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VAMPIRES AND LICHES

TM

By Casey W. Christofferson and Bill Webb

An adventure for 4 to 6 characters 11th level or higher



NECROMANCER GAMES
THIRD EDITION RULES, FIRST EDITION FEEL

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VAMPIRES AND LICHES

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Introduction

Hearken closer and have fear, for in your hands are three adventures from the pit of your deepest nightmares. These fantasy adventures of the macabre are sure to challenge your adventurers to the fullest extent of their abilities.

Vampires & Liches, the second module in the Necromancer Games "Lair" series, once again offers nefarious hiding places for all good things that hearty adventurers crave the most: artifacts of power and armaments of destruction. Each dungeon ultimately hides a covetous prize: *the hollow blade, the elemental belt, and the tome of mind and body*. You as the DM, however, should feel free to replace any of the items with ones fitting your specific campaign. As with its predecessor, *Demons & Devils*, each of the three adventures gathered herein may be run independently or linked together to form an extended campaign.

In *Vampires & Liches*, the party comes face to face with the most powerful of all the undead. Deep in a desert waste awaits a lost oasis and **The Pyramid of Amra**, where the iron-clawed vampire C'nosretep rules in the name of his fell god, Set. Unknown to many, the headquarters of a widespread murder and slave syndicate lies hidden beneath the ruins of an ancient city in the **Sewers of the Underguild**, where Sangre commands his legions with the power of the *hollow blade*. Finally, the party travels to the fabled **Isle of Eliphaz**, where the mighty lich Athransma guards a powerful secret, unable to unlock its true power.

As with *Demons & Devils*, the adventures in this module range in difficulty to challenge parties of levels 11th to 13th and higher, depending on the numbers and composition of character classes in your adventuring group. While none of the adventures in this module could be considered "easy," the **Sewers of the Underguild** may be considered the least strenuous of the three. The **Pyramid of Amra** escalates the difficulty, culminating in the insidious dangers posed by a pair of deceptive liches and a godlike elemental in the **Isle of Eliphaz**.

Although the adventures in this module offer challenges and great prizes for rogue, monk, and druid characters, the knowledge and skills of all members of the party are needed for the group to survive. Be forewarned, the encounters herein do scar, and indeed kill. However, as cruel C'nosretep shall learn when the truth is brought to him at last by a party of intrepid adventurers: no one individual may persevere alone. Then again, C'nosretep may very well feast upon the blood of all. It is up to your adventurers to find out!

The adventures in *Vampires & Liches* are designed to take place in far-off locales, where the lairs themselves are every bit as difficult to find as the treasures they guard. Finding the hidden entrance to the **Sewers of the Underguild** should not be a simple matter of leaving the local pub, taking a left at Green Hill Road, and walking till sundown. Suggested locations for each of the nefarious lairs presented here are given at the introduction of each lair as a guide for the DM.



Sewers of the Underguild

Sewers of the Underguild is an adventure designed for characters of at least 11th level. Hidden within its narrow passages and filth-filled channels is a guild of vampiric rogues, led by their master Sangre and his aide, Ankoz. Deadly traps abound, requiring the services of a rogue with at least 10 ranks in Disable Device and Search. Due to the high likelihood of desperate combat with numerous vampiric and monstrous opponents, it is suggested that a cleric and at least two fighters be prepared to beat back the many watchdog monsters the guild employs. You can hide the locales in **Sewers of the Underguild** in any ruin or location that fits your campaign purposes. A thriving metropolis that just happens to have a large crime and vampire problem would fit the bill nicely.

Legend of the Underguild

The site known as the Sewers of the Underguild is the stronghold of the infamous Underguild, an organized crime syndicate ruled by Sangre, the Hand of Death. From within its sewer stronghold, the Underguild has stretched out its clawed fingers into the highest offices of power in the lands. The Underguild traffics not only in stolen merchandise, but also in slaves and information. Their operators, being vampires, have the innate ability to gather documents both arcane and mundane without leaving the slightest trace. Few have attempted to withstand the full might of the Underguild. Their sewer stronghold, hidden in a remote location of the world, is so difficult to find as to create an epic in and of itself.

Legends tell of the exploits of the Hand of Death, and how he has acquired an ancient weapon of truly wondrous power. This thin, frail-looking short sword, known as the *hollow blade*, is forged from equal parts of positive and negative energy, allowing the guildmaster the ability to walk amongst the living in broad daylight. The *hollow blade* itself is worth a king's ransom to those of the roguish profession, for though it grants the undead the ability to move about in daylight as the living, it also grants the ability to cleave the undead as if they were living flesh.

The *hollow blade* is a new magic weapon that gives undead a taste of life, and in the hands of a rogue becomes a deadly tool for the destruction of the undead. This fierce short sword is in the possession of Sangre himself. Sangre guards the sword jealously, even from members of his own guild who seek to wrest it from his hand. Taking this weapon from Sangre is no easy task.

Locating the Sewers

The ruined city where the Sewers of the Underguild are located should take the party some time to track down. The Underguild itself is a highly secretive organization with its fangs sunk deep into the pulse of nearly every major city, yet few know of its actual existence. Perhaps

rumors and a hidden map found within the crypt of a previously defeated vampire lead to the Sewers. Quite possibly, this vampire has ties to a major organized crime syndicate in the PCs' base city, thus setting the wheels of the plot in motion. However you choose to convey the PCs to the adventure's launching point, they are assumed to have uncovered the secret base of the Underguild and need but find the entrance and proceed either to glory or to doom.

Dungeon Features

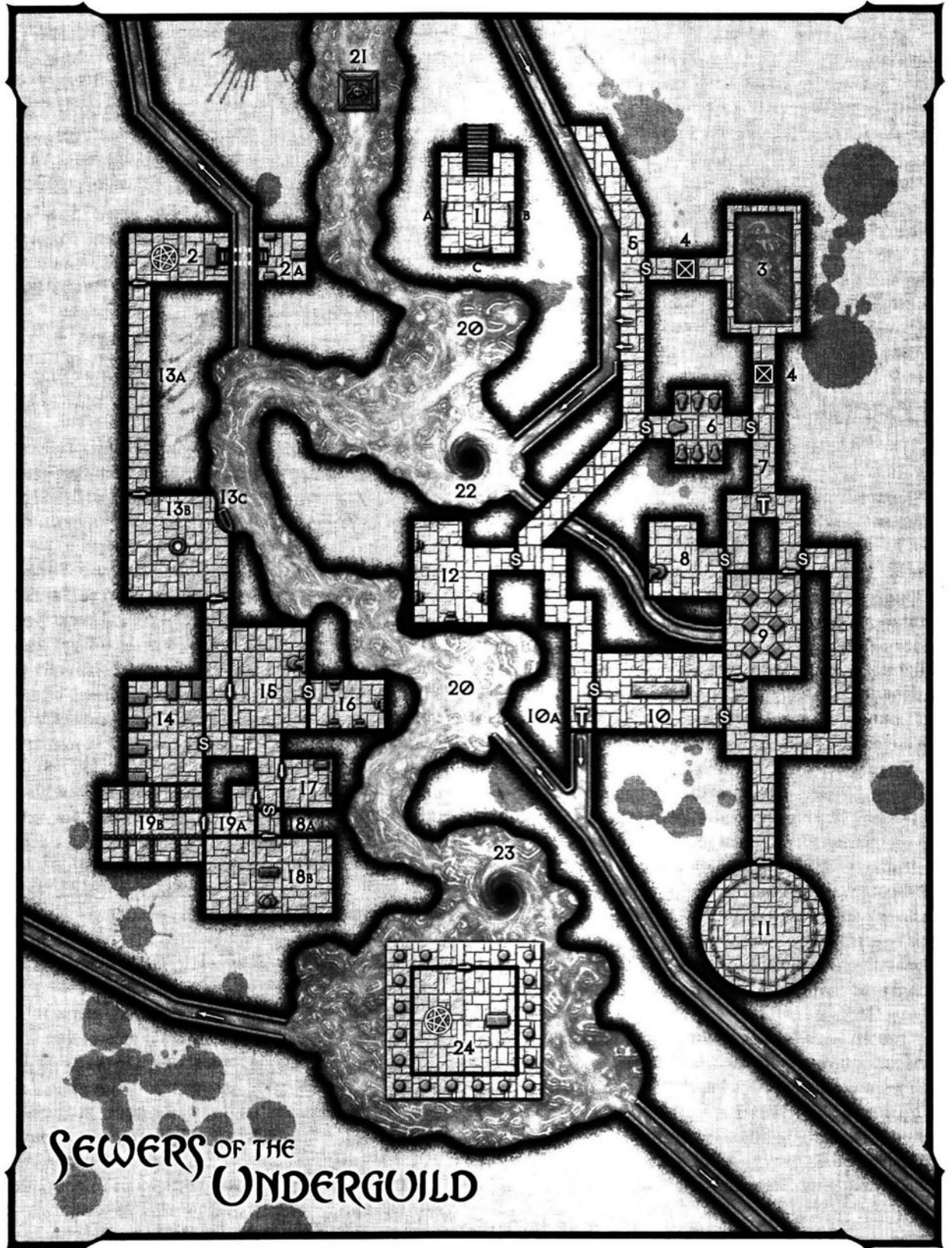
Doors: Bronze bound hardwood: 2 in. thick; Hardness 5; hp 20; Break (DC 25); Open Lock (DC 25).

Secret Doors: All secret doors are delicately carved and unless otherwise noted: 4 in. thick; Hardness 8; hp 60; Search checks (DC 25); Break (DC 30); Open Lock (DC 25).

Sewer Pipes: All sewer pipes are slippery and filled with fast-moving water. The pipes are 5 feet in diameter and made of glazed ceramic. The sewer pipes rest at an average 34-degree downward slope and are 1/2 to 3/4 filled with raw sewage. Individuals falling into or purposefully leaping into one of the sewage pipes are whisked towards the central sewer drains at a rate of 20 feet per round. Swimming within the pipes requires a Swim check (DC 15) to tread water to keep from going farther down the pipe, and a Swim check (DC 20) to make positive movement out of the pipe. Individuals of Large size or larger may make a Strength check (DC 25) to stop themselves in the pipe and a Climb check (DC 25) at every 10-foot section to climb out of the pipe.

Methane Gas Dangers: Spells involving fire, such as *burning hands*, *wall of fire*, and *fireball* have a 15% chance of igniting pooled methane gas within the sewers. A roll of 15% or less indicates that the spell sets off the methane gas, which in the event of a *fireball* means instantaneous eruption at the point of origin of the spell, affording the caster no saving throw against the spell. In the case of *burning hands*, the spell acts normally for purposes of harming the target, however the caster takes damage equal to that taken by the target of the spell. Likewise, a successful use of any spell with the fire descriptor has a 15% chance of dealing 2d6 points of additional damage as it ignites pooled gasses in that area of the dungeon.

SEWERS OF THE UNDERGUILD



Keyed Locations

Refer to the Sewers of the Underguild Map.

I. The Entryway

Hidden beneath the fountain is a stone staircase that leads down to this chamber, roughly 40 feet below the surface. Engraved in the center of the floor is the symbol of a silver inlaid skull, pierced crossways with two knives. The canine teeth of the skull are elongated and blackened.

Three archways filled with swirling mist of orange, green, and yellow are found in the eastern, western, and southern walls, respectively.

1a. The Silver Skull Seal of the Underguild (EL 12)

Living beings that cross over or otherwise touch the silver skull emblem on the floor set off an *alarm* spell that immediately alerts all vampires within the sewers, unless the PCs pour a sacrifice of fresh blood upon the fangs of the skull within two rounds of entering the chamber. Anyone making a Search check (DC 30) on the silvered skull notes the dried blood that looks like tarnish from a distance. Anyone making a Search check (DC 34) in the room itself notes a magical trap; as the PCs search the room, a *wall of stone* spell seals off the staircase leading to the surface. A few words of arcane nature are heard in whispered tones as the spell is activated. Any spellcaster in or near the area, making a Spellcraft check (DC 25), realizes a *wall of stone* is in the making and has just enough time attempt a counterspell, requiring a caster level check (DC 23) if using *dispel magic*. The second effect of the silver skull triggers a pressure-sensitive plate that causes the ceiling to close down upon the PCs in two rounds.

Crushing Ceiling Trap: CR 12; No attack roll required (20d6 points of damage); Search (DC 20); Disable Device: This trap cannot be disabled from within this room, as it is hydraulic trap only disabled when the hydraulic pumps are turned off in **Areas 12: Eastern Pump Room** and **16: Western Pump Room**.

1b. Archway of Orange Swirling Mist (EL 9)

This archway is filled with a glowing and swirling orange mist. Surrounding its doorframe are several silver skulls embedded in the wall, their eye sockets filled with pure amber. Attempts to detect and determine magical effects indicate that the door acts similarly to a *dimension door* spell, and that there is powerful Abjuration magic tied into the mists. Individuals entering this swirling portal are teleported bodily and with all of their possessions to Area 2.

Attempting to dislodge the glowing petrified amber from the doorframe results in a shocking blast of light-

ning that strikes the offender and anyone standing in a straight line behind him.

Heightened Lightning Bolt Trap: CR 9; stroke 10-ft.-wide by 95-ft-wide (9d6 heightened [as 5th level spell] *lightning bolt*); Reflex save (DC 23) for half damage; Search (DC 34); Disable Device (DC 34).

1c. Archway of Yellow Swirling Mist (EL 7)

The archway of yellow swirling mist looks as unappealing as stepping into a cloud of mustard gas; sickly vapors of brimstone and offal increase as one takes each step closer to the archway. A series of cow skulls, cast in bronze, surrounds the doorframe of this archway, the skulls' eyes glowing like pure sapphires. Stepping through the portal instantly teleports the individual and all of their belongings to **Area 11**. Touching the cow skulls triggers a *fireball* trap centered on the PC touching the skull; unless gifted with spell resistance, this individual receives no saving throw, however all other persons in the room may roll normally.

Fireball Trap: CR 7; 20-ft. radius (90 points of damage) enlarged maximized *fireball*; Reflex save (DC 19) for half damage; Search (DC 28); Disable Device (DC 28).

1d. Archway of Green Swirling Mist (EL 4)

Similar to the yellow and orange mists of the first two archways, this archway is filled with foul-looking, pea-green mist, and chokes the air around it with a brackish stench of salt and brine. The edges of the archway are carved in the shape of large lizards, with eyes as black as jet yet seeming to have a strange aura about them.

Attempting to pry the jet eye stones from the lizards triggers the magical trap, casting *fear* upon the PCs. PCs crossing into the foul green mist are teleported instantly to the bottom of the saltwater pool in **Area 3**.

Fear Trap: CR 4; 45-ft. cone (caster level 9); Will save (DC 16) negates; Search (DC 29); Disable Device (DC 29).

2: Chamber of Ankoz (EL 14)

A large inlaid black onyx pentagram dominates the center of this chamber. An altar lies at the far end of the room, upon which stands the dark figure of **Ankoz**.

Ankoz, Male Human Lich Wiz12: CR 14; SZ M Undead; HD 12d12; hp 82; Init +3 (Dex); Spd 30 ft.; AC 24 (+3 Dex, +5 natural, +3 ring, +3 bracers); Atk +6 melee (1d8+5, touch plus paralyzing touch, Will DC 19 for half damage); SA fear aura (60 ft. radius, Will DC 19), paralyzing touch (Fortitude DC 19); SQ undead, damage reduction (15/+1), turn resistance (+4), immunities (cold, electricity, polymorph, mind-affecting); AL CE; SV Fort +4, Ref +7, Will +12; Str 10, Dex 16, Con —, Int 21, Wis 19, Cha 16.

Skills: Alchemy +20, Concentration +18, Craft (woodworking) +16, Hide +11, Knowledge (arcana) +20,

Knowledge (religion) +20, Listen +12, Move Silently +11, Scry +20, Search +12, Sense Motive +14, Spellcraft +20, Spot +12. *Feats*: Craft Magic Arms and Armor, Craft Staff, Empower Spell, Enlarge Spell, Forge Ring, Heighten Spell, Scribe Scroll, Spell Focus (Conjuration), Spell Penetration.

Arcane Spells Prepared (4/6/5/5/4/4/2; base DC 15 + spell level, base DC with Conjuration spells is DC 16 + spell level): 0—daze, detect magic, flare, ray of frost; 1st—burning hands, chill touch, feather fall, magic missile, obscuring mist, summon monster I; 2nd—blindness/deafness, invisibility, mirror image, web; 3rd—blink, fireball, haste, hold person, invisibility sphere; 4th—bestow curse, dimensional anchor, fear, minor globe of invulnerability; 5th—cone of cold, teleport, transmute mud to rock, wall of iron, wall of stone; 6th—acid fog, contingency.

Languages: Common, Abyssal, Draconic, Elven, and Goblin.

Possessions: +3 bracers of armor, +3 ring of protection, staff of fire (30 charges).

Tactics: Unless the PCs enter the lair of Ankoz through the door from **Area 13a** or by some means of teleportation other than coming through the orange swirling mist, he has cast *haste* and has placed *minor globe of invulnerability* and *mirror image* upon himself by the time the PCs enter the chamber. In combat, Ankoz starts off with *cone of cold*, followed by *acid fog*. As a free action, Ankoz seeks to dominate the strongest looking fighter, picking a barbarian over a fighter or ranger, commanding the barbarian to destroy clerics and magic users. Unless held with a *dimensional anchor*, Ankoz's *contingency* spell teleports him to **Area 21**, where he waits, healing and plotting revenge. Ankoz's phylactery is a gold tube into which he has placed rolled scrolls containing the texts of the rituals he used to transform himself into a lich. This gold tube is concealed within his desiccated thigh and can only be discovered if his body is thoroughly searched—requiring Search check (DC 30) to discover. The tube is worth 10,000 gp to the right collector.

Ankoz keeps his spell books hidden in the chamber beneath the dark altar. Anyone making a Search check (DC 20) discovers that a trigger device within the carved hieroglyphics causes the entire altar to split open, revealing a staircase leading down to a burial chamber. The trigger device is well hidden; failure to disarm the hidden trap fills the room with deadly natron gas.

Poison Gas Trap: CR 10; no attack roll necessary (releases natron gas into the room initial); natron gas (Fortitude DC 18; 1d6 Str drain/3d6 Con drain); Search (DC 25); Disable Device (DC 25).

2a: Burial Chamber

This chamber hidden below the false altar of Ankoz holds the true dark altar, completely covered in gold leaf and encrusted with gems and jewels. The lid itself weighs nearly 400 pounds, with a market value of nearly 4,000

gp in semi-precious gemstones and gold. Lining the walls of this chamber are shelves of books and moldering tomes, as well as rows of scroll cases.

Treasure: Ankoz's spellbooks*, 2 flasks of alchemist's fire, 5 flasks of acid, 1 *potion of sneaking*, 1 *potion of nondetection*, *arcane scroll of 2 spells (haste and cone of cold)*. A workbench holds a set of masterwork jewelry making tools. Another table is covered with expensive beakers and jars, likely valued over 1,200 gp in alchemical equipment. * Ankoz's spellbooks contain all of his known spells, and a fair selection of additional spells. These additional spells are left to the DM to decide upon, pursuant to their campaign needs and desires. This is an excellent opportunity to introduce a few new choice spells; perhaps something long lost to all the active arcane archives in the lands.

3: Crocodiles in the Pool (EL 9)

The salty smell of briny yet foul water fills the air of this room. An archway to the south heads down a corridor as does a second archway to the west. A narrow walkway along the edge of this room surrounds a pool nearly as wide and long as the room itself, murky and at least 12 feet deep.

Note: There is a chance that one or more of the PCs might be teleported into the pool. Submerged PCs are allowed a Fortitude save (DC 14) to determine if they had their breath held before appearing at the bottom of the pool. Roll initiative immediately, as well as Spot checks against the crocodile's submerged Hide checks to determine who gets to take an action before the crocodiles strike. Have the PCs roll Swim checks (DC 15) for any movement actions they wish to take while at the bottom of the pool. A ladder stands in the southern end of the pool, requiring a Spot check (DC 24) to notice it; and a Climb check (DC 10) to climb it, allowing those in heavy armor to escape the murky salt-water pool.

Vampiric Crocodiles (6): CR 4; SZ M Undead; HD 3d12; hp 19; Init +6 (Dex, Improved Initiative); Spd 20 ft., swim 30 ft.; AC 23 (+3 Dex, +10 natural); Atk +9 melee (1d8+10, bite) or +9 melee (1d12+10, tail slap plus energy damage [substitutes for the slam attack]); SA improved grab (grapple bonus +9), domination (30 ft. range, Will DC 9), energy drain (tail slap, Fortitude DC 9 to remove), blood drain (1d4 Con drain), children of the night (4d8 Medium crocodiles or 3d6 giant crocodiles), create spawn (other crocodiles only); SQ damage reduction (15/+1), resistances (cold and electricity 20), gaseous form, spider climb, alternate form (bat, dire bat, wolf, dire wolf, giant crocodile), fast healing (5), turn resistance (+4), undead; AL CE; SV Fort +3, Ref +8, Will +3; Str 25, Dex 16, Con —, Int 4, Wis 14, Cha 6.

Skills: Bluff +6, Hide +11*, Listen +16, Move Silently +11, Search +5, Sense Motive +10, Spot +16. *Feats*: Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes. * Vampiric crocodiles receive a +12 racial bonus to Hide checks when submerged.

4: Pudding in the Pit! (EL 8)

Approximately 20 feet down the western and southern corridors from Area 3 are a pair of covered pit traps, each 40 feet deep by 10 feet across. Each pit contains a black pudding held in temporal stasis until the trap is triggered by a living being. The black pudding is covered in a *permanent image* that gives the appearance of each pit containing a pile of gold, coins, and fine-looking weapons amongst skeletal remains.

Pit Trap (40 ft. deep): CR 2; no attack roll necessary (4d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Black Pudding: CR 7; hp 121; see the *MM*.

5: The Dumper (EL 2)

Beyond the secret door outside the western entrance to Area 3 is a 10-foot-wide walkway that runs north and south along an opened section of sewer pipe. The opened section runs roughly north and south for about 90 feet, with a strong current pouring from some unknown source to the north before emptying into a circular tube to the south.

Weight of over 600 pounds placed on the 30-foot section of stone deck just to the south of the secret door to area 3 triggers a tilting floor trap that dumps all individuals standing on this section of platform into the opened sewer. Individuals failing their saving throw are immediately sucked down one of the many sewer pipes and flung towards area 22.

Tilting Floor Trap: CR 2; no attack roll necessary; Reflex Save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

6: Hidden Crypt of the Crocodiles (EL 8)

Within this chamber are 7 crocodile-sized burial jars. Atop each of the jars is a golden crocodile head encrusted in semi-precious gems. One jar is much larger than the others, being nearly twice the size of the rest. The purpose for this jar is immediately apparent; a very large crocodile with glowing red eyes snaps its jaws at the PCs, inviting them to lunch.

Any vampiric crocodiles turned to gaseous form in Area 3 return here to their large burial jars to fast heal.

Note: If the PCs rest at any time after defeating the crocodiles in area 3 without making sure they are totally destroyed, they find an additional 3 vampiric crocodiles within Area 6 along with the giant vampiric crocodile guardian.

Vampiric Crocodiles (3): 19 hp; see Area 3.

Giant Vampiric Crocodile: CR 6; SZ H Undead; HD 7d12; hp 45; Init +7 (Dex, Improved Initiative); Spd 20 ft., swim 30 ft.; AC 24 (-2 size, +3 Dex, +13 natural); Atk +14 melee (2d8+16, bite) or +14 melee (1d12+16, tail

slap plus energy damage [substitutes for the slam attack]); Face/Reach 10 ft. x 20 ft./10 ft.; SA improved grab (grapple bonus +24), domination (30 ft. range, Will DC 11), energy drain (tail slap, Fortitude DC 11 to remove), blood drain (1d4 Con drain), children of the night (4d8 Medium-size crocodiles or 3d6 giant crocodiles), create spawn (other crocodiles only); SQ damage reduction (15/+1), resistances (cold and electricity 20), gaseous form, spider climb, alternate form (bat, dire bat, wolf, dire wolf, giant crocodile), fast healing (5), undead; AL CE; SV Fort +5, Ref +10, Will +4; Str 33, Dex 16, Con —, Int 3, Wis 14, Cha 6.

Skills: Bluff +6, Hide +10*, Listen +16, Move Silently +11, Search +4, Sense Motive +10, Spot +16. **Feats:** Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes. *Vampiric crocodiles receive a +12 racial bonus to Hide checks when submerged.

Treasure: As the head caps of the crocodile jars are coated in semi-precious gems, each jar is worth 1,000 gp as an ancient antiquity, though they weigh nearly 80 pounds apiece. The jeweled heads are worth 500 gp each and weigh approximately 15 pounds.

7: Forked Pathway (EL 8)

The corridor leading south from the crocodile lair has two branching pathways, each leading south. A decorative mosaic of fine-cut glass and enamel forms diamond patterns along the floor, walls, and ceiling of this corridor. A deadly and extremely well hidden trap awaits those who do not notice the switch to turn it off. The cunningly hidden wooden stakes spring out at a length of 10 feet from the floor, ceiling, and the facing southern wall. This trap is set here as a test for new recruits to the Underguild.

Impaling Stakes Trap: CR 8; +15 melee (2d6 stakes for 1d4+5 points of damage per successful hit); Search (DC 20); Disable Device (DC 20). **Note:** The impaling stakes trap damages all creatures standing on the 10-ft.-square of the trap area.

8: Fountains of Blood, Passage of Innocence (EL 13)

A large wolf's-head fountain dominates the western wall of this dank chamber. Thick red blood pours from its jaws into a man-sized stone bowl at its feet. As the PCs enter the chamber of the fountain, 4 vampires leap from hiding to surprise them, hissing and calling to the PCs to join them in un-life and bow to the master of the Underguild as they have done.

Tactics: Each of the Underguild members has its own tactics and own motivations against the PCs. Although they fight in concert against the PCs, a few may have other plans for the group, as they too seek the *hollow blade* and would claim it if they could defeat the Hand of Death and claim mastership of the Underguild.

Jandilar the Safe Cracker, Male Half-Elf Vampire, Rog8: CR 10; SZ M Undead; HD 8d12; hp 52; Init +10 (Dex, Improved Initiative); Spd 30 ft.; AC 26 (+5 Dex, +6 natural, +5 armor); Atk +10/+5 (1d6+6, slam plus energy drain); SA sneak attack (+4d6), domination (30 ft. range, Will DC 17), energy drain (Fortitude DC 17 to remove), blood drain (1d4 Con drain), children of the night, create spawn; SQ uncanny dodge (Dex bonus to AC, can't be flanked), evasion, undead, damage reduction (15/+1), turn resistance (+4), resistances (cold and electricity 20), gaseous form, spider climb, alternate form, fast healing (5), +2 to saves against Enchantment spells; AL CE; SV Fort +2, Ref +14, Will +4; Str 18, Dex 22, Con —, Int 13, Wis 14, Cha 17.

Skills: Balance +14, Bluff +19, Diplomacy +5, Disguise +13, Escape Artist +16, Hide +23, Intimidate +5, Listen +22, Move Silently +34, Open Lock +14, Pick Pocket +17, Search +10, Sense Motive +10, Spot +22. *Feats:* Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Spring Attack.

Languages: Common and Orc.

Possessions: +2 studded leather armor, amulet of shielding, ring of jump, boots of elvenkind.

Jandilar is sly and sneaky. Being an assassin in all but training, one of his favorite tricks is to dominate an individual into breathing a portion of him (usually an arm) into their lungs while he is in gaseous form, reverting into solid form while within the victim, exploding their body, killing them instantly. Only dominated victims can be attack in this manner; others simply limit their breathing and exhale or cough forcefully when needed, preventing Jandilar's entry. Dominated individuals are permitted a Will save (DC 17) with a +2 circumstance bonus to their save, to avoid breathing him in as this certainly constitutes an action against their nature. If this save fails, a Fortitude save (DC 17) is permitted with success saving the victim from death as their body forces the solidifying matter out of the body, taking 3d6 points of damage nevertheless.

Jandilar no longer uses weapons, preferring to create spawn or kill his victims out right. As an aside, Jandilar hates the Hand of Death and covets the *hollow blade* for its ability to allow vampires to walk amongst the living, almost unseen. If the PCs seem to take the upper hand and succeed in destroying other guild members, he may attempt to make a deal and clear the way for them in return for the sword. Of course, he has no intentions of staying true to the deal, unless of course the PCs are about to kill him.

Memze the Lame, Male Human Vampire, Rog3/Wiz5: CR 10; SZ M Undead; HD 8d12; hp 52; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 20 (+4 Dex, +6 natural); Atk +7 melee (1d6+4, slam plus energy drain); SA sneak attack (+2d6), domination (30 ft. range, Will DC 17), energy drain (Fortitude DC 17 to remove), blood drain (1d4 Con drain), children of the night, create spawn;

SQ evasion, uncanny dodge (Dex bonus to AC), undead, damage reduction (15/+1), turn resistance (+4), resistances (cold and electricity 20), gaseous form, spider climb, alternate form, fast healing (5), summon familiar; AL CE; SV Fort +4, Ref +10, Will +7; Str 17, Dex 18, Con —, Int 18, Wis 15, Cha 16.

Skills: Balance +9, Bluff +17, Climb +8, Concentration +11, Diplomacy +5, Escape Artist +10, Hide +18, Intimidate +13, Jump +9, Knowledge (arcana) +12, Listen +16, Move Silently +18, Open Lock +10, Pick Pocket +12, Read Lips +8, Scry +10, Search +15, Sense Motive +10, Spellcraft +12, Spot +16. *Feats:* Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell.

Arcane Spells Prepared (4/4/3/2; base DC 14 + spell level): 0—daze, flare, ghost sound, ray of frost; 1st—chill touch, magic missile (x2), ray of enfeeblement; 2nd—darkness, summon swarm, web; 3rd—blink, haste.

Languages: Common, Draconic, Goblin, and Orc.

Possessions: arcane scroll (*charm monster*), wand of lightning bolts (20 charges).

Memze was an apprentice to Ankoz in life, and was turned into a vampire before gaining enough power to threaten his master. Memze, known as the Lame because of the limp he bears from a spine twisted from birth, is jaded and decadent to the extreme. His perversity knows no limits and he personally drains dozens of slaves at a time in orgies of blood and pain. Memze uses his magic power to remain hidden in combat as long as possible, attacking stealthily with ranged touch attack spells before closing in on those left standing.

F'Huge Kneebreaker, Guild Enforcer, Male Ogre Vampire Bbn2/Rog4: CR 10; SZ L Undead; HD 10d12; hp 80; Init +8 (Dex, Improved Initiative); Spd 30 ft. (base 40 ft.); AC 32 (+3 Dex, -1 size, +11 natural, +7 breastplate, +2 shield); Atk +19/+14 melee (+21/+16)* (2d4+12 [2d4+14]*, +2 spiked chain) or +17/+12 melee (1d8+15, slam plus energy drain); Reach 10 ft. (15 ft. with +2 spiked chain); SA rage (1/day, 3 rounds), sneak attack (+2d6), domination (30 ft. range, Will DC 15), energy drain (Fortitude DC 15 to remove), blood drain (1d4 perm. Con drain), children of the night, create spawn; SQ uncanny dodge (Dex bonus to AC), evasion, fast movement, damage reduction (15/+1), turn resistance (+4), resistance (cold and electricity 20), gaseous form, alternate form, spider climb, fast healing (5), undead; AL CE; SV Fort +8, Ref +11, Will +4; Str 31 (35)*, Dex 18, Con —, Int 12, Wis 15, Cha 11. * While raging.

Skills: Balance +3, Bluff +8, Climb +16, Craft (woodworking) +6, Disguise +5, Gather Information +1, Hide +8, Intuit Direction +6, Jump +15, Listen +16, Move Silently +9, Search +8, Sense Motive +10, Spot +16, Swim +4, Tumble +10. *Feats:* Alertness, Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Lightning Reflexes, Power Attack, Run, Weapon Focus (greatclub).

Language: Common and Giant.

Possessions: +2 spiked chain, +2 breastplate, and +1 buckler.

This hulking brute, despite being a vampire, still relies on brawn and intimidation to defeat his enemies. F'Huge uses his spiked chain to attempt to disarm dangerous opponents like paladins and clerics. He trips his opponents before stepping forward to slam them into submission. He then pins and sucks the blood from PCs deemed near death. He enjoys physical combat to such a degree that he rarely thinks to dominate opponents. An ogre to the last, F'Huge prefers beating the blood out of his victims to trickling it out of them.

Hethel, the Acolyte Of Thanatos, Female Elf Vampire Clr6 (Thanatos)/Rog2: CR 10; SZ M Undead; HD 8d12; hp 51; Init +11 (Dex, Improved Initiative); Spd 30 ft.; AC 31 (+4 Dex, +6 natural, +7 armor, +4 shield); Atk -8 melee (1d6+4, slam plus energy drain); SA sneak attack (+1d6), domination (30 ft. range, Will DC 15), energy drain (Fortitude DC 15 to remove), blood drain (1d4 Con drain), children of the night, create spawn; SQ evasion, damage reduction (15/+1), turn resistance (+4), resistance (cold and electricity 20), gaseous form, spider climb, alternate form, fast healing (5), +2 bonus to saves against Enchantment spells, immunity (sleep spells and effects), low-light vision, undead; AL CE; SV Fort +5, Ref +12, Will +9; Str 17, Dex 21, Con —, Int 11, Wis 18, Cha 13.

Skills: Bluff +9, Concentration +9, Craft (sculpting) -3, Hide +15, Jump +4, Knowledge (religion) +6, Listen -16, Move Silently +11, Search +10, Sense Motive +16, Spot +16. *Feats:* Alertness, Blind-Fight, Combat Reflexes, Craft Wand, Dodge, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiencies (rapier, bows), Skill Focus (Concentration).

Unholy Spells Prepared (5/4/4/3: base DC 14 + spell level): 0—create water, detect magic, inflict minor wounds, light, resistance; 1st—bless, divine favor, doom, sanctuary; 2nd—bull's strength, desecrate, hold person, shatter; 3rd—deeper darkness, dispel magic, inflict serious wounds.

Domain Spells (Chaos, Death): 1st—protection from law; 2nd—death knell; 3rd—animate dead.

Granted Powers: Priests of Thanatos cast all chaos spells at +1 caster level; in addition, they gain the *death touch* ability (see below).

SA—Death Touch (Sp): Once per day, this spell-like ability allow Hethel to make a melee touch attack against a living creature. If she succeeds, she rolls 6d6; if the number rolled exceeds the target creature's current hit points, it dies.

Languages: Common and Elven.

Possessions: +2 mithral chain mail, and +2 large steel shield.

Beautiful and full of hate, Hethel is the servant of Ykthool, high Priest of Thanatos. She is the servant of the Fountains of Blood, guarding the passage from the

eastern side of the sewer complex to the western areas by means of this special teleportation device. Hethel fights until turned to gaseous form, and then seeps to area 14 to regenerate and reform a new hunting party. In combat Hethel uses the *sanctuary* spell to build her allies with *bless*, *desecrate* and *deeper darkness*, then using remaining spells of *bull's strength*, and *divine favor* before moving in for hand-to-hand fighting.

The Fountain of Blood

This 6-foot-wide stone bowl of blood dominating the back wall of the chamber emanates a powerful magical aura. The bowl detects as evil and magical. Anyone making a Spellcraft check (DC 25) indicates Transmutation magic and necromantic power. A successful Search check (DC 20) of the bowl reveals an ancient script. Making a Decipher Script check (DC 25) reveals the following words, "*Through the blood of ancients the passage revealed, darkened path of nightmares wield.*"

Entering the fountain instantly teleports individuals via *dimension door* to Area 15. All individual passing through the fountain must make a Fortitude save (DC 14) or be transformed instantly into a vampire.

Paladins or clerics of lawful good alignment who pass through the pool of blood without first blessing the blood fountain or blessing themselves suffer a -2 circumstance penalty to all rolls for the duration of their stay within the Sewers of the Underguild; no saving throw.

9: False Crypt Room (EL 5)

This room contains six stone crypts, their lids etched with writing in an ancient tongue. Characters that succeed in a Decipher Script check (DC 25) easily translate the writing on each crypt. The crypts bear strange descriptions of their supposed inhabitants, all of it bad poetry of which make any bards in the group shudder and wince.

A. *Here lies Manco the Moneyed one, man he had a honey tongue, work he never labored long, in living death does he grow strong.*

B. *Before you rests Syther Cross, upon a job a hand he lost, but pimp he could with just one hand, now the blood he does drink all warm and neat, of restless harlots on the streets.*

C. *Here is the tomb of the Malicious F'Huge, he is bold as he is huge, fear his might and beware his girth, this tomb filled with his charnel earth.*

D. *Jandilar is a sneaky sort, within his tomb is a fair retort, seek within and you may find, what is hidden a Rogues delight.*

E. *Hethel is an evil bitch, tortured slave a favorite dish, strange is her priestly mood, a vampire who often cooks her food.*

F. *Memze is a guild mage, drinks blood cold which is quite strange, buried here or not with wit, surprise! You're in a room of ...*

If the characters make a Search check (DC 25) within the first two rounds of entering the chamber, they note that the entire room is one huge and well-concealed trap. After two rounds, the room begins to flood with raw sewage from Area 20, as stone blocks roll into place, sealing the room. The room fills completely within 4 rounds. After 8 rounds, everything within the room is flushed down a sewer pipe into Area 20. Opening the crypts reveals that each is completely empty and has apparently never been used. Tampering with the crypts sets the trap off instantly.

Flooding Sewer Trap: CR 5, no attack roll necessary (see note below); Search (DC 20); Disable Device (DC 25); Note: Room floods in 4 rounds (see Drowning, in the *DMG*). Eight rounds later, individuals are flushed down a flooded sewer tube.

10: The Board Room (EL 13)

The PCs can only reach the boardroom through secret doors in the eastern and western walls. The secret doors are hidden behind life-sized portraits of wealthy, rakish individuals, surrounded by women and riches. The locked secret door in the western wall opens into Area 10A. Dominating the center of the room is a wide hardwood table with a polished top, which appears to be carved from a single slab of marble. Paintings of exquisite quality line the walls, and the room appears to be lit with a continuous yet dim light source.

Four **vampire spawn** and a halfling **vampire** hide within this room to either side of the opened doorway and under the table, using it as cover. A human vampire leans back upon a chair facing the group with a sneer on his cruel black lips, revealing his gleaming white fangs as the PCs enter. He has a rather wicked-looking scythe lying across his lap. **Syther Cross** invites the PCs into the room with a gracious flourish of his silk-sleeved shirt and his wide brimmed and feathered hat:

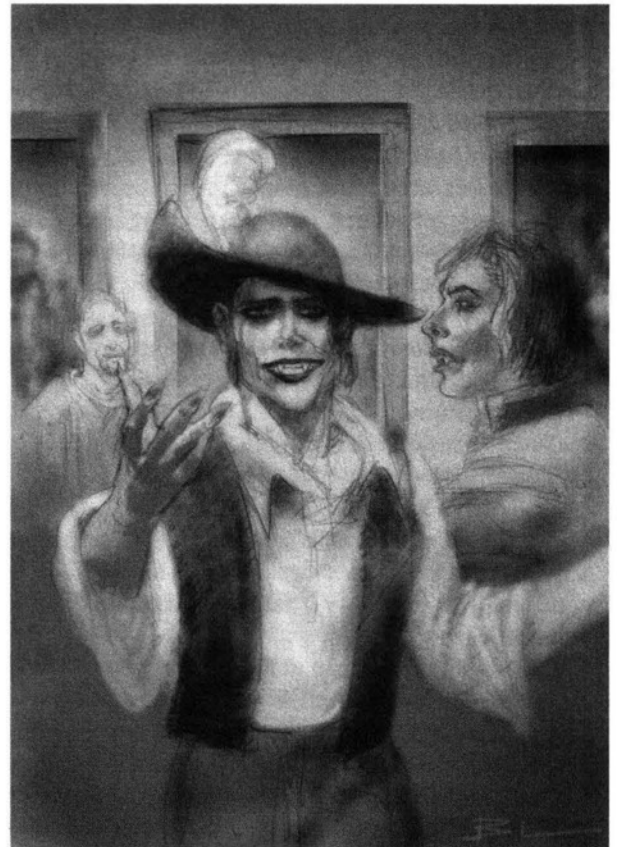
"Welcome, adventurers, we admit to being amazed that you made it this far into the Underguild compound. Surely, you are a dangerous band, and likely we could use you in our operations. If you would consider joining us in our enterprises, we can assure that your conversion will be as painless as we can make it. I like your style, living ones, and I have a proposition to make..."

Syther Cross parleys with the PCs as long as possible, allowing other spawn and guild members that still survive to move in and surround the party. An additional 2d6 spawn and 1d2 additional guild members arrive upon the scene in 6 rounds to join the vampires in the Board Room. These additional vampires may be selected from survivors within the complex at the DM's discretion. Syther offers directions to the lair of the Hand of Death, and suggests that if the PCs take down the guildmaster and his lieutenant Ankoz, that he will see the party richly rewarded with 50,000 gold pieces worth of precious booty taken from the lands listed upon the maps surrounding them in the Board Room. Syther Cross seeks to take the

hollow blade for himself and establish control of the Underguild, placing it under newer and younger management: Syther has only been a vampire for about thirty years and he grows impatient with what he considers the tired and somewhat overly cautious machinations of the Underguild.

Syther Cross, Male Human Vampire Ftr5/Rog5: CR 12; SZ M Undead; HD 10d12; hp 74; Init +11 (Dex, Improved Initiative); Spd 30 ft.; AC 27 (+5 Dex, +6 natural, +6 leather); Attack +16/+11 melee (2d4+11, +2 scythe, crit x4) or +13/+8 melee (1d6+7, slam plus energy drain); SA sneak attack (+3d6), domination (30 ft. range, Will DC 16), energy drain (Fort DC 16 to remove), blood drain (1d4 Con drain), children of the night, create spawn; SQ evasion, uncanny dodge (Dex bonus to AC), damage reduction (15/+1), turn resistance (+4), resistances (cold and electricity 20), gaseous form, spider climb, alternate form, fast healing (5), undead; SV Fort +5, Ref +12, Will +4; AL CE; Str 21, Dex 20, Con —, Int 13, Wis 15, Cha 12.

Skills: Balance +7, Bluff +11, Climb +13, Disable Device +8, Gather information +7, Hide +13, Intimidate +5, Jump +10, Listen +12, Move Silently +13, Read lips +8, Ride +8, Search +13, Sense Motive +10, Spot +18, Swim +8, Tumble +12, Use Rope +9. **Feats:** Alertness, Combat Reflexes, Dodge, Endurance, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Stunning fist, Weapon Focus (scythe), Weapon Specialization (scythe).



VAMPIRES AND LICHES

Languages: Common.

Possessions: +4 leather armor, +2 scythe, and 2000 gp in jewelry.

Manco Money Tongue, Male Halfling Vampire Rog6: CR 8; SZ S Undead; HD 6d12; hp 36; Init +7 (Dex, Improved initiative); Spd 20 ft.; AC 26 (+5 Dex, -6 natural, +1 size, +4 mithral shirt); Atk +8 melee (1d4+3, slam plus energy drain) or +9 melee (1d4+4, +1 hook, crit x4) or +14 ranged (1d4+6, +3 dagger); SA sneak attack (+3d6), domination (range 30 ft., Will DC 14), energy drain (Fortitude DC 14 to remove), blood drain (1d4 Con drain), children of the night, create spawn; SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked), undead, damage reduction (15/+1), turn resistance (+4), resistances (cold and electricity 20), gaseous form, spider climb, alternate form, fast healing (5); SV Fort +3, Ref +13, Will +6 (+8 vs. Fear); AL NE; Str 16, Dex 21, Con —, Int 13, Wis 16, Cha 12.

Skills: Balance +7, Bluff +9, Climb +13, Craft +10 (trapmaking), Disable Device +5, Disguise +6, Escape Artist +13, Hide +19, Innuendo +9, Jump +5, Listen +17, Move Silently +17, Pick Pocket +12, Search +17, Sense Motive +13, Spot +13, Tumble +12, Use Magic Device -6. *Feats:* Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved initiative, Lightning Reflexes, Skill Focus (spot).

Languages: Common, Halfling.

Possessions: +1 hook (as light pick), +3 daggers (x3), mithral chain shirt, 100 platinum pieces.

Manco is devious and diabolical, often pretending to be a human child to pull his scams over unsuspecting marks. He uses his small size and great Hide skill to the utmost, pouncing upon his victims when they least expect it.

Vampire Spawn (4): CR 4; hp 26 each; see the *MM*.

Tactics: If the parley disintegrates into combat (i.e., the PCs attack Syther), he tries to tumble to safety, and then use his Tumble skill to attack spell casters and priests. He also tries to *dominate* fighter types. **Manco Money Tongue** and Syther's hidden **spawn** move in to assault the party, edging in for surprise in the event that their Hide checks succeed against any Spot checks the party makes. Manco tries to remain hidden at all times. If the fight goes badly for his side, he changes to bat form and moves to Area 19b. Unless utterly destroyed by a cleric, the vampires assume gaseous form when close to defeat and move to their coffins to reform and fight again, now armed with a better understanding of the PCs' tactics.

Additional Room Details: Amidst the fine paintings are wall maps detailing various cities and empires of the civilized lands, as well as the names of Underguild operators in these territories. You (the DM) could use such maps to introduce new campaigns. The paintings on the walls are of great value to collectors, three of which are considered lost treasures of the art world. Any bards that make a Bardic Knowledge check (DC 25) know something of the nature of each. Characters making a success-

ful Appraise check (DC 25) can give a near exact estimate of their worth.

Treasure: Three of the paintings are high art, detailed below.

- **Only By Sunrise** by Umberto, a famous painter who weaves illusions into his paintings. The painting shows the majestic sunrise over the jeweled cityscape of Bard's Gate. The command word "Cyrillia" is hidden in the painting amongst the crenellations of the Keep. This painting is a particular favorite of Sangre, the Hand of Death, who views the illusion when holding the *hollow blade*, as if he were alive. **Value:** 10,000 gp.

- **Cult of Wights**, the artist unknown but attributed to P.H.T. Farcevol, a notorious necromancer. This cult piece has great value to a specialized group of collectors who enjoy gruesome art. The painting, horrific in its ultra realism and delicate brush stroke, features a pack of wights feasting on chained sacrifices as cultists in the black robes of Orcus observe. The painting has been copied many times, though this piece is the original. **Value:** 1,000 gp, to the proper collector the painting could net as much as 6,000 gp.

- **Queen of Parnuble**, artist unknown. The painting features Tuiliar the elven Queen of arboreal Parnuble. The theft of this painting is considered one of Sangre's first great heists. The painting eventually found its way to the Museo, in Rheme, where it was stolen while on loan from the royal family of Parnuble. Its theft caused quite a scandal and the elves of Parnuble excised a great tax upon Rheme to punish the great port city for not protecting their property. **Value:** 6,000 gp.

Other paintings are of excellent quality, but none are as famous as the first three. **Value:** 1,200 gp, 750 gp, 900 gp, 500 gp, wall maps with notes are of unlimited value to authorities, vampire hunters, and underworld groups seeking to eliminate spies within their midst.

10a. Collapsed Wall Trap (EL 2)

The secret door in the western wall opens into a corridor that runs north and south. The southern section of corridor ends after 10 feet in a collapsed wall, crudely beamed and buttressed with planks of wood. Anyone making a Spot check (DC 15) notices flecks of gold glinting amongst the broken stones. The "gold" is in fact iron pyrite—fool's gold. Any dwarf making even a casual observance of the "gold" can make an Appraise check (DC 15) to determine its worthlessness. The entire 10-foot section is a tilting floor trap. Individuals stepping onto this section for as long as one round are dropped down a chute and thrown into a sewer pipe draining into Area 20.

Tilting Floor Trap: CR 2; no attack roll necessary; Reflex Save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

II: Prison Chamber of Go'Loke (EL 15)

This 50 feet in diameter circular chamber is inscribed with silver runes that glows with an unnatural green light. Sitting in the center of the circle is a large figure with two huge pincers and a pair of clawed hands sprouting from its chest. Sitting cross-legged before him is a muscular figure with a deathly pallor. The many-armed beast emanates an unholy aura as he turns his horned head to the party, shaking a set of dice in one of his clawed hands.

The demon is **Go'Loke, a glabrezu**. The guild summoned him here 200 years ago as further protection for its lair. At that time, Ankoz crafted a permanent *magic circle against evil* etched in silver to lock the demon within the chamber. Once the *circle* was set in place, treasure seekers entering the archway of **Swirling Yellow Mist** in Area 1 would have an interesting welcome to the guild stronghold. Go'Loke has had little to entertain himself with all these years except for a set of dice left behind as some cruel joke by Ankoz. Go'Loke has spent the last 10 years throwing bones with **Jo'Mena**, his **ghoul** whom he treats like a dog most of the time and never lets win at dice.

Note: Anyone of good alignment may open the northern door to this chamber. Doing so, however, breaks the circle that has kept Go'Loke prisoner all this time. Should this happen, Go'Loke attacks the PCs, hoping to kill them and track down Ankoz, seeking to get his revenge. Should a PC enter from area 1C into the chamber, Go'Loke immediately attacks the party.

Tactics: Go'Loke rattles the dice in his hand pointing to the party members and naming them off by number of the individual he is going to kill, calling out such things as "come on baby, come on seven, seven come eleven, daddy needs a new soul!" as Jo'Mena cowers in the corner trying to avoid combat. If approached, Jo'Mena feebly lashes out with the *gauntlet of rust*, and his paralyzing attack. If the northern doorway is opened before combat or during by a character of good alignment, Go'Loke fights until he is nearly destroyed before *plane shifting* away to heal up, coming back later to gain his revenge upon Ankoz.

Go'Loke the Demon (Glabrezu): CR 15; hp 85; see the *MM*.

Jo'Mena the Ghoul: CR 1; hp 13; *gauntlet of rust*; see the *MM*.

Jo'Mena was a spoiled chieftain's son of the Bu'ulamin tribe. His mother was a half-hag. Jo'Mena had a penchant for taking things that were not his. He thought fit to sneak into the ruin and find the secret entrance to the Underguild's infamous sewers. That was 10 years ago. Finding the fountain above the sewer entrance, he flipped the switch and descended the staircase, entering the room of swirling archways. Entering the Swirling Yellow Archway he found himself face to face with Go'Loke, who offered him a game of chance, the pile of treasure he had

collected from 180 years of dead adventurers for Jo'Mena's soul. Of course Jo'Mena bet his soul and lost, being transformed almost instantly into the pitiful ghoul that he is today.

Treasure: An inventory of the chamber reveals the following items that Go'Loke has hoarded over the years of his imprisonment. 6,526 gp, 15 gems worth 600 gp (x2), 500 gp, 400 gp (x2), 200 gp (x3), 125 gp (x3), and 50 gp (x4), respectively.

12: Eastern Pump House (El 9)

The secret door in the eastern wall of the Pump House reveals a damp chamber filled with many leaking pipes, as well as highly advanced ancient technological marvels that are part of the nerve center for the sewer and aqueduct system of Kil Kath Kesh and its massive hydraulics. Any character that makes a Search check (DC 22) finds four large bronze wheels mounted in the walls, two in the west, and one in the south and one in the eastern wall.

Hidden amongst the maze of pipes along the ceiling are a gang of **6 vampire spawn**, who have been assigned by Sangre to guard this pump room from intruders.

Vampire Spawn (6): CR 4; 26 hp; see the *MM*.

The Bronze Pump Wheels

The four bronze pump wheels control the flow of water and sewage to the sewers, as well as the hydraulic controls of several of the mechanical traps within the dungeon. Turning any of the pump wheels clockwise results unchanged sewage levels in Area 20, however the strength of the current drops by 1/8th relative to the number of pumps turned off.

Pump Wheel A

Turning this pump clockwise until it stops shuts off the hydraulic pressure to the covered pit traps in Area 4. A successful Listen check (DC 24) notes that there is a sound of decreasing water pressure as the wheel is turned. Turning this pump counter clockwise until it stops increases the sewage depth in Area 20 by 2 feet.

Pump Wheel B

Turning the pump clockwise until it stops turning shuts off hydraulic pressure to the impaling trap in Area 7, automatically disarming the trap. A PC making a Listen check (DC 22) notes that there is a sound of decreasing water pressure as the wheel is turned. Turning the pump counter-clockwise increases the sewage depth in Area 20 by 4 feet, and doubles the strength of the whirlpool in Area 22.

Pump Wheel C

Turning this pump wheel clockwise until it stops turning shuts off the hydraulic pressure to the trap in Area 9; as before, anyone making a successful Listen checks (DC

22) notices a significant reduction in ambient water pressure noise. Turning the bronze wheel counter-clockwise results in an increased volume of sewage pumping into Area 30, raising its original depth by 8 feet and filling hallways outside Areas 5, 12, and 13 to a depth of 3 feet. If the door to Area 12 has not been closed by the party after entering the chamber, the foul waters begin to spill into this room and other opened rooms at this time. The 3-foot-deep wave of sewage reduces movement rates by 1/4, requiring characters to make a Reflex save (DC 10) to avoid falling and being dragged by the currents of the waters into the whirlpools in Areas 22 and 23.

Pump Wheel D

Turning this pump clockwise turns off the tilting floor traps in Areas 5 and 10b; there is a resounding clank at this time as if something large is unlocking off to the north. Turning the wheel counter-clockwise fills area 20 almost to the ceiling with sewage, filling the hallways and opened rooms with a 7-foot-high surge of raw waste, and quadrupling the strength of the whirlpool in Area 22.

Filling the sewers in this fashion releases Methallogot from her imprisonment in area 22. Anyone making a Listen check (DC 22) hears her roar through the murky sewage that now fills the dungeon.

13: Lair of Hotchka

13a: Hotchka the Medusa (EL 14)

This chamber is missing a large chunk of wall in the northwestern corner of the room. It has locked bronze bound doors in the northwest and southeastern corners. A trio of medium-sized figures sits near a flaming bronze brazier. As the tallest of the figures turns to face the party, her eyes glow a demonic blue as she reaches for an arrow from her quiver. A pair of statues reflects the dancing fire glow of the brazier as the woman draws her bow, her hair waving like a nest of snakes.

This chamber is the lair of Hotchka, a medusa whom Sangre transformed into the unliving nearly a hundred years ago. Cainbry, a half-elven vampire sorcerer, and Phryc the Unloved, a half-orc guild enforcer, join Hotchka in her lair.

Hotchka, Female Medusa Vampire Rog4: CR 13; SZ M Undead; HD 10d12; hp 71; Init +12 (Dex, Improved Initiative); Spd 30 ft.; AC 27 (+8 Dex, +9 natural); Atk +13/+8 melee (1d8+4, longsword, crit 19-20), or +13/+8 meleee(1d6+4, slam plus energy drain) or +17/+12 melee (1d4, snakes plus poison) or +20/+15 ranged (1d8+8, +1 mighty composite longbow w/ +3 arrows, crit x3, range 165 ft. [Far Shot feat]); SA sneak attack (+2d6), petrifying gaze (range 30 ft., Fortitude DC 20), poison (snakes, Fortitude DC 13, 1d6 Str damage/2d6 Str damage), domination (range 30 ft., Will DC 20), energy drain (Fortitude DC 20 to remove), blood drain (1d4 Con drain), children of the night, create spawn; SQ eva-

sion, uncanny dodge (Dex bonus to AC), damage reduction (15/+1), turn resistance (+4), resistances (cold and electricity 20), gaseous form, spider climb, alternate form, fast healing (5), undead; AL CE; SV Fort +6, Ref +22, Will +13; Str 19, Dex 26, Con —, Int 20, Wis 19, Cha 20.

* Hotchka decides which gaze ability to use each round (domination or petrification).

Skills: Bluff +22, Decipher Script +9, Diplomacy +12, Disguise +14, Escape Artist +12, Gather Information +9, Hide +16, Intimidate +11, Jump +11, Listen +17, Move Silently +23, Pick Pocket +14, Profession (carpenter) +7, Read Lips +9, Search +17, Sense Motive +12, Spot +23, Tumble +13, Use Magic Device +9. *Feats:* Alertness, Combat Reflexes, Dodge, Improved Initiative, Far Shot, Lightning Reflexes, Point Blank Shot, Precise Shot, Weapon Finesse (snakes).

Languages: Common, Undercommon.

Possessions: Longsword, +1 mighty composite longbow (Str +4), +3 arrows (x20), +3 cloak of resistance.

Cainbry, Male Human Vampire, Rog6: CR 8; SZ M Undead; HD 6d12; hp 39; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 24 (+4 Dex, +6 natural, +4 armor); Atk +8 melee (1d6+3 slam plus energy drain) or +11 ranged (1d4+3, +3 sling, range 50 ft.); SA sneak attack (+3d6), domination (range 30 ft., Will DC 16), energy drain (Fortitude DC 16 to remove), blood drain (1d4 Con drain), children of the night, create spawn; SQ uncanny dodge (Dex bonus to AC, can't be flanked), evasion, undead, damage reduction (15/+1), turn resistance (+4), resistances (cold and electricity 20), gaseous form, spider climb, alternate form, fast healing (5); AL CE; SV Fort +4, Ref +11, Will +4; Str 14, Dex 19, Con —, Int 13, Wis 15, Cha 16.

Skills: Balance +11, Bluff +14, Climb +9, Diplomacy +5, Escape Artist +13, Gather Information +9, Hide +19, Innuendo +9, Intimidate +11, Listen +18, Move Silently +20, Pick Pocket +6, Search +12, Sense Motive +12, Spot +16, Tumble +12. *Feats:* Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Weapon Finesse (slam).

Languages: Common.

Possessions: +2 leather armor, thunderstones (x4), sling, +3 sling bullets (x20).

Phryc, Male Half Orc Vampire Ftr4/Rog3: CR 9; SZ M Undead; HD 7d12; hp 57; Init +8 (Dex, Improved Initiative); Spd 40 ft. (boots of striding and springing); AC 25 (+0 max Dex, +6 natural, +9 half-plate); Atk +12/+7 melee (1d8+5, longsword, crit 19-20) or +11/+6 melee (1d6+7, slam plus energy drain); SA domination (Will DC 14), energy drain (Fort DC 14 to remove), children of the night, blood drain, create spawn; SQ damage reduction (15/+1), turn resistance (+4), resistances (cold and electricity 20), gaseous form, alternate form, spider climb, fast healing (5), undead; AL CE; SV Fort +5, Ref +10, Will +4; Str 20, Dex 18, Con —, Int 12, Wis 15, Cha 12.

Skills: Alchemy +3, Appraise +5, Balance +3, Bluff +9, Hide +11, Jump +14, Listen +12, Move Silently +18, Search +9, Sense Motive +10, Spot +17, Swim -1, Tumble +3. **Feats:** Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (longsword).

Languages: Common.

Possessions: boots of striding and springing, +2 half-plate of silent moves, longsword.

Tactics: Hotchka immediately attempts to catch the gaze of the PCs as they open the door, using her gaze to turn the intruders to stone. Phryc and Cainbry tumble out of sight and immediately attempt to hide, waiting to sneak attack whoever enters the chamber as Hotchka tries to turn foes to stone while firing her mighty bow at lightly armored targets.

13b: The Never-Ending Corridor

The bronze bound door in the northwestern corner of Area 13a is protected by an *arcane lock* spell. The door opens to reveal a dark corridor of polished black diorite, approximately 80 feet deep, with a similar door upon the far end of the corridor. As soon as the PCs have traveled 40 feet down the corridor, allow them Spot checks (DC 15) to notice that they are still 80 feet from the door. Turning around to look the other way, they find that they are 80 feet from the door they exited as well. Continuing to move forward down the hall increases this distance away by a proportionate distance to that which the party moves; in other words, if the party moves 10 feet, the door appears 10 feet farther away.

This corridor is shielded against Transmutation, to a dangerous and possibly deadly effect. Should PCs attempt to cast *dimension door*, *teleport*, or *plane shift* to escape the corridor, roll 1d6 to let fate determine the result.

1-2. Caster is *teleported* to Area 21 to become a snack for Methaloggot.

3. *Teleported* to Area 11, to become the demon's new craps partner.

4. *Teleported* into the whirlpool in Area 23.

5. *Teleported* to an empty, locked burial vault in Area 14.

6. *Teleported* to the **Fountain Entrance to the Underguild**.

13c: Sewer Skiff

The break in the northeastern wall opens into area 20. The stench rising from this river of fouled water and ancient sewage causes all who smell it to make a Fortitude save (DC 15) or be nauseated for the remainder of their time in the Sewers of the Underguild, suffering a -1 circumstance penalty to any skill checks, attack rolls, and saves.

A finely crafted boat of unknown material lies submerged in the mire of sewage, tied off to a fine copper

chain looped through a bronze ring set in the hard ancient stone. Anyone making a Strength check (DC 22) can pull the boat to the surface, where it becomes instantly clean and free of any foulness. The boat has a pair of oars made of the same unknown material, and it can be used to navigate the river of raw sewage in Area 20. The boat holds up to 6 passengers and their gear. It is non-magical, but is of an ancient craftsmanship and building material that allows it to bear weight in excess of 2,400 pounds without sinking.

14: Crypts of the Underguild (EL variable)

A locked secret door leads into this hidden chamber, lined from floor to ceiling on the northern and western walls with bronze plated burial vaults. Several pairs of glowing blood red eyes peer out of the darkness. Suddenly, a quartet of vampire pawn slink out of the darkness, their blackened lips parting to reveal gleaming white canine teeth, razor sharp and longing for blood.

Four vampire spawn guard the crypt room, along with any full vampires previously encountered who have regenerated sufficiently to fight off intruders. These vampires do not include Ykthool.

Tactics: The vampires use any and every means at their disposal to protect the burial vaults, including remaining spells, potions, scrolls and charges on wands, or other magic items that they may have.

Note: Previously defeated vampires who have not healed within their vault to at least 1 hit point are locked within their vault, helpless.

Additional Room Information: The vampires' vaults are closed and locked with a bronze plate scribed with the name and epitaph of each of the undead. The vaults are 2 feet tall and 4 feet wide, comprising 6 columns of bronze plated vaults. Each column has 5 vaults, making a total of 30 vaults for vampires and their spawn. Personal possessions and treasure of each vampire are found within the vaults. Each vault has a spring-loaded bed with finely crafted wheels, its "slab" pulling out in a similar fashion to a modern morgue vault.

Locked Bronze Vaults: 3 in. thick; Hardness 10; hp 90; Break (DC 28); Open Lock (DC 28).

Treasure: Guild members' personal items from descriptions are found within their perspective vaults, for example, Memze the Lame's +3 *cloak of natural armor*, *scroll of 2 arcane spells (deeper darkness [x2])*, and *wand of lightning* (20 charges), are found within his vault, in the event that he is reduced to negative hit points and was forced into his vault for healing.

Additional Treasure: 2,669 gp, *potion of alter self*, *potion of Wisdom* (cursed, subtracts 134+1 Wisdom for 3 hours), *potion of sneaking*, *cloak of arachnids* (limited, functions only at night).

15: Western Blood Fountain and Vampiric Ooze (EL 8)

The eastern wall of the room is dominated by a large wolf's-head-fountain, dripping thick red blood from its jaws into a 6-foot-diameter stone bowl at its feet. Written in glowing runes of Celestial origin but in the Abyssal language are the following words "*Wield we on the night-mares path through the innocence of Blood.*" Characters making a Decipher Script check (DC 24) can translate this message easily.

As the last party member steps from the fountain, the blood within it begins to gurgle and congeal with a gelatinous thickness, pouring onto the floor with a sickly slurping noise as it lashes out. An amalgam of all the party's hate, pain, greed, fears and jealousy, the **vampiric ooze*** lashes its pseudopods at the nearest party member to it with a vicious slam attack. As the party turns to face the new horror, they see momentarily within the rippling of its syrupy surface a reflection of their own darkness.

Vampiric Ooze: CR 8; SZ L Undead; HD 8d12; hp 52; Init -5 (Dex); Spd 10 ft., climb 10 ft.; AC 4 (-5 Dex, -1 size); Atk +7 melee (2d4+3, slam plus energy drain); SA improved grab (grapple bonus +12), energy drain (1 negative level, Fortitude DC 9 to remove), create spawn; SQ undead, ooze qualities, split, blindsight, sunlight vulnerability; AL CE; SV Fort +2, Ref -3, Will +1; Str 15, Dex 1, Con —, Int —, Wis 1, Cha 1.

Note: The vampiric ooze is detailed in the Monster Appendix and the *Tome of Horrors* by Necromancer Games.

Tactics: The vampiric ooze attacks the same target until it has absorbed the life force of that target before moving on, attempting to envelop and constrict its prey while energy draining. If the creature splits while attacked, both split halves attack the same target.

After the vampiric ooze in the fountain is defeated, the blood pouring from the fountain transforms to pure clean water, completely potable and crystal clear. The fountain when re-entered teleports individuals instantly to area 8 and vice versa with no further difficulties.

Inspecting the room with a successful Search check (DC 24) reveals a secret door behind the blood fountain, which leads to Area 16.

16: Western Pump Room

The secret door from Area 15 leads to the second pump room of the ancient sewer system. Large pipes of bronze and ceramic run along the ceilings and up the walls, which are fitted with four bronze pump wheels. Unlike the pump wheels in Area 8, these bronze pump wheels, when cranked simultaneously clockwise, remove the stone block in area 1, as long as the pumps in Area 12 have been shut off. This creates an exit to the Sewers of the Underguild. The secondary effect of shutting off the pumps is to turn off the whirlpools in Areas 22 and 23, as

well as lowering the sewer level to a depth of 4 feet. Cranking any of the pump wheels counter-clockwise has no other effect.

17: Ykthool's Cloister (EL 6)

Behind the locked door is a richly appointed chamber with polished hardwood paneling and silk wall hangings. A canopied four-poster coffin rests elegantly in the northeastern corner of the chamber. An ornate mirror with a frame of solid gold faces the door. Holy symbols featuring a skull pierced with a bident, also made of solid gold hang upon the walls, along with unusually realistic paintings of men and women of all races just as death takes them, their pale, drawn faces holding the last vestiges of life.

Ykthool spends most of his time within the shrine of Thanatos, Area 18b. Ykthool has little fear of losing this coffin to any enemies foolish enough to penetrate this far into the Underguilds' lair.

The mirror facing the door is a foul and deadly trick given as gift from Thanatos to one who remembers the old ways. See the sidebar for details on the *mirror of abyssal damnation*.

The Mirror of Abyssal Damnation

Individuals gazing into the *mirror of Abyssal damnation* must make a Will Save (DC 20) or have their soul sucked into the Abyss, lost and wandering amongst hordes of demons. These individuals are instantly replaced with chaotic evil clones of themselves, bearing arms and equipment that is an exact duplicate of that which their other form bore. Individuals who are already of chaotic evil alignment are immune to the mirror's effect. Destroying the mirror causes the individual thus trapped in the abyss to be lost forever, nothing short of a *wish* spell able to bring them back. Killing the clone of the switched character allows the trapped individual a second Will save (DC 20) to find their way back to the mirror portal and escape.

Caster Level: 18th; *Weight:* 25 lb.

The locked and trapped coffin in the northeastern corner of the chamber is the resting-place of Ykthool, vampire priest of Thanatos. Touching the coffin in any way releases the *blade barrier* trap.

Blade Barrier Trap: CR 6; 30-ft radius; *blade barrier* (11d6 points of damage); Reflex save (DC 19) avoids; Search (DC 31); Disable Device (DC 31).

Note: Casting *bless* upon the coffin or pouring holy water into it after removing the graveyard dirt denies Ykthool his resting place, requiring him to return to the

Area 14: Crypts of the Underguild, or some other location to rest until healed.

Treasure: The silk-lined coffin is stitched with 50 diamonds, valued at 100 gp each. A *bag of holding* of the smallest size contains a *divine scroll* (*slay living*, caster level 10). Tearing out the silk lining of the coffin reveals 20 lbs. of graveyard dirt, valued as a spell component to necromancers and certain sects of priests. The four silk wall hangings are valued at 200 gp each, and the two paintings could gain 200 gp each from a collector. Last, but not least the *mirror of abyssal damnation*.

18a: Entrance to Shrine of Thanatos (EL 4)

The secret door opens onto corridor with an elaborately carved ebon wood door in the southern wall. A symbol of a silver skull with two daggers driven through it in an "x" pattern is inlaid upon the floor. The floor beyond the locked secret door leading to the shrine of Thanatos is trapped to trigger an *enervation* trap on any living beings that cross the threshold.

Enervation Trap: CR 4; +10 ranged touch (1d4 negative energy levels), 200 ft. range; *enervation* (10th level); Search (DC 29); Disable Device (DC 29).

18b: Shrine of Thanatos (EL 13)

Directly across from the door is a black altar engraved with skulls of silver, with a white silk cloth set over it, bearing a bowl and candelabra of pure platinum and a skull of deepest black. Behind the altar stands an 11-foot-tall statue in dark gray marble of a beautiful and cruel woman, perhaps an elf. In the statue's right hand is a solid iron bident, its two forked prongs a foul black. An obsidian skull resting on the floor reflects a glinting and malevolent light within the dimly lit room. A large silver pentagram with a silver skull decorates the floor in the center of the room, and the low sounds of chanting can be heard from somewhere within the chamber.

Ykthool begun preparing his defensive spells as the PCs enter the chamber, having likely heard them fiddle with the traps outside the door to the Shrine, cloaking himself in *sanctuary* as he prepares his strongest powers.

As soon as the threshold of the chamber is crossed by a living being, the **Statue of Thanatos** animates and attacks. The statue is a gift to Ykthool from Orcus in his guise as Thanatos the Fallen, deliverer of the dead. Orcus appreciates a high priest who remembers the old ways.

Ykthool, Male Human Vampire Clr11 (Thanatos): CR 13; SZ M Undead; HD 11d12; hp 63; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 29 (+0 max Dex, +10 armor, +3 shield, +6 natural); Atk +12/+7 melee (1d6+4, slam plus energy drain); SA domination (range 30 ft., Will DC 20), energy drain (Fortitude DC 20 to remove), blood drain (1d4 Con drain), children of the night, create spawn, death touch (1/day), smite (1/day); SQ damage reduction (15/+1), turn resistance (+4), resistances (cold and electricity 20), gaseous form, spider climb, alternate form, fast healing (5), rebuke undead (7/

day), undead; AL CE; SV Fort +7, Ref +8, Will +12; Str 18, Dex 16, Con —, Int 13, Wis 20, Cha 20.

Skills: Bluff +13, Concentration +16, Heal +10, Hide +5, Knowledge (religion) +12, Listen +15, Move Silently +5, Profession (scribe) +13, Scry +9, Search +9, Sense Motive +13, Speak Language (Abyssal), Spot +15. **Feats:** Alertness, Combat Reflexes, Dodge, Empower Spell, Extend Spell, Improved Initiative, Lightning Reflexes, Maximize Spell, Leadership, Quicken Spell.

Unholy Spells Prepared (6/7/5/5/4/3/1; base DC 15 + spell level): 0—create water, detect magic, detect poison, inflict minor wounds, mending, read magic; 1st—bane (x2), command (x2), divine favor, doom, shield of faith; 2nd—bull's strength, darkness, desecrate, hold person (x2); 3rd—animate dead, bestow curse, contagion, deeper darkness, protection from elements; 4th—freedom of movement, poison, summon monster IV, inflict critical wounds; 5th—circle of doom, plane shift, *slay living*; 5th—harm.

Domain Spells (Death, Destruction): 1st—inflict light wounds; 2nd—death knell; 3rd—contagion; 4th—inflict critical wounds; 5th—*slay living*; 6th—harm.

Domain Powers: Death touch 1/day, killing any touched creature who's current hit points are at equaled or exceeded on 1d6; Smite 1/day for a +4 bonus to hit and +11 on the damage.

Languages: Common, Abyssal.

Possessions: +2 full plate, +2 small steel shield.

Statue of Thanatos, Advanced Stone Golem: CR 11; SZ L Construct; HD 16d10; hp 88; Init -1 (Dex); Spd 20 ft. (can't run); AC 26 (-1 size, -1 Dex, +18 natural); Atk +20 melee (2d10+9 [x2], slams) or +20/+15 melee (2d6+13, large trident); Reach 10 ft.; SA *slow* (range 10 ft., 7 rounds, Will DC 13 negates); SQ construct, magic immunity, damage reduction (30/+2); AL N; SV Fort +5, Ref +4, Will +5; Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1.

Tactics: Ykthool remains hidden, using his *sanctuary* spell to further build his defenses. By the time the party enters, he has cast *bull's strength*, *divine favor*, *shield of faith*, *protection from elements (fire)*, *freedom of movement*, and *desecrate* - waiting for the party to become occupied with the stone golem before casting *slay living* on the party's cleric, paladin, or wizard. When reduced to 0 hit points, Ykthool dissolves to gaseous form.

Hidden carefully in Abyssal script within the silver pentagram on the floor are these words "Through the blood of mortal sacrificed is the invitation made, to the master of Underguild, in Death's fine name, let the living blood be paid." Characters making a Search check (DC 20) find these hidden words, and if they make a Decipher Script check (DC 25) they can translate the message.

A character of good alignment filling the platinum bowl atop the altar with blood teleports all living beings within the shrine of Thanatos to Area 24, no saving throw.

Treasure: Sitting atop the altar is the platinum sacrificial bowl valued at 4,000 gp, four platinum candle sticks

of 100 gp value each, four black *candles of evocation* (chaotic evil), and a *darkskull*.

19: Slave Chambers of the Underguild

Beyond this locked door lies the passage to the poor souls who serve as blood slaves of the Underguild.

19a: The Trapped Prison Entrance (EL 10)

An L-shaped corridor lined with torches lit with *continual flame* turns southwest to another locked door after a distance of 30 feet. The corridor is trapped with a crushing wall trap that triggers as travelers cross the elbow curve, its disarming device located in a wall sconce containing a guttering torch.

Crushing Wall Trap: CR 10; no attack roll required (20d6 points of damage); Search (DC 20); Disable Device (DC 25).

19b: The Slave Cages.

Eight iron-barred cells contain the unfortunate blood slaves of the Underguild, charmed and drawn, their necks and arms and thighs covered in fang marks and bruises from their nightly bleeding and seduction. Each of the 8 prisoners, 2 elves and 6 humans, were selected for their beauty and vitality to serve the Underguild. The slaves are under the effect of a *charm monster* spell placed upon them by Ankoz, and are thus docile and unwilling to leave their cells. A successful *dispel magic* or *break enchantment* removes the charm. One of the prisoners, **Ayissa**, an elf sorceress, is willing to join the party if rescued, healed, and outfitted for war against the Underguild. If her offer goes unheeded, she merely teleports to her home. If Manco's team was defeated in a fight with Syther, he comes here and attempts to charm Ayissa into telling the party he is her little brother and must also be "rescued" by the party.

Ayissa, Female Human Sor10 (currently Sor2*): CR 10; SZ M; HD 10d4+40; hp 59; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk +3 melee (-5 melee) (1d3-2 subdual, unarmed strike); AL NG; SV Fort +7 (-1)*, Ref +4 (-4)*, Will +7 (-1)*; Str 7, Dex 12, Con 18, Int 12, Wis 10, Cha 19. * Parenthetical values represent current levels due to penalties bestowed by negative levels.

Skills: Alchemy +14 (+6), Concentration +14 (+6), Hide +1 (-7), Listen +2 (-6), Move Silently +1 (-7), Ride +3 (-5), Scry +12 (+4), Speak Language (Draconic), Spellcraft +13 (+5), Spot +2 (-6). **Feats:** Alertness, Craft Rod, Enlarge Spell, Leadership, Maximize Spell.

Arcane Spells Known (Cast per Day 6/7/7/7/5 [0]/3 [0]**; base DC 14 + spell level): 0—dancing lights, detect magic, detect poison, ghost sound, light, mage hand, prestidigitation, ray of frost, read magic; 1st—burning hands, charm person, chill touch, feather fall, magic missile; 2nd—blur, levitate, Mel's acid arrow, mirror image;

3rd—blink, clairaudience/clairvoyance, fireball; 4th—fire shield, polymorph self; 5th—summon monster V. ** The current number of spells available per level are in braces if different from her normal amounts due to negative levels.

Languages: Common, Elven, and Draconic.

The Brotherhood of Skulls, a pirate band led by the notorious Captain Cho Sun, took Ayissa prisoner, and sold her into slavery. Her beauty and strength have captivated both Ankoz and Sangre, causing a minor rift between the two. Ayissa alludes to wild blood orgies that take place within the master's chamber where the guild members gather for their feast. She tells the party that the slaves are gathered every other night from their prison and led to a Shrine of Thanatos, where one of their numbers blood is used to fill a bowl of platinum teleporting them all instantly to the chamber of the one known as the Hand of Death, whom she has overheard Ankoz refer to as Sangre.

20. The Sewer Cavern

This vast, twisting cavern is truly a river of raw filth. The cavern has a ceiling 40 feet high, with the river of filth averaging 20 feet in depth. Stretching nearly 400 feet from the Area 21 the cavern averages 30 feet in width, until it reaches its widest part surrounding Area 24 where the cavern is approximately 120-feet-wide by 70-feet-long.

River of Filth: Individuals falling into the river of filth must make a Swim check (DC 20) to keep their head above the putrid water in this dangerous current. Anyone falling into the current near Area 22 moves at a rate of 20 feet per round, accelerating by 10 feet per round the closer they get to the whirlpool. Furthermore, individuals falling into the river of filth must make a Fortitude save (DC 12) or become infected with Filth Fever. If they fall into the pool below Area 13a, characters must continue to make Swim checks each round as they are drawn towards Area 23. Anyone failing their Swim check by more than 5 goes under water and begins to drown. See the *DMG* for details on drowning.

21: Altar of Filth (EL 15)

At the far northern end of the cavern, a cyclopean altar of pure foulness rises 10 feet above the putrid waters. The carved visage of a froglike face stares out at all viewers, its wide mouth open with a great fountain of filth pouring from it. The filth bathes a large reptilian figure, bound with a collar and chains of pure adamantite, most of its great bulk hidden beneath the foul waters of the underground river. The serpents yellow eyes stare menacingly at all who approach.

This is the prison of **Methallogot the Foul**, an old black dragon.

Methallogot has been chained here for 300 years. Lured to the Sewers of the Underguild with the scent of

easy money in her nostrils, Methaloggot had no idea of the surprise the Underguild had in store for her. After falling for a sinister trap of treasure and glittering gemstones atop the ancient stone platform, the dragon realized her folly. Ankoz and Ykthool blasted the young dragon with magic as Sangre slipped the adamantine noose about her horned head unseen. He then sliced her wings from her back with the *hollow blade*. Then, casting a great and powerful ritual, Ankoz consecrated the altar in the name of Tsathogga, and Ykthool blessed it in the name of Thanatos.

Methaloggot, Female, Old Black Dragon: CR 15; SZ H Dragon (Water); HD 25d12+125; hp 287; Init +4 (Improved Initiative); Spd 60 ft., fly – (wingless), swim 60 ft.; AC 32 (-2 size, +24 natural); Atk +32 melee (2d8+9, bite), +27 melee (2d6+4 [x2], claws), and +27 melee (2d6+13, tail slap); Face/Reach 10 ft. x 20 ft./10 ft.; SA breath weapon (line of acid 100-ft.-long by 5-ft.-wide, Reflex DC 27, 16d4), spell-like abilities, spells (7th-level), frightful presence (240 ft., Will DC 24), crush (2d8+9, small or littler opponents, Reflex DC 27); SQ blindsight (240 ft.), damage reduction (10/+1), immunities, keen senses, water breathing, SR (22), darkvision (800 ft.), darkness (3/day, 80-ft.-radius), corrupt water, plant growth (1/day); AL CE; SV Fort +19, Ref +14, Will +16; Str 29, Dex 10, Con 21, Int 14, Wis 15, Cha 14.

Skills: Bluff +27, Concentration +30, Diplomacy +31, Escape Artist +25, Intimidate +4, Listen +27, Search +27, Sense Motive +27, Spellcraft +27, Spot +27. **Feats:** Cleave, Flyby Attack, Hover, Improved Initiative, Power Attack, Snatch, Spell Focus (Evocation).

Arcane Spells Known (Cast per day: 6/7/7/3; base DC 12 [Evocation DC 14]+ spell level): 0—daze, detect magic, detect poison, disrupt undead, flare, mage hand, read magic; 1st—alarm, endure elements, mage armor, magic missile, shield; 2nd—Mel's acid arrow, protection from arrows, web; 3rd—dispel magic, haste.

Languages: Abyssal, Aquan, Common, Draconic.

Methaloggot uses any spells and tactics that increase her armor class and create havoc amongst the PCs. Often using her darkness ability, she sets the battleground so her opponents are at the greatest disadvantage while her blindsight permits her to continue to effectively combat here enemies. Methaloggot, having no wings, receives no wing buffet attack.

Altar of Filth (EL 5): The Altar of Filth generates an aura of absolute evil. Even touching the altar with one's flesh requires the individual to make a Fortitude save (DC 14) or become infected with the disease Slimy Doom. The altar can only be destroyed by first casting *clean*, *bless*, and *create water* over the altar, followed by simultaneously casting *remove curse* and *dispel magic* upon the altar with a targeted dispel against a Caster Level check (DC 23). Once this is done, the face of Tsathogga shatters and breaks from the altar, and pure water begins to pour from the pipe where his mouth once was. A bard that makes a Bardic Knowledge check (DC 27) will un-

derstand the exact process by which the altar may be destroyed, with the *legend lore* spell being the only other method of discovering this truly arcane secret.

22. The Big Flush (EL 5)

The northern whirlpool pulls all who come within 30 feet of it into its crushing grasp. A Swim check (DC 30) is required to escape from its clutches; those failing are swallowed by the whirlpool on the following round, taking 6d6 points of crushing damage per round as they are sucked under the foul waters to be spewed out in Area 23, 4 rounds later. Individuals thus trapped are allowed a Constitution check (DC 20) to hold their breath or begin to drown. Consult the drowning rules in the *DMG*. The spell *water breathing* protects individuals from drowning, though only magic that offers damage reduction grants any protection from the crushing force of the whirlpool. Concentration checks within the whirlpool are at a base DC 20 for the purposes of spell casting while caught in the throes of the crushing water.

23. The Southern Whirlpool

This swirling morass of foul water lies before area 24. Individuals sucked through area 22 are vomited forth from the whirlpool here. This whirlpool pushes all things in the vicinity of it towards the walls of the chamber or sends them hurling towards the stone platform where Sangre's Tomb lies, causing an additional 3d6 points of damage. Anyone making a Swim check (DC 25) escapes the power of the whirlpool, allowing the individual to swim to the relative safety of the exterior of Sangre's Tomb. Anyone making a successful Swim Check (DC 20) remains above the surface of the sewage, while others are sucked into one of the 2 sewer pipes draining from the lower end of the cavern at a rate of 20 feet per round. They are eventually swept from the Sewers of the Underguild and deposited 5 miles from the dungeon along a lost waterway.

24. Tomb of Sangre (EL 16 or 18)

The exterior of the Tomb of Sangre looks much like a 60 foot by 60 foot Greek temple with a solid bronze door set in the center of the northern face of the tomb. The tomb is surrounded by columns carved in the shape of robed and hooded figures, each with a short sword held across its chest. The solid bronze door is cast in bas-relief with demonic images that stand astride hoards of treasure.

The door is sealed with an *arcane lock* spell (caster level 12), and trapped with a *disintegration* spell that triggers on any living being who touches or attempts to knock or dispel the trap.

Disintegrate Trap: CR 6; +12 ranged touch (*disintegration*) against the activator; Fortitude save (DC 19) for partial (5d6 points of damage); Search (DC 31); Disable Device (DC 31).

VAMPIRES AND LICHES

The interior of the Tomb of Sangre is richly appointed with large pillows, expensive woven rugs, tapestries, and urns full of jewels. A silver pentagram occupies a 10-foot section of the western end of the chamber, and an ornate coffin sits in the eastern side of the chamber. Carved from ivory and gold, the coffin looks valuable beyond reckoning. The room is dimly lit with torches of *continual flame*, casting shadows throughout the chamber.

If Ankoz has survived, he has taken advantage of any healing (inflict spells in his case) Ykthool saw fit to bestow upon him, placing a *major image* of himself between the entrance and the coffin while he hides invisibly at the southern end of the room, preparing whatever magic he has remaining before switching to his staff. Sangre bides his time in silence; he waits for the PCs to explore the chamber, and as they split up begins his attacks.

Sangre, Male Human Vampire Rog13/Rgr1: CR 16; SZ M Undead; HD 14d12; hp 72; Init +9 (Dex, Improved Initiative); Spd 60 ft. (*boots of striding and springing*); AC 32 (+5 Dex, +6 natural, +7 studded leather, +4 ring); Atk +16/+11 melee (1d6+5, *Hollow blade*, crit 19-20) or +12 melee (1d6+2, slam plus energy drain), or +14/+9 melee (1d6+5, *Hollow blade*, crit 19-20) and +11 melee (1d6+2, +1 *icy burst siangham*); SA sneak attack (+7d6), crippling strike, opportunist, domination (range 30 ft., Will DC 20), energy drain (Fortitude DC 20 to remove), blood drain (1d4 Con drain), children of the night, create spawn;

SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked, +1 against traps), damage reduction (15/+1), turn resistance (+4), resistances (cold and electricity 20), gaseous form, spider climb, alternate form, fast healing (5), undead; AL CE; SV Fort +8, Ref +18, Will +10; Str 14, Dex 20, Con —, Int 12, Wis 17, Cha 16.

Skills: Appraise +13, Balance +7, Bluff +11, Climb +12, Concentration +4, Craft (woodworking) +9, Diplomacy +5, Escape Artist +20, Hide +26, Intimidate +11, Intuit Direction +5, Jump +21, Listen +19, Move Silently +16, Pick Pocket +13, Read Lips +15, Search +13, Sense Motive +20, Spot +17, Swim +14, Tumble +16, Use Rope +7, Wilderness Lore +6. **Feats:** Alertness, [Ambidexterity], Combat Reflexes, Dodge, Exotic Weapon Proficiency (siangham), Far Shot, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Point Blank Shot, Rapid Shot, [Track], [Two-Weapon Fighting], Weapon Focus (short sword).

Languages: Common.

Possessions: *Hollow blade*, +4 *studded leather (shadow)*, +4 *headband of intellect*, +1 *icy burst siangham*, +4 *ring of protection*, *boots of springing and striding*, *amulet of shielding* (20 charges), +3 *cloak of resistance*, *ring of spell storing* (cause moderate wounds x2, CL 10), *potion of haste*, *potion of invisibility*.

Tactics: Sangre, and Ankoz if he still lives, fight with all the skill and experience they possess. Sangre uses his *boots of striding and springing* to move swiftly through



the room, often tumbling into melee to flank, gaining thus the advantage of using his sneak attack, even if he is spotted by a foe. Sangre, however, has a special problem with the party at this moment. If they have delved this far into his lair, the core of the Underguild has now been vanquished. With this in mind, Sangre uses the *hollow blade* to wreak as much havoc upon his foes as he can. If given the opportunity, Sangre seeks to spawn the entire party into his new servants and members of the Underguild; failing that he merely destroys them all. When reduced to 0 hit points Sangre transforms into *gaseous form*, fleeing to his coffin.

The coffin belongs to Sangre. Ankoz's *contingency* spell teleports him to this chamber so he can recuperate. Lying about the room are the riches of the Underguild. Hidden amongst the items is a scroll that, when read aloud, teleports the party back to Area 1. The *wall of stone* is still present blocking the escape route, though the trap should hopefully be disarmed at this point. If not, consult the rules on teleportation errors in the *PHB*.

Treasure: 26,742 gp, 5 diamonds (1000 gp) ea, 7 rubies (750 gp) ea, 12 sapphires (500 gp) ea, 10 emeralds (250 gp) ea, *potion of aid*, +3 *mighty composite longbow* (+1 STR), *divine scroll cure serious wounds, cause critical wounds*, +2 *large steel shield*, *gloves of swimming and climbing*, a fur cloak 350 gp, gold death mask (250 gp), fire opal pendant 1759 gp, gold efreeti comb with emerald eyes 375 gp, silver harp inlaid with rubies crafted by Fathilir worth 3450 gp, ivory statue valued at 320 gp, gold ring worth 220 gp, silver plated steel longsword with jet jewel in hilt 402 gp, and a small jewelry box made of ivory with platinum frame 678 gp.

The Hollow Blade

The Hollow blade benefits only a rogue that wields it, being a +3 *short sword* with the following qualities.

- In the hands of any class other than rogue, it acts as a +1 *short sword*. It seeks to be owned by a rogue, either through telepathic contact or force of will. Any non-rogue who possesses the *hollow blade* acts carelessly with it, leaving it lying about, or displaying it in such a way that it may be easily stolen.

- The *hollow blade* has an Intelligence of 14, Wisdom of 14, Charisma of 14, and Ego 15. The *hollow blade* communicates through telepathy with its bearer, and has an alignment of neutral.

- As it is forged from equal parts of positive and negative energy, the *hollow blade* causes whatever physical part such as a hand that touches it to feel charged with life energy. Therefore in the hands of an undead creature, the undead becomes immune to turning, and other effects specific to undead, such as *nethergaze*, healing magic, and bright light, including natural light, allowing vampires for example to walk abroad in daylight for up to 4 hours per day.

- In the hands of a living being the blade allows the user to strike undead enemies as if they were living, including sneak attacks and critical hits. The blade, while passing through the undead tissue, causes a bit of life force to pour from the positive energy held within the blade.

- The bearer of the blade may cast *negative plane protection*, as the spell cast by a 20th level caster once per day, as the negative energies within the blade make the bearer temporarily immune to this form of attack.

The Pyramid of Amra

The Pyramid of Amra is a challenging adventure designed for characters of 12th level. It is suggested that the PCs include at least one monk, and one rogue with at least 12 ranks each of Search, Disable Device, and Decipher Script. Due to the nature and numbers of undead enemies (vampires), it is recommended that a cleric with the ability to cast *raise dead* and *restoration* be on hand to aid the PCs. The PCs should be rounded out with a wizard or sorcerer and a pair of front-line fighters. In this adventure, the PCs travel to the Pyramid of Amra and the ancient Monastery of Night, where they face one of the most dangerous of opponents they are likely to meet, C'nosretep the Champion of Set.

The Pyramid of Amra and the Monastery of Light

For several millennia, the monks of the Monastery of Light trained in the deepest mysteries of meditation and unarmed combat. Their master, Ozykathalin, was said to have penned the sacred *tome of mind and body*, a tome containing many of the most cunning and devastating of all martial arts maneuvers. Their reign ended nearly a century ago, when C'nosretep, the Iron Fist of Set, deposed Ozykathalin and placed himself upon the Lotus Throne.

Now reigning supreme within the Step Pyramid of Amra, C'nosretep sits in sole possession of the *tome of mind and body*, much of which he has re-written or embellished. Surrounding himself with fell followers the Champion of Set now presides over pilgrimages of worshippers and slaves who trek across the desert wastes by the thousands. These foolish pilgrims come to witness the power of the Iron Fist of Set. Many hope to gain immortality, if first they can impress C'nosretep with their skills at unarmed combat.

Getting to the Step Pyramid of Amra

The Step Pyramid of Amra should be contained in a deep desert location with an "ancient world" flavor. Khemit of *Necromancer Games' Necropolis* is an excellent location for the Pyramid of Amra, although any desert location would do. The journey should be half of the challenge, fraught with dangers both natural and monstrous, with hints as to the actual location of the Pyramid and the hidden oasis of Amra sprinkled throughout.

Characters could possibly have heard tales of the Step Pyramid and the *tome of mind and body*. The *tome* itself is treasured by monastic orders throughout the world for its ancient techniques. Through careful study of its ven-

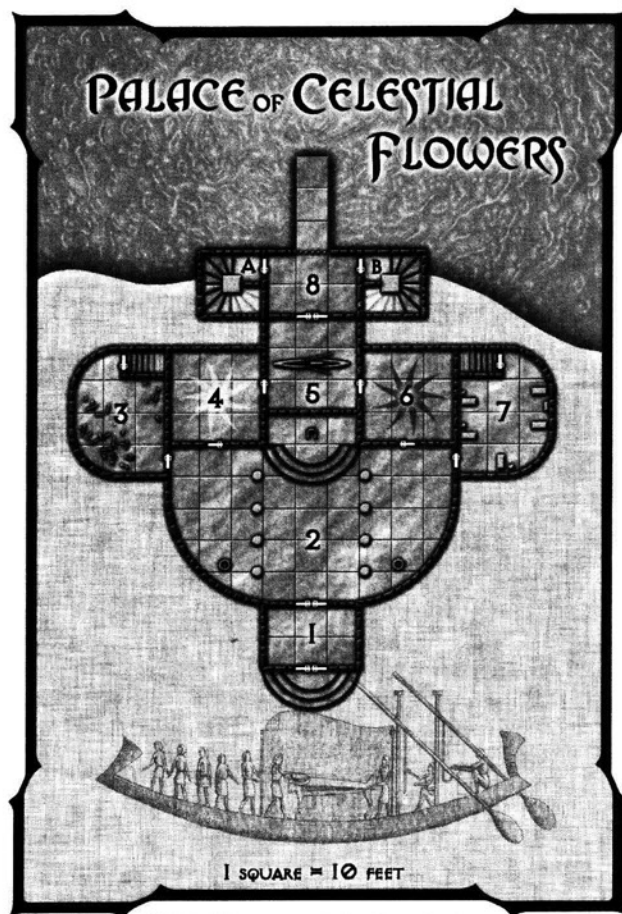
erable pages, students of the *tome* learn the secrets of a completely unique new martial arts move, usable only by the most experienced of masters.

Alternately, a monk's sect may have sent him questing for the *tome of mind and body* to return to their cloister for further research by the grandmasters. For whatever the reason, the PCs should be motivated to face any obstacle, although they should not be given the whole story. Best to keep secret some of the lore provided on these pages and let them plan and prepare for the worst on their own.

The Pyramid of Amra sits on a small island in the middle of a lake within a desert oasis. On the shore of the lake sits the Palace of Celestial Flowers.

Palace of Celestial Flowers and Monastery of Night Keyed Locations

A large walled structure amid gently swaying palm trees sits exposed to the sands. Almost hidden beyond the tall date palms lies a silvery lake amidst the desert. The point of a pyramid rises above the greenery like a yellowed claw, its very top covered in red gold leaf.



The top of the pyramid is in fact the Pyramid of Amra. However, as mentioned above, it sits on an island in the middle of a lake. Before the characters, and on the shore of the lake, is the Palace of Celestial Flowers, which may be explored before the PCs access the Pyramid and in fact provides the means for the players to get to the island—a secret passage and a boat. Some PCs possessing magical means of transport, may wish to simply bypass the Palace. See below.

Bypassing the Palace

PCs could, if they wish, simply *fly* to the island containing the Pyramid or use some other means to bypass the Temple. However, once in the Pyramid, there will be several areas where the amulet of the lotus master—which can only be obtained within the Palace—will benefit them. It is for your players to decide how they wish to proceed. The adventure can be completed even if the Palace is never entered.

1. Palace of Celestial Flowers

A fine bronze double doors cast with images of a great and mighty god surrounded with rays of sunlight and showering lotus blossoms upon a single child grace the front of this majestic edifice. Beyond the locked bronze double doors is an entrance chamber that must have once been an awesome sight but is now degraded with filth. Torn tapestries flutter in the wind ominously. The PCs nostrils fill with the smell of old death and an uneasy decay. A second set of locked double doors beyond the first open into **Area 8, Great Hall of the Brotherhood of the Fallen Star**.

Bronze Double Doors: 2 in. thick; Hardness 10; hp 60; Break (DC 25); Open Lock (DC 25).

2. Great Hall of the Brotherhood of the Fallen Star (EL 18 or 16)

As you enter from beyond the locked entrance portals, you see a great amount of dust and darkness beyond. As your eyes adjust to the low light, you get the impression that this was once a place of great majesty and serenity. Ornately carved wooden pillars featuring great battles between celestial and infernal forces stare ominously at you as the breeze from the outside wafts into the room, creating a slight fog of dust. Braziers suddenly light from the corners of the room and you see a figure sitting atop a throne before you, beckoning you to approach.

The Great Hall has a domed ceiling that rises about 40 feet above the floor, and is lined with 8 massive carved pillars. There are doors in the northeastern and northwestern walls leading to Areas 3, 4, 6, and 7. There is a flaming brazier in the southeast and southwestern cor-

ners of the room that cast a strange and eerie light. The DM should play up this spooky effect prior to the ambush of the PCs.

If The PCs Enter During The Night

If the PCs enter the throne chamber during the daylight hours, they are faced with **Relthren Surret** masked in the guise of C'nosretep, and a pack of **3 doppelganger monks** and **3 asswere monks** hiding atop the invisible bridge in Area 14, waiting to pounce upon the PCs. If the battle begins to go against the doppelgangers, they all change shape into C'nosretep. Relthren Surret enters the combat if he is threatened or if things are going badly for his allies. In the confusion, Relthren shape-changes into one of the weakest PCs and attacks that individual until Relthren has lost 30% of his total hit points, at which point he attempts to flee to safety. The asswere monks begin the fight in hybrid form. The stat block for their humanoid form follows.

Relthren Surret, Male Doppelganger Mnk10: CR 13; M Shapechanger; HD 4d8+4 plus 10d8+10; hp 90; Init +1 (Dex); Spd 60 ft.; AC 22 (+1 Dex, +2 Wisdom, +2 monk bonus, +4 natural, +3 *ring of protection*); Atk +13/+8 melee (1d6+3 [x2], slams) or +10/+7/+4 melee (1d10+3, unarmed strike); SA detect thoughts (Will DC 13), flurry of blows, stunning attack (10/day, Fortitude DC 17), ki strike (+1); SQ alter self, immunities (sleep and charm), improved evasion, still mind (+2 saves vs. Enchantment), slow fall (50 ft.), leap of the clouds, purity of body (disease immunity), wholeness of body (cure 20 hp/day); AL LE; SV Fort +12, Ref +12, Will +13; Str 14 (16), Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills: Balance +13, Climb +15, Bluff +12*, Diplomacy +3, Disguise +12*, Escape Artist +11, Intimidate +3, Listen +11, Move Silently +11, Pick Pocket +3, Sense Motive +6, Spot +8, Tumble +11. *Feats:* Alertness, Cleave, [Deflect Arrows], Dodge, [Improved Unarmed Strike], [Improved Trip], Mobility, Power Attack, Spring Attack. * When using *alter self*, Relthren gains an additional +10 circumstance bonus on Disguise checks. If he can read an opponent's mind, he gains an additional +4 circumstance bonus to Bluff and Disguise checks.

Possessions: Potions of cure moderate wounds (x3), potions of invisibility (x2), +3 *ring of protection*, gauntlets of ogre power, masque of the monkey.

Male Doppelganger Mnk6 (3): CR 9; M Shapechanger; HD 4d8+4 plus 6d8+6; hp 51; Init +5 (Dex, Improved Initiative); Spd 50 ft.; AC 18 (+1 Dex, +2 Wisdom, +1 monk bonus, +4 natural); Atk +8/+3 melee (1d6+1 [x2], slams) or +5/+2 melee (1d8+1, unarmed strike); SA detect thoughts (Will DC 14), stunning attack (6/day, Fortitude DC 15), flurry of blows; SQ alter self, evasion, immunities (sleep and charm), still mind (+2 saves vs. Enchantment), slow fall (30 ft.), purity of body (disease immunity); AL N; SV Fort +10, Ref +10, Will +11; Str 12, Dex 13, Con 13, Int 13, Wis 15, Cha 14.

Skills: Balance +9, Bluff +12*, Diplomacy +3, Dis-

guise +12*, Escape Artist +7, Intimidate +3, Jump +9, Listen +11, Pick Pocket +3, Sense Motive +6, Spot +8, Swim +7, Tumble +9. *Feats*: Alertness, [Deflect Arrows], Dodge, Improved Initiative, [Improved Unarmed Strike], [Improved Trip], Mobility, Spring Attack. * When using *alter self*, doppelgangers gain an additional +10 circumstance bonus on Disguise checks. If they can read an opponent's mind, they gain an additional +4 circumstance bonus to Bluff and Disguise checks.

Male Asswere, Animal or Hybrid Form, Mnk9 (3): CR 11; SZ M Shapechanger; HD 3d8+3 plus 9d8+9; hp 69; Init +5 (Dex, Improved Initiative); Spd 60 ft.; AC 17 (+1 Dex, +4 natural, +1 monk, +1 Wis); Atk +11/+6 (1d8+4, longspear, crit x3) or +9/+6 melee (1d10+3, unarmed strike), or +12 melee (1d6+3, bite); Reach: 5 ft. (spear 10 ft.); SA bray (2/day, 30 ft. radius, Will DC 15, 1d4+1 temp. Wis damage), stunning attack (9/day, Fortitude DC 15), flurry of blows; SQ alternate form, damage reduction (10/+1), darkvision (60 ft.), still mind (+2 saves vs. Enchantment), slow fall (50 ft.), purity of body (disease immunity), wholeness of body (cure 18 hp/day), leap of the clouds, improved evasion; AL LE; SV Fort +10, Ref +10, Will +12; Str 16, Dex 13, Con 12, Int 12, Wis 13, Cha 12.

Skills: Balance +9, Climb +12, Disguise +6, Escape Artist +10, Hide +10, Jump +5, Listen +13, Move Silently +5, Search +13, Spot +13, Swim +12, Tumble +10. *Feats*: Alertness, Blind-Fight, [Deflect Arrows], Dodge, Improved Initiative, [Improved Trip], [Improved Unarmed Strike], Iron Will, Run, Weapon Focus (bite).

Male Asswere, Humanoid Form, Mnk9 (3): CR 11; SZ M Shapechanger; HD 3d8 plus 9d8; hp 57; Init +4 (Improved Initiative); Spd 60 ft.; AC 13 (+2 natural, +1 monk); Atk +8/+3 melee (1d8, longspear, crit x3), or +6/+3 melee (1d10, unarmed strike); SA bray (2/day, 30 ft. radius, Will DC 14, 1d4+1 Wis damage), stunning attack (9/day, Fortitude DC 14), flurry of blows; SQ alternate form, damage reduction (10/+1), darkvision (60 ft.), still mind (+2 saves vs. Enchantment), slow fall (50 ft.), purity of body (disease immunity), wholeness of body (cure 18 hp/day), leap of the clouds, improved evasion; AL LE; SV Fort +9, Ref +9, Will +11; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills: Balance +6, Climb +9, Disguise +5, Escape Artist +9, Hide +9, Jump +2, Listen +8, Move Silently +4, Search +6, Spot +8, Swim +9, Tumble +9. *Feats*: Alertness, Blind-Fight, [Deflect Arrows], Dodge, Improved Initiative, [Improved Trip], [Improved Unarmed Strike], Iron Will, Run, Weapon Focus (bite). An asswere in humanoid form cannot use its bite attack.

Note: The asswere is detailed in Monster Appendix and the *Tome of Horrors* by Necromancer Games.

Relthren Surret is C'nosretep's chief lieutenant, and is in charge of guarding the vampires during the daylight hours. He and his doppelgangers are skilled monks, bound in service to C'nosretep by their god Set.

If The PCs Enter During The Night

They instead face C'nosretep himself. He does not wish to fight with the PCs at the moment, but converses with them instead to assess their intelligence and ability to resist his powerful charms. Secretly he has several of his spawn hiding atop the invisible bridge in Area 14, waiting to pounce upon the PCs. C'nosretep *dominates* the strongest warrior or rogue and instructs them to slay the weakest PCs while he parleys with a monk or paladin. He is arrogant and boastful of his powers and thanks them for coming to join the eternal army of undead that he is building here at the oasis. As soon as the trap is ready to be sprung, or as soon as anyone attempts to cast a spell or attack C'nosretep in any way, he attacks that individual mercilessly for one round before using his great speed and powers to turn to vapor and retreat to a random room within the Palace or Pyramid. Most likely C'nosretep's subsequent ambushes are sprung within a room or chamber the PCs have recently passed through and cleared of traps and monsters as they backtrack through the palace. C'nosretep never fights to negative hit points, and only fights to the death when defending his sarcophagus or the *tome of mind and body*.

C'nosretep, Male Vampire Mnk16: See Area U-12, for details.

Vampire Spawn (6): CR 4; hp 26 each; see the *MM*.

Searching the Throne

Anyone making a Search check (DC 25) discovers that the sliding plate beneath the seat of the dragon-footed Throne of the Lotus Master that has an inlay the exact size and shape of the *amulet of the lotus master*. Placing the completed *amulet* into the depression opens a secret staircase in the floor below the throne that leads to area P1 of the Pyramid of Amra.

Masque of the Monkey

The individual donning this facial piece gains a +5 competency bonus to Balance, Climb, Jump, and Tumbling checks.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, creator must have 5 ranks of Balance, Climb, Jump, and Tumble skill; *Market Price:* 3,500 gp.

3. Purification of Body

This chamber was once used to purify the body through massage, steam baths, plunge pools, and the like, though it is now fouled. There is some sign that horrible death once visited this room. The walls are chipped and cracked in places, and broken weapons lie in disarray around the room. The shattered remains of several urns, ewers, and basins crack and break under the PCs' feet. An unlocked door in the northwest corner of the room opens to reveal a staircase leading to Area 9.

Treasure: Anyone making a Search check (DC 30) uncovers the skeleton of a slain monk, lodged into a hole

in the floor that once released natural steam. Upon his person are 200 gp, +1 *shocking burst gauntlet*, and a +3 *dagger*.

4. Meditation Chamber (EL 8)

This is a simple room with pure black walls and no visible markings whatsoever. The door to the room, when closed, perfectly blends with the wall to make it appear as if there is no door at all. A white star-like shape dominates the center of the floor. An unlocked door in the eastern wall leads to Area 5.

Four vampire spawn of C'nosretep hide in this chamber, hanging from the ceiling and walls and waiting to drop like spiders on unsuspecting PCs.

A monk of lawful good alignment spending 3 solid rounds contemplating the white star in the center of the chamber gains a +3 competence bonus on his next attack or the next use of his Jump, Climb, or Tumble skill.

Vampire Spawn (4): CR 4; 26 hp each; see the *MM*.

The spawns first attempt to *dominate* any barbarians or rogues in the group, inducing them to slay any clerics before entering melee. They use their great speed and agility to their advantage, striking at lightly armored individuals such as wizards and rogues first before moving on to the fighters.

5. Barge of the Darkstar (EL 5)

This chamber has a door in the center of the north, east, and west walls. A large funerary barge made of black wood and inlaid with silver celestial symbols and images dominates the room. The barge is 25-feet-long and about 5-feet-wide, with a paddle and a sarcophagus attached across its center. If the sarcophagus were to be removed, it would make room to seat about 7 individuals. There are two intact oars in oarlocks at the front and back of the barge. Anyone making a Knowledge (Boating) or Profession (Sailor) check (DC 20) can easily discern that this barge is water-worthy and narrow enough to fit through the door at the end of the hall. The boat is very heavy and would require 4 strong individuals with a combined Strength check (DC 25) to move it out of the room.

Sarcophagus Fear Trap: CR 5; no attack roll necessary; Will save (DC 21) negates; Search (DC 29); Disable Device (DC 29). Note: All individuals within 10 ft of the trap when it discharges must make a Will save or be forever afraid of the barge. Only a successful *remove curse* breaks this compulsive fear.

Treasure: The funerary barge is very valuable; it would be worth 30,000 gp to a collector due to the ebony and mahogany hardwoods of its construction. The boat, although extremely heavy, actually sails as a masterwork item, giving a +2 circumstance bonus to any Profession (Sailor) checks.

The PCs may use this boat to sail to the island containing the Pyramid of Amra.

6. Meditation chamber (EL 12)

This is a second meditation chamber, similar to Area 4, except this one is completely white, and the star symbol on the floor is completely black.

Hiding within this chamber, blending completely with the white of the walls, are 4 **doppelganger monks**.

Male Doppelganger Mnk6 (4): CR 9; 51 hp each: see Area 2, above.

Tactics: The doppelganger monks wait for a moment while the PCs examine the black star in the center of the floor, then they strike out from the walls with 70% concealment. All attack a lightly armored target at the same time, and all transform into this target on the following round to add chaos and confusion to their assault. If the doppelgangers suddenly begin to take casualties, they attempt to flee and fight again another day.

A monk of lawful evil alignment spending 3 rounds contemplating the black star in the center of the chamber gains a +3 competence bonus on his next attack, or the next use of his Jump, Climb, or Tumble skill.

7. Massage chamber (EL 12)

Several tables line the walls of this room, along with small-wheeled carts containing bottles of various oils, unguents, mud, and herbal wraps. Artwork inlaid in enamel upon the walls depicts monks practicing the art of massage upon one another to work out the soreness of intense physical and mental training. Waiting within the room are a 2 **invisible clay golems**. An unlocked door in the northeastern corner of the chamber opens to a staircase leading upwards to Area 13.

Invisible Clay Golems (2): CR 10; SZ L Construct; HD 11d10; hp 60; Init -1 (Dex); Spd 20 ft. (can't run); AC 22 (-1 size, -1 Dex, +14 natural); Atk +14 melee (2d10+7 [x2], slams); Reach 10 ft.; SA berserk, wound; SQ construct, magic immunity, damage reduction (20/+1), invisibility, immune to piercing and slashing attacks, haste (1/day, 3 rounds); AL N; SV Fort +3, Ref +2, Will +3; Str 25, Dex 9, Con -, Int -, Wis 11, Cha 1.

SQ-Invisibility (Su): These insane masseuses have permanent *improved invisibility* as if cast by a 16th-level sorcerer. The offensive and defensive bonuses from the invisibility are not included in the values above.

Tactics: The golems grab the first person(s) entering the room, slamming them onto the table and begin giving them a serious massage. These golems were specially created to be invisible masseurs. In the long years since their creation, however, the elemental spirits that animate them have gone quite mad. They spare no ounce of their strength when giving a massage, which usually reduces the unfortunate person in their care to putty. If attacked, they will respond in kind.

Treasure: There are enough herbal wraps and oils are to make up 3 masterwork healers kits.

8. Rear Gatehouse

The door from Area 11 enters into gatehouse a with a 10-foot-wide iron portcullis at the far end. Doorways to the left and right of the room lead up staircases to each of the guard towers. It is dark and cobwebbed in the gatehouse area and looks as if it has not seen a living soul in centuries. The closed iron portcullis leads to the stone quay, where rowboats were once taken by the faithful brothers to work the grounds of the renamed Monastery of Night.

Portcullis: 2 in. thick; Hardness 10; hp 60; Break (DC 28).

A. Left Gatehouse (EL 9)

A lever on the second floor of the gatehouse must be switched to set the mechanism to lift the portcullis. It is guarded by 4 **wraiths**—former monks killed by C’nosretep.

Wraiths (4): CR 5; hp 32 each; see the *MM*.

These wraiths are vengeful and spiteful, but if they are confronted by an individual bearing the *amulet of the lotus master* they back away and allow the lever to be switched without a fight. They bow before the PCs and say: “Slay the beast and free us in the name of the true master, so that we may become one with enlightenment and fade from view.” If attacked, they seek out paladins and clerics first, attempting to eliminate them before moving on to other targets. They use darkness and fade into walls and floors to maximize their effectiveness, gaining a concealment bonus of 90%.

B. Right Gatehouse

This gatehouse is dust-filled and devoid of valuables, as if it has been stripped for other uses.

9. Training Room (EL 8 or EL 13)

Padded walls and bamboo mats decorate this darkened room. Within the room are several wooden training dummies that stand in the four corners, motionless and covered with dust.

By night, 4 **Vampire spawn** take up residence within this chamber; during daylight hours it is occupied by 2 **asswere monks** who spar with one another to keep boredom at bay. They attack intruders who enter the chamber.

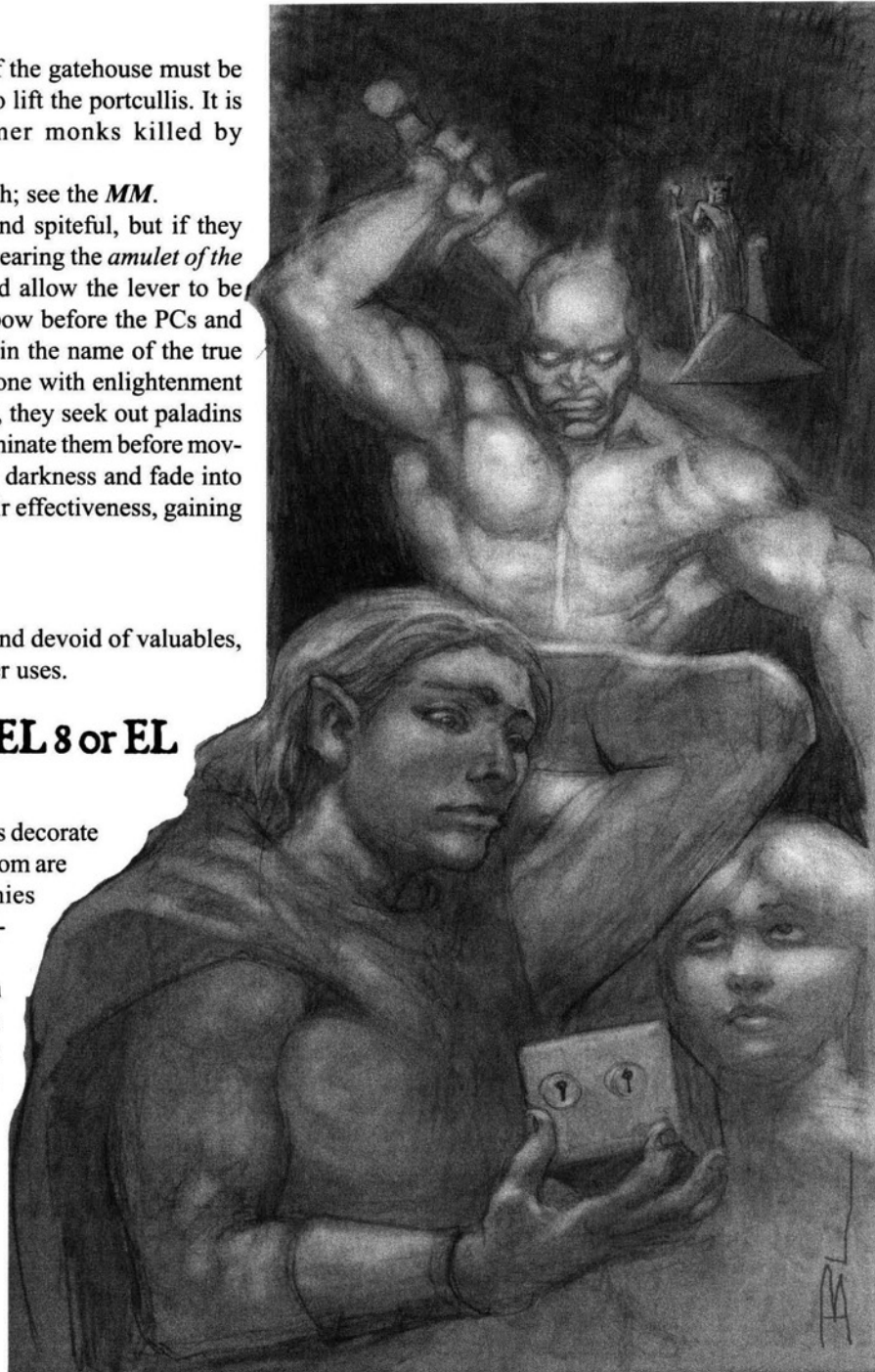
Vampire Spawn (4): CR 4; 26 hp each; see area 2 above.

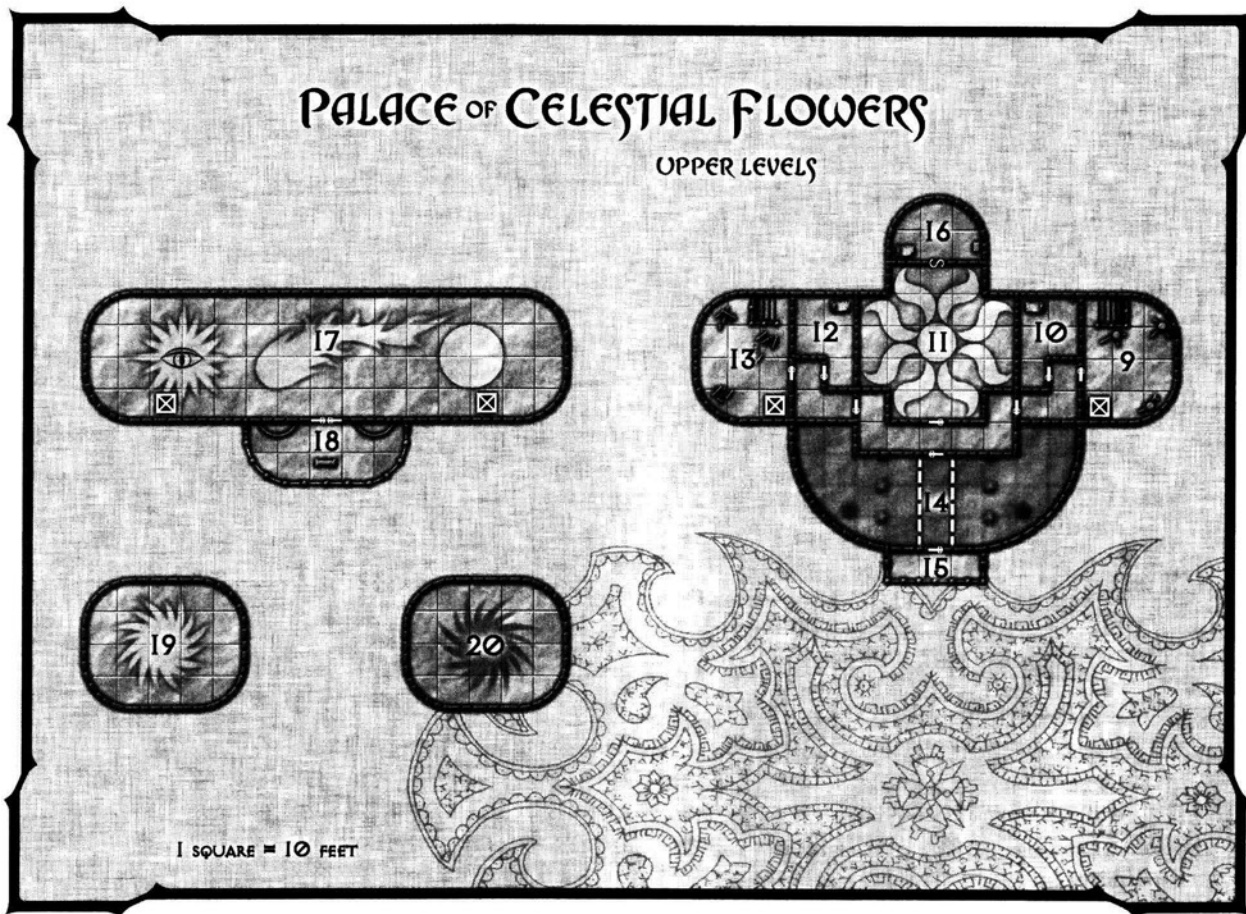
Male Asswere Mnk9 (2): CR 12; 69, 57 hp; see Area 2 above.

10. Bed Chamber of the Light Master (EL 6)

An ornately carved door features the holy symbol of Arden carved into its paneling. The symbol is shining brightly, and the PCs must take a moment to let their eyes adjust to the light.

The door requires an Open Lock check (DC 25) to open. Once unlocked, the door swings open to reveal a small room holding the dusty belongings of the former Master of the Lightstar. His belongings have been left undisturbed for centuries, as the holy symbol carved into





his door has a permanent 6th level *daylight* spell worked into it. C’nosretep and his vampire minions keep away from this area, and C’nosretep sees no reason to send his doppelganger and asswere monks here to see what’s in the room.

The interior is covered in a thick layer of dust. There is a small mat on the floor with a wooden neck-board, a sconce, brass incense burner on a brass chain, and a small strange-looking box about 6 inches by 6 inches in size. The sides of the box have numerals in a strange language, with 9 numerals and 10 spaces upon the top of the box arranged in a square of 3 by 3 with an additional location connected on one of the sides. Next to the 9 numerals and the empty space there appears to be some sort of button that does nothing if depressed when the box is first found and the numerals are in their original scrambled position. Anyone making a Decipher Script check (DC 20) determines that the numerals are in the Celestial tongue. The numerals on the top of the box 1-9 and are all scrambled but the number 15 is repeated 6 times along two sides of the perimeter of the box.

The box number panels will slide if they are oiled and may be reconfigured into any combination of numerals from 1-9.

When all of the numbers are slid so that they equal 15 across the bottom, side and each diagonal of the box and the button is depressed the box opens revealing an amu-

let with a large clear gemstone of unknown origin on a golden chain. If the numbers are arranged in any other combination and the button is depressed, keen adamantite blades shoot out in all directions cutting off the fingers of the individual depressing the button

A possible solution to this puzzle looks like this:

8 1	6
3 5	7
4 9	2

Adamantine Blade Trap: CR 6; no attack roll necessary (4d6 points of damage plus 1d2 perm. Dex drained - loss of fingers); Reflex (DC 25) avoids. Note: This trap may only be disabled if the puzzle is successfully solved.

The amulet within the box appears to exude a sense of power and glows with a bright light when held clasped in the hand.

Treasure: *Amulet of the lightstar*, see sidebar for details.

Amulet of the Lightstar

Twice per day, the amulet allows the bearer to activate *searing light*. Once per day, the wearer can activate *daylight*.

Caster Level: 6th; **Prerequisites:** Craft Wondrous Item, *daylight*, *searing light*; **Market Value:** 18,000 gp; **Weight:** 1/2 lb.

Hallucination Gas Effects

A failed fortitude save has one of the following effects. Roll 1d4.

1. The hallucination is such that those who fail their Fortitude save see a party member as a spectre attempting to kill them.
2. Hallucination causes individual to see the person next to them as a very comely member of the opposite sex and fills them with a desire to "be with them." If the target of this desire spurns their sudden advances, the individual hallucinating begins to rage as a barbarian in their lust.
3. Those failing their saving throw are filled with despair and are unable to take action while under the influence of the lotus gas. They curl up in a small ball on the floor and begin to clutch themselves and cry.
4. Failed saving throw results in tranquil vision lasting 1d4+1 hours. The individual thus affected sits upon the floor and sees things going on about the monastery as they did before C'nosretep's conquest. This vision gives a glimpse of the master of the lightstar and a hint as to how to reach his chamber.

11. Chamber of the Lotus (EL 6)

This is a large cross-shaped chamber with a beautifully rendered lotus flower mosaic in the center of the floor. The flower appears to change colors depending on the angle at which it is viewed. This room was once the private meditation chamber of the Master of the Lotus.

A trapped secret door is in the center of the northern wall.

Secret Door: 4 in. thick; Hardness 8; hp 60; Search checks (DC 30); Break (DC 30); Open Lock (DC 30).

Hallucination Gas Trap: CR 6; no attack roll necessary (Fortitude DC 18 or begin hallucinating); Search (DC 21); Disable Device (DC 25). *Note:* Attempting to open the door without the proper key or command word fills the room with potent blue lotus blossom gas. A successful disable device roll merely delays the release of the gas for 1d4 rounds.

Placing the *shimmering lotus flower* from the upper balcony into the center of the petals opens the door to Area 16 automatically.

12. Bed Chamber of the Dark Master (EL 8)

A stout locked door bearing signs of shadow and darkness requires an Open Lock check (DC 20) to open. This room has a strange sense of dread within it. Dusty and dark, the room seems to dim all light sources. A low growling can be heard from the corners.

Five shadows guard this room from intruders, moving to attack from the shadows and instantly concentrating their attacks first on the party's cleric, followed by paladins.

Shadows (5): CR 3; hp 19; see the *MM*.

Any character that makes a successful Search (DC 16) finds a small chest. It is trapped (see below), and within is a dark amulet that seems to absorb all light.

Poison Needle Trap: CR 4; +8 ranged (1 point of damage plus poison); deathblade poison (Fortitude DC 20; 1d6 Con damage/2d6 Con damage); Search (DC 22); Disable Device (DC 20).

Treasure: *Amulet of the darkstar*, see sidebar for details.

13. Smashed Training Room

Within this room are the remains of several practice dummies, all shattered and broken beyond repair. A set of stairs in the northwest of the room leads downwards to the first floor.

Anyone making a Search check (DC 20) notices a trapdoor in the ceiling to the southwest of the room. The trapdoor may be hooked with a 10-foot pole. Pulling down the trap door opens a wooden ladder staircase that leads to the floor above and Area 17.

Amulet of the Darkstar

When grasped or worn, the amulet's user can see in complete darkness as if they had *darkvision* as per the spell. Once per day, the *amulet* can be used to cast *darkness* when the command word "Necrodarkanum" is spoken. This command word may be detected through use of a *legend lore* spell, a Knowledge (Arcana) check (DC 30), or Bardic Knowledge check (DC 30).

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *darkness*, *darkvision*; *Market Value:* 28,860 gp; *Weight:* 0 lb.

14. Locked Door and Invisible Bridge (EL 9 or 0)

The locked door is not trapped, however it requires an Open Lock check (DC 25) to open. Behind the locked door is a walkway through the center of the palace. It leads to the lower balcony. The walkway is permanently invisible. Characters attempting to cross the invisible walkway must make a Balance check (DC 14) to cross the walkway with no chance of falling. Those failing the Balance check must make a Reflex save (DC 18) or fall 20 feet to the Great Hall, taking 2d6 points of damage in the process.

If the 6 **vampire spawn** that were waiting to ambush the PCs earlier have not yet done so, they are waiting here to attack. The vampire spawn hang from the walls in shadows or they use their *spider climb* ability to attack with stealth and surprise.

Vampire Spawn (6): CR 4; 26 hp; see the *MM*.

15. Lower Balcony

A balcony juts out from the lower portion of the dome of the Palace of Celestial Flowers. It was once used by the Master of the Lotus to address the disciples as they went through exercises in the courtyard. Now it serves as a lookout spot during the nighttime hours for vampire spawn that serve C'nosretep.

16. Sanctuary of the Master of the Lotus

This chamber served as the private sanctum of the Master of the Lotus. It is a simple room devoid of most comfort items one would associate with a great leader. Instead it merely contains a dry rotted sleeping mat, meditation rug, neck board, several scroll cases, manuals of various sorts, dried writing inks, reed brushes and a small locked chest, a chest with an intricate lock requiring an Open Lock check (DC 28) to open.

Within the chest is an amulet made in the shape of a lotus blossom with an odd piece of engraving upon the back. There is a diary within the chest as well, and diagrams showing an individual grasping the *amulet of the darkstar* in one hand the *amulet of the lightstar* in the other with the *medallion of the lotus* about their neck, all while under a curtain of stars. A perfect lotus flower is at his feet.

Treasure: The amulet is the *medallion of the lotus*, which is currently incomplete. It is missing the rose diamond that is the centerpiece of the item. The medallion does not function to open the secret passage beneath the Lotus Throne without this central diamond. One of the books is the *History of the Monastery of Light*, by Ozykathalin, worth 5,000 gp to a collector that understands its value.

17. Third Floor Dome and Chamber of Celestial Light and Darkness

Two features stand out as most impressive about this chamber, the first being the intricate mosaic patterns of a comet, moon, and a sun with an all-seeing eye in the center of it. The second impressive feature of this chamber is the domed ceiling that reflects the light with diamonds. The diamonds are set in the ceiling so as to appear as the sky and constellations of over 4,000 years ago. Characters that make Knowledge (astronomy), Knowledge (as-

trology), or Bardic Knowledge (DC 26) checks recognize the difference in the stars from then and now.

Any character making a Search check (DC 24) on the mosaic discovers ancient writing in a lost language upon the floor. Anyone making a Decipher Script check (DC 28) or casting *comprehend languages* can read the words. The word hidden within the sun and eye is "Solaris." Hidden within the moon is the word "Eclipsis." The word hidden within the comet is "Ozykathalin." A character making a Bardic Knowledge check (DC 30) recalls this last word is also the traditional name of each Master of the Lotus that is born into the Order.

The center of each mosaic acts as a teleportation disk if the following requirements are met: holding the *amulet of the darkstar* in one's hand while standing over the moon and reciting the word "Eclipsis" teleports the user and anyone within 10 feet of her to Area 20. Holding the *amulet of the lightstar* in one's hand while standing upon the mosaic of the sun and repeating the word "Solaris" instantly teleports the individual and anyone within 10 feet of her to Area 29.

Standing over the comet with the *amulet of the darkstar*, *amulet of the lightstar*, *medallion of the lotus*, and one of the *shimmering lotus blossoms* causes the room to be bathed in a golden light. Read this caption to the PCs should they combine all of these actions.

As you stand with the amulets of light and darkness grasped in your hands, uttering the name of Ozykathalin, the *shimmering lotus* rises up into the air above your heads and the room is bathed in a golden light. As you watch, the *shimmering lotus* begins to spin and prismatic rays spray about the room. Spinning ever faster, the lotus blossom begins to transform until a beautiful rose diamond appears where the flower once was. The perfect diamond slowly drops from the ceiling and fuses with the medallion about your neck with a brilliant flash of white light.

The Medallion of the Lotus Master

This item acts as a +4 *amulet of natural armor*, while it also grants a +2 reflection bonus.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *barkskin*, *shield of faith*; **Market Value:** 48,000 gp; **Weight:** -

Treasure: The *medallion of the lotus master*, see sidebar for details. The *medallion* is also the key to triggering the secret trap door hidden beneath the seat of the Throne of Lotus Master in Area 8.

18. Upper Balcony

This upper balcony has two planters that are overgrown and filled with weeds. A stone bench overlooks the courtyard and gives a view of the desert beyond the oasis when not blocked by clouds of sand. Growing amongst the weeds in a pool of disgusting looking water is a *shimmering lotus flower*. A character making a Search (DC 15) locates these strange flowers.

Treasure: Each planter contains one *shimmering lotus flower*.

Shimmering Lotus Flower

The item grants the wearer the effect of a *bless* while it is attached to the clothing they are wearing.

Caster Level: 1st; **Prerequisites:** Craft Wondrous Item, *bless*; **Market Value:** 2,000 gp; **Weight:** -

19. Dome of the Lightstar

This chamber has no windows or doors and can only be accessed by using the *amulet of the lightstar*. The room has a beautiful golden dome lined with diamonds. There is a floor mosaic featuring a brilliant shining sun. As the adventurers enter the room the *amulet of the lightstar* glows brightly and the shimmering form of Master Seung appears. The apparition smiles to the adventurers and begins to speak:

"Master Seung, called Solaris I am and you have called me across the depths of time and space; long has the time been since I have had fortune to send my form into this place. Cursed is the One who betrayed the Order of Stars. Blessed be those that seek enlightenment that would heal his harms. Through the Halls of Night to walk where bloodless fiends do hide and stalk. Seek you there the candles' flames and light them in Lotus Masters Name. Place them at the points of the celestial eye and closer to the ground will be the sky."

After reciting his oracle, the spirit of the Master of the Lightstar dissipates into nothingness and the PCs are teleported back to the Chamber of Celestial Light and Darkness.

20. Dome of the Darkstar (EL 16)

Upon teleporting into this chamber, the PCs are filled with a sense of dread. The room is cold as ice and seems to drain the light from all light sources. **Mi' Tang the nightwalker** dwells here. Mi' Tang arrogantly taunts the PCs as they arrive in his prison. *"At last fools have gathered the Darkstar, and I, Mi' Tang shall once again bring death to the land of the living!"* He then attacks, shattering magical weapons and killing whoever he can.

Mi' Tang, Nightwalker: CR 16; SZ H Undead; HD 21d12; hp 162; Init +6 (Dex, Improved Initiative); Spd 40 ft., fly 20 ft. (poor); AC 26 (-2 size, +2 Dex, +16 natural); Atk +20 melee (2d6+12 [x2], slams); Face/Reach

10 ft. x 10 ft./15 ft.; SA nightshade abilities, crush item, evil gaze (curse, 30 ft., Will DC 24); SQ undead, nightshade abilities; AL CE; SV Fort +7, Ref +9, Will +17; Str 35, Dex 14, Con -, Int 20, Wis 20, Cha 18.

Skills: Concentration +19, Hide +12*, Listen +22, Move Silently +19, Spellcraft +19, Spot +22. *When hiding in darkness, the nightwalker receives a +8 racial bonus to Hide checks. **Feats:** Alertness, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Great Cleave, Improved Critical Improved Initiative, Power Attack, Sunder.

A character making a Bardic Knowledge check (DC 30) may provide some insight into the life of Mi' Tang, prefect of the House of Dragon, and master of the Darkstar.

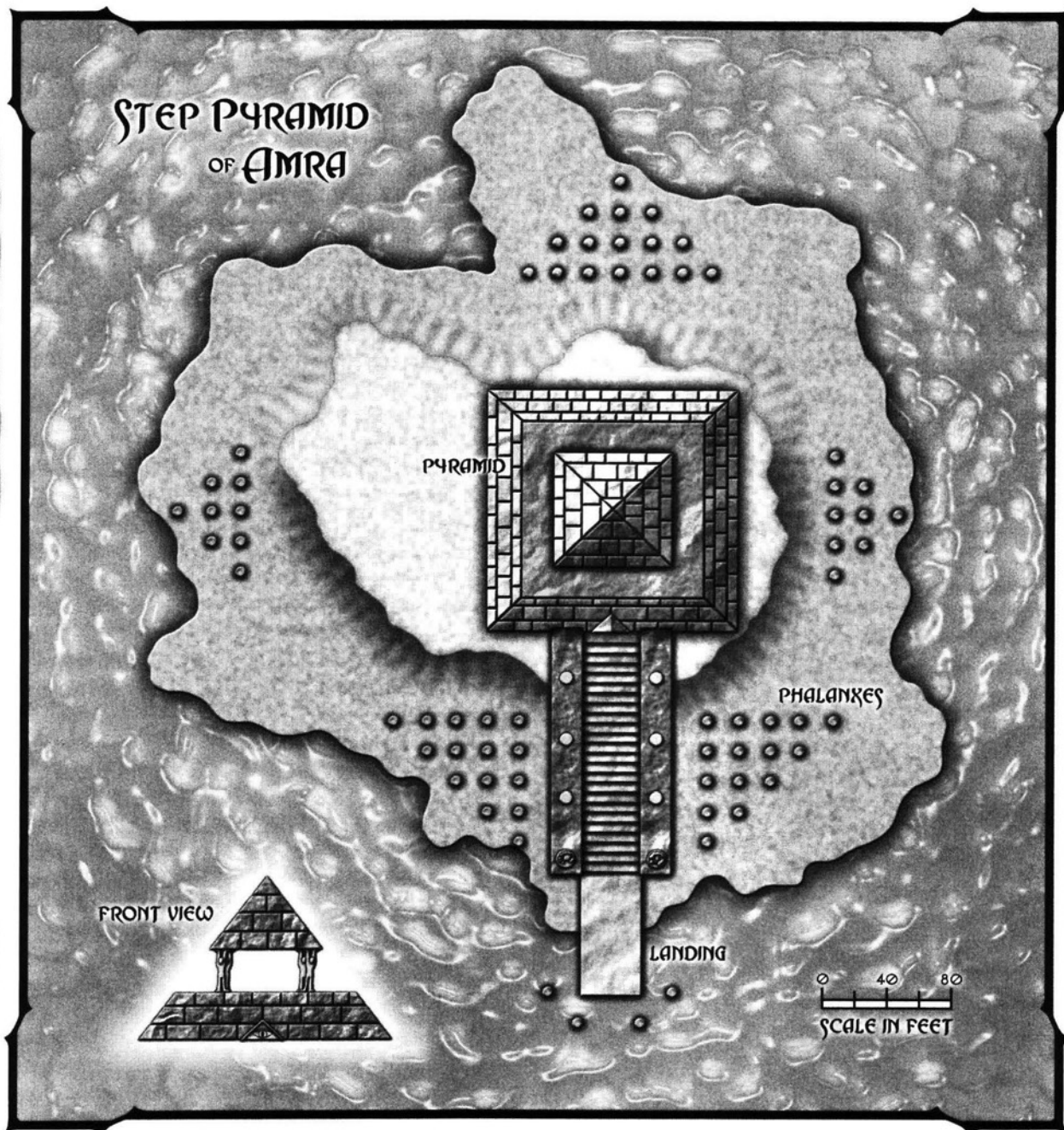
Mi' Tang was a rival of C'nosretep in life. Equal in nearly every way to C'nosretep, he was master of the darker sects of the Monastic order. When C'nosretep brought his armies to the Monastery of Light, Mi' Tang instructed his own personal minions to stand down and fight only if attacked. Mi' Tang figured that C'nosretep and his allies would grind themselves down fighting Master Seung and others faithful to Ozykathalin. Mi' Tang would then instruct his disciples to strike down the survivors of the battle and take his place as master of the oasis of Amra.

Failing in his scheme, Mi' Tang was slain by C'nosretep. Set returned Mi' Tang to this realm as a nightwalker, imprisoned in the Dome of the Darkstar until such time as the *amulet of the darkstar* is returned to him. As a further insult, Set turned many of Mi' Tang's most loyal disciples into non-corporeal undead. They lurk now on the fringes of the Monastery and Pyramid, forever reminded of their failure, and inferiority to his chosen champion.

Mi' Tang loathes and despises C'nosretep with half of a millennium's worth of hatred. This may be to the PCs advantage, for Mi' Tang has complete control of non-corporeal undead within the monastery and pyramid of Amra once he is freed from the Dome of the Darkstar. Mi' Tang can be bargained with, if his rage can be abated. Clever PCs could suggest that Mi' Tang and his minions take out the assweres and doppelgangers within the monastery and pyramid. This would leave the party to handle the vampires that he and his ilk are all but powerless to harm.

Tactics: Mi' Tang taunts and berates the PCs, summoning a specter and directing it to attack clerics as he strikes out at the PC grasping the *amulet of the darkstar*. Mi' Tang typically Power Attacks at +10, attempting to slay his foe quickly and snatch up the *amulet*. Mi' Tang has been trapped within the Dome of the Darkstar for about 500 years and is thrilled that he may have the opportunity to escape this chamber with the stone.

If defeated, Mi' Tang cries out *"I am Mi' Tang the mighty! How dare you slay . . . me?"* before fading from existence.



Treasure: If the players are able to defeat Mi' Tang they find some of his former belongings with a successful Search check (DC 16). An unlocked chest contains 4000 gp and a *ring of mind shielding*. A *+4 defending quarterstaff* lies on the floor of the chamber.

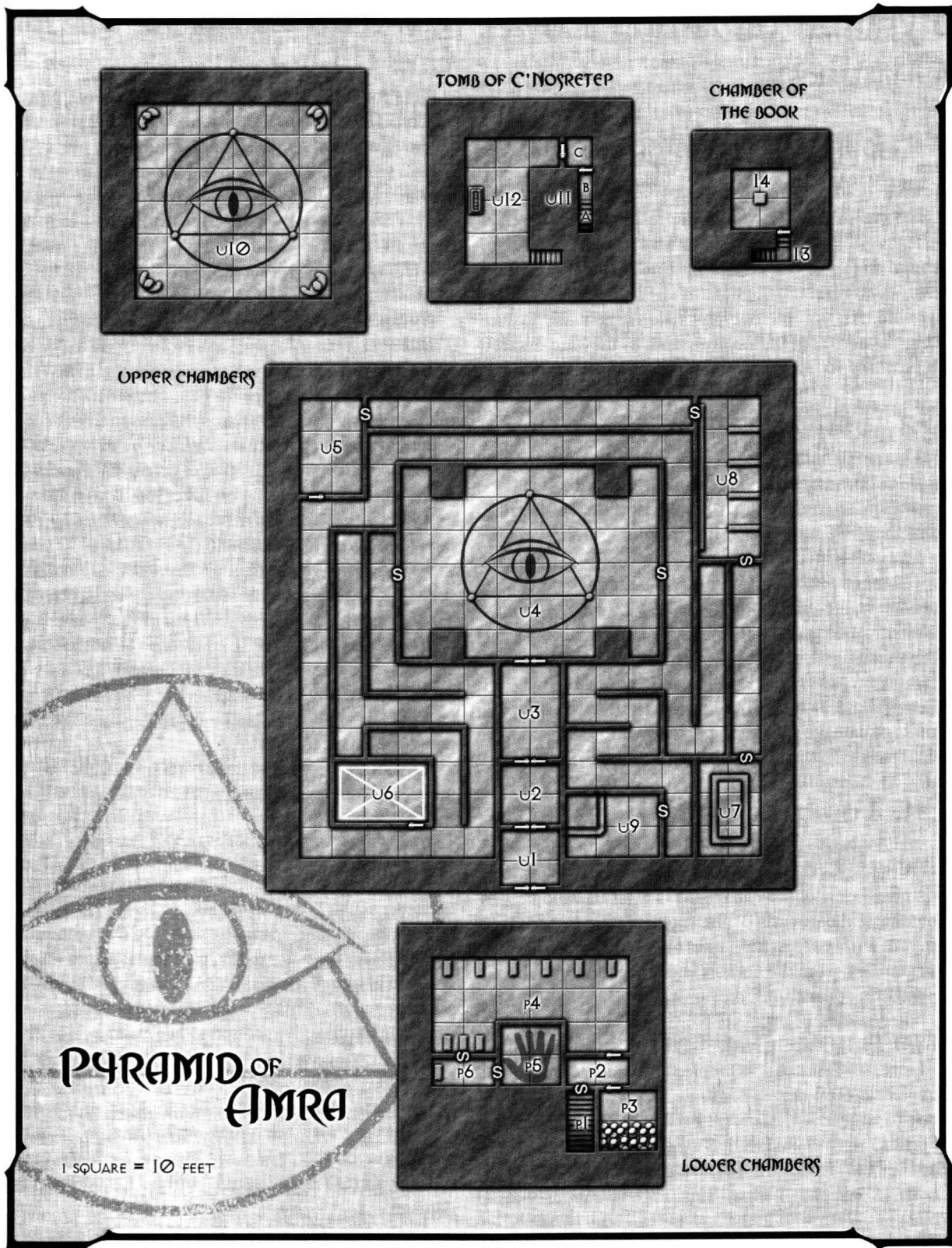
The Isle of the Pyramid

The Pyramid of Amra rests upon a solitary island in the center of the mountain's crater. A lake of pure blue water surrounds this island and strange mists cover its view most of the time. The Step Pyramid structure sits upon a plateau in the center of the island, the lower half made of cyclopean blocks, the upper half held suspended by four stone statues. The faces appear to have been re-carved and set with different stone to take the likenesses

of a snake, an ass, an insect, and a crocodile. Below the plateau, shrouded in mist of the lower island, stand phalanxes of terracotta monks staring out from the cardinal points of the Pyramid.

The PCs may reach the island by the secret passage under the throne at Area 2 in the Palace. If so, they begin at area P-1. If the PCs reach the island by using the barge from Area 5 or by other above ground means, they encounter the island as detailed in the map above and may proceed to the above-ground entrance to the Pyramid at U-1.

The PCs may have tried to bypass the Palace, as detailed above, and simply fly or use other means of transport to the island but they will quickly discover that they lack the *amulet of the lotus master* and thus will need to investigate the Palace despite their intent to bypass it.



Pyramid of Amra: Lower Chambers

P-1. Entrance from the Throne of Lotus Master

A long subterranean pathway leads from the tunnel beneath the Throne of the Lotus Master onwards and up several flights of carved and little used stone stairs until finally you reaching the base of what must be the lower pyramid. Ancient hieroglyphics along the walls feature the great heroes of the Brotherhood, as they are interred respectfully for all time.

P-2. Trapped hallway (EL 6)

This small hallway is covered from floor to ceiling in gold leaf bas-relief of the ancients instructing their human subjects in the proper preparation of the dead for transportation into the afterlife. The images show mummification techniques and herbal knowledge.

A trapped pressure plate closes the secret door to Area 1 and fills the gold lined hallway with acid. A trigger mechanism located on the bas-relief disarms the trap, draining the acid through hidden holes in the floor to some unknown repository below the hallway.

Acid Bath Trap: CR 6; no attack roll necessary (3d6 points of damage per round plus drowning); Search (DC 25); Disable Device (DC 25).

P-3. Tomb of Skulls (EL 13)

Hundreds upon hundreds of skulls stare out at you from blank black sockets as you open the stone slab that seals this chamber. Behind each skull is a set of canopic jars containing the innards of the monk whose skull is displayed with care within the niche. Dark figures, **8 vargouilles**, from the corners suddenly float into the air as the PCs advance.

Vargouilles (8): CR 2; SZ S Outsider [Evil]; HD 1d8+1; hp 5; Init +1 (Dex); Spd fly 30 ft. (good); AC 12 (+1 size, +1 Dex); Atk +3 melee (1d4 and poison, bite); SA shriek (60 ft range, Fortitude DC 12, paralysis), poison (Fortitude DC 12 or unable to heal bite damage), kiss (Fortitude DC 19); AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.

Skills: Listen +4, Spot +3. **Feats:** Weapon Finesse (bite).

Tactics: The vargouilles, though extremely weak, shriek repeatedly to dishearten the PCs and hopefully catch someone with their paralytic moan.

P-4. Mausoleum of the Thirsting Ones (EL 10)

This roughly rectangular room is lined with nine sarcophagi. If the PCs explore this area during daylight hours (if the DM is feeling particularly kind to the player characters) the vampire spawn that hide throughout the Palace and Mausoleum are found resting here. **Vampire spawn** encountered and destroyed in the palace should be taken from the numbers in this area of the dungeon. Hidden behind the 8th sarcophagus is the secret entrance to Area 6.

Vampire Spawn (9): CR 4; hp 26 each; see the *MM*.

Tactics: If the PCs enter this room during the daylight hours 1d4 vampire spawn are already awakened in the chamber, as they need little sleep. The others are resting or regenerating in their sarcophagus. If the encounter occurs at night, subtract the number of vampire spawn already defeated from the number originally found within the room. These remaining vampires hide within the chamber as they hear the PCs approach, usually *spider climbing* along the ceiling or next to their sarcophagus waiting to spring a trap. They target priests and spellcasters first, rogues and bards second, saving up for the fighters last. They gang attack, seeking to drain as many levels from these casters as they can. If Nestrij has been encountered and forced to flee, she organizes the spawn that are within this chamber. Several attempts should be made to dominate PC's so that they can be turned against their allies and eventually fed upon.

Treasure: Hidden in the crypts are 10174 sp, 4948 gp, and a *wand of mirror image* (20 charges).

P-5. Chamber of the Hand

A mosaic of a large hand dominates this chamber within the heart of the Lower Pyramid.

Anyone making a Search check (DC 20) recognizes a depression in the palm of the hand that is the exact shape and size of one of the *amulet of lotus master*. Placing the sacred amulet into the palm depression causes a great rumbling and grinding sound to begin. The floor begins to rise, moving the hand upwards towards the ceiling. Players have two rounds to either get out of the room or get onto the palm and ride it up to **Area 4, the upper chambers**. Those remaining within the room but not standing upon the hand must make a Reflex save (DC 20) or be crushed against the ceiling for 6d6 points of damage.

As the players place the disk within the center of the palm read this description:

After much complex grinding and turning of gears that have not moved in centuries, the palm you stand upon turns in a spiral ever upwards, looking as if you are to be crushed against the ceiling. Just at the last moment, a circular opening twists above your head and you are now in a new chamber. The mosaic below your feet is now of a

different pattern, the hand has become a great celestial eye, and the *amulet of lotus master* a strange glowing iris within its center.

P-6. False Crypt of C'nosretep (EL 15)

This chamber is filled with the dust of a millennium. Its dark diorite walls reflect little light. At one end of the chamber is a 9-foot-long sarcophagus (Hardness 8, hp 60), also of dark diorite stone. The top is carved in the likeness of C'nosretep, grasping a lotus within his hands and wearing a headband with a serpent upon his brow.

Touching or searching the diorite sarcophagus sets off the teleport trap.

Teleport Trap: CR 5; victim is *teleported* inside the sarcophagus; Will save (DC 23) avoids; Search (DC 30); Disable Device (DC 30).

Sealed within this sarcophagus is Eshtartha, a lich cleric and former advisor and lover of C'nosretep. He wanted her to join him in eternity as a vampire, but she defied him and instead transformed herself into a lich to increase her powers as a spellcaster. For her audacity, C'nosretep tricked her and caused her to set off the teleport trap, forever imprisoning her.

The first character to be teleported into the sarcophagus actually trades places with Eshtartha. The same happens if others touch the sarcophagus; the one who touched the stone is teleported in as the previous occupant is teleported out.

Victims inside the sarcophagus are affected by a *temporal stasis* spell. Unless somehow released from the sarcophagus they are trapped inside forever—awake and aware of the passage of time, but unable to take any action other than to lie there and stare at the sealed lid above them.

Eshtartha, Female Human Lich, Clr13 (Evil, Knowledge): CR 15; M Undead; HD 13d12; hp 84; Init +4 (Dex); Speed 20 ft. (full plate); AC 26 (+1 Dex bonus [maximum], +10 *full plate* +2, +5 natural); Atk +14/+9 melee (1d8+5, +3 *heavy mace*, crit 19-20) or +11 melee (1d8+5, touch, Will DC 18 for half damage); SA fear aura (60 ft. aura, Will DC 18), paralyzing touch (Fortitude DC 18); SQ turn resistance (+4), damage resistance (15/+1), undead, rebuke undead (5/day); AL LE; SV Fort +8, Ref +4, Will +13; Str 14, Dex 14, Con —, Int 12, Wis 20, Cha 14.

Skills: Concentration +10, Diplomacy +12, Hide +10, Knowledge (arcana) +8, Knowledge (religion) +12, Listen +13, Move Silently +10, Search +9, Sense Motive +13, Spellcraft +11, Spot +13; **Feats:** Combat Casting, Improved Critical (heavy mace), Craft Wondrous Item, Heighten Spell, Maximize Spell, Power Attack.

Divine Spells Prepared (6, 7, 6, 5, 5, 4, 2, 1): 0—detect magic, guidance, inflict minor wounds (x3), resistance; 1st—bane, doom, divine favor, endure elements, inflict light wounds (x3); 2nd—darkness, desecrate, en-

thrall, hold person, inflict moderate wounds, resist elements; 3rd—bestow curse, contagion, inflict serious wounds, magic vestment, summon monster III; 4th—death ward, dimensional anchor, greater magic weapon, inflict critical wounds, restoration; 5th—circle of doom, ethereal jaunt, flame strike, summon monster V; 6th—blade barrier, create undead; 7th—destruction.

Domain spells (Evil, Knowledge): 1st—detect secret doors; 2nd—desecrate; 3rd—clairaudience/clairvoyance; 4th—unholy blight; 5th—true seeing; 6th—create undead; 7th—legend lore.

Tactics: The only thought in the mind of Eshtartha is for revenge against C'nosretep. To this end, as she appears before the PCs, raises her hands and begs them not to attack her. If they press the attack she has no choice but to defend herself, but her only goal in combat is protect herself and flee. She uses the divine spells at her disposal to affect her escape. Should the PCs listen to her, she tells them the sad tale of a love betrayed and countless years of imprisonment. Then, much to the surprise of the PCs, she asks if she might join them as they venture further into the Pyramid so that she may help them defeat C'nosretep. Should they agree, they have gained a somewhat unusual ally, but an ally nonetheless. Although she is truly evil through and through, Eshtartha keeps promise to help the PCs against C'nosretep and the other dangers in the remainder of the Pyramid. After the adventure, should Eshtartha survive, she parts company with the PCs, but promises to remain their ally should they desire such.

Treasure: Hidden within the diorite sarcophagus are a 1000 gp ruby necklace and a *staff of defense* (30 charges).

Pyramid of Amra: Upper Chambers

U-1. Portal of the Eye and First Test, "The Test of Hospitality" (EL 8)

Before you is a 10-foot-wide by 10-foot-tall arched doorway inlaid with an eye set into the center of a triangle. Inscribed upon the Portal of the Eye are words in a long forgotten script. Characters that make a Decipher Script check (DC 25) comprehend these words:

"When come unbidden to our rest, politic and manners serve you best. In order to proceed thus shall be the first test. Where rings of metal doth fail the fist may do; thus shall this wisdom then guide you."

Stone Door of the Echo: 4 in thick; Hardness 6; hp 30; Break (DC 25), Open Lock (no lock). To open the door requires a simple knock loud enough to cause an echo, which is simply done, as the door is hollow. Should

there be more than one knock or a knock that is loud, i.e. pounding on the door or trying to break it down, the small glyph placed upon the ceiling activates.

Greater Glyph Trap: CR 6; Search (DC 31, Rogues only or *detect magic* and Spellcraft (DC 22) to detect type of magic [Enchantment]); Will save (DC 21) avoids; Disable Device (DC 25). The glyph, when set off, curses everyone within a 20-foot-cone. Those affected lose 1d6 points of permanent Charisma as boils and sores erupt from their skin, their attitude sours, and they become belligerent. A *remove curse* spell reverses the effects of the trap.

Successfully disabling or bypassing the trapped door reveals a hieroglyphic lined chamber depicting various aspects of hospitality and preparation for the after life to the recently deceased.

U-2. The Second Test: Test of Friendship (EL 8)

Runes upon this door, when deciphered, pose the basic question to those who would pass its lapis portal. Characters must make a Decipher Script check (DC 20) to read them:

“What is the greatest treasure that anyone could have?”

Answering the word “friendship” automatically disables the trap and the great lapis slab slides open revealing the third test.

Greater Glyph Trap: CR 6; Search (DC 31); Disable Device (DC 31) The glyph is set to discharge a *greater command* “kill” spell, which causes all affected to kill the nearest individual in the area, either friend or foe, Will save (DC 21) after the first round and each round until the 13th round, when the spell ends.

U-3. The Final Test, Test of Bravery (EL 4)

The letters on this door bear a chilling threat. Characters must make a Decipher Script check (DC 15) to read them:

No more riddles are there here for you and I, succor your courage and prepare to die.

Upon reading these words, a *phantasmal killer* trap is triggered.

Phantasmal Killer Trap: CR 4; no attack roll necessary (death or 3d6); Will save (DC 21) to avoid, if failed Fortitude save (DC 21) to take 3d6 points of damage instead of death; Search (DC 29); Disable Device (DC 29).

Survivors of the *phantasmal killer* need only press their palm against the door and it opens at a touch, revealing **Area U-4: The Chamber of the Eye** beyond.

U-4. Chamber of the Eye

As the PCs proceed, read the following:

You enter into a large chamber that seems to pulsate with some unknown power that bears down upon the top of your head like a stack of bricks. The feeling continues as you linger, as if someone were continually adding another brick and yet another brick to the stack. After a few moments this sensation subsides. At the center of the room is a large mosaic image of an eye in the center of a pyramid. The pupils are slits like those of snakes and there is a golden scone imbedded in each of the three corners of the triangle surrounding the eye.

If the PCs entered the chamber through the front portals, something appears to be missing from the center of the eye where the iris would normally be.

There are secret doors hidden in the center of the eastern and western walls, requiring Search checks (DC 24) to locate. They are not trapped and lead into the maze beyond. The sconces at the points of the pyramid are the keys to lowering the upper pyramid and proceeding to the lair of C’nosretep and the Chamber of the Book. Close examination of each scone at the points of the triangle reveals these barely noticeable runes. Anyone making a Decipher Script check (DC 20) may read the following:

Gathered by the candle flame, bring down the sky but not for shame, as beyond the sky lie riches true, the master buried in his tomb, Faithfully guards forever in spirit form, the Tomb of Mind and Body borne to us in the worlds fond spring, golden words of Arden ring the truth which all devout should know. For the Wise do see their powers grow. Seek its knowledge you who are Brave, to your weakness be not slaves.

U-5. Chamber of the Monkey (EL 10)

Once the burial place of all members of the House of the Monkey, this *desecrated, unhallowed* chamber now houses the specter Cie Tzu, one time master of the House of the Monkey.

Cie Tzu, Male Spectre: CR 8; SZ M Undead [Incorporeal]; HD 12d12+3; hp 80; Init +7 (Dex, Improved Initiative); Spd 40 ft., fly 80 ft. (good); AC 15 (+3 Dex, +2 deflection); Atk +9 melee (1d8, incorporeal touch plus energy drain); SA energy drain (Fortitude DC 18 to remove), create spawn; SQ undead, incorporeal, turn resistance (+2), unnatural aura, sunlight powerlessness; AL LE; SV Fort +4, Ref +7, Will +10; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills: Hide +15, Intimidate +12, Intuit Direction +12, Listen +15, Search +12, Spot +15. *Feats:* Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Toughness.

Tactics: As the PCs enter, Cie Tzu sinks beneath the floor to rise up behind the PCs, striking out preferentially against clerics and other spellcasters.

Treasure: A Search check (DC 20) of Cie Tzu's crypt uncovers a *staff of frost* (49 charges).

U-6. Mausoleum of the Wind (EL 9)

Stepping beyond the locked stone doorway is a square chamber with a 15-foot-high ceiling. Suspended in the air 10 feet above the ground is a blue candle with a brilliant glowing flame.

Stepping into the chamber causes the entire floor, a *wall of stone*, to be dispelled. In its place is a very deep pit with a 6-inch wide ledge that runs around the edges of the chamber.

Pit Trap (200 feet Deep): CR 9; no attack roll necessary (20d6); Reflex save (DC 20) avoids; Search (DC 31); Disable Device (DC 31).

Characters must make a Balance check (DC 20) to walk along the ledge without falling into the pit. A monk or any other character capable of jumping the distance can grab the candle with a successful Jump check (DC 25) followed by a grab check (AC 20). A further Balance check (DC 25) is required for the character to land safely upon the opposite ledge. Alternately, a spellcaster can use *mage hand* or similar spells to grab the candle and pull it safely to the side. Using a lasso to rope the candle requires a Use Rope check (DC 25). If the lasso attempt fails, roll 1d6; on a roll of 1 or 2, the candle falls down into the pit, destroyed when it hits the bottom. Using spells such as *levitating* or *fly* allows the easiest access to the candle.

Once the PCs have the candle, they have one round to leave the chamber before the door slams shut. Anyone standing in the doorway must make a Reflex save (DC 20) or take 4d6 points of damage. As the door slams down, the ledge disappears. Anyone standing on the ledge falls into the pit. Since there is no ledge and nothing to grab onto, characters incapable of avoiding gravity are allowed no Reflex save this time.

Treasure: *Candle of the wise.*

Quest Candles: *Candle of the Wise, Candle of the Faithful, Candle of Bravery*

These three candles are the three marks of success at the challenges presented. They have no further magical abilities other as necessary components to access the later stage of this adventure.

U-7. Chamber of the Dragon (EL 7)

Beyond the locked secret stone portal is a single white candle floating 6 feet above a raised dais in the center of the chamber. Coiled around the dais is a huge serpent, its scales rasping dully against the stone as it turns its slitted eyes to face the PCs.

Vampiric Giant Constrictor Snake: CR 7; SZ H Undead; HD 11d12; hp 71; Init +9 (Dex, Improved Initiative); Spd 20 ft., climb 30 ft.; AC 21 (-2 size, +3 Dex, +10 natural); Atk +16 melee (1d8+15, bite) or +16 melee (2d6+10, slam plus energy drain); Face/Reach 15 ft. by 15 ft. (coiled)/10 ft.; SA improved grab (grapple bonus +26), constrict (1d8+15), domination (30 ft. range, Will DC 13), energy drain (Will DC 13 to remove), blood drain (1d4 perm. Con drain), children of the night (1/day, summon 4d8 Medium constrictor snakes, 10d10 Tiny vipers, 3d6 Medium vipers), create spawn (other snakes only); SQ damage reduction (15/+1), resistances (cold and electricity 20), gaseous form, spider climb, alternate form (dire bat, bat, wolf, or dire wolf), fast healing (5), scent, undead; AL CE; SV Fort +7, Ref +14, Will +5; Str 31, Dex 21, Con —, Int 3, Wis 14, Cha 6.

Skills: Balance +13, Bluff +6, Climb +21, Hide +9, Listen +20, Move Silently +13, Search +4, Sense Motive +10, Spot +20. *Feats:* Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes.

Tactics: The vampiric giant constrictor attempts to *dominate* the first person entering the room, using them as both shield and ally as it snatches as many individuals as it can with its jaws, placing them in its crushing coils and draining them of life energy levels every round.

Note: The chamber is shielded against Transmutation magic. Therefore, spells such as *mage hand* have no effect in this chamber.

Treasure: *Candle of the faithful*

U-8. Library of the Ancients (EL 13)

This hidden chamber contains rack upon rack of scrolls and tomes from around the world gathered in times of peace by the Brotherhood of Light. Now the dusty library is administrated by the Brotherhood of Set, who fear that destroying the arcane knowledge held within these tomes may bring other powers into play.

A huge, yet strangely beautiful being with the head of an ass turns towards the PCs as they enter and begins chanting in an arcane tongue.

Rhylon, Male Asswere, Animal or Hybrid Form, Sor11: CR 13; SZ M Shapechanger; HD 3d8+3 plus 11d4+11; hp 53; Init +1 (Dex.); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk +13/+8 (1d8+7, longsword, crit x3) or +11/+6 melee (1d6+3, bite); SA bray (2/day, 30 ft. radius, Will DC 17, 1d4+1 temp. Wis damage); SQ alternate form, damage reduction (10/+1), darkvision (60 ft.);

AL LE; SV Fort +7, Ref +7, Will +11; Str 16, Dex 13, Con 12, Int 12, Wis 13, Cha 14.

Skills: Balance +7, Concentration +10, Disguise +7, Knowledge (arcana) +8, Listen +13, Move Silently +5, Profession (librarian) +8, Search +13, Spellcraft +11, Spot +13. **Feats:** Alertness, Blind-Fight, Brew Potion, Combat Casting, Craft Magical Arms and Armor, Maximize Spell, Weapon Focus (bite).

Arcane Spells Known (Cast per Day: 6/7/7/6/6/4; base DC 12 + spell level): 0—daze, detect magic, flare, ghost sound, light, open/close, read magic, ray of frost, resistance; 1st—grease, mage armor, magic missile, protection from good, shield; 2nd—glitterdust, Mel's acid arrow, see invisibility, spectral hand, web; 3rd—haste, gaseous form, stinking cloud, vampiric touch; 4th—enervation, improved invisibility, stonkskin; 5th—Bigsby's interposing hand, feebelmind.

Possessions: +3 *longspear*, arcane scrolls (*greater shadow conjuration*, *fire shield*, *protection from arrows*, *dispel magic*, *prismatic spray*, *control water*, *stone to flesh*, and *legend lore*), 3 vials of *universal solvent*.

Rhylon is the only truly living being allowed within the Pyramid of Amra. He is keeper of the tomes and scrolls within this great repository, and spends many long hours here examining their wealth of knowledge that could increase his arcane power.

Tactics: Rhylon despises humans and humanoids, and never assumes his humanoid form—he considers it weak and ugly. He undoubtedly has knowledge of the PCs thanks to their destruction of doors and setting off traps throughout the Pyramid, and the loud grating noise of the Hand rising from the bowels of the structure. As the PCs fumble with the door, he covers himself in defensive spells, using *haste* to increase the quickness of delivery for his awesome magical arsenal. His defensive spells include those found on his scrolls, such as *fire shield*, and *protection from arrows*. Rhylon casts *grease* on the floor before the doorway and then uses his scroll of *prismatic spray* on the PCs as they open the door. He next burns through his *enervation* spells as quickly as he can. He casts *spectral hand* to deliver a *vampiric touch* to opponents up to twice a round until his 3rd level spells are gone. If hard pressed in combat and he feels that he should die he attempts to flee using whatever means necessary and available to insure his survival.

Treasure: The shelves are lined with various books:

- 18 contain historical and genealogical data are of value to loremasters and sages. These books are valued at 3d6 x 100 gp each.

- One is a *vacuous grimoire*.
- One is a +3 *manual of bodily health*.
- One is a treatise on demonology and summoning by the noted summoner Yelseila Warcret. It includes the following spells: *contact other plane*, *dimensional anchor*, *dismissal*, *lesser planar binding*, *planar binding*, and *gate*. Each of these spells has a 15% chance of arcane spell failure on the first casting, as Yelseila was quite mad and

his spidery scrawl is suspect at best. The tome includes the true names of 6 outsiders who may be contacted with the spells in this book. Each hour spent dabbling in the deep mysteries compiled in this tome incurs a 1% per hour cumulative chance of the reader going completely insane, no saving throw. The names of these outsiders are left to the DM's discretion.

- One is a *book of noble accomplishments*.

Book of Noble Accomplishments

This valuable tome is a bane to divine spellcasters of any good alignment and ruin to any evil divine spellcaster that look upon its pages. Study of this volume for at least 40 hours (no more than 8 hours per day) imparts effects upon the reader. For those divine spellcaster of a good alignment (LG, NG, CG), a gain of experience points enough to boost the reader to the beginning of the next level of experience (which must be taken as a level in divine spellcaster) as well as a +1 inherent boost to both Wisdom and Charisma. Divine spellcasters of evil alignment (LE, NE, CE) loose enough experience to demote them to the mid point of the previous level. Neutrally aligned divine casters loose 1d8x1,000 experience points, however they gain a new view on the cosmos, enjoying a +1 inherent bonus to their Wisdom in the process and unless a Will save (DC 15) is made, a conversion to good is made (LN becoming LG, N becoming NG, and CN becoming CG). Those without divine spellcasting ability are unaffected.

This tome cannot be distinguished from any other magical libram or book until the writings contained within are studied. Once pursued, this remarkable work vanishes into thin air. Those affected by it may never again benefit or be harmed by examining a similar book.

Caster Level: 18th; *Weight:* 4 lbs.

U-9. Chamber of the Hands (EL 10)

A secret door opens into this chamber. At the far end of the chamber is a 10-foot-wide dais. Over the dais, 6 feet in the air, floats a single glowing candle.

Twenty feet beyond the entrance to this chamber is a hidden pressure plate which when triggered releases a thin layer of *sovereign glue* across the 40-foot-section of floor that lies before the altar. One round later a ceramic sprayer drops from the ceiling and begins spraying green slime throughout the entire 40-foot-area in front of the dais.

Green Slime and Sovereign Glue Trap: CR 10; no

attack roll necessary (green slime, 1d6 temp. Con damage per round); Reflex save (DC 23) avoids; Search (DC 27); Disable Device (DC 27); Note: *sovereign glue* instantly binds any two objects together permanently. Thus, boots, shoes, and feet are bound to the floor instantly. Objects thus joined can only be unbound by application of *universal solvent*. For more information on sovereign glue and its effects, see Chapter 8: Magic Items in the *DMG*.

Note: The chamber is shielded against Transmutation magic, excluding the magic that it took to make the *sovereign glue*. Therefore, spells such as *mage hand* have no effect in this chamber.

Treasure: *Candle of bravery*.

U-10. Upper Chamber of the Eye (EL 15)

Once the PCs have placed the three candles into the sconces at the points of the pyramid symbol in the center of **Chamber 4: Lower Chamber of the Eye**, read the following description.

As the candlelight fills the room, a grating of stone and metal starts its low rumblings within the deep recesses of the pyramid. The very floor you stand upon feels as if it is rising to crush you against the dusty limestone ceiling. The ceiling vanishes before your eyes in a flash, as the top portion of the Step Pyramid of Amra descends to meet the lower portion, sealing off this chamber with a new roof of glimmering blue enameled stone, which replaces the one that stood before. Four stone statues now occupy the corners of the chamber, their megalithic hands against the roof as if their very eminence supports the starred sky above.

The new chamber is a perfect square that appears to have no entrances and exits. If the PCs have left the *amulet of the lotus master* within the depression in the center of the eye, the room is bathed with a shimmering light, an orb forming in the center of the room just above the PCs. The image of a gentle looking man of great grace and indeterminate age gazes at the group with a pure benevolence and begins to speak:

"Know that I am Ozykathalin, first and last Master of the Lotus within this ancient and holy place. I am he who knew the voice of Arden; I am he who strides in the realms of light, purest of all energy forever alive beyond the Gates of Wisdom. Wise too are you who have discovered the secrets of this place, but one secret still you do seek. To gain it, you must defeat he who was the betrayer. Know you that C'nosretep's worst betrayal was not to those who nurtured him, but to his own soul. Lost in his self-hatred, he did not realize the gifts that friendship and brotherhood offer. As allies you have gained much and risked much in your sojourn thus far, and to those who risk all for one another and their faith are granted the greatest of treasures. I grant you one boon before I make the way open to you. Ask of me what you will, and should

it be within the powers of light to grant this thing, it is yours. Ozykathalin has spoken."

Ozykathalin grants the PCs one *limited wish*, before lifting his hands to reveal a shimmering staircase that leads to a hidden chamber amongst the "stars," **Area U-11A**. The shimmering stairs are made of insubstantial light, but are easily climbed.

Note: If the PCs did not place the *amulet of lotus master* within the eye in the center of the triangle before placing the candles at each point of the triangle, the floor still rises, and the ceiling descends as before. However, much to the dismay of the PCs, the four statues that once supported the upper portion of the Step Pyramid animate and attack.

Stone Golems (4): CR 11; hp 77; see the *MM*.

After defeating the stone golems, allow the PCs to search the chamber. Searching along the ceiling (Search [DC 24]) notes a secret panel about 20 feet above the floor of the chamber. Beyond the secret panel is **Area 11A: Stairway into Darkness**. The distance to the secret panel must somehow be navigated either by jumping, climbing, flying, or some other magical means.

U-11. Three Final Tests

U-11A. Stairway Into Darkness

This 10-foot-long, 5-foot-wide stairway is shrouded in deepest blackness.

The stairway is bathed in a *deeper darkness* spell. Only a *daylight* spell can negate the darkness, which in turn dispels the *daylight* spell as well. *Dispel magic* (DC 24) will also cancel the *deeper darkness*.

U-11B. First Stone Door (EL 6)

At the top of the stairs is a stone door set onto a 5 foot wide stone platform. The door is 6 feet tall and is carved with the likeness of a youthful man of great physical build, kneeling before the dark god Set. Set towers over the man with his arm outstretched. The man grasps Set's wrist in both of his smaller hands, and appears to be drinking blood from the wrist of the god.

Door Trap: CR 6; no attack roll necessary (*flesh to stone*, see note); Fortitude save (DC 27) or turn to stone; Others - Reflex save (DC 20) or fall; Search (DC 31); Disable Device (DC 31).

Note: This door trap has two effects, anyone touching the door triggers a heightened *stone to flesh* trap. The staircase then converts to a sliding ramp as the stone door begins to slide the five feet across the landing. The door pushes anyone or anything upon the platform down the ramp. Anyone falling off the ramp takes 2d6 points of damage; one character (chosen randomly) takes an additional 3d6 points of damage as the petrified party member collapses atop them. The petrified character must make a Fortitude save (DC 20) or shatter. Hopefully the PCs remembered to take hair and skin samples of the victim

before the adventure, and have available a handy scroll of *resurrection*!

U-11C. Second Door (EL 6)

This door features the carved image of Set, with C'nosretep sitting upon his lap, re-writing the *tome of mind and body* with a raven quill feather in his hand.

This door is sealed with an *arcane lock*, and trapped with *greater dispelling*. The *greater dispelling* is retributively set to go off the second a *knock* spell is cast. The intent of this trap is to remove any magical effects the PCs have cast in the process of preparing themselves for the final showdown with C'nosretep. The *knock* spell opens the door successfully.

Greater Dispelling Trap: CR 6; no attack roll necessary (dispels magical effects in a 30 ft. radius); dispel check at 1d20+15; Search (DC 31); Disable Device (DC 31).

U-12. Tomb of C'nosretep (EL 18)

The second door opens into a chamber shrouded in magical darkness and filled with a great aura of evil. A quiet, reserved chuckle reverberates off the low ceiling.

A *deeper darkness* permanently wrought within this room by Minions of Set negates the power of any *daylight* spells, instead rendering a murky dimness within the chamber. The twilight gloom reveals a golden sarcophagus set against the middle of the western wall. The unholy symbol of Set, carved into the sarcophagus acts to both *desecrate*, and *unhallow* the chamber, giving C'nosretep great powers here. A narrow stone staircase in the southwestern corner of the chamber leads upwards into the darkness beyond.

As the utter darkness is swept away, C'nosretep stands to greet the PCs, stripped to the waist. His lips pulled back in a deadly smile to reveal his gleaming white fangs, his head shaved but for a long braid down his back. His pale, bluish skin ripples with muscle and a deep inner strength. A cruel voice calls to the PCs as they enter the chamber:

"So champions, you seek to take the book from C'nosretep? Very well, let your screams reverberate from the Pyramid of Amra for all time. Know as your souls howl towards hell that it was the Champion of Set who sent you on your path. Just as I defeated Ozykathalin, so too shall your blood slake my undying thirst!"

C'nosretep, Male Human Vampire Mnk16: CR 18; SZ M Undead; HD 16d12; hp 104; Init +8 (Dex, Improved Initiative); Spd 80 ft.; AC 34 (+4 Dex, +5 Wisdom, +3 monk, +6 natural, +3 *ring of protection*, +3 *bracers*); Atk +16/+13/+10/+7 melee (1d6+4, kama), or +16/+13/+10/+7 melee (1d20+4, unarmed strike), or +16/+11/+6 ranged (1d8, light crossbow, crit 19-20, range 80 ft.); SA unarmed strike, stunning attack (17/day, Fortitude DC 23), ki strike (+3), quivering palm (Fortitude DC 23), domination (60 ft. range, Will DC 20), energy

drain (Fortitude DC 20 to remove), blood drain (1d4 perm. Con drain), children of the night, create spawn, Touch of Life and Death (Fortitude DC 23); SQ evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body, leap of the clouds, improved evasion, diamond body (poison immunity), abundant step, diamond soul (SR 26), damage reduction (15/+1), turn resistance (+4), resistances (cold and electricity 20), gaseous form, spider climb, alternate form, fast healing (5), undead; AL CE; SV Fort +10, Ref +16, Will +15; Str 18, Dex 18, Con —, Int 18, Wis 20, Cha 15.

Skills: Balance +16, Bluff +10, Climb +23, Concentration +21, Hide +26, Jump +23, Knowledge (arcana) +20, Listen +23, Move Silently +32, Search +12, Sense Motive +13, Spot +15, Swim +15, Tumble +25. **Feats:** Alertness, Combat Reflexes, [Deflect Arrows], Dodge, Expertise, Improved Initiative, [Improved Trip], [Improved Unarmed Strike], Lightning Reflexes, Mobility, Run, Spring Attack, [Stunning Fist], Track.

Possessions: *Amulet of shielding*, +3 *ring of protection*, +3 *bracers of armor*, *monk's belt*.

Tactics: C'nosretep seeks to *dominate* the strongest fighter or rogue in the party before unleashing a series of violent blows against a paladin or other fighter type, attempting to stun and spawn them as quickly as possible for use against the PCs later in the fight. He then turns on a PC cleric using the quivering palm attack in an attempt to outright kill the individual most dangerous to him. C'nosretep has very high spell resistance and therefore considers wizards and sorcerers little more than a nuisance to him attacking other fighters, monks, and rogues on subsequent rounds, saving the magic users for "a light snack." After he has defeated the PCs, he sends his *dominated* slave to stand in the corner as he drains them of their life's blood, spawning them as a vampire and new guardian to the Monastery and Pyramid to replace the ones the PCs have destroyed. At any point where C'nosretep takes a large amount of damage, he uses the Touch of Life and Death to drain his opponent of hit points, healing himself in the process. If C'nosretep is defeated, he howls in rage and throws his fists in the air. He turns to vapor and flows into his nearby sarcophagus in a vain attempt to heal.

Sarcophagus of C'nosretep: This stone Sarcophagus, covered in semiprecious jewels and gold leaf, has the Seal of Set placed upon its jeweled lid. The seal acts to *desecrate* and *unhallow* the area, as well as filling a 60-foot radius with *deeper darkness*, granting C'nosretep even greater strength with which to combat his foes. Destroying the seal dispels the *deeper darkness*, *unhallow*, and *desecrate* effects within the chamber. If this happens C'nosretep becomes visibly weaker. The seal itself may be dispelled for 1d4 rounds if a *dispel magic* check against a 20th level caster is successful. Allow characters a Spot check of (DC 20) to notice the pulsing black stone seal carved in the shape of an asp atop the sarcophagus.

The Seal of Set: (Hardness 10; 30 hit points).



The sarcophagus itself is very heavy and tough (Hardness 10; 90 hp; Break DC 30). A combined Strength check of (DC 30) is required to slide the lid aside. Within the sarcophagus are the following items as well as C'nosretep's body if he was reduced to less than 0 hit points in the battle.

Treasure: Approximately 2,000 gp worth of precious

gems and gold encrusts the lid of the sarcophagus. Within it is a solid gold funeral mask of the first Master of the Lotus, valued at 5000 gp, as well as the items found upon C'nosretep's person.

13. Final Test of Wisdom (EL 10)



A plain stone door stands at the top of the staircase. Nearly invisible hieroglyphics upon the door (Spot DC 25, Search DC 25, Decipher Script DC 25) reveal these hidden words:

"The Words of Arden lie beyond this door, ancient tome of the wisdom bound in stone, to win it you must thwart this poem. A Monkey has it, and so does a Cat. The Merchant often has his finger on it; Judges and Monks seek to perfect the art of it."

The answer to the riddle is "balance." If answered correctly the stone slab slides away revealing a chamber beyond. Answering the riddle incorrectly sets off a crushing wall trap, unless already detected and disarmed.

Crushing Wall Trap: CR 10; no attack roll required (20d6); Search (DC 20); Disable Device (DC 20).

14. Chamber of The Book

Sitting atop a stone pedestal in the center of this tiny room is the *tome of mind and body*.

Tome of Mind and Body

The tome is a powerful magical text usable only by monks. Studying its pages for a month grant the following special benefits to the user:

- Characteristic bonuses: +2 Strength, +2 Dexterity, and +2 Wisdom.
- Gains enough experience to put them to over the next level by 10%.
- Monk gains knowledge of the secret Touch of Life and Death. This new ability grants the monk the ability to use an unarmed touch attack that acts similarly to the spell *vampiric touch*, cast at the level of the monk. The victim of the strike is required a Fortitude save (DC 10 + 1/2 the monk's class level + the monk's Wisdom bonus). A failed save deals the victim 1d6 points of damage per two levels the attacker has in the monk class. The monk gains the amount of damage dealt as bonus hit points. Alternately, the monk can store any portion of the hit points thus gained and grant them as healing to a comrade. This special ability is useable once per day and must be declared before the die is rolled. A miss means that the use of the ability is wasted, and cannot be used again for another 24 hours. A successful save means that the target takes normal unarmed combat damage.

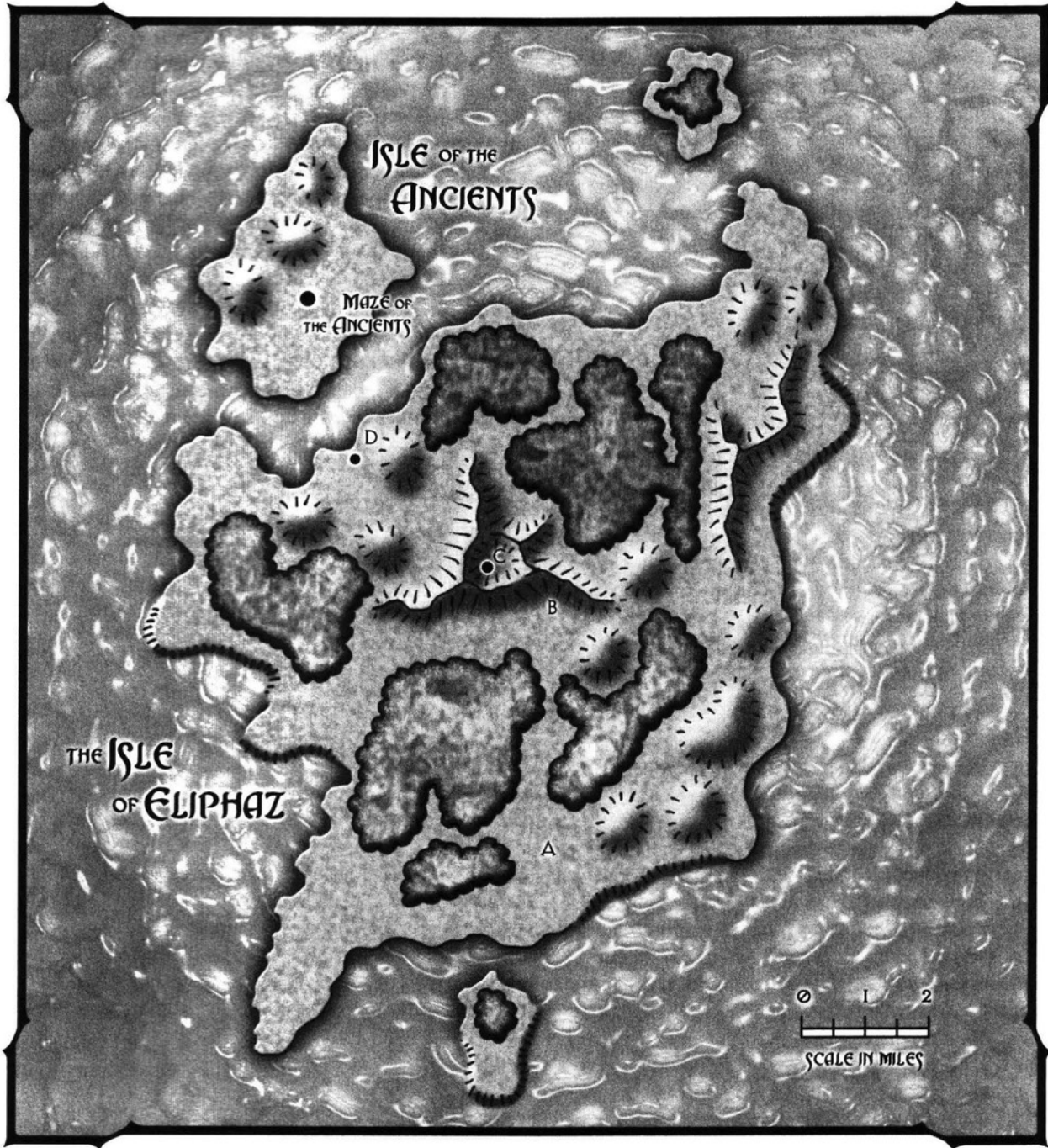
Due to C'nosretep's twisting of the words contained in the text a monk reading the *tome* must make a will save (DC 25) or have their alignment permanently changed to chaotic evil, losing the ability to continue their studies as a monk as long as their alignment remains stuck. Only a *wish* or *miracle* spell cast upon the individual can change their alignment back again.

Note: The book may only be studied once in a monk's lifetime, as further study grants no more special powers or ability increases. Once completed, the book loses its powers to grant special benefits to any other monk for one full year, at which time another monk may study its ancient lore.

The Isle of Eliphaz

The Isle of Eliphaz is an adventure for characters of levels 14+. In the course of the adventure, the PCs face the powerful lich Athransma in the hidden Maze of Ancients. Careful searching and sharp wits help the PCs avoid being led astray by the devices of Athransma in his goal to awaken the primal Eliphaz. The group should in-

clude a rogue with at least 12 ranks of Disable Device and Search. The party should also include a druid, a wizard, and at least two characters with skill in combat. Under no circumstances should any adventuring group set out without a cleric.



Island of Eliphaz Keyed Locations

A. Mysterious Island at Sea

It is said amongst sages and treasure hunters that on the Isle of Eliphaz, located nearly 200 miles off the western shore of the Reme Coast, the false tomb of an ancient wizard lies buried. Local legend flies as far as Bard's Gate that a great evil god lies in a slumber on the isle, waiting to be awakened by some poor unfortunate souls. Indeed, it is said by all that this is an island to be feared, and no local sailors will even hear of an attempt to reach its shores.

The island is small and rocky, with only two places available for egress by ship. The beaches of this island are nondescript, though the rocks in the channels leading to them are treacherous. These passages are so vicious that any ship with a draft of greater than six feet has an 80% chance of running aground, with half that chance of inflicting so much damage to the ship that it begins to sink. At best, a successful Profession (sailor) check (DC 20) cuts these probabilities in half.

The island itself is a typical one for this region, with coniferous trees, sea birds, and thick undergrowths of brush. This land is curious in the fact that no magic of any sort functions on or around it. In fact, anyone approaching the island within 50 feet has all active magic nullified—a potentially lethal hazard for anyone attempting to reach the island by air. This effect is the result of a permanent *antimagic field* cast on the island by the evil wizard prior to the time of his demise.

B. Crater of Eliphaz

Once on the island a quick search by the PCs discovers a low volcanic cone within the center. Characters making a Climb check (DC 15) can reach the edge of the cone. There, they spy a small tower with a single door and no windows sitting atop the volcano's cooled cone in the very center of the crater. A second Climb check (DC 15) allows the characters progress down the slope to the crater itself. A climb check failed by 5 or more results in the character falling and taking 4d6 points of damage from sharp rocks and the distance of the fall.

C. The Tower of the Guardian (EL 4)

The tower is made of dark stone, the door of fine wood. Strangely enough, the door is unlocked.

C1. Bottom Floor (EL 4)

Once inside the tower, the intruders discover some old furniture: a table, four chairs, and an old wooden stair-

case leading up. Hidden in the table, revealed only by a Search check (DC 20), is a note from the wizard, and a *deck of many things*. The *deck* is special, and anyone drawing a card has double the normal chance of drawing a negative one. When a character draws a card, if the card is a good result, ignore it and have them draw again. If the second card is a bad result, apply those results. If this second card is a good result, apply the results. The deck does not function until the *antimagic field* is turned off, of course. The note is a challenge from the wizard to: "*Trust Lady Luck in your quest for my tomb.*"

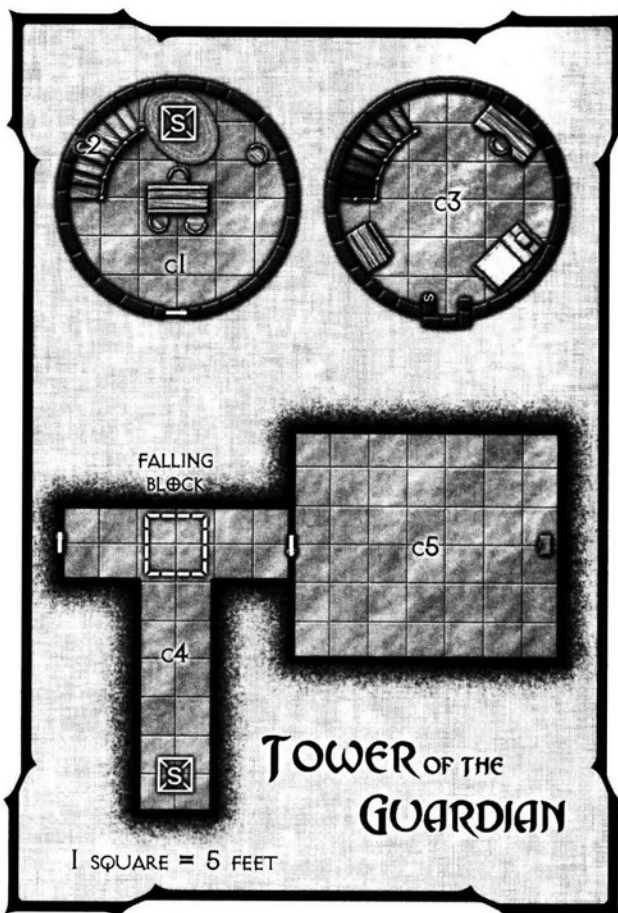
In the floor of this level is a secret trap door, which can be found with a successful Search check (DC 25). The trap door leads to **Area C4: Passage to the False Crypts**, the dungeon below the tower.

There is nothing of value in this level of the tower, but on the fifth round after it is entered, a **gray ooze** attacks from above. It is nearly impossible to detect due to its color, and unless a successful Spot check is made (DC 15), it surprises the characters.

Gray Ooze: CR 4; hp 36; see the *MM*.

C2. Rickety Stairs

The stairs, which are old and rickety but can easily support the PCs, lead up to the second level.



C3. Second Floor (EL 1/2+)

The second level of the tower is not a very nice place to be. All that it contains here is the old bedroom furniture of the wizard, a couple of useless papers, scrolls, books, a fireplace, and a golden statue of a cat; about 18 inches tall. This is a really mean **guardian familiar** named Natasha. She circles and hisses, and when she gets within 15 feet of an opponent, she attacks. She is particularly nasty since she has a damage reduction and all magic weapons temporarily lose their enhancement on the island due the *antimagic field*.

Natasha, Guardian Familiar (1): CR 1/2 (see below); SZ T Outsider; HD 1d8; hp 4; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 size, +2 Dex); Atk +4 melee (1d2-4 [x2], claws), -1 melee (1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ damage reduction (15/+1), nine lives, SR (11), darkvision 60 ft., DR 15/+1; AL LE; SV Fort +2, Ref +4, Will +3; Str 3, Dex 15, Con 10, Int 10, Wis 12, Cha 10.

Skills: Balance +10, Climb +2, Hide +16*, Listen +3, Move Silently +8*, Spot +3. **Feats:** Weapon Finesse (claw, bite). * Guardian familiars have a +4 racial bonus to their Hide and Move Silently checks with the Hide bonus increasing to +8 when in tall grasses or other concealing terrain that's large enough to hide them.

SQ—Nine Lives (Su): The guardian familiar has nine lives. Each time it is slain it is reborn in 1d2 rounds, stronger than it was in its previous incarnation. If slain a ninth time, it remains dead. If left alone, or combat is broken off, the familiar reverts to its normal (Tiny) size in 1 hour, though its HD, AC, SR, and other such increases remain at the same level they were before combat was ended (its ability scores and all bonuses or penalties associated with them are lost). Each time it is slain and reborn, the guardian familiar gains +1 HD, +1 BAB, +1d8 hit points, +1 AC, and +2 SR. (Its CR also increases as it grows in size and HD, increasing by 1/2 for each rebirth and another 1 for each size increase - so on her ninth life she is a CR 8). For each two times it is slain, its size increases by one category and its ability scores and AC are adjusted as per the Size Increase table, in the *MM*. (Note that when its Strength score equals or surpasses its Dexterity score, it loses the Weapon Finesse feats and gains the Weapon Focus (claw, bite) feats.) The damage dice for its claws and bite also increase to the next larger die (from 1d2 to 1d3; from 1d3 to 1d4, etc.). This ability cannot be dispelled or negated except by the following: *disintegrate*, *flesh to stone*, *miracle*, *temporal stasis*, or *wish*. A *dismissal* spell sends the guardian familiar back to its plane of origin.

Secret Panel and Locked Box: In the fireplace is a secret panel, which the characters discover with a successful Search check (DC 30). Inside is a locked box, requiring an Open Lock check (DC 25) to open. Within the box, there is a key and two keyholes. The key appears to fit both of the keyholes. The left hole lowers the *antimagic field* surrounding the island. The right triggers

a *Morden's disjunction*, which goes off in the tower, probably destroying most of the PCs' magic. Natasha must make a Fortitude save (DC 20), or be destroyed by the latter effect as well.

Athransma has found it necessary in his studies of the Ancients to craft this box. He intended for it to dampen all magic upon the island in the event that one of his experiments went awry within the Maze of Ancients. In addition, it was his hope that treasure hunters and looters would be put off at the immediate loss of their powers upon stepping onto the shore. Much to the chagrin of Athransma, the Enchantments on the box, although powerful, are not strong enough to overcome the bindings that the Ancients placed upon the elemental god. Athransma had hoped his little box of tricks would work. Athransma added the second keyhole purely out of spite.

C4. Passage to the False Crypts (EL6)

The trap door in **Area C1: Bottom Floor** leads down to a T-intersection of 10-foot by 10-foot tunnels. At the end of each tunnel is a door. To the left is a false door and a pressure plate that releases a stone block that falls in the third 10-foot section of the hall (see below). The center passage leads to a door with a *nondetection* spell cast on it, a poison needle trap on the handle (see below), and an *arcane lock* cast at 14th level. Behind this door is a small pentagram inscribed on the floor. This symbol has a *Nystal's magic aura* cast upon it, but has no other function.

False Door Trap: CR 4; no attack roll necessary (6d6 crushing damage); Reflex Save (DC 18) halves; Search (DC 20); Disable Device (DC 25).

Poison Needle Trap: CR 4; no attack roll necessary for anyone touching the door handle; deathblade poison (1d6/2d6 temp. Con damage; Fortitude DC 20); Search (DC 22); Disable Device (DC 20).

C5. The False Tomb (EL 8)

The right passage leads to the first false tomb. When the door is opened, a *magic mouth* spell triggers evil laughter and the voice of the wizard screams: "*Now prepare to die the most painful of all deaths!*" The room then fills with a *fireball* spell. The *fireball* is actually an illusion generated by *shadow evocation*. Unless the PCs make a Will save (DC 22) they suffer 4d6 fire damage per round; characters that make the Will save take only 1/5 the rolled damage. Once the *shadow evocation* is dispelled or overcome, the room can be entered and its contents examined.

The room contains a large golden calf, a tomb, and a bronze chest. Three rounds after the room is entered, the golden calf reveals its true nature, metamorphosing into a **gorgon**. It attacks immediately, breathing at anyone within range.

Gorgon: CR 8; hp 68; see the *MM*.

Tactics: Moo! Charge, breathe, charge, breathe, charge, etc.

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The chest is unlocked and contains a pile of gold (in reality a patch of **yellow mold** covered in an illusion), and a potion bottle wrapped with a note written on leather. The note is from the wizard.

Yellow Mold (CR 6): Fortitude save (DC 15); 1d6/2d6 temp Con damage; Fire destroys yellow mold, and sunlight renders it dormant.

Above the chest is a moldering tapestry depicting an island nearby. The island on the tapestry reveals the true location of the wizard's tomb, and was left here by mistake. If the ancient writing on the tapestry is deciphered, requiring a Decipher Script check (DC 25), the location of the new island can be found by the following means: The new island is known as the Island of the Ancients. If characters compare this map to the zodiacal symbols found on the dolmen of the pierced stone along the northern banks of the Isle of Eliphaz, they find that the hole in the center of the disk there points directly to the island's location. It lies just off the shore of the Isle of Eliphaz, beneath the waves. See **Area D: Dolmen of the Pierced Stone** for further details on raising the Isle of the Ancients.

Treasure: The bottle is marked "potion of stone-flesh, 1 dose," but is in reality a dose of *universal solvent*. Anyone or anything onto which this is poured must make a Fortitude save (DC 19) or be affected as if by a *disintegrate* spell. The note reads:

"Fools, you have failed in your grave-robbing ways to find my tomb, for it is far away, and this is just a hoax. Now you idiots must decide which of your stony comrades you will save, for in ten minutes, all of the statues will turn to dust. Go home and become shopkeepers, for you are failures as grave robbers. Lick your wounds and rejoice that I have allowed you live, for I could have chosen not to do so." The note is signed, "*Athransma the Merciful.*"

The coffin is made of common stone, and contains a skeleton holding a wooden staff and adorned in fake jewelry. If an *identify* spell is cast upon the robe he wears, it appears as a *robe of the arch-magi*, revealing its true nature, that of *cloak of poisonousness* only when donned. The only real piece of treasure is a fully charged *gem of seeing*.

D. Dolmen of the Pierced Stone

This dolmen on the north shore of the island comprises several standing stones carved with various arcane or zodiacal symbols, as well as symbols easily recognized runes of both earth and water. A stone disk stands balanced upon an altar of large stones. The center of the disk has a hole in it approximately the size of a fist. A character that makes a Decipher Script check (DC 25) reads the following passage:

"Into the eye of the disk do place that which makes secret things revealed, thus does the light then find, Isle of The Ancients divined."

Placing the *gem of seeing* into the hole in the center of the disk causes a great beam of light to flare forth from the disk. The disk itself swivels on its altar pointing a short distance into the ocean. The water begins to boil as the beam strikes it, and the island of Eliphaz rumbles and shakes beneath the player's feet. After a few moments, a second island rises from the waves not far from the shore of the first island. The second island is shrouded in a silvery mist as steam billows from the seawater. The *gem of seeing* is completely consumed in the process of raising the **Isle of the Ancients**.



Isle of the Ancients (EL 12)

This small island just off the coast of the Isle of Eliphaz is shrouded in steaming mist generated from the Dolmen of the Pierced Stone. Walking upon the island is treacherous as the entire island is concealed as by an enlarged *fog cloud* spell. Furthermore, the footing is very slippery from a rank-smelling muck of ankle deep silt, which has coated the island during its years of submersion beneath the waves. Movement across the island is reduced to half normal. Any character moving at a higher speed or jumping must make a Balance check (DC 15) or fall prone into the mud and seaweed.

Entrance to the Maze of Ancients (EL 5)

Two huge pillars carved with images weathered and covered in thick barnacles dominate the entrance; whatever symbolism the carvers of these pillars left behind has been lost to the ravages of the sea. Between the two pillars sits a low shrine-like structure carved of the same materials as the weathered pillars. A tight-fitting door sits in the center of the southern wall of the shrine.

When the characters cleared away the muck and seaweed, they reveal a finely crafted bronze door. Bright green with the patina of age and salt water, the door is inscribed with an *arcane mark* which reads the following passage if *detect magic* is cast:

"So have you found the entrance to my tomb! Know that through the Maze of Ancients you must pass. Be warned: their evil is greater than my own. Tread here and breathe your last, for Athransma the Merciful am I. Turn back thieves or surely die!"

The door to the Maze of Ancients is trapped with a 20th-level casting of *Evar's black tentacles* spell that triggers the moment the door is touched. An *arcane lock* spell also seals the door. Casting *knock* on the door may open it, however it still triggers the trap, which may only be disarmed by a high level rogue or some form of *dispel magic*.

Black Tentacles Trap: CR 5; +20 melee (see note); Search (DC 29); Disable Device (DC 29); Note: the trap produces 1d4+20 black tentacles in a 15 foot area in front of the door. Each tentacle has 20 hit points, is +20 to hit, and have an AC of 16. Tentacles attempt to grapple on the round following their appearance. After a successful grapple check is made, the tentacles deal 1d6+4 points of damage per round.

Once the PCs open the door, they see a stone staircase descending hundreds of feet deep into the heart of the island ending at Area M1.

Maze of the Ancients

This area below the Isle of Ancients is the lair of several mind flayers and the tomb of Athransma the Lich. The Maze of Ancients is so named for the bodies of ancient outsiders, encased in pillars of pure energy.

Maze Features

The maze itself comprises an area of 10-foot wide pathways that twist over a deep chasm that apparently falls off to nothingness. An additional magic field, functioning regardless of the status of the *antimagic field* - one in place due to presence of the Ancients - renders all magical levitation, flying, *dimension door*, or *teleport* ineffective. *Wings of flying*, *boots of levitation*, and spells such as *wind walk* do not work normally within the maze. The spells work normally on the pathway itself, however they do not work to move across path from one section of maze to the next. Should all the Ancients be either destroyed or released, should Eliphaz be released from his confinement, or should all three *Letek're stones* be brought together, then this effect is eliminated. Individuals falling off the side of the maze must make a Reflex check (DC 20) to catch the edge of the pathway. Should the character fall beyond 100 feet without being rescued somehow, they are effectively dead. This field is only in effect on the actual path itself, and does not impede magic in any of the various chambers located within the maze unless otherwise noted.

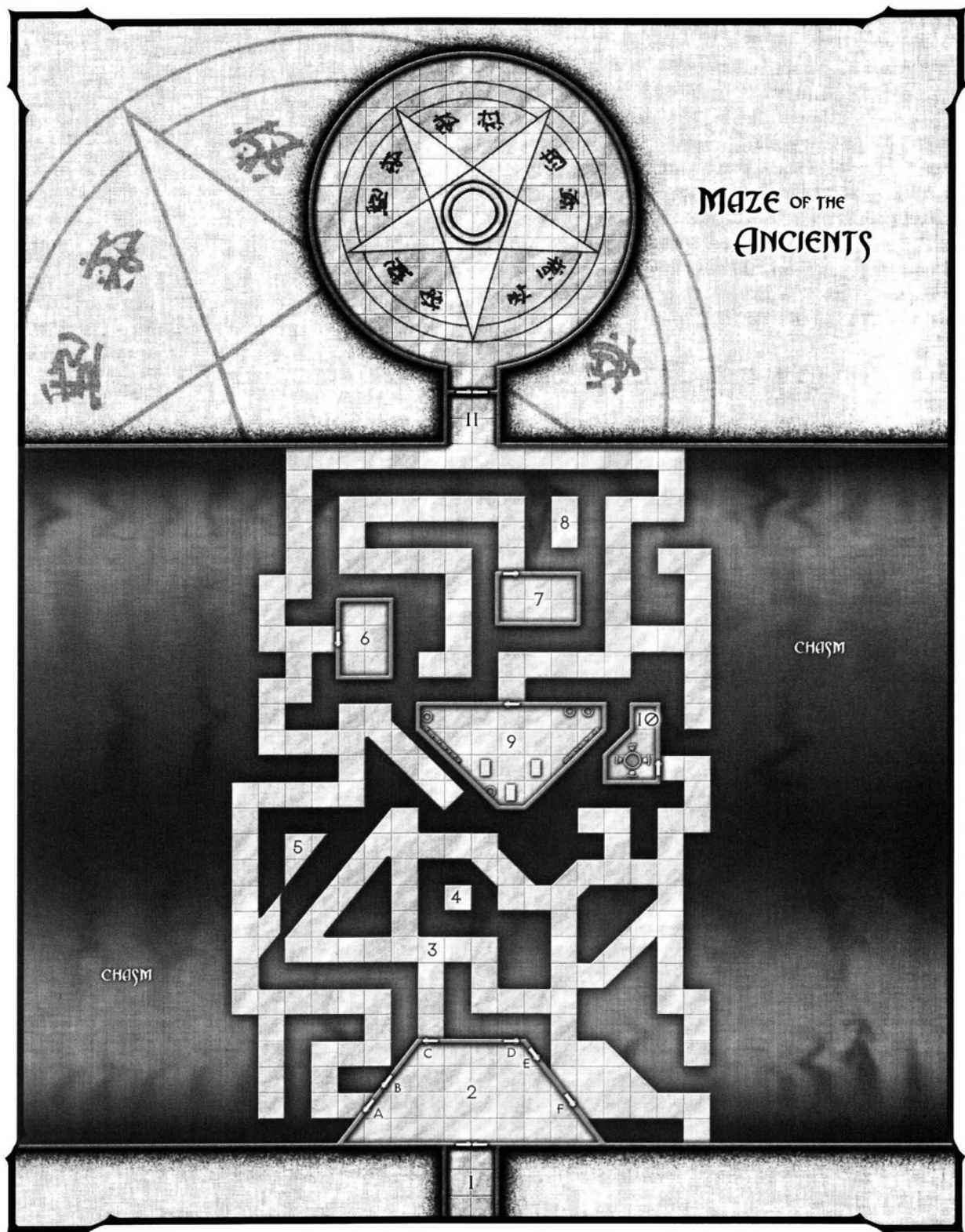
Locked Stone Doors: Hardness 10; Hp 60; Break DC 28, Open Lock (DC 25). Unless otherwise noted all of the doors in the maze of the Ancients are of this type.

Mr. Portal of the Ancients

At the end of the hallway is the **Portal of the Ancients**. The Portal of the Ancients is 30-feet-tall by 20-feet-wide and engraved with ancient celestial holy symbols that some unknown hand scarred and desecrated long ago. The engravings once featured law and celestial power being brought to bear against the elemental chaos of a primeval world, forging it and shaping it into a semblance of order. Casting *detect magic* reveals a strong *antimagic field* within, possibly shielding against certain Transmutation spells.

Writing upon the portal is in an ancient tongue, decipherable with *comprehend languages*, or Decipher Script check (DC 26):

"So did they who came instruct in all manner of goodness and power over chaos, thus here did we build for them a remembrance of what was left behind, eternally restful by device. Thus through this door may those with wisdom glean their sage advice. Bringers of chaos and



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hatred enter not into their sacred womb for thus trapped forever find their doom. Those who bring with them nature's gift, welcome be and not bereft for close you are to a power true, within Letek're stones lies the answer sought by you. Only one with true balance may complete the task, setting the bound god upon the path of natural order at last."

2. The Trapezoidal Conflagration (EL II)

This room is filled with 10 doors, three of which lead into the maze itself, one that leads to the bottomless bowels of the mountain, and the other 6 doors being false doors that are actually part of the wall. Searching for

which doors lead out into the maze and which doors lead nowhere or do nothing at all should be an interesting challenge for the players.

A search check is required for each of the 6 doors. A Search of (DC 30) or higher reveals that two of the doors, door C and door D are false doors, merely carved into the stone to look like regular doorways.

A: "Door of the Narrow Path." Trapped but not locked, this door allows passage into the maze.

Spear Trap: CR 2; +12 ranged (1d8/crit x3); Search (DC 20); Disable Device (DC 20); *Note:* 200 ft. range.

B: False Door. The door is locked (Open Lock DC 20) but when opened reveals only a stone wall.

C: "Door of the Far Path." Trapped but not locked, this door allows passage into the maze.

Hail of Poisoned Needles Trap: CR 6; +20 ranged (bloodroot poison); Fortitude save (DC 12) no loss/1d4 temp. Con and 1d3 temp Wis damage; Search (DC 25); Disable Device (DC 25).

D: False Door. The door is locked (Open Lock DC 20) but when opened reveals only a stone wall.

E: "Door of the Dark Path." Trapped and locked (Open Lock DC 20), when opened, a stone wall is revealed and the floor section immediately in front of the door tilts, casting the opener into the trackless void from which there is no escape.

Tilting Floor Trap: CR 10; no attack roll necessary (see Note); Reflex Save (DC 20) avoids; Disable Device (DC 20). Failing the saving throw means the character has been cast into the trackless void beneath the Maze of Ancients and for all intents and purposes is dead.

F: An *arcane lock* protects this door; when opened, it releases the displacer beasts from **Area 6: Den of the Displacer Beasts**.

3. The Maze of the Ancients

The stone pathway is 10 feet wide. It is all that exists between the characters and oblivion. In the near darkness, they can see other parts of the path about 10 ft away in several different directions.

The magical effect of the Ancients prevents magical flying and levitating or air-walking effects to merely cross directly through the maze, anyone attempting such an action find that their spell has failed. The chasm below the pathway is effectively bottomless. Of course fast thinking, ropes, bungee jumping off the side and catching a falling comrade are interesting game possibilities.

4. Pillar of the Ancients

Here, seemingly suspended in the air within a pillar of pure light energy, is a wizened and hairless figure sitting in the crouched lotus position. His four fingertips are pressed together in a contemplative state, and beautiful wings like mother of pearl are folded behind him. There is a strong aura of good and justice emanating from the glowing image though it does not move or even breathe.

The ancient winged figure is dressed in a simple robe and his oversized eyes are closed. At the base of the pillar of energy the PCs note strange writing of an unknown language glowing along the side of a metallic disk upon which the Ancient sits.

The language upon the base of the pillar is Druidic, therefore it is quite possible that it is unknown to many of the PCs and would require a decipher script roll of (DC 30) to uncover its true meaning without a druid present. The words upon the pillar read:

"Guardians here for eternity our sacrifice keeps primal beast beneath, trapped here with us by our leave. So disks of stone in Nature's hand thus with a sense of balance stand. Force of will upon a knotted brow rebukes the mountain god for once and all."

The two remaining pillars of the Ancients cannot be moved by any force, or entered without a complex ritual that involves dampening the energy field that is generated around them using the pedestals in area 9.

A druid channeling elemental energy through the Pillar of Ancients using that pillar's corresponding *Letek're stone* generates the following effect. The pillar fills the Ancient with energy as the pillar itself dissipates, releasing the astral deva from his self-imposed slumber. Dissolving the pillar of light has the secondary effect of breaking one of the two remaining seals that bind Eliphaz beneath the main islands volcanic cone.

Ancient (Astral Deva)

The Deva greets the PCs addressing the druid of the group:

"Ten thousand of your years have we bound ourselves to this place, in doing, we bound the one called Eliphaz to the island of his name. Great was his power for destruction, and hatred did he have for all manner of green life, and the life which bleeds precious red blood, for his is a heart of burning fire, and a mind of wrath. Sad am I that one of the three has been lost to this place. For now, with only two who remain, sworn to defend your world against the elemental, I fear we are not strong enough to save precious mortal lives from his burning vengeance. Unless . . ."

The Deva suggests that within the bound crater of Eliphaz the *elemental girdle* lies hidden. If the other Ancient is freed from the Pillar of the Ancient, the Deva will act as a diversion allowing the PCs time to slip within the mouth of the volcano and grab the *elemental girdle*, allowing them one chance to send Eliphaz to rest forever. Should the PCs agree to this course of action, the Deva summons his mace to his hand and vanishes to stand watch over the rim of the crater waiting for Eliphaz to rise.

5. Pillar of the Ancient

As with Area 4, this Ancient is also in a state of meditation within the pillar of light, one so deep no mortal power, not even a *wish* spell can remove them from it. An

aura of good and law exudes from the pillar in a 40' foot radius that causes individuals of chaotic and or evil alignments to become uncomfortable. Athransma appears immune to this effect. The light from the pillar is as bright as daylight in a 20' foot radius from the pillar itself.

Ancient (Astral Deva)

The druidic writing on the around the base of this disk reads:

"When angels again absorb their light, the slumbering one shall rise. Turned from nature in his wrath did the fiery god despise every living thing upon which he set his burning eyes: A word of pause to nature's servants who would bring down the pillars of light, our strength was not enough before to win that brutal fight. Is your faith in earth now great enough to set the balance right?"

Note: A druid, and only a druid, using the correct *Letek're stone* may dissolve the power of the pillar of light. If this Deva is the first one freed, use the description in area 4. If this Deva is the second one freed by the players, the pillar of light dissipates as before, filling the Ancient with light and recharging his powers. It looks to the PCs and says: "We must hurry to my ally's aid. The beast rouses from slumber, and *girdle of elements* must be gained. We shall hold it away from you as long as we can."

It then summons its mace to its hand and teleports to the rim of the volcano as a rumble shakes the Maze of Ancients. See **Final Confrontation** section for information on how to run the end of this adventure.

6. Displacer Beast Lair (EL 10)

This chamber was once a place of divine meditation within the presence of the Ancients. Held here in temporal stasis, **10 displacer beasts** wait until door **F** in **Area 2: The Trapezoidal Conflagration** is opened, releasing them from their rest, allowing them to hunt freely within the maze. If this door is opened first, these beasts are also released, confronting the PCs with a pack of dangerous snarling, half starved displacer beasts. This chamber once held the desecrated *Letek're stone*, and was plundered by Tlip Lopodi and his mind flayers with their high magic resistance.

Displacer Beasts (10): CR 4; hp 51; see the *MM*.

7. Shrine of the Ancients (EL 5)

This sacred shrine of the Ancients can only be reached by somehow crossing the 10-foot-wide abyss from the pathway to the Shrine. Players are likely to invent any number of ingenious methods by which their characters can cross the gap. They may simply leap across—requiring a Jump check that carries them at least 10 feet—or attempt some other means of passage. Only small characters are light enough to try to walking or shimmying across a pole, as poles are not strong enough to carry the weight of larger characters. If a daring halfling or gnome

attempts walk across a pole, they must make a Balance check (DC 20) to succeed, shimmying across requires only a Strength check (DC 5). Remember that flying, levitation, and other magical means of defying gravity or instant transport will not work within the Maze.

The door to the shrine of the Ancients is trapped with a **Falling Floor Stones Trap**.

Falling Floor Stones Trap: CR 5; no attack roll necessary (see note); Reflex Save (DC 20); Search (DC 25); Disable Device (DC 17). Characters that fail the Reflex save, who are not tied to another character or have taken some other similar action, are dead if they fall into the void. When the trap is triggered, the floor stones begin to fall away from the floor in a spiral pattern from the center of the 10-foot square in front of the door.

The Shrine of the Ancients, as it was once known, lies behind a door of solid stone. A heightened lawful good *forbiddance* spell wards the door, and characters must make a Will save (DC 25), or be unable to enter the chamber by any means. The door pushes easily aside to any-one of lawful good alignment.

Within the shrine are carvings of a great battle between angelic beings and a gargantuan elemental of stone and fire. The carvings tell the tale of a titanic struggle. The three angelic beings are depicted hurling the elemental into the midst of a small island, creating a massive crater. There the angelic beings set to binding the creatures' arms and feet with chains forged from the elements of air and water.

Floating in the center of the room within a shaft of light is a small disk of purest milky jade, with a hole pierced in its center. Very fine writing in the druidic tongue translates exactly to what is written upon the base of the pillar of light in area 5.

Treasure: *Letek're stone*.

Letek're Stones

The *Letek're stones* are made from a single piece of a solid jade-like stone which is impossible to break. They were carved in ancient times by the first Great Druid and tell the story of the traditional druidic creation epic. Their value as works of art is well over 5,000 gp each. The magic within the *Letek're stones* is subsumed as soon as either the Ancients are freed, or Eliphaz is deposed.

8. Corrupted Pillar of the Ancients

This light pillar is of a less peaceful and more menacing hue than the others, and there is no Ancient within the light that is present. The runes that would be in the stone below have been desecrated.

9. Laboratory of the Lich

In the center of the maze is this odd wedge shaped construction that appears to be crafted completely from an otherworldly greenish metallic substance. The circu-

lar doorway is completely crafted from metal and appears to pulse as you approach. Symbols similar to others found throughout the Monastery and Mausoleum complex adorn the door in a swirling pattern. The door is held with an *arcane lock* (caster level 20). Within the metallic looking building is a single room that seemed to once have been a place of meditation and enrichment for the Ancients that was stripped and desecrated and is now the laboratory of Athransma. Bubbling cauldrons and beakers line the walls of the chamber. Three curious pedestals, pulsing with an unholy arcane light, stand near the back of the triangular room.

Two of the three curiously carved pedestals are empty. The third contains a small disk seemingly carved of jade about a hands-breadth across which floats and gives off a malignant aura. This is one of the three *Letek're stones*, one that is cursed and warped by the foul magic of Athransma. In using of this stone, Athransma was able to force movement from the god of the island. This resulted in the destruction of the third pillar of light and the death of the Ancient contained therein. With these dark pedestals and the *Letek're stones*, Athransma believes he can actually rouse the god of the island from his slumber. If he succeeds, he plans to use the great elemental as a weapon with which to conquer the world. From there, his goals include placing himself in a position to challenge the gods themselves and join the ranks of the deities. His problem thus far has been the presence of the Ancients themselves, and the divine warding over **Area 7**, which forbids him entrance into the chamber which contains the last two stones. He has found the language of this *Letek're stone* undecipherable even with his magic, not knowing that it is in the lost script of the druids. In his arrogance, Athransma never bothered to study this simple language of the humble servants of nature.

Treasure: Tainted *Letek're stone* worth 2,000 gp due to its impurity, 6 vials of alchemist fire. 2 potions of *gaseous form*, 2 potions *invisibility* (caster level 5), 2 vials of *poison* - detecting as *cure serious wounds*.

10. Lair of the Mind Flyers (EL 13)

A curious looking door made of solid stone of an unknown origin stands at the end of this section of the Maze.

Behind this locked stone portal is an odd shaped chamber that appears to be only twenty feet deep and thirty feet wide at its widest segment, but is in actuality double that size due to dimensional warping of space. The room is adorned with strange iconography of an almost alien design as well as four high backed chairs surrounding a swirling pool of brackish liquid.

Tlip Lipodi and three of his brain pod are servants of Athransma who have joined in the curious research of the Ancients. It is seldom that their kind are allowed such close scrutiny of celestial powers, the mind flyers eagerly absorb any knowledge they can for use against these powers of good.

Tlip Lipodi, Male Mind Flyer Wiz3: CR 11; M Aberration; HD 8d8+8 plus 3d4+3; hp 55; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 natural); Atk +9 melee (1d4+1 [x4], tentacles); SA mind blast (60 ft. cone, Will DC 17, stunned 3d4 rounds), psionics, improved grab (grapple bonus +8), extract; SQ SR (25), telepathy; AL LE; SV Fort +4, Ref +5, Will +12; Str 12, Dex 14, Con 12, Int 19, Wis 17 (21 with *periapt of wisdom*), Cha 17.

Skills: Alchemy +6, Bluff +8, Concentration +15, Diplomacy +5, Hide +8, Intimidate +12, Knowledge (arcana) +7, Knowledge (Eliphaz lore) +11, Knowledge (the Ancients) +9, Listen +12, Move Silently +7, Pick Pockets +4, Scry +7, Spellcraft +19, Spot +12. **Feats:** Alertness, Combat Casting, Dodge, Improved Initiative, Scribe Scroll, Weapon Finesse (tentacle).

Arcane Spells Prepared (4/3/2; base DC 14 + spell level): 0—daze, flare, mage hand; 1st—magic missile, ray of enfeeblement, shocking grasp; 2nd—darkness, fog cloud.

Mind Flyers (3): CR 8; hp 44; see the *MM*.

Tactics: The mind flyers spy on the PCs through their scrying pool. As PCs approach the door to their lair, the mind flyers spring their trap. They first use *plane shift* to move from their chamber to face the PCs from the front and the rear; they aim their *mind blast* bidirectionally so that PCs are caught in the wash of their multiple mind numbing force. As the PCs reel from the mental attack, the mind flyers' use *mind blast* again, seeking to catch everyone who survived the first blast. Two of the mind flyers then use *plane shift* to move next to PCs who are farthest from the rest of the group and begin attempting to latch tentacles onto them. As soon as they have latched at least one tentacle to their dinner they move back into the room and enjoy a tasty treat of PC brains, thus avoiding any clerics or wizards who made their Will saves.

Treasure: Amongst the silks and lacquered boxes of the mind flyers' chamber are three metal coffers containing the following potions; *potion of cure serious wounds* (caster level 6), *potion of enlarge* (caster level 5), the 6 lacquered boxes are worth 200 gp each. Hanging silks of exquisite craftsmanship are valued at 200 gp each. Tlip Lopodi, the strongest member of the mind flyer band, wears a +4 *periapt of wisdom* on his silk robe.

11. Tomb of Athransma (EL 22)

The PCs can only open these adamantine doors with the key that is found in magical box from **Area C3**. Casting *detect magic* upon the door reveals these words scribed with *arcane mark* (caster level 20).

Fools you are to have come this far. Know thou that you have been warned Athransma's mercy goes only so far. Enter and be destroyed says the cat to the mouse when he has tired of his toys.

Beyond the huge adamantine doors lies a chamber of

opulence and rot. The dust of centuries clings to what must have once been finely crafted hangings of crushed velvet. The floor is inlaid with a summoner's pentagram exquisitely set with silver and platinum. Paintings with images long since worn away lie in piles with urns of gems and precious coins from antiquity, all finely covered in a film of dust. A large stone dais stands in the center of the chamber dominating the room, its stone slab swirling with arcane markings over every inch. There standing in his glorious rot with a bejeweled crown upon his skull is the face of evil personified: lich Athransma. A black fire glows from the empty sockets of his eyes as he grasps his staff tightly in his right hand and an opened book in his left. Athransma's grating voice is filled with a millennium of dust from the grave as he hisses his incantations, interwoven with taunts against the PCs for disturbing his tomb:

"Now grave robbers, there is this question. Do I slay you now and be forever done with you and your meddling, or do I respect such power for having survived thus far and send you on a task for me, sparing your lives in return? Merciful it is said I be, so a merciful fate I offer. In your quest to plunder my tomb, I offer a chance for you now to choose you own doom!"

If the PCs answer that they wish to be spared, Athransma directs them to **Area 7**, hoping that the PCs find a way where powerful lichs and mind flayers have failed, or are destroyed in the effort—which would suit Athransma just fine.

Athransma, Male Human Lich Wiz20: CR 22; SZ M Undead; HD 20d12; hp 137; Init +1 (Dex); Spd 30 ft.; AC 27 (+1 Dex, +5 natural, +6 bracers of armor, +3 ring of protection, +2 staff of power); Atk +10 melee (1d8+5, touch plus paralysis) or +12 ranged (1d8, masterwork light crossbow, crit 19-20, range 80 ft.); SA fear aura (60-ft., less than 5 HD Will save DC 22 or fear cast by 20th-level caster), paralysis (touch, Fortitude DC 22, permanent paralysis); SQ undead, fire resistance (15 from ring), turn resistance (+4), damage reduction (15/+1), immunities (cold, electricity, polymorph, and mind-affecting attacks); AL CE; SV Fort +11, Ref +12, Will +20; Str 11, Dex 12, Con —, Int 25, Wis 16, Cha 14.

Skills: Alchemy +27, Concentration +25, Hide +18, Knowledge (arcana) +30, Listen +21, Move Silently +9, Profession (herbalist) +26, Search +14, Sense Motive +11, Scry +27, Spellcraft +30, Spot +21. **Feats:** Alertness, Brew Potion, Combat Casting, Craft Rod, Craft Wand, Craft Wondrous Item, Extend Spell, Leadership, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Spell Mastery (*arcane lock, control undead, finger of death, greater dispelling, incendiary cloud, lightning bolt, magic missile, polymorph self, power word kill, shocking grasp*).

Spells Prepared (4/6/6/6/5/5/5/5/4/4; base DC 17 + spell level): 0—dancing lights, daze, flare, resistance; 1st—burning hands (x2), gloom, magic missile (x2), ray of enfeeblement, shocking grasp; 2nd—blindness/deaf-

ness (x2), darkness, web (x2); 3rd—blink, fly, hold person, lightning bolt (x2), magic circle against good; 4th—enervation, fire shield, ice storm (x2), polymorph self; 5th—cone of cold (x2), dominate person (x2), wall of stone; 6th—antimagic field, chain lightning (x2), circle of death, mass suggestion; 7th—finger of death, forcecage, spell turning, teleport without error (x2); 8th—horrid wilting, incendiary cloud, power word blind, trap the soul; 9th—imprisonment, power word kill (x2), wail of the banshee.

Arcane Spells in Spellbook: 0—arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, resistance; 1st—burning hands, cause fear, chill touch, comprehend languages, feather fall, mage armor, magic missile, ray of enfeeblement, shocking grasp, true strike; 2nd—arcane lock, blindness/deafness, darkness, knock, resist elements, web; 3rd—blink, fly, haste, hold person, lightning bolt, magic circle against good; 4th—dimension door, enervation, fire shield, ice storm, polymorph other, polymorph self; 5th—cloudkill, cone of cold, dominate person, dream, wall of stone; 6th—antimagic field, chain lightning, circle of death, greater dispelling, mass suggestion; 7th—control undead, finger of death, forcecage, spell turning, teleport without error; 8th—horrid wilting, incendiary cloud, power word blind, symbol, trap the soul; 9th—imprisonment, meteor swarm, power word kill, wail of the banshee.

Possessions: staff of power (32 charges), scroll of 3 arcane spells (*maze, shapechange, and planar binding*), scrolls of arcane spells (*teleport*) (x2), +6 bracers of armor, rod of absorption, wand of fireballs (caster level 9, 22 charges), +3 cloak of resistance, +3 ring of protection, ring of elemental resistance (minor, fire, 15 points), masterwork light crossbow, 20 masterwork bolts, pouch with 3 black pearls (500 gp each) and 400 gp.

Tactics: Athransma always begins combat by *hasting* himself and then casting *greater dispelling* on the PCs. On subsequent rounds he uses *blink*, followed by *chain lightning* on the PCs, targeting either a cleric or mage for the first blast. The following round he attempts to *force cage* on fighters who threaten him followed by *horrid wilting* centered on the most characters he can catch within its area of effect. The following round he casts *spell turning* on him self followed by *wail of the banshee*. Next he uses *mass suggestion*, attempting to force the PCs to drop their weapons and raise their hands as he uses *power word kill* on survivors. If Athransma is notified ahead of time of a hostile threat, he has already put up *haste, spell turning* and *blink*. Against stronger opponents he starts with the *wail of the banshee*, and chain lightning, followed by *incendiary cloud* and *horrid wilting* at the same time.

Athransma has found through his research with his assistant Tholka Ket and the otherworldly knowledge possessed of their ally Tlip Lopodi and his mind flayer cohorts that it was the Ancients who bound the mighty

Eliphaz within the volcano. It is these same Ancients whose inanimate forms keep Eliphaz deep in his slumber through some unknown combination of arcane and divine power. The great mage Athransma made it his goal during his lifetime to uncover the secrets of the Ancients, knowing that to possess the power to bind a primeval god unmoving for ten thousand years is true power. When age began to wear upon Athransma prepared the proper phylacteries and performed the powerful rituals, transforming into a mighty lich. Now, with an unlimited lifespan to work with he could continue his research of the Ancients and attempt to rouse Eliphaz from his slumber. Failing this Athransma seeks to twist to his will the Ancients, a pair of astral devas locked for an eternity within the pillars of light.

Treasure: 3,400 p, 2,500 gp in gems, three golden ewers (200 gp each). Several old spell books of Athransma are on a bookshelf along the back wall containing all of Athransma's 1st through 5th-level spells, a *Letek're stone* bearing the same script as the base of the pillar in area 4, a scroll detailing the ritual for raising Eliphaz, which mentions the *elemental belt*.

His high level spellbooks are hidden within a *Leomand's secret chest* which requires the use of *legend lore*, or some other such divination spell to uncover the magic words to recover these books. Every page of his high-level spell books is covered in illusory script to baffle those thieves who would delve the depths of his knowledge. Each of these books is trapped with a heightened *bestow curse* which triggers automatically upon the touch of anyone but Athransma.

Heightened Bestow Curse Trap: CR 5; no attack roll necessary; Will save (DC 24) or see below; Search (DC 34); Disable Device (DC 34). A failed Will save results in the victim suffering a loss of 1d6 permanent points of Charisma as boils on his face and body spell out the words: "I am a thief, I stole these books from the Mighty Athransma!"

Final Confrontations (EL 20+)

The following section details the possible ramifications of freeing Eliphaz from his slumber, or dirty dealings with Athransma.

The PCs Slay Athransma, And Free Eliphaz

In this scenario, the PCs, having defeated Athransma, use the *Letek're stones* and rituals described in



Athransma's personal effects to raise Eliphaz from his prison in the dead volcanic cone. Eliphaz goes into a rage, attacking the PCs with every power and weapon at his disposal. It should be noted that using the *Letek're stones* in this manner destroys the Ancients forever.

PCs Free the Ancients

After the second Ancient is freed from his pillar of light, the maze of Ancients begins to rock and sway with the shocks of an earthquake. Every round the PCs remain within the Maze of Ancients, they must make a cumulative Reflex saves starting at (DC 10+1 per round spent within the maze). If the Reflex save rolled is a natural 1, the individual must make a second Reflex save (DC 15+1 per round spent within the maze) or fall over the side. Success on the second roll means they have caught hold of the edge of the maze. Failure means they fall down the chasm to their doom. Players entering any chamber of the Maze may now use *teleport* or *dimension door* to escape the Maze.

Upon escaping the maze, the PCs are greeted by the sight of a great rumbling from the volcano upon the Isle of Eliphaz. The Ancients appear within a moment before the PCs, warning them that the slumbering one is awak-

THE ISLE OF ELIPHAZ

ening. The Ancients reiterate their plan if the PCs are still reluctant to stop Athransma and Eliphaz. The Ancients intend to do their best to draw off Eliphaz, however the PCs must enter the elemental's bed of stone as soon as he rises and seize the *girdle of elements*. With the *girdle of elements*, a druid magic may find it possible to command the elemental to rejoin the earth forever.

The devas offer to fly the characters over to the island of Eliphaz, setting down near the volcano's edge but can only move two players at a time. Ten rounds after the PCs exit the **Maze of Ancients** the top of the volcano collapses. A huge being made of stone rippling with waves of heat rises from the center of the volcanic crater where the tower once stood. Over 25-foot-tall and armed with a greatsword glowing hot in his massive fists, Eliphaz roars with rage and exultation at being freed after all these thousands of years. Eliphaz waves his hand and summons a **huge fire elemental**, a **huge earth elemental**, and an **efreeti** to guard his resting place. With a rumble that seems as if it could rip the world asunder, the mighty god Eliphaz steps from the crater, his lava-like, glowing eyes seeking the devas. He speaks, his voice a roar like a lava flow:

"Arisen from my prison in the earth Eliphaz shall slake his thirst, destruction to things green with sap and red with blood, for they do not respect the living stone, and seek to shape it as their own, Eliphaz shall teach them of their insolence!"

Eliphaz moves quickly to do battle with the astral devas, ignoring the PCs unless he is attacked and takes damage from one of them, at which time he unleashes his fury upon the pathetic mortal offenders.

Eliphaz*: CR 20; SZ G Elemental (Earth, Fire); HD 36d8+180; hp 342; Init +5 (+1 Dex, +4 Improved Init); Spd 40 ft.; AC 28 (-4 size, +1 Dex, +21 natural); Atk +34/+29/+24/+19 melee (4d6+15, colossal greatsword plus increased heat emanation, crit 17-20) or +33/+28/+23/+18 melee (2d10+15, slam plus increased heat emanation); Face/Reach 20 ft/20 ft.; SA wall of fire, magma ball (3/day, 20d6 points of fire damage, burns 1d3 rounds for 10d6 points of fire damage per round, Reflex [DC 17] for half damage), heat emanation (1d6 points of fire damage/round, 2d6 if in contact or hit by Eliphaz during the round, Fortitude [DC 33] resists), summon elemental (huge earth elemental, huge fire elemental and efreeti), melt weapons (weapons successfully striking Eliphaz must save or be destroyed, Fortitude [DC 33] resists), magma spray (4d6 points of fire damage to attacker on successful slashing or piercing attack, Reflex save [DC 33] for half damage); SQ elemental, damage reduction (15/+3), SR (20), fire subtype; AL CN; SV Fort +27, Ref +23, Will +18; Str 30, Dex 13, Con 20, Int 20, Wis 18, Cha 18

Skills: Concentration +25, Diplomacy +6, Intimidate +24, Knowledge (the planes) +25, Listen +28, Sense Motive +12, Spot +28. *Feats*: Alertness, Blind-Fight, Cleave, Dodge, Great Cleave, Great Fortitude, Improved Critical (greatsword), Improved Initiative, Iron Will, Lightning

Reflexes, Power Attack, Sunder, Weapon Focus (greatsword), Whirlwind Attack. Eliphaz does not need the required prerequisites and characteristics for Whirlwind Attack.

Eliphaz is fully detailed in Monster Appendix A at the end of this module.

Within the crater where the tower once stood is an island surrounded by a 20-foot wide ring of lava. Three great ward stones lie broken at the bottom where the elemental's hands and feet were bound. Upon an outcropping of rock is a wide belt fashioned out of rare stone. Eliphaz uses his summoning abilities to summon guardians for the *girdle of elements*. All three fight as a team and must be overcome before *girdle of elements* can be won.

Written upon the stone where *girdle of elements* sits is are the following words written in the Druidic Tongue:

"Servant of Nature Blessed Be through earthly magic set we free, in turn to do the celestial task, Let girdle of elements set thee on the path for from the Earth's great fire he comes at last with Primal Fury and Volcanic Blast, perform the task lest ye sojourn and bind forever the Elemental in his otherworldly home. Speak the words written here:

Eliphaz return to that place of fire from whence you came! Your ties to this world are torn asunder! Let the earth open up and swallow you under!

Say three times with a commanding voice; he must obey and has no choice."

Only a druid can use the *girdle of elements* to command Eliphaz to return to his home plane, never to bother this world again. The druid must make a Concentration check (DC 20), and spend one round chanting the above incantation. Eliphaz, of course, attempts to disrupt the druid from her task if he is able. At this point, if the astral devas are still alive, they do their best to distract him as he turns to rush against the one calling the words to send him home.

Once the druid has managed to shout the incantation three times, the earth beneath Eliphaz opens in a fiery abyss. The great elemental god screams in rage and is swallowed whole in a great flash of light.

The PCs Return the *Letek're stones* to Athransma:

Should the PCs return to Athransma with the *Letek're stone* from **Area 7: The Shrine of the Ancients**, Athransma cackles with glee shouting:

"At last I have them, now the pillars of the Ancients fall and Eliphaz shall rise again and the world will see Athransma's true mercy! Thank you fools, take whatever you desire from this treasure trove, for the treasure I now possess is greater than any shining gold or twinkling of gems."

Athransma quickly attempts to depart the chamber via *dimension door*, heading to **Area 9**. As a parting shot, he

unleashes a *chain lightning* spell centered on the toughest looking player character. Once within his laboratory, he begins the ritual to bring down the pillars of light and destroy the Ancients, taking control of Eliphaz as his personal slave. The ritual takes 10 rounds to complete, and he cannot be interrupted in this time or the ritual will fail. If the ritual fails, the Ancients are destroyed and Eliphaz is freed, but Athransma has no control over him. Eliphaz now seeks to destroy him. At the end of the 10 rounds, the roof of area 9 disappears. The entire room experiences a *plane shift*; it is now hovers over the volcano as Eliphaz rises from his slumber, completely under the command of Athransma.

Note: When all three *Letek're stones* are placed on their special altars within the laboratory of Athransma, the laboratory gains the abilities of a *carpet of flying* with the following abilities: Size 15 ft. by 15 ft.; Capacity 2400 lbs.; Speed 80 ft. Only Athransma knows the command words to make his laboratory fly successfully.

All is Not Lost

Should this unfortunate series of events take place, remember that the players may still have the box from **Area C3**. Simply getting back to the larger island and turning the key causes the floating laboratory to crash 50 feet to the ground leaving Athransma with only his undead powers to protect him. Of course, there is still Eliphaz to deal with, however without the magic of the *Letek're stones* to control him - he soon sees Athransma as the villain. Eliphaz waits until the PCs have destroyed the lich. Eliphaz thanks them for his freedom and offers them the *girdle of elements* as a token of his respect, quickly departing the world for his true home on a demiplane of fire and earth. He never returns.

Girdle of Elements

The *girdle of elements* consists of four very thin plates of jade, malachite, bloodstone and obsidian attached to a wide belt made from various animal pelts. These fine stone plates are ornately carved with symbols of the four elements of fire, earth, water, and wind.

The *girdle of elements* grants a druid the following benefits:

- +4 Strength enhancement, +4 Wisdom enhancement, and a +3 deflection bonus to AC. These benefits do not stack with other items that may grant a higher bonus with the exception of AC.
- The druid gains *resistance to elements* (fire) 15.
- The druid may use *stoneskin* once per week as cast by a 10th-level sorcerer.
- The *girdle of elements* allows the user to command any elemental of up to huge size once per day. The targeted elemental must make a Will save (DC 20) or come under the complete control of the druid for up to 24 hours or until dismissed by the druid. This power includes elementals summoned by others, which the druid can turn upon its master.
- While wearing this belt, the druid may use any of their spells while in animal form.

Monster Appendix

Asswere

Medium-Size Shapechanger

Hit Dice: 3d8+3 (16 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 15 (+1 Dex, +4 natural) as ass or hybrid; 12 (+2 natural) as humanoid

Attacks: Bite +6 melee; or longspear +5 melee as hybrid or humanoid

Damage: Bite 1d6+4; or longspear 1d8+4 as hybrid or humanoid

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Bray

Special Qualities: Alternate form, damage reduction 10/+1, darkvision 60 ft.

Saves: Fort +4, Ref +4, Will +4

Abilities: Str 16, Dex 13, Con 12, Int 12, Wis 13, Cha 12; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10 as humanoid

Skills: Balance +7, Disguise +6, Listen +13, Move Silently +5, Search +13, Spot +13

Feats: Alertness, Blind-Fight, Weapon Focus (bite)

Climate/Terrain: Temperate and warm desert, hill, plains, mountains, and underground

Organization: Solitary, pack (2-4), or troupe (4-9)

Challenge Rating: 2

Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

First and foremost, the asswere is not a lycanthrope, it is an animal that can assume the shape of a humanoid. Therefore, they do not carry and infect their victims with lycanthropy.

The asswere is a shapechanger. It can assume the form of an ass (its true form), any Medium-size humanoid, or a combination of the two. Assweres are servants of Set, and are often found in the service of Set's high priests and minions where they are used as bodyguards and shock troops for the serpent god's legions.

Combat

The asswere usually changes into its humanoid form when it detects the approach of living creatures. It will disguise itself as a merchant, peasant, or similar humanoid in order to lure its prey in.

When ready to attack, the asswere changes into its hybrid form. It almost always assumes this shape when engaged in combat, as it gains the ability to use a weapon (preferring to use a longspear), as well as utilizing its bite.

If attacked in its full humanoid form, the asswere seeks to escape long enough to assume its hybrid form.

Bray (Su): Twice per day, an asswere can loose a loud bray. All creatures within 60 feet must succeed at a Will save (DC 12) or take 1d4+1 points of temporary Wisdom damage.

Alternate Form (Su): An asswere's natural form is that of an ass. In this form it retains its damage reduction and can use its bray attack. It can also assume two other forms. The first is a

Medium-size humanoid. The second form is that of a Medium-size, ass-headed humanoid. Changing forms is a standard action.

In humanoid form, the asswere gains all the abilities of the form (for example, an asswere in dwarf form has dwarven racial traits). The asswere keeps its ability scores and can use its bray attack. It retains its special qualities of damage reduction, but cannot use its bite attack.

In hybrid form, an asswere looks like a bipedal ass-headed humanoid. Its body is covered in short fur and its feet are hooved. In hybrid form, the asswere can use weapons and natural attacks, all of its special attacks, and it retains all special qualities.

An asswere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the asswere revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Eliphaz

Gargantuan Elemental (Earth, Fire)

Hit Dice: 36d8+180 (342 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 28 (-4 size, +1 Dex, +21 natural)

Attacks: Colossal greatsword +34/+29/+24/+19 melee; or slam +33/+28/+23/+18 melee

Damage: Colossal greatsword 4d6+15 plus increased heat emanation; or slam 2d10+15 plus increased heat emanation

Face/Reach: 20 ft. by 20 ft./20 ft.

Special Attacks: Spell-like abilities, heat, melt weapons, magma spray

Special Qualities: Elemental, damage reduction 15/+3, SR 20, fire subtype

Saves: Fort +27, Ref +23, Will +18

Abilities: Str 30, Dex 13, Con 20, Int 20, Wis 18, Cha 18

Skills: Concentration +25, Diplomacy +6, Intimidate +24, Knowledge (the planes) +25, Listen +28, Sense Motive +12, Spot +28

Feats: Alertness, Blind-Fight, Cleave, Dodge, Great Cleave, Great Fortitude, Improved Critical (greatsword), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder, Weapon Focus (greatsword), Whirlwind Attack. Eliphaz does not need the required normal prerequisite feats and characteristics for Whirlwind Attack.

Climate/Terrain: Any land

Organization: Solitary or troupe (1-4 fire elementals and 1-4 earth elementals)

Challenge Rating: 20

Treasure: Triple standard

Alignment: chaotic neutral

Advancement: —

Eliphaz is a wild elemental spirit. In the days when the world was young he felt great anger that things of flesh and blood, sap and leaf were given higher standing on the mortal realm than things of fire and stone. Quietly his rage built until at last he began taking his vengeance out upon all living things. After a great battle in which many demons and celestial beings were destroyed trying to vanquish his indomitable force of elemental will, three Deva finally bound Eliphaz within a volcano. There

they too were forced to bind themselves to the mortal world in the event he should ever escape and again make war upon living things.

Towering over 25 feet tall Eliphaz wields within his great fists of stone a greatsword of red glowing iron which he swings with deadly ferocity. Eliphaz appears as a nearly perfect humanoid specimen made completely of semi molten stone. Waves of heat pour off of his rocky skin. As he moves cracks appear revealing spider-webs of glowing lava across his surface.

Combat

Eliphaz typically uses his summoning ability, followed by throwing a magmaball into the largest gathering of its enemies, even if it is at his feet for he is immune to such energies. Should the enemy be foolish enough to gather around him within his reach, Eliphaz gladly makes them pay with his Whirlwind attack.

Spell-Like Abilities (Sp): At will—*wall of fire*; 3/day—Eliphaz can unleash a *magmaball*. It deals 20d6 points of fire damage, and burns for 1d3 rounds for 10d6 points of damage per round. Other than that, the *magmaball* functions as a *fireball* spell cast as a 20th level sorcerer. Targets are allowed a Reflex save (DC 17) for half damage; 1/day—*summon elemental* (one elder fire or earth elemental, 1d3 huge fire or earth elementals, 1d3 efreet or stone giants, 1d6 salamanders or xorns, or 3d6 fire or earth mephits).

Heat (Ex): Anyone within 30 feet of Eliphaz must succeed a Fortitude save (DC 33) or suffer 1d6 points of heat damage from the intense heat. Treat this effect as an emanation (see Aiming a Spell in the PHB). Those involved with grappling with Eliphaz or hit by his slam or greatsword attack suffer 2d6 points of heat damage from the intense heat. Creatures attacking Eliphaz unarmed or with natural weapons take heat damage each round their attacks hit.

Melt Weapons (Ex): Any slashing or piercing metal weapon that strikes Eliphaz must succeed at a Fortitude save (DC 33) or melt away into slag.

Magma Spray (Ex): If Eliphaz is hit with a slashing or piercing weapon, magma sprays from the wound for one round, dealing 4d6 points of fire damage to the attacker unless a successful Reflex save (DC 33) is made. The magma burns for 1d3 rounds and deals 2d6 points of damage per round.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Vampiric Ooze

Large Undead

Hit Dice: 8d12 (52 hp)

Initiative: -5 (Dex)

Speed: 10 ft., climb 10 ft.

AC: 4 (-1 size, -5 Dex)

Attacks: Slam +7 melee

Damage: Slam 2d4+3 and energy drain

Face/Reach: 5 ft. by 10 ft./10 ft.

Special Attacks: Improved grab, energy drain, constrict 2d4+3 and energy drain, create spawn

Special Qualities: Undead, ooze qualities, split, blindsight, sunlight vulnerability

Saves: Fort +2, Ref -3, Will +1

Abilities: Str 15, Dex 1, Con —, Int —, Wis 1, Cha 1

Climate/Terrain: Any marsh and underground

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic evil

Advancement: 9-12 HD (Large); 13-24 HD (Huge)

The origin of the vampiric ooze remains shrouded in mystery. Some sages believe a great undead sorcerer or wizard created it using ancient and forbidden magic. Others believe the ooze was formed when a vampire was slain by an ochre jelly. It spends its time slithering along floors, walls, and ceilings or if above ground, hunting its prey at night.

The vampiric ooze appears as a giant, mustard jelly mass of bubbling and flowing ooze. It can alter its shape so as to appear up to 12 feet long and about 6 inches thick. It can compress its body to slip through cracks as small as 1 inch wide.

Combat

A vampiric ooze attempts to envelop and constrict its prey dealing negative levels with its slam attack.

Improved Grab (Ex): To use this ability, the vampiric ooze must hit with its slam attack. If it gets a hold, it can constrict

Energy Drain (Su): A vampiric ooze deals 1 negative level with its slam attack. The Fortitude save to remove a negative level has a DC of 17.

Constrict (Ex): A vampiric ooze deals automatic slam damage and one negative level with a successful grapple check.

Create Spawn (Su): Any humanoid slain by a vampiric ooze becomes a zombie in 1d4 rounds. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Ooze Qualities (Ex): Immune to polymorphing, mind-influencing effects, poison, sleep, paralysis, and stunning. Not subject to critical hits.

Split (Ex): Cold and electricity deal no damage to a vampiric ooze. Instead the creature splits into two identical oozes, each with half the original's hit points (round down). A vampiric ooze with only 1 hit point cannot be further split.

Sunlight Vulnerability (Ex): A vampiric ooze exposed to sunlight is disoriented. It can take only partial actions and is destroyed.

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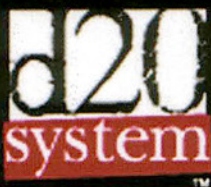
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