to surprise). The Lich Master Dugord is a 20th level generalist magic-user and a 2nd level HackMage. He keeps his spellbooks and his Withered Heart (the source of his power) carefully hidden in a small secret chamber about 10 feet west of his room (area 14A). He uses his innate Stone Passage ability to access these items when he needs to. The Withered Heart is protected by a Body Heat Activated Silver Globes spell. Those with a warm body who touch it are subject to an explosion of hot silvery goo that does 18d4+1d4*1d4 points of damage (save negatives).

HackMage Special Powers: Infravision 60 feet, Fog Vision, Run (as spell), Stirring Oration at will, 10% magic resistance, immune to paralysis, Read and Detect Magic at will, Spell Frenzy (GMG p 39), Spell Absorption 20% (GMG p39), Spelljacking (3x), -10% spell mishap modifier, Simulcast (2 spells). Because of his low chance of spell mishap (+10% for spelljacking, -10% for being a HackMage = 0%), he is always spelljacked, thus increasing the number of spells he has at his disposal by 300%.

Tactics: If Dugord is alerted to the presence of intruders by one or more of his Alarm spells or other means, he will use his innate Clairaudience ability to listen in to what is going on outside his chambers. After assessing the situation, he will notify Drydow by entering area 13 with his Stone Passage ability. The pair will then follow the intruders to take notes on the effectiveness of the riddles,

traps and monsters within the tomb. If they are discovered they attempt to charm the intruders to dupe them into becoming a part of their cloning game. Dugord uses his full complement of Eyebite spells to attempt to charm intruders (simulcasting two per round). If he is forced into combat, he will use offensive spells such as Energy Drain (drains 2 levels while his touch only drains one), Zarba's Sphere of Insanity, Lygg's Cone of Cold, Silver Globes, Ray of Enfeeblement, etc. If Dugord's body is destroyed, he will attempt to take over a new body using his Magic Jar ability.

15. Laboratory

This room contains all manners of glassware, jars, wooden boxes, books and unusual arcane supplies. These are arrayed in a haphazard way on the floor, along with several tables, shelves and chairs.

The items one can find in the room are listed in the Battlesheet appendix.

One can also find one of the recent journals of Max Von Drydow in this room. It seems he is very bitter about having recent research papers rejected by the Center for Monster Studies and other magic user groups. It also contains many of his gripes about the spell copyright system and how he doesn't want to pay royalties anymore. There is a ledger documenting spell copyright royalty payments. The entries end abruptly about two years ago with a scrawled note that says, "That bastard Wrygal isn't going to get another copper out of me!"

16. Nasal Cavity Cave

Trap: Falling Ceiling Block. Location: 20 feet from the entrance. Effect: 4,766d6 damage. Trigger: Tilting floor 50 feet from entrance.

Trap: Runes of Eyeball Implosion x2. Location: doors on north wall. Effect: 3d4+3 damage and blindness. Trigger: reading runes.

This plain stone passageway leads into the depths of the skull nasal cavity with a 10' high ceiling. Daylight enables you to dimly see what appear to be two separate doors at the end of the corridor.

As you progress into the passageway, the doors become more visible. You see faint runes written on the doors, and as you pass the 50-foot mark, the floor shifts slightly. You hear a rumbling sound behind you...

The floor paving at a 50-foot distance within the passage will shift slightly when characters tread upon its surface. They will hear a rumbling from behind them (or above if some are at 30 feet within). Players giving notice that their character is running out will be able to cover 1/10th of their movement per segment. Thus, a base 6" movement rate means that the character can cover 6 feet of distance in the

space of a single segment. Mentally note such character's actions, and after giving them 10 segments to react (by silently counting slowly to 10), compute where each character is. The block descends from the ceiling very swiftly. At this point, have any players who are standing underneath the falling block indicated on the map make a Dexterity check. Success means that they avoided the falling ceiling. If they were standing on the side nearest the cave exit, they will end up on that side of the stone block. If they were standing on the side closer to the doors, they will end up on that side of the block. If they were standing in the middle, there is a 50% chance of them ending up on either side of the block. If the character fails the Dexterity check, he has been caught underneath the 834,037.545 lb. section of falling ceiling and takes 4,766d6 of damage. A successful system shock roll halves the damage taken. Trapped characters can escape only by the following or similar means: Disintegrate, Phase door, Stone to Flesh (assuming a sufficient quantity of the block can be changed), Transmute Rock to Mud, Wish or by digging for 500 character hours assuming proper tools (hammer, pick and shovel) for each worker (4000 character hours using improper tools such as swords, axes, knives, etc). The doors at the end of the passage are false ones. Each one has writing on it that is trapped with Runes of Eyeball Implosion.

17. Right Eye Cave

Trap: Weak Ceiling. Location: Entire ceiling. Effect: 5d10 damage.
Trigger: Any prodding of ceiling.

Trap: Fire Trap. Location: north wall. Effect: 1d4+18 damage, ignites combustibles. Trigger: opening door.

You see a corridor of plain, roughly worked stone. The corridor is dark, the walls and ceiling covered with a thick layer of cobwebs. The ceiling itself, could be 10 feet above you or it could be much higher as the cobwebs cover the ceiling like a lush carpet might cover the floor. The light from the entranceway illuminates a pair of doors at the end of the passageway.

The corridor is of plain stone, roughly worked, and it is dark and full of cobwebs. The roof 20 feet overhead is obscured by these hanging strands. The cobwebs must be burned away to be able to inspect the tunnel ceiling. Then careful observation will reveal that it is composed of poorly fitting stones.

Daylight will be sufficient to reveal that there is a pair of oaken doors at the end of the passageway. If the roof is prodded with any force, or if the doors are opened, the roof of the tunnel will collapse and inflict 5-50 (5d10) hit points of damage upon each character inside of it, with no saving throw. In addition to the damage taken by the falling boulders (5d6 to all within the cave entrance), the boulders may pin those who are injured by the trap underneath the rubble (need Strength of 15 to dig out). The doors open outwards by great iron ring pulls. The doors on the rear wall are false and are rigged with a Fire Trap spell.

18. Left Eye Cave - Main Entrance to the Tomb of Unspeakable Horrors

This plain stone passageway leads into the depths of the left eye cavern from the outside skull carving with a 10' high ceiling. Daylight enables you to dimly see what appear to be two separate doors at the end of the corridor.

As you progress into the passageway, the doors become more visible. You see faint runes written on the doors.

The runes are not trapped and read in the common tongue, "Tread not in The Tomb of Unspeakable Horrors. Some things unearthed are better left buried. Some things spoken are better left unspoken."

The door is rigged with a Body Heat Activated Dispel Magic spell cast at 22nd level. The doors are also locked with an "impossible" quality lock (-80% to open locks check). See page 203 of the GMG for more details on lock quality.

19. The Funhouse

Trap: Pit Trap, Concealed Pits (5). Location: As marked on map.
Effect: 1d6 damage from fall, +1d6 damage per spike landed upon, + type F poison. Trigger: Stepping on floor covering pit.

If the players open the doors display illustration #7 on page 43 and read the following text:



GENERAL PIT TRAPS

All pits (except where noted to the contrary) throughout the Tomb are 10 feet deep and concealed by a counter-weighted trap door which opens as soon as any person steps on it. Thrusting with force upon these traps with a pole will reveal them 4 in 6 times (d6, 1-4). Those who step upon a pit lid will have a base 100% chance of falling, modified downwards by 1% per point of Dexterity through 12, and 2% for each point above 12, i.e. Dexterity of 13 = 14% chance of not falling into a pit, Dexterity of 14 = 16%, 15 = 18%, 16 = 20%, 17 = 22%, and 18 Dexterity = 24% chance of not going in. At the bottom of each pit are five iron spikes coated with poison. Roll d6 to determine how many spikes wound the victim; 1, 2, and 3 meaning that number of spikes have wounded the victim, 4-6 means NONE HAVE WOUNDED the character. Each spike causes 1-6 hit points of damage in addition to the damage taken from the fall (1d6), and the victim must make a saving throw versus poison for each spike that wounds him. Any failure means the Type F poison kills the victim.

You enter through the double doors and see that this tunnel looks like new. Bright, brilliant colors abound, the stones and pigments look as fresh as if they were done yesterday, not as you would expect from decades, possibly centuries, old craftsmanship. The floor is a colorful mosaic of stone, with a distinct, winding path of red tiles snaking its way north down the corridor. A cold howling wind issues from the north end of the tunnel.

As you look at the walls, you note that there is no stonework or other working marks. Instead, the walls are covered with a type of plaster and have been painted as murals.

Scenes depicted include cattle grazing in a fertile field, a copse with wolves in the background, slaves of various races including humans, orcs and strange human-animal mixes (pig-human, ape-human, and dog-human) going about various tasks. Another section of wall depicts a library filled with many books and scrolls, a torture chamber and a wizard's work room. Scattered about in relatively blank areas are pictures of chairs, windows, boxes, bales, doors, chests, birds, bats and many more mundane items.

Even a bit of daylight entering through the doors or a torch will reveal that this is an unusual tunnel. The floor of the corridor is a colorful mosaic of stone, with a distinct, winding path of red tiles about two feet wide (the line snaking its way south down the corridor) easily visible to the onlooker. (See special sidebar regarding the pit traps.) No stonework can be seen on the walls or the ceiling 20 feet above, for some sort of cement or plaster has been smoothed over all of these surfaces and then illustrated. Scenes depicted include cattle grazing in a fertile field, a copse with wolves in the background, slaves of various races including humans, orcs and strange human-animal mixes (pig-human, ape-human, and dog-human) going about various tasks. Scattered about in relatively blank areas are pictures of chairs, windows, boxes, bales, doors, chests, birds, bats and many more mun-

dane items. Certain of the frescoes show rooms of some building - a library filled with many books and scrolls, a torture chamber, a wizard's work room (see 19B. below for more details of this area).

19A. Secret Message

If the pattern of the floor has been carefully observed and studied from the entrance to this point, the individual with such perseverance may make an Intelligence check. If successful, he will be rewarded by suddenly understanding that a message is contained in barely noticeable runes in the mosaic floor.

"ACE RAKER CONGRATULATES YOU ON YOUR POWERS OF OBSERVATION. SO MAKE OF THIS WHATEVER YOU WISH, FOR YOU WILL BE MINE IN THE END NO MATTER WHAT!

Go back through the arch, and the second great hall you'll discover. But heed the sad man first and the coward last. Shun envy if you can, but the rare moon is for those of great valor. If shades of red stand for blood the wise will need sacrifice naught but a loop of magical metal - you're well along your march.

Two pits along the way will be found to lead to a fortuitous fall, so check the wall. These keys and those are most important of all, and beware of trembling lands and what will fall. If you find the false you find the true. Bring home heartbreak, loneliness and betrayal and into the columned hall you'll come, and there the throne that's key and keyed.

Then step lightly up to my final tomb or make your momma cry. If you're on the right path you'll live again but step true and your soul will die."

Clue commentary for the GM: The meaning of each clue defined above is assigned a number in the following discussion for purposes of awarding discretionary experience points. You should award 1,000 EP per clue number. 1) This clue indicates that for the PCs to advance to the great hall of spheres (area 26) they should go through the arch at area 20. 2) "Heed the sad man first and the coward last" is a clue on how to properly use the archway. They should press the blue stone first (sad = blue), then the orange and the yellow last (coward = yellow). 3) The phrase "Shun envy" has a dual meaning. Firstly it is a clue that the characters should avoid the green mosaic in area 21 (envy = green). 4) Secondly, it is a clue to avoid the green globe in area 26. 5) The "rare moon" is a clue to seek the blue globe in area 26 ("once in a blue moon" = rare moon). 6) The part that talks about sacrificing a piece of magical metal refers to the means to open the secret door at area 30C. Though it is not necessary to use a magic ring to open the door, this "clue" may get them thinking along those lines. 7) The second paragraph begins by referring to the pits in area 32 and gives the players some indication that they should check the walls for doors when they enter these pits. 8) "These keys and those" is a clue that the players should be looking for a set of keys. 9) The clue to "beware of trembling lands and what will fall," is a reference to area 38 and the moving floor and the trap doors in the ceiling. 10) "If you find the false, you find the true" means the door the players

need to find to advance to the tomb of Ace Raker is at area 40 (the secret door behind the false one). 11) "Bring home heartbreak, loneliness and betrayal" is a clue to the door in area 44 in which the PCs must insert swords into the door slots to gain entry. When they do so the heart background on the door and the piercing swords will resemble the three of swords card in a tarot deck which represents heartbreak, loneliness and betrayal. The columned hall is area 45. 12) The throne that's key and keyed refers to the throne in area 45 and that is key (important) to advancing and it is necessary to use a key to move it.

"Step lightly" is a clue to avoid the trapped steps in area 50. 14) The "right path" refers to the one way door in area 52, that bypasses the demilich tomb and leads back out the way the PCs came. 15) "Step true" is a reference to going straight (true = straight) which leads to the tomb of the demilich and likely death for all but the most well prepared party.

19B. Fresco of the Wizardly Work Room

Trap: Body Heat Activated Cloudkill spell. Location: catch on top of box. Effect: all creatures with <7 HD in a 40x20x20-foot cloud must save versus poison or die and all take 1d10 damage per round of exposure. Trigger: touching catch.

As you examine the fresco of the wizard's work room, you notice that there are two dog-headed human-looking animals holding a bronze chest. The unique thing about these two and the chest is that they are not part of the painting at all, they are actually statues holding a bronze chest.

The most outstanding feature of this area is actually outstanding! Two jackal-headed human figures are painted so as to appear to be holding a real bronze chest. If this box is examined closely, the viewer will note that it is hinged on the bottom so as to allow the lid to swing down if a catch on top is pressed. The catch is rigged with a Body Heat Activated Cloudkill spell. There is nothing inside the box but the party will likely have to say "buh bye" to any lower level henchmen, torchbearers or lackeys they foolishly brought with them into the Tomb.

19C. Concealed Door

Looking more closely at the torture chamber scene, you see a painting of a door behind which is confined some sort of horrid creature that might be used to torment prisoners. The creature's large clawed, scaled hands are seen grasping the bars of a small window.

This area is where the torture chamber is painted, and the wall hiding this passage shows a painting of the iron door which evidently confines some sort of a horrid creature (its clawed and scaled hands grasp the bars of its small window) which can be loosed to torment prisoners. If the plaster and lath behind it is broken away, a normal, inward opening door will be revealed.

19D. Permanent Blizzard Spell

Upon reaching the section of hallway that is about 85 feet from the entrance doors, you come upon a very strange sight. The remainder of the hallway is filled with drifts of snow and a howling wind dashes snow and ice throughout the chamber as far as you can see.

The area of the hallway from the 85-foot point of the hall and the next sixty feet thereafter is under the effect of a Permanent Blizzard spell. The Rift Vortex in area 21 absorbs the snow that is blown into it and keeps the area from filling up with snow permanently. Visibility within the cloud is only half of what it would be otherwise and any creatures who enter the squall suffer 18d4 points of damage per round of exposure from the biting cold and pummeling ice. Those who make a saving throw suffer only half damage.

20. The Arch of Mist

The five-foot wide hall appears to go for ten feet and then ends at a smooth wall.

If the PCs come within one foot of the archway, read the following text,

As you stand close to the archway, you see that the base stone on the left is glowing yellow, the base stone on the right orange and the keystone of the arch, seven feet above the floor, is glowing blue. Suddenly there is a misty veil across the archway, obscuring all vision beyond its threshold,

Nothing will cause the vapors in the archway to clear, nor will any sort of magic allow sight into the area, until the glowing stones are pressed in the proper sequence - BLUE, ORANGE, YELLOW. If this sequence is pressed, the vapors disappear, and the path appears to go eastwards. If the archway is entered when it is clouded, those characters doing so will be instantly teleported to area 22. If it is passed through after pressing the glowing stones in proper sequence, those stepping through ON the path will be teleported to area 25 while those who pass through off the path will be sent back to area 18.

21. The Face of the Great Green Devil

Trap: Rift Vortex (HOB 7). Location: Mouth of devil's face. Effect: Immediate and irrevocable destruction of the item/character going through. Trigger: Touching the Rift.

If the PCs approach this area display illustration #5 on page 42 and read the following text.



As you reach the end of the corridor, you see an exquisitely evil looking devil's face set in green mosaic on the end wall. The face has a deeply black "O" as its mouth, about three feet across. Snow from the storm around you seems to disappear when it blows into the black mouth of the simulacrum. You can see part of the floor in front of the face is cleared away and the path leads right into the wall.

The whole mouth area radiates magic if detected for. The mouth is made dark by a Permanent Darkness 15' Radius spell. Inside the mouth opening is a one-foot wide Rift Vortex (HOB 7). The Rift Vortex is held in place by a Permanent Hold Portal spell. The Rift Vortex can pull matter toward it. Anything within ten feet must make a successful bend bars/lift gates roll to avoid the pull. Victims between 10 and 40 feet must make an open doors roll (with a +1 bonus per foot above ten) to avoid the pull. Anything touching the Rift is crushed to the size of an atom. Once the Rift has destroyed 10-1000 hit points worth of matter, it disappears.

22. The Forsaken Prison

Trap: Pit trap. Location: Entire floor. Effect: 10d10 falling damage. Trigger: pushing all three levers down to bottom of slots.

You find yourself in a stark cubicle of a room. Centered on the south wall there are three iron levers. Each lever is in a neutral position. Based on the slot the levers are in it looks as though they will shift either up or down. There is no visible exit.

This miserable cubicle appears to have absolutely no means of egress, and even a magical means of detection will not indicate any. There are three iron levers (about one foot long) on the south wall of the chamber. These levers will move vertically, singly or in combination. Only the act of moving all three together upwards or downwards will have any results. Moving them all straight up opens a small trap-door in the center of the ceiling (10 feet above). Pushing them simultaneously down opens the entire floor to a 100-foot deep pit with no exit. Damage from the fall is 10-100 (10d10) hit points, and the floor will automatically return to a closed position in one turn, thus sealing any inside the pit there until another victim triggers the drop away again.

There is a secret door on the ceiling that leads to a crawl space some three feet square. At the place it turns east there is a secret plug in the ceiling. Eventually the small tunnel leads to a secret door which opens above a pit near area 21 as shown on the map, and players are back to square one.

23. Gargoyle Lair

Upon opening the door to this room, you alert at a large demonic-looking being with bat-like wings, gray skin and a gem-encrusted collar. He appears pleased at the sight of you and moves toward you menacingly.

The Gargoyle Lord is bored and looks forward to combat with the PCs to alleviate his daily grind. He was summoned here years ago by the Circle of Sequestered Magics to guard the Tomb and has been bored ever since. If the PCs halt their attacks and attempt to parley, the Gargoyle Lord may pause in his hostilities to hear what they have to offer. Around the creature's neck is a collar studded with huge, gleaming gems (blue quartz stones of 100 gp value each, 10 gems total). Hidden in a secret compartment of the collar is a slip of parchment with a clue written on it in Permanent Illusionary Script. As the script appears to be some form of foreign or magical writing, it is necessary to use Read Magic, Comprehend Languages or True Seeing to decipher the message. It reads "Seek the arch deep within the eye, and the second great hall you'll discover. But heed the sad man first and the coward last. Then give gems in hand to hold, to hear a tale untold. The archway at the end, makes haste but not for friend. - AR". Those reading the Illusionary Script may attempt a saving throw. If they fail, they will be required to carry out the suggestion of "Seek the arch deep within the eye.", thus forcing them to go to area 20.

24. Maze of Doors

Trap: Poison Needles. Location: the knob of each conventional door. Effect: 1 damage + poison (type E). Trigger: turning the knob.

Trap: Body Heat Activated Spells. Location: each secret door. Effect: various. Trigger: opening the door.

Read the following text for each room one of the PCs enters that has a conventional door.

You find yourself in a nondescript space that is about five feet square. Other than the door through which you entered, there are no visible exits.

Each of the conventional doors in this area is trapped with a poison needle in the knob. Those trying to open it without hand protection will be subject to the type E poison it injects (save versus poison or die). Even if the afflicted person makes a saving throw, he still takes 2d20 points of damage.

Each of the secret portals in this area must be opened by hand, and each requires a different method of opening. Each secret door except for 23E is also rigged with a Body Heat Activated spell. The various secret doors open and actuate the indicated Body Heat Activated spells as follows:

- A. pull down - Deafness
- B. pivots centrally (vertically) - Blindness
- C. pivots centrally (horizontally) - Contagion
- D. slides up - Silver Globes (SSG)
- E. 7 studs - press all but 3 and 5 and the door opens, press 3 and 5 and this opens a 30-foot deep spiked pit trap under the entire area 24E corridor.
- F. slide right - Suggestion, "Go back to the studs and press 3 and 5."
- G. slide left - Chain of Fire
- H. double panels push outward - Cloud of Pummeling Fists

For room 24E, read the following:

You find yourself in a nondescript passage that is about five feet wide and 15 feet long. Other than the door through which you entered, there are no visible exits. There are, however seven small studs in the center of the west wall. They are aligned in a column. Chalk writing is evident on the west wall at about three feet off the floor. It reads, "Beware the baby straight"

A previous adventuring party entered area 24E of the Tomb, pressed buttons 1 through five and quickly met their death in the pit below except for one who had on a Ring of Levitation. He hastily scrawled the message on the west wall and left the Tomb never to return. The message is only of limited help since although it correctly identifies that pressing 1 through 5 (a baby straight in poker) will activate the trap, it does not identify other combinations that will do so.

If the PCs investigate the bottom of the pit, they will find the long dead remains of two humans and a dwarf. Most of their equipment is long since rotted and useless. However, they have several magic items that remain useful. These are a Rod of Cancellation, a +2 Dagger, a +3 Medium Shield and a Scroll of Protection from Fire.

25. Trapped False Doors

Trap: Spear Trap. Location: two locations along west wall. Effect: 2d8 damage. Trigger: Opening false door.

This empty room has three doors, two on the west wall and one on the north wall. A corridor leads west from the southwest corner of the room.

At this location, as well as several others throughout the Tomb, there are false doors that screen a spear trap. When someone opens one of these doors a spear will shoot out. Roll to hit as if the spear is attacking as a 10 HD monster. A successful hit results in 2d8 points of damage. When the door is closed and re-opened, another spear will fire. The secret door leading south to the lich lair is rigged with a Fire Trap spell.

26. Great Hall of Spheres

Trap: Sphere of Annihilation. Location: west wall under drawing of dragon. Effect: Character disintegrated. Trigger: touching sphere.

When the party enters this area display illustration #13 on page 47 and read the following text,

This area is large and colorful. The floor is of inlaid tiles and the walls and ceiling are painted with figures of animals, strange signs and glyphs and humans and human-like creatures with spheres of seven different colors.

The meaning of the glyphs is lost to the ages and has no importance to this adventure. The globes held by the figures appear to be two-dimensional and their significance and pattern are described below. From south to north, the figures and spheres appear as follows:

Color	Location	Significance
Green	held high above head	Body Heat Activated Monster Summoning II
Pale blue	at shoulder	A concealed door covering a crawlway to area 30. The inside of this crawlway has a Permanent Darkness 15' Radius spell cast upon it.
Pink	held high above head	(none)

Black at feet of dragon A Sphere of Annihilation (cursed such that any magic-user who tries to control it and fails will suffer an immediate spell mishap from a random spell in his memory.)

Yellow at shoulder (none)

Red held waist high A concealed door covering a crawlway to area 29.

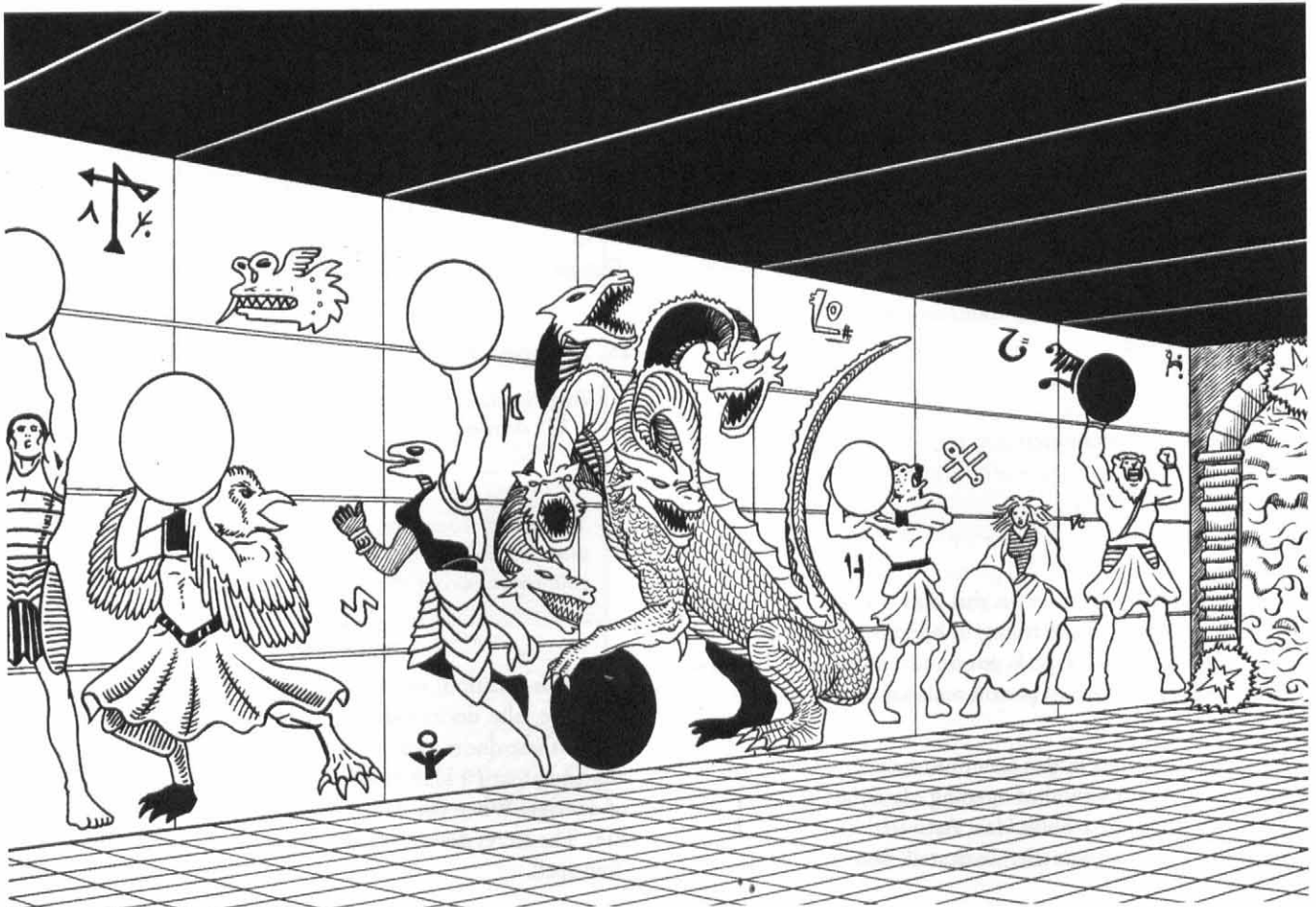
Indigo held high above head (none)

27. Magic Archway

Trap: Teleporter. Location: Far north wall. Effect: Character teleported to area 18, all equipment teleported to room 53. Trigger: Walking through the arch.

You see an archway just ahead of you. There is an extremely thick haze in the archway that you are unable to see through. As you reach three feet from the archway, three stones light up. The lower left glows olive, the keystone glows russet and the lower right citron.

No matter which stones are pressed in what order, the archway remains clouded and veiled with a haze, which nothing can enable the onlookers to see through. All living matter that goes through the arch will be teleported to area 18, while non-living matter is teleported simultaneously to area 53 (i.e. characters stepping through will appear



at the start totally nude, while everything else with them will go to the crypt of the demilich).

28. Four Armed Statue

You are in a 10 by 20-foot room. In the center of the eastern half of the room is a badly damaged statue of a 4-armed gargoyle. Two of the arms have broken off and are lying on the floor. A thin film of white powder or dust covers the floor in front of the statue.

When players find this room they will immediately see what appears to be a broken, 8-foot tall statue of a 4-armed gargoyle with two broken off arms on the floor nearby. If the PCs inspect the hands of the gargoyle they can see that there is an indentation in each hand that is perfectly sized for a large gem. Within the left hand of the gargoyle in the arm that remains intact is a Permanently Invisible Gem of Seeing. The PCs will not notice it unless they specifically state they are grabbing or feeling the palm of the hand. However, because the Gem is invisible, it can only be used if the invisibility is somehow removed (by Dispel Magic or similar effect).

Just after the PCs have had an opportunity to assess the situation, a Xorn will enter the room by ascending up through the floor. When this happens, read the following text:

Before you can investigate this room, you feel a rumbling coming from the floor near the statue. Suddenly, a bizarre-looking scaly creature with three arms, legs and eyes emerges from the floor and begins to scoop the white powder in front of the statue into the mouth on the top of its head.

Once the Xorn notices the PCs, it will demand that they give it treasure (gems or precious metals) for it to eat. If they refuse, it knocks over the statue (thoroughly breaking it) and attacks.

If the Xorn destroys the statue, this will trigger a Rogue Magic Mouth. He is furious at the Xorn for destroying the statue and scolds him for the deed. After that he complains with questions like, "Now what am I supposed to do?" If the PCs question the Magic Mouth he will indicate that the PCs were supposed to sacrifice a certain number of gems to the statue and then the Mouth was supposed to relay a message to them. He's not sure what to do now that the statue has been ruined. If pressed, he will give the PCs the message anyway though he would like them to repair the statue for him. The message is, "Your sacrifice was not in vain, look to the fourth to find your gain." He does not know what it means, nor will he answer any other questions about the Tomb.

29. Chamber of Three Chests

Trap: Darts. Location: Silver chest, under crystal box. Effect: 1d6 damage (1d4 per character - 1 or 2 characters) + type F poison. Trigger: disturbing crystal box.

If the party enters the crawlway in area 26 hidden by the sphere illusion of a red color, they will come to an apparent dead end, but a bit of examination will easily discover (4 in 6) a secret door. The character opening the door will be precipitated to the floor 10' below by a tilting stone at the mouth of the crawlway, and sustain an automatic 1-6 hit points damage (a mere annoyance, but it erodes the strength of the party). When they enter the room, read the following text.

You see three chests near the far wall. The one on the left is colored gold, the middle silver and the chest on the right is made of oak and has thick bronze bands. The center chest is slightly closer to you than the others. Each chest is about 4 feet long, 2 feet wide and 3 feet high.

Gold: (Plate only over iron) 12 venomous snakes will slither out and attack next round. They are fast (15" move) and will continue biting until all are killed. The liches come here periodically to feed the snakes but generally keep them hungry.

Silver: (Plate only over iron) holds a Ring Water Elemental Command in a clear crystal box (worth 1,000 gp). When this box is lifted from the supposed bottom of the chest, 8 darts will fire upwards, and 1-2 characters (maximum which can be in the line of fire) will take 1-4 hits each if they are exposed to the path of these missiles. (Actually reaching in and removing the box is exposure!) Damage is 1-6 hit points per dart plus type F poison.

Wood: When the lid is opened, it triggers the opening of a secret door on the south wall to area 29a. The animated skeleton of a giant resides therein and immediately emerges to attack. The skeleton gains surprise and strikes first.

29a. Giant Skeleton Room

If the PC somehow enter this room without triggering the door by opening the chest in area 29, read the following text.

The secret door opens to reveal a giant skeleton wielding a scimitar, which it swings at you.

The skeleton wields a (non-magical) scimitar, doing 1-12 hp of damage per hit. All edged weapon hits upon it cause only half damage, but blunt ones score normal damage. Once per hour, the skeleton can send forth an 8d6 Fireball (as the spell).

30. Chapel of "Eeevile"

Trap: Magical Altar trap. Location: Altar. Effect Glyph of Warding (10d4) electrical damage. Trigger: touching altar.

Trap: sleep gas trap. Location: front pews. Effect Strength drain for 4d12 hours. Trigger: opening pews.

By passing through the concealed portal of area 30 the party will have crawled along the small tunnel until reaching the end, only to find it is solid stone. Once there, one can search for the secret door

with normal chances of doing so. If they find and open the door, read the following text:

You appear to be in some kind of temple. There is a mosaic path that leads to the altar and there are four pairs of great wooden pews facing north to the worship area. There is a wooden railing separating the pews from the worship area and to the north of the rail is a small semi-circular tiered dais. In front of the dais is the altar. Behind the altar on the dais is a nicely carved and padded wooden chair. To the side of the dais are two large candelabras – each with five white candles. In addition, in each of the far corners there is a large white pottery urn stoppered with a brass and wood plug. There is also a skeleton of a human in chain mail that appears to be pointing to an archway on the east wall. The archway is filled with a luminous orange mist. There are scenes of normal life painted on the walls, but the people have rotting flesh, skeletal hands, worms eating them, etc. Yet there are also depicted various religious symbols of good alignment.



There is a mosaic path leading to the altar, and to either side great wooden pews face the worship area. All of these benches have hinged seats. The back pair of pews have 4,000 sp each hidden therein, the next pair have 3,000 electrum pieces each, the next have 2,000 gp each, and the front pair have gas traps—a cloud of gas will fill the whole chapel in two rounds after opening the pew bottom, and all in the place will lose 2-8 points of Strength for 4d12 hours!) A wooden railing divides the room, and south of it is the altar, a tiered dais with a wooden chair (nicely carved and padded but unremarkable), two large brass candelabras holding five white candles each, and in each corner a large white pottery urn stoppered with a brass and wood plug. A human skeleton in black chain mail (badly rusted and torn) points to the portal in area 30B.

30A. Opalescent Blue Altar: This block of strange material glows with an inner light. (A very faint evil can be detected with a 2 in 6 chance per round of detection.) The whole thing is protected by a Glyph of Warding. If the thing is touched by living matter it will trigger an electrical discharge for 10d4 points of damage (half if save). Those setting off the Glyph will alert the Flesh Thrasher in area 31.

30B. Portal of Devouring: As already stated, the skeleton on the floor of the chapel room is outstretched and pointing to the arch. Display illustration #11 on page 46 now and reveal that the entrance-way is filled with luminous orange vapors of an exciting hue. These vivid orange mists cannot be penetrated with any sort of vision or magic. The skeleton, of course, misleads the party, for any character attempting to pass through the portal will be subject to attack by the Portal of Devouring that covers the entrance to the aide room beyond.

If the Portal senses that the PCs are trying to go another way and are not planning to enter its gaping maw, it will change the vision seen within the portal. First it will change to a sunlit meadow with a frolicking young unicorn off in the distance. If it cannot entice PCs to walk into the portal with that, it changes to a long forgotten tomb with piles of treasure (gold, gems and superior-looking equipment). All of these images are, of course illusions designed to get people into the portal's maw.

Should the PCs investigate the skeleton, they will find that in addition to its rusted chainmail, it also wears a single leg iron. This "leg iron" is actually an Ankle Bracelet of Gender Bending (GMG p 241), type III. Additionally, the skeleton wears a Grawdyng's Ring of Servitude on its left hand. If the PCs bother to check, they can try an anatomy: basic skill check with a difficulty level of average [+30%] to try to ascertain the sex of the skeleton. It is a human female.

Careful inspection here has a 4 in 6 chance of noticing a small slot with a letter O faintly traced above it. This is a moving stone block described below. This stone is only 2 feet wide, 4 feet high, and 10 feet thick in a wedge shape. The slot is of sufficient size to accept a coin, a flat gem or a ring (preferably magical). Inserting such an item will actually trigger the mechanism that causes the block to sink slowly into the floor so as to allow entry into the passage beyond. The ring (or any other object deposited into the slot) is forever lost, as the sinking stone crushes all to pieces. The gate opens easily from the other (west) side and no special item is required to trigger its opening from that side.

31. Flesh Thrasher Room

This side room contains a pile of large bones from assorted creatures.

The pile of bones is actually an undead Flesh Thrasher. It is programmed to animate and attack when one of three events occur. 1) Someone approaches within 10 feet. 2) Someone sets off the Glyph of Warding at area 30A or 3) someone attempts to open the concealed door at area 30C. However, because the entrance to this room is covered by a Portal of Devouring, it will only animate for events 1 or 2 above. When animated, the Flesh Thrasher becomes a large sized skeletal creature of various jagged animal bones and skulls.

32. Pit Doors

Trap: Concealed Pits (3). Location: As marked on map. Effect: 1d6 damage per spike landed upon, + type F poison. Trigger: Stepping on floor covering pit.

The corridor widens to 10 feet and turns southward where steps lead down steeply to a corridor west. The series of three doors in the corridor are easily opened with any open doors roll exceeding the target number by 5 indicating that the door opener falls through as the door opens so easily, plunging into the pit on the other side. Of course, if the door is not violently pushed against, it swings inward, and the party will have standard chances of failing in when the characters leading the way step on the pit cover. By the time the third door and pit have been reached, they will certainly expect the pit, and will be likely to ignore it. This carelessness will likely prevent them from examining the pit from within, as a wooden door poorly painted to look like stone will be observed 5 in 6 times. The door is immediately felt if one of the PCs makes a tactile investigation of the walls. It is most probable that the party will proceed to area 33.

33. Locked Oaken Door

Trap: Sloping floor. Location south of oaken door. Effect: characters slide down into lava pit, causing death. Trigger: passing the 3rd square on the floor.

You are at the end of a long hallway. In front of you is a heavily bound oak door with several locks visible.

There are four normal locks on this door. If a character listens with an ear to the door, he or she will hear far-off music and happy singing, obviously coming from somewhere beyond. This is a Body Heat Activated Audible Glamer. The door radiates a Permanent dim Gabal's Magic Aura. Additionally, when someone moves just beyond the door, it will trigger a Body Heat Activated Wrygal's Delicious Deception spell coming from further down the corridor. The aroma of delicious food now wafts down the corridor.

Once the door is opened or destroyed and the PCs move ten feet past the door read the following text.

The aroma of delicious food now wafts down the corridor, pleasing your nose. You hear sounds of confusion and running (away) coming from the north—all music and singing has ceased. There is a faint glow, perhaps torchlight, coming from the south. The walls of the passage are of smooth white alabaster, and the floor is a very smooth, highly polished smoke gray marble.

Another Body Heat Activated Audible Glamer spell is rigged ten feet beyond the door to produce the new noise heard. The tunnel floor is a counter-weighted beam. Its overbalancing point is the sixth square from the door, and when one or more characters step there the floor will begin to tilt downward from the door south, with the south end slowly sinking. Quickly tell the players that the floor is beginning to slant as explained above. Ask the players what they intend to do. Begin a silent count slowly to 5 (with each count representing a segment of action). All characters still south of the doorway at the conclusion of the 5 count will fall and begin sliding downwards to the south at 10 feet/segment. When they reach the 40-foot point each will take 1-6 hp of heat damage, 2-12 hp at 50 feet, and thereafter they are plunged into a pit of flames and molten lava which will absolutely snuff them out. Retreat from the area during the count is at 1 foot per 1" of movement due to the slope and the slipperiness of the floor.

34. Wizard Locked Secret Door

Trap: Fear causing gas. Location: starting at the bottom of the stairs and heading east. Effect: creates an effect similar to the 4th level spell Fear. Trigger: walking through the gas.

Once the PCs reach area 34 read the following text.

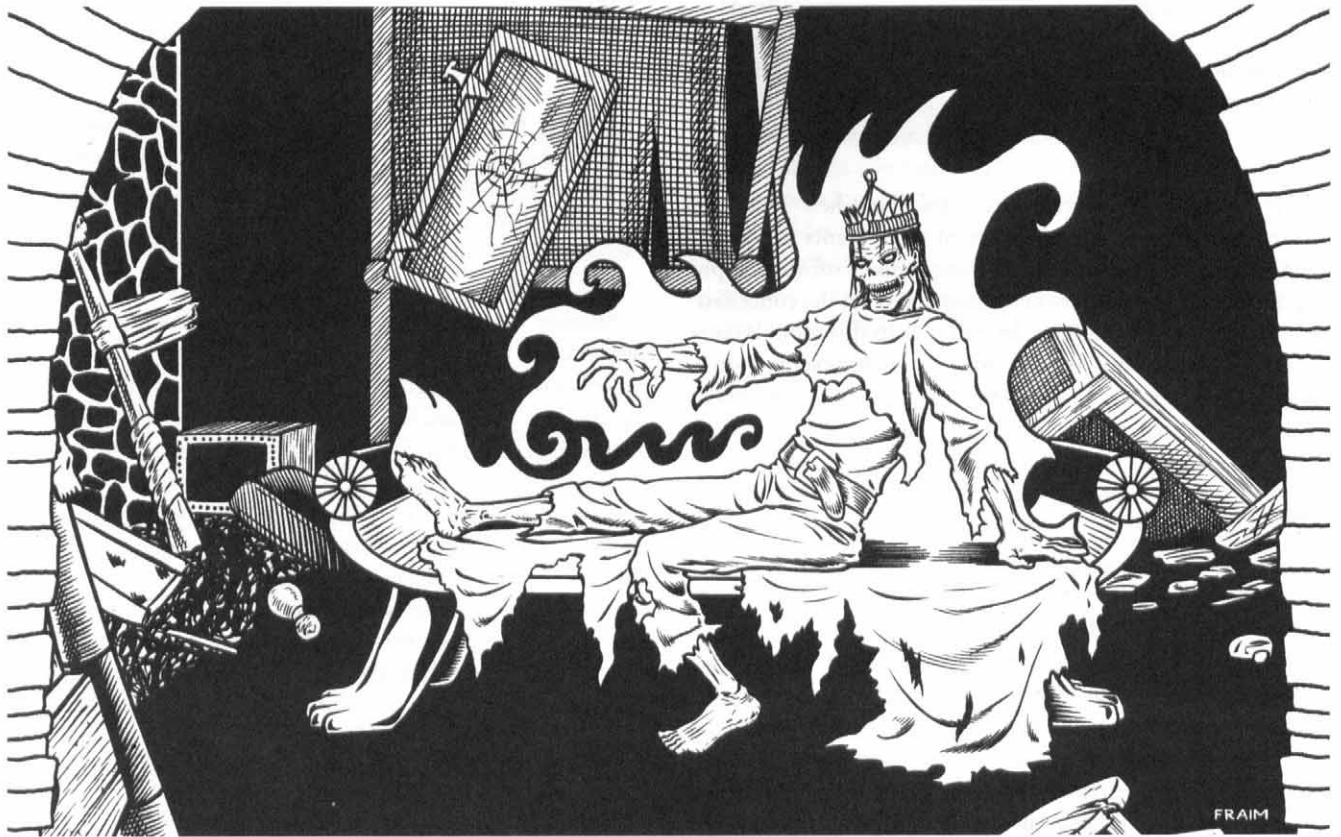
You are at the top of some stairs. At the bottom of the passage is a smoke filled hallway that goes east.

The tunnel is fear gas filled, and unless characters announce they are holding their breath before entering its 40 feet length, they will breathe in the gas—save versus poison or run away at top speed for 2-8 turns. Beyond the first 10 feet, the gas becomes thicker, and it irritates the eyes, so it is only 3 in 6 for any character to notice the north door. Once the north door to area 35 is opened, the gas dissipates.

The secret door in this area has been Wizard Locked. Once the magical seal is dealt with, the secret door can be opened easily from either side.

35. False Crypt

You are at the top of some stairs. Throughout the entire passage down there are cobwebs, thicker than grel at a Pixie Meet.



The steps down to the chamber at the end are filled with a Permanent Web spell. Any character trying to break through them will become hopelessly entangled. They are further enhanced by a Limited Wish such that they can only be burned by magical fire. If the characters are able to descend the stairs read the following.

You are at the foot of the stairs. This crypt is filled with rotting, decayed furniture and what appears to be a solid gold couch of immense size and weight. A decayed corpse with a crown on its head rises from the couch as you look in.

The pseudo-crypt is filled with rotting and decayed furnishings which were once most costly, and upon a solid gold couch (30,000 gp value) a lich-like figure with a crown on its head will be slowly rising. A booming voice from the whole of the chamber will demand: "WHO DARES TO DISTURB THE REST OF ACE RAKER? IT IS YOUR DEATH WHICH YOU HAVE FOUND." After this announcement you should display illustration #10 on page 45. The purported lich is actually a juju zombie who will move to attack as soon as the PCs enter the chamber. The central arch holding up the chamber is rigged with a Body Heat Activated Transmute Rock to Mud spell. If anyone with body heat (not the zombie) comes within five feet of it, the spell activates. The central arch will begin to sag as it struggles with the weight of the stone ceiling. Within a round, the room will start to shake and stones will begin to come down from the ceiling- **OBVIOUSLY THE PLACE IS BEGINNING TO COLLAPSE.** Read the following information to the players.

You hear a rumbling sound, rising in volume as each second passes. You start hearing loud grinding noises. The ceiling is starting to drop dust down upon you. Glancing around, you see a solid gold couch that is obviously much too heavy to move, even if you had six girdles of giant strength and six porters to carry it. You glance about yet again and see a jade coffer, a crown and a fine leather bag.

BEGIN COUNTING SLOWLY TO 10, and it is odds on that there will be a stampede up the stairs to get away! This is good since anyone caught in the room thereafter will be trapped under the rubble and take 100d6 points of damage. The Zombie tries to run out of the room also and will deal with the PCs when he feels he has reached safety.

The jade coffer is worth 5,000 gp. The crown is gem encrusted and worth 25,000 gp. The small sack holds 278 pp, 29 base 10 gp gems, a scroll of 6 magic-user spells (First level: Bash Door; Feather Fall; Identify, Second level: Magic Mouth; Detect Evil; Forget), and a map showing a location several hundred miles away which supposedly has a rich treasure (it is a fake, naturally). If this doesn't make them suspicious enough to take another run through to check things out, put the module away for use when you have a different group (or the same ones) inquiring about one of the key references in the Legend. Note that something so simple as a Commune spell will reveal that the demilich has not been destroyed. In any event, Ace Raker will see to the righting of things eventually. The only treasure left in the pseudo-crypt is the gold couch.

36. Laboratory and Mummy Preparation Room

Trap: Acid filled vat. Location: center vat. Effect: Type A acid. 1d4 damage per round. Trigger: contact.

Trap: Body Heat Activated Flaming Sphere. Location: eastern vat. Effect: 2d6+2d4 damage, ignites combustibles. Trigger: contact.

You are in a room that is chaotic just to look at. All of the walls are lined with shelves of dust covered jars filled with various materials. There is a large desk with a stool, two workbenches and two preparation tables. There are clay pots and urns lying about on the tables and on the floor. These were filled at one time with something that attracted great quantities of dust as they are now completely encrusted. In addition, there are scraps and rolls of linen strewn about. Mixed in with the linen, urns and other items are very dry plant materials - possibly very old herbs - bones and some skulls in various degrees of completeness.

To the north there are three seven-foot diameter vats, each about four feet in height. In the far right corner lies a narrow passageway.

Although there is only one item of eventual use within this totally cluttered place, the volume of items within it may distract players from the real treasure. All of the walls are lined with shelves, and upon these are old jars filled with dust and impotent ingredients of all sorts. Clay pots and urns on these tables and the floor obviously once contained unguents, ointments, oils, perfumes, etc. The vats each contain murky liquids. The first holds 3 feet of dirty water above which resides an Ochre Jelly waiting to drop on the unsuspecting (its been waiting a, long time). The second contains a slow-acting acid which will cause 1d4 hp of damage the round after it comes in substantial (immersed arm, splashed on, etc.) contact with flesh- minor contact will cause only a mild itch; at the bottom of this vat is one-half of a golden key. The third vat contains Greek fire with the other half of the gold key beneath it. It is rigged with a Body Heat Activated Flaming Sphere spell. Anyone touching the Greek fire will be burned for 2d6+2d4 points of damage per round of exposure as it bursts into flames. Those within five feet sustain 1d4 points of damage. The vats are affixed to the floor and too heavy to move. The key parts are magical and will not be harmed by the liquids they reside in. If the parts are joined together they form one solid key, hereafter called the **FIRST KEY**. As the acid will harm even magical weapons, the players will have to figure some way to neutralize or drain off the contents of the second vat, as a reach-in-and-grope-for-it technique has a 1% cumulative chance per round of being successful.

37. Huge Pit Filled With Spikes

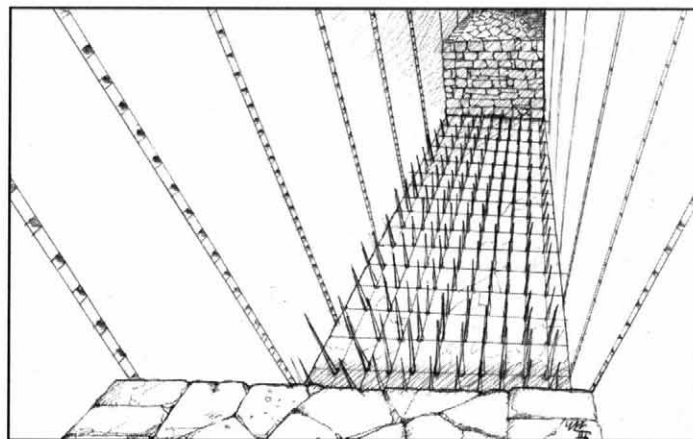
Trap: Body Heat Activated Power Word spell. Location: floor of corridor three feet from the edge of the pit. Effect: forces a creature to do a cartwheel into the pit. Trigger: coming within three feet of the pit (on the floor).

Trap: Body Heat Activated Grease spell. Location: floor of the pit, twenty feet in. Effect: causes victims to fall on spikes. Trigger: passing the twenty-foot point on the floor of the pit Trap: Launching spikes. Location: last 3 feet of pit. Effect: 1d4+1

spikes launched at each target, doing 1d6 damage. Trigger: stepping on last 3 feet of spiked floor.

If the party approaches this area display illustration #4 on page 41 and read the following text.

You are at the edge of a ten-foot deep pit. The floor of the pit is covered with hundreds of spikes. It is as wide as the corridor and far too long to jump across without some form



of magic. There are numerous points on the floor of the pit where you would be able to place your feet without stepping on a spike.

Three feet from the edge of the pit is also rigged with a Body Heat Activated Power Word: Cartwheel (SSG p 113) spell. This spell causes those hearing it to perform a cartwheel and advance approximately 10 feet from their original position with no saving throw. Creatures with greater than 51 current hit points are immune. Once one creature is affected, no others in the range will be compelled to perform the maneuver. Those falling in the pit take 1d6 points of damage from the fall and 1d6 points of damage each from 2-5 spikes. This 10 feet deep, open pit completely fills the passageway and extends so as to make jumping across it totally impossible for most creatures. Ergo, the pit must be crossed by climbing down and walking across it, then climbing up the other side. Simple! Wrong.

Twenty feet into the pit there is a Body Heat Activated Grease spell. It covers a 10-foot by 10-foot area and all those within must save versus magic or fall onto 2-5 spikes for 1d6 points of damage each. Furthermore, any footstep upon the last three feet (west portion) of the pit will cause a volley of spikes to be discharged upwards, and each person in the pit or leaning over its edge will be struck by 2-5 spikes, each hit causing 1-6 hit points of damage. Roll to hit for each spike as if the spike was a 10 HD monster. New spikes will come up where the ones that were discharged came from.

38. The Agitated Chamber

Traps: Spear Trap. Location: along west wall. Effect: 2d8 damage.
Trigger: Opening false door.

Rolling and Bucking Floor. Location: Entire floor. Effect: characters are shaken and knocked down taking 1 point of damage.
Trigger any new weight on the floor.

You are in a room, about 30 by 30 that is filled with what appears to be funerary offerings and furniture. There are four rotting sofas, several throne-like chairs, vases, and urns which are dented, chipped and broken, stands, small tables, and braziers, all jumbled together. Only the rather plain tapestries hanging upon the east and west walls appear to have been spared a rough looting. There are six trunks and 24 coffers amidst the general havoc.

Looking at the tapestries, you see scenes which feature weed grown rocks and green and golden tan scenes of underwater life.

The secret door to this place is a normal sort, so it can be found without undue difficulty. It appears to be filled with funerary offerings and furniture. There are four rotting sofas, several throne-like chairs, vases, and urns which are dented, chipped and broken, stands, small tables, and braziers, all jumbled together. Only the rather plain tapestries hanging upon the east and west walls appear to have been spared a rough looting. The weight of the players upon the balanced floor will have set a mechanism into motion, and each round they remain in the place a d6 must be rolled. Any odd number resulting from a roll means that on the next turn the floor of the room will jump and buck up and down violently. Each player must be rolled for, with a 2 in 6 chance to fall and sustain 1 hit point of damage from abrasions and contusions.

There are six locked trunks and 24 locked coffers amidst the general havoc. The locked coffers contain assorted coins and gems, but the trunks each hold a coiled up Necrophidius. The trunks each contain a hole in the bottom that connects to a hole in the floor in which the Necrophidius reside. Thus, if subsequent chests are attacked after the PCs open one and discover its contents, the creatures can escape into the holes. The holes all connect so they can quickly emerge from another uncovered one if need be.

The tapestries, which appear to feature weed-grown rocks and green and golden tan scenes of undersea life, are connected to a trap door mechanism in the ceiling. If they are pulled down, they release the latch to the long trap door above. There is a Green Slime above the curtain on the east wall and Brown Mold above the curtain on the west wall. Note that the tapestries can be handled normally, just not yanked so as to tear them at the top. However, if any character is holding one when the room becomes agitated, it is 75% probable that the jerking motion will tear the thing down.

39. Trapped False Door

Trap: Spear Trap. Location: north wall. Effect: 2d8 damage.
Trigger: Opening false door.

At this location, as well as several others throughout the Tomb, there are false doors that screen a spear trap. When someone opens one of these doors a spear shoots out. Roll to hit as if the spear is attacking as a 10 HD monster. A successful hit results in 2d8 points of damage. When the door is closed and re-opened, another spear will fire.

40. False/True Door

When the party reaches this point and opens the door, it is probable that they will believe it to be nothing more than a false door, but the seemingly blank wall of solid stone behind the false door hides a secret door. Note that just beyond the secret door is a secret trap door in the corridor floor. This opens to a steep flight of narrow stairs that go down to a 5-foot wide passageway heading west. This passageway ultimately emerges at area 44.

41. Sleep Trap

Trap: Sleep gas. Location: hallway behind west door. Effect: causes sleep for 2d4 turns. Trigger: opening door to area 41.

When the door to this area is opened everyone within 40 feet must make a saving throw versus magic or instantly collapse in slumber for 2-8 turns as a rapidly expanding cloud of gas fills the area around the door.

You open the double doors to reveal a large room beyond. Within the room sits a huge skeletal Jurassic beast.

Regardless of how many PCs fall prey to the sleep gas, the Skeletal Stegosaurus will attack. See GMG page 96 for information on attacking magically sleeping opponents.

42. The Cavern of Gold and Silver Mists

Trap: Idiocy Mists. Location: Entire area except in the grotto.
Effect: Temporary loss of Intelligence. Trigger: entering mist.

As you approach this natural cavern you see a silvery mist that is tinged in what appear to be random locations with gold tendrils or streamers. At best you can see about six feet through the fairly thick mist. You can hear a faint sound of dripping water.

As a private joke, Ace Raker has caused a beautiful and good aligned Sirine to be placed into this cavern under a curse. She must be asked to come out to break the spell, and she can give no clues as to the nature of her duration. In fact, she is unable to speak, though she can still hum her charm song. She owns a clear spindle Ioun Stone that sustains her without food or fresh water.

The mists are silvery and shot through with delicate streamers of golden color. Vision extends only 6 feet. There is a dim aura of good if detected for. Those who step into the mist must save versus poison

or become idiots until they can breath the clean air above ground under the warm sun. The floor of the cavern is submerged in about two feet of water. At the center of the cavern is a beautiful raised grotto in which dwells the Sirine. The touch of the Sirine can also cure the idiocy.

You have entered into a small grotto maybe ten feet across. Living here is what appears to be a woman of exceptional beauty and very little clothing. In addition there are two sacks on the ground of this grotto. She seems pleased with your approach.

If she is asked to come with the party, she will do so, stay with them through the adventure, and thereafter be their friend for life. If she is attacked, she will defend herself to the best of her ability.

There are two sacks that contain the Sirine's treasure, a large one and a small one. These sacks are: Small Sack: This bag contains 50 pieces each of copper, silver, electrum, gold and platinum. It appears to be a normal sack, but it radiates magic if it is checked, for it is a small Bag of Holding Type 1 (filled weight 15 pounds, 250 pound weight limit inside, 30 cubic feet capacity). The large sack contains a spool of wool, a Potion of Extra-Healing, 19 base 100 gp gems, and Bracers of Defense, AC 6.

If someone figures out how to communicate with the Sirine either telepathically, in writing or otherwise, the Sirine will converse in a friendly fashion only, asking how the characters are and if they found the way out of the Tomb yet. She will answer any direct questions with an evasive reply: "I cannot say," "That is unknown to me," "Possibly," etc. until she is freed. She knows nothing of the Tomb in any event. She wears a string bikini woven of gold fabric, a pair of bracelets, a pair of earrings and a Ring of Fall Softly.

43. Stairs to Nowhere

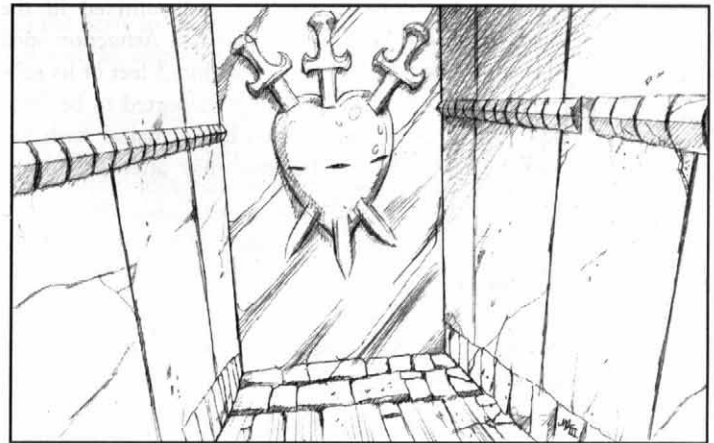
A set of stairs descend into the darkness, ending at a blank wall.

These stairs go nowhere and are intended to be diversionary, or perhaps they are a path to another level that was either never completed or sealed off long ago.

44. Adamantite Door

If the party approaches this area display illustration #3 on page 41 and read the following text.

After crawling through the secret passage, you come out into a corridor. Following this corridor, you come to a large Adamantite slab set vertically in the wall. There is a slightly raised portion of the door in the shape of a heart. There are three slots within the heart in the middle of the door at about waist height for an average height human.



This door is Wizard Locked and barred by conventional means. There are three slots in the door at about waist high. If three sword blades are shoved simultaneously into the slots with the outer two at an angle such that they cross the center one and each other, the conventional bar mechanism will release. However, this effect only lasts for five rounds, after which the sword blades are sheered in two as the lock resets itself.

45. The Pillared Throne Room

Trap: Permanent Reverse Gravity Field. Location: throughout throne room. Effect: "Falling" to the ceiling for 4d6 damage. Trigger: entering the room.

You are at the entry to a huge room filled with many-hued pillars. At best guess it is at least 100 feet square, perhaps a little larger. The ceiling is about 40 feet high. On the north wall you can see what looks like part of a dais and on the south wall there appears to be three small vestibule type rooms that are perhaps 10 feet by 10 feet.

There are scores of massive columns in the huge chamber. From the entry the observant character will be able to observe part of the dais (D) or the door to rooms 46, 47 and 48, if he employs a bullseye lantern. The shaded areas indicated on the map are under the effect of a Permanent Reverse Gravity spell. Any creature or object entering those areas will "fall" to the ceiling 40 feet above (taking 4d6 points of damage). Note that a similar effect will occur if a character on the ceiling walks out of the Reverse Gravity field, he will plummet 40 feet to the floor below (again sustaining 4d6 points of damage).

45A. Devil Face East

About 24 feet above the floor is a mosaic of a green devil which appears to be exactly the same as that first encountered in the entrance hall to the Tomb.

About 24 feet above the floor is a mosaic of a green devil which appears to be exactly the same as that first encountered in the entrance hall to the Tomb. It is enchanted with an Attraction spell (reverse of Avoidance). Any creature coming within 3 feet of its gaping jaw will likely be sucked in and instantly teleported to be "spat out" nude from location 20, while all non-living matter with the character goes to location 53. A character may attempt a bend bars/lift gates roll to resist the attraction.

45B. Devil Face West

About 24 feet above the floor is a mosaic of a bluish-green devil that appears to be very similar to the one encountered in the entrance hall to the Tomb.

This is identical to A. above, but it is tinged with a bluish color over the green and any character drawn into this mouth opening is teleported into location 49.

45C. Charred Remains

In the northwest corner there is a circle of cinders, ashes, charred bones and skulls, the crisped and blackened remains of clothing and gear, arms and armor, a thoroughly awful and frightening sight. Within the circle of charred remains there is a huge and glowing orange gem.

If evil and or magic is detected for, the gem will send out pulses of wickedness and a strong aura of dweomer - so strong that the detecting character will get the vague feeling that the magic is Wish connected. The gem is actually a Polymorphed Efreeti that has been bound to serve as a Tomb guardian. He prefers to remain mysterious and thus whiles away his servitude in the form of a mysterious gem. The Efreeti will use his innate ability to Create Illusions to communicate with PCs and will readily let them know he is capable of granting Wishes. However, no matter what is desired by the character daring to Wish, a reverse or perversion will bring doom to that character and all named in the Wish. Such is the nature of the wicked Efreeti. Immediately after causing the evil Wish to transpire, the gem begins to pulse with reddish lights, growing progressively stronger, brighter and hotter. Count to 10 as usual. The stone then sends forth a burst of flame as per the Wall of Fire spell and follows up with Produce Flame and Pyrotechnics. It will continue to use its innate Produce Flame ability until the PCs are killed or retreat.

45D. Ebony Dais and Silver Throne

Trap: Clamping jaw. Location: skull mouth on silver throne. Effect: loss of hand, 10% of hit points and profuse bleeding. Trigger: inserting hand into skull mouth.

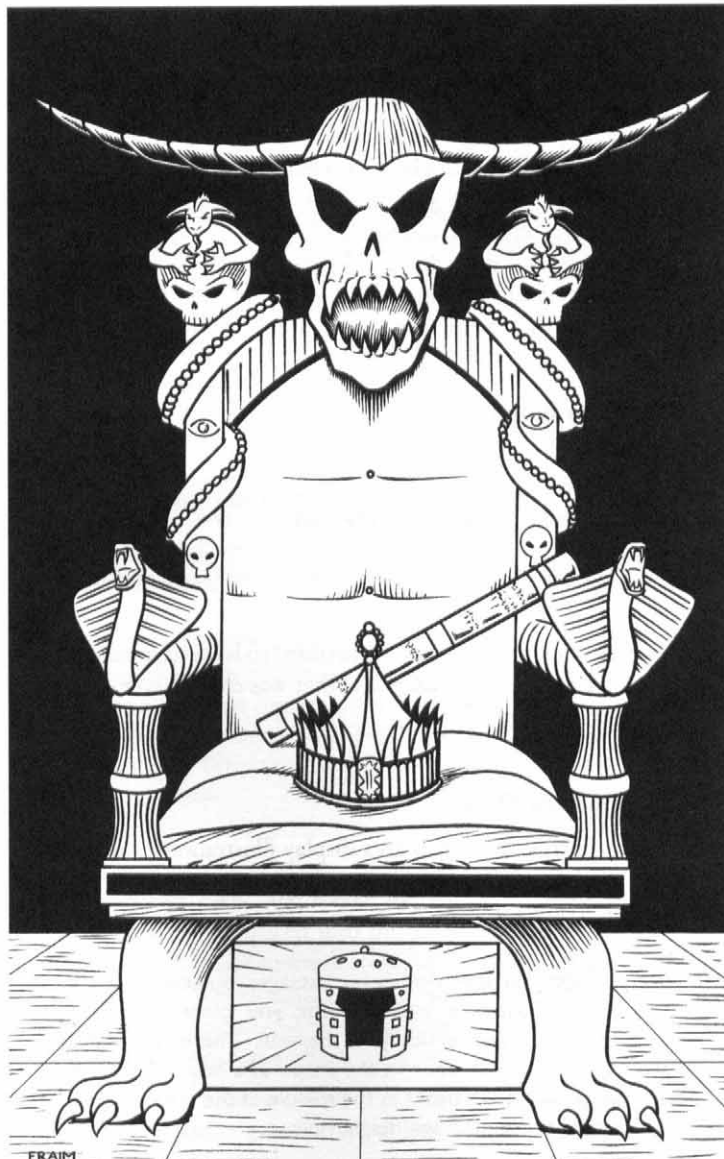
Trap: Runes of Eyeball Implosion. Location: Chime of Opening. Effect: 3d4+3 damage, blindness. Trigger: reading runes.

Trap: Body Heat Activated Wall of Acid. Location: lower front panel on throne. Effect: 2d4+1d4/round until washed off. Trigger: touching panel

If the PCs approach the dais display illustration #12 on page 44 and read the following text.

Contrasting with the pastel colors of the floor and pillars of the hall is the stark blackness of the huge dais atop which rests an obsidian throne inlaid with silver and ivory skulls. Upon the throne rest a golden hued crown and an electrum colored scepter. The throne is obsidian and is inlaid with silver and ivory skulls.

The crown of gold is actually a Hat of Stupidity. If one inspects the scepter more closely, he will note that it is a hollow tube. This is a Chime of Opening with 12 charges left. The Chime is rigged with Runes of Eyeball Implosion. Examination of the throne will reveal a small illustration of an ornate helmet that does not match the crown upon the lower front panel of the seat. This panel is rigged with a Body Heat Activated Wall of Acid. Behind this panel is a secret compartment that hides an ordinary looking steel helmet. This Helmet is



actually the Helm of Brilliance owned by Ace Raker but it has half of its original jewels used up. The command word is "Ace, Ace, baby" Both the Chime and the Helm are cursed, and if they are removed from the Tomb the possessor of either will be visited by a demon (type 1) sent to reclaim the item and return it to the throne room, two such demons if a single character has both.

The FIRST KEY may be used to open the secret door behind the throne by inserting it into the mouth of the skull atop the throne. However, when one does this, the jaw of the skull clamps down, severing the hand of the person who inserted the key. This results in a loss of 10% of one's maximum hit points and profuse bleeding as defined on the critical hit charts in the GMG.

46. Small Room With Glowing Blue Door

Trap: Fire Trap. Location: key. Effect: 1d4+18 damage, ignites combustibles. Trigger: touching key.

As you approach the vestibule-like room, you see a faint blue shimmer coming from the door. A brass pull seems to beckon to be used.

The glow of the door is a Permanent Galab's Magic Aura. Inside the western room there is only undisturbed dust. However, upon the floor is a cylindrical key of bronze (the SECOND KEY) for all to behold. It has an Permanent Antipathy spell cast upon it, and any human, dwarf, elf or gnome touching it must save versus magic at -2 (due to the strength of the dweomer). Those who fail the throw will never touch the key or allow it within two feet of their person under any circumstances. The key is also rigged with a Fire Trap spell.

47. Small Room With Mummy

You see a 10-foot by 15-foot room. There is a large wooden sarcophagus resting upon a low stone table. There are a number of broken and shattered chests and urns scattered about. Each looks like it has already been searched and looted for any possible value.

The sarcophagus is in decent condition, it appears to have been spared by the looters. Perhaps those that went before left it alone, or maybe it was added after the damage was done.

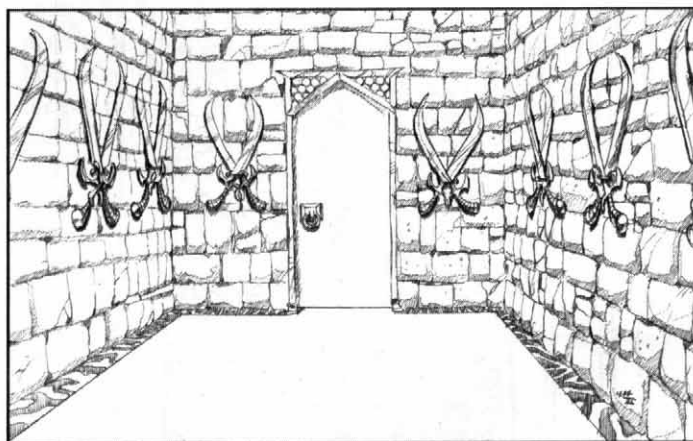
If this door is opened, the characters will see a low stone table upon which rests a large wooden sarcophagus. Various broken and looted chests, urns and coffers are scattered about. Inside the sarcophagus are the parts of a mummy (not an undead, exactly, for at this time it is the mummified remains of a human) with wrappings partially undone and tattered, and a huge amethyst just barely visible between the wrappings covering the head. This 5,000 gp gem is rigged with a Body Heat Activated Animate Dead spell, and if it is touched the remains become a true mummy. The creature wears a Ring of Fire Resistance.

48. Room of Swords

If the party looks into this room display illustration #1 on page 40 and read the following text.

You see a small chamber, 10 feet square. As you glance at the walls, you note that there are a number of swords hung on the wall. The swords are displayed as pairs of crossed swords. On the south wall is a door.

The swords are Perpetual Swinging Swords that have been left in kill mode. They move to attack any living being that enters the room.



49. The Chamber of Hopelessness

Any creature unfortunate enough to be teleported here from area 45B, is doomed, for their fate is clearly stated in glowing letters magically written on the south wall of the place:

A small fountain spills water into a wall basin and drains through side holes. There are numerous skeletons and rotting equipment lying about. Scattered through the room are a large number of coins of all denominations and types. Crushed gems, shards abounding, and broken weapons and armor lay scattered amongst the rest of the debris. The south wall contains writing in the common tongue. It reads,

"YOU WHO DARED TO VIOLATE MY TOMB NOW PAY THE PRICE. SIT HERE AND DIE SLOWLY OF STARVATION, OR OPEN AND ENTER THE DOOR WHERE CERTAIN BUT QUICK DEATH AWAITS - WHICHEVER YOU CHOOSE, KNOW THAT I, ACE RAKER THE ETERNAL, WATCH AND SCOFF AT YOUR PUNY EFFORTS AND ENJOY YOUR DEATH THROES."

Because of the small fountain of water in this room, there is always plenty to drink. It is impossible to flood the place, for there are hundreds of small drain holes in the walls and floor. There are numerous skeletons here, rotting equipment, and 30 sp, 67 ep, 132 gp and 201 pp hurled about. Crushed gems and broken magic items are littered about - the work of insane victims and attacking swords. (Careful

searching will find 12 uncrushed gems of 10 gp base value, one unused Potion of Diminution and a Flail +1.) If the door to the north is opened from this side, all of the swords swoop from the walls to attack, but they will cease as soon as the character(s) retreats into the chamber to the south.

50. The Wondrous Foyer

Trap: Various traps on stairs. Location: stairs. Effect: various - see below. Trigger: stepping on stair.

If the party approaches this area display illustration #6 on page 42 and read the following text.



This narrow passage leads to a landing and steps that funnel out to the north. The six steps are, in ascending order, onyx, pink marble, lapis, black marble, golden serpentine and malachite. The walls of this foyer are gleaming and untarnished copper panels set between rare woods inlaid with ivory. The ceiling is silver and has the effect of increasing the effect of your light so that a single torch is enough to light the area brightly enough that you can see perfectly. At the head of the steps are a pair of huge doors. At the point the doors meet there is a small, waist high depression. At the center of this depression is a keyhole.

These locked doors are 14 feet wide and 28 feet tall. They are made of solid steel, three feet thick and Wizard Locked. Where these valves meet, at about waist height, is a cup-like depression, a hemispherical concavity, with a central hole. The doors can be unlocked (for the conventional lock) by using the key found in area 46 or the Chime of Opening from area 45D.

Each stair leading up to the doors is trapped. Any stepping on the stairs will set off the following traps.

Stair 1) Exploding Glyph

Stair 2) Exploding Glyph

Stair 3) Teleport to area 20 (nude) while non-living materials are teleported to area 53.

Stair 4) Water trap from ceiling. A grated trap door on the ceiling opens releasing a cascade of red-colored water (so as to resemble blood) from a reservoir above. A stone block falls from the ceiling at the point where the hallway turns east thus sealing the chamber in 20 minutes.

Stair 5) The same block that seals the chamber when stair 4 is stepped on falls and poison gas is released from a cavity beneath the stair. All in the room must save versus poison (type N) or die.

Stair 6) Body Heat Activated Fireball

51. The False Treasure Room

You are in a room that is about 30 feet by 30 feet. In each of the corners there is a large black statue with a ready weapon. The northeast corner statue is wielding a saw-toothed two-handed sword, the northwest has ready a huge spike-ended mace. The southeast statue has a spiked morningstar and the southwest one a voulge.

About 20 feet directly in front of you is an opaque globe of shimmering multi-colored spheres of light. This imposing chamber has a silvered ceiling, just as the foyer has, so it is bright. The walls are of ivory with gold inlaid. The floor is polished agate.

In each corner hulks a 9-foot tall statue of black iron. Each has a Permanent Galb's Magic aura, but they are merely hunks of metal; they do nothing. Though the visage of each of these iron statues is most fearsome and terrifying. It will require three persons with a com-

combined Strength of 48 to move any of the iron statues. There is nothing unusual behind any of them. The globe of color is a Permanent Prismatic Sphere. If the PCs enter the sphere or are able to peer into it, they will see several items inside including a bronze urn. Behind the urn is a granite sarcophagus. Flanking the sarcophagus are two massive iron chests.

A. Bronze Urn

If the PCs inspect the items read the following:

This gold filigreed container is very large and its brass stopper is sealed shut with gold fill.

This gold must be pried out to open the urn. It is also Wizard Locked. If one bypasses the magic and removes the stopper, a Noble Djinni comes forth. If the urn has been battered, knocked about, shaken, overturned, etc., the creature will be in a fury and attack. Otherwise, it will perform three services for the party and then depart.

B. Granite Sarcophagus

As you inspect the sarcophagus, you note that inlaid on the lid are platinum glyphs that spell out ACE RAKER. The far end of the sarcophagus has been crushed inward. As you look in you can see bits of a wooden inner shell, a few bones, some destroyed jewelry, torn bits of robes and windings, dust and what appears to be a broken staff.

The huge outer shell has the glyphs spelling ACE RAKER on the lid in platinum (insets equal to 100 coins which can be pried out). The far end of the thing is caved in and shattered. Inside can be seen bits of a wooden inner shell, a few bones, destroyed jewelry (stones pried out), torn bits of robes and windings, dust, and a broken staff of the magi (evident from the runes upon it). A shattered skull will roll out if the contents are poked around. (Why, the demilich has long been destroyed, but his magical traps somehow survived!)

It will require three persons with a combined Strength of 48 to move any of the sarcophagus. This will give them access to the secret door that is hidden there.

C. Iron Chests

Trap: Poison (type F) needles. Location: locks. Effect: death.
Trigger: picking lock.

Each of these massive iron boxes is set into the stone and has triple locks set with poison needle traps. Neither can possibly be moved, and both show marks of prying, battering, etc. The eastern chest holds 10,000 gems which will appear to be of not less than base 50 gp value each, no matter how they are tested in the dungeon. Each is actually a 1 gp quartz gem. The other contains 10,000 copper pieces

enchanted to appear as platinum until they are removed to a distance of 13 miles from the Tomb, when their true nature becomes evident.

52. One Way Door and Secret Door

The door in this portion of the hallway appears to be mechanically rigged to that it swivels around a central column set into the wall.

The door in this hallway is mechanically rigged to allow only passage from the west to the east. Furthermore, it is Wizard Locked.

Careful inspection on the north wall in this area will discover that the wall at this location has a small opening that is metal-lined - obviously a keyhole! Any attempt to force the door open by physical or magical means will be useless as it is mechanically barred and Wizard Locked. If the FIRST (gold key from area 36) KEY is inserted into the top hole and then the SECOND KEY inserted into the bottom hole, the door will sink into the floor, a stone sheathed adamantite slab of tremendous thickness. There can be no real doubt that the end of the adventure - one way or another - is near.

53. The Crypt of Ace Raker the Demilich

Trap: explosion. Location: keyhole. Effect: 5d6 damage. Trigger: inserting FIRST KEY into keyhole.

Trap: rising floor. Location: northern 20 feet of room. Effect: crushes anyone on that part of the floor against the ceiling. Trigger: turning SECOND KEY three times to the right in keyhole.

You see a 10-foot by 30-foot room with an arched ceiling. The ceiling peaks at about 25 feet. The room is completely empty although there is a small depression that is about two square feet and maybe a few inches deep. Lettering written on the floor of the chamber reads, "Welcome adventurers. You've come right to me. But what gives you the right to sack my tomb? Don't you realize that death is right under your nose?"

Careful inspection will discover a small hole in the middle of this depression - another keyhole! If the FIRST KEY is inserted herein, the individual doing so is blown upwards by the force of the resulting explosion of the key, and 5-30 (5d6) hp of damage will be sustained by that individual only. The SECOND KEY (from area 46) will fit within the hole and nothing untoward will occur. In fact, nothing whatsoever will happen until it is turned three times to the right in succession.

The writing on the floor is a veiled clue that the PCs will need to turn one of the keys to the right three times (observant players should pick up on the use of the word "right" three times in the writing.) Furthermore, it is a more obvious clue that there is something dangerous about the floor. If someone turns the SECOND KEY three times to the right inside the keyhole, all in the room will immediately feel the floor trembling. Then the northernmost 20 feet of the room will rapidly rise up as an elevator room emerges in its place. (AT THIS MOMENT BEGIN A COUNT TO 5. ANY CHARACTER

UPON THE NORTH 20 FEET OF THE FLOOR AT THE END OF THE COUNT HAS RISEN UPWARDS WITH THE ASCENDING VAULT AND HAS BEEN SQUASHED TO JELLY AGAINST THE ARCHED ROOF - 300d6 damage). When this happens read the following text.

You hear a rumbling sound and the floor rises very quickly. Where once there was a floor, a mithril wall, complete with a large mithril door now stands. In the center of the door is an inset ring, also of mithril.

The north 20 feet of the crypt now is filled with a mithril vault. There is a door in the center of the device, with an inset ring. A hard pull will swing open a thick door. Display illustration #9 on page 45 and read the following text.

In a pile there are a number of items. You can see a number of vials, a few scroll-cases, a couple of rings, a helm, some swords, a spear, a book, a number of gems, mostly small ones, but there are a few larger ones.

To your south at the far end of the crypt, you see some dust in what appears to be the general shape of a body. At the head of this "body" is a skull with gems set in the eye sockets.

Other than the treasure that you see and the dust and skull, the room is barren of anything else of interest.

The specific treasure includes any items deposited here from various teleportation traps throughout the Tomb. Beyond that, a detailed list is included in the Battlesheet appendix.

The demilich Ace Raker also lingers in the crypt. All that now remains of Ace Raker are the dust of his bones and his skull resting in the far recesses of the vault. This bit is enough! If anyone opens his mithril vault, the dust swirls into the air and forms a man-like shape. If this shape is ignored, it will dissipate in three rounds, growing bored with the pacifist grave robbers that have entered its tomb. However, it will respond to any attack and has the powers of a Wraith to defend itself. Furthermore, any attacks on this Wraith will energize it. Physical attacks give it 1 point of energy while spell attacks give it 1 energy point for every level of the spell used, i.e. a 3rd level spell bestows three energy points. If the Wraith gains 50 energy points, it will form into a ghost (see Hacklopedia of Beasts Volume 2) controlled by Ace Raker, and this thing will attack immediately. The dust will waver and fall back if it is struck by blow or spell, as if suffering actual damage, so formation of the ghost is not too improbable. The Wraith and Ghost can only be destroyed if the demilich is destroyed and they cannot be turned.

If any character is so foolish as to disturb the skull of the demilich, a terrible thing occurs. The skull of Ace Raker rises into the air upon and it slowly scans the party. There are two jewels set into the eye sockets (50,000 gp rubies) and there are six pointed (marquis cut) diamonds set as teeth in the jaw (each diamond worth 5,000 gp). The demilich can tell which member of the party is the most powerful, and it will usually select a magic-user over a fighter, fighter over a cler-

ic, a cleric over a thief. The soul of the strongest will be drawn instantly from his body and trapped within the right eye jewel, and the gem-eye will gleam with wickedly evil lights as the character's body collapses in a mass of corruption and molds in a single round-totally gone. The skull will then sink down again, sated. If it is disturbed a second time, it will again rise and drain the soul of the next strongest character into its other eye. This process also repeats through all six of the diamond teeth (so a total of eight souls can be stolen) and if the skull is still intact and still molested, it will pronounce a curse upon the remaining characters which will teleport them randomly in a 100-600 mile radius, each cursed to some fate similar to a) always be hit by any opponent attacking or b) never making a saving throw or c) always losing all treasure without gaining any experience from it. The latter part of the curse can be removed by a Remove Curse spell, but the Charisma of the character so treated will drop 2 points immediately thereafter and remain there permanently (unless some magical means of increasing it is found).

The demilich's skull can be harmed only as follows:

- A Forget spell will force the skull to sink down without taking away a soul



- Each Shatter spell thrown at it inflicts 3-18 hp of damage
- A Power Word, Kill pronounced from an astral or ethereal magic-user will destroy it.
- Only a fighter with a Vorpal Blade, a Sword of Sharpness, +5 or better magic weapon, or a paladin with the like or even a +4 weapon can inflict normal damage upon the skull
- An Exorcise spell will cause it to sink as a Forget does
- A Dispel Evil spell inflicts 5-8 hp of damage
- A Holy Word pronounced against it will inflict 5-30 hp of damage
- Any character with a +4 or better weapon or a Mace of Disruption can do one point of damage per hit.

Ace Raker's skull takes 50 hit points before it is destroyed, and it is AC -6. If the skull is destroyed, each gem trapping a soul must make a saving throw versus magic as if it were the character trapped within. Those failing their save contain no life force - the demilich drained the soul and devoured it before being destroyed. Those gems that succeed still contain the character's soul, and this is evidenced by a faint inner light (and visible as a tiny figure within the gem if viewed with True Seeing or a Gem of Seeing.) The soul can be freed by crushing the gem, but some material body must be ready within 10 feet distance to receive it - a clone, a simulacrum, a soulless body of some sort or it goes to its final reward.

Appendix: Battlesheet

THE JOURNEY TO THE TOMB

Encounter: Sluzie the Night Hag (HF 50, EP 1400, Int 15, AL NE, AC 9, MV 9", HD 8, HP 56, SZ M, #AT 1 D 2-12, SA Sleep x2, Dream Intrusion, Hag Magic Missile x3 (2-16), Ray of Enfeeblement x3, SD Become Ethereal at will, silver or +3 or better weapon to hit, Know Alignment at will, Polymorph Self at will, Summon Type I Demon or Sentinel Devil, Immune to sleep, charm, fear fire and cold attacks, 65% magic resistance, Lang: nefarian, common, neutral evil, Hon: dishonorable (-1 to ALL die rolls), ML 18, TOP n/a, Crit BSL Def AC + 6, FF n/a, Reference HOB 6 p 11, Weakness: weakened by sunlight)

HPs:

Potential Yield:

- defeating Night Hag (EPV = 1400)

LAIR OF THE LICHES

1. Pit of Despair

Encounter: 4 Carrion Crawlers (HF 3, EP 270, Int 0, AL N, AC 3(head)/7(body), MV 12", HD 3+1, HP 36 ea., SZ L, #AT 8 or 1, D paralysis or 1-2, SA paralysis for 2-12 turns, SD can move on any surface without penalty, Lang: none, Hon: n/a, ML 20, TOP: n/a, Crit BSL: Def AC+1, FF: 6, Reference HOB 1 p 106)

1). HPs:

2). HPs:

3). HPs:

4). HPs:

Potential Yield:

- defeating Carrion Crawlers (EPV = 1080)

2. Dead End Cave

Encounter: none

Potential Yield:

- disarming/avoiding pit trap (EPV = 30)
- disarming/avoiding rune trap (EPV = 15)

3. Confinement Trap

Encounter: none

Potential Yield:

- disarming/avoiding confinement trap (EPV = victim)
- disarming/avoiding fire trap (EPV = 22)

4. Collapsing Ceiling Trap

Encounter: none

Potential Yield:

- disarming/avoiding falling rocks trap (EPV = 30 or victim if Strength < 15)
- disarming/avoiding glyph trap (EPV = 36)

5. Poison Spray Trap

Encounter: none

Potential Yield:

- disarming/avoiding poison trap (EPV = victim)

6. Lair of the Liches Entrance

Encounter: none

Potential Yield:

- disarming/avoiding glyph trap (EPV = 36)

7. Dead End Cave

Encounter: none

Potential Yield:

- disarming/avoiding pit trap (EPV = 30)
- disarming/avoiding rune trap (EPV = 15)

8. Entryway

Encounter: 2 Rust Monsters (HF 8, EP 270, Int 1, AL N, AC 2, MV 18", HD 5, HP 45 ea., SZ M, #AT 2, D nil, SA rusting, SD nil, Lang: none, Hon: n/a, ML 11, TOP: 23, Crit BSL: n/a, FF: 5, Reference HOB 7 p 20)

- 1). HPs:
- 2). HPs:

Potential Yield:

- defeating Rust Monsters (EPV = 540)
- 25 gems (GPV = 2,500)

9. Lair of the Wraiths

Encounter: 7 Wraiths (HF 17, EP 3,000, Int 12, AL LE, AC 4, MV 12", 24" fly (B), HD 5+3, HP 48 ea., SZ M, #AT 1, D 1-6, SA energy drain, SD can pass through solids at 1/4 normal movement, hit only by +1 or better weapons, immune to charms, Sleep, hold, cold, Death, breathing effects and fear, Lang: none, Hon: Ave, ML 15, TOP: n/a, Crit BSL: Def AC+4, FF: n/a, Reference HOB 8 p 101, Weaknesses: powerless in sunlight)

- 1). HPs:
- 2). HPs:
- 3). HPs:
- 4). HPs:
- 5). HPs:
- 6). HPs:
- 7). HPs:

Potential Yield:

- defeating Wraiths (EPV=21,000)
- coinage (2,000 cp, 20,000 sp, 45,000 ep, 300 hsp, 1,700 pp) (GPV = 33620)
- 12 gems (GPV = 2,000)
- Potion of Polymorph to Primate (GPV = 400 EPV = 275)
- 1 Jar Karnaac's Ointment (GPV = 3,000 EPV = 500)
- +2 Battleaxe (GPV = 5,000 EPV = 1,000)
- Scroll of Protection from Poison (GPV = 2,500 EPV = 500)

11. Mosaic Room

Encounter: none

Potential Yield:

- disarming/avoiding glyph trap (EPV = 36)

12. Hallway

Encounter: Hovering Skull (HF 0, EP 35, Int 0, AL N, AC 0, MV 6", 6" fly (B), HD 11 (for attacks), HP 3, SZ T, #AT 1, D 1-6, SA nil, SD nil, Lang: none, Hon: n/a, ML 20, TOP: n/a, Crit BSL: Def AC+9, FF: n/a, Reference SSG p 104)

HPs:

Potential Yield:

- defeating Hovering Skull (EPV = 35)

13. Chamber of Max Von Drydow

Encounter: Max Von Drydow, Lich (HF 69, EP 16,230, Int 20, AL NE, AC 0, MV 6", HD 11, HP 75, SZ M, #AT 1, D 1-10, SA Fear (against 4 or fewer hit dice), paralyzing touch, Magic Jar, SD Under permanent ESP, Clairaudience, Nondetection, Seeming and Volley spells, Ultravision, hit only by +1 or better weapons, immune to charms, Sleep, enfeeblement, polymorph, cold, electricity, insanity, Death spells, breathing effects and fear, Lang: common, uncommon, Hon: Great (+1 to ALL die rolls), ML 18, TOP: n/a, Crit BSL: Def AC-9, FF: n/a, Reference HOB 4 p 85)

Spells (when spell-jacked): 1st (17) Enlarge, Wall of Fog, Magic Stone x3, Charm Person x12, 2nd (12) Cloud of Pummeling Fists x2, Spectral Hand, Fireball: Skipping Betty, Heat Seeking Fists of Thunder x5, 3rd (12) Gust of Wind, Wraithform, Dispel Magic x9, Transmute Wood to Steel, 4th (12) Fumble x2, Monster Summoning, Poison x9, 5th (12) Mummy Rot, Transmute Rock to Mud, Lygg's Cone of Cold x10, 6th (7) Invisible Stalker x7, 7th (7) Teleport Without Error x6 Reverse Gravity, 8th (5) Permanency x3, Blizzard x2, 9th (2) Astral Spell x2

Skills: Arcane Lore 45%, Spellcraft 39%, Alchemy 29%, Astrology 69%, Administration 63%, Herbalism 75%, Languages, Ancient 83%, Mocking Jig 90%.

HPs:

Potential Yield:

- disarming/avoiding runes trap (EPV = 15)
- disarming/avoiding silver globes trap (EPV = victim)
- defeating lich (EPV = 8,000)
- chest (GPV = 2)
- Four copper urns (GPV = 1)
- Coinage (2,000 cp, 1,100 pp) (GPV = 5520)
- Elven Chainmail (worn) (GPV = 700)
- Phylactery
- book on Elemental Planes (GPV = 1)
- Spellbook #1 (protected by a Permanent Fire Trap): (1st) Read Magic, Write, Haarpang's Floating Cart, Wrygal's Delicious Deception, Enlarge, Wizard Mark, Gabal's Magic Aura, Magic Stone (SSG p 108), Charm Person, Power Word: Cartwheel (SSG p 113), (2nd) Telepathic Mute, Cloud of Pummeling Fists, Spectral Hand, Power Word: Belch (SSG p 133), Hovering Skull (SSG p 104), Fireball: Skipping Betty, Darkness 15' Radius, Heat Seeking Fists of Thunder, ESP (GPV = 28,000 EPV = 14,000)
- Spellbook #2 (protected by a Permanent Fire Trap): (3rd) Feign Death, Wraithform, Runes of Eyeball Implosion, Gust of Wind, Non-Detection,

Clairaudience, Dispel Magic, Transmute Wood to Steel (SSG p 121), (4th) Fire Trap, Fumble, Magic Mirror, Exploding Glyph (SSG p 99), Minor Globe of Invulnerability (GPV = 44,000 EPV = 22,000)

❑ Spellbook #3 (protected by a Permanent Fire Trap): (4th) Monster Summoning II, Poison (SSG p 111), (5th) Magic Jar, Animate Dead, Seeming, Mummy Rot (SSG p110), Lygg's Cone of Cold, Transmute Rock to Mud, (6th) Enchant an Item, Reincarnation, Invisible Stalker, Spiritwrack, Body Heat Activated Spell (GPV = 68,000 EPV = 34,000)

❑ Spellbook #4 (protected by a Permanent Fire Trap): (7th) Teleport Without Error, Reverse Gravity, Create Shade (SSG p 94), Volley, (8th) Permanency, Clone, Blizzard (SSG p 91), (9th) Astral Spell (GPV = 61,000 EPV = 30,500)

❑ Spellbook #5 (protected by a Permanent Fire Trap): Greater Divination Enhancement (SSG p103) (GPV = 9,000 EPV = 4,500)

14. Chamber of the Master Dugord

Encounter: Lich Master Dugord (HF 107, EP 16,323, Int 21, AL LE, AC -2, MV 16" (due to HackMage class ability), Fly 18" due to Pixie Wings spell, HD 16, HP 100, SZ M, #AT 1, D 1-10, SA Fear (against 4 or fewer hit dice), level draining touch, SD Under permanent Comprehend Languages, Clairaudience, Detect Disease, Magic Missile Reflection, Stone Passage, Spell Turning and Pixie Wings spells, Ultravision, hit only by +1 or better weapons, immune to charms, Sleep, enfeeblement, polymorph, cold, electricity, insanity and Death spells, flame and heat, breathing effects and fear, Lang: common, undercommon, Hon: Great (+1 to ALL die rolls), ML 20, TOP: n/a, Crit BSL: Def AC+14, FF: n/a, Reference HOB 4 p 85)

Spells: 1st (21) Bash Door, Color Spray, Affect Normal Fires, Phantasmal Fireball x18, 2nd (15) Blindness x6, Blur, Ray of Enfeeblement x8, 3rd (15) Dispel Silence, Dispel Magic x2, Suggestion x11, Material, 4th (15) Wall of Acid, Monster Summoning II, Silver Globes x7, Contagion x6, 5th (15) Lygg's Cone of Cold x14, Cloudkill, 6th (12) Enchant an Item, Eyebite x8, Zarba's Shoving Hand x3, 7th (9) Zarba's Sphere of Insanity x6, Limited Wish x2, 8th (9) Permanency x 3, Blizzard x6, 9th (6) Energy Drain x6.

Skills: Arcane Lore 99%, Spellcraft 91%, Graceful Entrance/Exit 45%, Berate 67%, Mingling 79%

HPs:

Potential Yield:

- ❑ Coinage (3,800 sp, 1,000 ep, 2,000 gp) (GPV = 2,880)
- ❑ 10 gems (GPV = 5,000)
- ❑ jade statue (GPV = 2,000)
- ❑ marble statue (GPV = 8,000)
- ❑ family portrait (GPV = 500)
- ❑ platinum sculpture (GPV = 3,000)
- ❑ painting of Aldrazar (GPV = 100)
- ❑ diamond dice (GPV = 6,000)
- ❑ gold sculpture (GPV = 5,000)
- ❑ Scarab of Death (GPV = 5,000 EPV = 1,800)
- ❑ Scarab of Enraging Enemies (GPV = 5,000 EPV = 1,000)
- ❑ Robe of Eyes (GPV = 30,000 EPV = 1,500)

❑ Spellbook #1: (1st) Read Magic, Write, Bash Door, Grease, Comprehend Languages, Affect Normal Fires, Detect Disease (SSG p 96), Wall of Fog, Phantasmal Fireball, Audible Glamer, Magic Shield, Alarm, (2nd) Magic Missile Reflection (SSG p 107), Whispering Wind, Ray of Enfeeblement, Murgain's Muster Strength, Blindness, Blur, Invisibility, Chain of Fire, Fihrsid's Horrid Armor (SSG p 100), (3rd) Dispel Magic, Dispel Silence (SSG p 97), Feign Death, Wraithform (GPV = 42,000 EPV = 21,000)

❑ Spellbook #2: (3rd) Water Breathing, Clairaudience, Suggestion, Material, (4th) Stone Passage, Wall of Acid, Pixie Wings (SSG p 111), Monster Summoning II, Silver Globes (SSG p 119), Unluck (SSG p 122), Contagion, (5th) Animate Dead, Magic Jar, Lygg's Cone of Cold (GPV = 55,000 EPV = 27,500)

❑ Spellbook #3: (5th) Polymorph Plant to Mammal (SSG p 112), Segwick's Seeking (SSG p 118), Cloudkill, (6th) Enchant an Item, Reincarnation, Glasse, Eyebite, Zarba's Shoving Hand, (7th) Spell Turning (GPV = 52,000 EPV = 26,000)

❑ Spellbook #4 (Protected by Body Heat Activation Blindness spell): (7th) Zarba's Sphere of Insanity, Cacodemon, Limited Wish, (8th) Permanency, Mimic Caster, Blizzard (SSG p 95), (9th) Energy Drain, Create Lich Master (See Appendix). (GPV = 63,000 EPV = 31,500)

15. Laboratory

Encounter: none

Potential Yield: (items without GPV listed are virtually worthless)

❑ A Permanent Suit of Fihrsid's Horrid Armor (SSG p 100) - This necromantic spell reanimates a mass of dead rot grubs into the form of a repulsive suit of armor. As the spell is ordinarily temporary, the liches have cast Permanency on this particular suit in order to make it last. The hideous crawling mass that constitutes the armor inspires a -2 morale penalty to anyone other than the caster who tries to touch it. Furthermore, the writhing of the rot grubs causes anyone (except for Trolls, undead and similarly hideous creatures) looking upon the armor for more than 1d4 rounds to wretch uncontrollably for one round. The armor affords its wearer an AC 6 and has the following hit point regression. AC 6(2), AC 7(2), AC 8(1), AC9(0). Note that for AC 9, the armor will not absorb any damage on a successful hit becomes AC 10. However, even when this armor no longer provides AC protection, its other properties remain functional. The armor functions as hide armor for purposes of weight, bulk and spell mishaps. (GPV = 1,000 EPV = 500)

❑ A Permanent Magic Mirror - Similar to the Fihrsid's Armor, this device was created with the a Magic Mirror and Permanency spell. The mirror is made of finely wrought and highly polished silver. This item functions as a scrying device similar to a Crystal Ball and as described on page 212 of the PHB. (GPV = 2,500 EPV = 500)

❑ A book on how to make various types of poison (including Type N) (GPV = 100)

- ❑ A jar labeled Deepspawn flesh (GPV = .5)
- ❑ A mineral prism (GPV = 5)
- ❑ Jar of fine spell ink (GPV = 200)
- ❑ Bottle of Camp Moth wings
- ❑ Box of powdered iron (GPV = .1)
- ❑ Sack of split dried peas (GPV = .3)
- ❑ Sand bag
- ❑ A bottle of polishing oil and a polishing cloth (GPV = .5)
- ❑ A sack of pebbles
- ❑ A pile of lead slugs (GPV = 2 cp)

- A sack of teeth
 - Jar of bat guano (GPV = 5 cp)
 - Jar of sulfur (GPV = .5)
 - Hunk of gum arabic (GPV = 12 cp)
 - sack of bat fur (GPV = 2 sp)
 - box of coal (GPV = 1 cp)
 - a small sack of 100 cp (GPV = 1)
 - a bag of gauze (GPV = 1 sp)
 - 5 torches ((GPV = 5 cp)
 - small jar of legume seed (GPV = 1 cp)
 - small bag of white dust (diamond dust) (GPV = 500)
 - a small horn (GPV = 100)
 - sack of acorns
 - jar of milk fat
 - jar of eye of eagle (GPV = 5)
 - small jar of nitric acid (GPV = 5)
 - box of zinc-rich ore (GPV = 8 sp)
 - jar of octopus ink (30 gp)
 - sack of glass beads, some cone shaped, some tinted yellow (GPV = 8 sp)
 - 5 small black candles (beeswax) (GPV = 5 cp)
 - jar of rotten oranges
 - jar of clay (GPV = 1 cp)
 - sack of incense (GPV = 15 gp)
 - 10 carved horn fragments (crescent shape) (GPV = 1)
 - a carving knife (GPV = .5)
 - 2 sets of animal horns (GPV = 2 cp)
 - 9 sheets of vellum (GPV = 72)
 - small sack of red powder (powdered ruby) (GPV = 5,000)
 - bottle of demon ichor, type 1 (GPV = 100)
 - sheet of gold leaf (GPV = 1)
 - 5 ink pens (GPV = 4)
 - bottle of lizard blood
 - a loadstone (GPV = 1)
 - jar of fish guts in alcohol
 - 5 small flexible twigs
 - 3 empty vials (GPV = 1.5)
 - jar of pock rind (rotting) (GPV = 2 sp)
 - sack of salt (GPV = .2)
 - sack of fleece (GPV = 2 cp)
 - three tiny bells GPV = 1.5)
 - jar of rook's brain (in alcohol) (GPV = 1 cp)
 - bale of straw
 - 3 short chains woven out of straw
 - jar of dead Rot Grubs
 - jar of snake's tongue (GPV = 6 sp)
 - an empty beehive
 - jar of pixie dust (GPV = 1 cp)
 - a box with shattered mirror fragments in it (GPV = 1)
 - jar of cocoons (GPV = 2 cp)
 - a pair of skeleton keys (GPV = 2 gp)
 - a pair of leather gloves (GPV = 1)
 - small silver mirror (GPV = 15)
 - 4 small silver spheres (filled with smaller silver spheres) (GPV = 400)
 - a brass brazier (GPV = 4)
 - a small jar of mercury (GPV = 10)
 - box of mandrake root (GPV = 10)
 - bottle of alcohol (GPV = 6 cp)
 - bottle of human blood
 - 10 sheets of parchment (GPV = 10)
 - a wooden marionette of a human man (GPV = 5)
 - apparently empty bottle labeled essence of spectre (GPV = 35)
- 16. Nasal Cavity Cave**
- Encounter:** none
- Potential Yield:**
- disarming/avoiding collapsing trap (EPV = victim)
 - disarming/avoiding rune traps (EPV = 30)
- 17. Right Eye Cave**
- Encounter:** none
- Potential Yield:**
- disarming/avoiding weak ceiling trap (EPV = 50)
 - disarming/avoiding Fire Trap (EPV = 22)
- MAIN TOMB**
- 19. The Funhouse**
- Encounter:** none
- Potential Yield:**
- disarming/avoiding pit trap (EPV = victim)
 - disarming/avoiding pit trap (EPV = victim)
 - disarming/avoiding pit trap (EPV = victim)
 - disarming/avoiding pit trap (EPV = victim)
 - disarming/avoiding pit trap (EPV = victim)
 - disarming/avoiding Cloudkill trap (EPV = victim up to 6th level or 20)
- 22. The Forsaken Prison**
- Encounter:** none
- Potential Yield:**
- disarming/avoiding pit trap (EPV = 100)
- 23. Gargoyle Lair**
- Encounter:** Gargoyle Lord (HF 17, EP 1500, Int 14, AL CE, AC 0, MV 12" (15" Fly (B)), HD 8+8, HP 64, SZ L, #AT 4 D 1-3/1-3/1-6/1-4 (+7 for 19 Str), SA Pyrotechnics (3/day), Flesh to Stone (1/day), SD +2 or better

weapon to hit, Lang: gargoyle, common, Hon: Ave, ML 15, TOP 32, Crit BSL Def AC + 10, FF 7, Reference HOB 3 p 47)

SD only harmed by magic, Lang: common, Hon: Ave, ML 20, TOP 12, Crit BSL Def AC -2, FF n/a, Reference HOB 4 p 111)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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HPs: □□□□ □□□□ □□□□ □□□□ □□□□

Potential Yield:

- Defeating Gargoyle lord (EPV = 1500)
- Gems (total GPV = 1,000)

Potential Yield:

- Defeating Xorn (EPV = 4,000)
- Defeating Rogue Magic Mouth (EPV = 120)
- Gem of Seeing (EPV = 1,000 GPV = 12,000)

24. Maze of Doors

Encounter: none

Potential Yield:

- disarming/avoiding poison needle trap (EPV = victim)
- disarming/avoiding poison needle trap (EPV = victim)
- disarming/avoiding poison needle trap (EPV = victim)
- disarming/avoiding poison needle trap (EPV = victim)
- disarming/avoiding poison needle trap (EPV = victim)
- disarming/avoiding poison needle trap (EPV = victim)
- disarming/avoiding Silver Globes trap (EPV = victim)
- disarming/avoiding pit trap (EPV = 18)
- disarming/avoiding Suggestion trap (EPV = 18)
- disarming/avoiding Chain of Fire trap (EPV = 24)
- disarming/avoiding Cloud of Pummeling Fists trap (EPV = 20)
- Rod of Cancellation (EPV = 5,000 GPV = 15,000)
- +2 Dagger (EPV = 500 GPV = 2,500)
- +3 Medium Shield (EPV = 1,500 GPV = 7,500)
- Scroll of Protection from Fire (EPV = 1,000 GPV = 5,000)

29. Chamber of Three Chests

Encounter: Snake, Venomous x 12 (HF 2, EP 175, Int 1, AL N, AC 6, MV 15", HD 2+1, HP 30, 30, 29, 28, 28, 28, 28, 27, 27, 26 SZ S, #AT 1, D 1, SA Poison (-1 to save, onset time = 2-8 rounds, debilitating for 1-4 days), SD Nil, Lang n/a, Hon Ave, ML 8, TOP 15x2, 14x9, 13x3, Crit BSL Def AC, FF 7, Reference HOB 7 p 85)

- 1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 2). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 3). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 4). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 5). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 6). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 7). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 8). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 9). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 10). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 11). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 12). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Potential Yield:

- Disarming/avoiding dart trap (EPV = victim)
- Defeating snakes (total EPV = 2,100)
- Defeating giant skeleton (EPV = 975)
- Clear Crystal Box (GPV = 1,000)
- Ring Water Elemental Command (EPV = 5,000 GPV = 25,000)
- gold plated chest (GPV = 20)
- silver plated chest (GPV = 10)
- oak chest (GPV = 3)

25. Trapped False Doors

Encounter: none

Potential Yield:

- disarming/avoiding spear trap (EPV = 16)
- disarming/avoiding spear trap (EPV = 16)

28. Four Armed Statue

Encounter: Xorn (HF 37, EP 4,000, Int 10, AL N, AC -2, MV 9", 9" burrow, HD 7+7, HP 62, SZ M, #AT 4 D 1d4-1/1d4-1/1d4-1/6-24, SA Surprise 5 in 10, SD Immune to cold and fire, half damage from electricity, Lang: common, Hon: Ave, ML 16, TOP 31, Crit BSL Def AC +6, FF 12, Reference HOB 8 p 108, Weaknesses: Move Earth, Stone to Flesh, Transmute Rock to Mud, Passwall)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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29a. Giant Skeleton Room

Encounter: Skeleton, Giant (HF 12, EP 975, Int 0, AL N, AC 4, MV 12", HD 4+4, HP 42, SZ L, #AT 1, D 1-12, SA Fireball 8d6 1/hr, SD Undead immunities, immune to fire, half damage from cold attacks, suffer only 1 point of damage from missile attacks, Lang n/a, Hon n/a ML 20, TOP n/a, Crit BSL Def AC+3, FF n/a, Reference HOB 7 p 66, Weakness: turned as Mummy.)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Rogue Magic Mouth (HF 0, EP 120, Int 10, AL N, AC 3, MV 3" Fly (B), HD 1, HP 24, SZ M, #AT 1 D 1-4 (may save vs. magic to avoid), SA Nil,

Potential Yield:

- Scimitar (GPV = 15)
- 30. Chapel of "Eevile"

Encounter: Portal of Devouring (HF 31, EP 3,000, Int 0, AL N, AC 10, MV 3" Fly (D), HD 10, HP 70, SZ L, #AT 1 (-4 to hit), D 10-60% of victim's hp, SA, SD Phantasmal Force 3/day, Lang n/a, Hon n/a ML 20, TOP n/a, Crit BSL Def AC+8, FF n/a, Reference HOB 6 p 90, Weakness: Hold Portal, Knock, Wizard Lock)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Potential Yield:

- disarming/avoiding glyph trap (EPV = 40)
- Defeating Portal of Devouring (EPV = 3,000)
- Ankle Bracelet of Gender Bending (EPV = 0 GPV = 2,500)
- Grawdyng's Ring of Servitude (EPV = 0 GPV = 1,000)
- Assorted coins (total GPV = 7,800)
- 2 large brass candelabras (total GPV = 32)
- 2 white pottery urns (total GPV = 112)
- 10 white candles (total GPV = .1)

31. Flesh Thrasher Room

Encounter: Flesh Thrasher (HF 20, EP 2,000, Int 0, AL CE, AC 2, MV 12", HD 10, HP 70, SZ L, #AT 3, D 2-8/2-8/3-36, SA Painful attack (victim saves vs. poison or loses attack or initiative), thrashing (hit with 2 attacks allows an additional 2-12 damage, SD Undead immunities, suffer only 1 point of damage from hacking and piercing attacks, Lang n/a, Hon n/a ML 20, TOP n/a, Crit BSL Def AC+8, FF n/a, Reference HOB 3 p 37, Weakness: Blessed crushing weapons do double damage.)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Potential Yield:

- Defeating Flesh Thrasher (EPV = 2,000)

32. Pit Doors

Encounter: none

Potential Yield:

- disarming/avoiding pit trap (EPV = victim)
- disarming/avoiding pit trap (EPV = victim)
- disarming/avoiding pit trap (EPV = victim)

33. Locked Oak Door

Encounter: none

Potential Yield:

- disarming/avoiding tilting floor trap (EPV = victim)

35. False Crypt

Encounter: Zombie, Juju (HF 12, EP 975, Int 6, AL NE, AC 6, MV 9", HD 3+12, HP 45, SZ M, #AT 1, D 3-12, SA Strikes as 6 HD monster, SD Immune to cold and poison, Lang n/a, Hon Ave, ML 20, TOP n/a, Crit BSL Def AC+2, FF n/a, Reference HOB 8 p 124)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Potential Yield:

- disarming/avoiding collapsing ceiling trap (EPV = victim)
- Defeating Juju zombie (EPV = 975)
- Jade coffer (GPV = 5,000)
- Ornate crown (GPV = 25,000)
- Gold couch (GPV = 30,000)
- Assorted coins (total GPV = 1,390)
- 29 gems (total GPV = 290)
- scroll of 6 magic-user spells (EPV = 900, GPV = 2,700)
- Map to another treasure (false) (GPV = 0)

36. Laboratory and Mummy Preparation Room

Encounter: Jelly, Ochre (HF 7, EP 270, Int 1, AL N, AC 8, MV 1", HD 3+3, HP 44, SZ M, #AT 1, D 2-16, SA Corrodes Metal, SD Immune to electrical attacks, electrical attacks cause binary fission, each attacking with half the damage capability, Lang Nil, Hon Ave, ML 7, TOP n/a, Crit BSL Def AC +2, FF n/a, Reference HOB 4 p 45)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Potential Yield:

- disarming/avoiding acid trap (EPV = 5)
- disarming/avoiding Flaming Sphere trap (EPV = 20)
- Defeating Ochre Jelly (EPV = 270)
- FIRST KEY (GPV = 0)

37. Huge Pit Filled With Spikes

Encounter: none

Potential Yield:

- disarming/avoiding Power Word trap (EPV = 36)
- disarming/avoiding Grease trap (EPV = 30)
- disarming/avoiding shooting spikes trap (EPV = 30)

38. The Agitated Chamber

Encounter: Necrophidius (6) (HF 9, EP 175, Int 8, AL N, AC 2, MV 9", HD 2, HP 27 each, SZ L, #AT 1, D 1-8, SA Paralysis (1d4 turns), hypnosis, SD move silently, immune to poison, Sleep, Charm and mind-affecting spells, Lang n/a, Hon Ave, ML 19, TOP n/a, Crit BSL Def AC, FF n/a, Reference HOB 5 p 62)

HPs:

Slime, Green (HF 0, EP 35, Int 0, AL N, AC 6, MV 0", HD 2, HP 29, SZ S, #AT 0, D Transformation, SA Transformation, SD Nil, Lang n/a, Hon Ave, ML 20, TOP n/a, Crit BSL n/a, FF n/a, Reference HOB 7 p 78)

HPs:

Mold, Brown (HF 0, EP 15, Int 0, AL N, AC 9, MV 1", HD n/a, HP n/a, SZ L, #AT 0, D n/a, SA Freezing (4-32 points per round to all within 5 feet), SD Absorb Heat, Lang n/a, Hon Ave, ML n/a, TOP n/a, Crit BSL n/a, FF n/a, Reference HOB 5 p 36)

Potential Yield:

- disarming/avoiding rolling floor trap (EPV = 1)
- disarming/avoiding spear trap (EPV = 16)
- Defeating Necrophidius (total EPV = 1050)
- Defeating Green Slime (EPV = 35)
- Defeating Brown Mold (EPV = 15)
- Assorted coins (total GPV = 960)
- Assorted gems (total GPV = 1,920)

39. Trapped False Door

Encounter: none

Potential Yield:

- disarming/avoiding spear trap (EPV = 16)
- disarming/avoiding pit trap (EPV = victim)
- disarming/avoiding pit trap (EPV = victim)
- disarming/avoiding pit trap (EPV = victim)
- disarming/avoiding pit trap (EPV = victim)
- disarming/avoiding pit trap (EPV = victim)

41. Sleep Trap

Encounter: Skeletal Stegosaurus (HF X, EP 7,000, Int 0, AL N, AC 5, MV 6", HD 18, HP 101, SZ H, #AT 1, D 5-20, SA nil, SD Undead immunities, half damage from hacking and puncturing weapons, Lang none, Hon n/a, ML 20, TOP n/a, Crit BSL Def AC+16, FF n/a, Reference Tomb of Unspeakable Horrors)

HPs:

Potential Yield:

- defeating Skeletal Stegosaurus (EPV = 7,000)
- disarming/avoiding sleep trap (EPV = victim)

42. The Cavern of Gold and Silver Mists

Encounter: Sirine (HF 20, EP 2000, Int 17, AL NG, AC 3, MV 12" (24" Swim), HD 4, HP 42, SZ M, #AT 1, D Short Sword 1-6, SA Charm song, Fog Cloud, Polymorph Self, Improved Invisibility, stupidity touch, SD Spells, water-breathing, immune to gas, save as 11th level magic users, Lang common, Hon Ave, ML 12, TOP 21, Crit BSL Def AC+5, FF 5, Reference HOB 7 p 63)

HPs:

Potential Yield:

- Defeating Sirine (EPV = 2,000)
- Bag of Holding (GPV = 35,000 EPV = 3,000)
- Coinage (GPV = 330.5)
- Potion of Extra Healing (GPV = 800 EPV = 400)
- Gems (GPV = 1900)
- Bracers of Defense (GPV = 20,000 EPV = 2,000)
- Earrings (GPV = 300)
- Bracelets (GPV = 400)
- Ring of Fall Softly (GPV = 5,000 EPV = 1,000)

45. The Pillared Throne Room

Encounter: Efreeti (HF 23, EP 8000, Int 12, AL LE, AC 2, MV 9", 24" Fly (B), HD 10, HP 72, SZ L, #AT 1, D 3-24, SA Grant others up to 3 wishes, Invisibility, Gaseous form, Detect magic, Enlarge, Polymorph self, Wall of fire (all 1/day), SD Immune to normal fire, -1 damage per die magical fire, Lang can speak and understand any language, Hon Ave, ML 16, TOP 36, Crit BSL Def AC +8, FF 7, Reference HOB2, p 127)

HPs:

Potential Yield:

- defeating Efreeti (EPV = 8,000)
- disarming/avoiding clamping jaw trap (EPV = 10)
- disarming/avoiding Wall of Acid trap (EPV = 12)
- disarming/avoiding rune trap (EPV = 15)
- Hat of Stupidity (GPV = 0 EPV = 8,000)
- Chime of Opening (GPV = 1,000 EPV = 15,000)
- Helm of Brilliance (GPV = 1,500 EPV = 25,000)

46. Small Room With Glowing Blue Door

Encounter: none

Potential Yield:

- SECOND KEY
- disarming/avoiding Fire Trap (EPV = 22)

47. Small Room With Mummy

Encounter: Mummy, Follower (HF 25, EP 3000, Int 6, AL LE, AC 3, MV 9", HD 6+3, HP 61, 60, SZ M, #AT 1, D 1-12, SA Fear, Disease, SD Magic weapons to hit (for half damage), Lang Nil, Hon Ave, ML 15, TOP n/a, Crit BSL Def AC +5, FF n/a, Reference HOB5 p 52)

HPs:

Potential Yield:

- defeating Mummy (EPV = 3,000)
- Ring of Fire Resistance (EPV = 1,000 GPV = 5,000)

48. Room of Swords

Encounter: 6 Swords, Perpetual Swinging Rogue (HF 2, EP 2000, Int 2, 2, 3, 3, 4, 4, AL Special (roll d10 and use table XX.y), AC 3, MV 3" Fly (D), HD 3, HP 30(2), 30(3), 30(4), 30(4), 30(5), 30(6) [number in parentheses is the number of hits required to "defeat" the swords], SZ S, #AT 1, D 1-8 + special, SA n/a, SD only destroyed by magic, Lang Understands all, speaks none, Hon Ave, ML 20, TOP n/a, Crit BSL Def AC +1 plus the weapon's natural plus, FF n/a, Reference HOB 7 p 125)

Roll	Result
1	LG
2	LE
3	LN
4	CN
5	CE
6	CG
7	N
8	NE
9	NG
10	Re-roll

Swords 1-6 are Rogue, 7-12 are Basic Technique and 13-18 are Advanced Technique. Rogue swords are defeated by either delivering an amount of damage equal to their hit points or by hitting it the indicated number of times. Once defeated, the sword can be controlled by a fighter of the same alignment. Magical damage permanently affects these swords and once they have sustained an amount of magical damage equal to their hit points, they are destroyed.

#1 - +1 to hit and damage

HPs:

Hits sustained:

#2 - +1 to hit and damage

HPs:

Hits sustained:

#3 - +2 to hit and damage

HPs:

Hits sustained:

#4 - +2 to hit and damage

HPs:

Hits sustained:

#5 - +3 to hit and damage

HPs:

Hits sustained:

#6 - +3 to hit and damage

HPs:

Hits sustained:

6 Swords, Perpetual Swinging Basic Technique (HF 4, EP 3000, Int 0, AL N, AC 3, MV 3" Fly (D), HD 4, HP 33x6, SZ S, #AT 1, D 1-8 + special, SA n/a, SD only destroyed by magic, Lang none, Hon n/a, ML 20, TOP n/a, Crit BSL Def AC +2 plus the weapon's natural plus, FF n/a, Reference HOB 7 p 125)

Basic Technique Swords can only be defeated by delivering an amount of damage equal to their hit points. After this, they will not reanimate again unless their command word is spoken. Like Rogue Swords, they are destroyed if they sustain magical damage that exceeds their hit points.

#7 - +3 to hit and damage

#8 - +3 to hit and damage

#9 - +4 to hit and damage

#10 - +4 to hit and damage

#11 - +5 to hit and damage

#12 - +5 to hit and damage

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6 Swords, Perpetual Swinging Advanced Technique (HF 6, EP 8000, Int 14, 14, 16, 16, 18, 18, AL see Table XX-y, AC 3, MV 3" Fly (D), HD 4, HP 36x6, SZ S, #AT 1, D 1-8 + special, SA See entries by checkboxes below, SD only destroyed by magic, Lang Understands all, speaks none, special (Telepathic by touch), Hon Ave, ML 20, TOP n/a, Crit BSL Def AC +2 plus the weapon's natural plus, (Def AC+3 for swords 15 and 16, Def AC +4 for swords 17 and 18), FF n/a, Reference HOB 7 p 125)

Advanced Technique Swords can only be defeated by delivering an amount of damage equal to their hit points. After this, they may be controlled by a fighter with a similar alignment (within one variation). Like Rogue Swords, they are destroyed if they sustain magical damage that exceeds their hit points.

#13 - +3 to hit and damage, Int 14, fight as 6th level

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#14 - +3 to hit and damage, Int 14, fight as 6th level

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#15 - +4 to hit and damage, Int 16, fight as 7th level

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#16 - +4 to hit and damage, Int 16, fight as 7th level

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#17 - +5 to hit and damage, Int 18, fight as 9th level

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#18 - +5 to hit and damage, Int 18, fight as 9th level

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Potential Yield:

- defeating swords (EPV = 78,000)

49. The Chamber of Hopelessness

Encounter: none

Potential Yield:

- Coinage (GPV = 1173.5)
- Gems (GPV = 120)
- Potion of Diminution (EPV = 300 GPV = 500)
- Flail +1 (EPV = 500 GPV = 2,500)

50. The Wondrous Foyer

Encounter: none

Potential Yield:

- Disarming/avoiding stair 1 trap (EPV = 36)
- Disarming/avoiding stair 2 trap (EPV = 36)
- Disarming/avoiding stair 4 trap (EPV = victim)
- Disarming/avoiding stair 5 trap (EPV = victim)
- Disarming/avoiding stair 6 trap (EPV = 72)

51. The False Treasure Room

Encounter: Noble Djinni (HF 17, EP 7000, Int 16, AL CG, AC 3, MV 9" 24" Fly (A), HD 10, HP 65, SZ L, #AT 1, D 3-24, SA Whirlwind (3-18 dmg., kills creatures under 2 HD), SD Create Food and Water, Create Soft Goods, Wood and Metal, Create Illusion, Invisibility, Gaseous Form, Windwalk, air attacks do -2 die of damage and get -2 to hit, Grant 3 Wishes, Lang Djinni, common Hon Ave, ML 16, TOP 33, Crit BSL Def AC +8, FF 9, Reference HOB 2 p 60)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Potential Yield:

- Defeating Noble Djinni (EPV = 7,000)
- Disarming/avoiding poison needle trap 1 (EPV = victim)
- Disarming/avoiding poison needle trap 2 (EPV = victim)
- Disarming/avoiding poison needle trap 3 (EPV = victim)
- Disarming/avoiding poison needle trap 4 (EPV = victim)
- Disarming/avoiding poison needle trap 5 (EPV = victim)
- Disarming/avoiding poison needle trap 6 (EPV = victim)
- Disarming/avoiding poison needle trap 7 (EPV = victim)
- Disarming/avoiding poison needle trap 8 (EPV = victim)
- Disarming/avoiding poison needle trap 9 (EPV = victim)

53. The Crypt of Ace Raker the Demilich

Encounter: demilich as Wraith (HF 17, EP 3,000, Int 12, AL NE, AC 4, MV 12", 24" fly (B), HD 5+3, HP 50 (special), SZ M, #AT 1, D 1-6, SA energy drain, SD can pass through solids at 1/4 normal movement, hit only by +1 or better weapons, immune to charms, Sleep, hold, cold, Death, breathing effects and fear, Lang: none, Hon: Ave, ML 15, TOP: n/a, Crit BSL: Def AC+4, FF: n/a, Reference HOB 8 p 101, Weaknesses: powerless in sunlight)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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demilich as Ghost (HF 14, EP 7000, Int 14, AL NE, AC 0, MV 9", HD 10, HP (cannot be harmed), SZ M, #AT 1, D Age 10-40 years, SA Magic Jar as spell, SD Fear aura and age 10 years on sight, Cannot be turned, Can only be affected by spells that affect the ethereal undead, Hon Ave, ML 20, TOP n/a, Crit BSL Def AC +8, FF n/a, Reference HOB 3 p 50)

Demilich (HF 114, EP 6,000, Int 19, AL NE, AC -6, MV Special, HD Special, HP 50, SZ M, #AT Special, D Special, SA Death howl (20-foot radius), Trap the Soul, Curse, SD cannot be turned, Hon Ave, ML 20, TOP n/a, Crit BSL Def AC +10, FF n/a, Reference HOB2 p 56)

HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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Potential Yield:

- Disarming/avoiding FIRST KEY trap (EPV = 30)
- Disarming/avoiding rising floor trap (EPV = victim)
- Defeating demilich (EPV = 6,000)

Gems

- 97 (base 10 gp) (GPV = 970)
- peridot (GPV = 10,000)
- emerald (GPV = 50,000)
- black opal (GPV = 100,000)

Potions

- Diminution (EPV = 300 GPV = 500)
- Extra Healing (EPV = 400 GPV = 800)
- Fire Breath Protection (EPV = 750 GPV = 1200)
- Gaseous Form (EPV = 300 GPV = 400)
- Rainbow Hues (EPV = 200 GPV = 800)
- Giant Control (EPV = 600 GPV = 1000)
- Invulnerability (EPV = 350 GPV = 500)
- Polymorph to Lizardman (EPV = 275 GPV = 400)

Scrolls

- Protection from Possession (EPV = 1000 GPV = 5000)

Rings

- Contrariness (EPV = 0 GPV = 1000)
- Delusion (EPV = 0 GPV = 2000)
- Hindsight (2 charges) (EPV = 1000 GPV = 40,000)

Misc

- Helm of Opposite Alignment (EPV = 1000 GPV = 15,000)
- Tome of Understanding (EPV = 2000 GPV = 30,000)
- Orb of Prosperity (EPV = 3,000 GPV = 45,000)
- Spear - cursed Backbiter (EPV = 0 GPV = 1,800)
- Longword +2 - cursed, Berserking (EPV = 0 GPV = 1,000)
- Broadsword +3, Vorpal (EPV = 10,000 GPV = 45,000)
- Mace -2 cursed (EPV = 0 GPV = 1,000)

Discretionary Experience Awards

- Figuring out the curse on the Liches and demilich that allows one to speak their name backwards to send them to their lairs. (EPV = 5,000)

- Figuring out one or more of the anagrams for Lich Master provided in the rumors. (EPV = 3,000)

- Figuring out the meaning of Rumor #8. (EPV = 1,000)

- Figuring out the anagram for demilich in Rumor #16. (EPV = 1,000)

- Figuring out the riddle above the Pit of Despair (Rumor #18). (EPV = 5,000)

- Figuring out the utility of rumors #19 and 20. (EPV = 500 each)

- Figuring out the meaning/purpose of the Wizard Mark runes in area 8. (EPV = 1,000)

Figuring out the meaning of the secret messages in area 19a. (EPV = 1,000 EP per clue fragment)

- 1) 1,000

- 2) 1,000

- 3) 1,000

- 4) 1,000

- 5) 1,000

- 6) 1,000

- 7) 1,000

- 8) 1,000

- 9) 1,000

- 10) 1,000

- 11) 1,000

- 12) 1,000

- 13) 1,000

- 14) 1,000

- 15) 1,000

- Avoiding the Rift Vortex in area 21. (EPV = 500)

- Figuring out how to safely get out of area 22. (EPV = 1,000)

- Figuring out the meaning of the Illusionary Script in area 23. (EPV = 1,000)

- Figuring out the "baby straight" clue in area 24. (EPV = 500)

- Avoiding the Sphere of Annihilation in area 26. (EPV = 3,000)

- Figuring out how to use the Gem of Seeing in area 28. (EPV = 500)

- Getting the Rogue Magic Mouth in area 28 to disclose its clue. (EPV = 500)

- Figuring out how to open the secret door at area 30C. (EPV = 100)

- Avoiding the sliding floor trap in area 33. (EPV = 1,000)

- Gaining the friendship of the Sirine in area 42. (EPV = 500)

- Avoiding the Reverse Gravity fields in area 45. (EPV = 1,000)

- Figuring out that the Helm of Brilliance is hidden in the throne in area 45D. (EPV = 500)

- Figuring out how to retrieve the gem without animating the mummy in area 47. (EPV = 1,000)

- Figuring out that you need to turn the second key three times to the right in area 53. (EPV = 5,000)

- Figuring out and avoiding the rising vault trap in area 53. (EPV = 3,000)

Appendix: New Spells

Create Lich Master (Necromancy)

Level: 9

Range: Personal

Components: V, S, M

Duration: Permanent

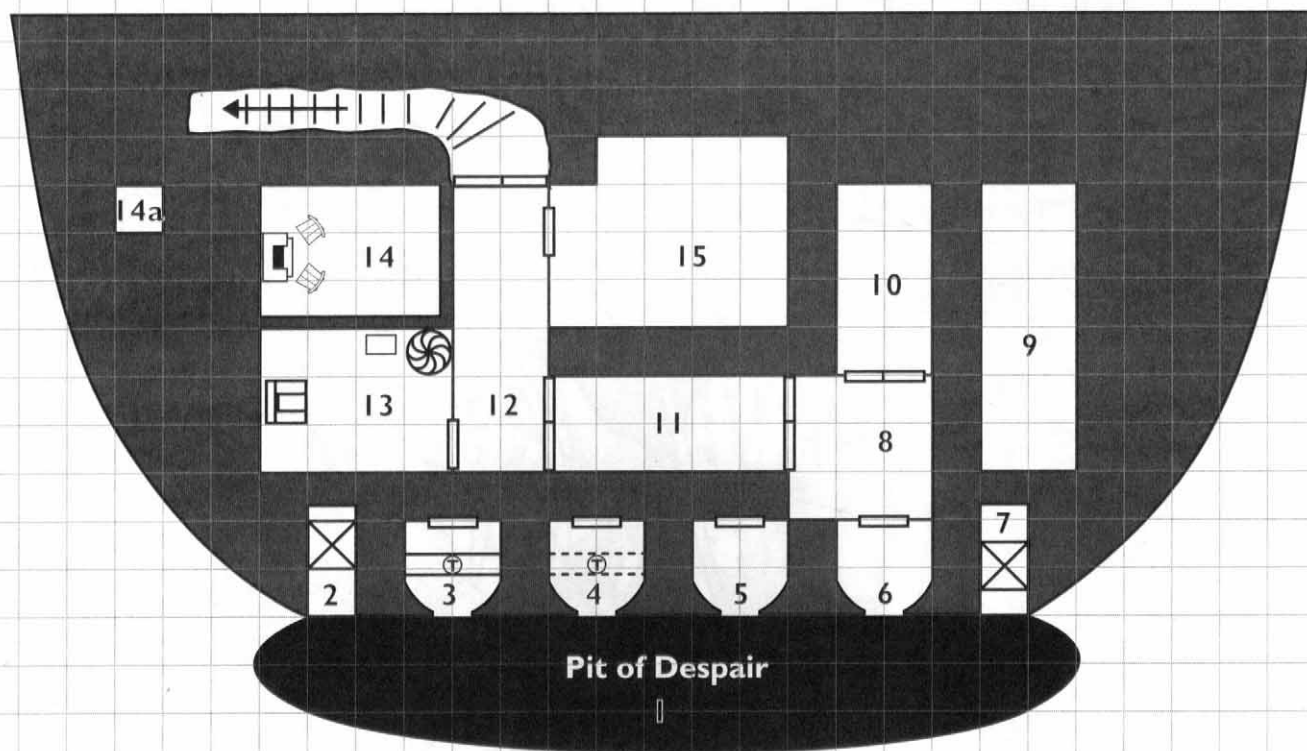
Casting Time: 25 hours

Area of Effect: One Creature **Saving Throw:** Special

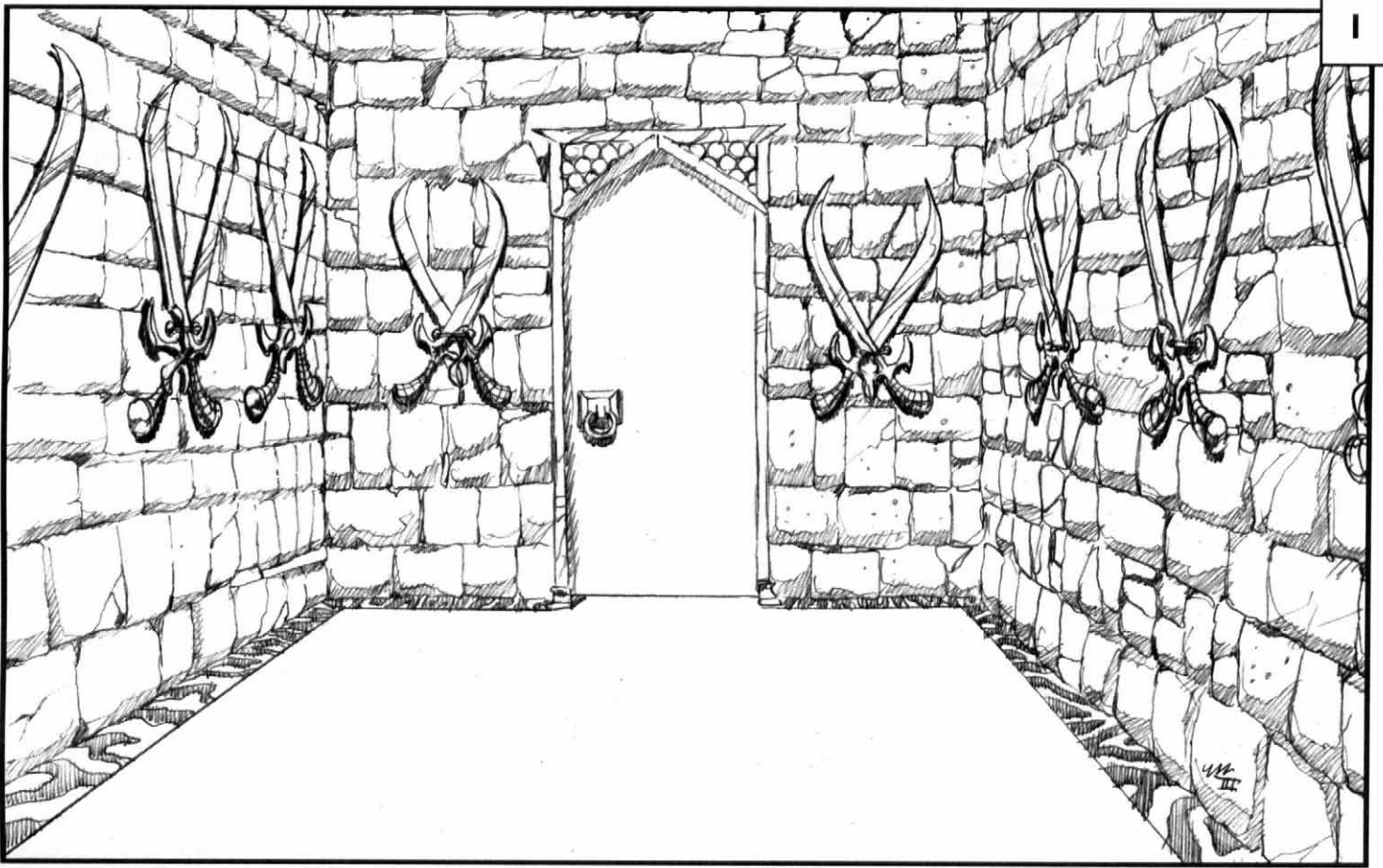
By means of this spell, the caster is able to transform himself into an undead Lich Master (See Hacklopedia of Beasts Volume 4, p 86). The ritual for invoking the magic also involves the use of other spells. In order to become a Lich Master, a spell caster must prepare a concoction to preserve his withered heart that costs 10,000 gp in materials. He then begins to cast the Create Lich Master spell and drinks the infusion. After drinking the infusion, the lich candidate needs Enchant an Item, Permanency and Reincarnation spells cast upon his heart. This is followed up by Wraithform, Permanency, Lygg's Cone of Cold, Feign Death, Animate Dead, Energy Drain and Protection From Fire. The spell culminates in the death of the lich candidate and the opening of a rift into the Negative Material Plane. If the caster survives a system shock roll he is then reborn as a Lich Master. A caster who fails his system shock roll is forever dead.

Note that the lich candidate need not cast each one of the above spells himself. He may release them from magic devices or receive them from other casters. In fact, Protection from Fire is a druid spell so the lich candidate will likely need the assistance of a magic item or another person to fulfill the requirement for that spell. The only spell the lich candidate must cast himself is Create Lich Master.

☯ = Minor Globe of Invulnerability □ = 5 feet



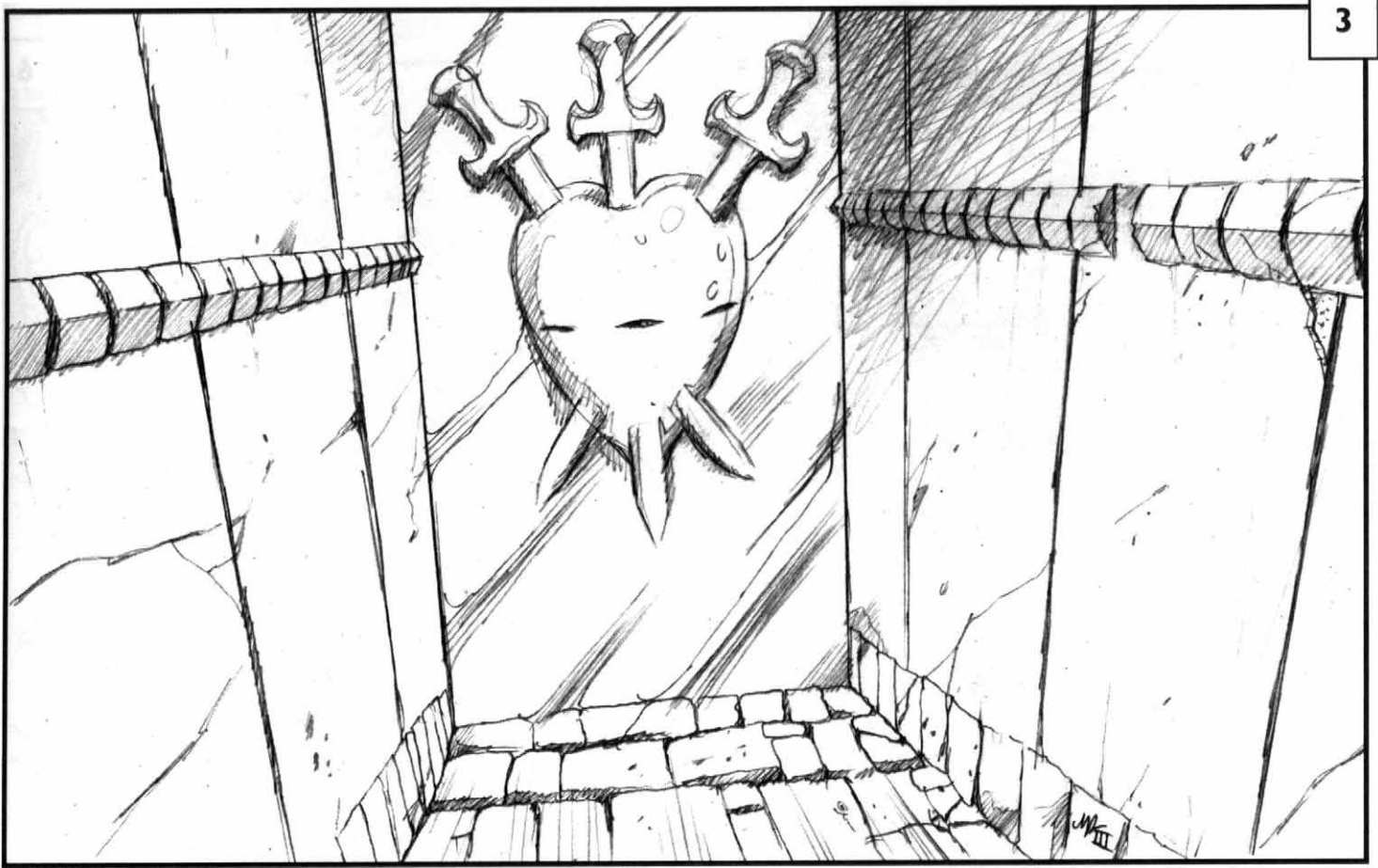
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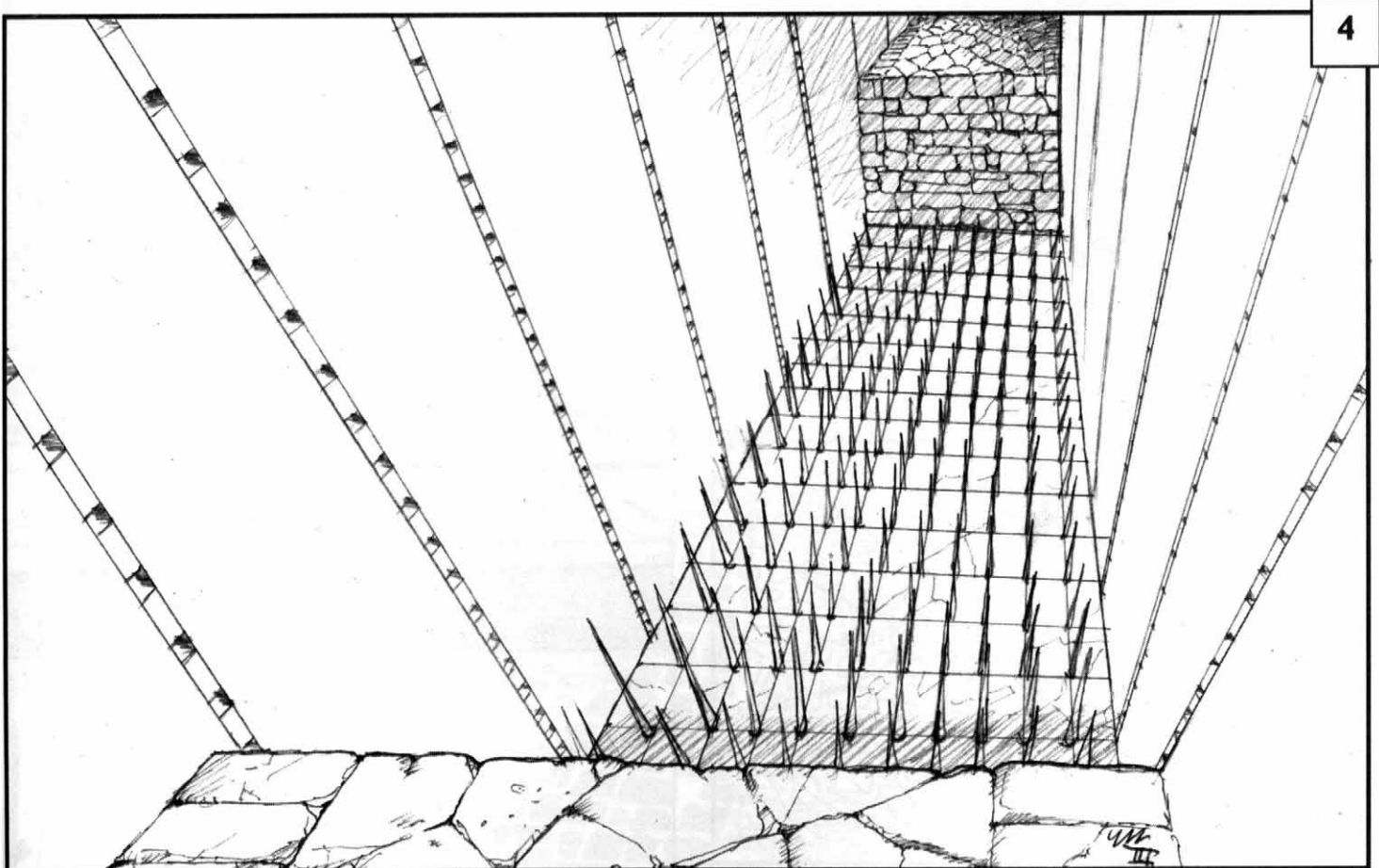
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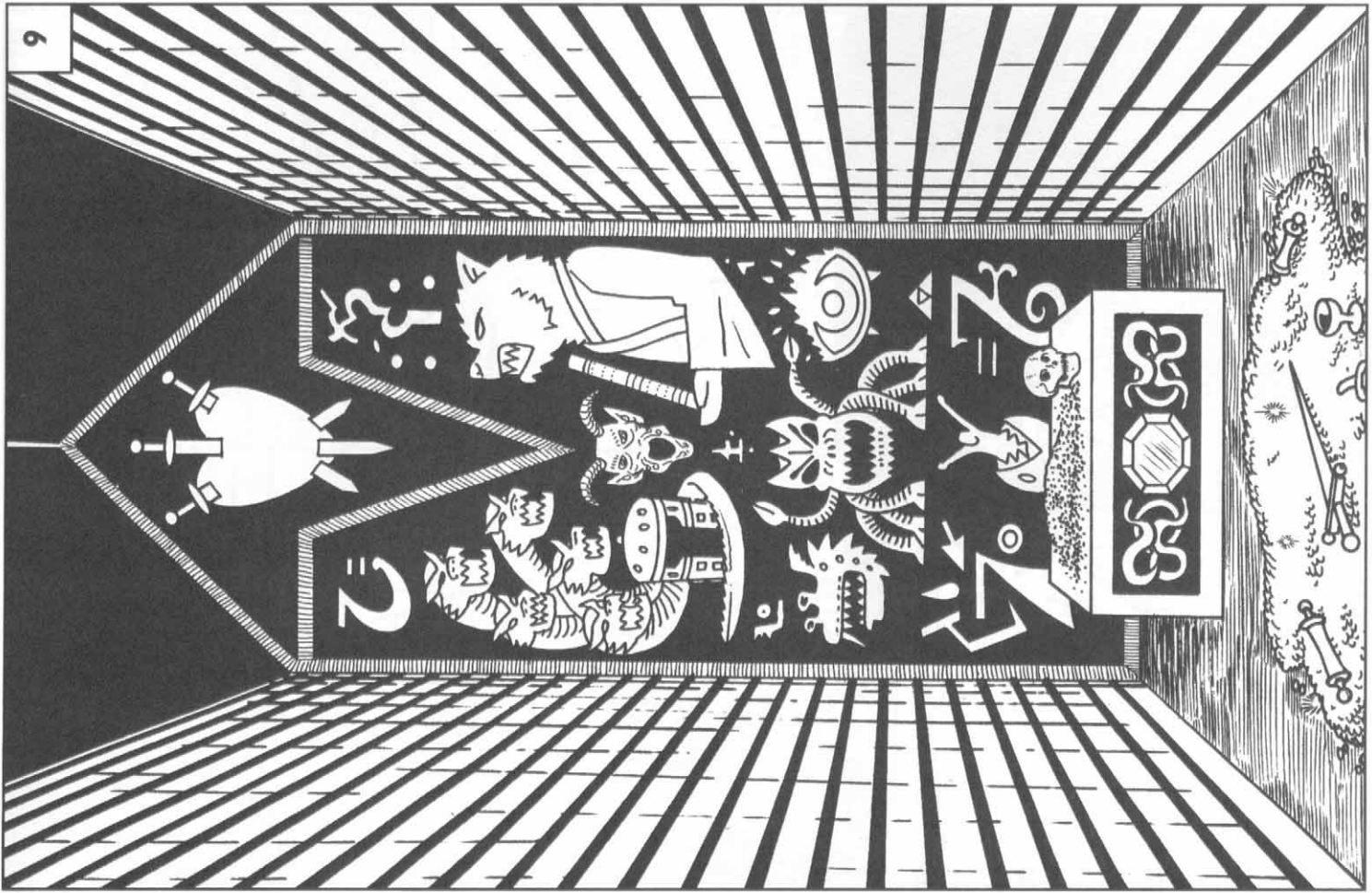


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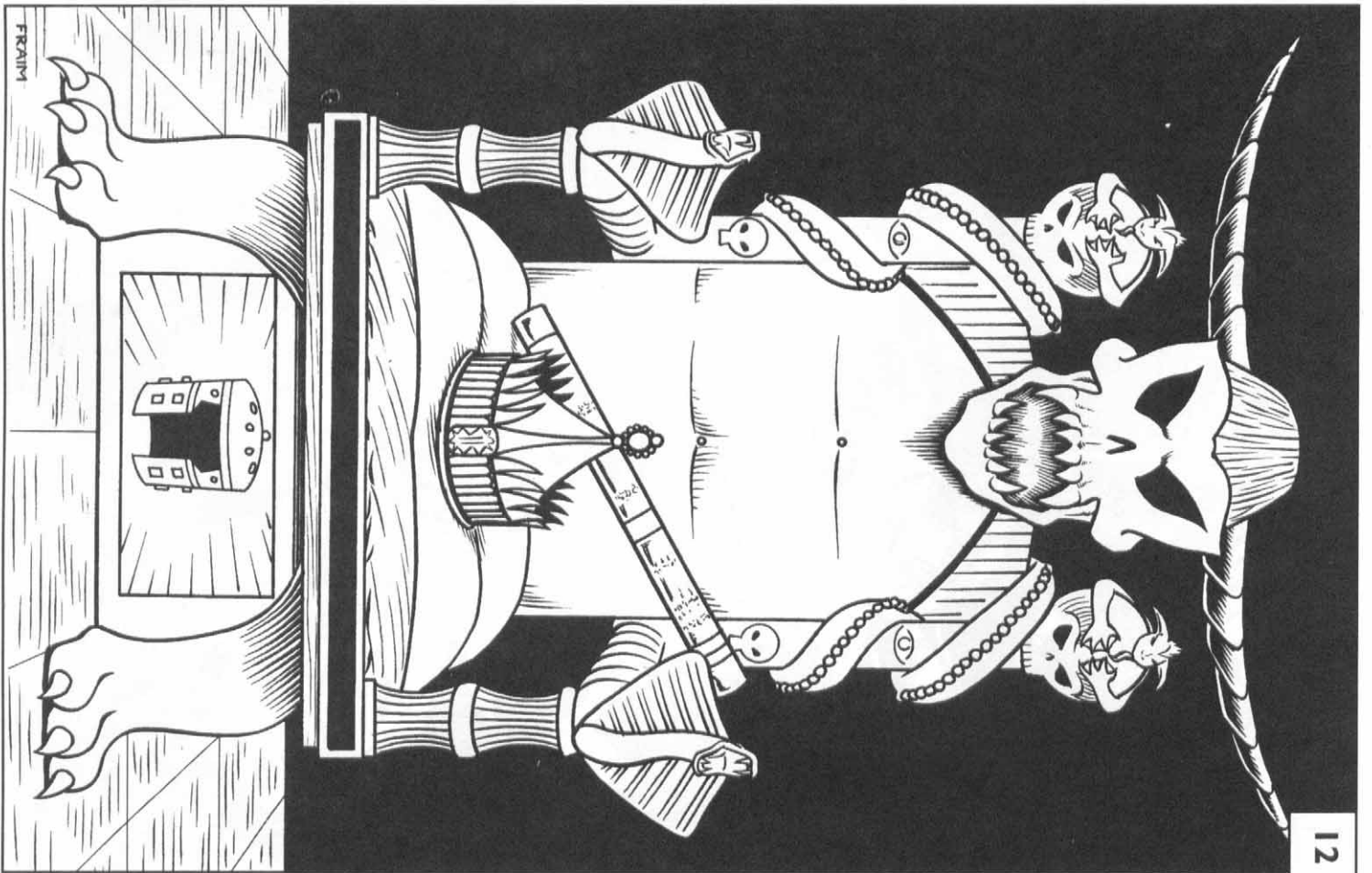


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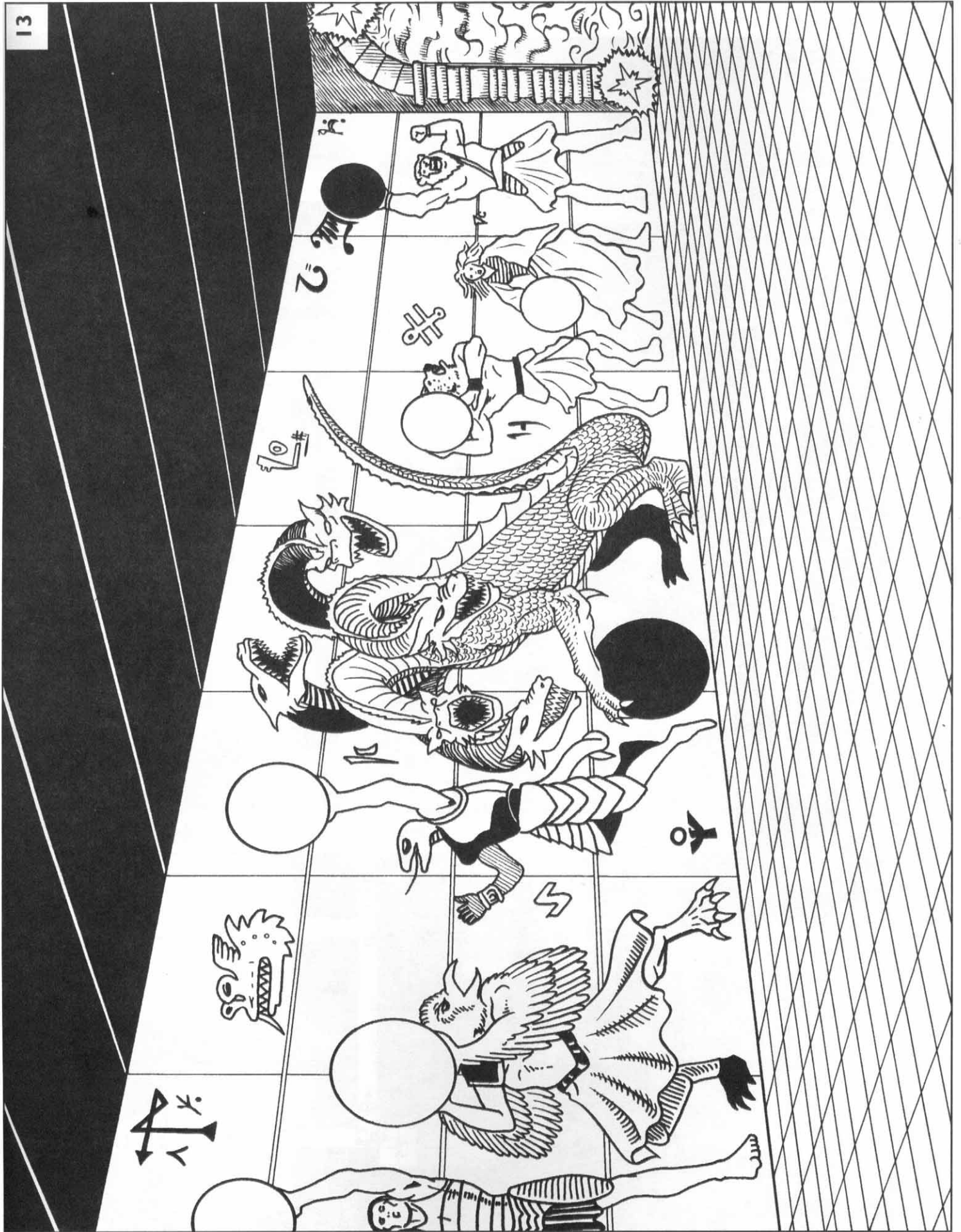
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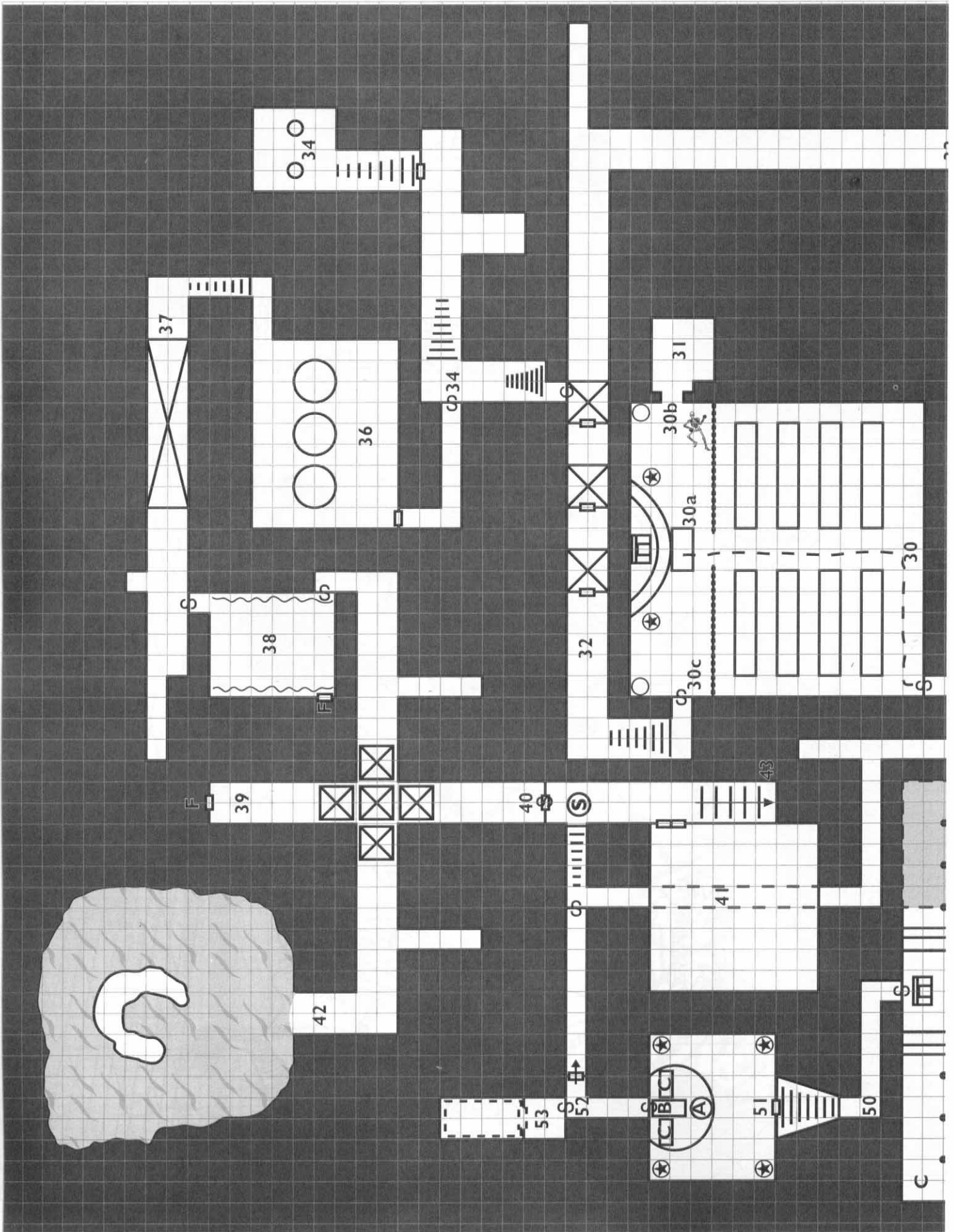
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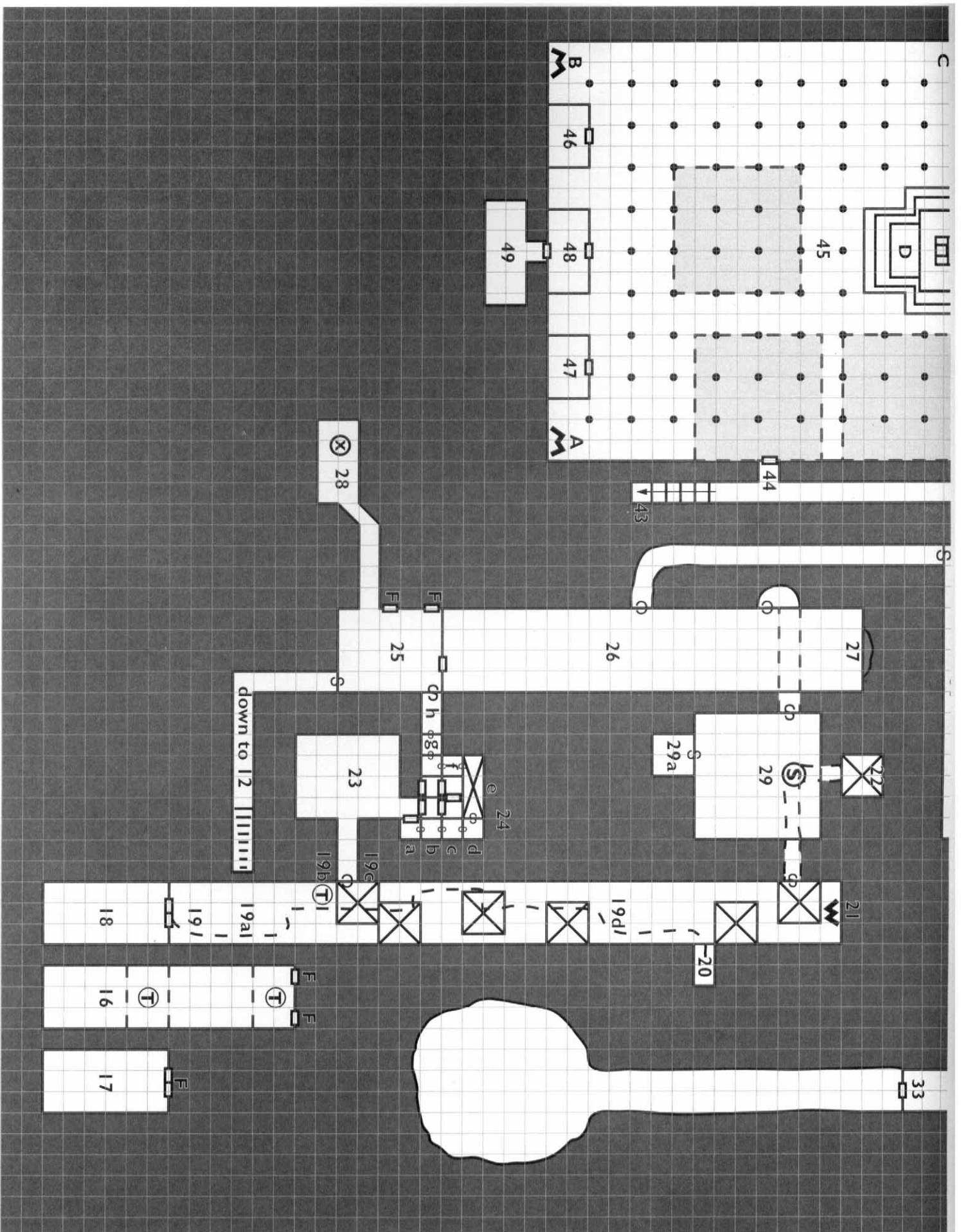


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12









Tomb of Unspeakable Horrors

An ancient tomb within a skull shaped mountain tempts adventurers with tails of riches and glory. But surely a place such as this must have traps, guardians and mysteries that would foil the weak minded. Are your characters resourceful enough to delve into the horrors that are better left unspoken? And how will the Circle of Sequestered Magics feel about you meddling in their affairs?

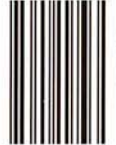
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