

TOMB OF THE MADRIU KING

Background

Whether the player characters were seeking refuge while being pursued, were led by clues in some ancient text, or simply stumbled across the cave behind the high waterfall, they stand at the doorway to a tomb forgotten before the days of the Winter Dark. Within may be riches beyond imagining or a gruesome death by means of fiendish traps or whatever guardians were set to ward those who were laid to rest here. Only the brave of heart and keen of wit who venture into the waiting darkness will find out for sure.

This dungeon is intended for 4-6 characters of level 3-5. As the party explores the various rooms and corridors, they will encounter traps and creatures set to guard the tomb. Traps will not reset after being triggered nor will the tomb creatures repopulate, though they may pursue the party within its confines. None of the creatures within will venture past the tomb entry into the outside world for one reason or other. Lower level characters should see at least one level gained with higher level characters making a decent gain towards their next level.

The tomb is the resting place for a tribal king and queen of the Madriu people who once dwelt in the Cradle of the World long before the coming of the Winter Dark. As was the custom of their tribe, many of their personal retainers and guards were interred with them so that they could continue to serve their king and queen in the afterlife. Their tomb was constructed at the back of a cave system next to the river falls, the entrance to which was hidden away by clever construction and magic. But time will have its way and the river shifted, eroding away the carefully hidden entrance and destroying many of the outer caves over time. Only the records of the tribal priests noted the location of the tomb, and those few records went with the tribe as it moved on.

Tomb Conditions:

The following conditions are standard for the interior of the tomb unless otherwise noted in the individual room descriptions.

- The walls, ceiling, and floor of the tomb are all worked stone. The ceiling height of the corridors is approximately 8-feet and 10-feet in rooms unless otherwise noted.

- There is no light within the tomb. Empty wall sconces are spaced at least on every passage or one every 80-feet, whichever is shortest. There are no sconces in any of the rooms, however there are one-inch diameter holes in the floor spaced every 20-feet in a grid (*for torch staves*).
- The air of the tomb is cool, dry, and so stale that breathing is difficult. Non-magical flames only illuminate half of their normal range as they gutter and flicker in the oxygen poor atmosphere.
- A thick layer of undisturbed dust coats everything. Walking through this dust raises a small two-foot tall cloud around the person disturbing it. Gossamer strands of cobwebs drape down from objects and the ceiling, creating a veil-like effect and are easily brushed away.
- Sound tends to be muted despite the cut stone surfaces of the tomb, a side-effect of the millennia of dust that has accumulated. Loud sounds such as combat travel no more than one-hundred feet through the corridors.
- There are no actual doors within the tomb. Rooms that are sealed are closed off with blocks of mortared stone one-foot thick. To open a sealed room requires approximately a half-hour or more of work chipping away the mortar and rolling the blocks out of the way. Once opened, a sealed room cannot be resealed without masonry tools, mortar, and 24-hours of effort.

Entrance

The party finds their way to the entry cave by means of a very narrow, algae coated, water slicked ledge of rock that leads behind a wide, tall waterfall. The roar of the waterfall echoes loudly in the cave making it impossible to hear anyone who is not shouting at the top of their lungs. A mist laden breeze billows back into the deepest part of the cave, threatening to douse any non-magical flame. The same mist makes the uneven rock of the cave floor slippery and treacherous to traverse, allowing only the most careful of movement and condenses on the walls and ceiling resulting in a constant rainfall like dripping from above and down the walls.

1- At the very rear of the cave, set into the north wall, is a six-foot by eight-foot rectangular slab of stone with strange text carved into it. A wide crack runs crosswise through the stone slab, dividing it by just over a third. The portion of the slab above the wide crack is somewhat loose and seems like it may be worked free with some effort. Bordering the slab are numerous human skulls carved from the cave wall.

The strange script may be deciphered with a successful Decipher Script check, CL 2 or by a comprehend languages spell. If successfully deciphered, it is found to read;

“Where you stand is hallowed ground. Turn away, for only death walks beyond.”

It will take a combined strength of 35 and a lever of some sort to pry the broken section of the slab out of the way, or a successful Strength check, CL 8. The slab may also be dug through, but it is approximately two-feet thick and will require digging implements.

Once the broken section of stone is removed, a roughly four-foot by five-foot triangular hole will be left capable of allowing a single medium-sized creature through at a time into the darkness beyond.

2- This silent hall has a ceiling that is lost in shadows above. Spaced along the north wall are three 20-foot tall stone statues of a man's body with a dog-like head. An odd, sickle-like sword (*kopesh*) in the left hand is held in a guard position across the torso. To each side of the statues is an archway exiting the hall.

The statues are of one of the ancient gods, forgotten and faded away, known to guard the gates of the underworld. So rare are the statues of this god that only dedicated research at a great repository of history might uncover its origins, if not the god's name.

3- The small room is empty. The room is also a trap, its floor being a large pressure plate (Find Trap, CL 2 / Disable Trap CL 2). Should anyone step into the room, barbed darts will be shot from the ceiling doing 1d6(d4) damage to everyone in the room.

4- In the corners of the room are four-foot tall urns, clay pots, and woven baskets full of something. Closer inspection reveals that the baskets are full what may have been fruit at one time, the clay pots are empty of anything but inches deep dust and many are cracked, and the urns are still sealed. The contents of the urns seem to be a terrible smelling sour beer and what may have been wine before it turned to vinegar. Drinking either will require the foolish imbiber to make a Constitution check or be violently ill for 1d4 turns.

5- This large room is lined with open sarcophagi standing upright against the walls (22 total). Each contains a mummified looking corpse wrapped in the remains of a shroud.

If the characters disturb any of the bodies or pass the archway into room 7, almost a dozen of the corpses from around the room will lurch into motion, shuffling towards the intruders with a macabre crackle of dried skin. These zombies will pursue invaders throughout the tomb complex until destroyed or the invaders flee.

Withered Zombies (10) Medium

HD: 2(d6) Hp: 11, 11, 10, 9, 8, 8, 8, 6, 5, 5, 5, 4 MV: 20-ft AC: 12 Attack: Slam (1d6) Special: Slow-acts last; Suffers ½ damage from edged weapons Saves: P Int: None Align: NE Type: Undead (common) XP: 15+2

Each corpse has a single copper piece in its mouth (22 cp) and wears a corroded bronze collar that is without a clasp.

The secret door (Spot Hidden Doors/ Stonework, CL 0) in the west wall is behind two of the sarcophagi. They will need to be moved in order to access the door once opened. The door is not locked and will not appear trapped upon inspection. The stone door, one-foot thick, opens inwards once a certain block of stone is pushed upon.

6- The room is empty save for a two-foot diameter stone column near the north wall. The column is carved to resemble a stack of human skulls from floor to ceiling, though at its center is a hollow containing a ten-inch diameter skull of gold. The column is trapped (Find Trap, CL 1 / Disable Trap, CL 6)

The skull is actually gold plated lead and weighs approximately 30 pounds. Lifting the skull will cause the column to shoot upwards several inches as water from below it forces it upwards into the ceiling with a sound of breaking clay. The door to the room will also slam shut as the water level rises. There is no way to open the door from inside the room, so unless those inside have taken precautions to keep the door open or left a companion or two outside, they are doomed.

After the breaking sound from the ceiling, the column will drop down as an even greater flow of water gushes into rapidly filling room from the ceiling. It will take 5 turns for the room to fill completely during which time trapped characters may try to batter through the stone door. If the door has closed and there are characters outside of it, they have 1 turn to get the door opened before the water pressure in the room requires it to be forced open with a Strength check, CL 3. By turn 2, the CL increases to 6 and by turn 3 the CL increases to 10.

Characters trapped in the room after 5 turns will begin to drown as soon as they can no longer hold their breath. The water stops flowing into the room, whether or not the door is open, after 5 turns have passed. The skull is worth 150 gold pieces.

7- This small, T-shaped room has a 15-foot high ceiling to accommodate the 12-foot tall stone statue of a man in archaic looking armor wearing a stern expression, centered on the east wall opposite the entry. There is an inscription in the same strange script found upon the entry in the cave. Once deciphered with a successful Decipher Script, CL 2, it will be found to say;

“Render faithful service into eternity.”

In alcoves to each side of the statue is an open sarcophagus leaning against the rear wall. Both contain a mummified body wrapped in the remains of a shroud. Upon closer examination, both will be found to have a single copper piece in their mouth and wearing a copper collar with no clasp, green with corrosion. Each collar is worth 1 gold piece.

8- The hall here is trapped with a trip wire across the floor at approximately ankle height. If spotted in time (Find Trap, CL 0) it can be easily disabled (Disable Trap, CL 1). If tripped, barbed arrows will fire from the east wall five-feet to either side of the wire. Characters in this area will suffer 1d6(d6) damage.

9- This large room has a 15-foot high roof that arcs down to the tops of four 10-foot stone columns spaced around the center of the room. Each column is carved to resemble a stack of human skulls. There are three sealed portals, one to the north, the east, and the south.

10- This small room contains the remains of an ancient wood loom beside which rest three three-legged stools. On the center stool next to the loom is a coil of knotted cord. On the far stool next to the loom is a pair of shears.

If any of these items are disturbed, a curse will befall the violator of their rest. For the next 24-hours, all to hit rolls, saving throws, and checks will be at a -1.

11- The floors of the corridors in this area are free of the dust found elsewhere in the tomb. Several areas within the maze have water dripping from the ceiling and down the walls. None of the walls bear the empty torch sconces so common to the corridors explored to date.

This area is a maze built to frustrate tomb robbers. Even if solved, it does nothing more than bring those wandering through it back to 9, though they will have to break through a sealed portal to do so if they had not broken through both of them already. Dwelling in the winding corridors, ravenous from subsisting on nothing but dust and water for the years it has dwelled here is a Gibbering Moulder. It will be encountered at the spot marked "A" on the map. It will be silent until it senses a potential meal near and motionless until within 30-feet of a meal. If evaded, it will follow the characters through the tomb and possibly beyond if not killed.

Gibbering Moulder (1) Medium

HD: 4(d8) Hp: 21 MV: 10-ft/ 20-ft Swim AC: 19 Attack: 6x Bite, Spittle Special: Gibbering- WIS save to avoid confusion as per spell; Spittle- Range 30-ft (1d4) acid/ DEX save to avoid being blinded for 1d4 rounds; Blood Drain- (1d3) damage per bite per round after being hit until hold is broken/ STR save CL3+1 per mouth; Engulf-STR save CL6+1 per mouth over 3 if 3 mouths hit victim in same round. Fail

means victim pulled to ground and engulfed being held as a CL9 grapple and suffering 12 bite attacks per round held; Amorphous- may attack any direction/ no rear or flank; Darkvision 60-ft Saves: P Int: Inferior Align: N Type: Abberation XP: 160+4

12- The floor of the corridor at this point is a covered pit trap (Find Trap / Stonework, CL3). If more than 200-pounds is placed on the cover, it will tilt forward, dumping those unlucky enough to fail their Dexterity save into a 15-foot deep pit filled with rusty 2-foot long spikes. Each character that falls into the pit will suffer 1d3(d4) + 1d6 damage. The trap is relatively easy to disable (Disable Trap, CL3).

13- Sealed clay urns, many cracked, are lined up against the walls of the room. All of the urns are empty, their contents having seeped out and evaporated long ago.

The 5-foot by 5-foot secret door (Spot Hidden Doors/ Stonework, CL1) in the north wall of the northwest corner is behind several urns. It opens by means of a floor button beneath an urn adjacent to the door.

14- This small room contains a fancy wood chest that is remarkably well preserved. The chest is locked (Open Lock, CL2) but not trapped. Inside the chest are packs of what used to be rare spices. Almost all have gone to ruin with the passage of time but four seemed to have miraculously survived. They may be sold for 100 gold pieces per pack.

15- The sealed portal to this room is inscribed with the same strange script found at the entrance. If deciphered (Decipher Script, CL2) it will read;

“I carry my enemies with me so that my future will live on.”

This large octagonal room has five sealed portals, two each in the east and west walls, and one in the north wall. Each door has what looks to be some sort of creature carved upon it, though the style makes an exact identification difficult. The creatures are as follows;

Door #1- A bird

Door #2- A canine

Door #3- A bear

Door #4- A turtle

Door #5- A dragonfly

Behind each door is an open sarcophagus leaning upright against the back wall. The desiccated body within the sarcophagus is bound in thick leather straps. From the expression on the face, it does not appear that these souls died peacefully or were even dead when entombed.

The exception to this is behind door #2. Rather than expiring normally after being interred alive, this unfortunate passed over into undeath, becoming a ghast.

When its portal is opened even a little, the foul miasma of rotting flesh that surrounds it will seep out into the main room. Those within 20-feet of the breached portal will need to make a Constitution save to avoid being violently ill, suffering (1d4) subdual damage and -2 to all attack rolls. This will persist for two rounds after the unfortunate character is no longer able to smell the stench.

The ghast within the crypt will wait, out of direct sight, until enough blocks have been removed to allow it to easily escape. It will make its presence known by attacking the hands and arms of any character reaching into the space to pull more blocks out of the way once it deems the opening wide enough. If it paralyzes a character in this manner, it may opt to pull the unfortunate victim into its hole to devour while their companions attempt to gain access. Otherwise, it will be able to escape its interment in a single round.

Ghast (1) Medium

HD: 4(d8) Hp: 26 MV: 30-ft AC: 17 Attack: 2x Claw (1d4), Bite (1d8) Special: Stench- See above, Paralysis- creature struck must make STR save or be paralyzed 1d4+1 turns, Ghoul Fever Saves: M Int: High Align: CE Type: Undead (extraordinary) XP: 150+4

There is nothing of value in the room or crypts.

16- The mummified remains of an ox, a stag, three sheep, several pigs, and at least two dozen chickens occupy this room.

17- This large room is octagonal with a floor depressed 10-feet below the entry and exit archways. Stairs descend to the floor at each end of the room from the entries. A narrow ledge runs along the east and west walls between the entries, widening out in the last 10-feet on each end to border the stairs. Perched upon each ledge are three large frog stone statues that are spaced evenly along it. At the ends of the ledges, to either side of the stairs, is a life-sized stone statue of a comely woman in robes holding an upright urn on her shoulder and using both hands to balance it.

The urns of the female statues are empty, though close examination of the statue (Search, CL 3) will find a hairline seam around the arms where they meet the shoulder, allowing them to rotate. The 3-foot wide ledge can be traversed, but not without needing to climb over the frog statues in the way.

The floor of the room is composed of hundreds of twelve-inch tiles, every other one being a pressure plate (Find Trap, CL 2 / Disable Trap, CL 2 for each tile) Should a character step on one of the pressure plate tiles or come into physical contact with a frog statue, slabs of solid stone will drop from the ceiling closing off both exits from the room. At the same time, the arms and urns of the female statues will rotate down to a pouring position and water will begin pouring in from hidden ports below each frog, filling the low area of the room at a rate of one-foot per round. The frog statues will turn to flesh after three rounds have passed, jumping into the water and striking at characters with their long tongues. The water will stop flowing into the room once it has reached just below the tops of the stairs and ledge.

Giant Frog (6) Medium

HD: 2(d8) Hp: 15, 13, 12, 12, 11, 7 MV: 10-ft/ 30-ft Jump AC: 12 Attack: Tongue (1d4) Special: Swallow- STR save or be swallowed if small, swallowed in two round if medium suffering (2d8) per round. Frog at ½ movement and AC 10 Saves: P Int: Animal Align: N Type: Animal XP: 15+2

Rotating the urns of the female statues back to the upright position will cause the stone slabs sealing the exits to rise back into the ceiling.

18- This is an empty room with a fifteen-foot high ceiling. Against the north wall, between two archways out, is a twelve-foot tall statue of the dog-headed man with the odd sword. Characters may notice that the eyes of this statue glint red from any light they may happen to be carrying with a successful Spot check, CL 1. Closer examination will reveal the eyes to be made of small red garnets worth 300 gold pieces total.

19- This room is filled with stacks of rotted bolts of cloth. None are salvageable.

20- This portion of the corridor will appear to be a normal covered pit trap (Find Trap / Stonework, CL 3) when found. It will appear to have been disabled like a normal pit trap by any action taken to do so. However, it will not trigger even if it is not disabled, allowing characters to walk right over it even if they didn't find it. This pit trap will only open if the nearby empty wall sconce is turned 180-degrees, dropping down to reveal a steeply descending stairway.

21- The walls of this room are lined with racks of corroded and aged weapons, some of which look completely unfamiliar. Closer inspection will reveal the weapons to be made of tin.

22- Buried under the dust, waiting to be found (Search, CL 4) in this otherwise empty room, is a Luck Stone.

23- The stone of the seal to this room is engraved with a message in the strange script found at the entry to the tomb. If deciphered (Decipher Script, CL 2) it reads as follows;

“The men who followed faithfully in life, now follow faithfully beyond death.”

The large chamber beyond has a ceiling that is lost to shadows and smells of things long dead. The walls are lined with open sarcophagi leaning upright against them, each containing an armored mummified corpse holding a spear (54 total). In the center of the side galleys is a gilded chariot pulled by two mummified horses. The chariot is gilded in gold and silver with a cluster of six javelins upright in a quiver to one side.

At the far end of the chamber is a 25-foot tall stone statue of the dog-headed man, only the face is set in a viscous, fang-baring snarl and his sword and sword arm are outstretched, pointing away. If a light source is brought near to the statue, its eyes will begin glow red. This is a reflection of the light from the small red garnets set in its eyes (500 gold pieces worth).

Should the characters wander more than 15-feet into this chamber, the crypt guards that have been placed within will step from their resting places around the room and attack, soundless except for the clinking of their armor and spears. These undead will not follow the intruders if they retreat back up the stairs to the outer tomb. Otherwise, they will follow the intruders until destroyed or the intruders are killed.

Crypt Guard (8) Medium

HD: 2(d12) Hp: 18, 16, 15, 15, 14, 11, 11, 11 MV: 20-ft AC: 15 Attack: Spear (1d6) Special: Darkvision 60-ft; Damage Reduction 2 Saves: P Int: Inferior Align: NE Type: Undead (Extraordinary) XP: 17+2

If time is taken (2-hours per chariot), the strips of gilding on the chariots may be peeled off. There is 750 gold pieces worth of gilding on each chariot. If inspected, one of the javelins in the east chariot will be found to be in perfect condition despite the years here (Javelin +2). The other corpses in the chamber each have a silver piece in their mouth and wear a silver collar (5 gold piece value each) that has no clasp.

24- This room is empty.

25- Strings of turtle shells, animal claws and teeth, and sea shells of different types hang on thick cords within this room. The turtle shells have aged beyond having any value and not all of the claws, teeth, or

sea shells are of any worth. Still, careful searching will produce approximately teeth and shells worth approximately 150 gold pieces to a collector.

26- The room has a musty-musky odor to it. Bales of rotted fur and hides fill the room. If searched, buried in a bale of crocodile hides is the skin of a young green dragon (1000 gold piece value) suitable for a pair of boots, gloves, or a small shield.

27- This room is empty.

28- This small room is empty save for a heavy, aged leather curtain across the west end of the room.

The curtain is easily moved aside, revealing a large circular mirror in an iron frame hanging on the wall. Each character viewing the mirror must make a Charisma save. The character who fails by the greatest margin will be sucked into the mirror and trapped there. The only means of escape is if the trapped person sees their reflection in another mirror or if a Dispel Magic, CL 12 is cast upon the mirror. Breaking the mirror instantly kills the person trapped. Such a death may only be reversed by means of a Wish spell.

29- Scores of unlit corroded brass lamps on cords hang from small ceiling hooks. There are 100 lamps total.

30- The room is filled with different types of furniture. The once fine furnishings are now just so much dry, cracked wood and rotted fabric.

31- The soft splashing of falling water echoes in this chamber. The high domed ceiling is was is a mass of peeling paint, large flakes lying like leaves upon the dusty floor. Filling most of the north end of the room is a large marble fountain with a wide 2-foot high perimeter wall and a central statue of a comely maid in loose robes pouring a thin stream of water from a tilted urn. Should any part of the fountain be touched, including the tranquil water of the pool, the maiden will turn her head to look at the offender and speak in a melodic voice;

“I have no mouth or body, yet the more I am fed, the larger I grow.”

(The answer to this riddle is Fire)

If the wrong answer is given, a great gush of water will burst out of the urn's mouth into the pool, quickly subsiding in a matter of seconds. Before the waters of the pool can still, a large amorphous column of water rises upwards, its shape constantly changing. Somehow, it seems to be glaring at the characters momentarily before it attacks.

Water Elemental (1) Size varies

HD: 6(d8) Hp: 32 MV: 20-ft/ 90-ft Swim AC: 17 Attack: Slam (2d6) Special: Hit only by +1 magic weapons or better; Water Mastery- if both it and target in water, gains +1 to hit and damage. If one or other is on land, hits at -4; Drench- extinguishes normal flame by touch and may dispel magical flame as if dispel magic used; Regeneration 2 when in water; Darkvision 60-ft; Vortex; Capsize Saves: P Int: Inferior Align: N Type: Elemental XP: 360+6

The elemental will fight to the death but will not leave the chamber should the characters flee. It will simply subside into the pool and regenerate any damage taken while waiting for the characters to return.

Should the characters answer the riddle correctly or defeat the water elemental, the water from the urn will stop flowing and the pool will drain. Seconds after the last of the water has vanished, the floor will shake and a sharp cracking sound will be heard. The cracking is quickly replaced by the grinding of stone on stone as the floor continues to vibrate. The bottom of the pool will start dropping downwards by sections, forming a descending spiral stair into the darkness below. Approximately 20-feet below, the marble steps from the pool meet stairs of natural stone that continue their spiraling descent to 33.

32- This room contains four life-size marble statues of two males and two females of various ages, the oldest two being obvious adults. Their dress seems to be some sort of formal robes and all are wearing a circlet upon their head. Careful study of the statues will reveal a vague similarity of facial features between them.

LEVEL TWO

33- The spiraling stairs descend approximately 60-feet, ending in an empty chamber. A single exit is in the north wall between two ten-foot tall bas-relief statues of the dog-headed man, odd swords upraised to form the peak of the archway. Each statue has one shining gold eye. Closer inspection reveals the eyes to be egg-sized tiger-eye gems (55 gold piece value each).

34- The secret doors to this room are not difficult to find (Find Hidden Doors / Stonework, CL 0). The doors are linked, so that if one door is opened, the other opens at the same time. Once the doors begin to open, the trio of ghouls inside the room will rush out to attack in a ravenous frenzy.

Ghoul (3) Medium

HD: 2(d8) Hp: 14, 13, 12 MV: 30-ft AC: 14 Attack: 2x Claw (1d3), Bite (1d6) Special: Darkvision 60-ft; Paralyze- If hit, victim makes STR save or paralyzed for 1d4+1 turns. Elves immune. Saves: P Int: None Align: CE Type: Undead (common) XP: 30+2

Inside the room, near the rear wall, is a chest. It is neither locked nor trapped, though hinges are a bit rusty making it difficult to open. Contained within the chest is 1618 copper pieces, 809 silver pieces, a copper leaf-bladed dagger (+1), and a silver chain necklace with a single large pearl (Periapt of Wisdom +2).

35- This small room has a pair of stone shelves running along the north wall upon which are a score of small coffers. None of the coffers has a lock. Each coffer contains ruined incense or spices except one. That coffer contains a plain gold ring (cursed warmth). The ring does detect as magic and will function as a ring of warmth until the wearer enters combat. Once the first blow is struck by the wearer, the ring inflicts a Heat Metal spell against them. The ring can only be removed with a Remove Curse or after the current wearer dies.

36- There are six open sarcophagi leaning upright against the south wall of this room. Each contains a mummified corpse in the remains of a shroud holding a staff across their chest. Upon closer inspection, the staves will be found to be made of ivory and capped with a silver star (value 200 gold pieces per staff). One of the staves will detect as magical (Staff of Shooting Stars – 18 charges, may not be recharged). When searched, each corpse will have a single gold piece in their mouth and be wearing a silver collar that has no clasp (5 gold piece value each).

37- This large room contains almost a dozen open sarcophagi (10 total) leaning upright against the north and south walls and a single sarcophagus with a closed lid centered against the east wall. Each of the open sarcophagi contains an armored mummified corpse holding a spear.

The lid of the covered sarcophagus has paint peeling away from the carved surface. The carving appears to be a likeness of a man in archaic looking armor. The lid is not trapped nor can anything be heard inside of the sarcophagus through it. Opening the lid, even a fraction, will allow the Dust Wraith inside to escape. It will flow out through the gaps created by the opening like a ghostly looking octopus, its tendrils seeking to strike any character close by.

Dust Wraith (1) Large

HD: 3(d12) Hp: 31 MV: 20-ft Fly AC: 14 Attack: 3 tendrils (1d4) Special: Desiccation- touch destroys water; Engulf- If all three tendrils hit a single victim, it surrounds them doing (2d4) per round; Silent;

Blind; Blind Sense 60-ft; Create Spawn; Hit only by magical weapons +1 or better; Vulnerability- Gust of Wind and Wind Wall spells disperse for 1d4 days. Saves: M Int: Inferior Align: NE Type: Undead (extraordinary) XP: 110+3

The Dust Wraith will pursue the characters throughout the tomb unless destroyed.

Within the covered sarcophagus are pieces of ornate archaic armor, a gold collar without a clasp (10 gold pieces value), an oddly curved sword similar to those held by the dog-headed statues made of corroded copper, and a silver and malachite medallion (110 gold piece value). In each of the other sarcophagi, the corpses have a single gold piece in their mouth and wear a clasplless silver collar (5 gold pieces value each).

38- This large room is empty with only four centrally placed columns of stone, carved to resemble stacks of skulls, supporting the cathedral style ceiling.

39- There are many clay pots placed near the walls and corners of this room. Most are cracked and crumbling. Most of the pots contain caked dirt, others are empty and have a lingering odor to them.

40- This large room is lined with open sarcophagi that lean upright against the walls round the room (19 total). Each contains a mummified corpse wrapped in the remains of a shroud and wearing a gold collar (10 gold piece value each). Each corpse has a single silver piece in its mouth.

41- This room contains the bodies of eight mummified hounds with silver studded collars (5 gold piece value each)

42- This large chamber has a 15-foot high vaulted ceiling and walls lined with open sarcophagi leaning upright against them (30 total). Each of the open sarcophagi contains an armored mummified corpse holding a spear.

Should the characters wander more than 15-feet into this chamber, the crypt guards that have been placed within will step from their resting places around the room and attack, soundless except for the clinking of their armor and spears. These undead will not follow the intruders if they retreat back up the stairs to the outer tomb. Otherwise, they will follow the intruders until destroyed or the intruders are killed.

Crypt Guard (6) Medium

HD: 2(d12) Hp: 21, 19, 15, 14, 14, 13 MV: 20-ft AC: 15 Attack: Spear (1d6) Special: Darkvision 60-ft; Damage Reduction 2 Saves: P Int: Inferior Align: NE Type: Undead (Extraordinary) XP: 17+2

If the corpses are searched, each will have a single gold piece in their mouth and be wearing a gold collar that has no clasp (10 gold piece value each).

43- The stones sealing the portal are engraved with the same strange script encountered elsewhere in the tomb. If deciphered (Decipher Script, CL 1) it will be found to read as follows;

“With grace and beauty she ruled.”

It is a large octagonal room once entry has been made. The walls and ceiling are covered in peeling paint, flakes of which lay upon the dust like fallen leaves. Some of these same flakes lay upon the mummified corpse wrapped in a shroud in repose upon a marble couch in the center of the room. The corpse wears a platinum circlet (150 gold piece value) upon its withered brow and a platinum piece in its mouth.

At either end of the couch is a small chest. Both are locked (Open Lock, CL 3) but neither is trapped. The north chest contains 2000 silver pieces and 500 gold pieces. The south chest contains assorted jewelry (3000 gold piece value) and a gooseberry sized cut ruby (1200 gold piece value).

44- The 5-foot by 5-foot secret door is well hidden (Find Hidden Door / Stonework, CL 2) and opens by means of a concealed wall stud. When the wall stud is depressed, the door will crack open, releasing a 10-foot by 10-foot cloud of noxious gas. Those caught in the gas must make a Constitution save or become violently ill for 2d4 turns. The gas dissipates in a single turn.

45- This room is empty.

46- This is a long hall-like room with a 30-foot high cathedral ceiling. Paint peels from the walls like leprous scabs. Many flakes lay upon the dust along the base of the walls. At the west end of the room is a 15-foot tall stone statue of a fierce looking man in armor holding a heavy sword and wearing a stern expression upon his face. Before the statue is a 3-foot diameter stone bowl which, if the dust is cleared away a little, will be scorched and blackened on the inside.

If the statue is searched (Search / Spot Hidden Doors / Stonecraft, CL 4) a small secret panel may be found in the left calve of the statue. The panel is trapped (Find Trap, CL 2) with a poison needle (Disable Trap, CL 1) that will stab the character opening it. The unfortunate person must make a Constitution save or suffer (1d8) damage and then make a second save on the following round or suffer an additional

(1d8) damage and the permanent loss of 1 Constitution point. The panel opens to reveal a small compartment containing a plain gold disk on a simple gold chain (Amulet of Health +2).

A secret door may also be found in the north wall (Find Hidden Doors / Stonework, CL 3). It is not trapped and is unlocked, opening by means of a small push button no longer concealed by the peeling paint.

47- The room is empty except for a small niche in the north wall of the northeast corner. Inside this niche is a small locked chest (Open Lock, CL 2). The chest is trapped (Find Trap, CL 0 / Disable Trap, CL 0), triggering a 10-foot by 10-foot area of the ceiling to fall directly fronting the niche the chest is in. Those caught underneath the stone block when it falls are allowed a Dexterity save to avoid being crushed to death, instead taking (8d6) damage and having a leg or two crushed. The chest of course would then be sealed away, unreachable without heavy digging tools. Should the characters disable the trap and open the chest, they will find three palm-sized pieces of polished jet (150 gold piece value each).

If the characters intentionally trigger the block to fall, they will find a narrow set of stairs carved into the block rising upwards into a hidden passage.

48- The room contains a large, reptilian type skull that hangs from the ceiling by means of several thick cords. (Lore / Knowledge check, CL 1) This is the skull of a moderately sized dragon.

49- If checked, the archway into this room is trapped (Find Trap, CL 3). The room itself is large with a 30-foot high cathedral ceiling. Several chests are along the east and west walls, multi-colored gems (glass) spilling out of them. In a shallow alcove in the center of the north wall, is a 15-foot tall stone statue of the dog-headed man and his oddly curved sword. At the feet of the statue is a covered sarcophagus atop a low dais. Paint is peeling from the lid in large flakes, many of which lay upon the ground around it.

The cover itself bears a carved likeness of a man in archaic armor and holding a heavy sword to his chest. The lid is also trapped (Find Trap, CL 2 / Disable Trap, CL 4), if it is moved more than half an inch in any direction, the cord attached to it within the sarcophagus will trip the trap.

When the trap is triggered, a two-foot thick stone slab weighing 1000-pounds will drop from the ceiling blocking the entrance to the room. There is 16 hours worth of air for four people in the room. The sarcophagus is empty except for the cord from the lid through the bottom of it.

50- The floor of this chamber is covered by inches-high building laid out to recreate a good sized city. There is a narrow path skirting around the large model though care is still needed to avoid stepping on any of the outlying buildings.

51- The stones sealing the portal are engraved with the same strange script encountered elsewhere in the tomb. If deciphered (Decipher Script, CL 1) it will be found to read as follows;

“With a strong and just hand he ruled.

Cursed be those that disturb his rest.”

Beyond the stones of the portal is a large chamber with a 20-foot high cathedral ceiling. Centered against the north wall is a large marble throne flanked on each side by a hulking 10-foot tall statue of a brutish looking warrior in archaic armor wielding a massive hammer-like weapon. Seated in the throne is the mummified corpse of a man wearing ornate archaic armor that is green with corrosion. The corpse holds a viciously spiked Morningstar across its lap with its right hand, the left hand resting across the top of a small metal shield, also badly corroded. Against the west wall of the chamber are three large chests.

Should the characters advance into the chamber more than 10-feet the stone statues will turn to flesh and blood ogres geased to defend the chamber. They will attack those closest to the throne as a matter of preference, or, if magic is used against them, they will attack the spellcaster. If the characters flee, the ogres will not pursue them out of the chamber, instead, they will return to their original positions and return to stone. When they return to stone, the ogres will each heal 8 points of damage.

Armored Ogre (2) Large

HD: 4(d8) Hp: 28, 26 MV: 30-ft AC: 18 Attack: Maul (1d10+3) Special: Darkvision 60-ft, Twilight Vision Saves: P Int: Low Align: CE Type: Giant XP: 40+4

Once the ogres have been defeated, the room can be more thoroughly searched. In addition to the morningstar, which is in good condition, the corpse also has a single platinum piece in its mouth and wears a platinum circlet under its helm (150 gold piece value).

The chests are neither locked nor trapped. The contents are;

Chest #1 – 250 platinum pieces, 2875 gold pieces, a heavy gold ring with an embossed horse head upon it (50 gold piece value), and a pair of grey boots made from soft leather (Boots of Levitation).

Chest #2 – 3500 silver pieces, a pair of scroll tubes, and 4 moderately sized cut emeralds (1000 gold piece value each) in a small wood box.

Chest #3 – This chest, which is well padded inside, contains a 12-inch tall statuette of a rearing horse made of jade (1200 gold piece value) and four crystal vials containing liquid of several hues. Vial #1 is a

potion of Neutralize Poison. Vial #2 is a potion of Giant Strength (20). Vial #3 is a potion of Tongues. Vial #4 is a potion of Water Walk.

The scroll tubes contain several sheets of old parchment covered in the strange script found throughout the tomb and are not readily decipherable. (The CK should feel free to make these scrolls depict whatever they like, be it spells, history, or directions to a lost hoard.)

The morningstar detects as magic (+1, +3 vs Dragons).

Crypt Guard

No. Appearing -	2-20
Size -	Medium
HD -	2 (d12)
Move -	20-ft
AC -	15
Attack -	Weapon
Special -	Damage Reduction 2 , Darkvision 60-ft
Saves -	P
Intelligence -	Inferior
Alignment -	Neutral Evil
Type -	Undead (Extraordinary)
Treasure -	2
XP -	17+2

Damage Reduction 2 – A Crypt Guard has been toughened and magically enhanced to resist damage during its creation process. Weapons that strike a Crypt Guard do 2 less points of damage.

A Crypt Guard is the remains of a soldier that has been partially mummified. All of the internal organs have been removed except the brain before the body was embalmed, dressed in its armor, and buried in

salt for six months time to toughen its skin. Once removed from the salt, its armor is tightened and both arcane and divine magic are cast upon it.

The newly created undead is then placed in the crypt or tomb it is to guard, given its gear and a weapon with which it will guard the tomb for eternity. As a result of the creation process, the Crypt Guard has a limited intelligence and may use simple tactics when combating tomb robbers.

Casting a *Raise Dead* or *Remove Curse* upon a Crypt Guard will slay it instantly.

Dust Wraith

No. Appearing:	Single or Group (1-3)
Size:	Large
Hit Dice:	3 (d12)
Move:	20' Fly
Armor Class:	14
Attack:	Touch (1d4)
Special:	Blind, Blindsight 60-ft, Camouflage, Desiccation, Engulf, Silent, Spawn, Weapon Immunity, Vulnerability
Saves:	M
Intelligence:	Inferior
Alignment:	Neutral Evil
Type:	Undead (Extraordinary)
Treasure:	1 (incidental)
XP:	110+3

Desiccation- The touch of the dust wraith instantly dehydrates the target doing 1d4 damage as fluids and/or water is destroyed.

Engulf- The dust wraith may choose to move over a medium or small sized target, engulfing them within its diaphanous body instead of attacking that round. Any creature so engulfed suffers 2d4 damage from desiccation, twice that as a simple touch.

Silent- The dust wraith moves and attacks without making even a whisper of sound. It automatically succeeds at any Move Silent attempt.

Blindsense- The body of the dust wraith makes it very sensitive to air movement allowing it to detect the movement of any creature that displaces air be they invisible or hidden within 60-feet.

Blind- Dust wraiths have no visual organs and are immune to any visual based effects.

Weapon Immunity- The dust wraith is immune to all non-magical weapon damage.

Vulnerability- The diaphanous body of the dust wraith makes it very susceptible to strong wind, such as the *Gust of Wind* or *Wind Wall* spells. Strong winds of this type cause the dust wraith to literally fly apart and disperse. The dust wraith is not destroyed by this however and reconstitutes itself within the next 1d4 days.

Camouflage- Dust wraiths lay dormant until prey is present, resembling nothing more than a dusty layer covering whatever surface happens to be present.

Spawn- Intelligent victims killed by a dust wraith have a 25% chance of rising in 1d6 days as a free willed dust wraith unless the body is blessed or otherwise sanctified.

The Dust Wraith is a wraith in name only, a diaphanous ten feet diameter cloud of swirling gray dust that reaches out with ghost-like tendrils when attacking. Most victims have no idea that the dust wraith is present since when dormant it looks like nothing more than a dusty coating until it rises silently behind them or they stumble into it, literally. The dust wraith has no facial features and moves in complete and total silence. It flies slowly forward to attack and engulf its prey, sucking all of the life-giving moisture present out of their body and leaving a dried lifeless husk behind.

The cloud-like and dusty nature of the wraith make it very sensitive and susceptible to strong wind and air currents. This sensitivity allows the dust wraith to sense all air displaced by corporeal creatures within 30-feet and also limits its movement speed. Moving faster or strong winds cause the dust wraith to become dispersed. This often fools enemies into thinking that it has been destroyed when in fact it will reform within a few days. This nature also makes it nearly impossible to damage with weapons of any sort since they simply pass through. The magical aura of enchanted weapons is another story however, the mystical energies disrupting the unnatural essence of the wraith as they pass through.

Dust wraiths are formed when powerful corporeal undead such as mummies turn to dust due to time or when an intelligent creature is slain by a dust wraith. The dust wraith seeks fluids to bind the dust of its form together once more though its touch destroys the very thing it seeks. The endless desire and frustration drives the creature mad reducing its intelligence to almost animalistic levels. The competition for "meals" limits the number of dust wraiths that will be found in an area. Typically, dust wraiths will be found in long forgotten tombs, crypts, or other such places.

Withered Zombie

A Withered Zombie is merely a zombie that has existed so long in an environment that is prone to preserving flesh, that it mummifies instead of rotting away to a mere skeleton. This process results in a zombie that is a bit weaker than those much “fresher” and a bit more resistant to damage.

Use the regular stats for a Zombie with the following changes;

HD: 2(d6)

Attack: Slam (1d6)

Special: add ½ damage from edged weapons.

LEGEND

- ★ STATUE
- ☒ TRICK/TRAP
- DOOR
- \$ SECRET DOOR
- ≡ STAIRS DOWN
- COLUMN
- 👑 THRONE
- ◻ SARCOPHAGUS



