

The Prison of Meneptah

When news came that an army led by a secretive cabal of war wizards failed in their attempt to unseat one of the rulers of Hell, the leader of the arcane order rallied his remaining forces so that another assault could be put into motion. In preparation for the eventual assault, he elected to further explore one of the planes newly discovered just a few months prior, which detected as highly magical in nature. Perhaps, just perhaps, this mysterious desert-like plane would provide him with the powerful magicks needed to overthrow the dreaded Lord of the Flies himself! A force of twenty men and women was eventually dispatched to the plane on a mission of exploration. None have yet returned...

Can a hardy band of adventurers journey to the strange desert-like plane and bring home with them any surviving members of the lost expedition? What information on the denizens of the strange world can be gathered for the coin of the cabal?

If you enjoy this adventure, look for future releases in the **Advanced Adventures** line from Expeditionary Retreat Press.



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Advanced Adventures

The Prison of Meneptah

By Alphonso Warden



An OSRIC™ module designed for
4-7 adventurers of levels 8-10



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ADVANCED ADVENTURES MODULE #4

The Prison of Meneptah

by Alphonso Warden

AN ADVENTURE FOR CHARACTER LEVELS 8-10



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ADVANCED ADVENTURES are designed for the OSRIC roleplaying system. You can download the free player's manual from: <http://www.knights-n-knaves.com/osric>. Also, check out www.yourgamesnow.com for more short OSRIC goodies.

The Prison of Menepthah

Introduction: Close to a century ago, a secretive cabal of neutrally-aligned wizards known as the Esoteric Order of Planar Travel established a library of sorts to catalogue information on the many worlds that they had discovered during their travels throughout the multiverse. In addition, this library, located deep beneath the Bramble Wood, actually housed portals to some of these worlds, many of them far-removed from the Prime. Twenty-three such planar portals were eventually constructed by the order.

All was going well for the secretive wizards until they made the mistake of constructing a portal to the Seventh Plane of Hell a little over two months ago. Their power had grown so great as to make them believe that they could bring down the Lord of the Flies himself. Recruiting a sizeable army of arcane spellcasters, fully backed by a regiment of men well versed in the art of melee combat, they marched onto the immense palace of the Baalzebub. They managed to come within a few hundred feet of the palace gates when they were savagely cut down by 30 legions of devils, led by the mighty Barbatos. Within the span of an hour, the defeat of the Esoteric Order's forces was complete with every last man either cast into the moat of molten lava or feasted upon by Barbatos's army of spined and bone devils.

When news of the defeat came to the head of the order, a man called Sufias, he rallied his remaining forces so that another assault could be put into motion. In preparation for the eventual assault, Sufias elected to further explore one of the planes that his arcane researchers had discovered just a few months prior, which detected as highly magical in nature. Perhaps, just perhaps, this mysterious desert-like plane would provide him with the powerful magicks needed to avenge the deaths of his brothers and sisters who had fallen to Baalzebub's infernal legion. A force of twenty men and women was eventually dispatched to the plane on a mission of exploration. None have yet returned...

STOP! If you plan to participate in this adventure as a player, then stop reading here. Prior knowledge of this module's contents will only spoil your enjoyment of the game.

The Prison of Menepthah is designed for a party of four to seven characters of levels 8th through 10th. It is absolutely essential that the party include at least one fighter, one thief, one magic user, and one cleric. As the players will discover, the actual Prison of Menepthah encounter area has been specifically designed to test each of these four character classes.

Before play begins, the Game Master should read through the entire module once or twice, paying special attention to major encounters. Many of the encounters in the module, especially those involving magical traps, are rather complicated, and will require quite a bit of preparation to properly run.

Background information for the GM: The exploratory team dispatched to the desert-like plane is now trapped within the bowels of an ancient prison complex constructed to house the captured avatar of the deity Menepthah (see section below). Those team members posted outside the complex as guards soon fell victim to a wandering pack of savage beasts that killed and feasted upon their remains. Being as the prison is under the effects of a powerful dweomer barring all forms of extradimensional travel*, those trapped within have been unable to escape. To make matters worse, the powerful ward cast on the prison also suppresses any divinatory magicks centered on it. Thus, even the gods themselves are unable to divine what still lies within the cold, basalt walls of the Prison of Menepthah.

The plane the PCs must explore to find the missing explorers is a small planetoid only about 5,000 miles in diameter. It is an almost unbearably hot and largely barren desert-like environment similar to our own Kalahari Desert. Once many powerful nations thrived

there, such as that of the Ashai and the Muhati (see section below), but most were destroyed when they invoked the wrath of the gods many centuries ago. Now, most of the once-great structures on this planetoid have crumbled into dust, with only the occasional sun-bleached worked stone breaking the surface of the endless sea of sand.

The few humans and demi-humans that survived the cataclysm many centuries ago live on mostly as primitive desert nomads, forever roaming the breadth of this bleak plane, almost all memory of their former glory long forgotten. The arid plane still has an abundance of life, however, just more of the bestial sort. Many horrid creatures, some even blessed with the gift of flight, prey on the few surviving humanoids.

*The guardians of the Prison are exempt from this ban on extradimensional travel, meaning that those with access to spell-like powers such as teleport and phase door may freely travel in, out, and around the Prison. Furthermore, the guardians in the complex with gating powers can summon extraplanar aid if need be.

The Capture of the Deity Menepthah: Over a thousand years ago, a large army of the good northern desert peoples known as the Ashai waged war against an even larger army of evil men and beasts hailing from the southern desert known as the Muhati. The battle was hard fought, with both sides initially incurring heavy losses. Then, the forces of evil began to gain the upper hand under the leadership of their wicked sovereign, a man aligned with the powers of the lower planes. In order to turn the tide of battle, the king-priest leading the armies of good grudgingly elected to call upon the direct intervention of his deity, Menepthah. The summoning ritual lasted several minutes, requiring the king-priest's utmost concentration. At long last, an avatar of the powerful deity materialized at the frontlines of the battle. The manifestation of the deity was humanoid in body save for its head, which resembled that of a hippopotamus. Its 25-foot-tall body, surrounded by a nimbus of red light, instilled awe in its faithful subjects and terror in its enemies. Immediately, the avatar of Menepthah began to disintegrate large contingents of the foul Muhatian army by simply pointing its colossal fingers in their direction.

All seemed lost for the foul Muhati until they accomplished the seemingly impossible: They managed to capture the very avatar of Menepthah! This they did by presenting a powerful magic item they had been fashioning for many months for just this eventuality, heretofore hidden in a large wagon led by many strong horses. The macabre object resembled a cyclopean metal sarcophagus with a glasslike lid, plastered with an assortment of runes and sigils. Using ropes and many men, the great sarcophagus was raised to stand upright. The door of the sarcophagus was then flung wide, instantly teleporting the avatar of Menepthah inside, which was held fast by the vile contraption's powerful dweomer. This action instantly turned the tide of battle against the forces of good. Most of the soldiers in the Ashaian army were disheartened by the capture of their deity, fleeing the battlefield posthaste. It was then easy for the foul Muhatians to slay the Ashaian deserters with arrows to the back. Within an hour, the defeat of the Ashaian army was complete.

The Muhatian army left the battlefield when every last Ashaian was slain, taking only their weapons and gear with them back to their home in the southern desert. Once home, they placed the magical sarcophagus in a chamber deep below the desert sands, which had been specially prepared to house the imprisoned avatar for all time. By performing unspeakable magical rites, they were able to remove every last finger and thumb of the imprisoned avatar, which were then transferred to specially prepared receptacles, or reliquaries. Because they housed a part of the avatar's physical body, the reliquaries allowed their users to channel a small portion of Menepthah's deific power. With these ten reliquaries the evil Muhatians were able to subjugate many nations, becoming almost as gods themselves.

The increasing power of the leaders of the Muhatian peoples greatly angered their former patron deity, P'tar. The mighty god felt that punishment was in order for the haughty Muhati, who believed their power to rival that of a god. He created many a cataclysm to punish his former worshippers, shortly wiping them out almost entirely. The few remaining Muhati were forced to forever wander the desert as nomads, their deeds eventually forgotten by all save the sages.

Most of the reliquaries fell to P'tar's wrath, except for the one still housed in the secret chamber of the imprisoned avatar of Menepthah (see Arcana section for more information). None have ever found the reliquary's secret hiding place, located beneath a still-standing black basalt obelisk serving as a marker — the malign Muhatians had warded the Prison of Menepthah with many powerful dweomers, screening it from the scrying attempts of both god and man. Thankfully, however, every last member of the Muhatian priesthood entrusted with the care of the Prison perished in P'tar's wrathful onslaught. And so the secret of the Prison of Menepthah has remained as such for the past 1,000 years.

BEGINNING PLAY

The PCs are approached by a man bedecked in rich robes, who introduces himself as Jebson, a member of an order of arcane spell casters dedicated to the exploration of the various planes of existence. Having heard of the party's past exploits and knowing that they are staying in town, Jebson has decided to seek them out for a special mission. He then briefs them on the background of his order and the current dilemma with which they are faced. Jebson offers to pay the party 10,000 gp now and another 20,000 gp after they complete the following mission, should they accept it: to journey to the strange desert-like plane and bring home with them any surviving members of the lost expedition as well as to gather information on the denizens of the strange world. Should the PCs accept Jebson's proposal, they are led to the headquarters of the Esoteric Order of Planar travel, where they are given their fee and asked to step through the gate leading to the arid plane. They are told to first explore the old desert road 6 miles northwest of the gate in their hunt for the missing explorers. **Note:** Even though not integral to the adventure, the GM is free to detail the headquarters of the Esoteric Order of Planar Travel as he or she sees fit.

Arrival on the Plane: The gate constructed by the Esoteric Order of Planar Travel opens onto the point marked by the solid black circle on the Desert Wilderness Map. (This area on the map is bounded by two 6 ft. tall stone obelisks spaced 4 feet apart from each other.) The PCs can return to the headquarters of the Order at any time by walking up to the two stone obelisks, speaking the command word given them by their agent, Jebson, and then stepping through the now-active magical portal.



A PC traveling at a base speed of 120 ft. can cross any hex on the Desert Wilderness Map in two hours. Other movement rates should be adjusted to that scale: for example a base speed of 90 ft. could cross 1.5 hexes in two hours while a base speed of 60 ft. could cross 1 hex in two hours. A PC can travel a total of 10 hours per day.

Owing to the hot and arid environment of the plane, having an adequate supply of water becomes essential if the PCs are to survive. For each day the PCs go without water, they lose two Strength points. The dehydrated PCs regain three Strength points every day they drink at least one gallon of water.

The party may have two types of encounters while trekking through the open desert: random encounters and planned encounters.

OPEN DESERT RANDOM ENCOUNTERS

While the PCs are trekking through the open wilderness, the GM should check for random encounters once every four hours. There is a 1 in 10 chance per check that a random encounter occurs. When an encounter is called for, the GM should roll 1d8 and then consult the following. Encounters with an asterisk (*) should be removed from the random encounter pool once destroyed.

1. MIRAGE: The party sights a verdant stretch of land 2 hexes away. This mirage will suddenly vanish when the party comes within 300 feet of it. The mirage can be disbelieved with a successful save vs. spells at -3 per day without water.

2-3. ANT LION: 1 ant lion (AC 2; MV 90 ft. (10 ft. in loose soil); HD 8; #AT 1; D 5-20; SA After first hit with mandibles, damage per round is automatic thereafter; AL N).

The 60' diameter tapering pit where the ant lion resides is mistaken for a cave or lair entrance 50% of the time. Those entering the pit slide down to the bottom 50% of time prompting an immediate attack from the ant lion. There is a 30% chance that one of the following items from the list below (equal chance for either) are found at the bottom of the tapering pit:

1. 100-200 gp
2. 10-30 pp
3. +1 longsword
4. A diamond-studded tiara worth 1,200 gp
5. Shield +1
6. Shield +2

4. GORGIMERA: 1 gorgimera (AC 5/2; MV 120 ft. or 150 ft. flying (E); HD 10; #AT 5; D 1-3/1-3/2-8/2-12/3-12; SA 2 breath weapons; AL CE).

These chimera-like beasts enjoy nothing more than to see humanoids suffer. Once it sights the PCs, it immediately swoops down from the sky to within 30' of them and then unleashes its two breath weapons. It repeats this attack routine on the following round, afterwards switching to its claw and bite attacks should any PCs remain standing. It breaks off combat only when reduced to ¼ hit points, at which time it flies away to prey on less formidable foes.

5. STORM: A massive dust storm sweeps over the landscape, which lasts for 2-20 turns. Unless the party immediately stops moving, they will become lost. Lost parties change the direction of their travel randomly and then move in that direction for the distance their movement rate indicates. The players move at ½ their scale speed during a dust storm.

6. BEHIRS*: 2 behirs (AC 4; MV 150 ft.; HD 12; hp 80, 77; #AT 1 and 1 or 1 and 6; D 2-8/2-5 or 2-8/6 x 1-6; SA Lightning bolt; SD Immune to electricity, poison; AL NE).

This mated pair of behirs is constantly on the lookout for their next meal. Once the PCs are spotted, the two immediately let loose their lightning bolts (24 points of damage, save vs. breath weapons for half damage). Afterwards, they try to finish off the party with their bite and talon attacks. The two behirs fight until reduced to ¼ hit points, at which time they flee in search of easier prey.

7. **SANDLING:** 1 sandling (AC 3; MV 120 ft. / 60 ft. burrowing; HD 12; #AT 1; D 4-32; SD Immune to sleep, hold, charm, and other mind-influencing spells; AL N).

These formless piles of mobile sand attack any who trespass in the areas they inhabit with their lacerating pseudopods. The sandlings native to this plane are much larger and deadlier than their Prime Material Plane counterparts.

8. **DERVISHES*:** **Musafa**, Human High Priest (AC 0; MV 120 ft.; C 12; hp 58; #AT 1; D 5-10; SA spells; SD +4 to saves vs. mind-influencing magic; S 13, I 14, W 18, D 14, C 13, Ch 17; AL N). Possessions: **chain mail +3, shield +1, footman's mace +3, ring of invisibility, cube of force, scrolls of heal and plane shift**. He has been granted the following spells:

First Level (8): **bles** (x2), **command** (x2), **detect evil, detect magic, remove fear, sanctuary**
Second Level (7): **augury, hold person** (x2), **know alignment, silence 15 foot radius** (x2), **slow poison**
Third Level (6): **animate dead, cure disease, dispel magic, prayer, remove curse, speak with dead**
Fourth Level (3): **cure serious wounds, protection from evil 10 foot radius, tongues**
Fifth Level (2): **flame strike, insect plague**
Sixth Level (2): **blade barrier, harm**

Josephius, Human Cleric (AC 2; MV 120 ft.; C 8; hp 52; #AT 1; D 3-8; SA spells; SD +2 to saves vs. mind-influencing magic; S 15, I 13, W 16, D 12, C 12, Ch 14; AL N). Possessions: **chain mail +2, shield, footman's mace +1, brooch of shielding, scrolls of detect lie and speak with the dead**. He has been granted the following spells:

First Level (5): **bles**, **command, create water, detect evil, detect magic**



Second Level (5): **augury, hold person, know alignment, silence 15 foot radius, slow poison**

Third Level (3): **dispel magic** (x2), **prayer**

Fourth Level (2): **cure serious wounds, protection from evil 10 foot radius**

Herodius, Human Cleric (AC 2; MV 120 ft.; C 8; hp 48; #AT 1; D 3-8; SA spells; SD +3 to saves vs. mind-influencing magic; S 12, I 15, W 17, D 15, C 14, Ch 12; AL N). Possessions: **chain mail +2, shield, footman's mace +1, bag of tricks, scrolls of exorcise and cure disease**. He has been granted the following spells:

First Level (5): **command, cure light wounds, detect magic, purify food & drink, remove fear**

Second Level (5): **detect charm, find traps, silence 15 foot radius, snake charm, spiritual hammer**

Third Level (4): **create food & water, cure blindness, dispel magic, continual light**

Fourth Level (2): **cause serious wounds, divination**

Talanea, Human Cleric (AC 1; MV 120 ft.; C 8; hp 48; #AT 1; D 4-9; SA spells; SD +3 to saves vs. mind-influencing magic; S 17, I 13, W 17, D 14, C 16, Ch 13; AL N). Possessions: **chain mail +2, shield +1, footman's mace +2, potion of heroism, scroll of protection from magic**. She has been granted the following spells:

First Level (5): **command** (x2), **cure light wounds, detect magic, sanctuary**

Second Level (5): **chant, hold person** (x2), **resist fire, silence 15 foot radius**

Third Level (4): **dispel magic, locate object, remove curse, animate dead**

Fourth Level (2): **cure serious wounds, tongues**

These three men and one woman are dervishes, highly religious desert nomads. They have been wandering through the desert for the past two years on a religious quest to catalogue all of the major temples of the world, both good and evil.

If the PCs are friendly towards the dervishes, the dervishes can impart to them much knowledge, particularly that pertaining to the former nations of the Muhati and the Ashai:

-- They know that the two nations fought a great battle against each other, the nation of the Ashai clearly being the loser.

-- They also know that the deity P'tar eventually wiped out the nation of the Muhati almost to the last man and woman. This was done because the Muhatians lapsed in their worship of the vengeful deity.

Should the PCs antagonize the dervishes, they respond in kind by unleashing the full brunt of their rather formidable magical arsenal.

Note: Under no circumstances will the dervishes join the party in their search for the missing explorers. Their religious quest takes precedence over such mundane affairs.

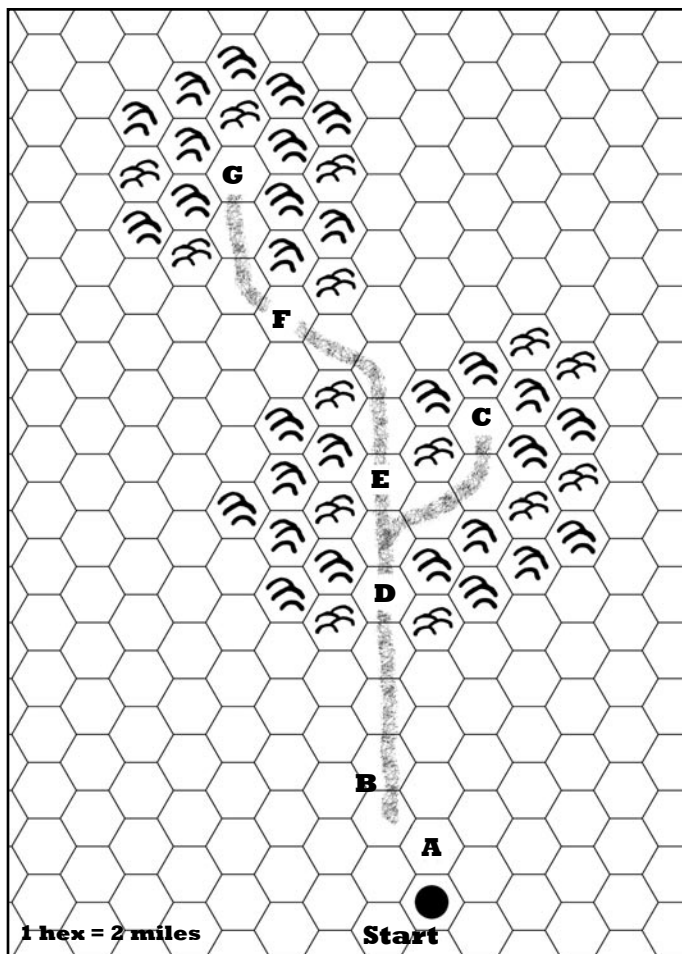
OPEN DESERT PLANNED ENCOUNTERS

These encounters automatically occur when the PCs reach the appropriate area on the Desert Wilderness Map.

A. NOMAD CAMP

The encampment comprises of four large canvas tents, home to a total of fourteen nomads. They are a part of a reconnaissance mission to find newer, more fertile lands to populate. As it happens, their home, a small settlement located about 60 miles to the

The Desert Wilderness Map



southwest, was built on a once fertile strip of land that is now quickly becoming barren. They have been here for the last couple of weeks.

Their animals (twelve horses and two camels) are tethered to the ground a few feet away from the largest tent, and at any given time, there are four guards on watch.

As soon as the PCs come within 30 feet of the four guards, they yell out the following: "If you come in peace, then sheathe your weapons and we will take you to our leader." If the PCs do as they guards say, they are escorted to the largest tent, wherein resides Mamouli, the leader of this expedition (see area 1b for details on this meeting). On the other hand, should the PCs either attack or fail to sheathe their weapons within 1 round, then the guards yell, "intruders in our midst," which summons the remainder of the nomads (see areas 1-4 for their statistics) from their tents. The leader then directs his forces to immediately attack. Once combat begins, the clerics and magic users in the camp stay back to bolster their allies with spells, while the remaining guards and Mamouli himself rush in to melee the PCs.

The statistics for the nomads' mounts are as follows:

6 Light Warhorses (AC 7; MV 240 ft.; HD 2; hp 2x17, 2x13, 2x15; #AT 2; D 1-4/1-4; AL N)

6 Medium Warhorses (AC 7; MV 180 ft.; HD 2+2; hp 2x19, 3x15, 2x16; #AT 3; D 1-6/1-6/1-3; AL N)

2 Camels (AC 7; MV 21 ft.; HD 3; hp 20, 18; #AT 1; D 1-4; SA Spitting; AL N)

Note: Fifty normal men, a 10th level fighter, and four 2nd level fighters reside at the base camp of the nomads stationed here, which, as indicated above, lies 60 miles to the south. (The DM is advised to consult the MM should he or she wish to flesh out this base camp.)

1. **GUARDS' TENT:** This largest of the four canvas tents is divided into two equal-sized rooms separated by a moveable flap. The first room serves as a combination kitchen/dining room for the eight guards assigned to this tent, four of which are currently standing guard outside. The second room in the tent serves as both a guard barracks and storage facility. There is enough food here to feed the horses and all of the men in the camp for four more weeks.

If combat erupts outside, the guards in this room rush out to aid their fellows. The statistic for these eight guards follows:

8 Guards, Human Fighters (AC 4; MV 90 ft.; F 2; hp 3x18, 2x20, 3x15; #AT 1; D 2-9; S 16, I 13, W 13, D 15, C 15, Ch 12; AL NG). Possessions: each guard has chain mail, a shield, and a scimitar. One guard possesses a **shield +1** (and an AC of 3) while another has a **potion of speed**.

2. **LEADER'S TENT:** Within this tent resides Mamouli, the leader of this expedition. The tent is divided into two equal-sized rooms separated by a moveable canvas flap. The first of these rooms serves as a meeting room for Mamouli, the other room as a combination bedroom/treasury. Within this second room is Mamouli's bedroll, along with a locked (-15% penalty to open locks attempts) and trapped chest. Unless the name of the **glyph of warding** protecting the chest is first spoken, the opener is shocked for 19 points of electrical damage (save vs. spells for ½ damage). Within the chest are 3,000 gp in loose coins and three rubies valued at 3,000 gp apiece.

As is the case with the guards in area 1, Mamouli rushes out to offer aid at the first sound of a disturbance outside. On the other hand, if the PCs were peaceably led to his tent by the guards stationed outside, then he volunteers the following information:

-- "My boon companions and I have been ordered by our leader to seek out lush new lands to colonize. You see, our home, which lies 60 miles south of here, is no longer the verdant oasis it once was."

-- "All of the lands to the north were formerly held by the wicked Muhatian peoples. Centuries ago, the leaders of the Muhatian nation invoked the wrath of their patron deity, which is why their once-great works now lie mostly in ruins. The only structures still standing are a large temple, the main part of the king's palace, the tomb of the first Muhatian king -- avoid that place, for it is said to be warded by many deadly traps -- and a towering obelisk of unknown purpose. All of these places lie along the road about four miles northwest of here."

-- "The Muhatians were the subjugators of many nations, chief amongst those conquered being the goodly kingdom of the Ashai people, which lies hundreds of miles south of here."

-- "All manner of deadly beasts prowl this land, which range from chimera-like beasts to giant sand lions."

-- "Yes, I did speak with those claiming to belong to the Esoteric Order of Planar Travel. They inquired about places in the area thought imbued with great magic. I told them that many powerful dweomercrafters over the years have sought the mysterious obelisk at the end of the road."

The statistics for Mamouli follow:

Mamouli, Human Fighter (AC 2; MV 120 ft.; F 8; hp 64; #AT 3/2; D 5-12; SA +3 to hit; SD +2 to saves vs. mind-influencing spells; S 18, I 14, W 16, D 13, C 15, Ch 17; AL NG). Possessions: **chain mail +1, shield +1, longsword +2**, potions of **super-heroism** and **fire resistance**.

3. **MAGIC USERS' TENT:** This canvas tent belongs to the warlock Fenton, and his apprentice Leticia. It is divided into two equal-sized rooms separated by a moveable flap of fabric. The entrance chamber functions as a combination kitchen/dining room for the two magic users, while the far room serves as their bedroom. The two magic users keep all of their possessions on their persons at all times, even whilst they sleep.

The two herein rush to aid their companions should combat erupt outside. Their statistics are as follows:

Fenton, Human Magic User (AC 7; MV 120 ft.; MU 8; hp 25; #AT 1; D 4-9, 7-12, or 10-15, dependent on # of charges expended; SA spells; SD +1 to saves vs. mind-influencing spells; S 13, I 17, W 15, D 12, C 13, Ch 15; AL N). Possessions: **ring of protection +3, staff of striking** (8 charges), **dagger +1**, scrolls of **levitate, lightning bolt, gust of wind**. He has the following spells memorized:

First Level (4): **detect magic, light, magic missile** (x2)
Second Level (3): **detect evil, invisibility, stinking cloud**
Third Level (3): **blink, fireball, hold person**
Fourth Level (2): **minor globe of invulnerability, monster summoning II**

Leticia, Human Magic User (AC 10; MV 120 ft.; MU 4; hp 13; #AT 1; D 2-5; SA +1 to hit; S 13, I 16, W 14, D 14, C 12, Ch 13; AL N). Possessions: **dagger +1, illusion wand, ring of invisibility, scrolls of audible glamor, mirror image**. She has the following spells memorized:

First Level (3): **friends, jump, magic missile**
Second Level (2): **detect invisibility, scare**

4. **CLERICS' TENT:** This canvas tents belongs to the cleric Morius, and his two priest assistants. It is divided into two equal-sized rooms separated by a moveable flap of fabric. The entrance chamber functions as a combination kitchen/dining room for the two clerics, while the far room serves as their bedroom. The two clerics keep all of their possessions on their persons at all times, even whilst they sleep.

The two herein rush to aid their companions should combat erupt outside. Their statistics are as follows:

Morius, Human Cleric (AC 2; MV 120 ft.; C 6; hp 42; #AT 1; D 4-9; SA +2 to hit; SD +4 to saves vs. mind-influencing spells; S 15, I 14, W 18, D 13, C 15, Ch 17; AL NG). Possessions: **chain mail +2, shield, footman's mace +2, staff of the serpent** (adder), holy symbol, scrolls of **cure disease, dispel magic, know alignment**. He has been granted the following spells:

First Level (5): **command** (x2), **cure light wounds, purify food and drink, sanctuary**
Second Level (5): **chant, silence 15 foot radius** (x2), **spiritual hammer, slow poison**
Third Level (3): **cure blindness, prayer, remove curse**

1st Assistant to Morius, Human Cleric (AC 3; MV 90 ft.; C 3; hp 18; #AT 1; D 3-8; SA +1 to hit, spells; SD +2 vs. mind-influencing spells; S 15, I 14, W 16, D 13, C 13, CH 14; AL NG). Possessions: chain mail, holy symbol, **shield +1, mace +1, potion of flying**, scrolls of **bleed, remove fear**. He has been granted the following spells:

First Level (4): **command, create water, cure light wounds** (x2)
Second level (3): **silence 15 foot radius, slow poison, spiritual hammer**

2nd Assistant to Morius, Human Cleric (AC 3; MV 120 ft.; C 3; hp 22; #AT 1; D 3-8; SD +3 vs. mind-influencing spells; S 16, I 15, W 17, D 12, C 14, Ch 13; AL NG). Possessions: **chain mail +1, shield, footman's mace, holy symbol, potion of extra healing**, scrolls of **hold person, protection from evil**. He has been granted the following spells:

First Level (4): **detect evil, sanctuary, cure light wounds** (x2)
Second Level (3): **augury, resist fire, spiritual hammer**

B. ANCIENT DESERT ROAD

This partially-completed limestone road was paved by thousands of laborers about 1,500 years to ago to link together all the major Muhatian public works, namely the palatial estate of the king (area D), the tomb of the first Muhatian king (area E), the High Temple (area F), and the Prison of Meneptah (area G). The Muhatian king had also planned on extending the road further south to link his capital to that of the conquered nation of the Ashai, but the invoked wrath of his patron deity, P'tar, put an abrupt end to this and all other such grand endeavors. This is why the road suddenly ends on the Desert Wilderness Map.

The road itself averages about 20 feet in width, and is lined with 15 feet tall basalt obelisks on either side, each obelisk being spaced about 100 feet away from its neighbor. The road has been enchanted so that any sand or rock coming in contact with it is automatically disintegrated, thus ensuring that the ever-shifting desert sands never bury the road.

C. THE RUINED MUHATIAN CAPITAL

Most of Zentrium, the capital city of the Muhatian people, was destroyed when its king invoked the wrath of his patron deity P'tar. Most of the citizens of the city as well as their residences were almost wholly wiped out. There is little here now but broken walls and rubble, but owing to their cruel and untimely deaths, many of the former citizens of Zentrium have arisen as the undead.

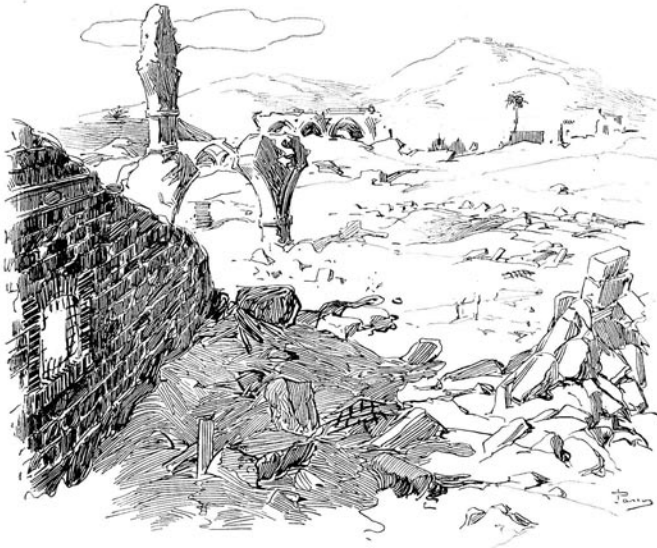
Zentrium has been transformed into a virtual necropolis, which is why the living, even the unintelligent beasts that roam the desert, tend to avoid it at all costs! While the PCs are exploring the haunted capital city, the GM should check for random encounters once every thirty minutes. There is a 4 in 10 chance per check that a random encounter occurs. When an encounter is called for, the GM should roll 1d10 and then consult the list below. **Note:** Incorporeal undead such as ghosts and specters are usually encountered (60% chance) haunting the rubble of the former building where they died.

If the GM wishes, this area can be fully fleshed out with multiple set encounters, but for our purposes such is unnecessary. It is recommended that you inform your players after a few random encounters that the barrenness of the ruined capital makes it an unfruitful location to dawdle.

1-2. GHOST: 1 ghost (AC 0, or 8 when semi-material; MV 90 ft.; HD 10; #AT 1; D age 10-40 years; SA Magic jar; SD Silver or magical weapons to hit; AL LE).

About 80% of the ghosts that now roam Zentrium were despicable Muhatian clerics and magic users in life. The other 20% were the notoriously wicked fighters and assassins employed by the last king of Muhati. They enjoy possessing the bodies of their victims with their magic jar attack, and then using their new bodies to attack all other living creatures in sight.

3. APPARITIONS: 2-4 apparitions (AC 0; MV 240 ft.; HD 8; #AT 1; D Special; SA Surprises 5 in 6; SD Silver or magic weapons to hit; AL CE)



These malign creatures sense their victims up to 100 ft. away. They pursue the living until destroyed. Remember that they remain on the Material Plane for only one melee round per victim attacked. At all other times, they exist solely on the Ethereal Plane, and can only be affected by PCs with access to that plane.

- 4. WIGHTS:** 3-12 wights (AC 5; MV 120 ft.; HD 4+3; #AT 1; D 1-4 plus special; SA Touch drains 1 level; SD Silver or magic weapons to hit; AL LE).

These creatures are only encountered in one of the many cemeteries present in the Muhatian capital. They only pursue PCs fleeing from their graveyard haunts 20% of the time.

- 5. MONSTER ZOMBIES:** 4-6 monster zombies (AC 6; MV 90 ft.; HD 6; #AT 1; D 4-16; SD ½ damage from blunt weapons, immune to charm, hold, sleep, turned as ghosts; AL N).

Ninety-percent of the monster zombies encountered are the animated corpses of bugbears. In ancient times, the foul Muhatian priests regularly employed bugbear assistants, almost always animating them into zombies after they had died. The Muhatian priests also used ogres as servants, although to a lesser extent. (Only 10% of all monster zombies encountered will be of the ogreish variety).

Being as their human masters have long since perished, these monster zombies now mindlessly roam the city limits looking for food -- the PCs should suffice.

- 6. SPECTRES:** 3-6 spectres (AC 2; MV 150 ft./300 ft. flying; HD 7+3; #AT 1; D 1-8 plus special; SA Touch drains 2 levels; SD +1 to hit; AL LE).

These spectral undead are never encountered in bright sunlight, and are usually found haunting an old crypt or the basements of their former homes.

- 7. GROANING SPIRIT:** 1 groaning spirit (AC 0; MV 150 ft.; HD 7; hp 45; #AT 1; D 1-8; SA Wail; SD +1 or better weapon to hit; AL CE).

Only one of these extremely rare creatures haunts Zentrium. In life, this groaning spirit was the elven wife of the last Muhatian king. She was killed by one of the king's jealous concubines. She rose as a groaning spirit almost immediately, soon thereafter slaying the king's whore. Her bloodlust was not entirely sated by her first undead act of murder, and she has been roaming the former Muhatian capital ever since seeking out new victims, especially female ones.

- 8. WRAITHS:** 7-10 wraiths (AC 4; MV 120 ft./240 ft. flying; HD 5+3; #AT 1; D 1-6 plus special; SA Touch drains 1 level; SD Silver or magic weapons to hit; AL LE)

These creatures, like wights, are never encountered out in the open during the day. They can usually be found haunting one of the many graveyards in the city.

- 9. ZOMBIES:** 11-16 zombies (AC 8; MV 60 ft.; HD 2; #AT 1; D 1-8; AL N)

These slow moving creatures are encountered all throughout Zentrium. Most of these zombies (80%) were made from the animated remains of the hundreds of enemy soldiers who fell to the Muhatian army. The other 20% were servants of the Muhatian high priests in life. These creatures ceaselessly pursue the PCs until destroyed, as they are nothing more than mindless, walking bags of pus with a taste for the flesh of the living.

- 10. GHOSTS AND GHOULS:** 3-4 ghosts (AC 4; MV 150 ft.; HD 4; #AT 3; D 1-4/1-4/1-8; SA Carrion stench, paralysis; SD Immune to sleep and charm spells; AL CE) and 11-16 ghouls (AC 6; MV 90 ft.; HD 2; #AT 3; D 1-3/1-3/1-6; SA Paralyzation; SD Immune to sleep and charm spells; AL CE).

These creatures will ceaselessly hunt out the PCs for food all throughout the former Muhatian capital. The ghosts are distinguished from their lesser ghoul brethren by the terrible carrion stench they emit.

D. THE PALACE OF KING MERSHUK

This sprawling structure served as the palatial estate of the last king of Muhati, Mershuk. He erected it with the aid of many slaves from faraway lands as well as his own people. Most of Mershuk's grand residence was destroyed when he invoked the wrath of his patron deity, the spiteful P'tar. The angered god chose to leave some of the edifice unharmed, to serve as a reminder of his great power to those who came after the arrogant monarch.

The only important rooms in the palace left almost wholly intact are the Audience Hall of the King (area 5), the Chapel of P'tar (area 8), the Guard Rooms (area 2), and the Soldier's Barracks (area 3). Unless noted otherwise, the roofs and walls of the remaining rooms in the estate have been torn asunder. (On average, only the last 3-4' of the once 40' tall walls remain in these ruined areas).

Many of the original inhabitants of the palace live on as various forms of the undead, and can pose a serious threat to the PCs.

- 1. THE GRAND ENTRANCE:** The grand entrance still maintains some of its former grandeur with a 50-foot long stairway rising 20 feet from the ground to a pair of doors nearly 15 feet high. Flanking the foot of the stairs are 30-foot tall statues of fearsome camel-headed humanoids.

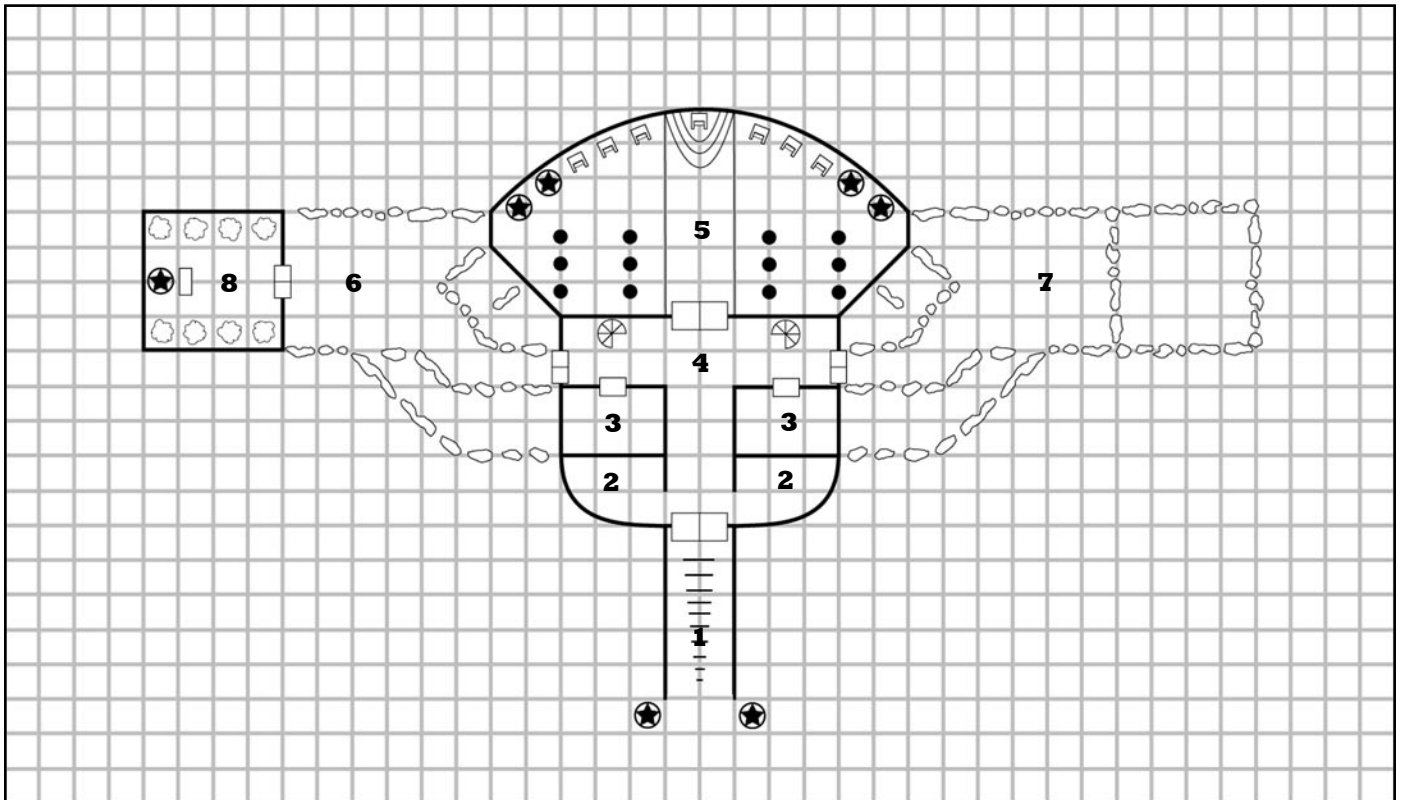
While most of the palace's circular body is intact, the rectangular wings to the east and west lie mostly in ruins. The curved walls flanking the entrance have numerous arrow slits built in.

As soon as the PCs come within 50 feet of the arrow slit-studded walls of area 2, either by traversing the staircase or approaching from the ground alongside it, the inhabitants within begin firing on them with their bows. (See area 2 for more details).

The double doors leading into the palace are constructed of 3 inch thick iron and are well locked (-10% penalty to open locks attempts).

- 2. GUARD ROOMS:** After the Muhatian deity P'tar killed all of the inhabitants of this palace, several of the guards stationed in

The Palace of King Mershuk



these rooms soon thereafter arose as zombies, with their former general, once a 15th level fighter lord, arising as a skeleton warrior. These former men and beasts were cursed by P'tar to serve as the undead guards of the palace for all of eternity, never to be granted their rightful place in the afterlife. As such, they attempt to destroy all those who dare approach the palace steps, firing at them with their bows through the twenty arrows slits built into the southern walls of both rooms labeled 2. Should the palace doors be broken through, the undead guards unsheathe their swords and melee the intruders, fighting to the death. The westernmost of these rooms contains the skeleton warrior, two monster zombies, and six ordinary zombies, while the easternmost room houses another two monster zombies and seven more ordinary zombies. The statistics for these undead horrors follow:

1 skeleton warrior (AC 2; MV 60 ft.; HD 9+12; hp 50; #AT 1 or 2; D 1d10 or 1-6/1-6; SA +5 to hit; SD Magic weapons needed to hit; MR 90%; AL N(E)) armed with a **two-handed sword +2**, a longbow, **5 +1 arrows**, and 16 normal arrows.

4 monster zombies (AC 6; MV 90 ft.; HD 6; hp 2x35, 2x30; #AT 1 or 2; D 4-16 or 1-6/1-6; SD ½ damage from blunt weapons, immune to charm, hold, sleep, turned as ghosts; AL N), each armed with a longsword, a longbow, and 20 arrows.

13 zombies (AC 8; MV 60 ft.; HD 2; hp 5x8, 2x15, 4x12, 2x10; #AT 1 or 2; D 1-8 or 1-6/1-6; AL N), each armed with a morning star, a longbow, **2 +1 arrows**, and 17 normal arrows.

Notes: The inhabitants of area 5 ignore the sounds of combat coming from this room, calmly waiting for the PCs to come to them. Also, this room is absolutely bare save for the guardians housed herein.

3. **GUARD BARRACKS:** On either side of the entrance are the sleeping quarters of the guards found in 2 while they were alive. Identical in layout, these bare 20 ft. by 30 ft. rooms have

fourteen rotting wooden cots with footlockers beneath each sleeping area. There are no other entrances to these rooms.

Seven of the (locked) footlockers in the easternmost room contain 1d3x1000 gp and the heavily rotted personal effects -- clothing, grooming tools, etc. -- of the former owner (no value). Six of the (locked) footlockers in the westernmost room hold 1d2x1000 gp along with miscellaneous personal items (no value). The westernmost room also contains the locked and trapped chest belonging to the former commander of this palace. Anyone attempting to open the chest without first disabling the poison needle trap on the lock must save vs. poison or die. The chest contains 5,000 gp, two 500-gp red garnets, and a jewel-encrusted silver flagon valued at 400gp.

4. **RUINED SPIRAL STAIRCASES:** Both of these wrought-iron spiral staircases used to descend to the servants' quarters, prison, and latrines on the basement level of the palace. The last 20' of the originally 30' long spiral stairways are currently blocked by rubble from the devastated complex of rooms below. Digging through the blockage is well nigh impossible without magic. Even should the PCs clear out the stairway and all of the rooms below, they discover nothing of note.
5. **AUDIENCE HALL OF THE KING:** The 15 foot high steel double-doors leading to this room are sturdily locked (-10% penalty to open locks attempts) and trapped with an electrical **glyph of warding**. Anyone touching either door discharges the glyph, which deals 24 points of electrical damage (save vs. spells for half damage).

Once inside, the hemispherical chamber is immense, with a 20-foot wide carpet leading to a golden throne atop a stepped dias on the opposite side of the room. Flanking the golden throne on either side are three lesser thrones and a towering statue of a camel-headed humanoid, their backsides flush with the curving wall. Four lines of columns run from one end of the room to the other, supporting the expansive roof.

This area served as the grand audience hall of the last king of the Muhatian nation. Despite leveling much of the once-magnificent capital of the Muhatian nation, P'tar reserved a particularly cruel punishment for the king and those closest to him. First he destroyed their corporal forms and then he merged their souls with the Negative Material Plane, transforming them into the spectral undead, thereby robbing them of any chance of a paradisiacal afterlife.

The king himself lives on as **ghost** (AC 0, or 8 when semi-material; MV 90 ft.; HD 10; hp 60; #AT 1; D age 10-40 years; SA Magic jar; SD Silver or magical weapons to hit; AL LE) while three of his six royal advisors live on as **spectres** (AC 2; MV 150 ft./300 ft. flying; HD 7+3; hp 3x45; #AT 1; D 1-8 plus special; SA Touch drains 2 levels; SD +1 weapons to hit; AL LE), the other three as **wraiths** (AC 4; MV 120 ft./240 ft. flying; HD 5+3; hp 40, 2x25; #AT 1; D 1-6 plus special; SA Touch drains 1 level; SD Silver or magic weapons to hit; AL LE). These wretched creatures haunt this magnificent room, attempting to drain the life out any who dare disturb their undead rest. They freely pursue intruders all throughout the palace, but are forbidden to ever leave it.

Hidden beneath a secret panel on the back of the king's throne is his personal cache of treasure: a 5,000 gp blue sapphire, a 5,500 gp fiery orange jacinth, a 1,500 gp black opal, and a **cubic gate**.

6. ROYAL APARTMENTS: This wing of the palace once served as the residences of the king, his wife, and his many concubines. Little remains of these once-fine apartments except for the lower half of their walls. The west wall however is fully intact along with its tall steel door.

Nine of this area's original occupants live on as **wights** (AC 5; MV 120 ft.; HD 4+3; hp 22 each; #AT 1; D 1-4 plus special; SA Touch drains 1 level; SD Silver or magic weapons to hit; AL LE) but they are never encountered during the daytime. However, should it be nighttime when the PCs enter this area, then the inhabitants herein claw themselves up from beneath the ground to greet them. These undead monstrosities lash out at the PCs with wild abandon, only fleeing when their numbers have been cut by $\frac{1}{4}$.

7. APARTMENTS OF THE KING'S ADVISORS/ ROYAL TREASURY: This area, like 6, is strewn with rubble. The apartments herein once housed the six advisors of the last king of Muhati, who currently haunt area 5. The ruined 40' square area to the east once served as the royal treasury. Unfortunately for the PCs, however, its rich cache of gold and jewels was plundered in ancient times. There is nothing else of interest here.
8. CHAPEL OF P'TAR: The steel double doors leading to this area are unlocked and open easily. Inside is a pristine 40 ft. square room constructed of gleaming white marble. A stand of lush palm trees line the wall to the north and south, and a short altar carved from a greenish stone lies to the west. Beyond the altar stands a 12 ft. tall statue of a robed man with kind eyes and gentle features.

If the PCs move in closer to examine the altar, they can make out the following message inscribed into the stone: Those making offerings at the holy altar of Shandralus shall be rewarded with nourishing gifts from his grove.

After wreaking his revenge on his former followers, the deity P'tar opted to cloak this former chapel honoring him in a most insidious illusion so as to lure weary desert travelers inside with promises of food and water. The lush palm trees along the north and south are, in actuality, all illusory save for the two on either side nearest the altar, which are **evil treants** (AC 0; MV 120 ft.; HD 10; hp 80 each; #AT 2; D 3-18; SA Can animate trees; SD Never surprised; AL CE) lying in magical stasis. Naturally, the statue

along the west wall is really that of P'tar himself, not that of the beneficent desert deity known as Shandralus, long worshipped by the goodly Ashain peoples of the southern desert.

Any offering of at least 10 gp in value placed on the altar will disappear, replaced by the favorite food and drink of the PC in question. This food and drink will be most satisfying, even healing the eater/drinker of 6 full hit points. (This healing effect works only once per PC; subsequent offerings made by the same PC are not magically transformed). Unfortunately for the PCs, however, for every 1 hit that they gain from eating the magical foodstuffs, each of the four treants gain three times that amount in temporary hit points! (All damage suffered by the treants is first subtracted from these temporary hit points). After four rounds have transpired, or after each of the PCs have had their fill of the magical food and drink, whichever first occurs, the treants animate and attack, fighting to the death.

Special Note: Treat the illusion cloaking this room as a permanent illusion created by a 20th-level caster. Further, the evil aura of this area has been masked by the permanent **non-detection** spell in effect here.

E. THE TOMB OF ZOSER

Nestled between some rocky crags is the Tomb of Zoser. Standing 110 feet high, the sandstone monument reaches up toward the heavens. This step-pyramid was built as a tomb for the first king of Muhati, an evil man who 3,000 years before had united many of the impious tribes of the desert, both human and otherwise, into a vast empire. In all the years it has stood, few have dared break in to plunder its legendary cache of riches.

In the middle of the bottommost tier stand 15' tall double-doors of steel, an inscription clearly visible on their surface. The inscription is written in the esoteric language of magic, and can only be deciphered if a **read magic** spell is cast upon it. The inscription translates as: Here stands the final resting place of the great Zoser, first king of Muhati, who united the nine Desert Tribes. Curses to those who would seek to rob the king of his rightful place in Heaven Westward.

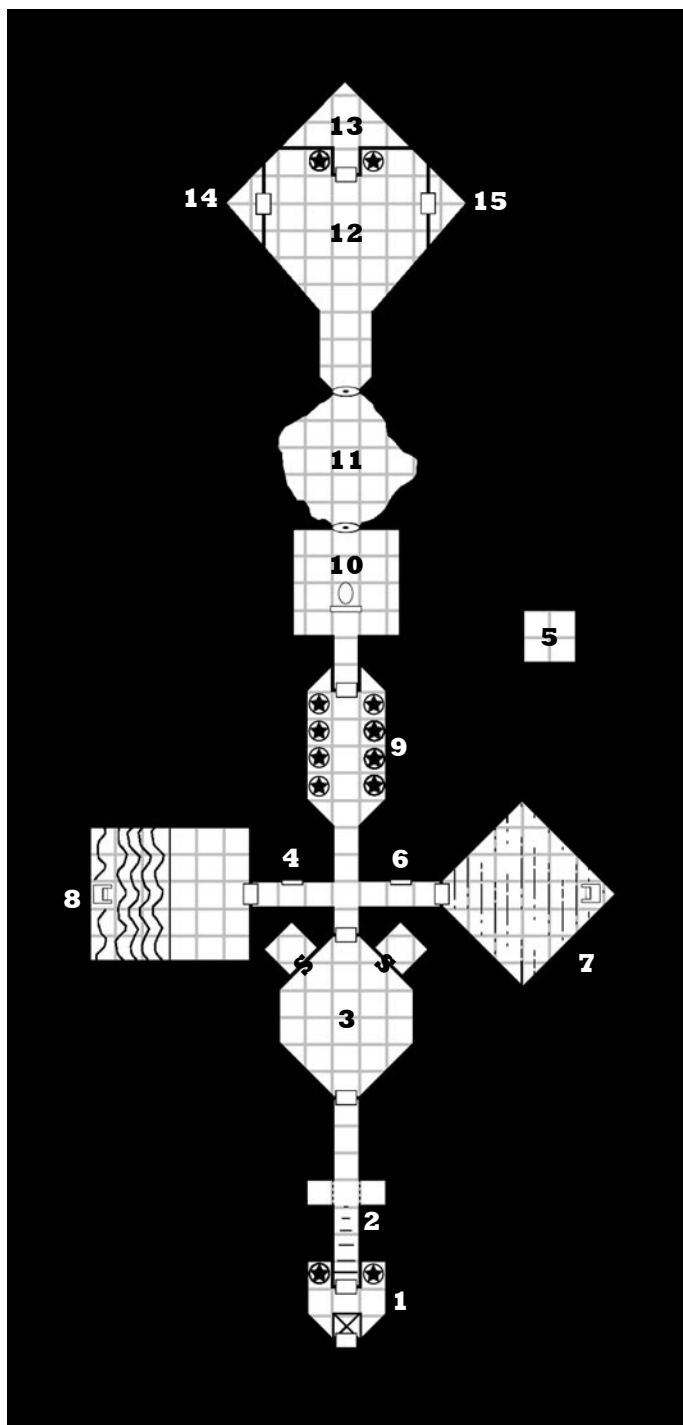
The doors leading to the tomb are both locked (-15% penalty to open locks attempts) and coated in a magical poison. Those touching either of the portals, even those wearing gloves or other protection, must save vs. poison or die instantly.

The seven major chambers of the tomb are warded by some of the deadliest traps and guardians this small world has ever known. It is even said that the architect of the tomb, a man calling himself Imhotep, modeled it after the tomb of a legendary magic user of ages past. Apart from the entrance chamber, the remainder of the tomb visible from the surface is solid sandstone. The subterranean portion of the tomb lies 80 feet below ground. **Special Note:** If the PCs are to successfully complete this side-trek, they must, at the very least, defeat the two guardians in areas 7 and 8, wresting from them the keys needed to power the magical ship that will safely carry them over the storm-swept cavern at area 11, which directly precedes the burial chamber of the king.

Dungeon Features: All of the walls in the tomb, except for those in area 1, are constructed of black basalt and are 10 feet thick. All doors, except where noted otherwise, are constructed of 3-inch thick steel and securely locked (-10% penalty to open locks attempts). Wall sconces alit with continual light spells are spaced evenly along the walls of the various chambers and corridors of the tomb at 6 ft. intervals.

1. ENTRANCE CHAMBER: The first square on the map directly in front of the entrance doors is a 30 ft. deep pit trap disguised via a permanent illusion as part of the polished marble floor. (A 1-foot

The Tomb of Zoser



wide ledge winds around the pit trap, allowing those finding it to safely bypass the pit). The last 10 feet of the pit is filled with caustic acid, which burns away flesh for 2-20 points of damage per round!

This 30' square chamber features beautifully carved marble walls, ceiling, and floor. The carvings depict a regal figure engaged in various activities: hunting, leading armies, consuming sumptuous feasts, coupling with various women, etc. A 10' square shrine coated in what appears to be beaten gold juts from the far wall, flanked by a statue of the king on the left and the statue of a camel-headed humanoid on the right. A tall door, almost 10' in height, stands along the shrine's southern wall.

The two statues in the room are of king Zoser and his patron deity, the rancorous P'tar. As soon as anyone tampers with

the locked door (-10% penalty to open doors attempts) on the shrine, the two statues, actually **stone golems** (AC 5; MV 60 ft.; HD 14; hp 60 each; #AT 1; D 3-24; SA Can cast **slow**; SD +2 or better weapon to hit, immune to all spells save rock to mud, mud to rock, and stone to flesh; AL N), animate and attack. The two alternate between pummeling the PCs with their powerful fists and casting slow at them. They freely pursue the party all throughout the tomb, but can never exit it to the outside.

Immediately beyond the shrine door begin very steep stairs that descend for a full 80 feet, finally exiting onto area 2.

2. **SLIDING BLOCKS:** As soon as 90 lbs. or more of weight is applied to the pressure plate spanning the square on the map just past the stairway, two 3' x 3' blocks with horizontal blades jutting out from them begin to slide down sharply slanting shoots, which exit at points 4 feet above the west and east walls. (A **permanent illusion** makes the shoot openings appear as normal parts of the wall). Those in line standing on the square in question suffer 5-50 points of damage unless they roll their dexterity score or less on a 20-sided die. Should the PCs in question fail their saves by 5 or more, then the blade on the block manages to either cut them in half (25% of the time) or behead them (75% of the time), resulting in their immediate deaths!

Beyond the sliding blocks lies a 30-foot long corridor, illuminated by lit wall sconces regularly spaced along the walls. A tall steel door stands along the far wall.

3. **SLEEP MY LOVELIES:** This is a large octagonal room with a steel door at the far end. Forming a horizontal line across the center of the room are three manlike shapes composed entirely of sand.

The three creatures are **sandmen** (AC 3; MV 90 ft.; HD 4; hp 30, 25, 20; #AT nil; D nil; SA Sleep; SD Protection from normal missiles; MR 20%; AL N(E)). Any PCs who come within 20 feet of the sandmen, regardless of their experience levels, must immediately save vs. magic or go to sleep for 3 full turns. The sandmen enter into melee with any PCs unaffected by their ranged sleep attacks, with a successful hit affecting the PCs as detailed above. Two rounds after combat begins or after at least half of the party has fallen victim to the sandmen's magic, whichever occurs first, the following additional creatures issue forth from their secret niches along the north wall, surprising the PCs 4 times in 6:

3 giant trolls (AC 4; MV 120 ft.; HD 8; hp 45, 50, 38; #AT 1; D 2-16; SD Regeneration; AL CE)

1 bodak (AC 5; MV 60 ft.; HD 9+9; hp 50; #AT 1; D 2-11; SA Death gaze, +1 to hit; SD +1 or better/cold-wrought iron weapons to hit, immune to charm, hold, sleep, slow, poison; AL CE) armed with a **two-handed sword +1**.

The creatures have been compelled to work together and return to their niches once any intruders are destroyed. That said, the trolls still must successfully save against the sandmen's sleep radius and all the other creatures must save against the bodak's terrible gaze. The giant trolls and the bodak always target sleeping PCs first, automatically hitting them with twice the number of attack routines normally allowed in a round or, if the optional rule in the DMG is used, all magically sleeping targets can be automatically slain at a rate of one per round. When the bodak enters the battle, have all of the living creatures in the room make saving throws vs. death. Those failing their saves perish on the spot, having fallen victim to the malign creature's death gaze. The sandmen and the giant trolls have a +5 to their saves as they and the bodak, are compelled to work together.

Note: In general, the seven guardians of this area melee the PCs until slain, even pursuing their opponents all throughout the tomb if need be.

4. **THE TELEPORTAL OF SLOW DEATH:** The steel door opens into what appears like a 20-foot square chamber with two large chests along the far wall. However, the room is really nothing more than a **permanent illusion** cast at the 18th level of magic use. This illusion conceals a swirling one-way teleportal cast onto the blank wall. Should any of the PCs step so much as an inch beyond the open door, they are instantly teleported to area 5, a miserable little room piled high with heaps of dry humanoid bones. This small prison chamber is bounded on all sides by hundreds of feet of solid stone. Victims of this trap are truly doomed unless they have access to such spells as **teleport** and **transmute rock to mud**.
5. **PRISON:** Those falling victim to the trap at area 4 are magically transported to this bleak 20-foot square room, which is bounded on all sides by over 100 feet of solid rock. The pile of humanoid bones on the floor is all that remains of the many victims of the trap. If the bones are rummaged through, then the following useful items are found: 3,300 gp and 350 pp in loose coins, 2 suits of human-sized plate mail armor, 3 scimitars, a **staff of striking** (10 charges remaining), and a **mace +2**.
6. **THE MIMIC:** This steel door is actually a **large mimic** (AC 7; MV 30 ft.; HD 10; hp 70; #AT 1; D 3-12; SA Glue; SD Camouflage; AL N) in disguise. When one of the PCs touches the deadly creature, it lashes out with one of its pseudopods. If reduced to ½ hit points, it tells the party, in exchange for its life, that a deadly guardian composed of ice lurks behind the door to the east. (It knows nothing more about the tomb).
7. **REALM OF ICE:** This diamond-shaped room is unbearably cold with the walls, ceiling and floor coated in a thick layer of ice. 50 feet away from the door against the farthest corner stands a

throne of ice, upon which is seated a tall translucent humanoid coated in frost. When the PCs open the door, it rises, saying: "Leave this room at once, lest you incur the wrath of I, Glacius, the Lord of Ice."

Unless the PCs leave at once, Glacius, an **ice elemental** (AC 3; MV 60 ft.; HD 16; hp 90; #AT 1; D 3-36; SA Cold; SD +1 or better weapon to hit; AL N), rises from his throne to rain icy death upon the interlopers, fighting on until destroyed. Glacius has been placed in this room to protect one of the two keys* needed to power the airship at area 10.

The ice elemental would prefer to remain in this room, as it automatically heals him of any wounds incurred in combat at a rate of 1-8 hit points per round. However, he will pursue the party all throughout the tomb if need be. Due to the extreme chill in the air, unprotected PCs suffer 1-2 hit points of cold damage per round while they remain in this room. However, even appropriately clothed PCs are not immune to the intense chill coming from Glacius's body, which deals 1-4 points of damage per round to those within 10 feet of him. Lastly, the icy floor is extremely slippery, thus slowing movement by 50% and making it 50% likely that the PCs will slip and fall when trying to move. (Being as Glacius hails from the Elemental Plane of Ice, he can freely move about on the ice floor at normal speed and will never slip and fall).

*Glacius explodes into a million shards of ice after he is finally defeated. If the PCs then rummage through the shards for 1 full turn, they discover the **airship key** that was formerly encased within the ice elemental's body. This key is a 3-inch diameter disc studded with four 1-inch long rectangular protuberances.



8. **REALM OF MAGMA:** This rectangular room is 60 feet deep and 50 feet wide. The first half of the room is solid ground, while the further half is fully covered in a lake of bubbling magma, making the temperature in the room almost intolerable. At the far end of the room sits a mighty throne fashioned from igneous rock, upon which is seated a being that is humanoid from the waist up and a solid mass of molten rock from the waist down. When the PCs open the door, it utters the following in a thunderous voice: "Leave immediately, accursed denizens of the Prime, before I, Magmius, Lord of the Elemental Plane of Magma, am forced to make you as the lake which surrounds me, molten slag."

The being on the throne is a **magma elemental** (AC 3; MV 60 ft.; HD 16; hp 95; #AT 1; D 4-24; SA Heat metal; SD +1 or better weapon to hit; AL N) calling himself Magmius, who has been entrusted with the guardianship of the **second of the keys*** needed to power the airship at area 10. Should the PCs immediately heed Magmius's suggestion, he remains seated. On the other hand, should they remain in the room for 1 full round or more, he rises from his throne and races toward them. From this point onwards, he fights the PCs to the death, even going so far as to pursue them throughout the other areas of the tomb if need be. As soon as the elemental comes within 20 feet of any single PC, he or she is affected as the druidic **heat metal** spell.

Note: Magmius may choose to grab hold of a PC with a successful to hit roll, which in and of itself causes no damage but forces the PC to roll his or her dexterity score or less on a d20, with a +3 penalty applied to the die roll. Failure indicates that the PC has been cast into the lake of magma to suffer 2-20 points of magma damage per round!

*This key, which is hidden away in a small secret compartment on the backside of Magmius's throne, is a 3 inch diameter disc studded with four 1 inch long rectangular protuberances.

9. **LOOKS CAN BE DECEIVING:** The corridor opens into a lozenge-shaped chapel, lined on either side with four lofty statues. Those statues on the right are of a 7 foot tall regal man wielding a three-bladed sword with both hands. Those statues on the left depict a 15 foot tall camel-headed humanoid with muscular arms outstretched. The statues on the right are of the king Zoser while those on the left are of the deity, P'tar. Covering the entire floor between the two columns of statues lurks a **trapper** (AC 3; MV 30 ft.; HD 12; hp 75; #AT 4+; D 4+AC of victim; SA Smothers to death engulfed prey in 6 rounds, surprises 5 in 6; SD Fire and cold resistant; AL N), which appears as a normal part of the marble floor. It lies in wait until the entire party has entered the room, at which time it suddenly closes in on itself, surprising 5 times in 6 with this attack. Those engulfed cannot use weapons of any kind against the creature. At the end of the 6th melee round, any PCs still trapped between the folds of the fell thing's amorphous body are smothered to death.

Beneath the trapper lies its considerable horde of treasure, the remains of past meals: 30,000 gp, 1000 pp, one 300-gp amber, a **long sword +1**, a **potion of heroism**, a **shield +2**, and a **scroll of fireball** (cast at the 12th level of magic use).

10. **THE GREAT AIRSHIP:** This is a 40-foot square chamber with a 20 foot diameter metal sphincter door positioned in the center of the opposite wall. In the middle of the room hovers a 15-foot diameter metal sphere. Hovering 4 feet from the ground, the PCs can clearly see a man-sized rectangular seam on the otherwise unadorned surface. There is also a short marble pedestal with two irregular depressions carved into its top lies a few feet before the floating orb.

If the PCs move in closer to examine the pedestal, it becomes clear that the two closely spaced depressions were designed to accommodate the keys from areas 7 and 8. Should the PCs

insert the keys into the indentations, making sure their teeth interlock with each other, they both begin to turn like the gears of a clock. A few seconds later, a hatch on the airship swings down, forming a short stair opening into its interior. Once inside, the PCs find seven small metal seats arranged in a circle around a short steel panel with two buttons on its top, one black and one red. Depressing the black button opens the sphincter door on the north wall, while pushing the red button turns on the ship, which then begins to slowly make its way first through the circular opening in the wall and then into the windswept cavern beyond. On the far wall of area 11 is another metal sphincter, which automatically opens when the airship comes within 10' of it. The airship then passes through this doorway, finally stopping a few feet above the middle of the entrance corridor to area 13. A few seconds later, the hatch on the ship opens as the two sphincter doors close.

Note: The two metal sphincter doors can only be bent open by PCs with a combined strength of 112! The airship is impervious to all physical damage and possesses 95% magic resistance.

11. **THE WINDSWEPT CAVERN:** The walls of this irregular, rocky cavern are constantly being buffeted by gale force winds. Further, the entire area bounded by the walls of the cavern is designed to prevent movement except by the airship from area 10. Any PCs so foolish as to explore this cavern unprotected are pounded by the high winds for 1-10 points of damage per round and receive a massive static-electric charge doing 10-100 points of damage (no save). Any object thrown into the storm immediately shows such a violent effect.

Notes: The ceiling of this chamber lies 40 feet above the sphincter doors on the north and south walls, the floor 15 feet below them. See area 10 for details on the operation of the two sphincter doors.

12. **ANTECHAMBER:** The corridor widens into a sizeable chamber with two golden doors on the east and west walls. The image of a woman with feathered wings for arms is engraved on both of these doors. A 10 foot square golden shrine protrudes from the north wall. A tall door, which is adorned with the graven image of a regal figure wielding a three-bladed sword, stands on the shrine's south face. Most impressive of all are the two towering claylike statues flanking the shrine. One is of the regal figure and the other is of a muscular camel-headed human. Both wield a most curious rod wrought of gold, which takes shape as two human arms fused together, each end of it tipped with a fist-like knob.

The two clay statues, actually **clay golems** (AC 7; MV 70 ft.; HD 11; hp 50 each; #AT 1; D 3-30; SA Haste; SD Blunt magical weapons to hit, immune to all spells except move earth, disintegrate, and earthquake; AL N), animate and attack any who come within 5 feet of either door. Their first action will be to expend the one and only charge remaining from the golden **rods of transfiguration** (see the Arcana section) they wield, directing their attacks at the most powerful-looking spellcasters in the party. PCs targeted by this fell weapon, which has a range of 30 feet, must immediately save vs. rod. Failure results in both arms of the victim detaching themselves from the body, which causes 2-12 points of damage. (Strangely, no blood spurts from the shoulder stumps created, the wounds closing as soon as they are made.) At the same time, the rod opens down the middle, revealing two hemispherical cavities. The detached arms of the victim then fly towards the now open rod, which afterwards slams shut. Following this, the two golems cast aside the rods to melee the PCs, bearing down on them with their powerful fists.

The activation of the clay golems awakens King Zoser, who rises from his sarcophagus to await the arrival of the party (see area 13).

13. BURIAL CHAMBER OF KING ZOSER: The door leading to this room is locked (-10% penalty to open locks attempts) and inscribed with an electrical **glyph of warding**. Anyone touching the door discharges the glyph, which deals 24 points of electrical damage (save vs. spells for half damage).

This area is absolutely awash in treasure. What seems like thousands of gold coins are stacked in a triangular niche to the west, while numerous 3' high gold statues of humans in various poses stand along a similar niche to the east. The centerpiece of the room, however, is the jewel-encrusted gold sarcophagus to the north. A huge chest, also wrought of gold, stands a few feet ahead of golden coffin.

If the clay golems in area 13 were activated, then the **greater mummy*** (AC 1; MV 60 ft.; HD 12; hp 80; #AT 1 or 1; D 4-16 or by weapon; SA Fear, mummy rot; SD +1 weapon to hit, unaffected by sleep, charm, hold, and cold-based spells, immune to poison and paralysis; AL N) of King Zoser is standing behind his sarcophagus when the party arrives, fully prepared for the coming battle. The king wields the three-bladed sword, **souldrinker***, against his foes. It currently contains 12 charges.

In combat, King Zoser immediately lets fly one of the blades from **souldrinker** towards any spellcasters, or fighters if none remain, who survived the battle with his two clay golems. Following that, he shoots off the remaining blade-like missile from souldrinker, which functions thereafter as a **+2 sword of life stealing**. If reduced to half hit points, Zoser races towards the airship in an attempt to flee the temple, leaving his considerable horde of treasure behind.

On the floor of the west niche are neat coin stacks of 9,000 gp and 300 pp. Four 3 ft. tall solid gold statues done in the likenesses of King Zoser's most trusted advisers and servants stand within the east niche. Each is valued at 2,000 gp. The sturdily locked chest (-20% penalty to open locks attempts) contains the magical treasure of the king, which includes an **axe +2**, three **spears +1**, a **scimitar +2**, a **rod of cancellation**, and a **folding boat**.

*See the Arcana section of the module for details on this new monster and new magic item.

14. TOMB OF THE KING'S WIFE: The door leading to this room is locked (-10% penalty to open locks attempts) and inscribed with an electrical **glyph of warding**. Anyone touching the door discharges the glyph, which deals 24 points of electrical damage (save vs. spells for half damage). Within this triangular room sit two golden sarcophagi, both of which are embossed with the image of a beautiful woman.

The leftmost sarcophagus contains the mummy of King Zoser's wife, Nefera. Should the PCs tamper with the mummy in any way, the **ghost** (AC 0, or 8 when semi-material; MV 90 ft.; HD 10; hp 60; #AT 1; D age 10-40 years; SA **Magic jar**; SD Silver or magical weapons to hit; AL LE) of Nefera manifests behind them. She surprises the party 5 times in 6. She first tries to possess the body of the most powerful-looking magic user in the party via her magic jar attack, afterwards using her new body to attack the rest of the party. Should this tactic fail to bear fruit, she switches to her touch attacks. She pursues the party all through areas 13 - 16 until slain. Within the wrappings of her mummy is a gem-encrusted gold tiara valued at 2,500 gp, a bejeweled platinum necklace worth 3,000 gp, a blue diamond ring valued at 3,000 gp, and two solid gold bracelets worth 500 gp each.

The rightmost sarcophagus contains the mummified remains of the king's most favored concubine Septicia. Septicia died before Nefera, and the jealous queen had her mummified with highly toxic embalming agents to ensure that in her afterlife

she would never feel the touch of a man again. This means that any PC so much as touching the mummified remains of Septicia must save vs. poison or die instantly. The only item of worth bound within the wrappings, which is also coated in the poisonous embalming agents, is a 1,200 gp gold diadem.

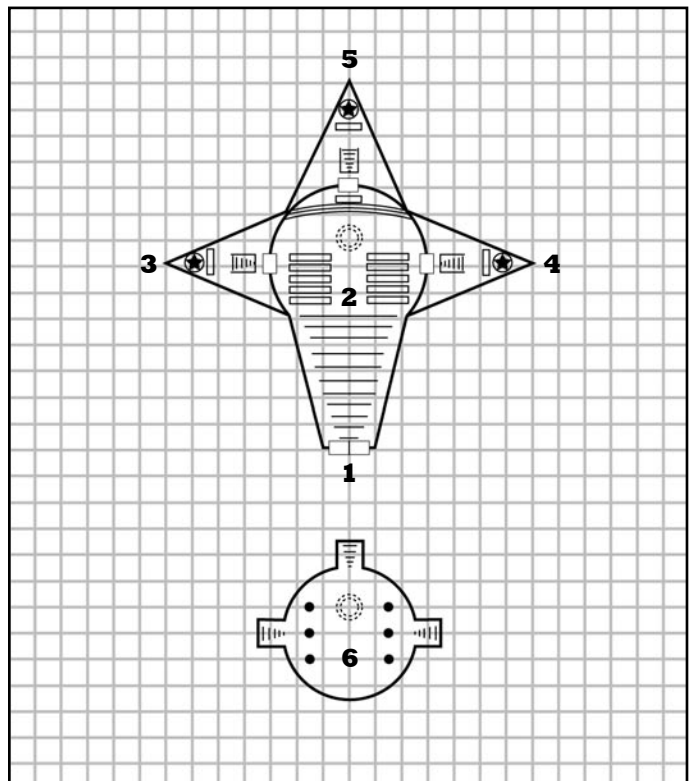
15. TOMB OF THE KING'S STEED: The door leading to this room is locked (-10% penalty to open locks attempts) and inscribed with an electrical **glyph of warding**. Anyone touching the door discharges the glyph, which deals 24 points of electrical damage (save vs. spells for half damage). A humongous ovoid sarcophagus wrought of solid granite sits in the middle of this smallish, triangular chamber. The sarcophagus is embossed with the image of a magnificent stallion.

Within the sarcophagus are the mummified remains of King Zoser's beloved black stallion. The following can be discovered within the wrappings of the mummy: a jewel-encrusted saddle valued at 1,500 gp and a leather harness inset with numerous smallish rubies, valued at 500 gp. Should one of the PCs tamper with the remains in any way, then he or she falls under the effects of a curse unless a save vs. magic at -2 is made. Any black stallion the afflicted PC encounters thereafter will absolutely refuse to let him or her ride it. Of course, this excludes any black stallions the PC may have already befriended before being cursed.

F. Muhatian Temple

The wicked Muhatian people constructed this temple over 1,500 years ago. Within this unholy house the Muhatians paid homage to not just their patron deity P'tar, but also, to a lesser extent, the two demons Demogorgon and Orcus. (In order to maintain balance in the priesthood, it was decided that there be separate P'tar, Demogorgon, and Orcus sects within the Muhatian religion). To increase the might of their worshippers, the three powerful beings enshrined here even went so far as to impart some of their essence into the unholy altars located in areas 3, 4, and 5.

Muhatian Temple



This temple has remained largely abandoned for the past 500 years or so, its original builders and purpose long forgotten by most of the simple desert nomads who now call this desert-like planetoid home. Just five months ago, however, a noble lamia and her four lamia followers decided to transform this ancient edifice into their lair. They even concocted a fiendish plan to lure tired, hungry, and thirsty desert travelers inside. Employing their inherent mind-influencing powers, they have made it appear as though this temple is now being run by a sect of clerics dedicated to upholding the virtues of the benevolent deity Menephtah.

The desert road ends at a clearing surrounded on all sides by tall, rocky crags. In the middle of this clearing stands a building of gleaming white marble shaped like a four-pointed star, with walls rising some 60 feet into the air. One of the points of the star ends in a 20 foot tall set of steel bivalves.

As soon as the PCs come within 20 feet of the structure, a **magic mouth** greets them in a booming voice: "Welcome, weary desert travelers, to the re-consecrated Temple of Menephtah. A cleric will arrive shortly to allow you inside." This spell was placed here a few months back by the lamia noble and her followers. The spell alerts them that intruders are near, thus allowing them to properly prepare themselves for their arrival (see area 1).

1. THE WELCOME PARTY: One minute after the PCs trigger the **magic mouth** spell, a **lamia** (AC 3; MV 240 ft.; HD 9; hp 45; #AT 1; D 1-4; SA Touch drains 1 point of wisdom, 1/day -- **charm person, mirror image, suggestion, illusion** as wand; AL CE) disguised via her illusion spell-like power as a female cleric of the benevolent deity Menephtah opens the tall steel entrance portals. She is clothed in flowing white robes with gold accents on the sleeves. If the PCs await the lamia at the door and appear friendly, she says to them: "Please come with me, for within the House of Menephtah is much food and drink. In case you are wondering, we clerics of the benevolent Menephtah accept those of all faiths into our temple." On the other hand, should the PCs hide from her, she looks for them around the building. Should she then discover the evasive PCs, she still invites them inside as above. If the PCs manage to successfully evade the lamia, she goes to area 2 and waits for them to arrive.

Beyond the steel doors lies a 50 ft. long flight of green-flecked marble steps that gradually rise some 30 feet to meet area 2.

2. THE CENTRAL CHAPEL: Assuming that the PCs set off the **magic mouth** spell as they made their approach to the temple, this room will be cloaked in illusion. The large circular area looks like a chapel with long pews extending towards a raised section along the north bend of the room. On the raised section stands an altar fashioned from a purplish stone. At the head of the pews is a 10 foot diameter wooden table with 12 chairs arranged around it. Tall, bronze double doors stand along the north, east, and west walls. Lastly, the whole area is brightly illuminated by dozens of wall sconces.

Each of the three **lamias** (AC 3; MV 240 ft.; HD 9; hp 45 each; #AT 1; D 1-4; SA Touch drains 1 point of wisdom, 1/day -- **charm person, mirror image, suggestion, illusion** as wand; AL CE) within this room, including the one who may or may not have greeted the PCs at the door, are cloaked in an illusion which makes them appear as clerics of the good deity Menephtah. They will try to get the PCs to sit at the table while they go fetch them some food and drink. The table is actually an illusion masking a 10' square pit opening onto area 6. If the PCs refuse to sit at the table, then the three lamias each employ their suggestion spell-like power on a different member of the party, with a preference for spellcasters. (PCs save vs. magic at -2 due to the suggestion being a rather reasonable one). Those who fall through the hole in the floor land on the cold floor 30 ft. below their feet. Victims suffer 3-18 points of damage from the fall. The two in area 6 try to finish off those falling through

the hole in the ceiling before the lamia noble therein makes her way to this room to deal with any remaining PCs. After the trap is sprung, the three lamias resume their natural forms, invoke their mirror image spell-like powers, and then melee the PCs, trying to force them through the hole in the floor.

3. ALTAR OF DEMOGORGON: The 15 ft. tall steel bivalves leading to this room are locked (-10% penalty to open locks attempts) and inscribed with an electrical **glyph of warding**. Anyone touching either door discharges the glyph, which deals 24 points of electrical damage (save vs. spells for half damage).

Beyond the doors is a triangular area 30 feet wide at its base and 40 feet long at its sides. Where the two angling walls meet stands the 18-foot tall marble statue of Demogorgon. Directly before the foul rendering stands a blood-encrusted altar fashioned from some kind of green stone. There is a 10-foot square opening in the middle of the floor, from which descend steps into the darkness below.

This area is a shrine to the demon Demogorgon, and even contains some small part of his essence. Apart from being a place of worship and ritual sacrifice, this area was also used by the foul Mhutians to indoctrinate a select few into the ranks of the upper priesthood. Clerical aspirants of at least the 8th level of experience were asked to enter the shrine and wait for the demon to speak to them. In these rituals, Demogorgon would demand that the devotee pledge his undying loyalty to him. Those who did so were given a wondrous boon by the demon: having their weapon imbued with some small part of his Abyssal power.

Should there be any 8th level or higher clerics in the party, then Demogorgon speaks thusly to them: "Pledge your undying loyalty right now to I, Demogorgon, and you shall be granted a special boon: I will empower your weapon of choice with some of my princely essence. If you refuse me, then be prepared to accept the consequences." Should the PCs in question sincerely pledge themselves, then their alignment immediately and permanently changes to chaotic evil and their weapon becomes enchanted as follows: a hit from the weapon causes rot in any creature hailing from the Prime Material Plane -- limbs become useless in 6 melee rounds and fall away in six. A cure disease spell applied to the victim within 6 melee rounds saves the limb in question, which fully heals in 1-4 weeks.

A separate **Marilith** (AC -7/-5; MV 120 ft.; HD 7+7; hp 45; #AT 7; D 2-8/1-8/1-8/1-8/1-8/1-8; SA Spell-like powers; SD +1 or better weapon to hit; MR 80%; AL CE) is summoned forth from the Abyss and immediately attacks each of the PCs in question who refuse to honestly pledge their unending loyalty to Demogorgon. The demon ceaselessly attacks these PCs until destroyed, disregarding all other combatants. Demogorgon himself automatically gates the demons back to the Abyss after their chosen foes have been vanquished.

Note: The steps in the middle of floor descend 30 feet and end at the 4 foot wide by 10 foot high opening onto area 6. A padded stool (no appreciable value) has been placed a foot away from the opening, giving one an unobstructed view of the large room beyond. The thaumaturgic circle that spans the entire perimeter of area 6 prevents the demon magically imprisoned there from entering this small viewing area.

4. ALTAR OF ORCUS: The 15 feet tall steel bivalves leading to this room are locked (-10% penalty to open locks attempts) and inscribed with a fire **glyph of warding**. Anyone touching either door discharges the glyph, which deals 24 points of fire damage (save vs. spells for half damage).

Beyond the door looms a triangular area 30 feet wide at its base and 40 feet long at its sides. Where the two angling walls

meet stands the 15-foot tall marble statue of Orcus. Directly before the abominable statue stands a blood-encrusted altar fashioned from some kind of reddish stone. There is a 10-foot square opening in the middle of the floor, from which descend steps into the darkness below.

This area is a shrine to the demon Orcus, and even contains some small part of his essence. Apart from being a place of worship and ritual sacrifice, this area was also used by the foul Muhatians to indoctrinate a select few into the ranks of the upper priesthood. Clerical aspirants of at least the 9th level of experience were asked to enter the shrine and wait for the demon to speak to them. In these rituals, Orcus would demand that the devotee pledge his undying loyalty to him. Those who did so were awarded a weapon imbued with some small part of the demon's's Abyssal might.

Should there be any 9th level or higher clerics in the party, then Orcus will whisper the following words into their ears: "If you pledge to honor me and my Abyssal works for the remainder of your mortal existence right now, then I, Orcus, shall reward you with a weapon forged of my blood. Refuse my offer, and your suffering will be legendary, even in the Abyss." Should the PCs in question sincerely pledge themselves, then their alignment immediately and permanently changes to chaotic evil and a weapon resembling Orcus' own rod materializes in their hands. It deals 1-10 points of damage and coats the victim in a virulent poison with a successful hit. Victims failing to save vs. poison perish immediately.

Either two **vampires** (AC 1; MV 120 ft./180 ft.; HD 8+3; hp 50 each; #AT 1; D 5-10; SA Energy drain; SD +1 or better weapon to hit; AL CE) or one **glabrezu** (AC -4, MV 90 ft.; HD 10, hp 60; #AT 5; D 2-12/2-12/1-3/1-3/2-5; SA Spell-like powers; MR 60%; AL CE) -- 50% chance for either -- are summoned forth from the Abyss and immediately attack each of the PCs in question who refuse to honestly pledge their unending loyalty to Orcus. The malicious minions ceaselessly attack these PCs until destroyed, disregarding all other combatants. Orcus himself automatically gates the demons back to the Abyss after their chosen foes have been eliminated.

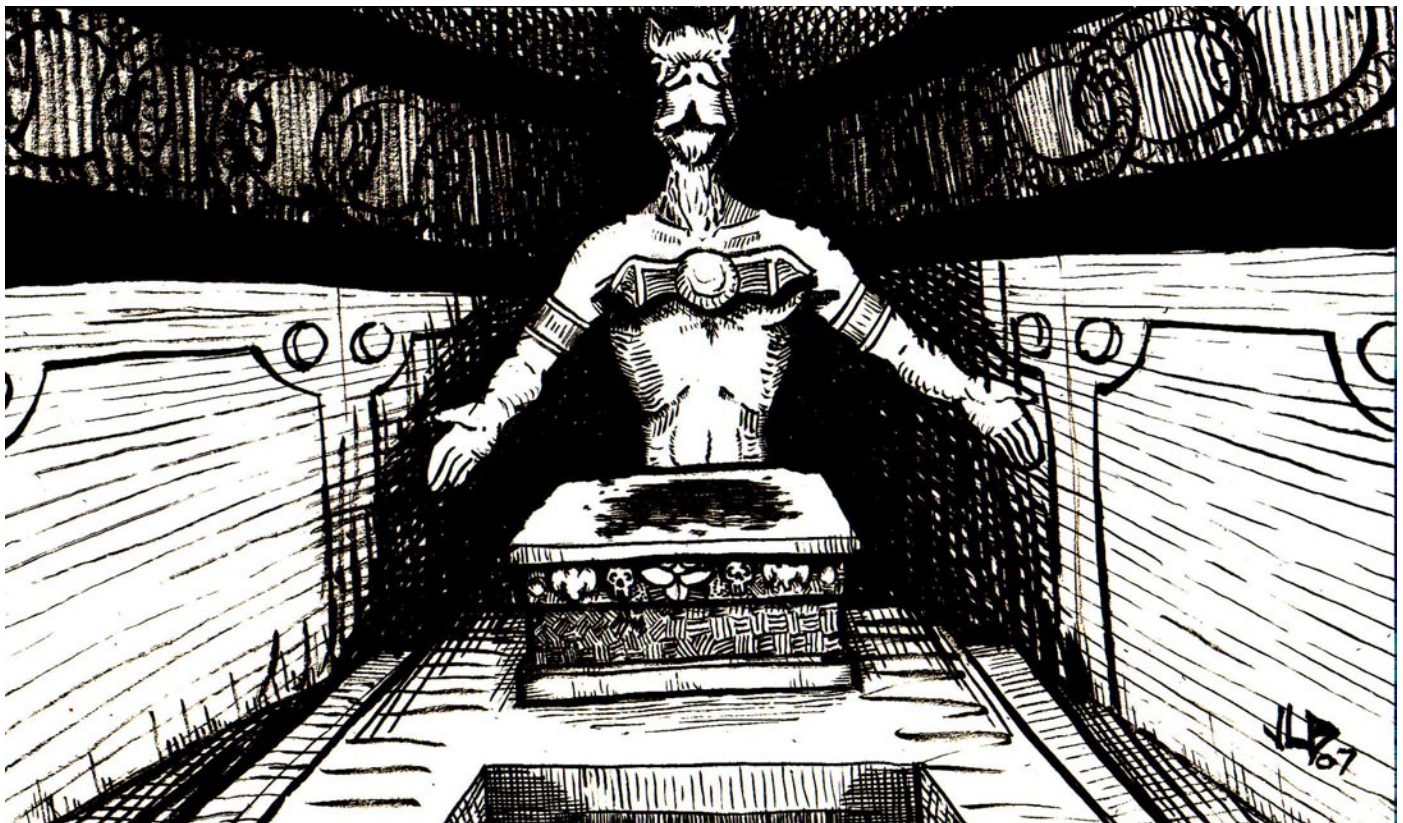
Note: The steps in the middle of floor descend 30 feet and end at the 4 foot wide by 10 foot high opening onto area 6. A padded stool (no appreciable value) has been placed a foot away from the opening, giving one an unobstructed view of the large room beyond. The thaumaturgic circle that spans the entire perimeter of area 6 prevents the demon magically imprisoned there from entering this small viewing area.

5. **ALTAR OF P'TAR:** The 15 feet tall steel bivalves leading to this room are unlocked and not trapped. Beyond the doors is a triangular area 30 feet wide at its base and 40 feet long at its sides. Where the two angling walls meet stands the 20-foot tall marble statue of a gaunt and shaggy humanoid with the oversized head of a camel. Directly before the curious statue stands a blood-encrusted altar fashioned from limestone. There is a 10 foot square opening in the middle of the floor, from which descend steps into the darkness below.

This area is a shrine to P'tar, the patron deity of the Muhatian people, and once even contained some small part of his divine essence. Apart from being a place of worship and ritual sacrifice, this area was also used by the foul Muhatians to indoctrinate a select few into the ranks of the upper priesthood. Clerical aspirants of at least the 10th level of experience were asked to enter the shrine and wait for the deity to speak to them. In these rituals, P'tar would demand that the devotee pledge his undying loyalty to him. Those who did so had their weapon imbued with some small part of P'tar's deific power.

When the Muhatian people begin to lose faith in P'tar, he decided to punish his one-time loyal followers by destroying much of their empire. He left this temple standing, but removed all trace of his divine essence from his personal shrine therein. This means that the PCs are free to explore this ordinary chamber without fear of reprisal from P'tar.

Note: The steps in the middle of floor descend 30 feet and end at the 4 foot wide by 10 foot high opening onto area 6. A padded stool (no appreciable value) has been placed a foot away from the opening, giving one an unobstructed view of the large room beyond.



6. **THE TRAGIC LOVERS:** This circular chamber is nearly 60 feet in diameter. Two lines of 30-foot tall columns, each line separated by 20 feet, march from the north to the south end of the room. Open doorways lie at the north, south, west, and east corners of this dungeon-like area. In the middle of the floor lies a mass of humanoid bones, with an opening in the ceiling directly above them. Lastly, a pentacle spans the entire length of the floor, bordered by a ring of arcane symbols.

If the noble lamia was alerted to the PCs' presence beforehand, the bones and pentacle are masked in an illusion making them appear as normal parts of the stone floor and ceiling.

This large room was designed as a place of ritual sacrifice to the demon Orcus. The demon himself gated one of his powerful lieutenants, a nalfeshnee demon by the name of Shuzeree, to this chamber to serve as his executioner. Shuzeree was ordered to kill and then devour the sacrificial victims dropped through the opening in the ceiling. To ensure that Shuzeree served as the official temple slaughterer for all eternity, an all-encompassing thaumaturgic circle was inscribed on the floor. The magic of the circle extends to the openings along the walls as well as to the opening in the ceiling. Being as Orcus himself personally inscribed the magical circle, it can never be broken, save by the magic of a **wish**.

When the noble lamia calling herself Candria discovered this large room a few months back, she was immediately smitten with the powerful demon imprisoned therein, as was he with her. Over the coming weeks, the two developed a rather strong love for each other; with the demon often employing his **polymorph self** power to make himself more attractive to the noble lamia. Candria soon thereafter concocted an insidious plan to free her imprisoned lover. She would transform this temple into a trap to lure potential victims to this very chamber so that Shuzeree could feast upon their souls (see area 2 for more details). Shuzeree hoped to consume so many souls that his lord and master Orcus would be forced to acknowledge his increasing power and order him back to the Abyss to serve as not just his lieutenant but general, hopefully with Candria as his own lieutenant. Thus far, their plan has already netted the foul demon 54 poor unfortunate souls. Should Shuzeree send the demon another 46 souls to the Abyss, he will grant his minion just what he has desired for so long.

The statistics for the two herein are as follows:

Candria, Noble Lamia (AC 6; MV 90 ft.; HD 10+1; hp 65; #AT nil; D nil; SA Touch drains 1 point of wisdom, 1/day – **charm person, mirror image, suggestion, illusion** (as wand), 8th level magic user spells; AL CE). She uses the following spells as an 8th level magic user:

First Level (4): **burning hands, magic missile (x2), shocking grasp**

Second Level (3): **darkness 15 foot radius, invisibility, ray of enfeeblement**

Third Level (3): **dispel magic, fireball, lightning bolt**

Fourth Level (2): **minor globe of invulnerability, polymorph other**

Shuzeree, nalfeshnee (AC -1; MV 90 ft./120 ft.; HD 11; hp 62; #AT 3; D 1-4/1-4/2-8; SA +2 to hit, spell-like powers, gate in class I-IV demon with a 60% chance of success; SD +1 or better weapon to hit, demon immunities; MR 65%; AL CE).

Should combat erupt up stairs, the noble lamia gives her minions 4 rounds before she comes to investigate. Should any of the PCs fall through the opening in the ceiling before the 4 rounds have expired, they will be greeted by what appears to be an ordinary man and woman residing in a plain chamber of unmarked stone. This deception is a result of Candria and

her lover having invoked their innate powers of illusion. Candria claims to the PCs that she and her traveling companion are adventurers being held prisoner by the evil beasts above. Afterwards, she immediately tries to implant the suggestion in the most powerful-looking PC that her companion can heal the wounds incurred from the fall by laying his hands upon his or her chest. Should the PC fail to save against the noble lamia's magic and heed her suggestion, her ally Shuzeree automatically surprises him or her, granting the demon a free round of attacks.

Once the PCs see through the deadly ruse and combat begins, Candria initially focuses on any PCs still within this room, trying not to kill any of them outright, thereby saving the killing stroke for Shuzeree so that he can deliver the PCs' souls to the Abyss. After all those within this room have been eliminated, Candria rushes upstairs to aid her fellow lamias.

In general, Candria always begins combat by first encasing herself in a **minor globe of invulnerability** and then fabricating some **mirror images** of herself. Afterwards, she unleashes the full brunt of her arsenal of offensive spells.

Shuzeree enjoys **telekinesing** or **levitating** his opponents towards the ceiling and then dropping them onto the cold stone floor 30 feet below for 3-18 points of falling damage. He is also not averse to teleporting behind PCs and rending their flesh with his wicked claws and teeth.

Hidden beneath the mass of humanoid bones is a secret trapdoor covering a 5 x 5 x 5 hollow. Within lies the lamias' treasure horde: 6,000 gp, five emeralds valued at 4,000 gp each, a **potion of treasure finding**, a **ring of fire resistance**, a **chime of opening** (5 charges remaining), and a suit of **plate mail +3**.

G. THE PRISON OF MENEPTAH

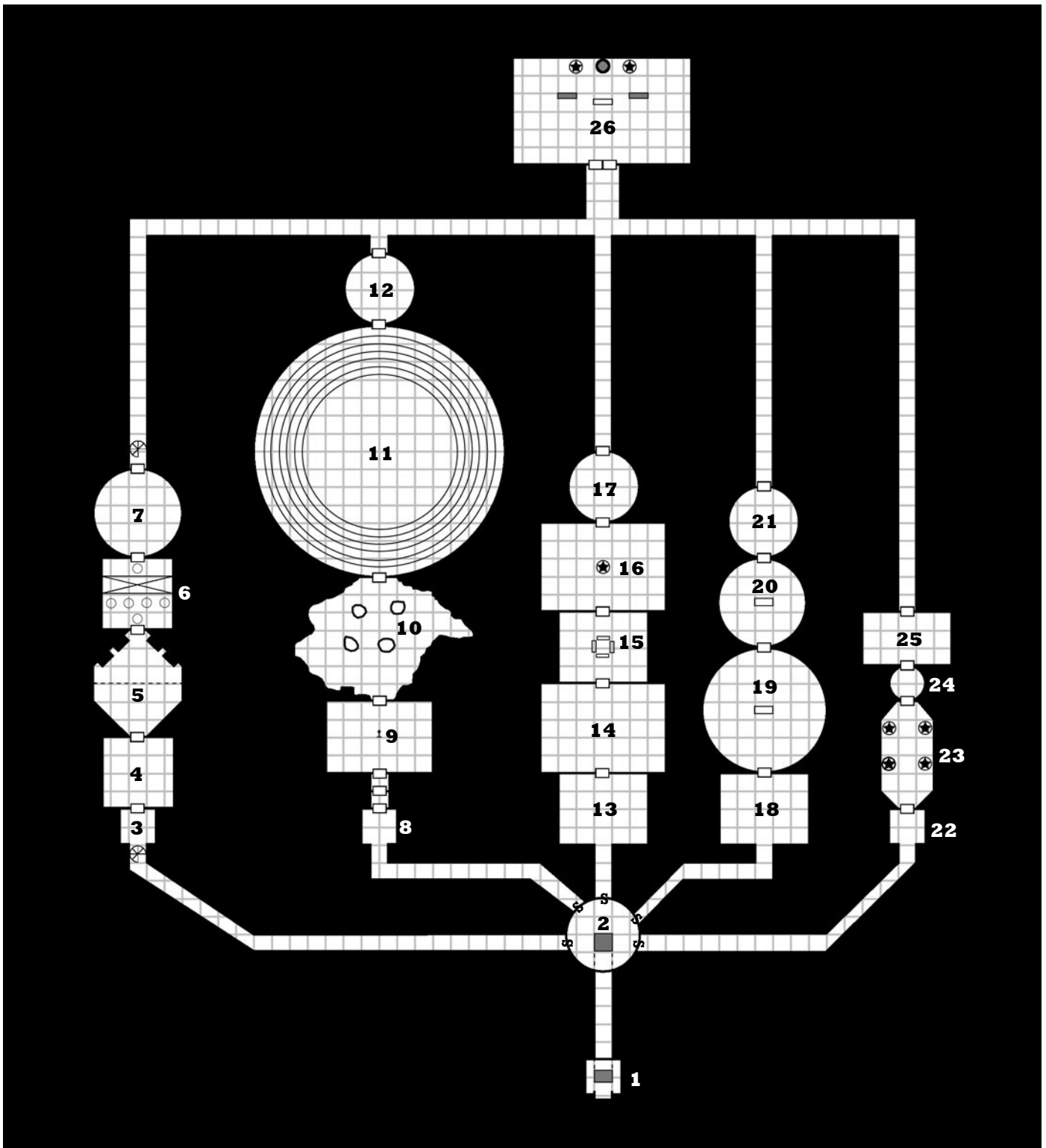
This towering stone obelisk and the complex of rooms running beneath it have remained largely undisturbed for the past 600 years. All of the nomadic tribes in the area have long given the obelisk a wide berth, fearing that a deadly curse will befall them if they violate its sanctity. However, wild beasts tend to be attracted to the structure, meaning that the GM should double wandering monster checks near the entrance.

Dungeon Features: All of the walls in the prison complex are constructed of the deepest black basalt and are 10 feet thick. All doors, except where noted otherwise, are constructed of 3-inch thick steel. Both the doors and walls have been ensorcelled to withstand both normal and magical damage. Further, all of the walls within the prison are warded against any form of extradimensional travel, like that afforded by such spells as **teleport** and **passwall**. This means that extradimensional travel is possible within the confines of an individual room or corridor but is not possible between rooms or corridors. Lastly, any divinatory spells such as **commune** centered on the prison complex will always fail. Even the gods themselves know next to nothing about this mysterious structure.

A Note about the Guardians of the Prison: Each of the guardians of the prison complex lies in temporal stasis, and are automatically released when the steel door leading to the area they are protecting is opened. The individual guardians possessing the applicable spells or spell-like powers are exempt from the ban on extradimensional travel, and can even gate in extraplanar aid should the need arise (see individual area descriptions for more details).

1. **ENTRANCE TO THE PRISON:** A basalt obelisk towers into the air some 60 feet, breaking the surface of the desert. Its base alone is a

The Prison of Meneptah



full 30 foot square. No markings of any kind decorate its exterior, save for an opening on its northern face. The opening is 10 feet in both height and width, and is topped by a massive lintel.

Beyond the opening lies a 20 foot square chamber, the ceiling a mere 10 feet above the floor. The room is bare save for a red granite altar block in the middle of the floor.

The only means of gaining entrance into the prison complex proper, which lies beneath the obelisk itself, is to discover the

secret nodule on the granite altar block (treat as a secret door). Once the nodule is depressed, the altar block slides to the west, revealing a 4 foot square flooded opening in the floor. The shafts drops 200 feet and then becomes water-filled. It then continues northward for another 60 feet before ending in the 10 foot wide opening in area 2.

2. CENTRAL HUB: This 40-foot diameter chamber lies on the other side of the flooded passage. Colorful mosaics entirely cover the walls. The scene on the northernmost wall depicts a large army

of cruel-looking men and beasts bedecked in crimson robes doing battle with an even larger army of men clothed in white robes. The westernmost wall section depicts the same army of men and beasts now raising an impossibly large sarcophagus of steel with many ropes. The southernmost mosaic shows the army of white robed-men now led by a humanoid figure towering several feet above their heads. The body of the strange figure is topped with the head of a hippopotamus, which is bathed in a red glow. The final mosaic, on the easternmost wall, shows the towering being pulled against its will towards the now fully erect and open sarcophagus. The black-robed figures are all grins while those wearing the white robes bear horrified expressions.

All along the walls of this otherwise bare chamber lie five secret doors, beyond which lie separate 10-foot wide corridors leading off to a suite of rooms that must somehow be bypassed if the PCs are to find the missing members of the expedition and to gain the five magical keys needed to free the imprisoned avatar of Menephtah. A **detect magic** spell cast in the room illuminates the heretofore hidden magical script inscribed on each of the secret doors. If a **read magic** spell is then cast on the script covering a particular door, the corresponding message keyed to it can be read as follows:

- West Door: The Path of the Underhanded
- Northwest Door: The Path of the Strong
- North Door: The Path of the Righteous
- Northeast Door: The Path of the Mystical
- East Door: The Path of the Wise

The west passage leads to a collection of rooms filled with all manner of deadly traps best faced by a party containing a thief or assassin. The northwestern passage leads to a series of chambers featuring powerful bestial combatants such as giants and minotaurs placed there to test the mettle of the fighters in the party. The north passage leads to a suite of rooms meant to challenge the clerics in the party. Within these rooms dwells a motley assortment of undead horrors placed there long ago by the founders of the prison as guardians. The northeastern passage leads off into a set of rooms peopled with all sorts of magic-using creatures, both human and otherwise, placed there to assess the abilities of the magic users and illusionists in the party. Lastly, the east door empties out into another set of rooms containing a series of puzzles and riddles that must be solved if the PCs are to win the day. These puzzles and riddles are not keyed to any character class in particular.

Note: The last room of each of the five separate paths contains one of the five parts of the key needed to open the double-doors leading to the resting place of Menephtah's avatar.

3. **WATCH THOSE HANDHOLDS:** The door opens directly onto a 20 foot square room with walls that soar some 100 feet. Along the wall is a tall iron door with a doorknob and dotted throughout are small handholds.

This area is designed to test the abilities of the thieves in the party, for they are the only ones with any chance of safely ascending the wall with all of the handholds. To ensure that only thieves attempt the dangerous climb up, this area has been magically warded against all forms of magical travel, such as that afforded by a **fly** or **teleport** spell. Further, there aren't any secure surfaces in the room on which to affix a grappling hook. (The handholds, for example, are far too small to serve as anchors for the grappling hook.)

The north wall should be treated as a slightly slippery, rough surface with many projections as far as climbing walls checks are concerned. The wall can be scaled at a rate of 12 feet per round, requiring the thief to make eight successful climbing walls checks in order to safely ascend to the top, with a 50%

reduced chance of success per check due to the walls being slightly slippery. A thief suffers 1d6 points of damage for each 10 feet of distance fallen to a maximum of 20d6.

Once scaled, the wall opens into a small niche-like area with a low ceiling with a large steel button jutting from the middle of the far wall. Pushing the metal button on the wall opens the steel exit portal below. The floor of this small room is completely smooth and thus, cannot serve as an anchor point for a grappling hook should one of the PCs think to toss one up from the larger room below.

4. **THE TRIAL OF THE LOCK:** All of the walls of this 40 foot square chamber are paneled in sturdy oak decorated with elaborate flame etchings. All of the etchings show roguish characters applying their art. One wall shows a man in a short cloak with a dagger poised to stab an unsuspecting robed man in the back. Another wall shows a man bedecked in what appears to be leather armor inserting a long, slender tool into the lock on a large chest. Yet another of the etchings shows a man wearing nothing but a pair of loose-legged pants carefully running his fingers over a bare section of wall. The last image is of a short man with a hooded robe reaching into the pocket of an unsuspecting, elaborately dressed man, most likely an aristocrat.

Seated at one end of a long, rectangular table constructed of rich pine is a tall, surly man suited in leather armor. Standing behind him are three heavily- armored men wielding wickedly sharp swords. After granting you a few seconds to look over the room, the seated man says: "I am Calamort the Guildmaster, and these men you see behind me serve as my loyal retainers. If you are to proceed through the door behind us, then you must select one amongst your party to undertake the Trial of the Lock. If you agree, then all you must do is open the five locks built into the table in less time than I. Should you not agree to take up my challenge, then my companions and I will be forced to destroy you."

Calamort offers to let the PCs' challenger go first. Each lock, of which there are five, is progressively more difficult to open. The locks are as follows:

Lock #1: simple lock with single keyhole, no penalty to open locks attempt.

Lock #2: simple lock with three keyholes, -5% penalty to open locks attempt.

Lock #3: combination lock consisting of one big dial, -10% penalty to open locks attempt.

Lock #4: lock consisting of six tiny metal toggle switches that must be flipped in the correct order, -15% penalty to open locks attempt.

Lock #5: combination lock consisting of a three tiny dials and two large toggle switches, -20% penalty applied to open locks attempt.

Should the PCs accept the challenge, then they must open all five of the locks in less time than it takes Calamort to do the same. Assume that each open locks attempt takes one round (minute).

If the PCs beat Calamort, then he speaks the command word needed to open the metal exit door. He and his companions disappear in a puff of smoke shortly afterwards. Should the PCs lose the contest or not agree to it in the first place, Calamort activates his **ring of invisibility** while his three retainers rush the party. Calamort then attempts to back stab one of the magic users in the party on the following round.

Little do the PCs know, but the true guildmaster of this outfit, a man named Fenimore, has been invisibly observing them all this time, waiting for his chance to strike should the need arise. If his underlings decide to attack the PCs, then Fenimore attempts to back stab one of the fighter-types in the party. Assuming that his invisibility hasn't been detected by this time, he has a 4 in 6 chance to surprise the party with this attack.

Note: The exit door automatically opens when all five of the combatants in this room have been defeated.

Guildmaster Fenimore, Human Thief (AC 0; MV 120 ft.; T 11; hp 33; #AT 1 or 1; D 3-8 or 2-5 plus poison; SA +2 to hit with **short sword of wounding**, +1 to hit with **dagger of venom**, a natural hit of 20 with **dagger of venom** forces save vs. poison or die; SD PP 100%, OL 87%, F/RT 75%, MS 96%, HS 80%, HN 35%, CW 99.1%, RL 55%, +1 to saves vs. mind-affecting magic, **brooch of shielding** absorbs 50 points of **magic missile** damage; S 13, I 17, W 15, D 18, C 13, Ch 17; AL CE). Possessions: **leather +4**, **dagger of venom**, **short sword +2**, **ring of invisibility**, **brooch of shielding**, thieves' picks and tools.

Calamort, Human Thief (AC 2; MV 120 ft.; T 10; hp 35; #AT 1; D 3-8 plus special; SA +1 to hit, **sword of wounding** causes 1hp/round of additional damage from 2nd round onwards; SD PP 85%, OL 77%, F/RT 65%, MS 83%, HS 68%, HN 30%, CW 99%, RL 50%; S 16, I 14, W 12, D 17, C 15, Ch 14; AL CE). Possessions: **leather +3**, **short sword of wounding +1**, **ring of invisibility**, **dust of appearance** (2 pinches), thieves' picks and tools.

Guard #1, Human Fighter (AC -2; MV 120 ft.; F 9; hp 63; #AT 3/2; D 4-11; SA +3 to hit; S 17, I 10, W 13, D 15, C 17, Ch 13; AL CE). Possessions: **plate mail +2**, **shield +1**, **long sword +2**, **ring of fire resistance**.

Guard #2, Human Fighter (AC -2; MV 120 ft.; F 9; hp 45; #AT 3/2; D 3-10; SA +2 to hit; S 17, I 12, W 12, D 16, C 15, Ch 14; AL CE). Possessions: **chain mail +3**, **shield +1**, **long sword +1**, **+2 vs. magic-using and enchanted creatures**, **potion of super heroism**.

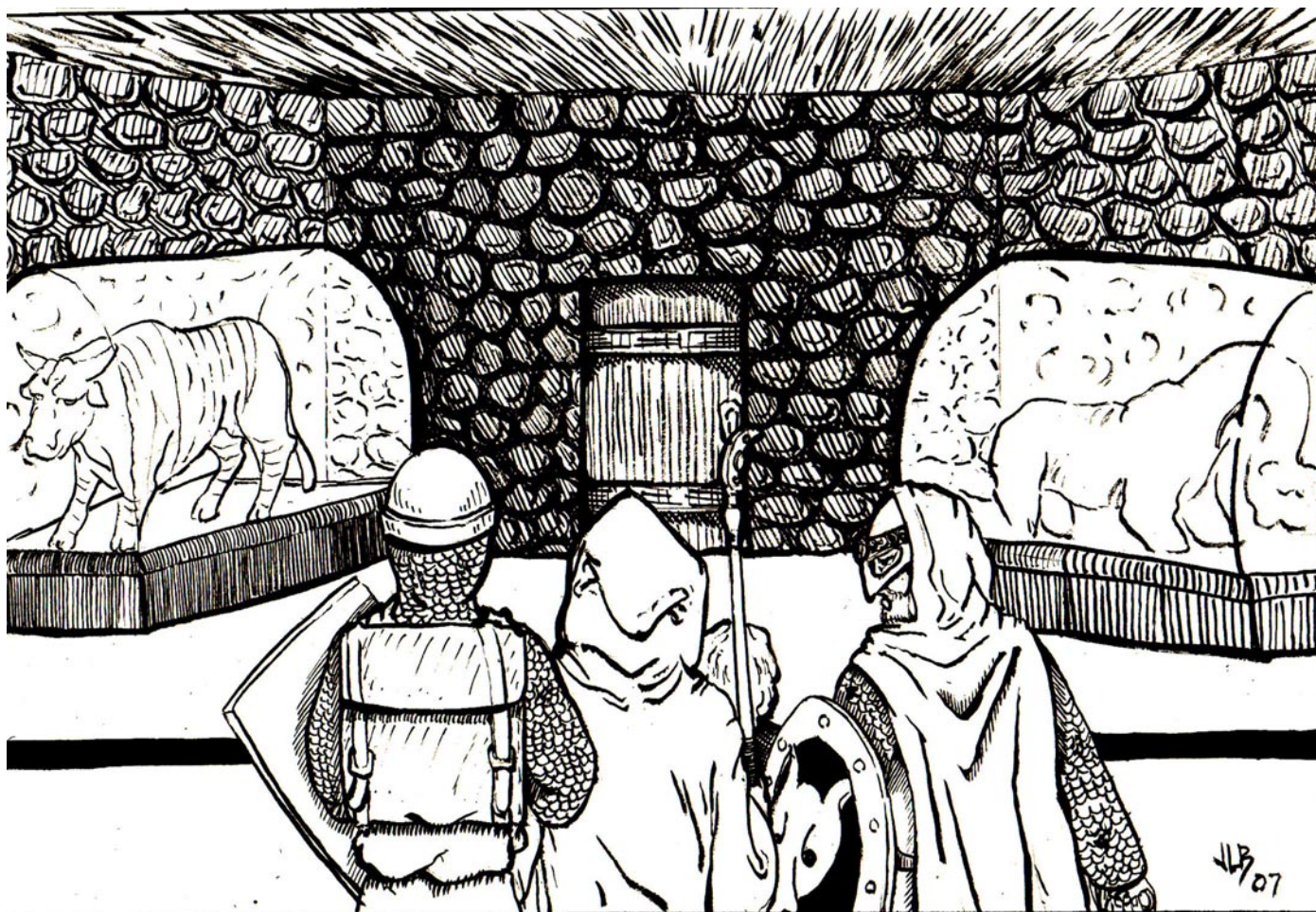
Guard #3, Human Fighter (AC -1; MV 120 ft.; F 9; hp 72; #AT 3/2; D 6-13; SA +3 to hit; S 18/47, I 13, W 14, D 15, C 18, Ch 14; AL CE). Possessions: **plate mail +2**, **shield**, **long sword +2**, **giant slayer**, **potion of healing**.

5. **SILENCE IS GOLDEN:** A thick black line along the highly polished marble floor divides this large octagonal chamber in half. Four glass display cases stand along the sides of the far half of the room, each of them housing a dark shape. On the opposite end of the room is small metal door.

The southern half of this room is under the effects of four **silence, 15 foot radius** spells, which require four **dispel magic** spells to fully negate. When the PCs approach the thick black demarcation in the floor, they see the following words engraved onto the marble in the Common tongue: Silence is Golden. The creatures encased in the glass cases can also then be made out.

First case to the right contains a **squealer** (AC 6; MV 120 ft./90 ft. climbing; HD 12; hp 65; #AT 3; D 7-12/1-3/1-3; SA If both claws hit, victim is held and suffers 5-8 points of crushing damage and is subject to 2 additional claw attacks; SD 75% invisible in dense foliage; AL N). Second case to the right contains a **catoblepas** (AC 7; MV 60 ft.; HD 6+2; hp 28; #AT 1; D 1-6 and stun; SA Gaze causes death; AL N).

First case to the left contains a **gorgon** (AC 2; MV 120 ft.; HD 8; hp 32; #AT 1; D 2-12; SA Breath turns to stone; AL N). Second



case to the left contains another **squealer** (AC 6; MV 120 ft./90 ft. climbing; HD 12; hp 65; #AT 3; D 7-12/1-3/1-3; SA If both claws hit, victim is held and suffers 5-8 points of crushing damage and is subject to 2 additional claw attacks; SD 75% invisible in dense foliage; AL N)

The door on the northern half of the room can only be in opened in one of two ways:

- The thief in the party makes four successful move silently checks, with a -10% penalty applied to the die rolls due to the excellent acoustics of the room. Once four successful move silently checks are made and the door opened, any additional noise will not trigger the creatures. However, should the thief fail even one of these checks, all four of the beasts described above are released from their temporal stasis and burst out of their cases.
- The four creatures, once released into the room, are destroyed.

All four creatures are under the effects of a powerful **suggestion** spell forcing them to act together as a team to destroy the ones responsible for their release, the very PCs themselves. Once released into the room, the four fell creatures work together to quickly eliminate the PCs, each focusing their attacks on a different PC until he or she is killed, afterwards moving on to the next choice morsel. The four fight on until killed, even pursuing the party into other rooms in the prison complex.

6. **FOUR TIMES THE TRAPS: FOUR TIMES THE FUN:** Each of the four walls of this chamber features a mosaic depicting a hapless adventurer falling victim to a lethal trap of some sort. In one scene, a volley of long, wooden spears has pierced the body of a fully armored knight. In another vista, a man in robes is plummeting to the bottom of a deep pit lined with many cruel spikes. In yet another scene, the head and arm of some man can be seen poking out from the large block of stone that has fallen on top of him. The last mosaic shows a woman bedecked in leather armor about to be burned alive by the rain of flaming oil pouring from an opening in the roof. The only other feature of this room is the tall steel door standing at its northern end.

As is obvious from the four scenes on the walls, this room is riddled with deadly traps. The four mechanical traps in the room, all of which may be detected and removed by a thief, are summarized on the following table. Once all four traps have been either triggered or removed, the exit portal opens.

Volley of Spears: The first 10 x 10 square beyond the entrance door is a pressure-plate activated when 100 pounds or more of weight is placed on it. If triggered, a volley of four spears shoots out from small holes on the east and west walls, heretofore covered with an **illusion** making them appear as normal parts of the wall. Each spear deals 1d6 points of damage and forces the hapless PC to make a save vs. poison. Those who fail this save perish.

Falling Ceiling Block: Twenty feet into the room, each square on the map going from east to west acts as a pressure-plate that is activated when weight in excess of 100 pounds is placed on it. If any of the four pressure plates are activated, the entire 10 foot long, 40 foot wide, and 10 foot thick section of ceiling above the victims falls to the floor. Those beneath the falling ceiling suffer 6-60 points of damage unless they can roll their dexterity score or less on a 20-sided die, with a +4 penalty applied to the die roll. The ceiling block lifts up and the trap resets in 1 turn.

Classic Pit Trap: Each of the four east-west squares on the map 30 feet from the entrance are separate 20 foot deep pit traps. The loose stones covering the pits break away if 100 lbs. or more of weight is applied to them. If triggered,

the hapless victim plummets 20 feet to the bottom of the spike-lined pit to suffer 2-20 points of damage.

Burning Oil: The 10 x 10 area directly in front of the exit door is nothing more than a massive pressure-plate. If 100 lbs or more of weight is placed on the plate, a trapdoor in the ceiling section directly above it opens, raining burning oil down on the victim. The flaming oil causes 4-24 points of damage on the first round due to the massive quantity of it deposited on the victim, and 2-12 points of damage on the second round, but then burns out.

7. **A THIEF'S ULTIMATE CHALLENGE:** The walls, ceiling, and floor of this 50 foot diameter chamber are entirely covered in a mirror-like material. The only break in the mirrored surface is the tall bronze door on the opposite side of the room.

As soon as any thieves step foot into this room, their exact duplicates, right down to items worn and carried, instantly spring up. These duplicates, which were created by the multiple **mirrors of opposition** that make up the walls, ceiling, and floor of this strange room, battle the appropriate PCs to the death. Any PC other than a thief must make an immediate save vs. magic or turn to stone, as the spell **flesh to stone**. After the duplicates have all been destroyed, the bronze exit portal automatically swings open. At the same time, a small lead coffer materializes in front of the door. It holds a 3 inch long by 1 inch wide triangular steel plate with a diamond-shaped notch cut into its base. This is one of the five pieces of the key needed to open the door to the Prison of Meneptah (area 26).

8. **THE PORTALS OF DOOM:** This small chamber measures a mere 15 feet per side, its only distinguishing feature being another of the tall steel doors, this one badly corroded. Upon closer inspection, the PCs notice that the walls of the room contain heavy pitting.

In order to escape from this area, the door on the north wall, as well as the two behind it, each separated by a distance of 5 feet, must be opened in succession. The three doors are progressively heavier and more stuck (detailed in chart below). Since none of the doors are locked per se, a thief's open locks ability will be of no avail to the party. This means that each of the three doors can only be opened via a successful open doors attempt or a **knock** spell.

- 1st door: light stuck door (+1 penalty to the open doors)
- 2nd door: heavy stuck door (+2 penalty to open doors)
- 3rd door: heavy stuck door (+2 penalty to open doors), blocked by an iron portcullis (requires a lift gates roll to lift open)

A failed open doors or lift gates attempt activates a deadly trap which first seals shut the entrance door with a strong lock (+2 penalty to open doors die roll) and then completely floods the 15 foot square chamber and the small areas between the three doors in 5 rounds with caustic acid, causing 3d6 points of damage per round to both the PCs and their equipment (don't forget to make item saves vs. acid). If the PCs haven't escaped from the room by the 6th round, they all drown to death, and are irrevocably destroyed.

9. **LET SLEEPING GIANTS LIE:** Three fierce looking fighter-types clad in full armor stand around a long steel level projecting from the middle of the stone floor. One is short and stocky with a long, brown beard, another is also short but with slight piglike features, and the last is an extremely well built and tall human.

Along the east wall sleeps a 15 foot tall muscular humanoid with cream-colored skin and long yellow hair. He is armored in a massive steel breastplate, with a colossal battleaxe resting beside him. Sleeping against the west wall is another of the

muscular giants, this one having dark skin and long, fiery red hair. He is bedecked in armor fashioned from the scales of a gold dragon; a huge broadsword is at his side. The final feature of the room is the tall, silvery portal standing along the north wall.

When the party enters, the tallest of the three fighters immediately speaks. "You have probably noticed by this time that the giants along either wall appear to be sleeping. Well, to speak the truth, they have actually been magically drugged, the effects of which will wear off in about five minutes from now. In order to prevent the giants from attacking and to win your escape from the room through the silvery portal ahead, you must accept the following challenge: to pull back the stuck steel lever behind us. Doing so will not only open the door of which I speak but will also release steel bars over the drugged giants, thus trapping them before they waken to make a mess of the place. Should you not accept the challenge offered you, then we will be forced to bring you down, as we have been instructed to prevent the undeserving from proceeding beyond the steel exit door."

The steel lever can only be pulled back with a successful bend bars attempt. Due to the time limit of the challenge, the PCs get only five tries to pull back said lever. If the lever has not been loosed before the time limit is up, then the frost giant along the east wall and the fire giant along the west wall waken. Both then rush the PCs, as do the three fighters in the room. All five then fight to the death, even going so far as to pursue PCs fleeing from the room. If the steel lever is successfully pulled back in the time allotted the PCs, however, then the fighters abide by the terms of their challenge and speak the command word that opens the silvery exit portal.

Should the PCs attack the three fighters instead of accepting the challenge offered them, then all three first down their potions and then attack the PCs with wild abandon, biding their time until the giants waken to offer them aid. As indicated above, the five combatants battle to the death. Note: The silvery exit door also automatically opens when all five of the combatants in this room have been defeated.

The statistics for the five creatures in the room are as follows:

Human Fighter (AC -1; MV 120 ft.; F9; hp 45; #AT 3/2; D 6-13; SA +2 to hit, natural hit of 20 with sword drains 1 life level; SD +1 on all saves; S 18/49, I 12, W 13, D 14, C 13, Ch 17; AL CE). Possessions: **plate mail +2, shield +2, long sword +2, life stealing, ring of protection +1, potion of heroism**, purple corundum (1,500 gp value), pink diamond (8,000 gp value).

Half-Orc Fighter (AC -2; MV 120 ft.; F8; hp 48; #AT 3/2; D 5-10; SA +3 to hit; SD Infravision 60'; S 17, I 10, W 13, D 15, C 16, Ch 9; AL CE). Possessions: **splint mail +4, shield, javelin +2, footman's mace +2, potion of giant strength**, 1,200 gp.

Dwarf Fighter (AC 0; MV 120ft.; F 8; hp 40; #AT 3/2; D 5-8; SA +3 to hit; SD +4 bonus to saves vs. magic wands, staves, rods, spells, and poison, infravision 60'; S 17, I 14, W 10, D 15, C 15, Ch 13; AL CE). Possessions: **chain mail +1, shield +2, hammer +2, potion of super heroism**, 2,500 gp.

Frost Giant (AC 4; MV 120 ft.; HD 10+2; hp 50; #AT 1; D 4-24; SA Rock hurling for 2-20 hit points; SD Impervious to cold; AL CE). Possessions: giant-sized battle axe.

Fire Giant (AC 3; MV 120 ft.; HD 11+3; hp 60; #AT 1; D 5-30; SA Rock hurling for 2-20 hit points; SD Impervious to fire; AL LE). Possessions: giant-sized broadsword.

10. A BATTLE OF GIGANTIC PROPORTIONS: This area is a large subterranean cavern, illuminated by a proliferation of phosphorescent fungi. Several wide, rocky pedestals loom



about 30 feet away from the entrance, which range from 5 feet to 15 feet in height. On one of 10-foot-tall pedestals stands a brutish reddish brown-skin hill giant dressed in rough animal skins with a large pile of rocks stacked by his side. On another of the 10 foot tall pedestals stands his lieutenant with several spears stacked by his side. The lieutenant is a 9 foot tall gaunt creature in poorly constructed chain mail whose face is riddled with many bony growths. Lastly, a guard of eight ogres with warty yellow skin and long, stringy black hair is positioned in a horizontal line on the rocky floor in front of the two on the pedestals.

The hill giant commander and his lieutenant immediately begin hurling their spears and boulders, respectively, at the PCs from 30 feet away, only leaping from their pedestals to melee the PCs when their supply of fifteen spears and ten boulders is fully exhausted. At the same time, the eight ogres rush in to melee the PCs, with each ogre focusing its attacks on a single PC until he or she is killed. As with all of the guardians in this prison complex, the ones here fight to the death. As soon as all of the brutish creatures have been defeated, the steel exit door located 80 feet away on the far north wall opens.

Note: Due to the tactical advantage afforded the two giants on the pedestals, it is recommended that the GM positively adjust the xp awards for this encounter.

The statistics for the ten creatures are as follows:

Hill Giant Commander (AC 2; MV 180 ft.; HD 8+2; hp 45; #AT 1; D 2-16 +2; SA Strength bonus added to damage dealt by hurled spear; AL N(E)). He wears bits of armor equivalent to plate mail and carries a large shield. He is armed with fifteen spears (7-12 damage, 90 foot range) and a broad sword.

Hill Giant Lieutenant (AC 4; MV 120 ft.; HD 8+2; hp 37; #AT 1; D 2-16; SA Rock hurling for 2-16 hit points; SD Catch rocks 30% of the time; AL CE). He is armed with ten boulders (2-16 damage, 20 foot range) and a club (1-6 damage).

8 Ogres (AC 5; MV 90 ft.; HD 4+1; hp 3x22, 2x25; 3x18; #AT 1; D 1-10; AL CE).

11. LET THE GAMES BEGIN: This area is a colossal stadium illuminated by hundreds of lit torches mounted on tall poles. A painting of the night sky is clearly visible above. The steps that span the room's circumference descend some 40 feet to the gladiatorial arena below, which itself measures almost 70 feet in diameter. A humanoid shape with two heads stands in the arena below. Another of the tall steel portals can be seen at the top of the stairs on the opposite side of the stadium.

When the party enters, a disembodied voice bellows out the following: "Welcome all to the 65th running of the Muhatian national games. To begin, one of you may descend to the arena below to challenge Gruk the ettin in a contest of gladiatorial combat. Understand this before you accept the challenge offered you: No dweomer will function in the arena, save for that which may emanate from weapon, shield, or armor." Now can be heard the bloodthirsty cries of what must be thousands of men and women, all demanding that the games begin.

The PCs, when they entered this room, triggered several **magic mouths**, which manifested as both the voice of the announcer and the loud shouts of the audience. The PCs' entrance also released the ettin and his soon-to-arrive boon companions from their centuries-long temporal stasis. (The ettin's companions currently reside in a small 20-foot square chamber, reached by a trapdoor, which lies beneath the northern section of the arena floor (see below).

The PCs are given two rounds to choose their champion before the announcer says: "I insist that you descend to the arena NOW, lest you incur the wrath of Gruk and his three handlers."

Should the PCs accept the announcer's terms, sending one of their own to deal with the **ettin** (AC 3; MV 120 ft.; HD 10; hp 54; #AT 2; D 2-16/3-18; SD Surprised only 1 in 6; AL CE), and then emerge victorious, the audience begins to cheer "more, more, more," which prompts the announcer to challenge the same PC or another of the party's choosing to another battle, this time with his second champion, a **two-headed troll** (AC 4; MV 120 ft.; HD 10; hp 61; #AT 4; D 1-6/1-6/1-10/1-10; SD Regenerates 1 hp/round, only surprised 1 in 6; AL CE). Following the defeat of this second champion, the announcer challenges one of the PCs to fight his third and final champion, a **minotaur** (AC 6; MV 120 ft.; HD 6+3; hp 32; #AT 2; D 2-8 or 1-4/5-14; SA +2 to hit; SD Surprised only 1 in 6; AL CE) armed with a **+2 battleaxe**. After the PCs have defeated all three of the combatants, an

aerial servant (AC 3; MV 240 ft.; HD 16; hp 64; #AT 1; D 8-32; SA Surprises 4 in 6; SD Hit only by magical weapons; AL N) emerges from a trapdoor in the northern section of the arena, offering the triumphant PCs a small wooden chest containing their prize. The steel exit door on the north wall of the stadium swings open as well.

The PCs' prize for being declared the winner of the gladiatorial games is a small chest containing the following: 12,500 gp, 250 pp, a 1,300-gp deep crimson ruby, a 5,200-gp bright green emerald, a 500-gp citrine, a 700-gp brooch of wrought silver, a **potion of heroism**, a **ring of protection +1**, and a pair of **gauntlets of ogre power**. The ruby and the emerald can be used in the door-opening ritual described for area 25, the Chamber of Scintillating Color.

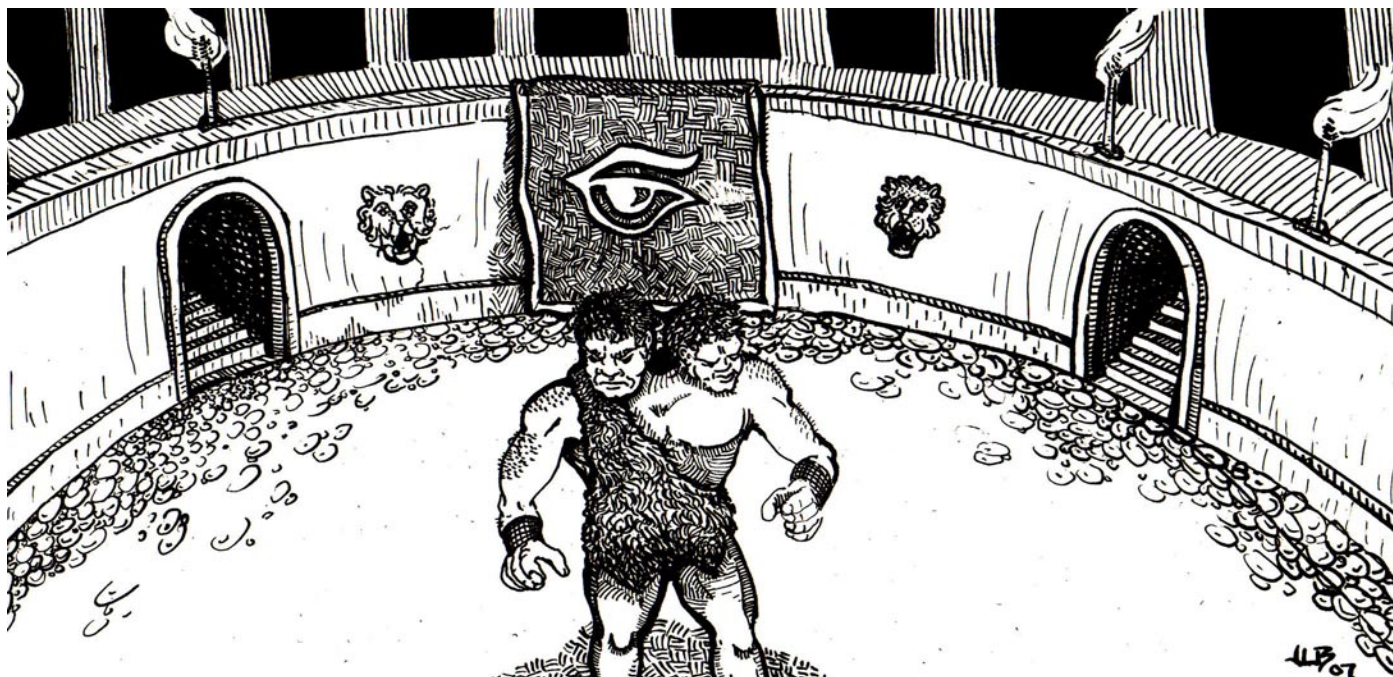
Should the PCs not accept the terms of the announcer's challenge in the first place or back out once the contest is underway, the remainder of the champions along with their handlers (see hereafter) emerges from the trapdoor located on the northernmost part of the stage and rushes the PCs, fighting to the death. The steel exit door can then only be opened if the PCs defeat both the champions and their handlers, no mean feat! Of course, the treasure is forfeited if the PCs insist on this course of action. The statistics for the three handlers are as follows:

1st Lieutenant (AC -2; MV 120 ft.; F 7; hp 42; #AT 3/2; D 4-9; SA +2 to hit; S 17, I 10, W 12, D 16, C 16, Ch 10; AL CE). Possessions: **plate mail+1, shield +1, mace +1**.

2nd Lieutenant (AC 0; MV 120 ft.; F 7; hp 65; #AT 3/2; D 3-8; SA +1 to hit; S 16, I 14, W 14, D 17, C 18, Ch 11; AL CE). Possessions: **ring mail +2, shield +1, hand axe +1**.

Captain (AC -2; MV 120 ft.; F 8; hp 48; #AT 3/2; D 6-13; SA +2 to hit; S 18/50, I 13, W 12, D 14, C 14, Ch 16; AL CE). Possessions: **plate mail+2, shield +1, long sword +2**.

Notes: This entire room is under the effects of a special anti-magic ward that suppresses all dweomers save for that coming from either an enchanted melee weapon, shield, or suit of armor. The champions are only rotated when killed, meaning, for example, that the ettin may be forced to battle each PC in turn until none remain.



12. **A FIGHTING MAN'S ULTIMATE CHALLENGE:** The walls, ceiling, and floor of this 40 foot diameter chamber are entirely covered in a mirror-like material. The only break in the mirrored surface is the tall bronze door on the opposite side of the room.

As soon as any fighters, paladins, rangers, or bards step foot into this room, their exact duplicates, right down to items worn and carried, instantly spring up. These duplicates, which were created by the multiple **mirrors of opposition** that make up the walls, ceiling, and floor of this strange room, battle the appropriate PCs to the death. Any PC other than one of the fighter types just mentioned must make an immediate save vs. magic or turn to stone, as the spell **flesh to stone**. After the duplicates have all been destroyed, the bronze exit portal automatically swings open. At the same time, a small lead coffer materializes in front of the door. It holds a 2 inch diameter circular steel plate studded with four diamond-shaped projections. This is one of the five pieces of the key needed to open the door to the Prison of Meneptah (area 26).

13. **ONE GOOD TURN DESERVES ANOTHER:** The north, west, and east walls of this otherwise bare room are plastered with the bas-relief images of three ghastly creatures, one image per wall. The picture on the north wall is that of a handsome man with enlarged incisors bedecked in fine robes. The western and eastern bas-relief depicts a man-like shape almost completely encased in frayed bandages. Small patches of withered flesh can be seen between some of the wrappings. The final feature of this room is the tall iron door standing on the opposite wall.

The bas-relief images on the walls are, in actuality, undead beings lying in **temporal stasis**. The bas-reliefs are the key to opening the door on the north wall, for it can only be breached after either 1) all three of the temporally suspended undead creatures are turned by the cleric in the party, or 2) the three undead creatures are released from their **temporal stasis** (see hereafter) and then physically destroyed. Each cleric in the party can only make one turning attempt per bas-relief. A successful turning attempt banishes the undead creature in question to the Negative Material Plane, leaving a blank wall in its place. An unsuccessful turning attempt, however, releases the undead being from its magical stasis, causing it to step forth from the wall and attack the PCs until destroyed. (The undead in question can no longer be turned at this point.)

Below are the statistics for the three undead, along with their locations. A powerful unholy aura pervades this room. This means that all turning attempts made here suffer a -4 penalty to the die roll.

- North Wall: **Vampire** (AC 1; MV 120 ft./180 ft. flying; HD 8+3; hp 42; #AT 1; D 5-10 plus special; SA Touch drains 2 levels; SD +1 weapon to hit, regeneration; Sleep, charm, hold spells, poison and paralysis do not affect, one-half damage from spells based on cold or electricity; AL CE). The vampire, if released into the room, fights until reduced to 0 hp, at which time it becomes gaseous and tries to seep through some cracks in the floor, beneath which lies a small chamber containing his coffin. He emerges after his hp total is brought back to normal, afterwards seeking out the PCs for retribution.
- West and East Walls: **Mummy** (AC 3; MV 60 ft.; HD 6+3; hp 35; #AT 1; D 1-12; SA Save vs. magic or become paralyzed for 1-4 rounds; MR Sleep, charm, hold spells, poison and paralysis do not affect, one-half damage from spells based on cold or electricity; AL LE)

14. **DEMOGORGON'S GIFT:** The left and right walls in this humongous chamber are covered in lurid mosaics. The mosaic on the left depicts the demon demogorgon. The other mosaic shows a tall skeleton clad in full plate armor and wielding a

long, thick blade with both hands. Alongside the skeletal knight stand a dog-faced demonic humanoid with four arms, two of which end in pincers, and an oversized toad with human arms in place of forelegs. The three creatures depicted on rightmost mosaic come to life when the PCs enter the room. Behind them towers another of the steel doors so prevalent in this accursed dungeon.

All three of the creatures in this room once served in the court of Demogorgon, the creature depicted on the rightmost mosaic, before being dispatched to this desert-like plane as emissaries of the demon. As a reward to the Muhatian high priest for coordinating the successful capture of Meneptah's avatar those many centuries ago, Demogorgon himself ordered the demonic knight and his two thralls to forever serve as the guardians of this room. The three creatures therefore immediately attack the PCs, each of them focusing their attacks on single PC until he or she is killed, afterwards switching to another target. Once all three have been defeated, the silver exit portal automatically opens.

Demonic Knight (AC 0; MV 120 ft.; HD 9; hp 65; #AT 1; D 9-18; SA +5 to hit, fear aura 5 ft. radius, at will -- **wall of ice, detect magic, detect invisibility**; 1/day -- **power word (any), symbol of pain/fear, 20-dice fireball**; MR 75%; AL CE). Possessions: **two-handed sword +2**.

Hezrou Demon (AC -2; MV 60 ft./120 ft.; HD 9; hp 35; #AT 3; D 1-3/1-3/4-16; SA Spell-like powers, gate in class II demon with a 20% chance of success; SD Demon immunities; MR 55%; AL CE).

Glabrezu Demon (AC -4; MV 90 ft.; HD 10; hp 57; #AT 5; D 2-12/2-12/1-3/1-3/2-5; SA Spell-like powers, gate in demon classes I-III with 30% chance of success; SD Demon immunities; MR 60%; AL CE).

The demonic knight focuses his initial attacks on the most powerful-looking magic user in the party. He begins by casting **power word, kill** on the hapless dweomercrafter. If the spell fails, he then hurls a 20-die **fireball** at him or her. Following these two attacks, the death knight begins hacking at the remaining PCs with his mighty two-handed sword +2.

The demons first soften up their opponents by **telekinising** them towards the ceiling 60 feet overhead, and then dropping them onto the hard, stone floor for 6-36 points of damage. Afterwards, they happily rend their chosen victims with claw and tooth.

15. **THE ILLS OF THE WORLD:** This large room of red-flecked marble appears to a mortuary of some kind, with four slabs of gray-flecked marble arranged in a square in the middle of the floor. Upon each of the slabs rests what appears to be a human corpse. A small blue-flecked marble pedestal with engravings on its top surface is situated a few feet from the entrance. Finally, another of the steel doors stands on the opposite end of the room.

The humans on the slabs are indeed quite dead, but their spirits have been unable to leave their bodies on account of the foul curse placed on them before they died. As it happens, the four humans were one of the many Ashaian soldiers captured by the foul Muhatian army centuries before. After being pumped for information, which involved many hours of intense torture, these soldiers were forced to undergo a horrible ritual whereby the Muhatian high priest would invoke his deity, P'tar, to maim them in some horrible way just before sacrificing them with a ceremonial dagger to the heart.

Should the PCs examine the pedestal, they find the following words inscribed on it in the Common tongue: To release the

souls of these poor, unfortunate few, one must apply the proper balm. Describe the bodies on the slabs thusly when the PCs move in for a closer look:

A. This male body stares out at you with open, sightless eyes. (This man was blinded prior to being sacrificed and requires the balm **core blindness**.)

B. This female body is covered from head to toe with horrible purple splotches, similar to effects of a spider bite. (This woman was poisoned prior to being sacrificed and requires the balm **neutralize poison**.)

C. The gentle, kind look on the face of this man strongly contrasts with the demonic additions made to his body, such as his one leg ending in a cloven hoof, the lone bat wing sprouting from his back, and the long claws on one of his hands. (This man was possessed by a nalfeshnee demon prior to being sacrificed and requires the balm **exorcise**.)

D. This male body appears to have been ravaged by some horrible disease, for his skin is covered in disgusting boils and blisters, many of them having already ruptured. (This man was exposed to a virulent form of small pox prior to being sacrificed and requires the balm **remove disease**.)

In order to release the spirits of the four slain humans, the PCs must cast the clerical spells listed above on the bodies. (The bodies crumble into dust once this is done.) More importantly for the PCs, however, is that this procedure is the only way to get the steel exit portal to open.

16. THE GATE TO ORCUS' ABYSSAL LAYER: The two of the walls of this huge chamber are decorated with ceiling to floor tapestries illustrating what life must be like in the Abyssal realms. One such tapestry depicts a vast assemblage of undead and demonic monstrosities marching an endless stream of bound men and women before Orcus. Another tapestry depicts a chaotic, rocky terrain covered in roiling fog. Vast legions of demons are shown savagely beating a motley assortment of undead horrors with long spike-studded whips and chains.

In the middle of this gloomy chamber is a 15 foot tall gray-slate statue of the goat-man seen on the first tapestry facing the entrance with a terrible wand outstretched. Directly behind it stands a massive door of glistening steel. A powerful unholy aura pervades this room. This means that all turning attempts made here suffer a -4 penalty to the die roll

The tapestries in this room depict life on the Abyssal layer ruled by the demon Orcus. Two rounds after the PCs enter, and for every other round thereafter up until the 8th and final round, the statue of Orcus animates and the following undead creatures magically step forth from the tapestries, relentlessly pursuing the party all throughout the prison complex if need be.

Round 2 -- 2 **mummies** (AC 3; MV 60 ft.; HD 6+3; hp 35 each; #AT 1; D 1-12; SA save vs. magic or become paralyzed for 1-4 rounds; Sleep, charm, hold spells, poison and paralysis do not affect, one-half damage from spells based on cold or electricity; AL LE)

Round 4 -- 2 **specters** (AC 2; MV 150 ft./300 ft. flying; HD 7+3; hp 32, 40; #AT 1; D 1-8 plus special; SA Touch drains 2 levels; SD +1 to hit; AL LE)

Round 6 -- 2 **vampires** (AC 1; MV 120 ft./180 ft. flying; HD 8+3; hp 42 each; #AT 1; D 5-10 plus special; SA Touch drains 2 levels; SD +1 weapon to hit, regeneration; sleep, charm, hold spells, poison and paralysis do not affect, one-half damage from spells based on cold or electricity; AL CE)

Round 8 -- 1 **ghost** (AC 0, or 8 when semi-material; MV 90 ft.; HD 10; hp 60; #AT 1; D age 10-40 years; SA Magic jar; SD Silver or magical weapons to hit; AL LE)

The only way to keep the undead from multiplying is to destroy the statue of Orcus, which is treated as a **stone golem** for purposes of hit determination (AC 5; MV 60 ft.; HD 14; hp 60; #AT 1; D 3-24; SA Can cast **slow**; SD +2 weapon to hit, immune to all spells save rock to mud and stone to flesh; AL N). Once the statue of Orcus is destroyed, the door on the north wall swings open. If the PCS carefully search through the shattered remains of the statue, they find a 5,000-gp green emerald, which was used to power the fell thing.

17. A CLERIC'S ULTIMATE CHALLENGE: The walls, ceiling, and floor of this 40 foot diameter chamber are entirely covered in a mirror-like material. The only break in the mirrored surface is the tall bronze door on the opposite side of the room.

As soon as any clerics step foot into this room, their exact duplicates, right down to items worn and carried, instantly spring up. These duplicates, which were created by the multiple **mirrors of opposition** that make up the walls, ceiling, and floor of this strange room, battle the appropriate PCs to the death. Any PC other than a cleric must make an immediate save vs. magic or turn to stone, as the spell **flesh to stone**. After these duplicates have been destroyed, the bronze exit portal automatically swings open. At the same time, a small lead coffer materializes in front of the door. It holds a 3 inches long by 1 inch wide triangular steel plate with a diamond-shaped notch cut into its base. This is one of the five pieces of the key needed to open the door to the Prison of Meneptah (area 26).

18. THE LOST MEMBERS OF THE EXPEDITION: The walls of this vast chamber are heavily fire-scarred and coated with the bits and pieces of several men and women. Charred remains litter the floor, and four dying men lying crumpled in a heap in the center of the floor.

The four wounded men in the room are the only survivors of the twenty man and woman team dispatched by the leaders of Esoteric Order of Planar Travel to explore this small planetoid. The eight that were posted outside the walls of the obelisk as guards quickly fell to hordes of wandering monsters. The remaining twelve opted to explore the interior of the obelisk, eight of them dying within this very room just two days ago. You see, the guardian of the room, now dead, was a powerful spellcaster who had mastered a variant of the spell **mirror image**. In this version of the spell, up to twelve duplicates of the spell caster could be created, and a hit upon one of the duplicates would not dispel it. The mighty wizard was able to quickly eliminate most of the team members, for many of their most powerful spells and attacks were wasted on the manifold false images conjured up by the spell. The guardian of the room was finally killed when the leader of the expedition, a man called Seraphemus, successfully delivered his **disintegrate** spell. Unfortunately for Seraphemus, however, he succumbed to the **poison** dweomer cast at him just moments before he delivered his own deadly spell.

The four survivors of the battle are all near death. To make matters worse, the two spellcasters expended almost their entire repertoire of spells during the battle. To add further insult to injury, the surviving cleric in the party, much to his chagrin, has been unable to successfully pray to his deity for more spells, and the magic user's spell book was destroyed by one of the room guardian's pyrotechnic spells, thus limiting him to the few spells he has yet to cast.

If the four dying men are approached in a non-threatening manner, they beseech the party to offer them magical healing of some kind. If asked of their reasons for coming to this place,

they truthfully tell them all about their mission. (Their survival instinct now overrides any oaths of secrecy they might have made to their superiors.) If the PCs tell the four of their own mission, they ask if they would please accompany them back to the extraplanar gate located in the middle of the desert so that, together, they can report to their leaders that they are all right. They will not join the PCs in the further exploration of the prison complex under any circumstances! The statistics for the four men in the room are as follows:

Hastor, Human Fighter (AC 0; MV 120 ft.; F 8; hp 63 (2); #AT 3/2; D 5-12; SA +3 to hit; S 18, I 11, W 10, D 14, C 16, Ch 12; NG). Possessions: **plate mail +1, shield +1, long sword +2.**

Trenton, Human Fighter (AC -2; MV 120 ft.; F 8; hp 50 (3); #AT 3/2; D 3-10; SA +2 to hit; S 17, I 11, W 12, D 16, C 14, Ch 13; LG). Possessions: **chain mail +3, shield +1, sword +1, flame tongue.**

Sulus, Human Cleric (AC 0; MV 120 ft.; C 8; hp 48 (1); #AT 1; D 4-9; SA +2 to hit; S 15, I 13, W 17, D 14, C 12, Ch 14; NG). Possessions: **plate mail +2, shield, footman's mace +2.** The cleric has the following spells still available to him:

First Level (5): **create water, detect evil**
Second Level (5): **know alignment, slow poison**
Third Level (4): **cure blindness**
Fourth Level (2): **protection from evil 10 foot radius**

Zoralus, Human Magic User (AC 2; MV 120 ft.; MU 10; hp 25 (2); #AT 1; D 4-9, 7-12, or 10-15, dependent on # of charges expended; SA +3 to hit; SD +2; SD +2 to all saves; S 10, I 17, W 12, D 10, C 11, Ch 16). Possessions: **bracers of defense AC 4, ring of protection +2, staff of striking** (10 charges). The following spells are still available to him:

First Level (4): **feather fall, read magic**
Second Level (4): **knock**
Third Level (3): All have been used
Fourth Level (2): All have been used
Fifth Level (2): All have been used

Note: The silver exit portal along the north wall magically opened when the four herein defeated the room's guardian. The four have yet to explore the room beyond the exit portal, fearing that it contains another deadly trap.

19. **THE MAGICAL DUEL:** This circular room has a diameter of nearly 70 feet. It is totally bare save for the short altarblock in the middle of the floor and the tall metal portal along the north wall. If the PCs move closer and investigate the altar, they see two hand-shaped depressions and an inscription adorn the top surface of the altar. The message is comprised of several groupings of rune-like characters.

The message carved into the altar can only be deciphered if a read magic spell is cast on it. After this is done, the following words are revealed: Place your hands upon the altar to bring down the globe of scintillating color. Its destruction will open the silvery portal before you. Whilst battling the sphere, one must remember well the various types and levels of magic existent in the Multiverse.

As soon as one of the PCs places his or her hands within the depressions, a small panel in the middle of the roof slides open. From the opening slowly descends a 12 foot diameter globe of pulsating varicolored lights. It comes to rest a mere 4 feet above the flagstone floor. At the same time, the entrance door slams shut, and can thereafter only be opened with a **knock** spell. The sphere, which has been designed to test the mettle of the magic users in the party, immediately begins casting the magic user spells detailed on the chart below at a randomly determined magic user or illusionist in the party, one such spell

cast per round. (It always gets the first attack on any given round). The sphere can only be damaged by a spell of the same type and level (or higher) that it just cast at one of the PCs. The level of spell cast at the sphere equates to the amount of damage dealt it. For example, a 6th level spell would deal 6 points of damage to the sphere. It can sustain 50 such spell levels of damage before being destroyed, at which time the silver exit door swings open. **Note:** The sphere doesn't actually suffer the specific effects or damage of the spell hurled at it. For example, the 3rd level magic user spell **hold person** would only deal three spell levels of damage to the sphere but would not immobilize it.

The spells unleashed by the sphere are set at the 10th level of magic use for purposes of damage, area of effect, duration, etc. The same series of spells are repeatedly cast at the magic users and illusionists in the party until the sphere is destroyed. It should be noted that an illusionist, druid, or paladin can also magically combat the sphere as long as the spell hurled at it is of the appropriate type of magic and level. Below is the battery of hurled spells:

- 1st round: **magic missile**, sphere can only be damaged on this round by a 1st level or higher evocation spell.
- 2nd round: **sleep**, sphere can only be damaged on this round by a 1st level or higher enchantment/charm spell.
- 3rd round: **ray of enfeeblement**, sphere can only be damaged on this round by a 2nd level or higher enchantment/charm spell
- 4th round: **stinking cloud**, sphere can only be damaged on this round by a 2nd level or higher evocation spell
- 5th round: **lightning bolt**, sphere can only be damaged on this round by a 3rd level or higher evocation spell.
- 6th round: **phantasmal force**, sphere can only be damaged on this round by a 3rd level or higher illusion/phantasm spell
- 7th round: **polymorph other** into a house cat, sphere can only be damaged on this round by a 4th level or higher alteration spell
- 8th round: **ice storm**, sphere can only be damaged on this round by a 4th level or higher evocation spell.

20. **EBONY GLOBE OF DESTRUCTION:** Constructed of the deepest black basalt, the walls of this 60 foot diameter room are most bleak. A steel door stands at the northern end of the room with a 2-foot diameter opening in the rock wall directly above it. A squat altar made of a quartz-like material with a dark, spherical object clearly visible inside of it stands in the middle of the floor. Two hand-shaped depressions and a series of rune-like characters have been stamped into the reflective white marble floor a few feet from the entrance.

The message, which requires a read magic spell to decipher, reads: One of the wizardly arts must place his hands within the depressions to activate the Sphere of Death. If one is to quit this room, then needs be to move the ebony globe into the cavity above the silvery portal. Mark well these words, though: Certain death awaits those who fail.

As soon as one of the magic users in the party inserts his hands into the depressions, the dark object in the crystal altar, actually a **sphere of annihilation** quickly rises to a point 7 feet above the floor, passing through the ethereal lid of the altar as it does so. (The Muhaton high priest, via a process now long

forgotten, enchanted the altar to withstand the destructive force of the deadly orb.) It is now up to the magic users in the party to mentally move the deadly sphere towards the circular opening above the exit, which lies 30 feet away and 7 feet above the floor. Success causes the exit door to open and the sphere to instantly teleport back into the crystal altar. The exit door, once opened, remains so for the next 5 rounds. (The exit door can be easily opened from the other side.) Remember that any failed attempt to control the **sphere of annihilation** causes it to slip towards the magic user in question as per the chart in the DMG. (Remember that control must be checked for each and every round.) Due to the highly lethal nature of this encounter, the Game Master may want to substitute it with something less deadly of his or her own devising.

21. A MAGIC USER'S ULTIMATE CHALLENGE: The walls, ceiling, and floor of this 40 foot diameter chamber are entirely covered in a mirror-like material. The only break in the mirrored surface is the tall bronze door on the opposite side of the room.

As soon as any magic users step foot into this room, their exact duplicates, right down to items worn and carried, instantly spring up. These duplicates, which were created by the multiple **mirrors of opposition** that make up the walls, ceiling, and floor of this strange room, battle the appropriate PCs to the death. Any PC other than a magic user must make an immediate save vs. magic or turn to stone, as the spell **flesh to stone**. After all of the duplicates have been destroyed, the bronze exit portal automatically swings open. At the same time, a small lead coffer materializes in front of the door. It holds a 3 inch long by 1 inch wide triangular steel plate with a diamond-shaped notch cut into its base. This is one of the five pieces of the key needed to open the door to the Prison of Menepthah (area 26).

22. YOUR NUMBER'S UP: This cramped chamber features nothing more than a 3 foot tall basalt pedestal in the middle of the floor and a 10 foot tall steel door on the opposite wall. Upon closer inspection of the pedestal, ten steel buttons inscribed with the numbers 0-9 can be made out on the surface. The PCs also see the following set of numbers, each number separated by a comma, impressed into the pedestal directly below the nine buttons: 3, 1, 5, 3, 7, 5.

The sequence of numbers impressed onto the pedestal below the steel buttons follows a set pattern. The next correct digit in the sequence is 9, which is what the PCs must deduce in order to solve the puzzle of the room. Here is how the sequence functions: The number 2 is added to every other term (1, 3, 5, and 7) along the interval 1-7; the number 1 is then subtracted from each of the remaining terms (2, 4, 6) along the same interval. Hence:

- (1 + 2) = 3 (first term)
- (2 - 1) = 1 (second term)
- (3 + 2) = 5 (third term)
- (4 - 1) = 3 (fourth term)
- (5 + 2) = 7 (fifth term)
- (6 - 1) = 5 (sixth term)
- (7 + 2) = 9 (seventh term)

As soon as one of the PCs pushes the correct steel button on the pedestal, the one with a number 9 engraved upon it, the steel exit door swings open. Pushing one of the other buttons triggers a fire **glyph of warding** (caster level 10) that manifests as a fiery explosion. All within the room suffer 20 points of damage, with a successful save vs. spells resulting in 10 points of damage instead.

23. HALL OF STATUES: This is a long hall lined with two statues on either side. The first on the left is of a tiger-headed humanoid wearing rich robes while the second is a manlike shape with melted features, as if wholly covered in slime. The first statue on

the right takes the form of a smooth sphere, from which sprout seven whip-like protuberances. The second statue on the right is of a hunched-over, emaciated humanoid with mottled skin, elongated nose, and clawed hands and feet. Each of the pedestals bears a small bronze plaque reading: Deliver me to the Afterlife. Lastly, yet another of the steel portals stands along the north wall.

The door on the north wall opens only when the PCs do the following:

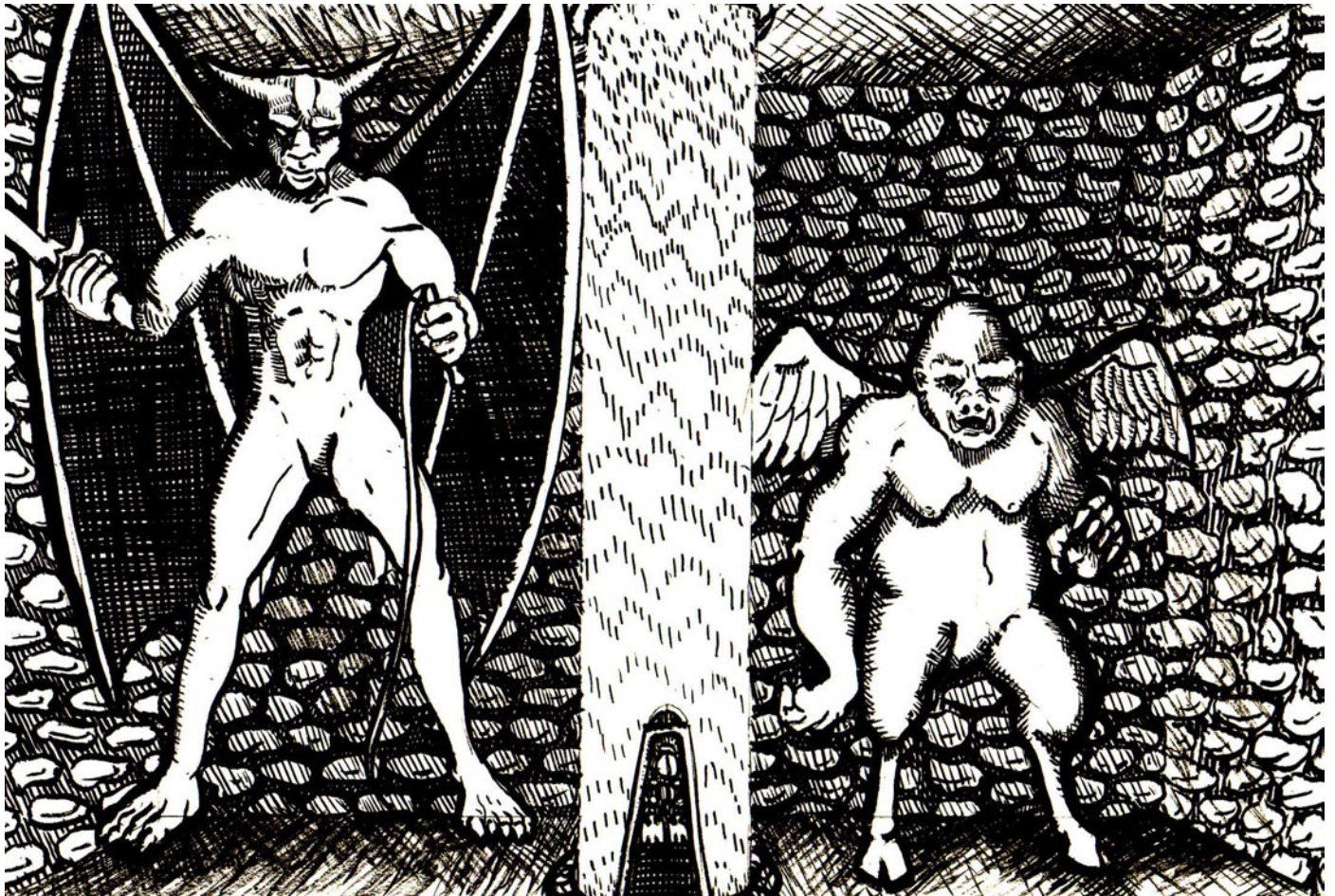
- fire a **blessed** bolt at the tiger-headed humanoid statue
- cast a **cure disease** spell on the green manlike shape with melted features statue
- cast either a **disintegrate** or **magic missile** spell at the smooth sphere statue, from which sprout seven whip-like protuberances
- hurl a vial of acid at the hunched-over, emaciated humanoid statue

24. THE BLACK CAULDRON: A huge cauldron, nearly 6 feet in diameter, stands in the middle of this 20 foot diameter room. Along the north bend of the room can be seen another of the immense steel doors.

If the PCs closely examine the cauldron, they can make out some rune-like characters on its surface. If a **read magic** spell is cast on the writings, they translate as the following: If one seeks to open the portal, then that which courses, that which flows, and that which is batted must be offered to the cauldron. The following items must be offered from the bodies of one of the PCs before the portal can be opened: A few drops of blood (that which courses in one's veins), a tear drop (that which flows down one's cheeks in times of sadness), and an eyelash or two (that which bats, as in to bat an eyelash). Once this is done, the cauldron also begins to billow forth acrid but harmless black smoke for a few seconds, similar to that emitted from a brazier of burning coals. If anything other than the items detailed above are placed in the cauldron, then a fiery liquid erupts from it, dealing 4d6 points of damage to everyone in the room. A successful save vs. breath weapons cuts the damage in half.

25. THE CHAMBER OF SCINTILLATING COLOR: The walls of this smallish square chamber are covered in 6 inch wide vertical bands of every color in the rainbow. In the center of the room stand three granite pedestals spaced 2 feet apart from each other, and aligned on an east-west axis. A 3 foot square panel of frosted white glass is sited 3 feet above the floor on the north wall, directly in line with the middle pedestal. Lastly, a long steel lever juts from the floor directly behind the middle pedestal.

The pedestals have gem-shaped hollows, about 2 inches in diameter and 1 inch in depth, on their northernmost sides. If the sockets in the pedestals are fitted with the following gems -- a bright-green emerald (5,000-gp minimum value), a purple corundum (1,200-gp minimum value), and a deep-red ruby (1,000-gp minimum value) -- and the steel lever is pulled back, brilliant beams of the appropriately-colored light shoot from the pedestals onto the panel of glass on the north wall. (The white color of the glass panel should clue the PCs in to the solution of the puzzle, for the colors green, purple, and red -- the colors of the needed gemstones -- combine to create the color white.) A door-sized opening then magically appears on the north wall, only disappearing when the steel lever is returned to its original position. At the same time, a small panel in the section of floor in front of the exit slides open, and a small lead coffer rises up from it. It holds a 3 inch long by 1 inch wide triangular steel plate with a diamond-shaped notch cut into its base. This is one of the five pieces of the key needed to open the door to the Prison of Menepthah (area 26). All three types of gemstones can be found littered throughout the prison complex as treasure.



Should the lever be pulled back with the wrong or none of the gemstones in place, then three beams of light shoot off the pedestal and reflect back from the wall at the lever operator. The red beam acts as a **death ray** (save vs. death or die), the green beam acts as a **disintegration ray** (save vs. death or die), and the purple beam acts as a **petrification ray** (save vs. petrification or flesh turns to stone as the spell).

26. THE PRISON OF MENEPTAH: To the left of the 20 foot tall bronze doors leading to this chamber is a thin, key-sized slot. Inserting the fully assembled prison key into the key-slot causes the two doors to silently swing inwards. (Fitting the four triangular pieces onto the larger, circular piece assembles the prison key.)

This room is the very heart of this complex of chambers and corridors constructed by the vile Muation people centuries ago as a prison for the captured avatar of Menepthah, the god of the good Ashaian people. Standing at the far end of this largish chamber with varicolored walls is a column of scintillating color extending from ceiling to floor. It is almost as if the shaft of light is sentient. Before the column of dazzling color is a four-foot-tall pedestal. Atop it is a hemispherical protrusion with a seal down the center. Two towering statues flank the pillar of light. The statue on the left takes shape as a repugnant humanoid with massive, clawed hands and huge, bat-like wings. The statue on the right appears as a gross cross between an ape and a boar, with small, feathered wings sprouting from its back. The final features of this eerie place are the two stone-lipped pools flush with the floor; they stand to either side of the odd pedestal. On the lips of both pools rune-like inscriptions have been impressed into the stone.

Within the shimmering column of color -- actually a **prismatic wall** -- is a steel sarcophagus with a glass lid, which contains the captured avatar of this Menepthah. And within a hollow of the curious pedestal is the last of the ten major artifacts forged

from the captured essence of the Ashaian deity. This artifact, actually a reliquary housing the forefinger of the avatar Menepthah, has many wicked powers waiting to be unleashed on an unsuspecting world (see the Arcana section of the module). The statue on the left is an actual **balor demon** (AC -2; MV 60 ft./15 ft.; HD 8+8; hp 50; #AT 1; D 2-12; SA Whip & flame for 2-12/3-18/4-24, spell-like powers, gate in demon of class III (80%) or class IV (20%) with a 70% chance of success; SD +1 or better weapon to hit, demon immunities; MR 75%; AL CE) lying in magical stasis, while the statue on the right is a **nalfeshnee demon** (AC -1; MV 90 ft./120 ft.; HD 11; hp 62; #AT 3; D 1-4/1-4/2-8; SA +2 to hit, spell-like powers, gate in class I-IV demon with a 60% chance of success; SD +1 or better weapon to hit, demon immunities; MR 65%; AL CE) lying in like stasis.

Both are instantly released into the room should either the pedestal or the **prismatic wall** be interacted with. (The two demons have a 5 in 6 chance to surprise the party, and they cannot be surprised themselves.) The two demons, once released into the room (see above), battle to the death, neither showing nor giving the PCs any quarter. In general, both use their teleportation ability to good effect, never remaining in one place for too long.

The balor first cloaks the entire room in darkness. Afterwards, the cruel demon lashes the nearest spellcaster with its vicious whip, who is then pulled towards its flaming body to suffer 4-24 points of damage. It focuses its attacks on a single PC until he or she is killed. This particular demon is absolutely loathe to use its gating ability, and does so only if reduced to half hit points.

The nalfeshnee demon attempts to gate in another demon right away. Afterwards, it most happily rends the PCs with its bite and claw attacks, hopefully now aided by its newly arrived boon companion.

ARCANA

The two pools are the keys to releasing the avatar from its bonds as well as revealing the reliquary. Both the pedestal enclosing the reliquary and the sarcophagus housing the avatar of Menephtah are impervious to all harm; they can only be bypassed if the PCs take the actions detailed below.

The lip of the leftmost pool bears the following inscription: An offering of vilest evil must be given if one is to free the Imprisoned One. Engraved on the lip of the rightmost pool is the following: An offering of purest good must be given if one is to free the Imprisoned One. The **prismatic wall** is brought down after the demonic guardians, creatures of the vilest evil, are defeated and one of their bodies is immersed in the leftmost pool. This grants the PCs access to the reliquary in the pedestal, a small egg-shaped object. However, if the PCs place the body of a being of good in the rightmost pool (most likely one of their own) in addition to bringing down the wall and submerging the demon in the left pool, the mammoth steel sarcophagus with glasslike lid also shatters, revealing a 20-foot-tall manlike shape topped with the head of a hippopotamus—the avatar of Menephtah.

The manlike giant formerly housed in the steel coffin first looks upon his liberators and then gazes at its ruined hands, now bloodied stumps. If the PCs have taken the reliquary from the pedestal, he speaks the following words in the Common tongue: "I give many thanks to you for liberating me, stalwart champions of good. If you will but offer me that wicked egg-shaped object before you, which contains part of my captured deific essence, then I shall grant each of you a single wish before I quit this plane forever."

If the PCs agree to allow the avatar to keep the egg-shaped **Reliquary of Menephtah**, he picks it up and then violently throws it to ground, shattering it into many pieces. He picks out the finger formerly housed in the relic and places it over one of the stumps on his right hand. (It instantly bonds in place). He then grants the PCs their wishes, afterwards saying: "Leave immediately, for this foul place will fall by me in the space of an hour." He then points his one and only finger at a section of the wall, instantly disintegrating it to show that he means business.

Should the PCs be unwilling to surrender the reliquary to Menephtah, then he says: "I both accept and understand your decision. Let us hope that you use the artifact for good, unlike your predecessors, the wicked Muhatian peoples." He then disappears in a puff of purple smoke.

CONCLUSION

The GM should congratulate his or her PCs for a job well done if they managed to both free the avatar of Menephtah and rescue the missing explorers. Their epic accomplishments will eventually be immortalized in bardic song.

If the party handed the reliquary over to Menephtah, as he requested, then the prison complex is fully destroyed by him within the span of an hour. (Both the above and belowground portions of the Prison crumble into dust.) If the party opted to keep the **Reliquary of Menephtah**, then the prison complex is still destroyed one week later by another of Menephtah's avatars.

If the PCs managed to rescue the lost members of the expedition, and then allowed them to go on their way, they do make it back home in two days time, where the head of their order warmly greets them. When and if the PCs make it back to headquarters of the Esoteric Order of Planar Travel themselves, they are not only given their reward, but are asked to join the order. Should they agree, they will have many interesting adventures with their newfound brothers and sisters. How this plot hook is developed is limited only by the Game Master's creativity and skill.

MENEPTAH (god of war)
Greater god

SIZE: L (15 ft.)
MOVE: 150 ft.
ARMOR CLASS: -4
HIT POINTS: 340
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-30
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +3 or better weapon to hit; also see below
MAGIC RESISTANCE: 80%
RARITY: UNIQUE
ALIGNMENT: Neutral good
WORSHIPPER'S ALIGN: All good alignments
SYMBOL: Hippopotamus head surrounded by nimbus of crimson light
PLANE: Elysium
CLASSES: 20th level cleric, 18th level fighter, 20th level magic user
S: 25 (+7, +14) I: 22 W: 24 D: 19 C: 23 CH: 21

Menephtah appears with the body of a 15 foot tall man and the head of a hippopotamus encircled by a halo of crimson light. He is the protector of goodly warriors, and to this end he sometimes materializes at the frontlines of the battlefield to aid his chosen ones in times of war. He never wears armor nor uses weapons of any kind, usually appearing on the Prime wearing nothing more than a simple linen skirt.

In battle, Menephtah prefers to alternate between pummeling his opponents with his bare fists, both of which deal 3-30 points of damage per hit, and smiting them with the deadly rays that shoot from the fingers of his right hand. Each of the fingers of his right hand can shoot out a different ray -- **disintegration**, **death**, **harm**, and **flesh to stone** -- to a distance of 500 yards. (Each ray attack functions as the spell of the same name.) He can attack with up to 2 such rays per melee round, each of which can even be directed at a different opponent. He can also, if he so chooses, attack with one of his rays and one of his fists in a single round. He relies on his abilities as a 20th level magic user and cleric when his rays and fists fail him, which is not too often.

Menephtah demands the unwavering loyalty of his devotees, and is not averse to punishing those who disappoint him with death. Of his followers -- fighters, paladins, and magic users and clerics specializing in destructive magic -- he demands that none ever desert their allies on the battlefield nor surrender to the forces of evil. His clerics often show their reverence by burning the bodies of those who fell in battle, enemies and allies alike, on a huge funeral pyre in the dead of night. (Even though he greatly despises evil in all its forms, he feels that all warriors willing to give their lives in battle deserve to be honored in death as burnt offerings.)

Greater Mummy

SIZE: Medium
MOVE: 60 ft.
ARMOR CLASS: 0
HIT DICE: 12+3
ATTACKS: 1
DAMAGE: 4-16
SPECIAL ATTACKS: Fear
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
RARITY: Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 90%
TREASURE: A
INTELLIGENCE: High

ALIGNMENT: Lawful evil
LEVEL/X.P: 7 / 2200 +19/hp

General information: Greater mummies are exactly identical to normal mummies with a few notable differences. They were usually powerful kings and queens in life, and as such their mortal remains were more carefully prepared than is the case for normal mummies. This careful preparation of the wrappings, in conjunction with the powerful spells cast over the dead body, is responsible for the exceptional armor class, hit dice, and physical attack the undead creature possesses, not to mention its high intelligence. The mere touch of a greater mummy infects the victim with an especially virulent form of the greatly feared rotting disease. The disease is fatal in only 2-8 days, and each day it progresses the victim loses 2 points of charisma, permanently. A cure disease spell applied to the victim rids him or her of the disease. The disease prevents all **cure wounds** spells from affecting the afflicted. Infected creatures heal wounds at only 50% of the normal rate.

Greater mummies can be harmed by weapons of +1 or better enchantment, and even those do only one-half normal damage. A raise dead spell will transform the creature into a normal man (of 13th level fighting ability) unless the greater mummy saves vs. magic.

Languages: Greater mummies speak what languages they knew in life.

Physical description: Greater mummies appear physically identical to normal mummies. Often, however, they will have more adornments.

NEW MAGIC ITEMS

The Reliquary of Menepthah: The major artifact known as the Reliquary of Menepthah was fashioned to house a portion of the captured essence of Menepthah, a deity worshipped by the good peoples of the southern desert (see The Capture of the Deity Menepthah section for more details). The egg-shaped object is about 4 inches in diameter along its central axis and about 6 inches in length. The lower hemisphere of the strange artifact is wrought of gold and its lower hemisphere is crystalline, allowing one to peer inside it. It is studded with a series of button-like,



varicolored gemstone protrusions along its central axis. If one peers through the crystalline portion, an ebony humanoid finger can occasionally be seen floating in place when not obscured by the surrounding red, green, and purple smokes. Originally, ten of these objects were in existence, but today only one survives.

Each of the five color-keyed gemstone buttons on the **Reliquary of Menepthah** are linked to one of its five potent magical abilities. The powers of the reliquary are activated, of course, by depressing one of the five buttons. Each time one of the powers of the major artifact is activated, a variable number of charges of dweomer are drained. The last surviving reliquary has 15 of its original 30 charges remaining. In order to recharge the artifact, it must be placed in its special housing located in the Prison of Menepthah and left there for one month. Each time the artifact is recharged, a small portion of its energy source, the actual imprisoned avatar of the deity Menepthah himself, is drained. The powers activated by pressing the individual buttons are as follows:

Red Button: Pressing this buttons allows the user to **control weather** as the spell of the same name. (Drains 3 charges.)

Yellow button: Pressing this button allows the user to cause an **earthquake** as the spell of the same name. (Drains 3 charges.)

Blue Button: Pressing this button grants the user a **wish** as the spell of the same name. (Drains 10 charges.)

Green Button: Pressing this button replicates the effects of a **heal** spell, except that it affects all those within a 200 foot radius. (Drains 6 charges.)

Black Button: Pressing this button replicates the effects of a **sunray** spell, except that its area of effect is a 100-foot-diameter sphere. (Drains 4 charges.)

Souldrinker: This malevolent weapon was forged specifically for Zoser, the first king of the Muhatian nation. It appears as a two-handed sword with an oversized cross-member, or guard. On either side of the main blade of the sword reside two dagger-sized blades, which can be shot out to a distance of 30' on command. Shooting off one of the blades expends a single charge. Due to the force by which the two dagger-like blades are discharged from the weapon, they hit for 7-12 points of damage. The weapon can even be fitted with replacement missiles. All one must do to remove the handles from any two normal daggers and then insert the tangs of the liberated blades into the sockets on souldrinker's oversized cross-member. The main blade of the weapon functions exactly as a **+2 sword of life stealing**. The weapon can be recharged. **Experience Point Value:** 1,600 **G. P. Value:** 8,000 gp.

Rod of Transfiguration: This powerful rod was fashioned by the great Muhatian magic user, Calistogga, for the first king of Muhati, Zoser. It is wrought of gold, and takes the form of two human arms fused together, each end of it tipped with a fist-like knob. If one of its charges is expended, a thin ray can be shot out from it to a distance of 30 feet. Those targeted by the rod must immediately save vs. rod. Failure results in both arms of the victim detaching themselves from the body, which causes 2-12 points of damage. (Strangely, no blood spurts from the shoulder stumps created, the wounds closing as soon as they are made.) At the same time, the rod opens down the middle, revealing two hemispherical cavities. The detached arms of the victim then fly towards the now open rod, which afterwards slams shut. The limbs remain perfectly preserved within the rod forevermore, and can be reattached to the victim, assuming that he or she is in range, by expending another charge. If this is done, the rod opens and the two limbs fly towards their original owner, grafting themselves to the shoulder stumps instantaneously. The victim has full use of the reattached limbs. The rechargeable rod of transfiguration can hold up to 20 charges. **Experience Point Value:** 4,600 **G. P. Value:** 15,000 gp.

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