

B2 - For Character Levels 2-3

THE TWICE ROBBED TOMB

Perry Fehr



Labyrinth Lord
Compatible Product

THE TWICE-ROBBED TOMB

A Labyrinth Lords adventure for 4 characters of 3rd level, or 6 or more of 2nd level.

BACKGROUND

The domination of Pheniket the Pharaonic ended nearly two centuries ago, but stories of his ruthless ambition still haunt the region. An intruder from a sandy land to the south, with strange gods and customs, Pheniket tried to establish a colony of one in the land, and nearly succeeded. Those that followed his power did so zealously, and seemed even to love the enigmatic tyrant. His strength came from arcane pacts forbidden in his homeland, that enabled him to cause his enemies to disappear, and gave him vast knowledge. Knowing that death comes for all men, Pheniket tried to extend his mortal life- and failed, not having the power himself, and not trusting others. His legacy lasted long enough to have his underlings convert his personal chamber to a tomb, and begin to erect a pyramid- symbol of his far-off culture- above it. The inevitable slave rebellion halted work on it, indeed toppling the partial stoneworks over the tomb, so it was thought to be buried and inaccessible. The site of Pheniket's erstwhile capital was in a sandy, barren area, and was hastily abandoned by his adherents and opponents alike.

Legends wax and wane, and 150 years later, intrepid treasure hunters came to the settlement nearest Pheniket's palace -aptly named Stonebreak, as it was the rebels' camp- and announced that they had uncovered the Pharaonic's tomb. They looted it, with some opposition (some animated dead, a few poorly constructed golems) and came back with an armload of magic weapons, armor, and Pheniket's grave goods. Minor prosperity hit the area for a time, not appreciated by all. Those that knew the now-deceased tomb-robbers well also know that there was part of the tomb that could not be accessed by the original discoverers, who were happy to leave with what they had, as a feeling of dark foreboding saturated that forgotten place, a malevolent presence guarding the true prize in Pheniket's resting place.

FOR THE LABYRINTH LORD

The long-disappeared loot of Pheniket the Pharaonic's tomb was indeed a mere distraction, a few baubles hidden from the looting rebels. The opening of the tomb fifty-odd years ago allowed some of Pheniket's almost-completed efforts to come to fruition, and a demonic being known as a succubus has set up in the uncompleted lower level of the tomb, served by a large pack of ghouls attracted by the necromantic powers of a node of negative energy secured by Pheniket in his last days. To build her power, the succubus, Invexia, has used her powers of temptation to start a campaign of corruption and seduction, using greed to bring gullible adventurers to Pheniket's tomb. She knows of the other of Pheniket's creations, a portal to the Plane of Shadow that he used to control his fledgling kingdom. It is this nexus of power that subsequent plunderers unknowingly seek. She solved the entrance requirement- a certain astrologically-shaped golden key- and is now sending charmed catspaws to 'sell' maps and keys to greedy adventurers, bringing loot, prospective undead soldiers, or perhaps even playthings and minions to her spider's web beneath the Twice-Robbed Tomb...

THE SALE

The 'sale' of the map and key need not be in Stonebreak itself (a town of 300 people) and can be incorporated into any campaign the Labyrinth Lord wishes. In a likely place, the party is accosted by Brahim, an addled-looking tribesman (use the Men: Nomad stats for Brahim). Brahim has been charmed by Invexia the succubus as one of her agents to sell maps and keys to the tomb and the portal respectively.

"Hey. Hey. Hey! Hey youse, sword-guys. Brahim has life-time opportunity, for sale, cheap! 25 golds, you have map to the Tomb of Pheniket, eh? It open and everything! All the tomb-guys, blam, smash! Those first guys, all they take is swords and magic stuff, they leave gold and silver! And best of all..." Brahim produces a curious trinket, seemingly made of gold, like a reversed star in shape, with a dusky jewel at its apex. "This is the key, eh? Key to the door those first guys didn't get! All of that Pharaonic's best stuff! Brahim had it from father, father a drunk, didn't tell him he got it from his father, father, father, eh? Then Brahim sees some robber draw the sign, eh? The door-sign! It matches! Brahim, he has no friends, only a knife, and I need to eat! You gimme um... 25 golds, it all yours!"

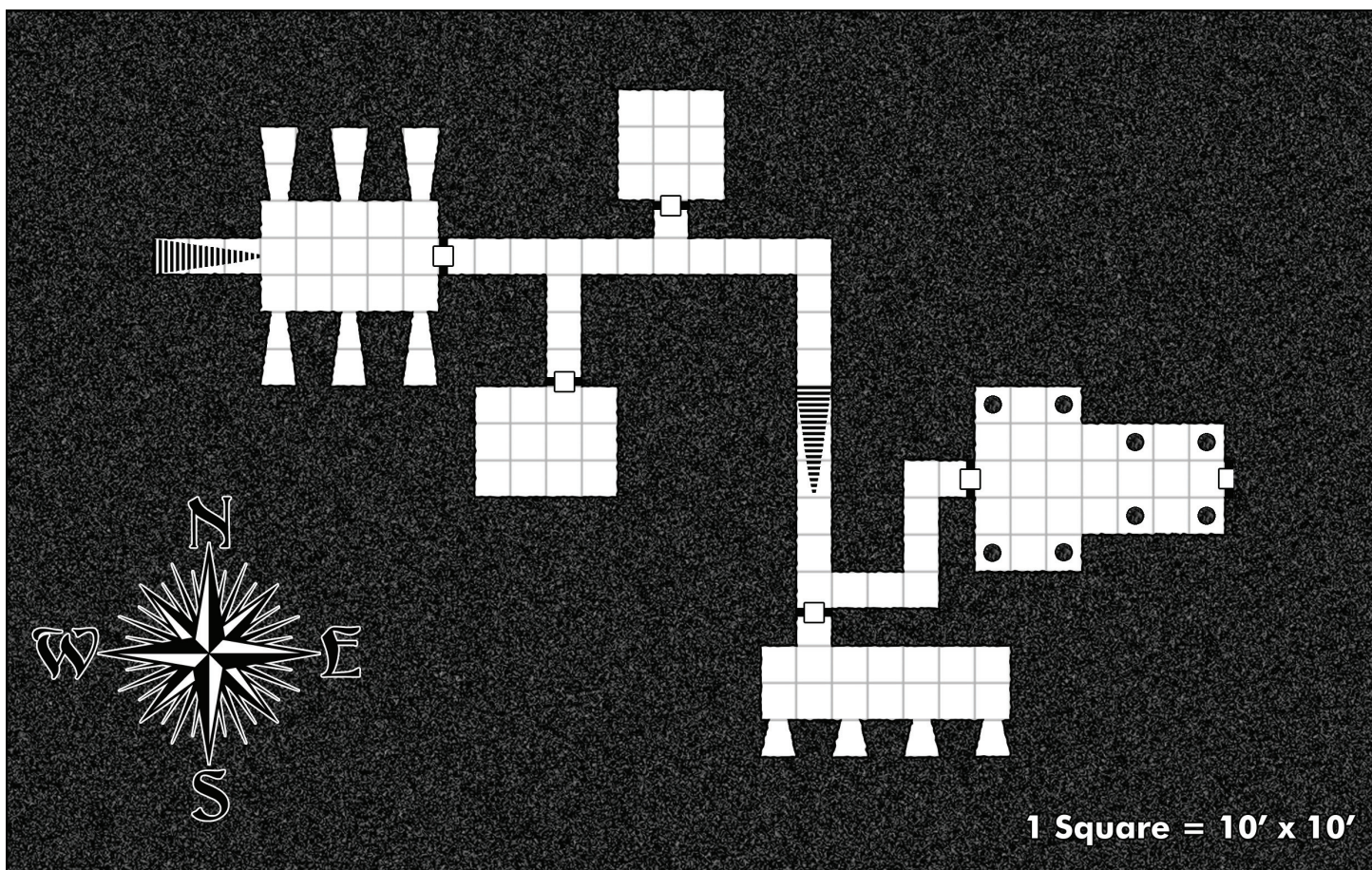
A dwarf can make an Intelligence check to note that, indeed, the 'key' is gold, adorned with a real gem, worth at least 25 gp. If the PCs buy it, Brahim will exit speedily, and leave town, going back to his tent-camp to smelt the gold and make several more keys. The wilderness map is primitive and worth little, and can be crudely sketched by the Lord- the town's name indicated, a direction arrow to a rough square with a broken pyramid in the center, and a door symbol on the east side of the pyramid. Written on the map is 'half uh day' 'Desert' and 'Toom Entrans'.

RUMORS

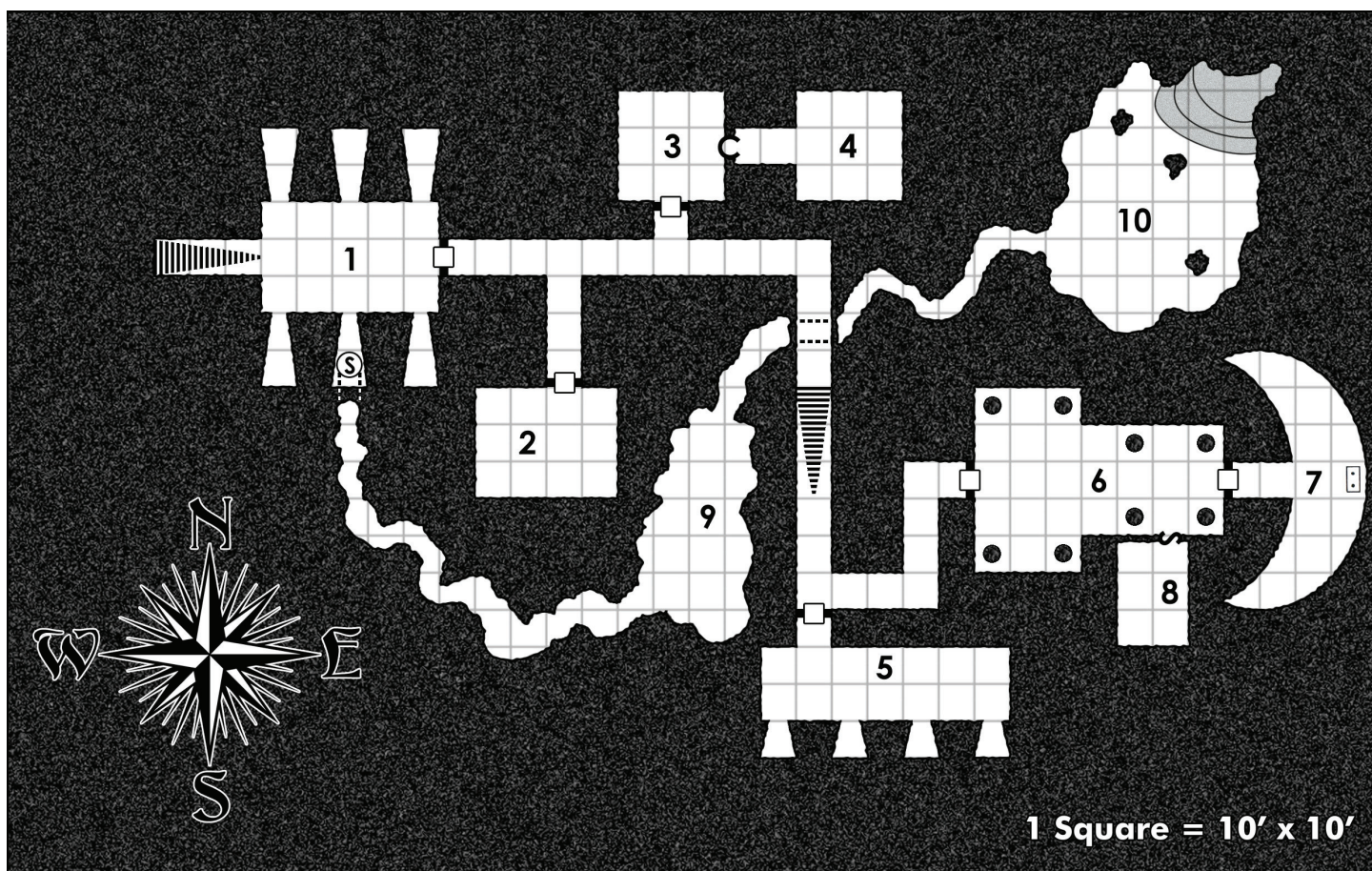
If the party wants to ask around about Brahim, the townsfolk will dismiss him as a desert nomad, crazy with the sun. They will acknowledge that his ancestors did serve Pheniket 'back then'. Further rumors can be gained for the price of a drink or a tip in a shop in town of 1 gp or more. Rumors are gained one per PC, plus their Charisma modifier.

- "We run ol' Pheniket's crew out, we did. No one can live in that pile o' mess where his city used to be."

- "Those nomads don't come to town, mind. I've seen more lately, though."
- "Drevil was the leader o' those tomb-robbers. Came away with a buncha those hooked swords- became a lord or something for givin' 'em to the king."
- "Friar Domin came back with a bag of skulls, said he took 'em from walkin' dead. Smiled when he said it, too. Never stopped smilin', even when he hung himself."
- "Willik, that skinny rat, slept with a coins' worth of candles every night, hated the dark, shadows 'specially. Burned his cottage to the ground, he did."
- "Eladon was a wizard with them, pointy-eared fella. All he kept was some kind of amulet, sold the rest to a peddler for scanty gold."
- "Those white apes in the desert holes are twitchy, they are. Killed my cow and never took ought but the tongue out of it."
- "Good thing we burn our dead out here, it is. Ol' Phenny and his mummies make me sick!"



GM'S MAP



JOURNEY TO THE FALLEN CAPITAL

Pheniket's fallen capital, whose name has been expunged from local memory, consists now of broken stone walls, sand, gravel and saltweed, and a monstrous pile of bricks in a vaguely square formation. It is half a day's southward journey from Stonebreak, along what locals call Victory Road, a track through land gradually undergoing desertification. If the Labyrinth Lord wishes, two wilderness wandering monster checks (p. 105) can be made, one for 'Inhabited Lands' [1 in 10] and one for 'Desert' [1 in 8], with results of 'Dragon', 'Giant' or 'Vampire' being an encounter with a pair of albino apes, common in these parts. The wilderness map shows the rough outline of the destroyed city (hardly useful) and the approximate location of the tomb entrance, on the east side. A last 1 in 6 chance, within the city itself, can be made on the 'Mountain/Hills' table, with the same substitutions as above being made if an encounter is indicated.

THE TOMB OF PHENIKET THE PHARAONIC

Areas 1 to 6 of the tomb are dusty and stale, possessing no light and little fresh air. A haze of fine powder hangs in the air and on everything. Passages are 10' wide, of decaying frescoed plaster over dressed stone, doors are hinged stone slabs, needing a proper Open Doors roll to open. Areas 9 and 10, and their connecting tunnels, bear the stench of rotting flesh and death; the passages are tubular and irregular, slick with gore, the chambers replete with dripping stalactites and pools of water. Area 7 is special, see that area for details. If the spell or ability *detect evil* is used, an overwhelming sense of evil 'below' will be the result. There are no wandering monsters in the Tomb, but see Area 9 for the activities of the inhabiting ghouls. A * symbol by a monster's AC means that it cannot be hit by non-magical weapons.

Area 1: Servitor's Chamber

Once you squeeze past the broken stones above, the stairs downward widen to a 10' descending passage, leaving clean air behind. 30 feet down is a dusty chamber, with long alcoves, three to a side, interrupted by stony bas-relief depicting dusky warriors in bronze armor. The alcoves are filled with drifts of bones- but the room is not quiet, as a large, black-carapaced beetle is chewing on a leather satchel in front of the stone door in the chamber's east end.

The beetle is a spitting beetle, who will do so at the first target to come close enough. One of its fellows is rooting through the bones in the middle north alcove, and may surprise the unaware. In the satchel are a *potion of fire resistance*, a copy of the player's map (see p.3), and 8 gp of ancient mintage. The bones in the alcoves are a mixture of human, horse, and animal, all picked clean; some of them are fairly fresh. Do not volunteer this information-the investigator must ask. For the secret passage to 9 to be discovered, a player must specifically investigate the bones in that alcove (meaning he is in the alcove), and actively and successfully search for secret doors. Lurking and listening at all times on the other side is a ghoul that will swipe with a claw if discovered, but will flee to 9 if it does not paralyze its victim. Once the party leaves the chamber, it will report to its mistress, Invexia, in Area 10, and return. Unless the party wipes all 14 of the ghouls out, there will be one hiding here, in a different alcove, waiting to ambush those exiting the tomb.

SPITTING BEETLES (2): hp 9, 10 [AL N, MV 120', AC 4, HD 2, #AT 1, DG 1d6 or blisters, SV F1, ML 8] p.65

GHOUL: hp 9 [AL C, MV 90', AC 6, HD 2 {turn as 3 HD}, #AT 3, DG 1d3 each plus paralysis for 2d4 turns, SV F2, ML 9] p.76

Area 2: Canopic Storage Room

Before the door...

Down a side hallway, swathes of dust seem to have been swept from the floor and walls, which are decorated with pictures of bodily organs floating towards a dark source of power, which is depicted on the further door as a black, sun-like object.

And beyond the door...



GHOUL

The room beyond is littered with crockery and leathery bits of flesh, which one of two large, white-furred apes is nibbling on. The other throws a broken bottle at the first interloper!

The albino apes were paralyzed and brought here by the ghoul swarm, to intrigue/weaken possible treasure hunters. If their corpses are inspected, a livid scratch on the back of each ape's leg can be found. If the broken vessels holding Pheniket's organs are searched, a still-beating heart, sympathetically animated by Invexia's evil presence, will be found-the discoverer must save vs. Paralyze or be struck with a *cause fear* effect. A successful Find Traps will reveal its presence without harm. There is a neat stack of 7 ancient gold coins in the SW corner of this room. In the SE corner of the room is a decayed wooden chest with ashes around it, remains of a defeated mummy. The chest holds opened scroll tubes, plundered but for a *inflict light wounds* scroll, thought to be cursed by the first party.

ALBINO APES (2): hp 26, 24 [AL N, MV 120', AC 6, HD 4, #AT 2, DG 1d4/1d4, SV F2, ML 7] p.63

Area 3: Afterlife Equipment Room

Beyond this unmarked door is a chamber crammed with odd items and statues; a highly decorated cart or wagon, hitched to what appears to be a terracotta horse, farming implements on racks, some fallen and in disarray, and at least a dozen stylized figures with animal heads, man-high. There is little room to move.

Close examination and an Intelligence check will identify the statues as ushabti, resembling upright 'Egyptian' sarcophagi. Nothing here has any particular value; 3 of the implements could be used as polearms, though they will break on an attack roll of 1 due to their age. Fired clay fragments are everywhere, the remnants of a protector golem destroyed by the first interlopers. Most of the magic weapons were looted from this room, satisfying the greed of that group. The concealed door to area 4 is behind a toppled weapon-rack, and must be searched for specifically! An unsuccessful search attempt is 50% likely to draw the attention of Rugulo, sole survivor of a previous band of Brahim's customers... Roll 2d6, on 2-6 he will attack with his dagger, on a 7 he will emerge and silently follow the group, on 8-12 he will huddle in a corner of 4 and cry for help- likely to be thought of as a trap by a wary party...

Area 4: Tomb of the Lost Wife

Though the air in this closely-walled place is very stale, it seems undisturbed, except for very recent footprints... The walls are covered with ancient script, and flat pictures of blank-eyed women doing domestic duties. A stylized black stone statue of a nobleman stands in the center of the room, surrounded by nine slender pedestals at waist height. Each pedestal is topped by a tiny sarcophagus, the gilded lid appearing in the likeness of a woman.

Alter the description if Rugulo is present, as needed. The script, which can be read with *read magic* or an Intelligence check at -2, reveals customs put in place when a nobleman dies with no wives, with nine special "small wives" being placed in a special chamber, not to be disturbed but by the spirit of their "husband". A final scripture speaks of "their small tombs contain naught but death". Indeed, each small coffin, if broken or pried open, releases a 5' cloud of poison gas that kills whatever is in contact with it if it fails its save at -1. They are valuable as dangerous relics, 100 gp each. Two black gems are the central idol's eyes, equivalent

to a 'shadow crystal' (see Area 7)

Rugulo, if he is not killed and can be reasoned with, can reveal that his fellows, two brawny fighters and a drunken priest, bought a 'key' and map from Brahim, and they found the satchel in the bone room, as well. Unfortunately, Rugulo found the secret door, and a cluster of ghouls behind it. His party tried to fight, but the priest's courage broke, he fled, and Rugulo ran here and spotted the secret door. The last thing he remembers clearly is the priest's scream coming from somewhere below- "...but it sounded like he liked it..."

RUGULO: level 2 thief; hp 8 [AL N, AC 5, MV 120', HD 2d4+2, #AT 1, DG 1d4+2, SV T2, ML 4, STR 13, INT 10 WIS 11 DEX 15, CON 14, CHA 10; PL 23%, F/RT 17%, PP 27%, MS 27%, CW 88%, HiS 17%, HN 1-2] Rugulo wears leather armor, carries a +1 dagger, a vial of holy water, rope and grappling hook, and 37 sp. He also has a 'key', another copy of the player's map (see p.3), and a crude wilderness map.

Area 5: The Higher Guardians

As the party turns south, read the following:

Further into the tomb, the hallways are dressed with loose slabs of stone, and proceed to a staircase descending 30 feet down and forward.

A dwarf who chooses to search at this point will note, if successful, that the slabs seem to be particularly loose right before the stairs; a combined Strength of 30 can pry one up enough to see into the passage between 9 and 10, 10 feet below. A pair of ghouls from 9 will come and investigate in 1 round, and a pair every round thereafter, but cannot attack the surface in more than groups of two. See Area 9 for more details.

At the door to 5:

The door to this chamber is decorated with hammered brass bits in the form of a strong warrior, wielding a spear, in front of a pyramid. [Further] Within is a long chamber littered with bits of bone and shattered weapons, and four alcoves which seem to contain the same, upon first glance.

The previous party destroyed zombie guardians here, and now this area contains only the drained husk of their sot of a priest, his life force sucked out with kisses from Invexia: he is now a wight, huddled in the last

alcove. His armor is +1 *chainmail*, and he still has a wineskin strapped to his back.

WIGHT: hp 12 [AL C, MV 90', AC 4 {with +1 *chainmail*}, HD 3, #AT 1, DG drain one level, SV F3, ML 12] p.102

Area 6: The Plundered Tomb

The stone door to this chamber is sundered open, but the runes for 'Pheniket' can still be seen upon it. Within, it is clear there has been much traffic here- the eight pillars of the inner and outer chamber have been hacked at by someone curious about their cores, shelves on the walls have been plundered, and the walls are scorched and defaced, ruining much of the frescoes upon them. An imposing sarcophagus sits near a door-like structure at the far end; the lid sits broken and askew upon the dais.

Searching reveals a large brass vessel tossed in a corner, the former home of a slain efreeti guardian, whose actions burned the walls. It may have value of up to 50 gp, but weighs 20 lbs. The sarcophagus contains only a couple of bones and rags, all that is left of Pheniket. A single small piece of jewelry remains, an earring worth 25 gp, if the sarcophagus is searched thoroughly. The "door" only opens when the "key" is placed in the center of a strange, grooved pattern in its center. If a player asks what the pattern means, a -3 Intelligence check will reveal that it "Portrays a balance between dark and light." The secret door to 8 is detected normally, if the searcher looks in the inner chamber. As it is frescoed over, it will take 16 man-turns with blades to chisel it enough to open; 2 ghouls will enter the tomb chamber after 8, and ALL of the remaining ghouls will arrive, 1 per round, attracted by the fresh smell of rotting meat beyond.

Area 7: The Shadowy Portal

As the golden, bejeweled key fits in the strange pattern, The "door" slides to the left, revealing a short, slanting passage into a strange room. A small block with two holes in it sits before a curving wall, a seamless silver surface 100' across and 50' high.

The door remains open for exactly seven turns [seven actions for each character in the place, and moving to the block is one] and then closes until a 'new' key is placed in the pattern. It cannot be opened from the inside. The lens opens when a rod (typically Pheniket's

WIGHT



staff of wizardry) is inserted into either hole, and closes only when the first 'staff' is removed and placed in the other hole, each action taking 1 turn. When the lens is open, the world beyond is seen to be a flat vista of crystalline plants and cubical sands, all in dark muted colors, somewhat like a photographic negative. It is the Plane of Shadow; 2d4 denizens of this place will come to investigate, as Pheniket did commerce and commune with them in centuries past. They appear as 'shadows' (the monster), but with sparkling motes for eyes. They will attack any intruder not under a *protection from evil* spell, Pheniket's go-to preparation for visiting this place. They can enter our world, and will do so, relentlessly pursuing the intruders, even slipping through the 'door' if the lens is not closed. Collecting any of the 'crystalline plant' that seems to grow over there will garner a strange treasure; though equivalent to a 50 gp gem, shadow crystals (1d6 per plant) magnify magical spells cast through them (using them up) so that they are cast at +1 caster level. They detect as magic and are worth 250 gp to magical aficionados. Also, if soaked in unholy water, they can be used to focus a beam of shadow upon a target, automatically

draining 1 point of Strength, using up the crystal.
PLANAR SHADOWS: hp 10 [AL C, MV 90', AC 7*, HD 2+2, #AT 1, DG 1d4 + STR drain for 8 turns, SV F2, ML 12] p.94. These shadows do not have the surprise ability.

Area 8: Workman's Way

As you chisel the mortar away, a stench of fresh blood assaults your senses. The room beyond the slab seems to contain only a stone slab table and scattered masonry tools... and the freshly bleeding corpse of a wild desert ox, fallen from 30' above, a small square of light above you, accessed by rusty pegs in the wall.

The ghoule pack will be attracted by the smell of the fresh kill, as stated above. The rungs may give way when climbed upon... 1 in 12 for halflings, 1 in 10 for unarmored or leather armored characters, 1 in 8 for chain-mailed characters, and 1 in 6 for plate-mailed characters. They will fall from 10' up, taking 1d6 damage, and dropping the dice chain for all subsequent climbers.

Area 9: Ghoule Nest

The subterranean passage smells of foulness; the walls of the tubular tunnel are slick with gore. It opens into a much wider, wet cavern, 20' high; the dull eyes of a dozen feral, moving corpses lock on you and move forward...

Adapt the description as needed, noting the number of ghoules present or remaining. There are 14 ghoules in total in the tomb complex. At full complement, 1 always watches the secret door in 1, 1 is always with Invexia in 10 to serve her needs. If any ghoules are killed in other encounters, or have fled to 10, subtract them from the core 12. In the filth and gore of the nest are 3 casks of silver ceremonial coins, 3000 in total. There is also a battered staff in the shape of a desert cobra, with black, gem-like eyes. This is Pheniket's *staff of wizardry*, with but a sole charge remaining. It will fit in the holes in Area 7.

Actions of the Ghoules:

Ghoules that are turned will flee immediately to Area 10 and be comforted by Invexia; her blessing and baptism adds +1 to the number needed to turn that ghoule by that particular cleric in subsequent attempts. This will take two turns.

If a warm-blooded creature is killed (the apes in 2, Rugulo in 4, PCs anytime) there is a 2 in 6 chance that 2 ghoules will leave the nest to go investigate the scent of carrion. Death by wight or shadow attack will not attract them.

When the door to 6 is pushed open, the ghoules have been instructed to dismantle the hallway floor indicated on the map north of Area 5. Leaping across the gap requires a Dexterity check, -2 for chain-mailed, -4 for plate-mailed characters. If the pair of ghoules below have not been spotted, each will take a single claw swipe at a jumping character, dragging paralyzed victims down and out of sight...

If the secret door to 8 is found, the smell of rotting ox will attract ghoules as detailed in area 6. Ghoules will not enter Area 7.

GHOULES (12): hp 9

Area 10: Den of the Seducer

Though the filthy walls of this cramped tunnel become no cleaner as you press on, it does become different- like entering a huge disembodied visceral organ, pulsing with foul life. The large chamber at its end is a grotto of dripping stone, joined with columns of minerals, a twinkling black pool at the rear- and standing at its center, a dusky maiden in the ancient trappings of Pheniket's people, a writhing, sobbing ghoule at her feet. "You have finally come," she says. "Pheniket's curse is finally broken..."

The maiden is Invexia, using her *shape change* ability. If there are turned ghoules, they will be waiting at the shore of the blasphemous pond at the rear of the cave, shivering. Confident that intruders will be unable to hurt her, she will feign a swoon, waiting to be helped up; she will then plant a kiss (with an attack roll) that will drain a level. *Charmed* players will also not resist being kissed, but the charm will be broken as a result. If confronted with the necromantic heart from Area 2, she will be fascinated, unable to take her eyes from it until she actually takes damage. Invexia is content so far to carry out her plan of seducing greedy adventurers, but the portal intrigues her, and she may get up to more evil as a result. She wears a *ring of spell turning* (8 charges remain) and a platinum-gold torc worth 1000 gp.

The pool in the rear of the cave is entirely full of un-

holy water, able to heal the ghouls and other undead. If watched closely, the three pillars will thrum with evil energy, pulsing up and down like veins... a few solid shots with a blunt weapon should break them enough to disrupt their necromantic energies and begin a return to normality. A flask of holy water will disrupt the pool at the rear, as well. Stashed in the NW corner, under a stained white shroud, is a sizable treasure trove: a small table for constructing 'keys', 20 of which are there, and 3500 gp worth of coins, ingots and dust in containers nearby. A burlap sack of 25 10 gp gems is ready for use, and an odd alchemical apparatus, used to infuse the 'shadow crystals' with unholy water. A dozen of the dusky gems (see Area 7), 6 raw and 6 infused, are held in glass containers, the latter sparkling darkly. A Wisdom check at -1 should discern the use of these things. Finally, there is a sawed-off barrel that contains NPC victims' goods; 6 belt pouches containing a total of 26 pp, 30 gp, 46 sp; 8 daggers, 4 shields, one of which is of +1 value, a +1 *short sword*, a pair of jeweled armbands worth 500 gp total, and a sack of 10 rings worth 50 gp each. A *displacer cloak* lies all but forgotten at the bottom of the barrel.

INVEXIA the SUCCUBUS: hp 27 [AL C(E), MV 120' {Fly 180'}, AC 0*, HD 6, #AT 2, DG 1d3/1d3, SV F6, ML 7] p.114 Advanced Edition. If the Labyrinth Lord does not have access to the Advanced Edition, Invexia can use the following spells at will; *charm person*, *clairvoyance*, *ESP*, *geas* (1/day), *invisibility*, and *shape change*. She cannot gate in another demon, due to the dimensional portal above.

GHOUL: hp 8

CREDITS

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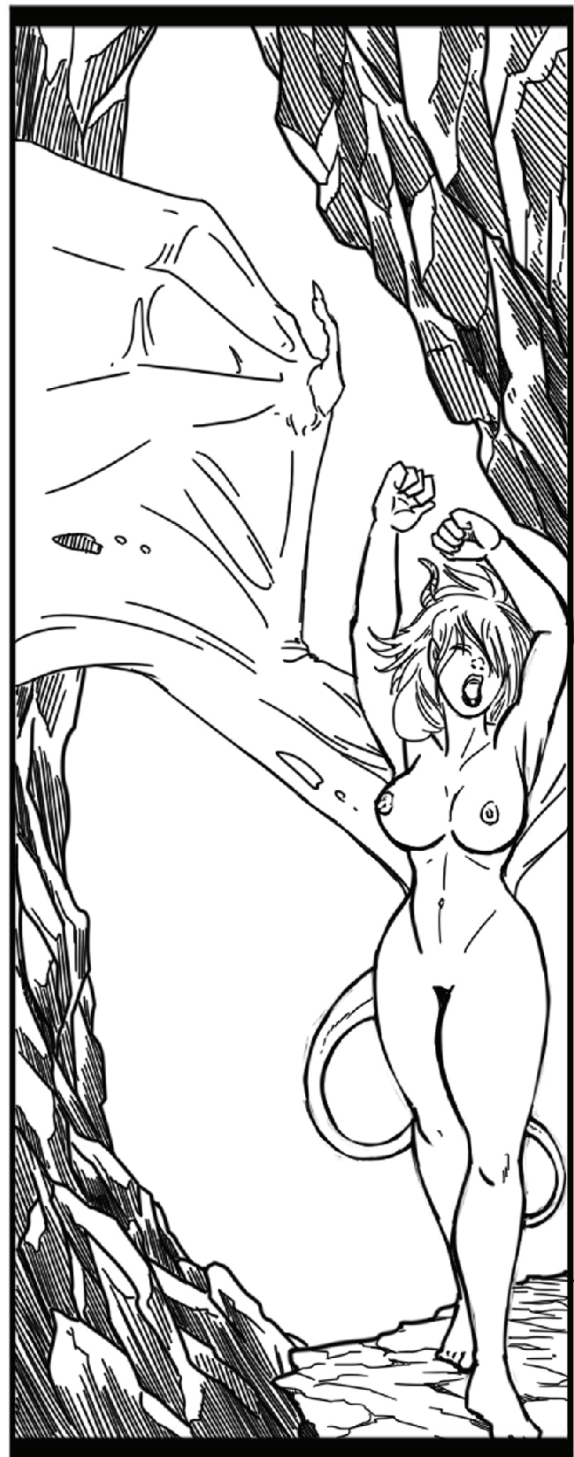
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SUCCUBUS

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